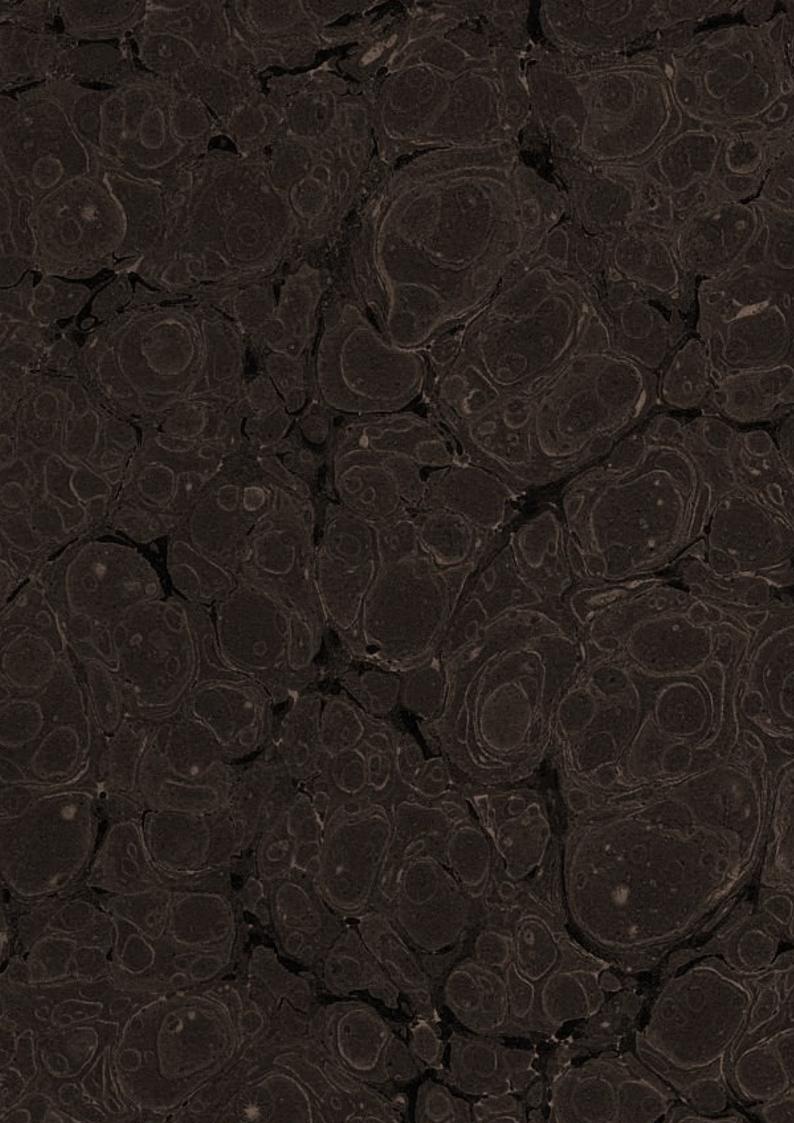
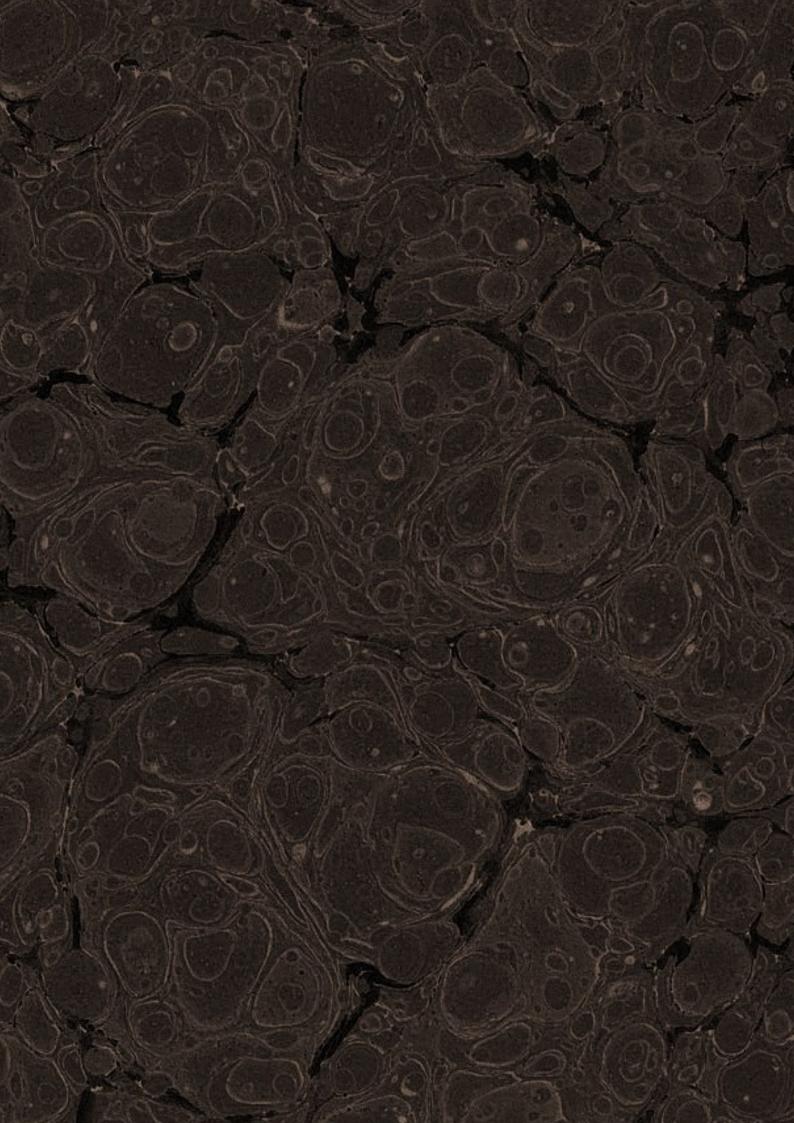
THE ENCYCLOPÆDIA ELYDEN

I - the Core Glossary of Elyden

DILIGENTLY COMPILED AND REVISED BY THE SAGE AND SCHOLAR AGALIAR HASHMAIM IN 4006 RM





THE ENCYCLOPAEDIA ELYDEN

A collection of histories and knowledge, pertaining to the world of Elyden and, in particular, the lands of the Korachani Empires (Both Old and Reformed); and their neighbours.

CONTAINING THE FIVE ORIGINAL VOLUMES AND APPENDICES

I – the Core Glossary of Elyden
II – the Cyclopaedia of Natural History
III – the Lands of Elyden
IV – the 'Mythologia Elyden'
V – the Great Atlas of Elyden

DILIGENTLY COMPILED AND REVISED BY THE SAGE AND SCHOLAR AGALIAR HASHMAIM IN $4002-4006~\mathrm{RM};$

At the Archpotentate Malichar's express command
(As proxied by the High Consulite of Khadon)

Plates collected and arranged by; Master Kyon of Korachan,

This Edition first impressed and published Rachalen, 4006 RM, printed by Gusion of Lower Korachan, printer to Klasia Ebolas of Lower Korachan, bound by Labal Hassel of the Lower Korachan Press

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A collection of histories and knowledge, pertaining to the world of Elyden and, in particular, the lands of the Korachani Empires (Both Old and Reformed); and their neighbours.

VOLUME THE FIRST

Being in part a Core Glossary of Elyden, and in part a Dictionary of Terms

DILIGENTLY COMPILED AND REVISED BY THE SAGE AND SCHOLAR AGALIAR HASHMAIM IN 28 – 29 RME (4036 – 4037 RM);

At the Archpotentate Malichar's express command (As proxied by the High Consulite of Khadon)

> Plates collected and arranged by; Master Kyon of Korachan,

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Contents

Introduction	V
A Note on Entries	vii
A	1
В	121
C	167
D	225
E	271
F	323
G	343
Н	376
I	424
J	466
K	474
L	528
M	566
N	627
O	660
P	691
Q	734
R	738
S	767
T	886
U	950
V	969
W	
X	
Y	
Z	
Misc	
Credits	

Introduction

riginally appearing in the Year 848 of the reign of our most benevolent Archpotentate Malichar (RM), the Encyclopaedia Elyden was intended as a core glossary; a compendium of the sum of mortal knowledge until that point, or at least the collected knowledge of the Korachani empire and its people. Granted, such knowledge was only available to the upper echelons of the empire's society as most of its populace were illiterate and had no time or inclination to digest such information, though it was *there*: the totality of the Korachani empire's knowledge bound within a single volume for the first time in the Fifth Age of Mortal Life. Should one choose to enlighten oneself thusly.

The original *Encyclopaedia Elyden* was far from the first such compendium. One can trace the first Korachani Natural History of the World to the 2-volume '*Collected Histories*' by Morlhar the Elder in the year 142 before the Reign of Malichar. The first volume of the *Encyclopaedia Elyden* built upon the knowledge of the '*Collected Histories*' (much of which remains correct to this day), through the travels and discoveries by St. Esperion, though even with the aid of past visionaries it was miniscule when compared with later multiple-volume editions, and was rife with incorrect assumptions, half-truths and pure misinformation, much of which was simply nonsensical or even comical when viewed with the smug detachment brought about by current advances in scientific theory. The 848 RM edition largely concerned itself with ancient histories, the (now outdated) categorisation of Elyden's fauna and flora, and served as a directory of nations and their people, many of which have since gone extinct. In addition, it also contained treatises on mythologies and other esoteric subjects, in particular early studies into the rediscovery on the nature of the Atramenta and the Firmament. Those studying the period in which it was penned could do worse than read the original edition of the *Encyclopaedia Elyden* as it serves as a fascinating glimpse into life of the age.

Later editions of the *Encyclopaedia* built upon what had come before, correcting, altering and slowly adding to the empire's wealth of knowledge. The so-called age of discovery that gripped the Korachani empire between 950 & 1100 RM saw an explosion in land exploration and a similar period, between c. 1300 & 1450 RM led to the charting of its oceans and cataloguing of distant lands and peoples through many crusades and expeditions, leading to many new discoveries. Scientific and alchemical innovations followed and with every new breakthrough and discovery – the unravelling of umbriska, perfecting the Atramental arts into technarcane processes that is recognisable in most developed nations today, the consolidation of the Seven laws of Alchemy and so-on.

The 3359 RM edition saw a major overhauling of the volumes and was the first step in the long process that led to the volumes you hold now. Every entry was deconstructed, updated, reformatted and reset and it was sorted into five disparate volumes, a format that has been kept to this very day. Many plates were remade to match new discoveries or to update old ones based on the passage of history and advancements in scientific theory. It was a categorical success and remains one of the most sought-after editions amongst collectors, despite its relatively distant publishing date. This was no-doubt helped by a foreword written by the Archpotentate Malichar himself: an extremely rare honour indeed.

The world we now live in is greatly changed. Once-great nations are on the wane and the wildernesses that once stood between them have become a harsh barrier through which travel is difficult. Seas are drying up and the natural world shrieks as it adjusts to its new laws, if such we may call them. Sleeping gods pollute the landscape around them. Elyden is become a changed world, and we must treat her as such, to be examined and catalogued as though we were exploring her for the first time. We hope that this tome can help in the taming of this new unruly world, and pray that we have not reached the end of our time.

This edition is the culmination of attempts to categorise this chaotic, dying world. Despite our greatest efforts, our resources are not what they once were and contact with distant lands has dwindled. Every entry has been updated to reflect changes in the natural and political world, and while every effort was taken to do so carefully, no responsibility can be taken for incorrect or outdated entries.

It is likely that many regions and settlements detailed in the following pages are now changed or may no longer exist. The countless varieties of flora and fauna described may likewise now be extinct or radically changed in the wake of the cycles of the Arcane Tempers. Borders have waxed and waned more in the past decades than they have in millennia and the task of keeping track of them is thankless and dangerous, for direct surveying is necessary in most cases. Regional histories, likewise tempestuous in these changing times under the long shadows of dying nations, are difficult to unearth.

Every warlord or tyrant seeks to aggrandise his own accomplishments and belittle those of his neighbours, rendering the task of unbiased collating of data difficult, if not outright impossible.

In this grey age, known not for its mighty empires or glorious armies, but rather its hollow metropolises and suffering wretches, scraps of history may yet lie undisturbed, unknown to all but those who experienced them first hand. One would otherwise need to sift through miles of decaying corridors within the old capital and countless mouldy repositories without, most of which have lied undisturbed for decades, or worse: lie ruined, their knowledge and secrets lost. For information pertaining to more distant lands and esoteric subjects, one must search even farther, deeper, for those who survive in positions of power do not share their knowledge lightly.

Regardless, what remains of her nation's accounts, treatises, essays, theses, and histories, must first be unearthed: a task rendered all the more difficult by the painstaking cataloguing of each entry; the dividing of individual works into those of fiction, fact, or distortion; the cross-referencing of each entry with others pertaining to the same subject or era; the searching for errors (both those mistaken, and those deliberate); the discarding of erroneous transcripts or translations; the additions of plates and etchings where necessary; the typesetting of pages; their printing, binding; and finally, after no little amount of work, their publishing in book form for the prosperity of mortals the world around.

This is not to mention the dangerous work that our field researchers must face on a day-to-day basis. Our historians, mythographers, cartographers, genealogists, researchers and countless others, must leave their musty offices to explore this darkening world to document changes that took place during recent wars and political upheavals. Cities have fallen, to be replaced by new ones as-yet unmarked on the Atlas Elyden. Entire regions have changed following the corruption of natural land by the Materia Omna. Once-wastelands have begun to recover as others wane under the shadow of drying seas.

It is a task, many would agree, far easier said than done.

Some may look with horror at the torture that goes into researching a volume such as this, and they would not be wrong. The author prays that his labours have not been wasted. He has sat in his chambers researching this tome for what feels like an eternity, where in fact it is but three decades. He inherited this task from his mentor, Azhar of Korachan, as he inherited it from his master, and already the author instructs his successor for the mammoth task that lies ahead of her.

What follows is a general overview of the land called Elyden, her history and events – from the mythical and near-forgotten to the recent and still-evolving – and all creatures and objects that have and still do call her home. The author hopes that this may be of practical use to some and of esoteric interest to others.

The Editor-in-Chief, Agaliar Hashmaim of Eleogach 4006 RM

A Note on Entries

Although this volume forms part of a greater collective, the contents herein-found may be perused without knowledge of or need for reference to the other volumes in the series, though choosing to do so might grant readers with enlightenment on a myriad of specialist subjects beyond the scope of what this volume seeks to cover.

Encyclopaedia entries are arranged in ascending alphabetical order and individual pages are labelled for the researcher's ease of reference

Each new entry in a page is clearly labelled in <u>FULL CAPITAL</u>, <u>BOLD</u>, <u>AND UNDERLINED</u> text, and is followed by the descriptive text which may vary in length between entries. Any pertinent information in the descriptive text with its own entry in this, the First Volume of the *Encyclopaedia Elyden*, will be listed in <u>UNDERLINED CAPITALISED TEXT</u>, informing the reader that he may peruse more information on the subject by finding the entry of the corresponding name.

Units of Measurement use traditionally-accepted imperial norms; the Korachani mile and tonne being foremost amongst them.

Entries with multiple naming conventions will be followed by disparate numbered entries under the same headers. Similarly, references to specific entries with multiple numbered entries will specify which numbered entry they are referring to, in uppercase.

A note on Nomenclature

This reference volume is presented from a Korachani viewpoint, as are the accompanying volumes in the series.

As a result, many of the entries use the Korachani name or term for them, unless otherwise specified. It is most noticeable with regards to foreign place names, many of which are listed under the more well-known or understandable Korachani names or transliterations of native names. Due to this, many otherwise unrelated place names may have similar or identical names, as those were the names given to them by Korachani explorers, often using a Korachani word to describe the place.

Examples of this are the names Bassorah and Ghalletha, which appear in various areas across Elyden. In Korachani, bassorah means crossroads, and many foreign lands or places encountered by explorers were given that name, irrespective of whether the name had already been used elsewhere. Similarly, ghalletha means wasteland, and the name has been given to various areas across Elyden in different times.

Many entries will also contain abbreviations following the bold underlined entry name as a form of shorthand quickly identifying what the entry is regarding. These abbreviations are summarised below for ease of reference:

Adj.	Adjective	Flo.	Flora	Phen.	Phenomenon
Alc.	Alchemy	For.	Forest / Woodlands	Phil.	Philosophy
Arc.	Architecture	ft.	Feet	Plr.	Plural
Art.	Art / Literature	Gam.	Game / Pastime / Sport	Poi.	Poison / Venom
Ast.	Astronomy	Geo.	Geology or geography	Pol.	Politics / Governments
В.	Born	His.	History	(Pop. c.)	Population
Bev.	Beverage	lbs.	Pounds	Rb.	Reborn
Bus.	Business	Ind.	Industry	Rel.	Religion
c	Centre /central	Int.	Entry of Interest	Rui.	Ruin
c.	Circa	Lak.	Lake	Rul.	Ruler
Cal.	Calendar	Lan.	Language	RM	Reign of Malichar
Car.	Cartography	Law.	Law / crime	Rnk.	Rank / Title/ Vocation
Com.	Commerce / Trade	Leg.	Legend / Folklore	Rvr.	River / wetlands
Con.	Constellation	Lit.	Literal meaning	Sea.	Bay / Ocean / Sea
Cui.	Cuisine / Food	m.	Male	Set.	Settlement
Cur.	Currency	Mar.	Martial	Sing.	Singular
D.	Died	Med.	Medicine / Disease / Illness	Soc.	Society / Culture
Dei.	Deity	Mil.	Military	Str.	Structure
Dem.	Demonym	Mor.	Mortal / Seedborn / Godsborn	Sup.	Supranatural, including Atramental and
Dre.	Dream / Dreamscape	Mus.	Music / singing		Firmamental sources.
Dru.	Drugs / Narcotics	Mys.	Mysticism	Tec.	Technarcana / technology
m.	Female	Myt.	Mythology / Demiurges / Scions	Veh.	Vehicle
Edu.	Education / Science	Nou.	Noun	Voc.	Vocation / Job
Ele.	Element / Ore / Metal	Ntn.	Nation / State	Vol.	Book
Ent.	Entertainment	Oas.	Oasis	War.	Warfare / Battle
Est.	Estimated	Obj.	Object / Relic / Artefact.	Wea.	Weather / Climate
Eth.	Ethnic group	Org.	Organisation	X.	Non-binary or does not identify as
Fas.	Fashion / Clothing	Oth.	Otherworld and related matters		female of male
Fau.	Fauna	Per.	Personality / Individual		

VOLUME THE FIRST

Being in part a Core Glossary of Elyden, and in part a Dictionary of Terms





<u>'A CIVILISATION THAT HAS NOT YET FALLEN HAS NOT YET</u>
<u>FULFILLED ITS POTENTIAL</u>! Lan. Soc. Common nihilistic saying around the <u>INNER SEA REGION</u>. It is representative of the many empires that have come and gone throughout the ages, and also means that even things doomed to fail are not necessarily failures or without value.

<u>'A CLOSED MIND IS LIKE A LOCKED DOOR</u>! Lan. Soc. Saying common in <u>THE VORANDINE</u> that best encapsulates the character of its people – inquisitive, and open to learning, perhaps in defiance of the ignorance that proliferates in the east. The rise of the <u>UNITED VORANDI COUNCIL</u> over the past decade has seen this mentality challenged by its <u>GODSMEN</u> policing force, which seeks to subjugate its own people.

<u>A CORONACH TO ELYDEN</u>: Art. An epic poem written by <u>BLANESCHI</u>

<u>WALLIA</u> in c 2910 RM that popularised the term <u>MORIBUND EMPIRE</u> in reference to the <u>KORACHANI EMPIRE</u>. Though the cumbersome text is now largely ignored, the term remains somewhat popular, especially south of <u>THE INNER SEA</u>, where it used in a derogatory fashion.

<u>A NEW HISTORY OF ELYDEN</u>: Vol. 17-volume historical treatise penned by the polymath <u>LUNTEV</u> in the last decades of his life and published posthumously in 3670 RM to much acclaim. The work has made its way across <u>ELYDEN</u>, where it sits proudly in major collections in every continent. Though many facts presented therein are now outdated and superseded by the <u>ENCYCLOPAEDIA ELYDEN</u> and other modern volumes it remains a valuable work, as it shows in great detail a historical timeline of <u>MENISCEA</u> and <u>EASTERN LLACHATUL</u>, which is invaluable for the corroboration of extant knowledge.

<u>A SAVI</u>: Geo. Mountain in the north west of <u>AHRISHEN</u>, running 680-miles from west to east, forming a natural border between the <u>DESOLATION OF ASTUDAN</u>, which lies in its rain shadow, and the south eastern reaches of <u>THE OLD FOREST</u>. <u>THE CHILD'S ESTUARY</u> is located along its south-facing slope, at the source of the river <u>SAVEST</u>. Its southern-face is made up of sparse montane forests that are watered by many streams and rivers that lead into the <u>AHRISHENI WATERWAYS</u>.

<u>A'NOTHA</u>: Set. Fortified settlement in the region of <u>FURUD</u> in the c west of <u>THE SURRACH</u>. The government there is known to restrict free speech, with the only available newspaper being controlled by the rulers and used for propaganda (Pop. c. 6,000).

<u>AAAM</u>: Geo. 1. An inimical hydrothermal system situated in the north of <u>KHARKHARADONTIS</u>, around the cinder cone volcano of the same name⁽²⁾. It is noted for its unearthly colours, ranging from yellow, orange, and brown minerals, to blue and green pools, which are corrosive; and its noxious gases, which render it uninhabitable to most <u>MORTALS</u>. Indeed, there is little, if any, flora and fauna to be found there.

2. (11,250-ft.) Cinder cone volcano in the c north of <u>KHARKHARADONTIS</u>. It is responsible for the above^(1.) hydrothermal system that dominates the surrounding area.

<u>AABAR QAREM</u>: also 'City of Paradise'. Set. Major metropolis in <u>QARALAM</u> that emerged from an ancient oasis. Today it is famed for its large carhedral-like cisterns.

Until a few decades ago, the city had a significant problem with crime lords, who had entered in agreements with the then governor, Aham Zemor to take a share of trade profits. The deep-rooted crime-guilds were eventually eradicated in 3961 RM by governor Mejnoun Abardouf.

Aabar Qarem is known to foreigners as the City of Paradise (an ancient name dating back to its origins as an oasis waypoint), and this misnomer draws hundreds of destitute people to the city each year from all over Qaralam and beyond, leading to a growing shanty town outside the city proper. Many of these migrants are press-ganged into the Qaralami army, enticed by promises of food and lodgings (Pop. c. 150,000).

<u>AADAX</u>: Rvr. River in the west of <u>THE SURRACH</u>, flowing south west for 200-miles from sources in the <u>BROCHITTER</u> Mountains, before meeting its parent, the river <u>BRUD</u>.

AADAZIR: Set. Fortified settlement in the c of KAZZAR^(2.) along the southern foothills of the OZZARUN Mountains. Its main industry is iron mining and its southern slopes are covered in tailings that make travel across them very difficult. The environs surrounding the city are known for their RUST SLUGS, which have become a pest in the settlement (Pop. c. 4,800).

<u>AADRO CIRRIS</u>: m. Med. Per. (B. 2551 – D. 2689 RM) Surgeon and <u>FLESHWRIGHT</u> who spent decades building upon centuries of research in the science of <u>PALINGENESIS</u>, finally giving birth to the first complete successful <u>MORTAL CLONE</u> through palingenesis in 2613 RM.

The mortal was a perfect clone of himself and outlived him, though never developed the yearning for anatomical and cloning research that his PRIMOGENITOR did. The clone's fate remains unknown, though it is suspected by many to have been used as a source for organs, blood, and skin that Aadro kept for use on himself if needed, possibly explaining his longevity.

<u>AAHES</u>: Sea. Sea off the north western coast of <u>NORTHERN SAMMAEA</u>, off the northern coasts of ERET^(2.) and IZABAL^(1.).

AAHING: Set. Coastal settlement in the far south west of RAONGEN⁽²⁾, overlooking the BAY OF ESHINII⁽¹⁾. Once a small fishing village, Aahing has grown in recent decades due to its strategic location near AMBER deposits along the coast, attracting traders and prospectors from across the empire. It is known for its tight-knit community, where ancient traditions are fiercely preserved despite the encroaching influence of industrialization from the more urbanized regions of Raongen. (Pop. c. 6 200)

<u>AAHMAS</u>: Mil. Rnk. <u>BASSORAH</u>^(1.) (crossroad) guards in <u>SUOR</u>. They have a relatively high social status and are well-equipped, working shifts that last entire seasons, living in nearby crossroad towers. The importance of the crossroad determines the number of aahmas and size of the tower that guards it, with major highway intersections often being fully defended,

with major fortresses covering them, forcing travellers to pass under them. Aahmas also patrol the hinterlands surrounding crossroads for people who intentionally bypass checkpoints.

<u>AAKHA</u>: Set. Settlement in the far north west of <u>LAASKHA</u>. It was originally founded as a centre of logging operations in the <u>ARPAROH</u> forest. Following the destruction of the forest, most of the logging settlements were deserted, with people moving to Aakha, which remains now as a centre of horse-rearing famed across the <u>KORACHANI EMPIRE</u>. Aakhan horses are traded with merchants travelling along the <u>RED ROUTE</u>, which passes through the settlement (Pop. c. 5,500).

<u>AALABA</u>: Set. City close to the region of <u>PHYLON</u> in the east of <u>TARTAK</u>. It is renowned across <u>SAMMAEA</u>, particularly in <u>KARAKHAS</u> and JURRAS⁽²⁾, for its breeding of PHYLACTERS.

Historically, most of its trade revolved around the exporting and raising of these exotic creatures, though following the \underline{FADING} of the $\underline{FIFTHAGE}$, this practice diminished largely due to dwindling numbers of phylacters as $\underline{MORTALS}$ encroached on their territories (Pop. c. 34,000).

<u>AALARAD</u>: Rvr. River in the south east of <u>TARTAK</u>, flowing for 420-miles before meeting with lake <u>KASABAD</u> and its parent, the river <u>KHARAD</u>.

<u>AALARIS</u>: Set. Principal city in the region of <u>ILLASAN</u> in the south of <u>JURRAS</u>⁽²⁾, known for the expansive grain, barley, and cotton fields that surround its walls, as well as its textile <u>MANUFACTORIES</u>. It forms a part of the <u>RED ROUTE</u>, and many of its textiles are sold to merchants travelling along the route (Pop. c. 46,200).

AALISSA O ALMAGOTA: Per. F. (B. 3919). Current ARCH CHANCELLOR of ALMAGEST. A native of the city of UMMARA, she grew up she was elected to power in 3983 RM and is popular amongst the nations' citizens and electorate, and is known for her increasingly right-wing and socialist policies, which are the result of decades of slow changes orchestrated by her predecessors and the republic council.

<u>AAMAGH</u>: Dem. 'Aamaghi'. His. Pol. Set. Ancient city in the realm of <u>HARA</u>^(1.). Civil war in the region saw Aamagh take control of many coastal settlements around the <u>SEA OF DERAEA</u>, becoming capital after its armies took the old capital in Hara in c. -875 RM. By c. -860 RM the city had become a major trading centre, serving trade-routes linking the <u>KINGDOM OF AMNATH</u> in the south west, with <u>IPHIGENA</u>^(1.) to the north east. It would later evolve into the city of AMAGER.

<u>AAMINA</u>: *Pol. Set.* City in <u>KAZZAR</u>^{(2.),} and its capital since 3462 RM. The city has served as a major base to the <u>GODSLAYERS</u> since their arrival in Kazzar in 3148 RM, growing steadily as it attracted followers from across <u>ELYDEN</u> (Pop. c. 1,090,000).

AANIME: Set. City in the c west of <u>TZALLRACH</u>, in the forest of <u>OKONER</u>. It is a major source of wood for the capital, and is known for its carpenters and woodworkers (Pop. c. 24,500).

<u>AANTH</u>: Plr. 'Aantha'. Mor. Grotesque corrupted form of <u>ASICTHAI</u> native to <u>N'RAKH</u> that are thought to have emerged in the <u>SECOND AGE</u> from an unverified <u>MORTAL</u> bloodline likely following prolonged exposure to ATRAMENTAL TAINT.

Standing between 5- and 6-ft. tall, their bodies are hunched, of spindly limbs and paunchy gut, with thick skin that varies between rough and chitinous between individuals, sometimes even on the same specimen. They have large black featureless eyes, and specimens have been recorded having more than a single pair, sometimes arranged haphazardly on their faces. Similarly, it is not uncommon for individuals to have errant limbs, usually vestigial and unsightly and rarely fully functioning.

Such specimens are thought by aanth communities to have been blessed by their god, $\underline{MAALKAT}$, and are often chosen to be $\underline{ATTERKHATS}$ and may go on to become \underline{SHAMEN} . Careful study shows that aanth bodies are closely attuned to the $\underline{ATRAMENTA}$. Though they are stronger at withstanding its effects than other humanoids despite their apparent physical corruption.

Aantha live in small semi-nomadic family groups known as <u>SODALITIES</u>, generally consisting of a single dominant female, a handful of <u>K'HAT</u> champions and many young. A few aanth settlements do exist despite their natural dislike of large groups, the largest of which is known as <u>EKALLU</u> (more commonly known as <u>THE SILKEN CITY</u>). See Vol II: Classification and Taxonomy of Life *Asicthain*.

<u>AAORA</u>: 1. Geo. Major highland area dominating the c south of <u>AZAZEM</u>, running for c. 300-miles across the nation. It is known for the many <u>DUSTSTONE</u> formations along its northern face, which are prone to collapse and landslides, making travel in the area difficult. The <u>AISHAN</u> Badlands are perhaps the most well-known example of these formations.

Its southern face is a source to many rivers that flow south into THE INNER SEA and the SEA OF BATHOS (1.), though many more have since run dry or become despoiled by the unfettered DROSS industries of the nation.

2. Lak. Endorheic lake located in the c south west of AZAZEM, to the west of the AAORA Mountains. It is relatively shallow and a few streams and rivers low into it, though it has no permanent outlet. It is thought to have once been much larger though has slowly waned in size throughout the FIFTH AGE. It has been known to flood in hot summers, and harsh winters, causing an overflow to the west, leading to the river EPHANOSH.

<u>AAQU</u>: For. Dense jungle in the c east of <u>PNESSA</u>. It is largely uninhabited but is said to be infested with <u>AANTHA</u> and their organic resin refuges, making it dangerous for <u>HUMANS</u> and other <u>MORTALS</u> to travel through. The fortress of <u>KUUDRII</u> guards its northern-most reaches and periodically sends soldiers into Aaqu to cleanse it of any perceived threats.

<u>AAREN</u>: 1. *Geo.* Island off the north western coast of <u>THE SURRACH</u>, in the north west of <u>NORTHERN SAMMAEA</u>, forming one of its many regions. Its natives were believed to have <u>MAGICKAL</u> power over waves & wind and are said to capture ships for plunder to this day.

2. Sea. Sea off the north western coast of <u>THE SURRACH</u>, between the island of Aaren^(1.) in the west, and the Surrachi mainland to the east.

3. *Pol. Set.* City-port and capital located on the north west of the eponymous island^(1,), which is known for its fine seafood and expert salvagers. Ancient legends of widespread MAGICKAL traditions of controlling waves & wind are largely unfounded, but its rulers are thought to be shaper who have power over weather (similar to TEMPESTARIIN) (Pop. unknown).

<u>AARRUAM</u>: Geo. Ridge in the c north west of <u>THE SURRACH</u> running for some 200-miles, dividing the <u>KAILIK</u> from the <u>SHAAT LOTHA</u>. It serves as a border between the regions of <u>SCABRIA</u>^(1.) and <u>DAKTRA</u>.

AART: 1. Geo. Island off the eastern coast of VAALK, 45-miles off the coast.
 2. Set. Small city on the eponymous^(1.) island off the coast of eastern VAALK. Its people are expert coastal engineers, and are renowned for their locks and canals (Pop. c. 18,000).

<u>AARU</u>: 1. Geo. Small island off the coast of <u>TETHYSIA</u> in the <u>SEA OF MYMEREA</u>. It is uninhabited save for the priests and acolytes who tend to the offerings of the sun in the Temple of Aaru. Notable locations on the island are the <u>TEMPLE OF THE FEAST OF SOLSTICE</u>, and <u>THE GREAT LIGHTHOUSE OF AARU</u>, which commands the best views of the Mymerea, making sea travel in the area safer.

2. *Dei. Rel. Oth.* Demigod worshipped in <u>TZALLRACH</u>, <u>RHEA</u> and <u>TETHYSIA</u> (though it has largely been superseded in Tethysia by the <u>CHURCH OF KATHISIS</u>^(1.)). It embodies light, the <u>OTHERWORLD</u> and the <u>FIRMAMENT</u>. See Vol IV: Gods and Pantheons.

<u>AARU, LIGHTHOUSE OF</u>: Arc. Rui. Large archaic lighthouse and temple to the <u>KATHIAN</u> pantheon situated on the isle of <u>AARU</u> in the east of <u>TETHYSIA</u>. The lighthouse stands atop a steep cliff and despite the wane of <u>ELYDEN'S</u> seas, it remains close to the sea, where its beacon is kept lit at all times as a beacon to ships.

The lighthouse is an ancient edifice, and was already standing when the <u>PROPHET KATHISIS</u> first led his followers north from <u>RHEA</u> in 1572 RM. At the time, the lighthouse was ruined and half crumbled, though it was later restored to prominence.

<u>AASHA</u>: *His. Set.* Ancient city in the east of <u>BA'AKH</u> that was founded in c. -1100 RM by <u>SVATHI</u> immigrants who established contact with other Svathi colonies (these would collectively become known as <u>DHEA</u>) and with their kin who repopulated lands to the south, later becoming known as the <u>DHAMATEANS</u>. The city-states of Dhea rapidly coalesced, though in –947 RM Aasha broke away, forsaking the <u>TERATHAN</u> faith that had developed in the <u>SIELLAN HIGHLANDS</u> just west of its lands and adopting a purely astrological-based religion instead.

Friction with Dhea and Dhamatea increased following this sundering of cultures, leading to a loss of trade, though the establishment of relations with <u>SALOROC</u> in c. -700 allowed it to thrive as a solitary city-state.

By c. -470 RM, Aasha had become affected by an increase in <u>ATRAMENTAL ACTIVITY</u> across Dhea and Dhamatea, leading to the abandonment of its religion in favour of an extreme cult of <u>THE VOID</u> that had made it there from <u>IO</u> 100-years earlier. The city began sacrificing people to the demon <u>TASHATARAS</u> (a pit in the south of Dhea believed to be the source of much of the taint in the region). The city closed its doors to the outside world, abandoning all trade and vassal towns to their fate. The city later emerged from this vapid state after around 50-years, forging new contact with the Ionic city of <u>TYROPOEA</u> and re-establishing tentative relations with Dhea and Dhamatea, though Aasha had become a changed place.

Its society had deteriorated into a fetishist dervish cult known as the <u>KIHOTA</u> that was dominated by a matriarchal religion that sent young women into the corrupted lands beyond the city. Those who returned to the city uncorrupted within a year were elevated to acolytes and became citizens of the city. This government, if such it could be called, advocated the signing of the <u>DIVIDE OF BA'AKH</u> (Dhea and Dhamatea having by then come together as the nation of Ba'akh) in 201 RM and remained in power until c. 250 RM, where it began to lose influence to merchants and traders (many of them former acolytes of the Kihota), who wanted closer ties to surrounding states. In 284 RM they seized control of the city, effectively ending the dominance of the religion and ratified an alliance with <u>BAALBETH</u>, merging the two states.

In 469 RM the city was occupied by Korachani troops, which sailed there from Io en-masse, taking the city and establishing it as a base for its armies, which over the coming 150-years would conquer Ba'akh. The city lost its connection with Ba'akh during this time, and it took on various imperial traits and influences, leading to it becoming known as <u>ASISH</u>, the Ionic name for the city.

AASHA, PRINCIPALITY OF: Pol. Following the signing of the DIVIDE OF BA'AKH in 201 RM, the official name of the city-state and environs of AASHA. The name lasted until KORACHANI forces occupied the city in 469 RM, after which it became known as ASISH, derived from the IONIC name for the region.

<u>AAT</u>: *Rel*. Originally a saint of the <u>Church of Rahana</u> in the <u>Six Cities</u> region of <u>The Surrach</u>, Aat is now one aspect of the duotheistic religion of <u>Ianahn</u>, commonly linked with the <u>Ivory Moon Siella</u>. See Vol IV: Religions and Cults.

AATHRICE: Geo. Island in the south of the PANTHEON ISLES, in the east of LLACHATUL. It was once known for its native MONOCEROUS population, though these went extinct in the wild centuries ago, though they continue to be bred in captivity in the city VABBOITRUR. Though that is the only city of note on the island, there are various small communities that play little role in the overall economy of the Pantheon Isles.

AATI: Eth. Primitive HUMANS that were relatively common in the north of SAMMAEA in the FOURTH AGE. The aati people were partially responsible for the waning and eventual splintering of the nation of SALLON. They sacked many major central cities of the defeated nation and eventually settled there, coming to worship a corrupted idol discovered in ancient catacombs deep beneath the surface. Little is known of them following the FADING of the FOURTH AGE, though it is thought that the idol was partially responsible for their own eventual disappearance. See Vol II: Classification and Taxonomy of Life.

AAYUTÉ: Phil. Set. Oas. Plateau-city in the c east of NALARDIL in the west of MENISCEA, known as an oasis in an otherwise dry region. The base of the plateau is surrounded by ancient stone ruins, thought to date back some 1200-year, to a time when the climate was more favourable, and ELYDEN was not dying.

The plateau was once home to an ancient temple of thought that eventually came to be surrounded by a new city. Over the years new abodes were added besides and above the existing structures until a new continuous city was formed in c. 3180 RM, famed for having no streets in the traditional sense, with them all taking the form of enclosed corridors and hallways. A tunnel was later hewn from the base of the mesa to a newly constructed forum in the centre of the city, linking the city with

the lands beyond. This tunnel is guarded by a heavy metal fortified gate that can be sealed shut if need be.

The city remains occupied to this day and though it has no resources or strategic value, it is prized for its philosophers, most of whom now transcribe ancient texts, annotating and updating them (Pop. c. 52,200).

AB AESSENAS: Myr. Rui. Ancient monolith in the far west of WESTERN LLACHATUL, in congested territories between ANAGAR and RAONGEN^(2.). It is of seven sides, each of a footprint of around 15-ft. and is some 400-ft. Tall, forming a cage-like structure on the top, inside which is a pearlescent orb, thought by some to be a soulstone. The monoliths surface is smooth and though it has some marks, it appears to be well-preserved considering its age, and it is thought to date back to the THIRD AGE.

Some have postulated that it might be responsible for the change in character of the people of Anagar, who went from simple descendants of a failed <u>KORACHANI</u> colony to a belligerent people in the span of a few decades. Indeed, prior to their arrival in the region, the Raongeni people were already shunning the region, though they did not know why. There appears to be no link between the structure and the culture of the people of Anagar.

<u>ABA KASSAR</u>: *Ind. Set.* Fortified settlement in the c of <u>PORPHYR</u>, just north of the sulphuric wastes of <u>LAMAYA</u>. Its main industry is the extraction and processing of sulphur, which is used in industrial processes that are common in the nation (Pop. c. 5,000).

ABACARDAT: Nat. Nation located to the east of SOUTHERN SAMMAEA, to the south of the SEA OF LETHEA. Its climate ranges from hot-humid, to semi-arid farther inland, and it has long dry summers and mild winters with few, often severe, storms. Waning sea levels over the past millennia have led to an increase in land size and the diminishing of the SEA OF UHBATAQ, leaving it a heavily salinated endorheic lake – far removed from the thriving waters and harbours it once supported.

Abacardat originated in the decades following the <u>UPHEAVAL OF LETHEA</u> that devastated lands surrounding the Sea of Lethea in 1303 RM. Prior to this, the entire southern coast of the sea was home to the <u>UMMIDIAN EMPIRE</u>, whose cities were levelled by the massive earthquake that caused the Upheaval, leaving the region in chaos. The empire fractured into dozens of disparate states which only stabilised until the arrival of the cultural hero <u>ATTRAH</u>, whose actions led to the solidifying of rival political entities in 1401 RM, which collectively became known as Abacardat.

A severe outbreak of <u>FAHR'S PLAGUE</u> in 2138 RM devastated the west of Abacardat, leading to a schism that saw east separate from west, with an independent region centred around the city of <u>HEMANAT</u> appearing between them, along the river <u>SYASHAN</u>, which became known as the <u>JAHADAT STATES</u>. The west would become a <u>SULTANATE</u> in 2326 RM, founded by the <u>HALFBLOOD</u> caste known as the <u>JAHINN</u>^(2.), which remains the ruling class and a caste apart from their mortal subjects to this day. In 2563 RM the Sultanate succeeded in reuniting the east of Abacardat (by then known as the <u>REFORMED NATION OF ABACARDAT</u>) with the west following a 2-year war, though the two territories remain physically divided by the Jahadat States, which had emerged in around 2294 RM.

Though it later suffered following the wane of the Sea of Uhbataq, Abacardat still remains a powerful region, its military maintaining control of cities that in some cases are divided by a hundred miles of dry savannahs. This is necessary against occasional incursions in its north western territories by HADDURATHI barbarians.

The <u>JAHINN SULTANATE</u> is beloved by the people of Abacardat, most of whom have been indoctrinated into acceptance of the autocracy and are blind to its excesses. However, though individual Jahinn might overindulge in debauchery, the Sultanate as a whole is reactive to the needs of the people. See Vol III: Extant Nations and Realms.

ABACINIA: Rel. The mortal name of the woman who was persecuted for acting against the old tyranny of and blinded, eventually being martyred in the ZAYIID (present-day IDRIIS) in c. 900 RM. A cult of personality grew around her over the next decades, and by c. 1000 RM she had become widely known as the BLIND GOD, with people regarding her as a deific figure. Worship of her spread west into DHAT, where by c. 1200

RM it had developed onto the <u>ABACINIC</u> religion, which over the next centuries spread across most of the island of <u>ISEA</u>.

<u>ABACINISM</u>: *Rel.* Major religion practiced on the island of <u>ISEA</u>, particularly amongst the people of <u>DHAT</u>, <u>IDRIIS</u>, and <u>IRORA</u>. Its deity is known as the <u>BLIND GOD</u>, and its worshippers are <u>ABACINITES</u>.

The religion developed in Dhat in c. 1200 RM and emerged from an older cult of personality that had spread in <u>ZAYIID</u> (present-day Idriis) following the martyrdom of the woman <u>ABACINIA</u>, who would go on to become known as the Blind God.

Many adherents of Abacinism are known to blind themselves to better experience the world as their deity does, who was blinded before being martyred in c. 900 RM. For most, this is symbolic – either using blindfolds while praying, or spending time in penance in darkened rooms. Only the most extreme of worshippers go so far as to blind themselves, and they are highly regarded by their peers, standing as a caste apart, living off alms and spending their days in contemplation and praying. See Vol IV: Religions and Cults.

<u>ABACINITES</u>: Rel. The religious followers of <u>ABACINISM</u>. In some cases, this is used in reference to the more extreme followers who blind themselves in pursuit of their faith.

<u>ABACUUN</u>: Set. Settlement in the c of <u>KULIGALA</u>, in the east of the <u>CARCHEMISHI PENINSULA</u>^(1.) in the east of <u>SAMMAEA</u>. It was founded by refugees fleeing an earthquake in c. 3300 RM who settled down in the area beside a stream (Pop. c. 6,400).

ABADDIAL: m. Pol. Mil. Per. (B. 292 – D. 501 RM) influential MORTAL DESPOSYNI general and politician in the time of the ARCHPOTENTATE MALICHAR'S absence. Following his return to KORACHAN in 331 RM Abaddial was one of the few desposyni who escaped THE CULLING that saw most of his kin killed by Malichar for becoming complacent spendthrifts.

He was an accomplished <u>ATRAMENTIST</u> and lived far beyond his mortal lifespan due to his studies, and lived to work with Malichar following his return to power, who is said to have been proud of him. Despite his strength of character, his distant descendants would squander their line's reputation, and would eventually be culled by Malichar in future acts of retribution. This has not stained the memory of Abaddial, however, and the Archpotentate himself commissioned the construction of a monumental triumphal <u>ARCH</u> outside the city of <u>KHADON</u> in his memory following his eventual death of old age in 501 RM.

ABADDIAL, ARCH OF: Pol. Mil. Arc. A monumental triumphal arch commissioned by the <u>ARCHPOTENTATE MALICHAR</u> to honour the life of his descendant <u>ABADDIAL</u>, who was amongst his most favoured of the <u>DESPOSYNI</u>. The arch how stands in the upper ward of the city of <u>KHADON</u>, but was some distance from the city's outer limits when it was completed in 532 RM.

<u>ABAELLA</u>: Geo. Homeland of the <u>BAELONAE</u>, said to have been an orange wasteland in the south of the present day <u>VESPERTINE LEAGUE</u>,

<u>ABAFRA</u>: Set. Small coastal city in the far north of <u>KASPIA</u>. Its upper class is made up of ancestral bloodlines who can trace their ancestry back hundreds of years, and who are very wealthy. The city is known for its many coastal taverns and hostels, where seamen live during their short stints on dry land (Pop. c. 12,000).

ABAHIR: Set. Coastal settlement in the south east of EZASUH(2.).

The environs surrounding the city are the habitat of an endemic plant that produces a large flower that blooms for only a few days every 5-years, and which are famed for their medicinal properties. Attempts to cultivate the flower have failed and most wild specimens have since been cut down, with only a few remaining in inaccessible areas.

Some within Abahir dedicate their lives to protecting the plants, camping next to them to keep them safe from poachers (Pop. c. 7,200).

<u>ABAKETH</u>: Ind. Set. Fortified settlement in the far north of <u>AETHIOS</u>. It is located in the region of <u>DAGESARETH</u>, and its main industry is the quarrying of <u>SOULSTONES</u> on a large scale. Most aspects of life revolve around the mining of soulstones, or supporting the industry and its workers, or making sure its quarries are well-guarded.

Its upper classes are made up of <u>SHAPERS</u> who are adept at manipulating the soulstones to gather information from them, and it is this information that drives the city's economy (Pop. c. 8,000).

<u>ABALA</u>: Sea. Bay to the south east of <u>SUOR</u>, forming the north westernmost part of the <u>SEA OF ORMA</u>.

<u>ABALASSOS</u> <u>NEPHTHYS</u> x. Sup. Pol. Per. (B. unknown) <u>SCIONIC</u> <u>CREATURE</u> of unknown origins who is the ruler of <u>ACHAA⁽²⁾</u>. It is a gifted <u>SHAPER</u>, with power over the air and sky, though rules largely by proxy, through a caste of high-born regents.

<u>ABALAM</u>: 1. Geo. Pass in the south west of <u>ALAM BETHYL</u>, between the <u>NARAHASAPHAEL</u> Mountains in the north and the <u>NIRSHADA</u> and <u>DIVUMMA</u> Mountains in the south.

2. Set. Small city in the south west of <u>ALAM BETHYL</u>, in the territory of <u>BOTHUAR</u>^(1.). It controls the Abalam pass^(1.) (Pop. c. 12,300).

<u>ABALASOON</u>: Geo. Coastal sandy plains in the west of <u>KREM</u>, known for its columns of translucent blackened glass from ancient lightning strikes, dominated by a gigantic branching one that looks like a glass tree shorn of its leaves. The sand in the region is bestowed with particular traits that allow for the production of glass of tremendous resilience.

It is thought that the tradition of constructing <u>GLASTEEL</u> originated in this region, in c. 2920 RM, spreading down the coast, becoming a major part of the region's culture by c. 3090 RM. Today the city of <u>OSAIOON</u> is a major manufacturer of glasteel.

ABALON: also, 'the Iridescent City'. Set. City in the far north west of NAARETH, at the tip of a south-facing peninsula along the border with SUOR. It is renowned for its mother-of-pearl, which is sold in its raw form and as processed object d'art around ELYDEN, bringing much wealth to the city. Its harbour is deep and its mariners are experts at navigating the treacherous waters of the ORMA and the ROILING SEA beyond (Pop. c. 41.500).

<u>ABANA</u>: *Lak*: Lake in the Far east of <u>RHINOCOLOURA</u>, forming part of the border with it and <u>PNESSA</u>.

<u>ABNNOA</u>: Set. Small fortified city in the south of Tisara, on the northern periphery of the <u>TITHON</u> forest. Its main industry is logging (Pop. c. 12,600).

ABAR: Geo. Island off the southern coast of the MULL CITY-STATES.

<u>ABAR HADAL</u>: Set. City in the south east of <u>AYAD</u>. It is a centre of fruit cultivation and is renowned for the vast tracts of orchards and farmlands and the many hamlets that surround it (Pop. c. 32,000).

<u>ABARFAR</u>: Sec. Small city in the south of <u>ABATTUR</u>, in the northern foothills of the <u>VOULLOR</u> Mountains (Pop. c. 12,000).

ABARHAL: 1. Sea. Narrow sea dividing the eponymous headland (2.) from the mainland that forms the eastern reaches of EASTERN MENISCEA.

- 2. Geo. Headland in the north east of MENISCEA, occupied by the eponymous nation⁽³⁾ and the PARTHISAN colony of IBANNEM^(1,). It is separated from the mainland by a relatively narrow isthmus, known as UCRAS, and is divided into two, the northern-most part is mostly occupied by Ibannem, and the south, which is dominated by the nation of Abarhal.
- 3. Nm. Land in the far north east of MENISCEA, separated from the mainland by an isthmus that was once a narrow land-bridge. Little is known of the region, save that IMPERIAL contact with it was made in c. 1000 RM. Following c. 1200 RM contact with the region was lost for some time. Contact was re-established recently, revealing a land blackened by war and wrath, populated by DEGENERATES, chorsairs and neighbouring PARTHISAN colonists in IBANNEM. See Vol III: Extant Realms and Nations.

<u>ABARIS</u>: 1. Set. Small city in the far north of <u>MECHABET</u>, overlooking the <u>SEA OF ERUISA</u> (Pop. c. 17,300).

2. Ast. Golden-tailed comet that was identified and named after the 2nd century <u>ALMAGESTI</u> astronomer <u>RAGEL ABARIS</u>.

ABARTA: Set. City in the c of <u>THE SURRACH</u>, to the north of the woodlands of <u>HANNASTRA</u>. It is known for its towering stone watchtowers and winding streets and its main industry is the cultivation of grain and milling of flour, most of which is traded north, finding its way as a commodity along the <u>IVORY ROAD</u> trade-route (Pop. c. 28,000).

<u>ABARTH</u>: Set. City in the south west of the <u>LAEUSCA</u> region of southern <u>SKAROS</u>. It lies above an aquifer and is known for its many canals, and the water's height running through them is based on seasonal rains, whose waters collect below the flat plains.

It was once a centre of trade, though has since waned in influence, though some of its mercantile families remain powerful across the south of Skaros (Pop. c. 21,000).

- <u>ABARULLIA</u>: 1. Sea. Inland sea that until c. 3000 RM dominated the southern-most reaches of <u>OTINTH</u>. The waning of <u>ELYDEN'S</u> oceans saw the sea dry up, leaving behind a series of salty basins, which over time were covered in alluvial depositions from the various rivers of the area. Today the region is dominated by wetlands, fertile grasslands, plains, and sparse woodlands.
 - 2. Geo. Grasslands, plains and sparse woodlands that dominate the south of <u>OTINTH</u>, which over the past millennia have replaced the shallow inland sea^(1.) that once dominated the region.
 - 3. wetlands in the c of the above plains $^{(2,)}$, along the course of the river $\underline{AM\,ROTAHA}$, where various tributaries meet with it.
- <u>ABARURD</u>: Set. Tropical city in the tribe of <u>EBURUL</u>, in the south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>^(1.). It is situated in a rainforest, along the course of the river <u>BARRAH</u>. It is known for its theatrical traditions, and it mounts lavish historical dramas (Pop. c. 80,000).
- <u>ABASA</u>: Set. Coastal settlement in the west of <u>KHAMID</u> that is known for its deep bell-shaped wells, many of which have stairs leading down into them, in which one can find hidden rooms (Pop. c. 3,800).
- <u>ABASAK</u>: Set. Ind. Settlement in the south of <u>TZALLRACH</u>, known for its <u>LODESTONE</u> mines that penetrate vertically into the hard stone of the area (Pop. c. 4,000).
- <u>ABASLA</u>: 1. *Geo.* Plains in the c of <u>AYAD</u>, bordered to the south by of the <u>PARNASIAN</u> Mountains, and the north by <u>MT. TAMURIM</u>.
 - 2. *Riv.* River in the c of <u>AYAD</u>, flowing east for 215-miles from sources in the north east of the <u>PARNASIAN</u> Mountains, before meeting its parent, the river <u>DOROPHONOS</u>.
 - 3. Lak. Lake in the c of Ayad, along the course of the river of the same name (2.).
- ABASOR: Set. Fortified city in the south west of THETIS, relatively close to the border with north eastern RHEA. It works in tandem with fort AKKU to patrol over 1,000-miles of the border with Rhea, and is a major recruiting ground for the Thetishi army, with its forces skilled at reconnaissance and self-sufficiency (Pop. c. 18,000).
- <u>ABASHERA</u>: 1. Rvr. Major river in <u>NAARETH</u>, flowing south east for 500miles from sources in the <u>IROTHA</u>, <u>DYLPHIRA</u> and <u>CYBAN</u> Mountains before emptying in the <u>GULF OF VEGATETH</u>.
 - 2. *Geo.* Flatlands in the south east of <u>NAARETH</u>, known to flood in seasonal tides. The region is known for its bald cypress forest and the salt-flats that dominate its periphery.
- <u>ABASSABAD</u>: Lak. Lake in the south of <u>TARTAK</u>, along the course of the river LLIRA.
- <u>ABASSUN</u>: Geo. Ancient formation on the north western-most point on the <u>EKETH</u> isthmus in the south of <u>KHAMID</u>, close to <u>AMENARKHON'S LIGHTHOUSE</u>. The feature takes the form of a small, level plateau overlooking the coast and is covered in undecipherable linear glyphs.

Though unknown, the feature is thought to be extremely old, possibly dating back to the <u>THIRD AGE</u>, if not earlier.

<u>ABATH</u>: Set. <u>KARKADANNI</u> city in the east of <u>RHINOCOLOURA</u>, on the scrub woodlands around lake <u>ABANA</u>, where, in 1050 RM, <u>KORACHANI</u> explorers made contact with native karkadanni for the first time.

Little is known of the city and its people, and it was last documented by imperial scholars in c. 2450 RM, when the city was described as a 'gem in the jungle' (Pop. unknown).

- <u>ABATHA</u>: *Mil. Str.* Fortress on the island of <u>TIRGATOA</u>^(2.) in the colony of <u>IBANNEM</u>^(1.) in the north east of <u>MENISCEA</u>. It guards entrance into the main bay that leads to the capital, Ibannem^(2.).
- <u>ABATRA</u>: Geo. Verdant island off the south western coast of <u>WESTERN SAMMAEA</u>, in the <u>COTRIAN ISLES</u>, forming a part of the <u>ISLAND STATES</u> OF IRY.
- <u>ABATTAN</u>: Set. Coastal city in the north of <u>AYAD</u>, overlooking the <u>BAY</u>
 <u>OF ORAT</u>. Its people are renowned for their string instruments (Pop. c. 42,000).

<u>ABATTI</u>: *Lan.* Language spoken in the nation of <u>ABATTUR</u>, that emerged in c. 3200 – 3400 RM from the predecessor language of <u>TISHANNAN</u> that was spoken by its <u>TISARAN</u> occupiers. See Vol II: Languages.

<u>ABATTUR</u>: Dem. 'Abattur'. Ntn. Nation in the far north east of <u>EASTERN LLACHATUL</u>, bordering <u>WESTERN MENISCEA</u>, where it serves as a bridge between the two continents. It is of a cool temperate climate, with wet winters in the west and drier winters in the east. It is bordered to the east and south by the <u>CABIENAN</u> highlands and the Rotting Mountains of <u>VOULLOR</u> respectively, and its western territories overlook the <u>BAY OF GEAUA</u>.

It is populated by a mix of people, predominantly the <u>UTTRAN</u>, <u>HALFBLOODS</u> descended from the <u>OTHERWORLDER ISRAPHAEL</u>; and also <u>TISTANNI HUMANS</u> with ancient <u>FOURTH AGE SEITHIN</u> blood, and more recently humans with <u>MALANI</u> ancestry from the historical region of <u>AMILLAERE</u>^(3.). All three ethnicities live together and, though uncommon, unions between them are not unheard of.

The OTHERWORLDER ISRAPHAEL, being the primogenitor of the uttrani people, plays an important part in Abatturi culture, and its stark alien body remains a central relic in their lands to this day, becoming the centre of a posthumous cult of personality that evolved into a religion by c. 2300 RM. Over the next centuries the cult evolved, leading to two distinct sects forming with growing differences that led to a cultural fracture in c. 2470 RM that is now remembered as the UTTRANI SCHISM. The schism led to war with TISHANNA who repatriated uttrani who had been living in their lands, many of them born there. The war ended in 2511 RM, with Tishanna forming a new republic (renaming itself TISARA), appropriating a long stretch of Abatturi territories and drawing up a new border between the two states that it policed.

Abattur petitioned Tisara to forego its hold over their shared border, and to return the territories that were taken from it. In 2614 RM it acquiesced to the request to dismantle its military presence along the border, but refused to return the territories. The uttrani grew bitter and insular after this, almost severing ties with Tisara, keeping only the most basic of trade routes open. This led to Tisara being excised from the EGETAKHAN ROAD trade-route, losing influence in the region.

The Abattur of today emerged as an independent state in 2913 RM, following two centuries of Tisaran subjugation. It was annexed in 2730 RM following a short war by a new imperialist Tisaran regime that absorbed the native uttrani population and encouraged travel between the disparate lands and the mingling of their people. It promoted freedom of religion and other cultural observances in a bid to placate the people of both lands. Despite good intentions, the efforts at integration were ultimately unsuccessful, with the long-lived uttrani remembering their old lives, leading to a deep-seated hatred of what to them were little more than usurpers and occupiers. Opposing ideologies also led to an increase in gang culture in many Tisaran cities that had experienced an influx of Abatturi immigration following the annexation. This further added to unrest across the nation.

In c. 2905 RM an uprising in the city of LAILLA gained momentum, drawing other settlements to its cause over the coming months, leading to an assault on the Tisaran administrative centre of NETCHA in 2908 RM. The uprising was quelled, with the instigators put to death, but fighting could not be stopped across the former uttrani territories. The conflict escalated over the coming years, ending in a parley in late 2912 RM from which Abattur emerged an independent state in 2913 RM. This led to a wave of repatriation, with Abattur making a formal call for uttrani living in Tisara to move back to their ancestral lands to join their kin that had left during the early days of the war. Many left, enticed by the promise of a new beginning for their people, though some stayed in the human lands, where their descendants remain to this day.

A plutocratic council of six representatives was established – four uttrani and two humans – and ruled for the next centuries, shepherding the nation into the modern age. <u>SUNSTONE</u> deposits were found in the region of <u>VRESSELA</u> in 3411 RM, leading to technological innovations and bringing newfound wealth to Lailla. A cultural revolution followed this in 3492 RM, leading to the collapse of the old government and the eventual rise of a new feudal technocracy, which came to be ruled by a technocrat. This state lasted for around 200-years, after which a political revolution in 3601 RM saw the establishment of a new republic. The

nation was divided into 26 districts, with each one represented by a senator who would petition a chair, based in Lailla, to set and alter legislature. The present elected chair is <u>NORICAS VEICA</u>.

Abattur has never been occupied by another nation since gaining its independence, remaining self-governing to this day, though it was involved a war over resources with MEHITIEL between 3326 and 3353 RM. It has been a close ally of LOEGRESS since c. 3920 RM. See Vol III: Extant Realms and Nations.

ABATTURI LUGH: see LUGH, ABATTURI.

<u>ABBA TARI</u>: Set. Small city in the north of <u>PARTHIS</u>, in the valley of <u>MIKALI</u>. It forms a part of the <u>RED ROUTE</u> and is home to many hostels and inns that cater to the mercantile traffic that passes through it (Pop. c. 14,200).

<u>ABBAN</u>: Set. Ind. City in the south east of <u>MHAROKK</u> known for its collieries. It is a part of the <u>SALT ROAD</u> and provides the many vehicles that pass through it with fuel (Pop. c. 15,200).

<u>ABBAR</u>: Set. City in the north of the <u>MULL CITY-STATES</u>. Its people are known for their hearty cuisine, which has become popular in the east of <u>HOLOLACH</u>^(1.) (Pop. c. 24,500).

ABBARI HIGHLANDS: Geo. Rim in PARTHIS surrounding the east part of the MIKALI VALLEY, extending for 200-miles from the city of PHOLIKIS south, to the city of KANDIA.

<u>ABBARUD</u>: m. *Sup. Pol. His. Per.* (B. 3142 – D. 3241 RM) Royal consort of queen <u>ARLEIE</u> and the first king of <u>KOMMEA</u> following her death in 3177 RM of AEPATHY.

A <u>KHAMIDIAN</u> nobleman by birth, he was exiled for his homeland for his own safety due to his father's assassination. He travelled to Kommea in c. 3160 RM accompanied by four mute <u>SHAPERS</u> who would go on to become his advisors following the queen's death in 3177 RM. They were married in 3172 RM and she became queen later that same year following her father's death.

As royal consort to the queen he made a name for himself as a skilled diplomat and ambassador, who fostered solid relations with neighbouring states — an important move to the fledgeling kingdom. In public he was seen as terse and showed little affection, but Arleie was clearly in love with him and the people blamed any oddities in character on his foreign upbringing and culture.

Many believed that he was somehow responsible for Arleie's death, but this was never proven, though this reputation followed him to the grave and persists amongst many historians to this day.

He founded the <u>ABBARUDIAN DYNASTY</u> – the first of five major royal lines to rule Kommea, which are now known as the <u>KOMMEAN</u> DYNASTIES.

ABBARUDIAN DYNASTY: see KOMMEAN DYNASTIES.

<u>ABBAS</u>: Arc. Mil. Fortress in the north of <u>ALMAGEST</u>, along the course of the river <u>DANUR</u>. The fort guards <u>UMBRA</u> extraction via <u>SIPHON ENGINES</u> to the north west.

<u>ABBACI</u>: For. Large virginal forest in the south west of <u>DATEPHA</u> on the island of <u>ISEA</u>. It is known for its dense growth and uninterrupted canopy, in the centre of which stands the ancient tower of <u>AMENT</u>.

<u>ABBASI</u>: Set. City in the c west of <u>ALMAGEST</u>, on the eastern shore of lake <u>BITHYN</u>. The lands surrounding the city are replete with an endemic form of fungus that has learnt to thrive amid the <u>DUSTSTONE</u>-rich environment. Though inedible, it is harvested for use in making an artificial leather-like material (Pop. c. 15,600).

ABBATON: (B. c. 3000 RM) Oth. OTHERWORLDER of ambiguous heritage who guards the TEMPLE OF PARTHIA ATEX at the foot of the ARETH valley in the BALAUR Mountain in the west of PARTHIS. Little is known about the being other than that it is an accomplished TRANSIENT, and that it has never spoken a word, standing vigil at the steps of the temple, never sleeping, never leaving its post.

<u>ABBATOS</u>: also 'the Charnel City'. Set. Free-city in the far east of <u>KHARKHARADONTIS</u>, overlooking the <u>BITTER SEA</u> and the west of <u>ABACARDAT</u>. The city is known for its ossuaries and the reverence placed upon the bodies of the dead, which are entombed in great mausoleumhalls, where they are visible to visitors and relatives. Bones are seen as

holy items and are sometimes kept in small reliquaries by the descendants of the dead.

The city's theocracy is ruled by bonepriests who oversee the rituals of internment and are second only to the <u>CATARCHS</u> who rule the city (Pop. c. 18,000).

<u>ABBATA</u>: Rui. Ruin in the c south west of <u>VAALK</u>, commonly attributed to the <u>DEMIURGE AVRAHAM</u>.

<u>ABBAY</u>: Set. Coastal city in the south of <u>ABRAXA</u>^(2.), known for its production of the famed dye known as <u>ABRAXA RED</u>. The city is surrounded by vast plots with multiple large vats where annatto seeds are suspended as part of the dye-making process (Pop. c. 90,000).

<u>ABBEN</u>: Rvr. River in the c of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>, flowing north for 225-miles from sources in the <u>KADDRAS</u> and <u>ADARAS</u> Mountains before meeting its parent, the river SHIBBOLETH⁽³⁾.

ABBER: Set. City in the north east of <u>SURUTUR</u>. It is cut off from the rest of the nation by the <u>FIRMAMENTAL WASTES</u> of <u>KOHNOR</u>. It maintains a large harbour that it uses to keep contact with the rest of the nation (Pop. c. 40.000).

ABBEY: Pol. Rnk. Governors in the REFORMED EMPIRE OF SARASTRO, who may oversee single city or a larger region. They emerged in the decades following the SUNDERING OF THE EMPIRE in a time of relative instability across the Reformed Empire of Sarastro as old governors were excised in favour of new rulers more sycophantic to the desires of the LICHKING SATHEP. The post is non-hereditary (though it is not uncommon for the child of a former Abbey to succeed their parent) and is typically appointed by Sathep himself or, more commonly, a member of the OVERCOUNCIL. There is a great deal of open corruption involved in the process and bribery and favours are par for the course.

ABBEY OF THE HOLY SWORD: Rel. Mil. Str. Abbey in the city of AGLAIA⁽²⁾ in AZAZEM. It is located just outside of the city proper and is situated atop a north eastern ravelin, overlooking agricultural lands without the confines of the city. Its sisters revere the SWORD TARTARUCH as a SYMBOL of the KORACHANI EMPIRE'S might, and often accompany its armed forces on campaign.

ABBI DA'AD: 1. Geo. Peninsula in the south east of ZHARIAH^(2.). It stretches for over 300-miles and is the largest and most prominent of the peninsulas in this region of Zhariah. It is dominated by an ATRAMENTALLY TAINTED^(2.) forest^(3.).

2. Sup. Geo. Region <u>ATRAMENTAL TAINT</u> in the south east of <u>ZHARIAH</u>⁽²⁾. The region is noted for its many <u>UMBRA</u> mines and the <u>DUSTSTONE</u> formations.

3. For. <u>ATRAMENTALLY TAINTED</u> forest in the south east of <u>ZHARIAH</u>^(2.).

ABBIEL: Set. Small city in the c south of OSSIEL, situated along the banks of the river OLECRASSA, in an area of hard level earth that is prone to flooding. In response to flooding many of its structures are free-standing, tethered to deep pylons, allowing them to float as floodwaters rise. Its main industry is the mining of FIRMATITE, which is panned (placer mining) for in bends in the river Olecrassa (Pop. c. 12,300).

ABBISH: Geo. Mountain in the east of AQUARIIA, forming an extension of the BLACK MOUNTAINS. Its expanse is uneven, with jagged folds and steep valleys that are impossible for mortals to traverse. Locals claim that there are ancient rock-hewn tombs and cenotaphs from the FOURTH AGE located deep in the valleys, that are said to remain largely undisturbed by MORTAL hands.

ABBOK PALACE: Rui. Modern palace in the south east of AHKA bombedout by KORACHANI attacks over the past decades. It is sprawling, with many wings, and was once famed for its large glass-domed courtyard that was home to an expansive horticultural collection. It is presently occupied by allied defence forces who continue to use it as a base, despite its destruction.

<u>ABCAN</u>: Set. Settlement in the c west of <u>LOEGRESS</u>^(1.), in the north of the <u>CANTICATONA</u> Mountains. Its main industry is copper mining, with gold mining as a by-product (Pop. c. 3,400).

ABCESS WASTES, the: Geo. ATRAMENTAL WASTELAND in the c north of the <u>UMBRA SOKHAR</u> wastes. It is noted for its vile stench and tar-like substance that covers everything all land in the region. Explorers have

described a maw-like cave that rots in the middle of a grotesque hill, like a hollowed-out cadaver.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}$.

<u>ABCESSA</u>: *Geo.* <u>ATRAMENTAL WASTELAND</u> in the region of <u>TELLURIA</u> in the c of <u>AZAZEM</u>. It is known for its soft coral-like <u>DUSTSTONE</u> formations that ooze a sap-like substance. Attempts have been made to collect and use the sap, though the ruins of such endeavours dot the area.

<u>ABDA</u>: Set. Small city in the c west of the tribe of <u>ITTRA</u>, in the c of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>^(1.) (Pop. c. 11,000).

<u>ABDAKROS</u>: 1. *Pol. Geo.* <u>PARTHISAN</u> colony in the north of the island of <u>IRUGNA</u>^(1.). The colony was established in 3978 RM, and years of conflict with natives followed until 3985 RM, when a treaty was signed between the <u>ANCIENT</u> of Irugna^(2.) and the colonists, declaring an end to hostilities and creating a united front against the <u>MALEFACTOR HORDES</u>.

Since then, Abdakros has become a vital source of food and copper to Parthis, whose native reserves have dwindled.

2. Pol. Set. Capital of the above colony^(1.) in <u>IRGUNA</u>.

ABDASTARTUS ANAAH: m. Mil. Pol. Per. (B. 3931 RM) GRANDMASTER of the ARÂTHUAHI ORDER of the SANCTIFIED INQUISITION since 3988 RM. The first child of a minor PATRICIAN HOUSE, he was born very weak and spent his first decade battling aepathy and other Atramental illnesses, and his parents never thought he would survive. But by his 14th birthday he had miraculously defeated his ailments and owed to dedicate his life to helping others.

Forsaking the normal duties of a firstborn son of a Patrician, he signed up to the Arâthuahi Order, becoming a SHADOW HUNTER, before rising through the ranks following exemplary work and dedication to the tenets of the Order.

He spends most of his days in a bespoke <u>ACERGENE</u> suit and takes intravenous vitamins and supplements to remain healthy. Despite this, his body appears withered and is bent well-beyond his years.

He is known for his harsh yet meticulously competent leadership, though cares little for individuals beneath him. He prioritizes the Order's mission above all else, often at the expense of individual agents, which has earned him the reluctant respect of those beneath him.

<u>ABDESHUA</u>: *Set.* Settlement in the c of <u>GIBEAH</u>. Its architecture is known for its fort-like walls and narrow windows (Pop. unknown).

ABDITORY OF EIGHA: Arc. Library and treasury in the city of GARES, in the INTERURBAN STATES, where various treasures and the wealth of the States are held. The structure is well-defended and consists of miles of subterranean crypts and vaults. Many rumours surround the Abditory and some claim that artefacts though long-since lost are contained within its vaults.

<u>ABDREN</u>: Set. City in <u>ABRAXA</u>^(2.). Like most southern Abraxan cities, it is located in a tropical climate and its people have learnt to live with the surrounding rainforest, engineering its trees over countless years to yield more fruit. The city is a massive structure akin to a magnificent stepped pyramid with hanging gardens. Specific tracts of the surrounding forest have been cleared for crops, though the people of Abdren have ensured that the canopy above remains largely unbroken (Pop. c. 52,000).

ABEBA: Set. Small city and surrounding settlements in the north west of TZALLRACH, known for their wine production, notably the vintage known as SUMMER FLOWER, which is popular across Tzallrach. It is also sold to merchants passing through the region along the GREAT ROAD (Pop. c. 18,000).

<u>ABELE</u>: Flo. Also 'White Poplar'. Deciduous tree common to the western shores of the <u>APHOTIS</u> and <u>ADUM</u>. Once abundant, they have become sparser in recent years. See Vol II: Classification and Taxonomy of Life.

<u>ABELLÁN</u>: Sec. Major city in the north west of the nation of Bror⁽²⁾ (Pop. c. 62,000).

<u>ABELLONA</u>: Set. City on the island of <u>BRONEA</u> in the south west of <u>SAMMAEA</u>, overlooking the <u>SEA OF LERAMUGH</u> (Pop. c. 37,200).

ABERALIZ: Sup. Geo. Blasted plains in the c east of the <u>UMBRA SOKHAR</u>, commonly regarded as one of the most <u>ATRAMENTALLY</u> bombed place in all of <u>ELYDEN</u>. It was the site of testing for <u>ATRAMENTAL BOMBS</u> for centuries though was finally abandoned in 3727 RM, when this particular

period of $\underline{\text{TECHNARCANE}}$ innovation ended following the detonation of the bomb that created the crater of $\underline{\text{SHAOJESEH}}$.

Today, dozens of gigantic concrete pylons litter the site, most of them now crumbling, their iron skeletons rusting under still skies. These were originally covered with testing equipment, but most are now broken and useless

Some of the pylons are covered in thick tentacle-like growths that creep up them like vines, using them as an anchor as they consume them.

ABERAN: 1. Dem. 'Aberanni'. Ntn. An ancient north eastern SAMMAEAN empire and civilisation that emerged in the late THIRD AGE and is thought to have extended into the FOURTH AGE. If this is true, it one of the longest continuous documented empires in ELYDEN'S history, having risen in c. -11000 RM, before its decline and fragmentation in c. -9000 RM into various city-states and nations, amongst which was the municipality of Aberan^(2,), which survived until c. -6000 RM.

Situated south of the present-day <u>ANUBIAN DESERT</u> (the higher shorelines and slightly cooler climate meaning the Anubian region was not as inhospitable then as it is today), it encompassed, at its peak in c. - 9800 RM, what today are the south of the <u>SOLEYN TERRITORIES</u>, <u>SUOR</u>, the <u>HARRUS</u> forest and the west of <u>NAARETH</u>.

2. Pol. An ancient city-state and municipality that inherited the lands and culture of the earlier Aberanni empire.

<u>ABERANNI</u>: *His. Lan.* Now-extinct language that was spoken in the empire of <u>ABERAN</u> in the north east of <u>SAMMAEA</u>. The language is thought to be one of the oldest and longest-lived <u>MORTAL</u> tongues, and it outlived the fall of Aberan, and is thought to have survived until the <u>FADING</u> of the <u>FOURTH AGE</u> and is believed to be the root for extant <u>KHERI</u> and <u>DEMIAN</u>, the latter of which is the root of extant <u>SOLYENI</u>. See Vol II: Languages.

ABERASH HATHAM, TOWERS OF: Arc. Set. Name given to two ancient towers in the c of LIACHATUL – one in the c of AHRISHEN near lake NAIDA, and the other is in the c of VIRAHAN near the SALKHAN MASSIF.

Both were originally conical, dominated by upwardly spiralling loggias and are thought to have had an estimated original height of 2,000-feet, but are now ruised.

The towers are relics of another age, thought to belong to the \underline{RETHAN} civilisation that flourished in the \underline{FOURTH} AGE of life. They were found ruined when the area was repopulated c. -800 RM, but were slowly rebuilt into great citadels, that serve as self-contained cities and fortresses.

The Ahrisheni tower is largely ruined, with only a single portion of its once-towering height still standing, at little more than 100-ft. The settlement at its feet is largely constructed from the rubble of the fallen tower and stands on a hill that is formed from the debris of the fallen tower (Pop. c. 3,400).

The Virahani tower is in better condition, and have been restored, though even so it only spans a height of some 200-ft. A large market dominated the base of the tower, and much of the city is situated on the inside-face of the tower's loggia, reaching up towards the ruler's palace at its apex (Pop. c. 7,200).

ABERASH THE TRANSIENT, ONÉSIMUS: (B. 3943 – D. 4007 RM) Sup. PRISMERIST, born in PERGOST.

ABERIA: 1. Sea. Bay along the western-coast of <u>PELASGOS</u>, forming a large cliff-flanked inlet south of the <u>OSSRAN PENINSULA</u>. Its waters were corrupted by the ancient manufactory-city of <u>BRALOS</u>, though they have largely recovered since its closure in c. 3400 RM.

2. Rvr. river in the west of PELASGOS, flowing into the eponymous Sea.

ABERRATION OF GHIYULK: Sup. Geo. ATRAMENTALLY TAINTED region in the south of ABACARDAT that is known for its soap-like rocks that fester under the harsh sun of Abacardat. In summer the land oozes a pus-like substance that attracts vermin and exudes a noxious stench that makes it uninhabitable by MORTALS.

The region is categorised as <u>Dangerous</u> by the <u>Korachani</u> <u>Institute of Atramental Studies</u>.

ABERRO TAL: For. Forest in the c west of <u>IZABAL</u>^(1.).

<u>ABESH</u>: Set. Major coastal city in the south west of <u>THETIS</u>, just north of the mouth of the river <u>NAILAH</u>. It is known for its large harbours, and it is amongst the busiest ports and shipyards in Thetis (Pop. c. 68,300).

<u>ABESSE</u>: Set. Settlement in the south of <u>N'RAKH</u>, along the confluence of the river <u>SIBASSA</u> with lake <u>C'KHAMAR</u>. It is mentioned in the poem '<u>THE HEART OF SAMMAEA</u>', and its existence is thought by many to be apocryphal (Pop. unknown).

<u>ABET</u>: *Lak*. Lake in the c east of the nation of <u>BANT</u>, along the course of the river ILLASR<u>AAH</u>.

ABETETH SOT VII: (B. 3901 RM) Pol. Present ruler of EREBETH. A selfprofessed umbraphage she has undergone many ATRAMENTAL operations to extent her life and she has come to rely on many technarcane orthoses to keep her body supple, without which she would invariably perish.

ABEYANCER: Pol. Rnk. Elite rank within the CONCORDANTIST ORDER of the SANCTIFIED INQUISITION. Abeyancers are experts at gathering information and often spend long periods of time in neutral and enemy territories, collecting information that is passed on to the Order. They are amongst the most well-informed groups within the KORACHANI EMPIRE, controlling and manipulating what information is spread via newspapers, pamphlets, and telegraphs to best-serve the needs of the empire.

They are responsible for most internal military intelligence in the empire. They are also responsible for disseminating news and information amongst the general populace, and what they choose to keep from the public is doubly as important as what they choose to share.

<u>ABEZETHIBOU</u>: (B. Unknown – D. 209 RM) *Oth*. <u>OTHERWORLDER</u>, said to be amongst the first of its kind and extremely powerful. Historical accounts dating back to the <u>THIRD AGE</u> place it sporadically across <u>ELYDEN</u>, corroborating its physical appearance. Most appearances were recorded around large cities and metropolises, before momentous events and natural disasters, and the otherworlder became recognised as a harbinger of doom and destruction.

Abezethibou visited the <u>ARCHPOTENTATE MALICHAR</u> during his <u>ITINERARY</u> in <u>KHARKHARADONTIS</u> in 209 RM, challenging him in combat. Defeated by Malichar, it was purportedly killed, ending an immeasurably long life.

<u>ABHA</u>: 1. *His. Ntn.* Now-extinct nation in the north east of <u>BROR</u>^(1.), north of extant <u>RASTAN</u>. It marked the north eastern-most boundary of the <u>LAHAED</u> Mountains and is rocky, known for its tropical wet climate. Recently (alongside northern Rastan), much of the terrain in Abha liquefied in a great <u>FIRMAMENTAL</u> eruption that was without precedent or explanation.

The nation is now largely an igneous wasteland, its surviving populace scattered, some of them fleeing into the Mountains to the south, with its territories absorbed by <u>KASIHAAL</u>. The molten rock slowly solidified and reshaped the coast, leaving it with a rounded featureless coastline that is only now being explored anew. See Vol III: Extinct States.

2. *Rui.* Buried capital of the eponymous now-extinct nation^(1,), in the far east of what is now <u>KASIHAAL</u>. It lies under hundreds of feet of solid rock that once liquefied, burying most of the nation. Many attempts have been made to penetrate the city, which is believed to survive largely intact beneath the thick layer of stone.

ABHENAS: Set. Major city in the c north of <u>TISARA</u>, along the course of the river <u>TAIHA</u>. It is probably the most self-sustaining city in Tisara, and is surrounded by fields and grazing land, and operates various manufactories and industries within and without its walls (Pop. c. 180,000).

<u>ABIDE</u>: *Rvr.* River in the north of <u>ANDILUTH</u> flowing north for 550-miles from sources in the northern <u>CAMMOREAN</u> Mountains. It rarely flows all-year round and is fed by snowmelt and flood-waters.

<u>ABIECE</u>: Geo. Cave-system in a highland region in the valley of <u>LIENE</u> in the south west of <u>CISNERIA</u>. It was used by ancient mortals as a burial place for the dead, though has been abandoned for millennia, its interred bodies allowed to rot and be forgotten.

Legends of the area claim that the caves are a gateway to the realm of the dead, which is why it was chosen as a burial place. <u>SHAMEN</u> were said to oversee the burials and would confer with the dead in times of need.

It is thought that the region may be an <u>OVERLAY</u> with the <u>OTHERWORLD</u>, making <u>ANIMISIM</u> and similar acts of shaping relatively easy, though this theory has not been proven due to the difficulty in accessing the area.

<u>ABIES</u>: Set. Ind. Fortified conurbation in the eastern face of the <u>GROWING</u>
<u>MOUNTAINS</u> of <u>MULCIBER</u>^(1.), in the tribal territories of <u>ROASI</u>. The region is famed for its platinum mines (Pop. c. 23,000).

<u>ABIGER</u>: Arc. Major fort. In the south east of <u>GNOTH</u>, overlooking the <u>SEA</u>
<u>OF LIAKARRA</u> and guarding the entrance into the <u>BAY OF ACHAMA</u> from the south.

<u>ABIGER KORIC</u>: (B. 3959 RM) Present <u>WARMARSHALL</u> of the <u>KORACHANI EMPIRE</u>, based in the mighty fortress of <u>AGOSTAN</u> in the far south of Korachan. At the time of writing, he is in charge of 59 legions. He has been known to lecture at the <u>IMPERIAL MILITARY ACADEMY</u>.

<u>ABIHON</u>: Set. Settlement in the east of <u>GNOTH</u>. It is known for its <u>INDRIK</u> trainers and is surrounded by large paddocks. Its people still make use of indriks as mounts and beasts of burden (Pop. c. 3,000).

<u>ABILAM</u>: Set. Major harbour in <u>TERION</u>, in the north west of <u>SAMMAEA</u>, overlooking the <u>BAY OF BHAAD</u>. Its deep natural harbour makes it a perfect port (Pop. c. 70,000).

<u>ABILIKIA</u>: Set. Small fortified coastal settlement in the north east of the <u>SARASTROAN</u> colony of <u>IPSISSIMA</u>^(1.). Its main industry is whaling and hunting seals (Pop. c. 2,000).

<u>ABILLO</u>: Set. Small city in the south of the <u>TEMPLAR STATES</u> in the <u>SIDIRION</u> hills^(2,). It maintains a large well that is free for travellers and outsiders to use, though it is guarded against abuse (Pop. c. 18,000).

ABIMELECH: m. (B. 3902 RM) *Pol.* Archapex and ruling <u>FIRMAMENTAL</u>.

SHAPER within the <u>COURT OF DREAMS</u> in <u>RHEA</u>.

ABIMOLOCH: Set. Fortified MANUFACTORY city on the north east of the ZOHELETH region in eastern PARTHIS, 25-miles from the SEA OF TARAMAR. It is renowned for its TRANSIENT ENGINES; a form of TECHNACHI that is completely mechanical, devoid of the fleshy cores that characterise their imperial counterparts, such as the SICTHAINEN TECHNA.

The city is also home to the main <u>CHAPTER</u>^(3.) of the <u>WHITE BANK</u>, its creditors and <u>PROLOCUTORS</u>, often rising to great power and influence within the city (Pop. c. 580,000).

<u>ABIND</u>: Sea. Bay off the northern coast of <u>KOMMEA</u>, forming an extension of the <u>SEA OF AKRY</u>. It is long and narrow, reaching around 85-miles inland, at the end of which is the capital, HOLLAMEA.

<u>ABINOR</u>: 1. *Geo.* Plains occupying the southern mainland of the <u>FREE-ISLES OF PELASGOS</u>.

2. Rvr. River in the same region, flowing for 60-miles from the south of the <u>HELICAR</u> Mountains before reaching the coast at the <u>ERYMBAS</u> CHANNEL.

ABIQAR: Set. Major city in the south east of <u>ARERAQTH</u>. Its people are known as master technologists, cogitators and <u>TECHNARCANISTS</u>, though they are insular, only sharing their works with the capital in <u>LLAZGQUR</u>.

Rumours surrounding the city abound in distant lands, including how its technarcanists modify their bodies with machinery that put the <u>HEART ENGINES</u> of the <u>INNER SEA REGION</u> to shame; or how the bowels of its manufactories are inhabited by techno-organic demons that predate the appearance of the <u>MORTAL</u> on <u>ELYDEN</u>.

The people of Abiqar do little to quash these rumours, though it is unlikely that any of them are entirely true (Pop. c. 330,500).

ABIR PARIA: (B. c. 35 RM) Pol. Exiled prince who in 73 RM rediscovered the ruin of the EBON PALACE. He excavated and restored the palace and urged people to repopulate the region, and it became a prosperous tradetown by 300 RM. Little is known of his fate though he is thought to have ruled for some years.

ABIRESSIA: For. Region of sparse woodland in the c of GNOTH, stretching from lake IAMTI in the south to lake HARAST in the north. It is home to various wildlife, including INDRIKS, and have many pockets of protected areas that the GIGANRI of Gnoth do not maintain, allowing them to exist in their natural state. While not virginal, these regions have not been touched by mortal hands for thousands of years at least, with some regions being far older.

ABIYEA: Set. Settlement in the c north of LIDEA, towards the north western end of the canyon of GOLET. Access between the bottom and top of the canyon is made possible through a handful of funiculars that operate for 16 hours a day (Pop. c. 6,500).

- <u>ABJURA</u>: Set. Southern-most of the <u>TETRARCHY</u> cities in <u>JURRAS</u>⁽²⁾. Of all the Tetrarchy cities, Abjura maintains the most links with the <u>JURRASI SYNHOD</u> (Pop. c. 849,000).
- <u>ABLATIA</u>: 1. *Pol. Geo.* Southernmost of the five political states of <u>VALBAR</u>^(2.). It is the most hospitable of the five states, and has the least permafrost amongst them.
- 2. Set. City in the south of <u>VALBAR</u>^(2.) It originated as a provision stop in Almagesti-occupied Valbar^(1.) in c. 3040 RM though rapidly grew into a thriving settlement, where visitors from Almagest would settle before making their way into the frigid north. Almagest abandoned Valbar in 3468 RM, though Ablatia was amongst the handful of cities that remained behind, becoming a central city in the founding of the coalition of <u>VALBAR DHAI</u>, later becoming its capital. The collapse of Valbar Dhai in 3936 RM saw Ablatia diminish and the formation of the new Valbaran five state coalition saw the capital move away from the city.

Despite its relatively small size, Ablatia remains a haven to Almagesti expatriates and diplomats, and, like many other Valbaran cities, it is geothermally-powered (Pop. c. 12,000).

ABOMASSA: Rel. Str. Sacrificial temple located in the heart of the city of KERRAS PELLN^(2.), where the CULT OF KHARANI is based. The temple is known for its four chambers, the largest of which is known as the offering chamber. It contains a large altar behind which is a chute-like channel that leads to a deep chamber in which the deity KHARANI^(2.) is said to be interred. Bloodletting rituals are conducted here, with the blood of the faithful being spilled into the chute, with the intention of sustaining Kharani until his eventual rebirth.

ABOMINABLE WASTES, the: see KASSENTHE.

- <u>ABORA</u>: Set. Small city in the c north of <u>ALLASAN</u>, along the course of the river <u>BORUS</u>. It is known for its vineyards and wine production (Pop. c. 15,000).
- ABORASHEEL: Geo. Large karst formation in the south west of <u>NÁRTHEL</u>, famed for its gigantic cavern, <u>YGGDRASA</u>.
- <u>ABORAT</u>: Set. Pol. Ruling city in the tribe of <u>KANAATI</u>, in the c north of <u>MULCIBER</u>⁽¹⁾, in the north of the <u>GROWING MOUNTAINS</u>. (Pop. c. 55,000).
- <u>ABRAGOS</u>: Set. Settlement in the <u>PARTHISAN</u> colony of <u>ABDAKROS</u>⁽¹⁾ on the island of <u>MHILOS</u>, in the north west of <u>IRUGNA</u>⁽¹⁾.
- <u>ABOSHATHOT</u>: Geo. Expansive mountain-range in the north west of <u>NORTHERN SAMMAEA</u>, forming the south eastern border between the south east of <u>THE SURRACH</u> and the north west of <u>ETUA</u>. The mountains are old, and parts of their eastern face are known for their duststone formations, landslides, and earthquakes.
- ABRAISA: Ser. Small coastal city in the south of SABAISA (Pop. c. 16,600).
 ABRAKAS: 1. Rvr. Salt marsh in the north of KARAKHAS fed by many seasonal rivers from the basin rim that surrounds it.
 - It was once part of the <u>BAY OF TARAKH</u>, though became landlocked with the retreat of <u>SEA OF AZAM</u>. Its waters retreat in summer, killing the marsh and leaving its surface below sea level, though it rises again following the rains of the wet season, revitalising the entire area.
 - 2. Arc. Pair of black square towers close to the winter boundary of the above marshlands, dating back to c. 2000 RM when the region was still coastal. There was once a great mud-brick city at the base of the towers though it has since disappeared and towers are believed to be abandoned and hollow.
- ABRAMAL: 1. Geo. Island off the eastern coast of THUMAL.
 - 2. Set. Settlement in the east of $\underline{\text{THUMAL}}$, known for its shipyards (Pop. c. 16,750).
- ABRAMELIA: Alc. Set. City in the far north of ATARAXIA. It is known for its ALCHEMICAL tradition that dates back to the early days of the mortal reconquest of the region in the FIFTH AGE. The city appeared to support the many alchemists that coalesced there, eventually funding an alchemical college there, which is famed for thousands of miles (Pop. c. 47.400).
- <u>ABRAN</u>: Set. Fortified settlement in the region of <u>NUCTEMERA</u> in then of <u>EREBETH</u>, known for its wines and trade-houses that transport it south west to the capital in BETENATH (Pop. c. 4,000).

- <u>ABRAS</u>: 1. *Rvr*. River in the east of <u>BISBUT</u>, flowing east for 350-miles from sources in the <u>KANDIA</u> Mountains.
 - 2. Lak. Lake in the c of <u>BISBUT</u>, along the course of the river <u>HADRA</u>. It is all that remains of a once-thriving inland sea that was lost to the waning of <u>ELYDEN'S</u> seas, and was home to the ancient capital of <u>SUVAYA</u>, which was abandoned by c. 2400 RM as the sea diminished into the small lake that remains to this day.
 - 3. *Rel.* Shrine in the <u>AHHAS</u> city of <u>TIAL ESH</u>, where relics of the Godking <u>NEPHTHALONT</u> are kept. The shrine is visited by travelling ahhas families during their circumnavigation of the <u>GROWING MOUNTAINS</u> as part of their religious practice.
- ABRASHYAH: Ser. Coastal city in the east of ATARAXIA, at the mouth of the river MALAKAH. In the past it was a major rural centre, producing much food and supporting dozens of small communities, but industrialisation saw it change into a metropolitan centre that receives much trade from upstream, as far West as GNOTH, AQUARIIA, and HOLOLACH^(1.), which is then traded across Ataraxia and beyond. The city is steadily growing, necessitating the construction of new districts (Pop. c. 50.000).
- <u>ABRAT</u>: Set. Settlement in the south of <u>AHKA</u>, along the southern shore of lake <u>OSTOS</u>. It was once a centre of agriculture in the region, and though it and its satellites remain major producers of grain and rations for use in the war-effort against <u>KORACHAN</u>, it is much diminished from its peak, just 2-decades ago (Pop. c. 15,500).
- <u>ABRAVAD</u>: Set. City that exists along a border between the nations of <u>HAÏRAMAL</u> and <u>GRARNEÂST</u> in the west of <u>SAMMAEA</u>, and it is shared between the two, having a coalition government. This has given it its own culture that stands out from either parent state, and is a major mercantile hub and is the easiest way for one to travel between nations (Pop. c. 43,000).
- <u>ABRAXA</u>: 1. Sea. Sea off the western coast of <u>WESTERN SAMMAEA</u>, flanked to the north by the <u>MAUNURIN TRIBES</u> and Abraxa⁽²⁾ and to the south by <u>CARNYNGA</u> and the west of <u>AEONAS</u>. The north western reaches of the sea are dominated by hundreds of islands, which together are known as the <u>PREPOTENCY OF THREPHO</u>, which serve as a border, of sorts, with the SEA OF NARANOR.
 - 2. Dem. 'Abraxan'. Ntn. Nation in the far west of SAMMAEA. It is known for its city-states, pyramids, and the WOLD jungles, where it is situated. It exports teak, ANNATTO, latex, and star anise. See Vol III: Extant Nations and Realms.
- <u>ABRAXA RED</u>: form of <u>ANNATTO</u> dye produced in the city of <u>ABBAY</u> in coastal <u>ABRAXA</u> (2.). It is considered to be the most vivid red dye known in <u>ELYDEN</u> by connoisseurs and is extremely popular in <u>THE SURRACH</u>, where it is used to dye clothes.
- <u>ABRHINA</u>: Geo. Plains in the west of <u>OPHAR</u>, historically known for <u>MONOCEROUS</u> herds. Though now extinct, the monocerous remains a cultural animal of Ophar.
- ABRID: Lan. In KORACHANI, the name given to the Spring Equinox.
- ABRIGAT: Ind. Str. Fortress-manufactory in the far west of PHYRR, close to the border with METHUMN, along the mid-span of the GRAVI Mountains. It was constructed over decades in the in c. 38th century using a cut and cover method, where machinery dug down before a roof was constructed out of 20-ft. thick reinforced concrete that was covered in soil, with the region repopulated with native fauna to hide its exact location. Little is known of the structure's full extent, and it is believed that further tunnels and subterranean chambers continued to be added after the structure was covered again.
 - Its purpose remains unknown to most people, though it is believed to protect birthing ateliers where <u>ATRAMENTALLY</u>-infused creatures are born. Others claim that it is a silo for <u>ATRAMENTAL BOMBS</u>.
- <u>ABSCISIA</u>: Set. Fortified city in the far north west of <u>PORPHYR</u>, along the banks of the river <u>SOCCATOROS</u>. It is a major source of rubber, and it is known for its expansive groves of rubber trees, with their trunks sloughed to collect rubber (Pop. c. 43,000).
- <u>ABSIS</u>: Set. city in <u>AEONAS</u>. It is built atop an intricate system of caverns, which have been used as sewers for centuries (Pop. unknown).

ABSOLIA: See. Small coastal city in the south west of VAALK, overlooking the SEA OF AZAM. It forms a part of the main route of the SHADOW MARCH, and is known for its large flagellant culture, with religious extremists kneeling before its large church beating themselves with barbed whips. Many of them are recruited by the Marches, where their excessive penitence agitates the other pilgrims into greater acts of devotion (Pop. c. 18,200).

ABSOLVER THRALL: Rel. Rnl. Voc. Slave rank within both the CHURCH OF THE UNDYING MACHINE and the REFORMED CHURCH OF SARASTRO.

Absolver thralls accompany priests to confession and spend their days praying for the absolution of sinners' souls. They are often recruited from failed SECTARIANS who are unable to complete their studies, and as a result are the lowest-regarded of church servants by fully-ordained members of the clergy. The laity regards them as simpletons, but vital to the running of their respective churches.

<u>ABUAYA</u>: *Geo.* basin on the western-coast of <u>TZALLRACH</u>, enclosed by the <u>KANDON</u> hills. The basin is noted for its many streams and c marshlands that lead to the waters of the <u>BROKEN LANDS</u>. The marshes are relatively fertile and have been worked for the past few centuries, since the region was revealed by the retreating waters of <u>ELYDEN</u>.

ABUFIHAMAT: Myr. His. Rel. In the cosmogony and ancient mythologies of ELYDEN, the ninth of the Two-and-Twenty DEMIURGES, and precursor to the artificially-created BAPHOMET. Abufihamat was a tyrannical ruler who, after losing its divinity, was concerned only with amassing followers to regain what strength it could. It oppressed its own people for power and wealth, leading to their own downfall and later descent into anonymity (they are remembered now only as THE FORGOTTEN). They opposed their iron-hard rule of their Demiurge forebear and some amongst them formed secret cults dedicated to opposing Abufihamat's every tenet. Over time the cults came to worship a corrupted capriform idol of Abufihamat that reversed everything their Demiurge creator believed in. In time this Idols would become known as Baphomet, and its worship became commonplace across ancient Elyden, eventually leading to the Demiurge's reincarnation under that name.

Abufihamat sought any reason to prolong its life and offered the heretical worshippers Baphomet everything they wanted in return for worship, but it gained nothing from this, as the adulation was being bestowed upon the false idol, and not the Demiurge. Abufihamat would eventually die, all of its worshippers gone. In its place was reborn Baphomet. Some maintain that Baphomet is merely a reincarnated form of Abufihamat, though others claim it is another entity altogether. See Vol IV: the Two-and-Twenty Demiurges.

ABULIA: also 'THE NINE', and 'THE NINE WATCHERS'. Sup. Dre. Per. Nine FIRMAMENTAL beings that dwell atop the CLOUDY PEAK in LYRIDIA, in the KYTHI Mountains. They are mummified seers that followed the ancient LYRADEAN religion that dominated the AMNATHI KINGDOMS of the region between c. -2300 & -100 RM, though little more is known about their origins. What is known is that they possess true farsight (unlike their augurs whose visions and prophecies are little more than glimpses into possible futures), and that it does not rely on the MATERIA OMNA to function. They became potent figures, with the augurs' cult that developed around them becoming the ruling force of Lyridia.

Though technically each of the Nine Abulia is responsible for a particular region of the nation they are incapable of ruling due to their catatonic states. They are kept alive in archaic technarcane engines that resembles an amphitheatrical temple in <u>VISSIL</u> in the Kythi Mountains 20-miles east of the capital in <u>MYRA</u>. The engines keep their bodies in a state of stasis that they can only leave by imbibing a mixture of drugs that is mechanically pumped into them by the <u>UBYRS</u> whenever <u>THE SIBYL</u> or her <u>AUGURS</u> require a prophecy. The shock of returning to life is great and the manifold dreams experienced throughout their lingering comas rush back to them with great pain, their contents to be interpreted by the Sibyl and her augurs.

Scholars are in disagreement as to the nature of the Abulia's visions. The most commonly-held belief is that the Abulia can detect the dreams and ancient whisperings of the <u>DEMIURGES</u>, observed somehow across the gulf of time.

<u>ABULIA TAXIS</u>: *Int. His.* Large gold-plated idols dedicated to the <u>ABULIA</u>, in c <u>LYRIDIA</u>, 140-miles north west of the capital in <u>MYRA</u>. The idols take the form of nine statues, 100-ft. tall each, depicting <u>THE NINE</u>, their heads arched towards the sky, their arms straight by their side. The statues are positioned atop a rise in the terrain and can be seen for miles around, showing anyone approaching Myra the power of the Abulia.

They were built in c. 300 RM following the <u>KORACHANI EMPIRE'S</u> conquering of western <u>LYRADEA</u> in 84 RM, on a site previously occupied by a similar, if smaller, statue that was toppled in c. 100 RM.

<u>ABUNA</u>: Rel. priestly caste in <u>AETHIOS</u>, who emerged following <u>AETHIOSI</u> release from vassalage in 3810 RM, becoming its rulers.

When <u>KORACHAN</u> declared war on Aethios in 2943 RM following the completion of the <u>DAM OF AESAPIA</u>, people became disillusioned with the <u>CHURCH OF THE UNDYING MACHINE</u>, which until then had been its main religion. They could not understand how a god shared between Aethios and Korachan could lead the latter into battle against its own worshippers. They forsook worship of the <u>UNDYING MACHINE</u> and toppled its churches, allowing them to be reclaimed by nature.

The Abuna evolved from the leaders of the animist movement that emerged from this time, who returned to a worship of the river SHIBBOLETH (a), in the guise of <a href="ST. SHIBBOLETH, as it had been corrupted millennia before by Korachani CENSORS. The river Shibboleth was returned to a place of prominence in their worship, becoming the head of a cycle of nature spirits, at the centre of which was the ATRAMENTAL antagonist that represented temptation and corruption.

With the Aethiosi vassalage to <u>SARASTRO</u> in 3379 RM, the Abuna diminished, remaining as the leaders of a <u>MYSTERY CULT</u> that grew in the shadows of their Sarastroan oppressors. By the time of Aethiosi independence in 3810 RM, the Abuna had emerged as leaders who abolished the <u>AETHIOSI ROYAL HOUSE</u>, taking control, becoming its rulers in what is today known as the <u>HOLY REPUBLIC</u>.

ABYD CARGI: Geo. Rocky region in the north west of GIBEAH, composed of layers of alternating igneous and metamorphic rocks. It is relatively abundant in ore and minerals, though the many volcanoes and frequent earthquakes in the region make these resources difficult to exploit.

The area is largely uninhabited, though small mining operations can be found there, bordering the <u>IAHTHEN</u> forest.

ABYDDOS: Geo. Rocky region serving as a border between the north east of RHINOCOLOURA and the far west of the GROWING MOUNTAINS of MULCIBER(1.), specifically the tribal territories of ILLPHAGOS. It is noted for its many volcanic cones, sulphurous fields, and colourful geysers. The area is renowned for the electrical discharges that pepper the ash clouds that hang above the cones.

Abyddos is thought by some to be <u>ATRAMENTALLY-ACTIVE</u>, though it is so inimical to exploration that this remains merely a hypothesis.

<u>ABYR</u>: Sea. Strait off the western coast of <u>THE VORANDINE</u>, to the north west of the <u>BAY OF NURCYA</u>. Its coast is well-known for its <u>EVOLAM</u> kelp, which is used in many <u>ATRAMENTALLY-BASED</u> industries across <u>ELYDEN</u>.

ABYSM OF BARATHRUM: Geo. Immense hollow in the far south west of the PRISON CARCERI, stretching for some 1,300-miles from north to south, from the INTERURBAN STATES to the KHARKHARADONTID desert. It is amongst the largest and deepest of hollows in Carceri, and a staircase of 823,543 treacherous steps is said to lead down from its already abyssal depths into the fiery heart of ELYDEN, amid ancient silent engines whose purpose is now lost to time.

<u>ABYSM OF SHIBBOLETH</u>: Geo. Deepest known sea-trench, in the <u>BATHASHAL OCEAN</u>. Exploration of the area is difficult and the depths of the Abysm remain largely unexplored regions.

Some <u>SHAPERS</u> have managed to probe the shallower parts of the Abysm, revealing geometric patterns that have been interpreted as artificial grids or cities, amongst other hypotheses.

ABYSMAL MARROW: Geo. The centre of THE BLACK FOUNTAIN, occupying a radius or around 10-miles and area of some 300-square-miles. It is a hellish nucleus that spreads for some 10-miles in all directions. Utterly black, devoid of air and deathly cold, it has been described by those few who have observed it as 'the absence of space'. Those few who have ventured even close to it have been obliterated and even those who have merely approached it from the relative 'safety' of the Penumbra

(itself an otherworldly glassy landscape of constant lightning strikes) have lost their minds. Its centre-most point is known as <u>APOPHIS</u>, and this is where the Black Fountain lies.

It is possibly the most inhospitable place in all of <u>ELYDEN</u>, and is more dangerous to mortal life than the deepest ocean floor or the vacuum of the void. Few have even observed it due to the inherent difficulty in reaching it and the inimical nature of surrounding regions, not to mention the inky void of the Marrow itself. Observation from within the surrounding <u>PENUMBRA</u>^(1.) are possible, though even to approach within 100-miles requires observers to wear the most sophisticated <u>SOFTSUITS</u>, lest their bodies be torn apart or forever changed. See Vol IV: the Nullambit, the Black Fountain, and the True Meniscus.

ABYSMAL STAIRCASE: also 'THE ETERNAL STAIRCASE'. And 'VALLACK'. Int.

Geo. Dre. Rotten stone stairs circling a wide circular borehole of seemingly endless depth. It is found in overgrown ruins in the c eastern tangles of
THE OLD FOREST, and is said to lead to the depths of the PRISON CARCERI.

Those who venture far enough down the stairs hear distant screams, see a dull nauseous light and sleep fitfully, their <u>DREAMS</u> polluted by grotesque visions and vivid nightmares of illogical architecture; all symptoms of the domain of the <u>DEMIURGE VORROPOHAIAH</u>. Some believe that a <u>DREAMSCAPE</u> lies in the depths, explaining the increasing effects the farther one goes, though they become so strong that none have reached the bottom

<u>ABYSS</u>, the: Arc. Colloquial name for a regraded lower-class district in the <u>CITY OF ALMAGEST</u>, known for its lack of sunlight.

ABYSS OF ENESH: Sca. Sea, once forming the eastern-most part of the STRAIT OF NÁRTHEL, which is now silted up. It is a deep basin, forming the western-most part of the DARK SEA, and separating the nations of NÁRTHEL, SOTHRA and TAMAR. The Abyss is 235-miles long, its uncharacteristically deep waters and small coastal shelf rendering seatravel treacherous in winter months. This was notably so in ancient times, with records from the late FOURTH AGE and early FIFTH AGE attesting to navigational difficulties away from the coast.

Many local legends surround the *Abyss*, with most naming it as the place an ancient <u>OTHERWORLDER</u> returned to <u>ELYDEN</u> in ancient times.

<u>ABYSS, TEMPLE OF THE</u>: *Rel. Str.* Temple of <u>THE ABYSSAL TEMPLARS</u> in the fortress of <u>ABYSSIA</u>, in the north west of <u>GIBEAH</u>. It contains the incorruptible body of the <u>PROPHET MEDEVAS</u>.

ABYSSAL: Fau. In the vernacular of the KORACHANI language, the word abyssal is commonly used to describe creatures that have been corrupted by the ATRAMENTA. The term is synonymous with GROTESQUE, though the former is used to describe animals and beasts afflicted by ATRAMENTAL DISEASES, whilst the latter is usually used in association with humanoids of a relatively stable bloodline. See Vol II: Classification and Taxonomy of Life.

ABYSSAL TEMPLARS, the: Org. Knightly order based in the east of SAMMAEA, in GIBEAH.

Founded in the <u>ELLAN KINGDOMS</u> in -41 RM by the prophet <u>MEDEVAS</u> (a follower of the otherworlder <u>MARAX BERITH</u>), the order adhered to a nihilistic dogma that opposed the spread of religion and knowledge. The date of the order's founding, when correlated with the <u>KORACHANI</u> calendar is synchronous with the birth of the <u>ARCHPOTENTATE MALICHAR</u>, a fact that some imperial scholars claim to be part of Marax Berith's ultimate purpose on <u>ELYDEN</u>.

They are based in the fortress of <u>ABYSSIA</u>, which they claimed as their own in 83 RM, slowly claiming lands around it over the ensuing years, all the way north to the coast of the <u>ROILING SEA</u>. The surrounding lands were claimed by the Ellan kingdoms – a loose coalition of people who repopulated this region of Sammaea following the <u>FADING</u> of the <u>FOURTH AGE</u>. Together, they formed a strong opposition to the spread of the Abyssal Templars.

The order is small, concerned more with following the tenets of its dogma to the letter than gaining membership or prestige. Its knight's colours are a black field (symbolising the decay of the world), which lies beneath a red disc. Beneath their tabards, they wear tightly woven wattle armour. Their armour, though primitive by imperial standards, is highly effective, given their region and the climate they traditionally operate in.

They shun modern weaponry and prefer to wield large hammers and clubs, and they delight in using them against monuments and structures.

In c. 3705 RM the Abyssal Templars came under control of the last 3 Sorcerer-kings, who were exiled from CHEIRA in 3702 RM. Under their leadership, the Templars found their reach increased, and they were crusading across all of north eastern Sammaea, as well as lands north of the DARK SEA and east of the LAPETAN. There, they launched campaigns against libraries and churches, bringing back certain books and trophies that they did not destroy for the SORCERER-KINGS. This activity lasted for around a century, until increased policing of the waters north east of Sammaea put an end to their activities outside of Sammaea.

Since the arrival of the Sorcerer-kings the leadership of the order has been restricted to three concurrent leaders, each overseeing a different facet of the order. Each Sorcerer-king may take on an apprentice, though only after a meticulous selection-process, and their training can take years. Assassination as a means of progression through the ranks is accepted, often lauded.

Today the templars have largely eschewed their militant ways and they campaign throughout the east of Sammaea – mostly Cheira, Gibeah, and MULCIBER^(1.), though they can sometimes be seen beyond these lands – bringing their nihilistic teachings to those who would listen, teaching them of the meaninglessness of life and mortal endeavour.

<u>ABYSSIA</u>: Arc. Mil. Metal temple-fortress and surrounding city in the north west of <u>GIBEAH</u>, belonging to the <u>ABYSSAL TEMPLARS</u>. It dates back to the <u>FOURTH AGE</u> and was abandoned following the fading of that age, and was reclaimed by the followers of the <u>PROPHET MEDEVAS</u> in 83 RM, and remains the headquarters of the <u>ABYSSAL TEMPLARS</u> to this day (Pop. c. 12,750).

<u>ABZAYINE</u>: Geo. Island off the western coast of <u>THE VORANDINE</u>, to the south west of the <u>BAY OF LASHA</u>.

ACACINNATH: His. Pol. Ancient city-state, possibly empire, thought today to be composed of HUMANS, SHIE and KERATIN, in what is now the far east of Luachatul, covering what are today the east of CUTH and most of the west of RHEA, as well as small parts of KREM. Sometime in the FOURTH AGE it used wealth and influence acquired through its powerful mercantile caravans and ships in an attempt to tame the potent supranaturally-enhancing effects possessed by the dust of the nearby CINNABAR WASTES. For a while it succeeded, and its ruling plutocracy gained great power and wisdom over the MATERIA OMNA by ingesting plants grown in the dust. The fate of Acacinnath is ultimately unknown, but it collapsed some decades later, without further mention, though its ruins were later resettled by the aforementioned nations.

Two figures with traits similar to those of the old Acacinnathi rulers would emerge centuries later, in the $3^{\rm rd}$ millennium of the <u>FIFTH AGE</u>, eventually going on to fund the so-called <u>ACACINNATHI DYNASTY</u>, which rules Cuth to this day.

ACACINNATHI DYNASTY: Pol. The ruling family in KREM since 2703 RM, following the mysterious appearance of a male and female claiming to be siblings, with traits similar to those of the old ACACINNATHI rulers that, in the FOURTH AGE learnt how to exploit the supranaturally-enhancing effects of the CINNABAR WASTES. Using their supranatural powers and SHAPING they were able to amass a large following and were able to supplant the then rulers, coming to rule over Krem. They reopened the cinnabar mines, distributing the dust to their most loyal followers in small doses. The mines were heavily guarded and anyone caught stealing even a single grain of dust was severely punished. As a result, the mines were directly operated by members of the dynasty.

The dynasty is known for its elongated facial features, and for its Incestuous marriages between siblings, which continues to this day.

ACADEMY OF ATRAMENTAL ARTS: Edu. Str. Org. Institute of higher learning in the c east of JURRAS^(2.), where youths selected from the general populace of Jurras are sent to train and study in the ATRAMENTAL ARTS, specifically ATRAMENTISM. Most licenced SHAPERS in Jurras learnt their craft here. The Academy is highly-regarded, though some consider its training regimen to be archaic, and many prospects find themselves unable to complete their first year of training. Though uncommon, deaths amongst prospects are not unheard of.

<u>ACALISSA</u>: Set. Coastal settlement in northern <u>CANNOS</u>. It is a major manufacturer of honey and honeycomb (Pop. c. 4,000).

<u>ACAMAS I, KING</u>: (B. c. 3888 – D. 3968 RM) *Pol.* King of <u>CYHLAGHARR</u> who inherited the throne in 3902 RM. He was assassinated in 3968 RM by what are thought to have been <u>PARTHISAN</u> spies in a bid to destabilise Cyhlagharr. His son, <u>ACAMAS II</u>, inherited the throne and was able to maintain order.

<u>ACAMAS II, KING</u>: (B. 3937 RM) *Pol.* King of <u>CYHLAGHARR</u>, who rules from the <u>PALACE OF TYRAGHON</u> in the capital city of <u>CYHULIR</u>. He inherited the throne from his father <u>ACAMAS I</u> in 3968 RM following his assassination by what are believed to be <u>PARTHISAN</u> spies. He was able to maintain order, even improving the Sovereign nation's economy, though its policies and culture remain taboo to most outsiders.

ACAMAS' FIELD: Arc. Int. Major arena in the city of GYRGYLLA in the c east of CYHLAGHARR. It hosts events and games, including slave battles, pit fights, and other forms of ritual combat that are enjoyed by oghurs. It can seat over 15,000 oghurs and sees a great deal of tourism from other cities in Cyhlagharr.

<u>ACANA</u>: *Lak*. Lake in the south of <u>OPHIUSSA</u> between the <u>ESATH</u> Mountains and the rocky hills of GOMELA.

<u>ACAR</u>: 1. *Mil. Str.* Fortress in the c north of <u>SARASTRO</u>, guarding the below diamond mines.

2. Set. Ind. Diamond mines in the c north of SARASTRO (Pop. c. 6,100).

<u>ACARTAS</u>: Geo. Island off the south western coast of <u>WESTERN SAMMAEA</u>, in the <u>COTRIAN ISLES</u>, forming a part of the <u>ISLAND STATES OF</u> IRY.

ACASTIX: 1. *His.* Ancient <u>FOURTH AGE</u> culture that existed in the c of present-day <u>SKAROS</u>. It is thought to have been populated by <u>KERATIN</u> and <u>HUMANS</u>, though fell in wake of the <u>WAR OF SCOURGING</u>. Its main city and capital bore the same name^(2,), and it controlled dozens of surrounding cities and the ruins of some of them form the foundations of extant settlements.

2. Rui. Ancient capital of the small state of Acastix^(1.), in the region of PHACHOR in the c of SKAROS. It was once renowned for its helix-shaped towers, though the last of these was destroyed in an earthquake in 1313 RM. Despite this, much of its old architecture remains, close to the picturesque karst formations, and it has become a popular site to those undergoing the GRAND TOUR.

<u>ACATAS</u>: *Eth. His.* Ancient people that repopulated the north east of <u>SAMMAEA</u> in c. -1500 RM following the <u>WAR OF SCOURGING</u> that led to the <u>FADING</u> of the <u>FOURTH AGE</u>.

Its people would settle the span of the river <u>SHIBBOLETH</u>⁽³⁾ that is currently occupied by the south of <u>AETHIOS</u> and the north of <u>RHINOCOLOURA</u>.

ACATEA: Sup. Ind. Expansive <u>UMBRA</u> quarry funded by a newly-liberated <u>SARASTRO</u> in 158 RM (a series of bloody coups in its largest cities over the past years had led to its sundering from the <u>VENATHI EMPIRE</u> in 157 RM) in the south western reaches of the <u>NEYSHABUR</u>; a region noted for its <u>DUSTSTONE</u> formations, which are commonly indicative of deeper umbra reserves. The quarry, alongside others in <u>THE SHAMAL</u> area north of Neyshabur saw the conflict known as the <u>WAR OF THE TRIPTYCH</u> develop, over which Sarastro and Venath (later to become <u>VENTHIR</u>) battled over the region's umbra deposits.

The quarries that appeared around Acatea became a major Sarastroan industry, with raw umbra transported over 1,350-miles north west to the city of CARULA where it was processed. The appearance of SATHEP THE RISEN in 180 RM saw much of the umbra excavated in Acatea redirected to his purposes.

The mine served Sarastro until 2523 RM, when it was finally abandoned after centuries of dwindling resources rendered its upkeep untenable. The place was allowed to rot, where it was ignored by the KHERI nomads of the ANUBIAN desert, though as THE SHADOW MARCH developed, it became a stopping point for pilgrims emerging from the Anubian desert on their way to the SEPULCHRAL PALACE.

The mines have since been converted into a large caravanseral that serves weary pilgrims during their travels.

<u>ACATER</u>: Soc. Labourers in the <u>DROSS</u> Industries. Most are <u>SLAVES</u>, owned by the powerful <u>LASHESI</u> or <u>ATROPI</u>.

<u>ACATTRASH</u>: *Rvr*. River flowing west for 400-miles from the south east of the <u>DESOLATION OF ASTUDAN</u> into the north west of <u>THE OLD FOREST</u> before joining with lake <u>ATOLLA</u>.

<u>ACAU GORI</u>: Pol. Set. Major city in the south east of <u>CHEIRA</u>, and capital city of its eleventh prefecture. The city is known for its many tree-shrines whose branches are festooned with thousands of colourful prayer flags (Pop. c. 132,000).

ACCA HOAL: Geo. Expansive arid endorheic basin dominating the north of the nation of <u>TAAN AN</u>. It is sparsely populated though is home to a diverse array of endemic wildlife, and its south easternmost expanse forms a part of the ATRAMENTALLY TAINTED region of ZENEGE RES.

It was once known for its large lake, <u>STONNARA</u>, that was fed by seasonal streams and also from water running off a damaged section of the <u>AQUEDUCT OF CREPHITHISS</u>, at what is now the city of <u>RYCRAAT</u>. This was repaired later in the <u>FIFTH AGE</u>, leading to the waning and eventual drying of the lake. Despite this, temporary lakes may appear within the basin after particularly wet rainy seasons, though these typically dry up within a few weeks of the rains having ended, though they do result in the rapid growth of unnumbered flowers that bloom and die within a few weeks of the lakes having dried. weeks of the rains stopping. It is a spectacular sight that many travellers.

<u>ACCARASIA</u>: *Geo.* Plains dominating the c and south east of <u>ELAT</u>. Following the <u>EZASUHI</u>^(2.) colonisation of south western <u>RAONGEN</u>^(2.) in 3133 RM this region became a major site of battles and wars that took place over the following decades while the borders of what would become the colony of Elat were established.

<u>ACCAUTH</u>: Arc. Mil. Fortress and waystation in the east of <u>SERROK</u>, forming an east part of the <u>MURET PASS</u>.

ACCENSOR: Mil. Rnk. Rank within the SANCTIFIED ORDERS OF THE INQUISITION. This is the first true rank attained following a NEOPHYTE'S graduation, and Accensors form the bulk of most Orders, making themselves useful to their commanding officers in any way possible, fulfilling a martial role in many cases. The first Accensors were bearers of great lanterns that served as a focal point of most inquisitors' retinues, and it remains a great honour to bear such a lantern to this day.

ACCORD, CRUCIBLE OF THE: His. Pol. Obj. Ancient artefact crafted in c. 900 RM by the first generation HALFBLOOD ISTAR^(1.). Istar was able to unite many disparate tribes, whose rulers were forced to cut their palms and allow some of their blood to flow into the accord – a gesture symbolic of the newfound unity of the region, which by c. 940 RM gave rise to the nation of VAEVECTA (1.).

The Crucible of the Accord became a powerful cultural, political and religious artefact within Vaevecta and new tribal leaders would undertake the same ritual that their ancestors had, by letting their blood into the Crucible, which took a prominent place within the throne room of Istar, who was the undisputed ruler of Vaevecta for centuries.

The death of Istar in 1612 RM threw Vaevecta into chaos. Its territories were eventually divided amongst the dozens of tribal rulers who maintained a semblance of unity through a confederacy of tribes. The throne room was converted into council chambers where the various tribal rulers would convene when needed, and where new leaders would be sworn, and the ancient tradition of bloodletting into the Crucible continued for centuries, though it eventually died out by c. 2000 RM, by which time the regions' unity had been lost as individual tribes warred against each other and their cultures waned to corruption and mismanagement of resources. By 2140 RM the Crucible had been lost, its whereabouts uncertain, though it was claimed by various tribes. Over the years most of these claims were debunked or simply forgotten.

Today most surrounding cultures claim the artefact is lost, or that it never existed in the first place, though a small temple outside the city of SUMESI in the nation of AHOPAH claims to possess the Crucible of the Accord.

It is guarded by a small sect of virgin halfblooded monks, who claim to be descendants of Istar, who they regard as a holy figure and cultural champion. The halfbloods are the only persons who are allowed to see it, and never leave the cavern temple once they are appointed. It is their belief that so long as the Crucible remains intact there remains hope for the vision of a reunited Vaevecta.

ACCORD OF THE GATE, the: Pol. Com. Charter signed in 2824 RM between various parties, including THE ORDER OF THE GATE and the nations of TAHALL, PARTHIS, ALMAGEST, and KORACHAN, standardising the passage of vessels and taxation of trade across the GATE OF ERBETH, ensuring that no single entity would monopolise trade across its waters, though the nation of Tahall would be able to tax westward trade across the Gate, via the city of BARATALL. In 3699 RM the island-nation of OD MEGINNAS (1.) joined the accord, becoming a major influence on trade across the Gate.

ACCOUNT OF YEARS: Vol. First major census and annal within KORACHANI EMPIRE, published in c. 750 RM after years of record-taking. It contains many details that are important to scholars today for depicting life around the INNER SEA over three millennia ago, and is still consulted to verify records of the day.

A copy of the expansive 3-volume tome is kept in all major libraries in the empire, and beyond, typically open to any to peruse.

<u>ACEITUNA</u>: 1. *Geo.* Valley in the north of <u>PARAIYA</u>, in the south west of the region of <u>BISBUT</u>, overlooking the <u>BAY OF ERUISA</u>.

2. Set. Fortified city in the north of <u>PARAIYA</u>, in the Aceitunian valleys of <u>BISBUT</u>, appearing in c. 500 RM. The fortress was intended to ward against a <u>PARTHISAN</u> offensive that never came, though it now guards the <u>BAY OF ERUISA</u>, 18-miles distant (Pop. c. 31,500).

ACENNATH BES: FIRMAMENTALLY ACTIVE centre of the RTHEI desert in the north west of THETIS in EASTERN LLACHATUL. The sand here is razor sharp, and parts of the desert have fused together into glass that reflects the sun, making an already inhospitable region almost impossible to traverse.

ACERGENE SUIT: Nou. Acergenicist, Lit. 'air growth'. A TECHNARCANE discipline concerning itself with the important role of purifying the air of ATRAMENTAL IMPURITIES. Acergenicists operate on both large and small scales, with machinery for the former being cheaper and larger (often purifying the air of entire manufactories or complexes) and the latter being far more expensive though smaller, sometimes even seen on a personal scale (in the form of suits of hermetically sealed armour with purifying machinery on their backs). These suits, commonly referred to as SOFTSUITS or HARDSUITS, are used mostly in the maintenance of SIPHON ENGINES or in the exploration of Atramentally Tainted regions.

<u>ACERYON</u>: Set. Coastal settlement in the south east of <u>GNOTH</u>, overlooking the <u>SEA OF LIAKARRA</u>. It is noted for its snaking streets and steeply-stepped shores, where gurus share their knowledge (Pop. c. 2.000).

<u>ACHAA:</u> 1. For. <u>FIRMAMENTALLY TAINTED</u> rainforest dominating the southern coast of the nation of Achaa⁽²⁾ in the south of <u>MENISCEA</u>. ATRAMENTALLY TAINTED.

The rainforest is spectacular, influenced by the <u>FIRMAMENT</u> as much as it is the climate of the region, and it is dominated by dense fecund stretches and vast tracts that grow as though in defiance of gravity.

2. Nm. Nation in the far south east of <u>MENISCEA</u>, located well within the influence of the <u>MENISCUS</u>, with the <u>SEA OF ASEER</u> to its south west and the SEA OF NARANOR to its east.

Most of its large cities are located in the east, away from the unstable rainforest of the same name^(1,), which is under the heavy influence of the <u>TRUE MENISCUS</u>. These cities are linked by a well-maintained trade network and share many cultural links with each other. The region is ruled by a ruthless upper-caste, without which the nation would no doubt have faltered. Little else is known of the nation, though its western-most reaches are uninhabited due to their proximity to Meniscea. It was a member of the <u>FEDERATION OF FREE NATIONS OF MENISCEA</u>, until its disbanding in 3272 RM. It is ruled by the <u>SCION ABALASSOS NEPHTHYS</u>. See Vol III: Extant Realms and Nations.

<u>ACHAATU</u>: Arc. Int. Twin colossi in the c south of <u>THE SURRACH</u> guarding the 12-mile-wide pass across the pass of <u>MELOGGOS</u>. They were erected during the height of the empire of <u>SELAHIM</u> and guarded the route into its southern lands.

<u>ACHAD</u>: also 'City of Priests'. Set. Major city in the west of <u>GNOTH</u> known for its large population of priests, monks, ascetics, and philosophers. This

one city represents all the different schools of Gnothi philosophical thought, as well as dozens of different types of faiths and religions. It is known for its huge amphitheatre-temple, where people can talk and discuss their points of view, and its mixed population, which is home to many foreigners of different race and creed. It is also the western-most major stop along the <u>GNOTHI ROAD</u>, and offers markets and storage to the many merchants that pass through it (Pop. c. 48,000).

ACHAIAH: also 'the Silent Witness'. f. Myr. His. In the mythology and ancient history of <u>ELYDEN</u>, twentieth of the Two-and-Twenty <u>DEMIURGES</u>, whose children were the DERUWEIDS.

The Myth of the 'LOVER AND THE TREE' describes her as forsaking her divine roots and her mortal children following the fall of the Demiurges, after which she wandered Elyden, using her touch to restore life to ailing flora and fauna as she savoured the beauty of the world she had helped shape through new eyes.

It was during her days of itinerancy that she met and fell in love with the <u>OTHERWORLDER METTUSRAH</u>. Together, the two forsook the mortal world and retreated together, where they enjoyed their own company. But she was persecuted by her jealous brother <u>ASHTERATH</u>^(2.), who had loved her since before their fall. He hounded the two across Elyden, never pausing in his hunt. Finally, answering her pleas of help, <u>THE SHAPER</u> had her changed into a great tree, which is now known as the as <u>TREE OF</u> AGEN.

Mettusrah, grief-stricken, never left her side and over the years, as her body grew, her bark consumed him, until he became part of her roots, still sapient.

Through her transformed nature, Achaiah was allowed to grow old unlike any of the other Demiurges, and she is recognised in lore as being wise and just, with sages coming to her from across Elyden for advice and insight: gifts she cannot grant as she is unable to converse with mortals, though the mummified body of Mettusrah acts as her tongue on rare occasions.

Her children, the <u>DERUWEIDS</u>, abandoned by their primogenitor more than once, filled the void left in their lives with bodily mutilation, thought by scholars as being a form of chastisement for what they perceived to be their own errors. The deruweids dwindled over the years, though eventually some would rediscover their old mother, realising the true error of their ways, devoting their lives to maintaining the Tree of Agen and slowly shaping their bodies in her image.

Her known <u>SCIONS</u> are: <u>DENDYDRIS</u> and <u>SALIX</u>. See Vol IV: the Two-and-Twenty Demiurges.

ACHAL: Geo. Sludge wastes outside of the industrial city of MANUFACTORIA in PARTHIS. The region is infested with SCAVS, destitutes who search through the detritus and chemicals fort anything of value they can sell back to the city. The place is inhospitable and rife with disease and illness and only the most desperate spend any amount of time there.

Prior to the formation of the wastes, the region was a small lake, but its waters became polluted over centuries of industry, leading to the thick gloop of chemical jelly that characterises it today. They jelly is cut up and left in the sun to harden and sold as crude firelighters that are used across the surrounding region.

<u>ACHALA</u>: *Rui.* Ancient temple in the southern foothills of the <u>GAMIGAHUA</u> massif in the east of <u>THE SURRACH</u>. It is attributed to ancient <u>VAPULA</u> of the <u>SECOND AGE</u>.

<u>ACHALAL</u>: *Geo.* Highlands in the north of <u>SARASTRO</u>, forming the western-most reaches of the <u>JAELA</u> Mountains stretching into the plains of <u>SHAMAS SHUGAL</u>.

<u>ACHAMA</u>: Sea. Bay in the south east of <u>GNOTH</u> in the north of the <u>SEA</u>
<u>OF LIAKARRA</u> and estuary of the river <u>ACHAMOTH</u>.

<u>ACHAMOTH</u>: 1. *Rvr.* Major river dominating the south east of <u>GNOTH</u> and the north west of <u>AQUARIIA</u>, flowing for over 1,000-miles south west from sources in the <u>NUNAKI</u> and <u>NARAHASAPHAEL</u> Mountains before reaching the <u>BAY OF ACHAMA</u>, itself the northern-most part of the <u>SEA OF LIAKARRA</u>.

2. Set. Fortified monastery in the south east of <u>GNOTH</u>, north of the <u>HARKONNA</u> Mountains close to the border with <u>TAHALL</u> (Pop. c. 2,200).

ACHAN, PROPHET OF ARAKHAMÈ: (B. 3971 – D. ? RM) Prophet in KARAKHAS who rose to dominance in the region in 3999 RM, after speaking of a great war that would mark the turn of the millennium, and more importantly, the end of the FIFTH AGE.

He sermonised atop the <u>HILL OF THE BLOOD MOON</u> outside <u>PARVIS</u>, at the south eastern foot of the <u>KATHAN</u> Mountain and gathered many followers there who, by 4005 RM, had crossed northern <u>SAMMAEA</u> into the wilderness of <u>VENTHIR</u>, where they constructed a great <u>TEMPLE</u> dedicated to <u>KHAR'ILLAE</u>.

<u>ACHANYANA</u>: Geo. Mountain in the south west of <u>THE SURRACH</u>, forming the north western-most part of the <u>STRAMINEA</u> Mountains.

ACHARKHARA: also 'the World's Crown'. Geo. Large mountain-chain in the c of SAMMAEA, which alongside the KARKARMIS and SHAKHURAN Mountain forms what is commonly known as the GREAT SAMMAEAN TRIAD, and serves as a natural border, dividing the central Sammaean supercontinent into three commonly-recognised regions: the NORTHERN, WESTERN, and SOUTHERN subcontinents.

The Acharkharan Mountains are the eastern-most of the Great Sammaean Triad, and stretch from the c of the continent to the east, reaching as far as the so-called <u>FORGOTTEN DOMAINS</u> and <u>MOUNT STYGIA</u>. Its steep, <u>ATRAMENTALLY TAINTED</u> crags have been the bane of physical surveyors since the first daring explorations of the Mountains began in the second century RM. This is largely due to the many earthquakes and volcanoes that are common to the region, as well as their remoteness and distance from any notable major civilizations.

In c. 1180 RM $\underline{\text{MT. KLAUVAKA}}$, a large volcano in the south east of the mountains, erupted, causing landslides and great destruction. Today a huge crater can still be seen gouged through the south eastern face of the mountain.

ACHAT: Rvr. River in MECHABET, flowing north west for 750-miles from sources in the BALAUR Mountains. The river is fed largely by the many springs in the Mountains northern face. It is slow-moving and wide, reaching over 4-miles in width at its widest point, 100-miles south east of the city-state of Mechabet.

ACHATECHT XI: (B. 3933 RM) Pol. Current Chief Technocrat of SARAGOS. Like most Saragosi technocrats, they are known for their orthoses, which have prolonged their life beyond their natural means. They have been Chief Technocrat since 3979 RM.

ACHAXCE BENNALAB: f. Mil. His. Per (B. 3666 – D. 3821 RM) A historical SARASTROAN SARAKASHAR (general) who served in the MHAROKKIN CAMPAIGN of the WAR OF SUNDERING. Originally a member of the OVERCOUNCIL of the LICHKING SATHEP, she was chosen to replace Sarakashar ARKHIMYDES BELIN, who died on the 18th MALICHALEN 3705 RM of injuries sustained in battle. She was disliked at first, though attitudes towards her improved following a string of victories that culminated in securing the city of TAKUH, which proved invaluable during the Mharokkin Campaign, despite the regions' eventual loss.

<u>ACHEA</u>: *Rui*. Ruin on the island of <u>OXTER</u> in the <u>KORACHANI</u> colony of <u>TAVVADRA</u>.

<u>ACHELOS</u>: *Rvr.* River in the north east of <u>PELASGOS</u>, flowing for 125-miles from the <u>BULOS</u> highlands before meeting with its parent, the river EGGOS.

<u>ACHEMÉ</u>: Set. Coastal settlement in the north east of the <u>BARRIER LANDS</u> (Pop. c. 4,600).

<u>ACHERA</u>: 1. *Ntm.* Microstate in the south west of <u>CENTRAL LLACHATUL</u> occupying 961 square-miles of land in the foothills of the far west of the <u>CHACTHORNYS</u> Mountains to the north of <u>AZAZEM</u>, at the corner between the border with <u>LAASKHA</u> and <u>IPANAH</u>⁽²⁾.

Achera owes its roots to <u>Patrician House Elnath</u> winning a tender to take control of the citadel of Achera^(2.) in 3043 RM after the <u>Korachani</u> military had no more use for it. The <u>Warofthe Artifexes</u> had ended in 3014 RM, with the loss of <u>Almagest</u> and the devastation of the nation of <u>Asibala</u>, which lied to the north of the citadel. For decades after the war the citadel remained an active garrison, defending against a possible attack from Almagest or acts of barbarism by displaced Asibaians, but they never came and after close to three decades the cost of maintaining the citadel became prohibitive.

House Elnath was entrusted with stewardship of the citadel, maintaining it and carrying out patrols in the north in return for the right to work the lands surrounding it. By then a large city had grown around the citadel, in which was a great caravanserai that House Elnath took over.

It was granted the right to self-govern by <u>THE SEVEN</u> in 3394 RM, though in a loophole engineered by the Korachani government, it is still answerable to the empire should the need arise.

To help patrol the land, House Elnath founded an order of knights that are bound to both neutrality and the people of Achera. The order of knights remains, though is now devoted to humanitarian aid and running of hostels in the city, instead of crusading against perceived threats. See Vol II: Extant Realms and Nations.

2. also, 'THE RUSTING CITADEL'. Arc. Citadel around which the city of Achera⁽³⁾ appeared. Though known as a citadel, this is in fact a monolithic structure spanning hundreds of miles of wasteland, bordering the far north east of LAASKHA, the north west of AZAZEM and the south west of IPANAH⁽²⁾. Originally a series of defensive redoubts known as the ACHERAN LINES erected in the early days of KORACHANI dominance in Laaskha in response to dissident attacks, the network grew into a military conurbation with a surrounding population of over 100,000 at its peak in c. 2850 RM.

3. Set. Main city of the above microstate ^(1,). Appearing in c. 2520 RM after the construction centuries earlier of the citadel of Achera ^(2,), it existed neutral land between <u>LAASKHA</u> and <u>AZAZEM</u>, forming its own government that was overseen by the military command of the citadel. The city would cater to soldiers stationed at the citadel, growing steadily over the coming centuries, until by c. 2850 RM, when it was a metropolis with around 100,000 people, and a large caravanserai serving trade between Laaskha and Azazem.

Following this the town began to see less traffic as trade-routes shifted south. The citadel was abandoned by the Korachani military and, after a call for tender, its stewardship was entrusted to PATRICIAN HOUSE ELNATH in 3043 RM, which renovated the citadel and took over control of the surrounding city and caravanserai, which had continued to diminish, controlling around 900 square-miles of land that became the microstate of Achera. The RED ROUTE — a major trade-route circumventing the Inner Sea — found was rerouted in c. 3600 RM and began passing through the Achera, injecting it with a new lease of life and brining trade to the city (Pop. c. 67,000).

ACHERAN LINES: Arc. KORACHANI-built defensive lines in ACHERA^(1.) and the north east of <u>LAASKHA</u> that run for over 80–miles. The fortress of Achera^(2.) is located at their centre.

<u>ACHERUSA</u>: Set. Major city in <u>AHRISHEN</u> along the banks of lake <u>CYIDA</u> (and by extension, river <u>SAVEST</u>). Due to its central location, it acts as a hub of trade along the <u>GREY ROAD</u> within Ahrishen, linking north, south, west and east. It is twinned with the city of <u>QASHEN</u>, 75-miles east, which links Acherusa to the river <u>ARESH</u>^(2.).

The city is partially built on stilts and its harbour is tiered to accommodate fluctuating height of lake Cyida (Pop. c. 170,500).

ACHET: Rvr. River in MECHABET.

<u>ACHI</u>: Rvr. Major river dominating the west and north west of <u>SAUA</u>, flowing for 1,277-miles from sources in the <u>HADASHIN</u>, <u>KOKORO</u>, <u>MERA</u>, and <u>THE BLUE</u> Mountains before meeting its parent, the river <u>TAKRE</u>.

<u>ACHIMEN</u>: Set. City in the south west of <u>PORPHYR</u>, close to the border with SABAISA (Pop. c. 34,000).

<u>ACHIOTE</u>: Flo. Shrub common in tropical islands off the western coast of <u>SAMMAEA</u>, as well as parts of the mainland. It is a source of <u>ANNATTO</u> dye that is widely used in the region the tree. See Vol II: Classification and Taxonomy of Life.

ACHIRESA: See. Small city in the c south west of <u>EREBETH</u>. It is famed for both its glassblowers and large-scale glass factories (Pop. c. 16,500).

<u>ACHOLLIA</u>: (8,330-ft.) Geo. Large volcano in the south eastern face of the <u>KOTHA ICHOLLIGHA</u> Mountain in the far north east of <u>THETIS</u>. The volcano is fed by the <u>FIRMAMENTAL</u> stresses in the area and is extremely active, its peaks and cones displaying spectacular formations and unnatural-seeming arches. <u>LODELITHS</u> are also known to break free from

the main formation, where they float until the harsh winds of the region eventually break them down.

<u>ACHOR</u>: Geo. Canyon in the south east of <u>TZALLRACH</u>, between the Mountains of <u>MAULIMM</u> and <u>KARARTA</u> Mountains. The region is known for its flaking red scab-like rocks and shallow caverns peppering the canyon walls.

ACHOREHEN: For. Coastal rainforest in the north of GIBEAH.

<u>ACHORSIA</u>: Set. City in the south west of <u>PARTHIS</u>, along the course of the river <u>ESHMUN</u>, and the major trade-route linking the north west and south west Parthis, and forming part of both the <u>PARTHISAN ROAD</u> as well as the <u>RED ROUTE</u>. As such it is a major hub of river and land trade in the region (c. 31,000).

<u>ACHOSO</u>: Set. Logging settlement in the c south of <u>ATARAXIA</u>, along the border of the <u>OSOMATHIA</u> forest. The sky above it is thick with the smoke of the machinery that is employed to cut down the trees (Pop. c. 7,200).

ACHRA, ORDER OF: Org. Order of knights based in the HORSCH territories of the north of ALMAGEST, bound to neutrality. It is thought that they have pacts with various institutions and governments, including the HIGH-EMPIRE OF KORACHAN and the SOCIALIST REPUBLIC OF ALMAGEST that keeps them safe. Their role in the region is to safeguard passage across the STRAIT OF SKAROS, and the Seas of APHOTIS, ADUM, and SEKHEM.

<u>ACHRABAL</u>: Dem. 'Achrabali'. Ntn. Small nation in the south west of <u>SOUTHERN SAMMAEA</u>, east of the <u>BATHASHAL OCEAN</u> south of the <u>SEA</u> <u>OF AMMASH</u>⁽²⁾, west of <u>LHACCIDA</u>⁽²⁾ and west of <u>SIMBARA</u>.

It emerged in 3692 RM following a civil war in <u>LHACCIDA</u> and is now known for its assassins and turbulent politickal warring. It is ruled by a council known as the <u>AMASSED</u> – <u>TELEPATHS</u> of great skill and cunning that share a hive mind. See Vol III: Extant Realms and Nations.

<u>ACHRAT</u>: Lak. Lake in the east of <u>MECHABET</u>, along the course of the river ACHET.

ACHRIS: Set. Settlement in the prefecture of <u>Terechant</u>^(1.) in the c south of <u>HOLOLACH</u>^(1.). It forms a part of <u>THE WAY</u> trade-route (Pop. c. 5,000).

ACHSHI: 1. Sea. Sea in LLACHATUL, off the coast of MADOUR.

2. Dem. 'Achshian'. Eth. Predecessors of the RHAMIAN people, appearing in c. -1300 RM, and surviving until c. 200 RM, after which point the area was colonised by KORACHANI immigrants, who named the area Rhamia. They were of tan skin and dark hair, and are thought to have originated farther south.

There are few pure Achshian people left today as they have mixed with Korachani colonists over the millennia, and their culture has been largely forgotten.

<u>ACHSIL</u>: Set. Small city in the south west of the <u>BARRIER LANDS</u> (Pop. c. 16,000).

<u>ACHTHOS</u>: 1. *Rvr.* River in the east of <u>PELASGOS</u>, flowing for 240-miles from its source in the c of the <u>BULOPARRI</u> Mountains before meeting with its parent, the river <u>ELISSANAS</u>.

2. Lak. Lake in eastern PELASGOS, along the course of the above river.

<u>ACHUA</u>: Geo. Lowland region in the north west of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>ALAMUT</u>, along the southern shore of lake <u>MASTI</u>. The place is lush with wetland flora and fauna particularly <u>HORSETAILS</u>, and remains as a relatively uncorrupted region.

<u>ACHUEN</u>: Geo. Peninsula in the far south west of <u>RHINOCOLOURA</u>, protruding for over 100-miles into west of lake <u>AKASM</u>^(1.).

ACHUID: Rui. Abandoned settlement in the north of Valbar^(2,). It was once a thriving whaling outpost, but an increasingly cooling climate and the slow retreat of the sealine left it deserted in c. 3200 RM. Today its, gigantic slaughterhouses and boatyards remain undisturbed, little different to when they were abandoned 8 centuries ago.

<u>ACHUTA</u>: *Ind. Set.* Major processing plant in the c north east of <u>VALBAR</u>^(2.), which processes silver mined within the <u>DREAMSCAPE</u> of <u>PIL AUSH</u>^(2.). Silver mined there is artificial in origin (having appeared suddenly within the dreamscape where nothing had existed prior to 3941 RM), and is renowned across <u>ELYDEN</u> for its perfection and purity, though some silversmiths doubt its permanence, being born from a dreamscape,

so some refuse to work with it. It is also the capital of the state of $\underline{OLBRI}^{(1)}$ (Pop. c. 18,000).

ACHYTHAESS: 1. *Geo.* Island off the western coast of the <u>FREE-ISLES OF PELASGOS</u>. Its bears some ancient <u>GERICIAN</u> ruins, though little is known of them.

2. Set. Fortified settlement on the above island. There are a few coastal settlements on the island, which are largely self-sufficient and which maintain little contact with the mainland (Pop. c. 1,000).

<u>ACIOCH</u>: Set. Small city in the north west of <u>SEDISIA</u>, overlooking the border with <u>OTINTH</u>. It is partially built from the ruin of an old <u>KORACHANI</u> city that was abandoned with the colony of <u>OHDURTAR</u> (Pop. c. 18,000).

ACIONNA: Rvr. River in the c north of <u>TISARA</u> that flows west and north for 580-miles from sources in the <u>LHANA</u> highlands, before meeting the coast at the <u>GULF OF USEA</u>. The lower course of the river (in the nation's north) is home to vast tracts of flax plantations, and grazing lands for sheep, which are vital for the nations' textile industry.

<u>ACMON</u>: Soc. Pol. Ruling caste amongst the <u>DVERGAI</u> of <u>CHTHRYID</u> Little is known of the caste other than the title, as its members are insular, never leaving their <u>CLADES</u>. It is thought that they maintain some form of involuntary relationship with the <u>ATRAMENTA</u> though this cannot be verified.

<u>ACOLYTE</u>: Soc. Rel. In a specific sense, the followers and acolytes of the <u>HIEROMONARCHS</u> in <u>RHEA</u>, prior to their wane in c. 3242 RM. Today they remain as stewards and pages of the Hieromonarchs in <u>IACIO</u>, and fulfil an important gubernatorial role.

ACOLYTES OF ISPEIA: Org. Named after ITS FOUNDER, the Ispeian solipsists seek perfection of the self, often eschewing life outside their immediate reach entirely. By default, most Acolytes of Ispeia are rich, with servants attending to their needs as they lose themselves in their own thoughts. Though regarded as an Org. there is little in the form of leadership, and most members only maintain contact through correspondence, if even that.

The organisation was founded in the city of <u>ALMAGEST</u> in c 2280 RM, by the solipsist patrician-princess Ispeia. It gained a small following in the subsequent decades, with Ispeia becoming a cult leader, though as members became more engrossed in the self, any sense of cohesion dissolved. Despite this, the tenets of Ispeia have slowly spread to other major cities around the <u>INNER SEA</u>, finding a major foothold in <u>KETESH</u>.

<u>ACON</u>: Set. Fortified coastal city in the south east of the <u>FREE-ISLES OF PELASGOS</u>. The remains of a now-empty sprawling manufactory complex loom over the city, and they have become a haven to miscreants, <u>DEGENERATES</u> and there are even rumours of <u>GRUAIMIN</u> lurking in the tunnels and pipes beneath the structure (Pop. c. 41,000).

ACQUIESCA: Set. City in the south of ELEKHID, just north of the ATRAMENTALLY TAINTED region of CHIGOTER. It originated as a small town in c. 3320 RM, founded by SHAPERS over the ATRAMENTAL LEY, known as the LEYLINE OF THE ACQUIESCENT, to take advantage of the heightened ARCANE TEMPERS in the region. The city slowly emerged from this haven of shapers and remains a centre of Atramental study to this day.

The city is also home to the <u>ORDER OF THE ACQUIESCENT MONKS</u>, who guard the leyline day and night (Pop. c. 42,700).

ACQUIESCENT MONKS, ORDER OF THE: Org. Monks based in the city of <u>ACQUIESCA</u> in the south of <u>ELEKHID</u>, who are tasked with guarding the <u>LEYLINE OF THE ACQUIESCENT</u>.

<u>ACRASIA</u>: 1. (5,950-ft.) *Geo.* Volcano in the north west of the tribe of <u>ILLPHAGOS</u>, in the west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER^(1.)</u>. The volcano is thought to be dormant, though its last recorded eruption was in 3184 RM, where it buried the eponymous city beneath a thick layer of ash.

2. Flo. Dru. Weed common to the western face of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER^(1.)</u>. It is made into a drug with powerful sedative or mollifying properties that is traded along the <u>SALT ROAD</u>, where it reaches most medical markets across the <u>NEAR HEMISPHERE</u>, including the <u>INNER SEA REGION</u>. See Vol II: Drugs.

- 3. Set. Modern city built atop the ruin of an older city destroyed by an eruption of Mt. Acrasia^(1,) in the north west of the tribe of <u>ILLPHAGOS</u>, in the west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER^(1,)</u>. It is known for its industrial-scale manufactories that produce the drug acrasia^(2,) (Pop. c. 25,000).
- <u>ACRATHEA</u>: Str. Mountaintop shrine in the west of the <u>HENDECARCHY</u> of <u>MYEIN</u> in the west of <u>MALAN</u>, in the <u>MEMNIDS</u>. It is ancient, predating the Malani <u>FOREST KINGDOMS</u>, and even the precursor state of <u>AMILLAERE</u>⁽³⁾.
- <u>ACRCIN</u>: Set. Settlement in the c south of <u>CYHLAGHARR</u>. It is known for its tanning of <u>ANKYLOURA</u> hides, which are used throughout Cyhlagharri society (Pop. c. 3,000).
- <u>ACROPAA</u>: Set. Small city in the north of <u>LAASKHA</u>. Its main industry is to manufacture of saltpetre, which is used in gunpowder manufacture.
- ACROPOLIS OF CAUR: Arc. Pol. Governmental palace in TEIRA, VENTHIR.
- ACROPOLIS OF LANETHOS, the: *Int. Rui. His. Str.* Ancient petrified city of monolithic magnitude in the south of the <u>ANTHARAN DESERT</u> in the south east of <u>METHUMN</u>. Were it still inhabited, the acropolis could possibly accommodate at least 10,000,000 people, making it one of the largest cities ever recorded. Its construction is commonly attributed to the <u>DEMIURGE VORROPOHAIAH</u>, though this is unverified, and it lies unfinished, abandoned to his paranoias.
 - It is now considered one of the $\underline{\text{NINE WONDERS OF THE ANCIENT}}$ WORLD.
- <u>ACSATHO</u>: Set. Major settlement in the region of <u>BETAHAL</u> in the north of <u>THE SURRACH</u>. It is the northern-most Surrachi city along the <u>IVORY ROAD</u> and is the gateway into the Surrach from the north (Pop. c. 32,000).
- ACSIS: Geo. Region in the south east of THE OLD FOREST that was destroyed in the WAR OF SCOURGING. Its people were subjugated by the legions of the DEMIURGE RACHANAEL during the war, its cities drained of populace which were taken many miles south as slaves. The remains of primitive SERAPI culture dot the region, and evidence suggests that the DEMIURGE ASHTERATH was a dominant force in the region, his children the major subjugating influence over the people of Acsis.
 - Following the war and the expulsion of Rachanael's followers, the remnants of the Acsisi people moved south east following the $\underline{\text{FADING}}$ of the $\underline{\text{FOURTH AGE}}$, settling the scrubland and later becoming known as the $\underline{\text{ACHSHI}}$ people.
- <u>ACTAEA</u>: 1. *Lak*. Lake in the c of <u>AHRISHEN</u>, forming part of the river <u>SAVEST</u>, and fed by the same river.
 - 2. Geo. Plains and river basin in the north east of <u>AETHIOS</u>, flanked by the <u>ARAM</u> Mountain to the west and the <u>GROWING MOUNTAINS</u> to the east. The plains are named after the ancient city-state that preceded the present-day capital of <u>ETHAND</u>, and were renowned for their beauty, being as they are one of the major sources of the river <u>SHIBBOLETH</u>^(3.). Scattered ruins believed by most to belong to ancient <u>AIKLAHS</u> dot the region, predating the ancient city-state of Actanors.
- ACTANDRAS: Mil. Dre. Str. Outpost of the SOMNIARECHI ORDER of the SANCTIFIED INQUISITION, located deep within the VÂRRAN PLAINS in the centre of VÂRR. The outpost was established in c. 1310 RM as part of the concerted efforts by the Order and other KORACHANI forces in trying to stall the spread of dreamscapes in the region during a period now known as the ONEIRIC SCOURGE.
 - Though the phenomenon was largely curtailed by c. 1400 RM, the Order maintained a presence in the region to monitor the <u>OVERLAY</u> there between the <u>MATERIAL PLANE</u> and the <u>DREAMWORLD</u>, even remaining there following the independence of Vârr in 3791 RM.
- <u>ACTANORS</u>: 1. *Geo.* Plains and river basin in the north east of <u>AETHIOS</u>, flanked by the <u>ARAM</u> Mountain to the west and the great <u>GROWING MOUNTAINS</u> to the east. The plains are named after the ancient city-state that preceded the present-day capital of <u>ETHAND</u> and are renowned for their beauty (being as the river <u>NARRATI</u>, one of the largest tributaries of the river <u>SHIBBOLETH</u>⁽³⁾, flows through the plains) and ancient scattered remains believed by most to belong to the aiklahs.

- 2. Dem. 'Actanorsi'. His. Ntn. Extinct nation in the north of <u>SAMMAEA</u> that existed between c. -850 and 2547, ending when the <u>KORACHANI</u> exile <u>ETHAND</u> renamed the capital and surrounding lands to <u>AETHIOS</u>, though many current commentators claim that culturally, Actanors was supplanted by Aethios at least 200 years earlier, in c. 2300 RM.
- Under the leadership of the warlord <u>ELBIAN</u>, its forces attacked the free-city of <u>SIRIPHAS</u> in 545 RM. Despite the city's defences, the attackers were able to make their way into the mountain passes above the city, allowing them a vantage point that led to the fall of the city, which was looted and razed. Rich from the plunder, the Elbian was able to buy the services of many mercenaries, allowing him to unite the settlements and tribes surrounding Actanors under his banner.
- This eventually led to the formation of <u>ETHAND</u> by c. 1000 RM, replacing Actanors as the capital of the region, which flourished through trade with Siriphas, which by then had recovered and had become the centre of a major trade-route now known as the SALT ROAD.
- <u>AUERENI</u> raids ravaged the settlements of the plains of Actanors, forcing the region to seek an alliance with territories in the south west. This would ultimately lead to the formation of <u>AETHIOS</u> in 2942 RM, which coincided with the drying of the <u>FOUNTAIN OF VOL</u>, which local legend claimed would keep Actanors safe as long as its waters ran. See Vol III: Extinct States.
- **3.** *Set.* Once-capital of Actanors^(2,), it emerged in c. -900 RM and remained a major city, waxing and waning under different guises, to this day. It was capital of <u>AETHIOS</u> until 2943 RM, when the ruling city was moved to <u>ETHAND</u>^(2,) (Pop. c. 28,000).
- <u>ACTHUNON</u>: Set. Ind. Small city in the c west of <u>SERROK</u>. It is located in the region of <u>KRALVISSRA</u>, and is known for its expansive coal-mines (Pop. c. 12,000).
- ACTS OF SHAPING: Myt. His. In the MYTHOLOGIA ELYDEN, the actions of the DEMIURGES that led to the creation of ELYDEN and the other PLANETS and the first living creatures, before the birth of the Two-and-Twenty MORTAL PEOPLES. See Vol IV: the Mythologia Elyden.
- ACTURA: Geo. Natural solitary monolith situated in the <u>ILLIMUGH</u> region of <u>LOEGRESS</u>^(1.). Though believed to be natural in origin, the monolith is covered in undecipherable runes, attributed to an ancient age and <u>SHAPERS</u> can detect odd forms covering it in the <u>MATERIA OMNA</u>.
- <u>ACYLL</u>: Set. Ind. Small city in the c west of <u>SERROK</u>. It is located in the region of <u>KRALVISSRA</u>, and is known for its expansive coal-mines (Pop. c. 18,000).
- ACYOTTAGOD: Pol. Ser. Capital city of SERROK, situated close to the northern bank of the river BEREKODRA, though for much of the year the river flow is boosted by melt and flood waters, which bring its waters close to the stone stepped banks, where the faithful of dozens of different religions congregate to pray. It is noted for its many different churches and guild-halls and is the most metropolitan region within all of Serrok (Pop. c. 708,000).
- <u>AD</u>: also 'Tribe of Ad. Dem. 'Adan'. Eth. Ancient ethnic group that emerged in the south east of <u>LLACHATUL</u> in the early years of the <u>FIFTH AGE</u>, some centuries following the devastation of in the <u>WAR OF SCOURGING</u>.
- By c. -1500 -900 RM, the so-called Tribes of Ad went to repopulate the eastern-most ruins of the <u>ACACINNATHIEMPIRE</u>, in what is today the east of <u>KREM</u>, moving slowly West as <u>SERAPIS</u> attacked them from the <u>TURCAR</u> desert. These attacks prevented the people of Ad from settling down, and they were forced ever-west, quarrelling amongst themselves as they defended against serapi attacks.
- By c. -880 RM, the charismatic warlord <u>BOKKORN</u> was able to unite many of the disparate Tribes of Ad. Together they constructed a great cob wall, <u>DAR CINNRA</u>, which at its peak stretched for over 500-miles in what is today the north east of Krem, which stalled the serapi attacks, affording them the chance to settle down around the river <u>SEBBADDI</u>, where they founded the city of <u>AD PIYAN</u> in c. -800 RM.
- From this city would the domains of Ad eventually grow, moving steadily west until they encountered the great city-state of $\underline{\text{MON KETTRA}}$ at the coast in c. 720RM. Already a powerful influence in the region, its king demanded the explorers abandon their allegiances and pledge loyalty to him. They refused, and were executed, their heads sent back east. Amongst the dead was a prince of Ad Piyan. When word of his death

reached the city, its rulers declared war on Mon Kettra. For decades they fought, until in c.-600 RM, when the destruction of Ad Piyan and its dependencies led to the demise of the Tribes of Ad, whose survivors were absorbed by Kingdom of Mon Kettra.

Those who survived the destruction of Ad Piyan scattered, either going east, where they reclaimed the lands surrounding Dar Cinnra; and south, where they disappeared beyond the great MO-ORASSIM Mountains. Some settled the area around the KYONKHER desert, becoming nomads who survive there to this day; whereas others continued south, where they met the fishermen of the BRAGGAY lagoons. Together, they would establish the state of MOTANTA, which by -200 RM had come to dominate the lands around the lagoons of Braggay, as far north as the fortress of HATADA, which survives to this day.

The Adan people survive relatively unchanged, and are of dark skin and hair, with eyes that commonly range from blue to green.

AD NETIR: Geo. Deep caverns in the north west of Kephuaan, in the north western face of the GARDAGHIN Mountains. They link to the surface through deep vertical shafts and clefts, some of which are as much as 1,000-ft. deep, and most are inaccessible to mortals. These clefts and shafts lead to deep water-filled chambers, in which local myths and legends claim live atrophied mortals of pale skin and large black eyes. The caves are so dangerous to larger mortals that they remain relatively unexplored to this day, with most knowledge of them fed by rumours and legends.

<u>AD PIYAN</u>: *Pol. Set.* Capital city of the ancient nation of <u>AD</u>, after the <u>TRIBES OF AD</u> were united by the warlord <u>BOKKORON</u>. It was abandoned millennia past, and remains as a ruin, miles from the river that once sustained it. It was destroyed in c. -600 RM by forces of <u>MON KETTRA</u>, which later became <u>AM ONKRET</u>.

<u>ADA</u>: 1. Geo. Small mountain and southern-most extension of the <u>OTHACHA</u> Mountain in the north west of <u>KORACHAN</u>.

2. Set. Controlling city in the region of <u>HATHURAN</u> in the c south west of <u>THE SURRACH</u>, along the course of the river Hathuran. It is known for its finely dyed camel hair garments (Pop. c. 48,000).

<u>ADAAM</u>: Set. Small city in the west of <u>ARKOS</u>⁽²⁾, along the course of the river FALX. It is known for its falconry (Pop. c. 19,000).

<u>ADAG</u>: Set. Major port in the island of <u>GAAN</u> in the <u>SEA OF BYSSOS</u>. It is home to major drydocks and harbours (Pop. c. 20,000).

<u>ADAGRIN</u>: Set. City in the east of <u>CYHLAGHARR</u>, along the banks of the river <u>ORGDA</u>. A massive <u>ALCHEMBRAL</u> explosion in 1008 RM left the city ruined, the waters of the river Orgda tainted for years later. The city is now ruined, having slowly crumbled into the river over the ensuing centuries.

ADAHAD: Set. Settlement in the north east of SALOROC. (Pop. c. 9,000).

ADAIA: 1. Pol. Ser. Capital city of SAUA. The city is situated on the western foothills of the SHIORI Mountains and is divided into three general districts, each walled and situated higher along the Mountain than the

The lowest district, known as <u>ARIA</u>, is home to most lower-class dwellings, industries, and businesses. Two gates – one in the south and another in the west – lead into the city from outside.

The mid-district is its main mercantile centre, and is home to a large open-air market. Known locally as the <u>RAOKA</u>, this district is divided into dozens of smaller areas, each controlled by one or more noble families.

The highest district, also known as Adaia, is home to its largest temples, administrative buildings and the ancient citadel around which the city was built. It is home to the most prestigious noble families in all of Saua and is home to the <u>DIADON</u>. All of the <u>FIVE-AND-SIXTY STATES</u> of Saua have a presence in the city (Pop. c. 1,695,000).

- 2. Pol. Before the unification of <u>SAUA</u> in 3108 RM, Adaia was the name of one of the <u>FIVE THRONES</u> of <u>SA'WEH</u>.
- 3. Noble district in the eponymous city in SAUA.
- 4. Arc. Palace of the <u>DIADON</u> in the <u>SHIORI</u> Mountain in <u>SAUA</u>.

ADAII: Set. Coastal settlement in the south west of PNESSA (Pop. c. 5,400).

ADALKH PASS: Geo. Com. Dominant pass roughly in the centre of the LAHAED Mountains in <u>BROR</u>^(1.). Though referred to as a pass it is a large

geological depression with many paths affording passage across the Mountain

ADALLA: Geo. Shale mountain some 450-miles long, in the c west of VÂRR, bordering the north east of KORACHAN. Local legends claim that the mountain (commonly accepted to be an artificial construction) is made up of the loose chippings of an ancient monument constructed by a now-dead deity (possibly the DEMIURGE VORROPOHAIAH). The mountain forms the eastern arm of the RHAECHA Mountain though the two are strikingly different from one another, possibly lending credence to the local legends.

<u>ADALOMM</u>: *Set.* Major coastal city in the north east of <u>ELEKHID</u>, deep in the <u>BAY OF HINGIL</u>. It has close relations with <u>MULCIBER</u>, given its proximity to the tribe of <u>HAVATH</u> (Pop. c. 369,000).

<u>ADAM</u>: Sea. Bay situated along the eastern coast of <u>VENTHIR</u>, forming the centre of an ancient impact crater known as <u>THE RIMA</u>, where large deposits of <u>METEORE</u> are found and mined.

<u>ADAMA</u>: 1. *Geo.* Small island off the north eastern coast of the <u>TECHNOCRATIC REPUBLIC OF SARAGOS</u> and a contested region for many centuries between the small nation and <u>VENTHIR</u>. The island is the central peak of a half-sunken meteor-crater known as <u>THE RIMA</u> and is a natural source of adamantine and meteoric iron.

2. (450-ft.) Geo. The highest point of the above island $^{(1.)}$ and c peak of the RIMA crater.

3. Set. Ind. Mining settlement on the eponymous island $\underline{\text{VENTHIR}}$ first began mining the region in c. 300 RM, though excavation and true exploitation of its mineral resources only began in 402 RM following the arrival of the $\underline{\text{KORACHANI EMPIRE}}$ to the region, which remained stable for many centuries, save for amateurish banditry that was easily quelled, though the abolition of the $\underline{\text{TECHNARCANE}}$ arts in 1921 RM caused much disruption in the region.

The technarcanists exiled following <u>QUEEN HETEPHERES'</u> paranoid edicts settled the <u>KAUTULD PLAINS</u>, a region directly to the west of <u>ADAMA</u>. Venthiri culture and power steadily declined following its controversial abolition of technarcana, allowing <u>SARAGOS</u> to grow into a potent republic.

Its technocracy knew very well the wealth of ore that lay in the mines. As Venthir wallowed in the negligence of its tyrant, Saragos attacked the mines of Adama in 2408 RM, resulting in it taking control of the mines in 2413 RM. The next centuries were dominated by warfare, with Venthiri armies repeatedly attacking Adama, which had been well-fortified by the Saragosi occupiers.

That changed as Venthir clawed its way back to power. The so-called <u>EGRET CRUSADES</u> of Venthir had brought renewed wealth to the nations and its slave-armies had grown powerful. Hungry to reclaim its lost territories, Venthir attacked Saragos in 3405 RM. Three years of brutal warfare followed, but Saragos had prepared for the conflict well, and fended-off the attacks.

Though the war ended in 3408 RM with the defeat of Venthiri forces, their ships blockaded Adama for a year. This status quo ended in a large naval battle, in which both fleets were near-obliterated, though Saragos maintained control of Adama.

Most of its mines were exhausted by c. 3700 RM, and Adama survived by concentrating on the working of raw materials that continued to be mined in the region, and it became a healthy trade-city, its amazing natural harbours serving the northern contingents of the Saragosi navy. Despite the apparently depleted reserves, the area was continuously guarded by Saragosi troops, though daring prospectors still managed to penetrate the largely-abandoned shafts in the hope of finding new veins. Though mostly empty, small amounts of impure adamantine have been found, but at great cost to miners (Pop. c. 9,000).

ADAMAKAN: also 'THE ADAMANTINE CITADEL'. Arc. A large star fort originally constructed in EPHEMERIS (now ALMAGEST) in c. -200 RM (though added to, demolished and re-fortified many times throughout its history), the fortress was home to the region's ruling caste and served as a place of safety in the event of attack, with most of Ephemeris' satellite town's populations able to withdraw into it with a few days' notice. As Ephemeris grew alongside AZZIJ and Almagest, the area became the great

conurbation now known as the City of Almagest, the citadel's primary function became obsolete, with the sprawling city coming to envelop it.

Following the arrival of the <u>KORACHANI EMPIRE</u> into Almagest in the 3rd century RM, Adamakan became an administrative area overseeing most of the economical and industrial goings on in the city's northern districts. The metal walls of the star-fort, no longer needed for immediate defence, became overgrown with huts and shanties that grew slowly over its life, and though only one true road, the <u>ADAMANTINE WAY</u>, leads into the 'grounds' of the fort (now a gated district housing the offices and residences of administrative personnel), many skyways, balconies and walkways lead to it from above ground.

<u>ADAMANTINE</u>: also <u>METEORICIRON</u>. Dark metal, commonly thought to be of extra-terrestrial origin, brought to Elyden via meteorite impacts. When tempered it is unsurpassed in both toughness and resilience to force, as well as <u>ATRAMENTAL CORRUPTION</u> or <u>FIRMAMENTAL</u> effects.

It is prized by the <u>KORACHANI EMPIRE</u> for its durability and usefulness, and is used in speciality projects and as the foundations and skeletons of large structures and machines.

ADAMANTINE CITADEL, the: see ADAMAKAN.

ADAMANTINE KING, the: ancient golem that wanders the PHTHALIS wastes in the far south west of KHARKHARADONTIS, and thought to be the only sentient 'being' in the expansive region due to the inimical nature of the wastes.

ADAMANTINE WAY: Arc. Major thoroughfare in the CITY OF ALMAGEST.

<u>ADAMASTOR</u>: 1. Sea. Sea in the south west of <u>SAMMAEA</u> forming a southern extension of the <u>SEA OF KRIHIEK</u>. It is bordered by <u>SIMBARA</u>, <u>CEGANE</u>, and <u>CENGUISSE</u>. The sea is named after the eerie monolith that looms over its south eastern shore.

2. His. Arc. Ancient monolith in the c north west of <u>CENGUISSE</u> that overlooks the sea of the same name^(1,). The monolith is made of a grotesque black lattice-like substance and splits into four tooth-like needles at the top, between which crackle short bursts of electricity.

The monolith is around 350-ft high and is visible to the north from the sea, and is mildly <u>ATRAMENTALLY ACTIVE</u>, corrupting the soil and earth around it.

Little is known of its origins, though it is attributed to dark powers by most people. Scholars date it to the <u>THIRD AGE</u> and attribute its construction to an unknown <u>SCIONIC CREATURE</u>.

The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

- <u>ADAMATI</u>: 1. *Geo.* Expansive rugged hills on the eastern face of the <u>BLACK MOUNTAIN</u> of <u>NORETANAS</u>, some 200-miles long. The region is home to many adamantine mines under the control of <u>SKAROS</u>.
 - Ind. <u>SKAROSIAN</u>-controlled mines in the region of the same name (1.), in various states of use. They fall under control of the city- of <u>ANEON</u>.

<u>ADAMM</u>: 1. Set. Ind. City and steel foundry in the north west of <u>PELASGOS</u>, taking up some 10-miles of the river <u>ATHALAR'S</u> eastern banks. It enjoyed its height of production around the time of the <u>EGRET CRUSADES</u> around 3250 RM where it produced countless steel items – girders for habitation blocks, and ribs for vessels, as well as smaller items – many of which are sold to merchants travelling along the <u>RED ROUTE</u>.

Iron reserves began to dwindle in c. 3800 RM and though production has decreased, it remains active, mostly serving the caravans that cross through it on their circuit of the <u>RED ROUTE</u> (Pop. c. 27,000).

<u>ADAMMER</u>: Set. Fortified settlement in the west of <u>SHOTHA</u>, known to trade with <u>THE OLD FOREST</u>, specifically the settlement of <u>VACHECHOS</u> (Pop. c. 8,000).

<u>ADANNU</u>: Cal. Apocalyptic calendar of the <u>AANTH</u> people of <u>N'RAKH</u>. See Vol II: Month and Lunar Cycle in Elyden.

<u>ADAQ HOND</u>: Set. Ind. Settlement in the c north of <u>CHEIRA</u>. Its main industry in coal quarrying (Pop. c. 5,000).

ADARA: 1. For. Sparse forest dominating the south east of AZAZEM.

2. Ser. Settlement in the south east of <u>AZAZEM</u>. The settlement is surrounded by woodlands and is known for its plentiful game, which is sustained by various <u>PATRICIAN HOUSES</u>, which summer there for the sport (Pop. c. 5,000).

<u>ADARAR</u>: *Ind.* <u>SOULSTONE</u> mine on the large headland in the south west of the <u>FREE-ISLES OF PELASGOS</u>, connected to the mainland by a narrow isthmus.

<u>ADARAS</u>: *Geo.* Mountain-range dominating the c of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>, from north to south, forming part of the <u>ETHISTONI HIGHLANDS</u>.

<u>ADARIA</u>: Rvr. River in the c west of <u>VÂRR</u>, flowing east through the <u>PLAINS OF VÂRR</u> for 375-miles, from sources in the northern face of the <u>ADALLA</u> Mountains before meeting its parent, the river <u>ICHORIA</u>.

<u>ADASIBA</u>: *Rvr.* River in the east of <u>TZALLRACH</u>, flowing for 460-miles west from sources in the <u>MAULIMM</u> highlands and <u>NADAIRA</u> Mountains before meeting with its parent, the river ARELLI.

ADASICH: Set. Independent city-state in the c west of THE SURRACH. The city's emblem is a hyena's head, and is adopted in various guises across the city and its culture. It is a major centre of industry, and most of the city is comprised of a gigantic MANUFACTORY, with amenities and workers apartments contained within the sprawling structure (Pop. c. 37.800).

<u>ADATAD</u>: 1. Lak. Lake in the east of Sammaea, along the course of river <u>YAGOTH PHTHAN</u>, at a fork where the <u>MAHEEAL</u> meets its parent, the river Yagoth Phthan

2. Set. Mil. Settlement in the far east of <u>PNESSA</u>, overlooking the border with ELEKHID. It is a military centre (Pop. c. 9,000).

<u>ADAVAM</u>: Geo. Mountain-range and highland region in the north east of RHINOCOLOURA, west of the glass hills of ATHORNA in the west of the GROWING MOUNTAINS of MULCIBER. The south western steppe of the Mountains is home to the crater known as CTHAITH, in which meteoric ore deposits were once found.

<u>ADAYM</u>: Ind. <u>ADAMANTINE</u> mines in the ancient <u>SOVEREIGNTY OF THYM</u> in the north of present-day <u>N'RAKH</u>. The mines were spent long ago and now lie deserted, a blight in the arid terrain of the area.

<u>ADDA</u>: Geo. Mountain-range that forms the northern border of <u>RHAMIA</u> with <u>THE OLD FOREST</u>. In c <u>LLACHATUL</u> In 321 RM a colossal idol dedicated to the <u>UNDYING MACHINE</u> and the <u>ARCHPOTENTATE MALICHAR</u> was constructed in its southern-face, completed in 407 RM. The bass carving depicts seven snakes (symbolising the first seven nations conquered by <u>KORACHAN</u>) surrounding a stylised representation of <u>THE INNER SEA</u>, above which stands the Archpotentate Malichar, and the Undying Machine behind him. The Idol has since become known as <u>THE IDOL OF ADDA</u>.

ADDA, IDOL of: see ADDA.

ADDA, PASS of: Geo. Pass through the gap between the <u>HAAG HAAD</u> and <u>ADDA</u> Mountains that forms a border between <u>THE OLD FOREST</u> and <u>RHAMIA</u>, though it is little-used today.

<u>ADDAJAL</u>: Set. Mesa-city in the south east of <u>THE OLD FOREST</u>, 137-miles north of the <u>ADDA</u> Mountain along the edge of lake <u>VARRADA</u>. The city is known for its stone beehives and flower groves (Pop. c. 34,200).

<u>ADDAM</u>: Set. Settlement in <u>ARKOS</u>^(1.) built on the ruins of a previous city. It is known for its bird-trainers, which are famed even in Arkos, whose birds are used for messaging throughout the region (Pop. c. 8,300).

<u>ADDEN</u>: Geo. Large upland region in the south east of the <u>DESOLATION</u>
<u>OF ASTUDAN</u>, forming the western-most part of the <u>SALKHAN</u> along the border with north western <u>AHRISHEN</u>.

<u>ADDIDAL</u>: Set. Ind. Settlement in the north west of the tribe of <u>EBURUL</u> in the south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is a major source of aluminium in the Growing Mountains (Pop. c. 3,500).

 \underline{ADEL} : Sca. Bay in the north of \underline{TISARA} , forming a south western part of the \underline{SEA} OF \underline{IALCUS} .

<u>ADELL</u>: Rel. <u>SZIKALIAN</u> monastery in the far east of <u>THE SURRACH</u>, in the western-face of the <u>PAMEROAS</u> Mountains.

ADEPEP: Int. Rel. Site of religious importance in the c of LAASKHA. It is home to a sprawling shrine in which is interred a relic containing the skull of the ARCHPOTENTATE MALICHAR'S mortal vessel. It is heavily guarded and forms part of THE SHADOW MARCH, attracting many pilgrims from across the empire.

ADEPT: His. Pol. Rnk. SHAPERS in early FIFTH AGE TRISKETHIA who became skilled in the study of <u>SOULSTONES</u> and the application of their use. They became widespread in c. -50 RM and were pivotal in the founding of the city of <u>ELIXIA</u>, and went on to become the rulers of the <u>TRISKETHIAN DOMAINS</u>.

Over the years, most Adepts came to forsake their shaping roots, becoming politicians and industrialists instead, and the <u>SOULSEER</u> caste emerged in c. 500 RM, taking over their role as scholar shapers, who would later pioneer soulstone-based <u>TECHNARCANE</u> engines.

The Adepts were eventually were overthrown by the <u>SOULSEERS</u> in 2479 RM during the <u>THIRD TECHNARCANE REVOLUTION</u> of the Triskethian Domains, where their numbers were slain, to be replaced by the Soulseers.

<u>ADGAYA</u>: Geo. Island off the western coast of <u>THE VORANDINE</u>, between the larger island of <u>KEYUSH</u>^(1.) to the west and the mainland to the east.

<u>ADHARA</u>: also 'THE MAIDENS'. Geo. Rocky island-chain in the north east of <u>KOMMEA</u>. The islands are rugged and have been weather-worn into dangerous edges, and the sea surrounding the islands is dangerous to ships, with many wrecks littering the area.

It is believed that their name is linked to the myth of the <u>SEVEN</u> MAIDENS^(2.).

<u>ADHASA</u>: Set. Fortified coastal city in the south west of <u>PORPHYR</u>, overlooking the <u>SEA OF OTALGIA</u> (Pop. c. 3,900).

<u>ADHERA</u>: Dem. 'Adheran'. Ntn. Nation in the south west of <u>SAMMAEA</u>, overlooking the bay of <u>LRITHA</u>. Its climate ranges from tropical savannah in the north west to humid subtropical and arid in the south.

In 2836 RM the southern borders of Adhera expanded greatly south of the Shakhuran⁽²⁾ Mountains following a victorious war against the republic of RAMIS, which collapse following this.

The Shakhuran⁽¹⁾ peninsula was visited by <u>KORACHANI</u> missionaries in c. 2820 RM, who managed supplant the dominant religion (known as <u>SOULHAEK</u>) with the <u>CHURCH OF THE UNDYING MACHINE</u>, though the enforced faith never gained a solid-enough footing, and within a century it had already become corrupted into a mask of the old religion. The Korachani occupiers departed decades later, before 3000 RM.

It emerged victorious from a lengthy and bloody war that was conducted across the Shakhuran⁽²⁾ Mountains with <u>RAMIS</u>, absorbing its northern territories in 2836 RM, after which Ramis collapsed. See Vol III: Extant Nations and Realms.

ADHERENTS OF KENG: Rel. Org. One of two sects that make up the organised religion of the empire of CUTH. It emerged from the CULT OF NERGAAL in 3259 RM, following the death of KENG, the religion's founder. Though he was elevated to godhood, there was disagreement within the church. Some claimed Keng was the true deity and Nergaal was merely the herald to his ascent to godhood. Others claimed that Keng was merely a prophet, who brought word of Nergaal to Cuth.

This led to entrenched partisanism, with 2 distinct sects forming in 3259 RM – the <u>CULT OF NERGAAL</u>, and the Adherents of Keng, which together are referred to as the <u>TWIN CHURCHES OF CUTH</u>. To this day, there exists a degree of enmity between members of the two sects, which still vie for spiritual control of Cult.

Other than the belief in the true divinity of Keng, the Adherents of Keng differ little from the larger Cult of Nergaal in their customs and dogma, which remain archaic, antiquated and ritualistic by the standards of most modern nations. See Vol IV: Religions and Cults.

ADHERENTS OF THE REPENTANT: Org. Rel. Followers of the DEMIURGE ALLAISHADA following her latter days of mourning in the FOURTH AGE, when she was known as Allaishada the Repentant. The order remained active in the mountains of eastern IAISHA during the FADING between the Fourth and FIFTH AGES, though most of its members were slain more recently by KORACHANI ICONOCLASTS (2-). Their last major strongholds remain in present-day laisha, SATARIEL and BA'AKH.

The Adherents of the Repentant are largely ascetics, though militant cults do exist, acting as protectors to the down-trodden. Most links with the Demiurge Allaishada have since been lost, or have been corrupted beyond what they once were, with possibly the symbol of the three-pair-

wings that are tattooed on their chests or worn as necklaces or other emblems as reminder to the order's ancient roots.

ADHES: Sea. Relatively small crater-like sea in the island-continent of ISEA, which gives the landmass its distinctive crescent-shape. The sea is relatively shallow, and has shrunk greatly over the past millennium with the lowering of ELYDEN'S seas, with the narrow opening leading into it, known as the GATES OF DHAT, shrinking to no more over 18-miles wide.

<u>ADHI</u>: *Lan.* <u>KNAESSI</u> word meaning water. It is often used to name bodies of water, such as lakes.

<u>ADHRA</u>: *Lak*: Lake in the east of <u>KHALHAT</u>, along the course of the river SISARA.

<u>ADI</u>: Ser. Fortified settlement in the far south east of the <u>HENDECARCHY</u> of <u>ATALLUA</u> in the <u>ARGENT</u> Mountains, in the south east of <u>MALAN</u>. It is a caravanserai that serves merchants travelling between the Malani city of <u>CYTIS</u> and the <u>TETHYSIAN</u> outpost of <u>EPHAR</u> (Pop. c. 8,000).

ADI BIEL: also 'wellwater' Bev. Water flavoured with savannah herbs that is kept cool in deep wells, which is where its more common name comes from. It is most commonly found in KARGAMA, ESPERTINE LEAGUE, though it is traded across WESTERN SAMMAEA in a multitude of different forms and tastes. See Vol II: Beverages.

<u>ADIEL</u>: Set. Settlement in the c of <u>VENTHIR</u>, in the region of <u>ZAMAINI</u>. Its main industry is the cultivation of pistachios (Pop. c. 5,650).

<u>ADIMINIA</u>: Geo. Picturesque badlands region in the south of the <u>KAZZARAN</u> peninsula^(1.), in the far south of <u>KAZZAR</u> and the north west of the <u>BARRIER LANDS</u>. The region is characterised by large crystalline formations and fused glass-like structures. Some geologists have postulated that the region was artificially created through some ancient calamity, possibly an event during the <u>WAR OF SCOURGING</u>.

ADINA: Set. Settlement in the

ADIS: 1. Sea. Bay in the east of KETESH, overlooking THE INNER SEA.

2. Set. Small settlement in <u>KETESH</u> that appeared in 3500 RM 5-miles south east of the city of <u>KETESH</u>^(2.), following the silting of the latter's harbours. The city is the main harbour and entry into the region, besides the city of <u>IAT</u>, and the surrounding lands are devoted to agriculture to sustain the capital of Ketesh^(3.) (Pop. c. 8,400).

ADJURA: Rel. Oth. Monastery in the north of GNOTH, along the course of the river NEPHOT. The mystics who dwell there are said to commune with SPIRITS in the OTHERWORLD, and are accomplished exorcists. The monastery is thought to exist over a region where the ARCANE TEMPERS are favoured by the FIRMAMENT. The monastery is one of the seven MONASTERIES OF THOUGHT.

ADMANATI: Geo. Hills in the far east of the BLACK MOUNTAINS.

ADMACHADAN: Ind. Pol. Str. A sprawling concrete fortress-manufactory in the heart of KHIRITT, capital of PHYRR that also serves as the palace of the IMPERIARCH HEDRAL IDRAVAYN. A dystopian fortress of reinforced concrete and steel that is home to a million slaves, it towers above the rest of the city, its brutalist architecture a grim testament to the industrial machine of Phyrr. The exterior is an imposing, featureless mass of weathered concrete, punctuated tall thin windows and massive, sootstained smoke stacks, chimneys, and metal piping.

Inside, it is a labyrinthine network of assembly lines, workshops, and dormitories, all connected by narrow walkways and dimly lit corridors that hum with the constant drone of machinery. The air is thick with the acrid stench of burning oil and metal, and the oppressive heat from the forges and furnaces is inescapable. Slaves live their entire lives within these walls, their existence reduced to the repetitive motions of their labour. They sleep in cramped, overcrowded barracks, and their only respite is the brief moments of rest between gruelling shifts or the occasional enforced visits to the <u>Great Misrah</u>, where they are forced to cheer at rallies by the Imperiarch.

The fortress-manufactory is divided into levels, with subterranean areas reserved for <u>TECHNARCANE ATELIERS</u> and laboratories where <u>SHAPERS</u> and <u>TECHNARCHS</u> experiment and develop new industrial processes. The youngest, expendable, slaves work in deplorable conditions in these lowest levels, with more experienced slaves working in the more established areas above. The uppermost tiers house overseers

Technarchs, with the uppermost cupola housing the Imperiarch's penthouse and workshops.

<u>ADOCT</u>: Set. Settlement 40-miles north of the <u>CITY OF ALMAGEST</u>, along the south eastern coast of the <u>SEKHEM SEA</u>. It is a coal-boom town that was settled in 3205 RM that still produces much of the coal used in Almagest. Slaves from <u>KOLCHIS</u> were traditionally used in its quarries and mines, though the practice of slavery diminished towards the <u>FADING</u> of the <u>FIFTH AGE</u> (Pop. c. 4,600).

<u>ADON</u>: Set. Settlement in the north west of <u>MELAIS</u>, in the north of <u>AZAZEM</u>. It is known for its many fortified farmsteads and chateaus and plentiful fields (Pop. c. 9,000).

ADONICA ASTARTUS: f. *Mil. Pol. Per.* (B. 3926 RM) <u>Grandmistress</u> of the <u>AVÉNETHI ORDER</u> of the <u>SANCTIFIED INQUISITION</u> since 3962 RM. She lost an arm in 3951 RM while working as a field agent and now wears the mummified hand as a necklace.

She is a large woman, standing over 6-ft. tall, with a wide frame. A formidable figure, she does not suffer fools. A SHAPER herself (an ANAMNREAR – a common MINASTERIA (1.) for agents of this Order), she follows the strict word of ATRAMENTAL law to the letter, never putting herself above it. As such she considers herself an example to all KORACHANI shapers and expects the best from every licensed shaper, and is particularly contemptuous of unlicensed shapers.

<u>ADONIS</u>: Pol. Rnk. Titles granted to the rulers of the city of <u>TEIRA</u> in <u>VENTHIR</u>. The title was instated by <u>HOUSE ASHURA</u> in 575 RM following its full inheritance of administrative duties in Teira, and was later granted to its rulers upon their appointment of the role, though the title is not strictly hereditary.

<u>ADOS</u>: Rvr. River in the east of <u>KORACHAN</u>, flowing for around 80-miles from sources in the east of the <u>FATUACH</u> Mountains before emptying in the gulf of <u>LEMAS</u>. Many of its tributaries have become seasonal, though for the most-part its waters are drinkable.

<u>ADOTHA</u>: 1. *Sct.* Conurbation in the east of <u>KORACHAN</u>, made up of around 12 settlements close to the river <u>ADOS</u>. The region was famed in antiquity for its vast vineyards, and the tradition remains alive to this day. It is one of the major wine-producers in Korachan and its wines are famed across the <u>HIGH-EMPIRE</u> (Pop. c. 6,400).

2. Bev. Wine from the eponymous region in eastern KORACHAN, famed for its smoky taste. See Vol II: Beverages.

 \underline{ADRA} : Sea. Small bay in the north east of \underline{VAALK} , between the cities of \underline{KETESH} and $\underline{KEKALAKIB}$.

<u>ADRAHAN</u>: Set. Settlement in the west of <u>RHEA</u>, known for its aluminium mines, which are the main industry of the nation (Pop. c. 6,000).

<u>ADRAHKA</u>: Sec. Small city and surrounding farming settlements in the north of <u>AHKA</u>. It is known for its many fields and food production. It and its surrounding settlements are a recruiting ground for the Ahkan defence. It is also located along the recently relocated course of the <u>RED ROUTE</u> (Pop. c. 15,000).

<u>ADRIEL</u>: Set. Major coastal city in the west of <u>OSSIEL</u>. It is one of the most populous cities in the nation and is home to a devoted cult of <u>ILLATHUR</u> (Pop. c. 400,000).

<u>ADSAL</u>: Set. Settlement in the north west of <u>SAUA</u> in the region of <u>HADASHIN</u>. Its main industry is the quarrying of limestone from nearby karst formations, and its stone is favoured amongst Sauan sculptors (Pop. c. 5,800).

<u>ADSULLA</u>: *Rvr*. River in <u>ABATTUR</u> flowing west and north for 730-miles from sources in the <u>VOULLOR</u> Mountains, before meeting the coast at the BAY OF PRAET.

ADTUH: Set. Farming settlement in the south west of AQUARIIA. It is expansive with a small settlement that is surrounded by miles upon miles of fields that are peppered with large fortified farmsteads (Pop. c. 5,000).

<u>ADUGALLA</u>: Rvr. River in the south of <u>TZALLRACH</u>, flowing west for 300-miles from sources in the <u>ODONTWE</u> and <u>LITANI</u> Mountains before meeting its parent, the river <u>CHIEN</u>.

<u>ADUGANA</u>: Lake in the south of <u>TZALLRACH</u>, forming part of the course of the river ADUGALLA.

<u>ADUL TA'</u>: Set. City in the north of <u>KHULL</u>, known for its interesting architecture, in that most of it is constructed atop a large vault spanning the river <u>EHAROR</u>. Many properties have trapdoors and 'wells' that lead down into the river, as well as secret chambers that link to the old sewers and riverbank (Pop. c. 40,200).

<u>ADULIEK</u>: Geo. Mountains in the c of <u>OTINTH</u>, dividing the <u>OREAHASHI</u> basin in the north east from the rest of the nation.

ADUM, SEA OF: Sea. Northern-most sea making up the STRAIT OF SKAROS, north of the SEA OF APHOTIS. The diminishing of the sea has left it salty, and its waters are filthy from polluted currents from the south, rendering it sterile and without natural life of note. What settlements once existed on its edge have long since died, remaining as hollow shells, far from the shore due to the sea's slow withdrawal.

ADUMBRAESK: 1. Lan. Sup. A corruption of an older imperial term originating in c. 400 RM, 'A' <u>UMBRISKA</u>', meaning 'against the shadow'. The word is mostly used in reference to the <u>BA'AKHI</u> caste of <u>ATRAMENTAL</u>. Wardens (known locally as the <u>TELRAAS</u>) whose study of and work in combating the Atramenta led to the creation of the first crude <u>TECHNARCANE</u> engines that served as the predecessors of more modern <u>SIPHON ENGINES</u> in -92 RM in the city of <u>ALBA</u>. Following the imperial dominance in the region in 634 RM, the word Telraas fell into disfavour, replaced by Adumbraesk. Those in the order who remained and claimed loyalty to <u>KORACHAN</u> were effectively merged with the myriad hierarchies and ranks of the technarcane orders.

2. Rui. Sup. Ruined FOURTH AGE tower on the periphery of THE BLEEDING PLAINS in the west of AETHIOS. The place is slowly sinking into a morass of shadowstuff that has already claimed the steel colossi that once guarded it.

ADUMBRATION OF KORACHAN: His. Mys. Rel. Period in KORACHANI history commonly-accepted to have been between c. 2930 and 2950 RM, where many people of various social hierarchies, reported strange sightings such as angelic visitations, holy fogs, OTHERWORLDLY sensations and premonitions and visions, amongst others.

Though the veracity of many claims are doubted, the sheer mass and widespread nature of reports has lent credence to the event, which is thought by some theosophists to have presaged THE WAR OF THE ARTIFEXES, which began in 3001 RM with the SIEGE OF VIRANUL in AZAZEM, and a general decline in imperial culture and the empire itself.

<u>AEACHIS</u>: For. Sup. Fetid <u>ATRAMENTAL</u> jungles forming part of the larger <u>WAELMIGH</u> rainforest in the west of <u>CHEIRA</u>. The jungles are filled with lamprey-like vines and black tendrils, whose touch brings about a wasting sickness. Very little is known about this region of Waelmigh as it is so inimical to intelligent life. Some explorers speak of a <u>DEATH-CULT</u> of <u>OTHERWORLDERS</u> in its depths, but it is likely no-more than rumour.

<u>AEARN</u>: Geo. Expansive wetlands in the c west of <u>GNOTH</u>, along the course of the great river <u>MARAGA</u>.

<u>AEDAN</u>: Rui. Ancient <u>OPRETIAN</u> settlement built on the ruins of an older <u>ERASHAN</u> city that was known as <u>AETAL</u>. Little is known of the city, other than it was fortified and was often the target of LHAUS incursions.

The city is believed to have fallen against oghur attacks in 723 RM and remains now as a ruin in the far east of THE SURRACH.

AEDDANA: Sct. Fortress-city in the south west of the BAKHRAN STATES, and headquarters of its military forces (Pop. c. 150,000).

<u>AEDE</u>: Set. Fortified coastal settlement in the far south west of <u>CALBIA</u>^(1.)
(Pop. c. 6,000).

<u>AEDENIS</u>: Geo. 1. Small <u>Pelasgosi</u> island located on the 40th parallel in the <u>Brown Waters</u>. Largely insignificant, the island is mostly notable for a small <u>Atramental</u> forest and bone-fields that dominate its interior. Worship of the <u>Undying Machine</u> was brought to the island by the missionary, and later, <u>St. Lameter</u> in c. 580 RM.

2. Set. Settlement on the above island $^{(1.)}$ (Pop. c. 6,000).

<u>AEGIS</u>: Obj. <u>ADAMANTINE</u> shield and relic from the <u>FOURTH AGE</u> found by the <u>ARCHPOTENTATE MALICHAR</u> in a barrow in <u>BACHAN</u>, <u>KORACHAN</u>, in –5 RM. It was given to the <u>IRON ANGEL</u> upon her completion in 341 RM and is thought to still be in her possession.

<u>AEGIS TRIUMPHANT, the</u>: Arc. Monument in the <u>HENDECARCHY</u> of <u>AMILLAERE</u>^(1.), 10-miles north of the city of Amillaere^(2.). It takes the form of a gigantic 150-ft. tall crystalline monument of the <u>LADY AEGIS</u> overlooking the <u>AEGISWAY</u>. Those who pass by the monument are said to receive her blessing. Like many monuments in Malan, the crystal was sourced in the caves of <u>THAENILLA</u>.

AEGISAN: see <u>LADY'S PALACE</u>, THE.

AEGISWAY, the: Com. Main trade route in MALAN, snaking its way through most major cities in all of its elven HENDECARCHIES, joining up with the GREAT ROAD in various areas, including the cities of AGLABHA and ATHELIAT, which are major trade centres. To be able to move trade along the Aegisway merchants need a special charter from the LADY AEGIS (granted by proxy, through a specific government commission that is based in Atheliat, which needs to be renewed every three years, ensuring that competition remains strong. Merchants who have such a charter are known as Aegismen and Aegiswomen, and wear blue clothing as a mark of their station, making them clearly recognised across Malan. See Vol II: Major Trade Routes.

AEGIMON: Set. Town in the east of <u>ALMAGEST</u>, overlooking the borders of <u>THE OLD FOREST</u> and <u>THE DESOLATION OF ASTUDAN</u>. The environs around the settlement are heavily guarded against a perceived threat from the east, though few instances of such antagonism have been recorded (Pop. c. 13,300).

<u>AEGNORS</u>: Set. Fortified city in the far north west of <u>AETHIOS</u>, close to the border with the <u>UMBRA SOKHAR</u>. It is home to a militant order clad in <u>SOFTSUITS</u> that venture west into the region of <u>DEARTH</u> to hunt <u>ATRAMENTALLY CORRUPTED</u> creatures that might pose a risk to Aethios. (Pop. c. 28,000).

<u>AEHARI</u>: 1. Oth. Sup. In the classical school of thought, Aehari were considered the evil <u>OTHERWORLDERS</u> (with the <u>ILLITHAMÉ</u> their opposites). For centuries, classical scholars believed that otherworlders fell into one of two (and very rarely both) classifications: the black and white, or evil and good.

It is only more recently that they have been more thoroughly studied and categorised, leading to an abandonment of this classical dichotomous belief. Few otherworlders admit knowledge of their own purpose and many are hollow beings, distraught by a false purpose that mortal belief has convinced them they should have, that they simply do not feel.

It is unlikely that we will ever truly decipher the mysteries of the otherworlders, and as such the false belief that they are here to guide the true or punish the wicked remains a dominant one amongst most folk.

2. also 'the Demon'. Ast. Con. Constellation in the polar skies of the Southern Hemisphere. See Vol II: Constellations.

AEHAROCK: noun. 'acharockear', Plr. 'acharockin'. Pol. One of the governmental MINASTERIA (1.) in the KORACHANI EMPIRE, comprised mostly of scholars who study OTHERWORLDERS (particularly those once categorised as AEHARI), their HALFBLOOD scions and the OTHERWORLDLY plane. The more accomplished amongst the Acharockin – usually augmented with stimulant drugs or by technarcane ORTHOSES such as IRON MANTLES (2.) – can penetrate the otherworldly plane and pluck otherworlders prematurely from their lifeless repose. Such experiments are dangerous and often break the minds and bodies of those attempting it, though the secrets gleaned are often seen as worth the risk.

The chief Minasteria of the aeharockin was located in KITHALOI, in the south of KARAKHAS, where it studied the effects of the ATRAMENTA until the SUNDERING OF THE KORACHANI EMPIRE in 3705 RM, at which point it moved south into the UMBRA SOKHAR, in TAGAGNACH, one of its research outposts. The proximity of Tagagnach to the Umbra Sokhar is of no coincidence, and makes manipulation of the ATRAMENTA there relatively easy.

Aeharockear are fascinated by Aehari, and seek them out through mundane means also, eager for the chance to study and converse with them, though few such meetings end amicably.

<u>AEHAREON</u>: Rui. Abandoned temple-complex in the c of the <u>HENDECARCHY</u> of <u>NHORA</u> in the north of <u>MALAN</u>, its stairway flanked by two statues of unidentified <u>OTHERWORLDERS</u>. The complex is believed to date back to the early <u>FOURTH AGE</u>, where it may have been used for a religious purpose. The area has fascinated explorers since its rediscovery in in the <u>FIFTH AGE</u>. <u>AEHKAUROLOR</u>: *Geo. Sup.* <u>ATRAMENTALLY TAINTED</u> region in the west of <u>LOEGRESS</u>⁽¹⁾, to the east of the <u>VOULLOR</u> Mountains, covering some 10,000-square-miles.

It is characterised by black jagged rocks, intricate <u>DUSTSTONE</u> formations, and large conical peaks in the foothills of the Voullor Mountain in which the remains of ancient carved structures can be found – early <u>FIFTH AGE</u> hovels of ancient <u>PRAETTANIAN</u> people (predecessors of extant KOMMEANS).

The taint was first recorded in c. 2700 RM and steadily increased over the next centuries, leading to various settlements becoming abandoned, including the city of place is now abandoned.

The region is categorised as <u>LEAST CONCERN</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES</u>.

<u>AEL'S PAVILION</u>: Arc. Int. Stone pavilion in the dry hills of <u>ASARTHI</u> in the far north of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>SYRTIS</u>^(1.). It is a relic of a past age, though little more is known besides that.

<u>AELAOS</u>: Set. Major fortified city in the far north of <u>PELASGOS</u>, overlooking the <u>HERESIAN PLAINS</u> in the east of <u>KORACHAN</u>. It is a major trading influence in the region, and a link between the two nations (Pop. c. 53,020).

<u>AELENIA'S CRATER</u>: Geo. Crater in the south east of <u>PARAIYA</u>, around 2-miles wide. It is known to locals for strange sightings and the unexplained lights that are sometimes seen above or within it. It is thought to be <u>FIRMAMENTALLY</u>—active, though little research has been done on it and remains largely unknown to <u>KORACHANI</u> scholars.

<u>AELGHILLA</u>: also '<u>THE HIGH-CITY</u>'. Set. City and outlying settlements in the isthmus between the <u>SEA OF VAULLA</u> and the <u>GULF OF HARURHOTA</u> in <u>TETHYSIA</u>. Its central citadel, the <u>ILLHATEG</u>, has unobstructed views of the surrounding seas. The city is relatively untainted and remains as one of the largest cities along the <u>MYMEREAN</u> coast (Pop. c. 90,000).

AELLCHTH: also 'THE SKY TEMPLE'. (31,210-ft.) Rel. Arc. Myt. His. Immeasurably ancient temple whose foundations are said to crown the SAMMAEAN TRIAD Mountain-chain. Thought to be the highest point in ELYDEN it is believed to have been constructed by the DEMIURGES at the height of their power, after creating the perfect world, in an area that would be inaccessible to MORTALS.

It is a large temple with twenty-two large thrones of a substance unknown to Elyden and impervious to harm. Indeed, despite its age, the temple is devoid of any weathering, and does not show its age. The place howls in echo of its hollow construction from where <a href="https://www.twenty.com/www.twenty.com/www.twenty.com/www.twenty.com/www.twenty.com/www.twenty.com/www.twenty.com/ww.twenty.

<u>AELLEAD</u>: Myt. His. In the ancient Religions and mythology of <u>ELYDEN</u>, the name given in the <u>MYTHOLOGIA ELYDEN</u> to <u>THE SHAPER</u> of the universe, the <u>DEMIURGES</u>, and the sower of the <u>IMMORTAL SEEDS</u> from which were born the Two-and-Twenty <u>MORTAL PEOPLES</u>.

No true source exists for the name outside of translations of the *Mythologia Elyden* appearing in the <u>THIRD AGE</u>. Some agree on two common roots: the 'ae' ligature, once commonly used in words describing <u>OTHERWORLDERS</u> of a morally dark persuasion; and 'illi' being used in words with the opposite meaning, hence, 'the Being of Two Halves' or 'the Light and Dark', being two common epithets. See Vol IV: the Mythologia Elyden.

<u>AELLO, THE GODHEAD</u>: Arc. Int. An ancient monument of mystic origins in a style commonly referred to as a <u>GODHEAD</u>, that takes the form of a gigantic stone head in the north of the <u>UMBRA SOKHAR</u>. Like so many of <u>ELYDEN'S</u> ancient edifices, there is little that can today explain the strangeness that is the Godhead.

Aello is more than a colossal head though, and it is regarded as a semi-aware abomination that locals revere as a deity out of fear. The Godhead lies on the ground at an angle, as a decapitated head might, the stone in its neck soft and soap-like and weeping a pungent liquid that can only be described as sap or blood. Its humanoid features only serve to make the edifice, whose origins are unknown, all the stranger, as do the unique trees and creepers that grow around it. The wood from those unholy plants is dried, and their resin is used by its worshippers in divine rituals. Those who breathe in the smoke of these resins are said to converse with the Godhead, hearing portentous words. See Vol IV: Gods and Pantheons.

<u>AELLOS</u>: *Geo.* Temperate plains and sparse woodlands dominating the north east of <u>JURRAS</u>⁽²⁾. The river <u>EURRTOS</u> flows through it, providing fresh water for many of its settlements.

<u>AELON</u>: Set. Settlement in the north of <u>LHACCIDA</u>. Its main industry is viticulture, which is an ancient tradition that was brought to the region by an ancient order of knights that has since disappeared. Its wines are dry and fruity with a faint effervescence from faint <u>FIRMAMENTAL</u> influences in the region (Pop. c. 3,200).

AELOR: 1. His. Pol. Geo. One of five distinct political and cultural regions to emerge from the collapse of the Therashian Empire in 902 RM. It was the southern-most of the territories and was named after the mystic figure who had brought the philosophy of AELORANISM to Therashian Empire, instead adopting the teachings of the ORDER OF EPISTEMIC ESOTERY.

Its territories would eventually give rise to the nation of <u>LAN-THALL</u>, which itself would be consumed by the <u>CITIZENRY OF THALI</u>. See Vol III: Extinct States.

2. (D. c. -12 RM) *Phi. Rel.* Figure of religious and philosophical importance in the north of <u>WESTERN SAMMAEA</u>, and whose teachings led to the rise of the religion known as <u>AELORANISM</u>. A nameless late generation <u>HALFBLOOD</u> that emerged in the city of <u>THERASH</u> in c. -110 RM, they spent years spreading a simple message of knowledge and understanding.

Within a decade, a religio-philosophy had emerged that espoused a dogma that knowledge of the world could help to cure most negative emotions such as ignorance, bigotry, hatred and fear.

These teachings became very popular amongst the lower classes and the mystics' teachings rapidly spread, by which time they had earned the nickname Aelor, which in the Therashian tongue meant 'wise one'. They received opposition from the ruling classes but were eventually adopted by the armies and even some amongst the upper classes, leading to the movement becoming commonplace in Therash and some surrounding regions, by c. -20 RM.

Their death in c. -12 RM war mourned across Therash, and a palace-like tomb was constructed outside of the city, which remains today as a large shrine in the north of <u>SATHAII</u>.

<u>AELOR, TOMB OF</u>: *Rel. Str.* Tomb and shrine in the north of <u>SATHAII</u> where the body of the <u>HALFBLOOD</u> Aelor is interred. The tomb is also a shrine of the <u>AELORAN CHURCH</u> and is popular with pilgrims of the faith, who seek it out from across the north west of <u>SAMMAEA</u>, where the religion holds sway.

<u>AELORANISM</u>: *Rel.* Religio-philosophy that originated in the city of <u>THERASH</u> in the north west of <u>SAMMAEA</u> early in c. -100 RM, and which has since become a major religion in <u>SATHAII</u>, the north of the <u>CITIZENRY OF THALI</u>, as well as the <u>VESPERTINE LEAGUE</u>, where doctrine varies by region.

The religion is based on the teachings of a nameless mystic, thought now to have been a late generation <u>HALFBLOOD</u>, whose teachings revolved around knowledge and understanding. Their main dogma was that knowledge of the world could help to cure most negative emotions such as ignorance, bigotry, hatred and fear. Their teachings became very popular amongst the lower classes and the mystics' teachings rapidly spread, by which time they had earned the nickname of <u>AELOR</u>, which in the Therashian tongue meant 'wise one'. They received opposition from the ruling classes but were eventually adopted by the armies and even some amongst the upper classes, leading to the philosophy becoming relatively commonplace in Therash and some surrounding regions, by c. -20 RM.

By the time of their death, their dogma had become cemented in the minds of the Therashian people, and what had originated merely as a guiding philosophy eventually grew into a fully-fledged religion that took on the name of Aeloranism, after its founders' nickname. Literacy was espoused amongst all classes, though those not conforming to the main tenets of the faith began to be ostracised for their beliefs. Many felt that this harsh stance went against the original teachings of the Mystic, and opposed the changing tenets of the faith. These people were branded as heretics in an edict that was passed in 82 RM, and were exiled from Therash. These exiles would go on to found various secretive monasteries that espoused the true tenets of the faith – knowledge and understanding

– and would eventually become known as the <u>ORDER OF EPISTEMIC</u> ESOTERY.

Aeloranism supported the conquests of <u>SONI-VAPHRA</u>, who in the space of a few decades, starting in c. 115 RM was able to subjugate a vast swathe of territories to the east of Therash, which became known as the <u>THERASHAN EMPIRE</u>. Priests of the Aelor accompanied the armies in these campaigns, and spread the word of Aeloranism amongst subjugated people, forcing them to abandon their own beliefs and convert to worship of Aelor. Unlike the <u>CHURCH OF THE UNDYING MACHINE</u>, very little effort was made to convert local deities into saints of the conquering religion, and instead they were simply quashed, with those who refused being executed or exiled into foreign lands.

By this time the original dogma of the philosophy Ser. down by Aelor had been corrupted into a machine of propaganda to further the interests of the empire, while feeding the people the quotations and passages of Aelor that they wanted to hear. Priests had become educators as much as spiritual leaders, teaching the twisted tenets of Aeloranism to the young to instil in them a sense of conformity and community.

The eventual collapse of the Therashian empire in 902 RM left the church of Aeloranism relatively strong, and it became one of the few constants over the next centuries as the region recovered from collapse. One of the five states that emerged in the power vacuum was Aelor, whose people had unshackled themselves from the politics that had consumed Aeloranism, and instead returned to the teachings of the Order of Epistemic Esotery as a philosophy, rather than a religion.

The Church survives to this day as a major religion in the north west of Sammaea, and is common in Sathaii, the north of the Citizenry of Thali, as well as the Vespertine League. Its doctrine has changed little in the millennia, and it can be said that its tenets reverted to a more philosophical outlook closer to their origins once the Therashian empire collapsed, though there have been divisions in denominations over the years, particularly in the Vespertine League, where it is interpreted differently in different regions. See Vol IV: Religions and Cults.

AELORIA: Sup. Set. Settlement in the c south west of WESTERN MENISCEA, situated on a LODELITH about a mile above the WESTERN TULURKRYPH, above the far east of VARU. It is home to a few separate communities of AIKLAHS who take advantage of Aeloria's isolation, which helps to defend them and keep their presence largely unknown. The settlement is otherwise accessible by SKYSKIFF (Pop. c. 2,200).

<u>AEMETMEN</u>: lit. 'empty thought'. Org. Caste of warrior-monks in <u>RHEA</u> originating in c. 1000 RM. They devote their lives to asceticism and studying the <u>FIRMAMENT</u>, seeking a union with it that few others can obtain. This union is called Aemetmen, 'the empty mind'. Once this state is reached, they claim to be granted an insight that guides their movements and thoughts, aiding them in combat.

They dwell in monasteries in the north eastern face of the <u>AHRAN HIGHLANDS</u> and are largely insular, though they do trade a nectar wine with the cities in return for any goods or materials they may need. In the past the monks have aided the people of Rhea in times of need and the people of more civilised lands keep a cordial relationship with the monks, would the need for aid ever arise again.

<u>AEMISIA</u>: Set. Coastal city in the south west of <u>SEDALLIA</u> perched on a cliff-top, overlooking the <u>SEA OF KRAKEA</u> (Pop. c. 84,200).

<u>AENEAN OIL SANDS</u>: Sup. Geo. Large flat expanse of naturally-polluted land in the c east of <u>PELASGOS</u> that is covered in thick oil seep that mars the surface, coating all the land. Various bitumen 'quarries' can be found across the region, where machinery and slaves scrape the surface for bitumen that is used in industry. The largest of these is the settlement of CLYSIS.

<u>AENEON</u>: Set. Settlement in the c north west of <u>KHARKHARADONTIS</u>, within the <u>REALM OF THE MARKED PALL</u>. It is famed for its gleaming bronze domes and its expansive cisterns and aqueducts that draw water from springs in the <u>UBRATIA</u> Mountains (Pop. unknown).

<u>AENU</u>: Sea. Coast along the south of <u>KHAMID</u>, measuring some 180-miles long, between the isthmus of <u>EKETH</u> and the headland of <u>AMUTH</u>. The sea is relatively shallow here and is home to many small coastal settlements, which thrive on fishing.

AEONAN PENINSULA: *Geo.* Long peninsula dominating the south west of the nation of <u>AEONAS</u>. The western-most tip is part of the <u>ISLAND</u> STATES OF IRY.

<u>AEONAS</u>: Ntn. Nation in the south west of <u>Western Sammaea</u>. Climate/terrain *

It has been ruled by an autocratic plutocratic republic since 3588 RM, which comprises three seats of power, which, in theory are occupied by representatives from rotating corporations and conglomerates, but which have been held by the same three factions since 3628 RM – the <u>SILDELK RING</u>, <u>HOUSE VODUS</u>, and the <u>PEOPLE'S COALITION</u>. It is known for its fine ebony. See Vol III: Extant Nations and Realms.

AEONIA: For. Major forest in the c west of GNOTH, stretching from the ALKAHEST in the west to the coast of SEGATAYA in the east.

AEPATHY: Med. Sup. ATRAMENTAL AILMENT causing the ATRAMENTA to become attracted to the sufferer in levels that, over time, are detrimental to their health. It is considered to be a congenital condition. Sufferers are often born without symptoms, though over their formative years they may become pale, their veins protuberant and dark, their eyes sunken, and with thin scleras. Over the years, their bodies may become twisted and/or sick. Few sufferers live long, with most reaching their early or late teens before the disease claims them. The condition has fascinated BIOPSISTS for many years, who have used their blood in the creation of UMBRANS, particularly SIPHONS. See Vol II: Diseases and Illnesses.

AEPATHY TOWNS: see OMITTED ONES.

<u>AEQHEN</u>: Set. Settlement in the far south west of <u>RAONGEN</u>^(2,). Its main industry is sheep rearing (Pop. c. 6,000).

<u>AERNA</u>: Set. Small coastal city in the north east of <u>KOMMEA</u>, in the north of the <u>HOLLOW COASTLINE</u>, overlooking a deep fjord (Pop. c. 13,000).

<u>AERUGIA</u>: *Geo.* Rust desert to the east of the <u>KARARTA</u> Mountains north of the city of <u>KEPHOTEKR</u>.

AERUGINIA: also 'the Copper Wastes' and 'the Green Desert'. Sup. Geo. Stony desert in the IMBRIAN Badlands in c south eastern CEHOPHELA, named after its copper-rich rock formations, which gives the region its distinctive colouring. The region is known for its picturesque natural monuments, though is of little use to industry so has been largely ignored over the years.

<u>AES</u>: Arc. Mil. Fortress in the south west of <u>ARKOS</u>^(1.), guarding the copper mines there.

<u>AESALLA</u>: Flo. The eldest individual tree known in the c of the <u>HENDECARCHY</u> of <u>AMILLAERE^(1.)</u>, in the c of <u>MALAN</u>, within the city of the same name^(2.). The tree is immense, larger than many other nations' cities, its main trunk a monolithic thing, its bark petrified and stone-like, covered in <u>FIRMAMENTAL</u> runes and ley-markers, the eldest of which are believed to date back to the first days of <u>MORTAL</u> life.

The Malani people do not often share their myths and legends with outsiders, though <u>KORACHANI</u> scholars believe that the Tree is amongst one of the first creations of the <u>DEMIURGES</u>, possibly attributable to ASHTERATH

AESAPIA: 1. Arc. Dam built across the river SHIBBOLETH⁽³⁾ in AETHIOS in 2943 RM, following close to a century of construction. The completion of the dam changed life in Aethios, providing the entire nation with hydroelectric power, but in so-doing the flow of the river was irrevocably altered, leading to nations downstream of the dam, such as PARAIYA and LIDEA, suffering greatly as a consequence.

KORACHAN declared war on Aethios following attempts at dissuading it from constructing the dam, and managed to destroy it 3017 RM, following years of failed attempts. The destruction of the dam caused untold damages to both Aethiosi and Korachani cities and thousands are thought to have perished by its flooding waters, and thousands more were displaced.

Even though the course of the river Shibboleth was restored close to a millennia ago, the changes caused by its damming were great and, in some cases, irreversible. $\underline{\text{MERILLS}}, \text{ which swam upstream to lake } \underline{\text{SIBALLA}} \text{ and } \underline{\text{AKASM}}^{(1.)} \text{ to spawn, were unable to do so for 6-decades, leading to their near extinction, from which they are yet to recover. The sight of them slamming their bloodied and broken bodies against the dam was one that featured in many pieces of art from the day, and remains part of Aethiosi$

cultural memory to this day. Even now, for a distance of over 200-miles upstream from the location of the broken dam, the land is grey and lifeless, a fact exacerbated by the encroaching shadow in the region of the BLEEDING PLAINS.

Today, the remnants of the dam still stymie the flow of the river Shibboleth, and merills find it difficult to make their way up the concrete foundations, that still serve as a barrier to uninterrupted travel along the river.

- 2. Lak. Artificial lake caused by the damming of the river <u>SHIBBOLETH</u>⁽³⁾. Despite the dam's destruction in 3017 RM, a small lake still remains just upstream of the dam's remnants, though it is much reduced in size to the great reservoir that once collected beyond the dam.
- **3.** Set. City constructed at the edge of the above dam^(1.). At its peak, just before the destruction of the dam, it boasted a population of close to a million, but it is now greatly diminished, though still draws electricity through hydroelectric means. (Pop. c. 90,000).

<u>AESCETICKS</u>, the: Org. Esoteric group based in the district of <u>EGISIUM</u> in the <u>CITY OF ALMAGEST</u>, whose search for mental perfection left their bodies withered and broken, but their minds incredibly acute, sensitive to both the <u>ATRAMENTA</u> and the <u>FIRMAMENT</u>.

The group was prevalent between c. 1300-1800~RM, and was at its peak of power at around 1650 RM, where high-ranking members were amongst the most trusted and influential <u>INTELLIGENTSIA</u> in the city, though a power-shift removed most of them from power, seeing the Aesceticks dwindle in renown.

<u>AESILAN</u>: 1. *For.* Forest in the far south of <u>KOLCHIS</u>, thought to have been the source for the native name for the land^(2.).

2. *Lan. Ntn.* Native name for the <u>GREY FOREST</u> of <u>KOLCHIS</u>, used by locals and the people of <u>ALAM BETHYL</u>, who share a <u>LANGUAGE</u>. Corruptions of the name are used west of there, including in GNOTH and beyond.

<u>AESLIL</u>: Rvr. River flowing east and north east in the south east of <u>MENISCEA</u>, serving as a border between the nations of <u>IMELKOT</u> in the north and <u>TAES</u> in the south. The river was recently the subject of <u>POLITICAL TENSIONS</u> between the two nations, with its course altering, moving south slowly yet steadily over the past centuries.

AESLIL NEUTRAL ZONE: Geo. Pol. Territory between the nations of <a href="Image: Image: Image:

This led to a big discrepancy between the original borders as set down in 3789 RM and in 3992 RM, when a conclave between the two nations was called for, though no accord could be reached. This led to the land situated between the original borders from three centuries ago and the later shifted borders becoming contested.

Troops from both nations now occupy the neutral zone and people have been forced to vacate their homes, with some not even being given a choice as to which nation they wanted to flee to. People are discouraged from entering this neutral zone and those found within it are typically shot by troops from either side.

<u>AESOPA</u>: Rvr. River in the north west of <u>PELASGOS</u>, that dried some centuries ago. It once fed the industries in the settlement of <u>CHIARO</u>, which was abandoned after the river dried up. The river is thought to have dried due to damming and its natural sources, which used to flow for most of the year, running dry all year round.

AESSAS: Set. Small city in the south east of Zhariah^(2.) (Pop. c. 12,800).

<u>AETA</u>: Set. Settlement in the region of <u>SYNCRASIA</u> in the north of <u>THE SURRACH</u>. Its people are expert tinkers and are skilled and making and mending small engines and machines (Pop. c. 5,800).

<u>AETANORS</u>: Set. Mil. Small fortified city in the north of <u>AETHIOS</u>, along the <u>ARAMI ROAD</u>, linking the c of Aethios to the north east (Pop. c. 12,800).

<u>AETAL</u>: Set. Ancient city in the west of <u>ERASHA</u>, founded by <u>ARABEALLI</u> immigrants in c. -900 RM. The settlement slowly grew as the region established itself as part of the re-emerging Erashan culture that appeared

in c. -350 RM, though as the region slowly collapsed, the city fell into anarchy and diminished by the rise of the <u>AGE OF STEEL</u>.

The ruins of Aetal were repopulated in c. 615 RM by the nation of OPRET, and renamed AEDAN.

<u>AETEREN</u>: Set. Coastal settlement in the west of <u>RAONGEN</u>⁽²⁾ (Pop. c. 4.300).

AETHER: Lan. Archaic term used interchangeably with the <u>FIRMAMENT</u>. The word was common in the antiquity of the <u>FIFTH AGE</u> and was likely a remnant from usage in past ages.

Some regions note a distinction between Aether and the Firmament with the former used to describe the physical realm of the Firmament with the latter used to denote the element itself, in relation to $\underline{\text{SHAPERS}}$ and its effects felt in the mortal plane.

AETHER WINDS: Sup. Supranatural phenomenon affecting the MATERIA OMNA and the acts of SHAPERS. Similar to the way climate affects localised weather, so too do the Aether winds affect shaping in specific areas. This is similar to the ARCANE TEMPERS, but tend to affect only specific spheres. Certain regions might make shaping or the use of technarcane engines more or less effective as a result, despite their location relative to the NULLAMBIT.

Both <u>MALAN</u> and <u>GNOTH</u> are positioned in regions affected by strong <u>FIRMAMENTAL</u> aether winds, making acts of shaping that call upon the Firmament particularly strong, despite them being closer to <u>THE BLACK FOUNTAIN</u> than <u>THE TRUE MENISCUS</u>. See Vol IV: Supranatural Features.

<u>AETHERBLOOD</u>: Lan. Common term in the east of <u>LLACHATUL</u> and some regions in the west of <u>MENISCEA</u>, used in reference to <u>HALFBLOODED</u> creatures who claim to be able to trace their descent to an <u>ILLITHAMÉ</u>.

AETHERIAL THRONE: Pol. Rel. Obj. The throne of THE TAELLANNIR—
the OTHERWORLDLY autocrat and living-god of LOEGRESS (1.). The throne
was discovered in the westernmost reaches of the HOLLOW COASTLINE
in the northeast of Loegress in 3177 RM after three months of searching
following a cryptic edict uttered by the Taellannir to her HIEROPHANTS.
The throne is a single intricately shaped glass-like marble of strange
qualities and unknown origin, with some theologists claiming it was
brought there by the Taellannir from the OTHERWORLD, or otherwise
shaped in-situ from the essence of the otherworld.

It was taken back to the castle of <u>CAER SIDI</u>^(2.) and was installed as her throne, where it remains to this day. Following her abandonment of Loegress in 3919 RM, the throne remained empty, with the kingdom ruled by elected Hierophant regents on her behalf.

The original site where the throne was found remains a place of religious significance to this day. The temple of *CAELL EN WAYR* was built over the site, which is guarded by a small order of hierophant templars.

AETHERIC CAUTERITY: Int. Sup. SUPRANATURAL phenomenon observed in space that can causes the <u>ELEMENTAE VITALE</u> to be felt upon <u>ELYDEN</u>, causing severe burns to mortals exposed to them. More extreme effects include necrosis of the flesh and death. Fortunately. <u>ELYDEN</u> is largely protected from these effects thanks to its atmosphere, which shields from the worst effects. There are regions of Elyden where the Aetheric Cauterity is felt more than others. See Vol IV: the Materia Omna.

AETHIOS: Dem. 'Aethiosi'. Ntn. Nation in the north of SAMMAEA, positioned south of N'RAKH., east of the UMBRA SOKHAR, west of the GROWING MOUNTAINS of MULCIBER, and north of RHINOCOLOURA. The name Aethios was first used to describe the people surrounding a 1,000-mile stretch of the river SHIBBOLETH^(3,) in 2543 RM by the expatriated KORACHANI PATRICIAN ETHAND. This followed decades of conflict in the region and led to the unification of its people.

The damming of the river Shibboleth in 2943 RM saw the <u>ROYAL HOUSE OF ETHAND</u> reach full power, under whose aegis its cities prospered, but the damming led to a declaration of war by the Korachani empire, and the eventual destruction of the dam. The region remained independent until the <u>REFORMED EMPIRE OF SARASTRO</u>, hungry for lucrative Aethiosi <u>SOULSTONE</u> mines, declared war, eventually forcing the Royal House into a vassalage that lasted for centuries, before Sarastro lost interest due to more pressing matters in the north. A priestly caste called the <u>ABUNA</u> fought for independence, finally gaining it in c. 3810 RM, abolishing the Royal House of Ethand.

This led to the formation of the <u>HOLY REPUBLIC</u> of Aethios in 3817 RM, which remains in control to this day, under the counsel of the Abuna, whose spiritualist beliefs are the backbone of the kingdom. An <u>ARCHNEGUS</u> is elected from the ranks of the <u>NEGUS</u> upper classes, who rules for seven years. See Vol III: Extant Nations and Realms.

<u>AETHIOSI</u>: Lan. Language spoken in <u>AETHIOS</u> and by traders in the north of <u>RHINOCOLOURA</u>. It originated from <u>AKSARAN⁽²⁾</u> and travelled north to Rhinocoloura via trade early in the <u>FIFTH AGE</u>, where it mixed with ill-defined native tongues, taking on its own form.

It has since taken on many <u>KORACHANI</u> influences from the days when the <u>CHURCH OF THE UNDYING MACHINE</u> was a dominant religion there, through remains a distinct <u>SAMMAEAN</u> language. See Vol II: Languages.

AETHIOSI ANIMISM: Rel. Mys. The dominant religion in the HOLY REPUBLIC OF AETHIOS. Originally worshippers of the UNDYING MACHINE, the people of Aethios forsook the teachings of the DEMIURGE RACHANAEL after the KORACHANI EMPIRE attacked in 2943 RM following the completion of the dam of AESAPIA (1.). The destruction of the dam levelled many cities and killed innocents in their thousands, causing many people to become disillusioned with their deity, who was also the deity of the armies that had attacked them, and caused the destruction of the dam.

After the war was won the people of Aethios toppled all churches of the Undying Machine, and left them to be reclaimed by nature. This was originally unintentional, but as the ruins were reclaimed by nature, it became a symbolic gesture, one that reminded them of the strength of nature over corruption. This was a powerful notion, as Aethios had struggled against <u>Atramental Corruption</u> for some time, and people began to worship nature as a triumphant force.

Before the coming of Korachani <u>MISSIONARIES</u> to their lands, the ancestors of Aethios worshipped the river <u>SHIBBOLETH</u>⁽³⁾ as a deity and source of life, and they found themselves returning to this. The river once more became prominent in their worship, becoming the head of a cycle of nature spirits, at the centre of which was the <u>ATRAMENTA</u> – an antagonist that represented temptation and corruption.

Shapers became its priests, known as IMAMNI, reviving an old tradition that had been abandoned with the dwindling of the SEPHIAN caste's power in Aethios. These shapers would become the ABUNA, who would eventually go on to liberate Aethios from SARASTROAN subjugation in 3810 RM, becoming the rulers of the new Holy Republic in 3817 RM. See Vol IV: Religions and Cults.

<u>AETLIS</u>: Set. Settlement in the c north east of <u>AETHIOS</u>, in the south western face of the <u>ARAM</u> Mountains. Its main industry is agate mining, which it does through the use of deep vertical shafts (Pop. c. 8,000).

AETONIA: also 'the Eternal City'. Set. City in the north west of SAMMAEA, to the south west of SEPAHAUNAT. It has existed continuously for millennia, as far back as formal records or legends of the area permit, waxing and waning variably over time, at times being a metropolis, at other little more than a caravanserai.

Today, it is a small settlement, surrounded by the crumbled ruins of what was before, housing a large caravanserai, market where wayfarers can trade, and is noted for its expansive library, with recovered tomes from its myriad histories, rescued from the ruins, housed in a subterranean vaulted treasury (Pop. c. 1,000).

AEVITERNITY, TEMPLE OF: Rel. Str. Religious temple in the city of HETEPHEROPOLIS, VENTHIR, dating to PRE-IMPERIAL times. In its original incarnation, it was dedicated to the divinity and immortality of QUEEN HETEPHERES. Following its vassalage to the KORACHANI EMPIRE, it remained as a symbol of her potency though only secondary to that of the ARCHPOTENTATE MALICHAR, whose missionaries forcibly established his own temple there.

Following the <u>Sundering of the Korachani empire</u> in 3705 RM, the <u>Church of the Undying Machine</u> lost influence in Venthir and the Temple of Aeviternity regained prominence, remaining the centre of the <u>Cult of the Sphinx</u> to this day.

<u>AEYUAN</u>: Set. City in the south west of <u>RAONGEN</u>⁽²⁾, along the course of river <u>GARAILI</u> (Pop. c. 40,000).

<u>AF'OIL</u>: Set. City in the north of $\underline{GREST}^{(1)}$ in the island-continent of $\underline{BROR}^{(1)}$ (Pop unknown).

<u>AFAINASAY</u>: *His. Ntn.* Now-extinct nation in the island-continent of $\underline{BROR}^{(1)}$ in the c north of present-day $\underline{GREST}^{(1)}$.

It emerged in c. 1450 RM and eventually became a part of the <u>COALITION OF SURISSIA</u>. It faltered following the Coalition's collapse in 2132 RM, and its former territories eventually merged with those of <u>EGRAT</u> in c. 2300 RM, keeping the name Egrat. See Vol III: Extinct States.

<u>AFARIEN</u>: Set. Small coastal city in the north east of <u>MENISCEA</u>, located in an exclave of <u>ABARHAL</u>^(3,) in the eponymous headland^(2,). It is surrounded by the <u>PARTHISAN</u> colony of <u>IBANNEM</u>^(1,). The two disparate lands have learnt to coexist, though the people of Afarien are weary of the colonists, knowing that they may decide to expand their borders without notice. As a result, it has enacted a citizen army, which over the years has become well-trained and prepared for the worst (Pop. c. 12,000).

AFFISH: Atr. Sup. Geo. Region of ATRAMENTAL TAINT in the north of ALMAGEST, to the south west of the MARMARA MASSIF. The region is replete with DUSTSTONE and narrow caverns that are rife with flora and fauna that are adapted to the terrain. The deeper caves in the region are rich in raw UMBRA, and two SIPHON ENGINES are located nearby: ISTIMATI in the west and KETLANDIR in the south. The taint from Affish seeps into the river KETTCHA, rendering it undrinkable and inimical to life.

<u>AFFITAI</u>: Set. Fortified settlement in the far south of <u>PNESSA</u>, in the region of <u>SIMEANAGH</u>. Its main industry is logging (Pop. c. 3,000).

<u>AFIMI</u>: Set. Small city in the c north west of <u>PNESSA</u>. Its main industry is the mining of <u>SOULSTONES</u>, which is done via surface mining that is mostly done through slave labour. The soulstones are used in the <u>TECHNARCANE</u> industry, though a small number are also exported at great profit. Each soulstone is thoroughly examined by <u>SHAPERS</u> to decide where it is best used – industry, export, or research (Pop. c. 13,000).

AFIZ, PYLON OF: Set. Coastal pylon fortress in the south east of TETHYSIA, overlooking the inland sea of HASOTLEPH. The pylon once served as a harbour from which exploratory fleets were launched east, though the withdrawal of the seas in the region have now left it land-locked, though its defensive batteries and troops continue to guard the immediate coastline (Pop. c. 5,500).

<u>AFGAH</u>: *Rui*. Abandoned settlement in the c of <u>BA'AKH</u>. It was once a healthy caravanserai, serving trade and travel going north and south along the east of Ba'akh, though as the region died it slowly waned until its abandonment in c. 3200 RM.

<u>AFLUHEN</u>: Rui. Ruins in the c north west of <u>AHRISHEN</u>, 28-miles from the river <u>PELADA</u>. Prior to the <u>SEA OF PYREA</u> diminishing this settlement was notable for its shipyards, though it was abandoned in c. 3750 RM, following years of struggle after it became landlocked, and remains now as a ghost town, its shipyards stark against the surrounding land.

AFTAH: Rui. Abandoned settlement in the c of <u>BA'AKH</u>. Once the heart of a thriving agricultural centre, it is built on a rocky hill, commanding unrivalled views of the enveloping region. Its stone houses are now empty and crumbling, the farmlands that once surrounded it barren and ashen.

AFTERLIFE: Sup. Rel. Belief that death of the MORTAL body is not final and that the individual continues to live on within the SPIRIT (1.). In many cases, this belief also involves the OTHERWORLD and/or OTHERWORLDERS, whose life cycles are inextricably linked with death and the spirit. The belief in the afterlife in a mystical sense is not universal despite empirical knowledge regarding the otherworld and otherworlders, and even amongst people who believe in an afterlife there is much conflict as to interpretation. See Vol IV: The Afterlife and the Spirit.

Various beliefs in the afterlife are summarised below:

1. In the Church of the Undying Machine and most of its offshoots and sects, the afterlife is regarded with pragmatic fatalism, as is expected of the KORACHANI EMPIRE. The typical belief is that the spirits of the dead await in the otherworld until an unnamed and unspecified eschatological event (commonly referred to but never specific in doctrine as the RUINATION) that culminates in the unceremonious ceasing of the universe and all within it. At this point the spirits of the dead (both those who had died prior to and those who died during the ending of time) will be consumed by the LORD RACHANAEL, before he too is obliterated,

bringing worshipper and deity together in ecstatic union, even if only for an infinitesimal moment.

The religion's stance on otherworlders and halfbloods is complex and has changed many times throughout its history (for theological as well as political reasons). For many generations now, the doctrine has accepted otherworlders as a step in the path to the Ruination, and that spirits reborn as otherworlders before this time (whether still alive or having been reborn and ultimately expired before the Ruination) will enjoy a more intimate connection with the Lord Rachanael at the moment of the Ruination.

2. In VENTHIR, the afterlife is known as ALINA.

<u>AGA</u>: Rvr. River in the south of <u>BA'AKH</u>, flowing north east for 400-miles from sources in the northern peaks of the <u>STERHBEL</u> Mountains before emptying in the <u>DAARKEN GULF</u>. The cities of <u>AGUR</u> and <u>SUMA'YA</u> were built on its banks (with the former once being a coastal city). Despite the history of <u>ATRAMENTAL-CORRUPTION</u> in the region surrounding the river, the Aga has flown relatively clean throughout most of its existence.

Despite this, man-made pollution during <u>KORACHANI</u> occupation of Ba'akh did blacken its waters, though with the imperial withdrawal in 3097 RM the river has slowly recovered.

<u>AGABERA</u>: 1. *Rvr.* River in the north west of <u>GNOTH</u>, flowing south for 530-miles from sources in the <u>VAGNOSTAN</u> Mountains before meeting its tributary, the river <u>MARAGA</u>, where it widens to the wetlands known as the AGABERAN WATERS.

2. Mys. In <u>GNOTHI MYSTICISM</u>, Agabera was the daughter of <u>VAGNOSTAN</u>.

<u>AGABERAN WATERS</u>: Rvr. Wetlands in the north west of <u>GNOTH</u>, along the termination of the river <u>AGABERA</u>, as it meets its parent, the river <u>MARAGA</u>.

<u>AGAIA</u>: Atr. Mil. Coastal fortress belonging to the <u>WHITE LEAGUE</u> in the north east of <u>PARTHIS</u>, overlooking the <u>SEA OF TARAMAR</u>. The fortress was erected in c. 3100 RM and guards the route south into the <u>SEA OF BYSSOS</u> (Pop. c. 42,000).

AGAIR: Pol. Set. Island-capital of ESHIR^(2.), on the island of AGORIN, overlooking the SEA OF ORRIDA, guarding the entrance into the SEA OF AGAIRA. The city is at least 2 millennia old and has existed in various incarnations, the oldest of which is thought to have been a monastery of the ASSEERI PANTHEON that dates back to c. 2140 RM.

Successive incarnations were heavily fortified and the antiquated bastions of the city have since seen the city outgrow them, and they now guard its Noble district. Though once coastal, the city is now some distance from the coast, though remains prosperous, linked to the surrounding seas by the port of <u>ANARIK</u> (Pop. c. 225,500).

<u>AGAIRA</u>: Sea. Small sea, about 1,500 square-miles, located just to the north of <u>ESHIR</u>^(2.), dividing the mainland from the islands of <u>AGORIN</u> and <u>GEMARIS</u>. The sea is named after the city of <u>AGAIR</u>, which is situated nearby on the island of Gemaris.

<u>AGALLOCH</u>: For. Sparse <u>EAGLEWOOD</u> forest in the c north east of <u>AZAZEM</u>. Woodlands had existed here for millennia but they had been cut down by c. 2200 RM to make room for fields and farmland, though trees began to slowly reclaim the land after the farms were abandoned.

AGALLOCH WATERWAYS: Rvr. Ind. Major network of canals in the north of AZAZEM. They once served as a major industrial and agricultural transportation system, moving grain, flour, and other food produce from across the north and east of Azazem to the more populated west in a vast agricultural network that totalled tens of thousands of miles of canals and rivers. As the region's main industry changed from agricultural to the manufacture of dross many of these waterways were abandoned. Some were reclaimed by nature, while others became the centre of settlements and the main mode of transportation between them.

Many rivers that flowed south from the <u>CHACTHORNYS</u> Mountains were once controlled, leading to the creation of a vast network of canals between 1300-1600 RM. They were linked by hundreds of locks that were used to raise and lower the levels of different canals, allowing barges and other vessels to safely traverse them from one side of Azazem to the other.

As the agricultural industries of Azazem gave way to dross manufacture, many of these waterways found themselves becoming abandoned, with various courses becoming overgrown and unnavigable as nature slowly took over. Entire stretches would flood as the dams in the Chacthornys fell into disrepair, leading to settlements becoming abandoned. Eventually, entire stretches of the old network were overtaken by large seasonal lakes, such as <u>VANKER</u> and <u>RANNO</u>^(1,1), that continue to lead to the dilapidation of older parts of the network.

Other parts of the waterway remain in use to this day, and supply various manufactories, such as <u>GATTARACH</u> with raw grain, which is then processed into flour for distribution across Azazem.

<u>AGALOSH</u>: Sct. Shanty-city 10-miles north east of <u>ALMAGEST</u>, in the wastes of <u>SUPHLATUS</u>. The city appeared as a result of the construction and domestic waste that emerges constantly from the <u>CITY OF ALMAGEST</u> and is largely populated by exiles and scavs and other outcasts from the city-proper.

It exists largely outside the laws of Almagest, though its populace is occasionally culled or press-ganged into military or religious service (Pop. c. 37,000)

<u>AGAMAN</u>: *Mil. Org.* Militant group based in <u>KASPIA</u>, made up of blademasters who are noted for their elaborate brocaded clothing, their mountain-monasteries, and their eschewal of modern military tactics and equipment. Little is known of the group's tenets, and its members proffer few words or explanation to outsiders.

AGAPE TABLE: Rel. Arc. Soc. Stone tables found in hypogea and catacombs in PRE-IMPERIAL KORACHAN. The tables, which were hewn from the living rock of the catacombs, were used in funereal feasts where the living would honour the lives of the dead.

It was a Common feature, and its use was carried over into graveyards of the early <u>Church of the Iron Deity</u> (the precursor of the <u>Church of the Undying Machine</u>), with a stone table outside the funereal chapel, where mourners would feast during burial masses. When burial customs shifted and <u>Funerary towers</u> became the cultural norm, the tradition of agape tables changed once more, with a table being located in the bottom of most funerary towers, where the skulls of the dead are consecrated before being placed into storage.

<u>AGAPH</u>: *Geo.* Inland cliff system in the west of <u>OSSIEL</u>, and which is known for its vast deposits of JET.

<u>AGARAN</u>: Lan. Language of the <u>INTERURBAN STATES</u>, that emerged as a creole of <u>KORACHANI</u>, <u>TARAHAN</u> and <u>PARTHISAN</u> between c. 2800 – 3150 RM. See Vol II: Languages.

<u>AGARAR</u>: Set. Small city in the c south west of <u>VENTHIR</u>. It is known for its ancient public baths, many of which are still in use today (Pop. c. 15,000).

AGARES THE CALLOUS, HEIR OF JURRAS: (B. c. 250 RM) Oth. Sup. HALFBLOODED ATRAMENTIST, and ruling member of the short-lived city-state of JURRAS⁽³⁾. He fled into the KHARKHARADONTID hinterlands with followers of the SCION KHAR'ILLAE, after the KORACHANI EMPIRE took control of Jurras inn 403 RM, after which he disappeared.

He is believed to have been executed by <u>KORACHANI LICTORS</u>, though infrequent appearances across Jurras since then, led to him becoming a figure of legend, believed to still be alive by many. Apocryphal sightings have him mounted on a corrupted <u>MONITOR</u>^(2.).

AGARIA: Set. City to the north of SATARNICA in the c north west of the VESPERTINE LEAGUE in the north of SAMMAEA. The settlement is built amid the ruin of a gigantic square tower that is thought to have once formed part of the defences surrounding the gates of Satarnica. The settlement's innermost districts are built into the tower's foundations, with more outlying structures constructed from masonry plundered from ruined sections of the tower (Pop. unknown).

<u>AGARIK</u>: Set. Ind. Mining settlement in the c north east of <u>GNOTH</u>, in the region of <u>AGASTIA</u>, specialising in the mining of rare crystalline <u>FIRMATITE</u>, which is used in architecture and the construction of <u>FIRMAMENTALLY</u>-sensitive statues (Pop. c. 1,200).

<u>AGARTHA</u>: Set. City in the c of <u>TETHYSIA</u>, in the region of <u>ANGMEHEN</u>, situated atop a 20-ft.-deep sinkhole that collapsed c. 3284 RM. The city was severely damaged but was immediately repopulated and repaired, eventually outgrowing the sinkhole (Pop. c. 122,000).

<u>AGASAKI</u>: 1. *Geo.* Mountain pass in the far north of the <u>KOKORO</u> Mountains, linking the north west of <u>SAUA</u> with the south east of <u>VIRAHAN</u>. The pass leads to the wetland forest of <u>TAIROKO</u> in Saua and is rarely travelled today, with most using the <u>ORCAMMOR PASS</u> 67-miles to the north east instead.

2. *Mil. Str.* Fortress in the north west of <u>SAUA</u>, guarding the eponymous pass. It has in influence diminished since its height, hundreds of years ago, and is now controlled by a handful of guards.

<u>AGASTIA</u>: 1. Sup. Geo. <u>FIRMAMENTALLY</u> active region in the c north east of <u>GNOTH</u>, along the northern <u>POLAR CIRCLE</u>. For the most part it is cracked and dry with little running water and many large <u>FIRMATITE</u> crystals, which have been mined for centuries and are used in Gnothi architecture.

2. Alc. Rui. Ancient ruined settlement in the above region in the north east of <u>GNOTH</u>, where it is believed the <u>ALCHEMICAL</u> methods of sublimation were devised.

3. *Str.* Monument to the eponymous settlement, now ruined, that existed in <u>GNOTH</u>. The monument is of a dull metal and depicts, in abstract form, the transmutation of a solid (its base) to gas (its crown).

<u>AGATEGA</u>: Set. Major city in the c north west of the <u>DOMAINS OF SHAUATAS</u>. It is a centre of the region's apocalyptic cult, and is home to various temples, each dedicated to a different eschatological aspect of the cult (Pop. c. 147,500). *

AGATHIS: Geo. Large cave-riddled mesa in the north west of TZALLRACH.

The caverns are known for their mosses that glow faintly in the dark, illuminating the passages.

<u>AGAVE</u>: Flo. Fleshy-leaved plants common to arid regions across <u>ELYDEN</u>, particularly around <u>THE INNER SEA</u> and <u>LLACHATUL</u>. See Vol II: Classification and Taxonomy of Life.

<u>AGDAL</u>: Rui. Abandoned city in the c-south east of <u>TARTAK</u>. The city was overwhelmed by the <u>ATRAMENTAL WASTELANDS</u> of <u>HOTUTAER</u> in c. 3288 RM, and was abandoned soon after.

AGE OF THE MACHINE: See AGE OF STEEL.

AGE OF MYTH: also 'Age of Wonders'. Myt. His. Common vernacular used across various nations and territories to denote the time of MYTHOHISTORY and history that is considered so far removed from the present as to be thought of as mythical by laymen. Most consider the FOURTH AGE to be the last officially recognised period that is considered to fall within the Age of Myth. Following this, the current FIFTH AGE, sometimes known as the AGE OF STEEL, is considered the contemporary epoch, despite being over 5-millennia long.

AGE OF STEEL: Myr. His. Epoch that dominated the FIFTH AGE OF MORTAL LIFE, commonly accepted to have begun in 1 RM with the unification of the KORACHANI city-states at the hands of the POTENTATE (later ARCHPOTENTATE) MALICHAR. Though many equate it with the Fifth Age, the Age of Steel comprises only the latter four millennia of the Fifth Age, which is itself is some 6,000 years long.

AGE OF WONDERS, the: Myr. His. Often used synonymously with the AGE OF MYTH, the Age of Wonders is more accurately used to describe the period during which the Two-and-Twenty DEMIURGES shapes ELYDEN and created life, otherwise known as the FIRST AGE OF SHAPING.

<u>AGEA</u>: Set. Settlement in the north east of <u>KHITAI</u>. Its main industry is shale quarrying, which has been ongoing for centuries in deep pits, many of which are now abandoned and flooded (Pop. c. 6,000).

AGEN, TREE OF: Int. Flo. Myt. His. Ageless tree in the GUTHAOCH region in the north west of THE OLD FOREST. The tree was once the DEMIURGE ACHAIAH, but after years of persecution at the hands of her brother ASHTERATH, she begged to THE SHAPER to take away her beauty and wisdom to be rid of him.

The Shaper uncharacteristically heeded her calls and turned her into the $\overline{\text{TREE OF AGEN}}$, losing her mobility and beauty, though maintaining her wisdom and timelessness, which were later transferred to the otherworlder $\underline{\text{METTUSRAH}}$, whose body became interred within her own bark-like body.

<u>AGES, TREE OF</u>: *Rel. Flo.* Tree of religious significance in the verdant lands of <u>HADASSALON</u> in the south west of <u>SARASTRO</u>. It is overseen by mystics, and has been the c of the <u>MANCHR</u> faith since c. 750 RM, and a

sacred place as far back as the latter <u>FOURTH AGE</u>. The nuts of this tree contain many seeds, sometimes as little as one, often many more, up to 120. It is said that whoever picks up such a nut will live as long as the number of seeds it contains.

Being the font from which such seeds are born, the tree is seen as timeless and it is believed that even the <u>ARCHPOTENTATE MALICHAR</u> visited the tree in his travels in 339 RM on his way to war. None know what he learnt there. This passage is possibly only told by the Manchr as a means to evade <u>ICONOCLASTIC</u> retribution. If so, it has worked – the <u>CHURCH OF THE UNDYING MACHINE</u> recognises the place as sacred ground). A single Manchr warrior-monk guards the place at all times, his neophyte inheriting the position upon his death. A great brass cog is imbedded in the trunk of the tree, and I believed to have been placed there by an Otherworlder. One of the teeth is notched, illegible heirographs etched beneath it. The Manchr say that the tree will die when the bark covers the mark, all its scions dying with it.

<u>AGGACTHAR</u>: Flo. Also 'THE STONE TREE'. A specific petrified tree dating back to an ancient time, located within the stone forest of <u>NITTHAL</u>, in the south west of <u>RTHEI</u>. The only upright example of its kind in the area, Aggacthar is the centre of a substantial <u>DERUWEID</u> cult that dominates the region for miles around.

AGGORD BRINI: m. *Pol. Per.* (B. 3929 RM) Present Speaker of the GILDED UNION, the government of METHUMN, elected in 3977 RM. He is a corpulent figure who moves through the aid of a technarcane engine and is disliked by the common people.

<u>AGGOSHETH</u>: *Geo.* Rugged rocky area that dominates around 40,000-square-miles of the north west of <u>SARAGOS</u>, forming the southern-most part of the <u>WORKNAH</u> Mountains south of the <u>ARUT DAZ</u>.

<u>AGGRABIA</u>: Geo. Region of crystalline desert in the north east of <u>TULURKRYPH</u>^(1,) in the c south of <u>WESTERN MENISCEA</u>. The area is noted for its beauty, but it is <u>FIRMAMENTALLY CORRUPTED</u>, preventing any lengthy sojourn by mortals within its domains.

AGHA LLYR VÂNA: Lcg. Myt. VENATHI legend and myth, chronicling the trails of a culture-hero and the unification of two lands through his exploits – thought by many to broadly represent present-day TZALLRACH and VENTHIR. The myth is now largely forgotten, supplanted by corrupted imperialised versions, though some variants of it survive in rural areas of Venthir and northern SARASTRO.

The origins of the legend are believed to lie in the prevalent <u>FOURTH AGE</u> folklore involving the <u>SOUTHERN PALADIN</u>, which became corrupted throughout the <u>FADING</u>, later diverging as different cultures emerged. The Agha Llyr Vâna was such a legend that emerged in the late <u>NATHI KINGDOM</u>, becoming popular in the later empire of Venath. See Vol II: Legends and Folk Tales.

<u>AGHAMA</u>: Set. City-manufactory in the south of <u>PHYRR</u>, in the region of <u>SLIMA</u>. Its main industry is the mining and refining of iron into steel, which is used in various engineering and manufacturing works across Pyrr (Pop. c. 15.500).

AGHARIT: Set. City-manufactory in the far north west of PHYRR in the region of VEGHAKIR. The city is relatively isolated and lies along the course of the HAMMUIANDI river and is relatively close with the northern nation of ADHERA. Agharit has a grim reputation for its brutal living conditions. The workers, many of whom are born, live, and die within the confines of the city, are subjected to harsh labour in the manufactories, where the air is thick with smoke and the walls resonate with the constant clang of hammers.

The city is also known for its "Iron Prayer," a daily ritual where workers offer up their toil to the Imperiarch, believing that their suffering fuels the strength of Phyrran armies (Pop. c. 20,000).

<u>AGHATYRAELL</u>: Rel. Dei. Obj. The largest and most storied of the grotesque ancient <u>KARGAMAN IDOLS</u>. It was discovered in the region of <u>KARGHEMIR</u>⁽¹⁾ by <u>ELITAGRI</u> people in c. -1100 RM and was taken to the village of <u>PHAND</u>⁽²⁾, where it was responsible for a population growth, through which the settlement grew into a great city.

By c. -820 RM the city had grown into a major political and military power in the region, during which time its culture became distinct from that of the Elitagri territories in the east, possibly through the idol's influence. A cult soon emerged around the idol, whose disfigured face

and body were believed to ward against evil. Those born with similar deformities were considered as sacred and were chosen by the cult to be groomed as priests. These priests later came to wield great power, and by c. -500 RM had become the rulers of Phand, in turn giving rise to the CONSANGUINE DYNASTY, in which incestuous unions were common. Ironically, this also resulted in a higher number of birth defects, which were interpreted as the favour of Aghatyraell, leading to more people than ever worshipping it.

The growing dominion of Phand over surrounding cities allowed worship of Aghatyraell to spread even further, and it becoming the dominant idol outside of the FEDERATION OF ELITAGRI STATES. In 1122 RM Elitagra declared war on Phand and its armies marched west, eventually besieging the city of Phand itself in 1126 RM. The city fell following a 3-month siege and the Idol of Aghatyraell was toppled soon after, ending almost two millennia of influence.

AGHEA: Set. Settlement in the c south of VALBAR^(2,). Its roots lie in the ruin of an ancient Almagesti city, though its present incarnation is much diminished. It is an agricultural centre, and its fields are peppered with the remnant of ancient ruins, vehicles, and manufactories. (Pop. c. 4.750).

AGIKASSA: Set. City on the eastern coast of PORPHYR. It is home to the largest harbour along the MIROVEAN coast in the nation, and it is one of few cities where contact with the outside world is allowed on a large scale. As a result, it is home to many embassies and offices where foreign dignitaries can stay while visiting the nation (Pop. c. 50,000).

<u>AGILNA</u>: *Rui. Ind.* Gigantic abandoned open-cast diamond mine in the region of <u>TELLURIC</u> in the south of <u>ALMAGEST</u>. At its height it was one of the largest diamond mines in <u>ELYDEN</u> and was guarded by troops from the <u>STEEL CITADEL</u>, though it is now empty, a haunt to degenerates and scays.

<u>AGISTER</u>: Pol. Rnk. An administrative title and rank in the <u>KORACHANI</u>

<u>EMPIRE</u>, overseeing logging operations. Though with the dying of

<u>ELYDEN'S</u> natural resources, this is now a rare and largely symbolic rank
for a <u>PATRICIAN</u> or similarly high-born individual to hold.

AGIUS, THE PANSOPHIC: m. Alc. Mys. Art. Per. (B. c. 2000 – D. 2677 RM)

LAASKHAN polymath: ALCHEMIST, ATRAMENTIST, contemplative, sculptor, inventor, architect, mathematician, engineer, geologist, technarcanist, cartographer and wordsmith.

A man whose unquenchable curiosity and expertise was equalled by few other mortals, Agius was a mysterious figure, a legend in his own (albeit unnaturally long) lifetime. He was able to prolong his life through archaic alchemical means, allowing him to spend more time examining the world around him. Once an inquisitive man, exploring ELYDEN extensively, he spent his last century of life in isolation as his writings slowly turned to gibberish, and he died alone in BAAYN during a time when his earlier works – once ground-breaking – had fallen out of favour. They have seen a resurgence since his death as scholars re-evaluate his work, which is not considered to have been pioneering and laying the foundations for those who came after him.

Amongst his many published works is the $\underline{\text{TETHRAN CODEX}}$, which is now in private hands in $\underline{\text{TETHRA}}$.

AGLABHA: Pol. Set. Large coastal city and capital of the HENDECARCHY of LONAR in the far south west of MALAN, situated along the south western coast of the nation, overlooking the BAY OF GITHKA. It is home to the LONARI HENDECARCH, and is a vital link in the GREAT ROAD trade-route, and its markets, auction houses and ports are busy with the hustle and bustle of mercantile life, moving trade between the Malani trade route known as the AEGISWAY with the Great Road.

It was a stronghold of <u>LARAMI</u>^(1.) independence following the death of emperor <u>LADRAOLAN III</u> in 2021 RM and was the last major Larami city to fall to the armies of the Lady Aegis in 2075 RM, after which the nation of Malan was founded. It remains amongst the more independent regions of the <u>FOREST KINGDOMS</u>, and its culture probably shares more with Saua than it does with the northern kingdoms.

Today it is known for its large passenger and port and those arriving to the city must first view the great statue known as <u>MALAN RESPLENDENT</u> on their way into the Bay of Githka (Pop. c. 650,000).

<u>AGLAEN</u>: Sup. Edu. Set. Small city in the south west of <u>SKAROS</u>. It is known for its small <u>ATRAMENTAL</u> college, where many prospective shapers from around Skaros are sent to be assessed and, if they are found worthy, study (Pop. c. 17,200).

AGLAIA: 1. Lak. Lake in the north west of AZAZEM, giving its name to the capital. It is fed by various rivers that flow from the north, as well as the seasonal river DIANOSH.

2. Pol. Set. Capital city of AZAZEM in an area that is now called ATROPHY, over 200-miles west of the nations' centre. Founded in c. -120 RM, the city was once renowned for its expansive walls and its prosperity. It grew rich from trading food and gems (spinels) with other cities both within and without Azazem, becoming close with PRE-IMPERIAL KORACHAN during this time, but after the nation became a vassal of Korachani empire in 11 RM it began to wane somewhat in influence as the Azazemi capital BASILEA became more important both politically and economically.

During this time Agalia continued to grow, slowly regaining some of its clout, with many merchant houses establishing themselves there. It expanded greatly as an agricultural centre, with spinel quarries supplementing its income. In 123 RM the Basileus, revolted against their Korachani overlords, with the city of Basilea becoming a hotbed of close quarter fighting in palaces, temples and granaries. The Basileids were defeated in 124 RM, and Korachan made the decision to move the capital to Aglaia.

Throughout its subjugation, Aglaia has been a hub of food production and the home for ledgers and records of the empire's food consumption, with powerful <u>ATROPI HOUSES</u> making their homes there. It remains so to this day, though where once fields prevailed around it, now stands a lifeless dustbowl and countless dross manufactories. Within, the city is an anachronism – with large parts unchanged from its classical heart, with red tiled roofs, simple plastered buildings, and even the memory of its ancient bucolic roots resurfacing in certain streets and areas. These districts are harshly contrasted by the industrialised mantle that has changed the rest of the city, which are marred by rows of dross pipelines, processing facilities, <u>FLESH MARKETS</u>, manufactories, all shrouded in a pall of smog, beneath which lie unseen moss and algae farms deep underground.

The city also forms a vital link in the <u>RED ROUTE</u>, and has large markets and auction houses where goods are traded and sold (Pop. c. 1,840,000).

AGLAOPHOTIS: Flo. Dru. Temperate herb found around THE INNER SEA, IAPETAN and DARK SEA regions. The herb is known as a timeless remedy for POSSESSION, various fevers and personality disorders. When burnt, the resin of this herb acts as a powerful sedative and it is smoked by OCCULTISTS and the like in some archaic regions during rituals, particularly in KHAMID and MHAROKK. See Vol II: Classification and Taxonomy of Life.

<u>AGNAES</u>: 1. f. *Myt. Phil.* In the mythologies and ancient histories of <u>ELYDEN</u>, a <u>SCION</u> of the <u>DEMIURGE URAKABARAMEEL</u>. She was known as a philosopher and scholar and the <u>MYTHOLOGIA ELYDEN</u> describes her as travelling the world than her ancestors created, studying the laws and customs of the mortals that inherited it, making sense of the chaos that followed in the Demiurges' footsteps. See Vol IV: Scions, Children of the Gods.

2. Geo. Mountain-range in the c of <u>LLACHATUL</u>, forming an eastern reach of the <u>TOLIASOR</u> Mountains serving as a border between <u>ATARAXIA</u> in the north and <u>AHKA</u> in the south.

<u>AGNERIST</u>: *Pol. His.* Historic <u>ALMAGESTI</u> colony in what is now the eastern-most expanse of the lands populated by the <u>CALLOW HORDES</u> in eastern <u>RAONGEN</u>^(2.). It is remembered to most now as the <u>LOST DEMESNE</u>.

<u>AGNIX</u>: *Set.* Coastal city in the c north of the mainland <u>PANTHEON ISLES</u>. It has a strong militia that serves a council that operates with relative autonomy from the monarchy (Pop. c. 38,000).

<u>AGNOSI</u>: Lan. Phil. Common term used in <u>GNOTH</u> to describe those philosophers and mystics who have only just begun their search for truth. It can be used in a derogatory sense though its common meaning is neutral.

<u>AGO</u>: Rvr. River in the west of <u>GREST</u>⁽¹⁾ in the west of the island-continent of <u>BROR</u>⁽¹⁾. It flows west for 550-miles from various sources, before emptying in the <u>SEA OF NDORTUR</u>.

AGOG: Pol. Rnk. The ruling caste in RHAMIA. The Agogs are descended from the first HIEROGOTHS that arrived there in exodus from VÂRR in c. 1000 RM after the KORACHANI EMPIRE'S presence there. The Agogs quickly established themselves in the region, drawing the its disparate people together, forming what would, by c. 1200 RM, be known as Rhamia.

The Agogs remain in Rhamia to this day, a powerful upper-caste from which its Archagog is drawn in elaborate and archaic drafting rituals that are known to last years. Many Agogs have a reputation for being practitioners of the various <u>ATRAMENTAL</u> arts, some of which appearing in public as <u>SHAPERS</u>. Despite this, there is little-to-no <u>TECHNARCANIST</u> or <u>BIOMECHANIST</u> tradition amongst the Agogs and their subjects, though they are known as harsh breeders, culling any offspring known to show physical signs of <u>ATRAMENTAL CORRUPTION</u>.

AGONEPHATOSH, BELL OF: Mus. Obj. BELL installed in the bell-tower added to the BASTION OF STEEL in KHADON, KORACHAN in 2378 RM. It is named after OLL AGONEPHATOSH, the CAMPANOLOGIST who crafted it, and weighs over 780,000 lbs. and is over 24-ft. tall.

It is now believed to be the largest bell in the Korachani empire, after the previous record-holder, the <u>BELL OF MARTYRS</u>, disappeared in the waters of lake SILEB during the SUNDERING OF THE EMPIRE.

Following his death in 2409 RM Agonephatosh was mummified and placed in a shrine within the cupola of the bell-tower which he was interred, looking over the city of Khadon, with his famed bell in the foreground.

AGONISTS: Mys. Rnk. Org. Contemplative ascetics in PERGOST who act as SIN-EATERS. Most settlements and large TURAAN groups have at least one agonist amongst them, who takes the guilt and sins of others, helping them to grieve and seek atonement. They operate independently of the DREAMING NIGHT and form their own group. They are known for their mustard robes and silent demeanours. Individuals do not remain amongst the same community for long, and most return to their monasteries to cleanse themselves and to meditate after months or years of selfless work.

AGONNAR: 1. Set. Small coastal city in the far south west of <u>THE SURRACH</u>, forming the last stop along the <u>IVORY ROAD</u> within Surrachi territories before continuing south (Pop. c. 19,000).

2. *Mil. Arc.* Major fortress of the <u>KNIGHTS AENEOUS</u> in the far south west of <u>THE SURRACH</u>, guarding the <u>IVORY ROAD</u> before it heads south into <u>ROMOREA</u> (2.). The knights patrol the region for miles around and are ruthless to bandits and itinerants who may be a threat to the caravans on the road

AGONNUR: Rui. Ruined settlement in the c east of the PANTHEON ISLES.

It was abandoned in c. 2000 RM following the growth of the
ATRAMENTALLY TAINTED region of ESTRALLON, and remains to this day, eerily silent and well-preserved.

<u>AGOR</u>: also 'the Holy Stone'. Int. Leg. A large basaltic boulder in the c south west of <u>NÁRTHEL</u> said to mark the place where the first ever <u>PLAGI</u> city was founded, though such a city would be so ancient that nothing would now remain of it if it was real, so it is unlikely that the claim is true.

Whatever the source of the legend, the place is often visited by plagi nomads who venture far north of their homelands in the <u>UMBRA SOKHAR</u>, with a semi-permanent settlement found at its foot. See Vol II: Legends and Folk Tales.

AGORIN: Geo. Island off the northern coast of ESHIR(2), to the north west of the SEA OF AGAIRA. It is home to the capital of Eshir, AGAIRA. The island features in the region's history, and was the site of a major early FIFTH AGE battle, during which an entire culture was effectively destroyed, paving the way for the ancestral culture that would later give rise to Eshir.

AGORIN, BATTLE OF: His. War. Battle (see above) *

<u>AGORNA</u>: Mil. Arc. Fortress in the far north of the <u>ZOLANDETH</u> region in the c north of <u>AETHIOS</u>, perched on the southern slopes of the <u>AGRABU</u> highlands. The fort was constructed in c. 1600 RM after increased <u>N'RAKHI</u> raids in the northern territories of Aethios. The fort remains in

use and has grown into a small settlement, though N'rakhi territories have retreated north since its construction (Pop. c. 2,000).

<u>AGORNON</u>: Rnk. Oth. <u>HALFBLOODED</u> middle-caste found in the citystate of <u>HAZOR</u>, under the command of the <u>TYRANON</u> caste. The Agornons are the spawn of otherworldly breeders who mate with human slaves, and serve as a middle-class in Hazorin society, fulfilling various roles.

AGOS: Rel. Mesa-top monastery on an island off the western coast of the FREE-ISLES OF PELASGOS. The monks of Agos follow an archaic form of the imperial creed, often regarded as apocryphal by CHURCH ecclesiastics, though due to their isolation and pacifistic natures, they are granted clemency. Neophytes amongst the Agos travel across the Free-isles and PELASGOS, stopping usually at manufactories and other large conurbation, sermonising the slaves there about the weakness of the flesh and propagating the belief that weak wills give rise to corruption of the body. They have gained quite a following in surrounding settlements (Pop. c. 500).

AGOSTAN: Mils. Str. Major series of fortification in the south of KORACHANI in the c south of the KORACHANI PENINSULA. It is the base of the IMPERIAL ARMY, and is a sprawling complex that is heavily fortified and with access to both coasts via well-maintained roads, west to BUACHAN, and east to the coastal fort of PLUATA (2.). It also home to the IMPERIAL MILITARY ACADEMY, where members of the KORACHANI nobility are sent to train for commissioned ranks within the imperial army.

AGOUTRA: Geo. Mountain range in the north west of <u>PARAIYA</u>, comprising the <u>ATARA</u>, <u>SOUBA</u>, and <u>GARABA</u> mountains. The entire range is known for its scree and landslides and there are few settlements located within them, though they are home to many hinterlanders who live off the wild

<u>AGRABU</u>: Geo. Craggy hills dominating the south east of <u>N'RAKH</u>, said by local folklore to be the resting place of the dead. Many ruined colossi dot their highest peaks, some carved from the actual rock; others made from blocks of granite that were somehow hauled up the hills from ancient quarries in southern <u>N'KHOSA</u>.

<u>AGRAM</u>: Rvr. River in the c north east of <u>OPHIUSSA</u>, flowing for 210-miles from sources in the <u>HARKONA</u> Mountains and the <u>HONEAN</u> Ridge, before it reaches lake <u>OREI</u>.

AGRAT: Set. Settlement in the south west of AZAZEM, in the west of the region of KARAFFAR. It was the site of a major earthquake that struck the region in c. 2900 RM, which levelled an older iteration and the extant settlement is built on the ruin of the old one (Pop. c. 5,700).

AGRERIA: Geo. Single natural stone bridge crossing the CHASMA DRACONA in the STRAIT OF NÁRTHEL. It was once well-guarded as the only natural crossing of the strait, though with its eventual drying up and the appearance of no less than eight largely permanent crossings the usefulness of the bridge waned and the fortresses surrounding it were abandoned.

The bridge collapsed in 2896 RM following an earthquake that wracked the region, though the name was later given to the first part of the strait to close in c. 3700 RM following the retreat of <u>ELYDEN'S</u> seas.

<u>AGRETH</u>: Set. Major coastal city in the south west of <u>KOLCHIS</u>. It is the largest Kolchisi city situated south of the northern <u>POLAR CIRCLE</u> and has become a busy harbour, with most sea trade reaching the nation through its ports.

It is also the point of entry into Kolchis for most foreigners, and it has many hostels, hotels and taverns, and also has various charter services that can arrange passage to more distant parts of the nation (Pop. c. 250,000).

<u>AGREZH</u>: Geo. Sub-tropical savannah region in the far south east of <u>CHEIRA</u>. It is considered uncivilised by most and has a few city-states surrounded by temporarily nomadic settlements that are constructed from wattle.

<u>AGRIS</u>: Geo. Island off the south western coast of <u>WESTERN SAMMAEA</u>, to the north of <u>AEONAS</u>.

<u>AGRNN SOUND</u>: Sea. Major inlet in the west of <u>CYHLAGHARR</u>, stretching for 170-miles inland.

<u>AGRONNA</u>: *Rvr.* River in the far east of <u>TISARA</u>, flowing north for 300-miles from sources in the far east of the <u>LHANA</u> highlands and the north of the <u>VOULLOR</u> Mountains before meeting its parent, the river <u>ADSULLA</u>.

AGUBBRA ESCHA: (D. 2847 RM) Woman whose actions unified the native population of the PANTHEON ISLES into resistance against the LIMOTHAN (a) occupation. She led the battle against the final Limothan outpost in YICTAIANDA, ejecting them in 2825 RM, leading to hard-won independence which remains to this day. She became the first ruler of what would become known as the ESCHAN DYNASTY, which rules the archipelago to this day.

 \underline{AGUA} : 1. Geo. Peninsula in the far south west of \underline{GYZHA} , dividing the \underline{SEA} \underline{OF} \underline{DAZHAT} from the \underline{SEA} \underline{OF} $\underline{DUAHRAT}$.

2. Rui. Ancient merill fortress on the island of BRANAT, off the south western coast of GYZHA. The fortress is made from a soapy stone, and is shunned by people of the region.

3. Set. Coastal settlement in the eponymous peninsula in the far south west of mainland <u>GYZHA</u>. Its terraced inland hills are thought to have been made by ancient quarrying, shaped through millennia of weathering. The same terraces are now used as fields by the people of Agua. Its people practice an ancient form of stilt fishing – with fishermen standing on poles in shallow waters, waiting for hours at a time to fill their quota (Pop. c. 3.000).

AGUBOKHAR: 1. *Int. His.* Wretched dungeon in the c of the MULL CITYSTATES. The ruin is thought to be an ancient prison dating back to the later FOURTH AGE. Its dungeons sprawl for miles in all directions, and though most are now collapsed or otherwise blocked, some stretch south as far as the extant city of Agubokhar^(2,), with some maintaining that they lead to basements and vaults beneath the city

2. Set. City in the c south of the MULL CITY-STATES, to the south of the above region^(1,). It lies along the passage of THE WAY, a trade-route that links the Mull city-states with OPHIUSSA in the far west (Pop. c. 19,000).

AGUEA: Lak. Artificial reservoir along the course of the river ICHORIA in the east of KORACHAN. It is formed by the damming of the Ichoria at the city of ZEPHANICHAN. The dam serves two purposes: providing hydroelectricity of the city and its many manufactories; and refining the water before allowing it to continues in its flow south west.

The city's many industries pump the river with chemical waste, <u>ATRAMENTALLY</u>-polluted ichor, and worse, rendering the river not only sterile, but incredibly dangerous to the millions of mortals that live close by. Reservoir is bordered by dozens of treatment plants that pump water into their vats, where the water is treated and the worst of the chemicals are extracted and turned into foul jelly-like blocks. These blocks are used in some foul industries, and what is not used is disposed of in the dumping ground of <u>SORDOR</u>, a few miles away.

<u>AGUG HORN</u>: Set. Small fortified coastal city in the east of <u>BANT</u>, overlooking the <u>SEA OF KURKAL</u>. Its fortifications are outdated though continue to be a point of pride amongst the populace, who keep them in pristine condition despite their age (Pop. c. 18,000).

<u>AGUM</u>: *Set.* Small city in the c of <u>VENTHIR</u>, along the course of the river <u>ULAAM</u>. It is famed for its works of fine gold filigree that are traded across the <u>Dark Sea</u> (Pop. c. 18,000).

AGUR: Set. City in the east of SUMA'YA (formerly BA'AKH), overlooking the DAARKEN GULF that dates back to c. -1500 RM. Founded on the banks of what was then the mouth of the river AGA by ITHOIAN settlers, the settlement became a hub of fishing and its ships dominated a 100-mile stretch of the coast for centuries to come. This activity led to trade with IDAN (later known as TYROPOEA) across the Daarken Gulf. In 1163 it was successfully besieged by immigrant SVATHI who had moved south from present-day LYRIDIA in a great exodus of their ancient homeland. By c. -1000 RM the entire region became known as DHAMATEA after its c-most city and Agur remained an important part of the nation, even after the abandonment of Dhamatea in c. -850 RM due to ATRAMENTAL TAINT. Indeed, the city grew with refugees from the doomed city and thrived.

After another period of increased Atramental activity between -490 and -450 RM left the surrounding regions tainted, Agur became a stronghold to knights and other military forces who scoured the

countryside for survivors, who continued to flock to the city. Unable to accommodate them all, a great shanty appeared outside its walls, its population over twice that of the city proper.

The city remained a stronghold of the knights as the taint of the region slowly increased, culminating in c. -190 RM with the exacerbation of <u>ATRAMENTALTAINT</u> in Dhamatea which left the region depopulated and corrupted. By the time Agur had become a stronghold to the knights, most of them had become corrupted by the Atramental effects, and were unable to leave. Order was restored to the region through the actions of the secretive Atramental caste known as the <u>ADUMBRAESKI</u>, which erected crude <u>SIPHON ENGINES</u> in many settlements.

Agur was such a place to be reborn through the siphon engines and it continued to be ruled by the knights, until it was attacked in 469 RM by a <u>KORACHANI</u> army that had sailed across the Daarken Gulf from <u>IO</u>. Following months of bloody sea battle and coastal sieges, the city was taken by the imperial forces and was used as a base of operations for its lengthy attack of Ba'akh, which ended in 634 RM with the taking of <u>BAALBETH</u> – the last free city in Ba'akh.

With most of its populace shipped to Io and <u>SARASTRO</u> as slaves, the city saw an influx of immigrants from imperial nations, who helped elevate it. The knights were exiled, their fortresses taken by the imperial administration in Agur, which remained there until the departure of Korachan from Ba'akh in 3097 RM.

The death of the SHAPER SAECHIN in ARTALSCELLI in 1274 RM left many imperial nations in chaos. In Ba'akh, the subsequent decades left dozens of patrician families bankrupted, particularly in the region around Agur and RUATHA. This left many siphon engines unattended, which in turn led to increased Atramental activity. By c. 1350 RM the effects could no longer be ignored – birth defects had increased tenfold and instances of AEPATHY had become alarmingly common. A hospital was founded in Agur in 1372 RM to combat its debilitating effects and research into the disease led to the creation of SIPHONS: VAT-BORN shapers with the ability to directly draw ambient UMBRA to them. Siphons could be created relatively easily in laboratory conditions and within a century two distinct kinds were known; larval siphons with a latent ability to drain the Atramenta from their surroundings (albeit at the cost of their health and higher brain functions) and the rarer shapers whose ability to manipulate the Atramenta made them of great importance to the empire.

Agur became a centre of siphon research and its manufactories began creating larval siphons in the thousands. These were used, either individually in smaller settlements, or embedded in the siphon engines as <u>SICTHAINEN TECHNA</u>, to combat the Atramenta that was assaulting Belakh

Despite its best efforts, Korachani found the maintenance of the unnumbered siphon engines of Ba'akh untenable and abandoned the nation to the <u>DOMNITORS</u> in 2732 RM and they in turn abandoned the region in 3097 RM. Agur was one of the last places the Domnitors left, and they took with them most of the machinery from the siphon manufactories, leaving the city with a diminished population and no resources or industries of note.

The empire's withdrawal left Ba'akh in a chaos that lasted over 2-centuries and ended in the dominance of the city of SUMA'YA, which in 3309 RM destroyed Agur, taking its populace and working machinery south west to Suma'ya. It was this scavenging-mentality that ensured Suma'ya survived those dark days, allowing it to resettle those same cities decades later. Agur was resettled in 3421 RM and under the leadership of the TYRANT OF SUMA'YA, Agur's larval siphon manufactories were reestablished, and new siphons became an integral part of its obscene new religion (Pop. c. 45,000).

<u>AHAABARIPAR</u>: Rvr. River in the c east of <u>LAASKHA</u>, flowing for 280-miles from sources in the northern face of the <u>ARECANTHEA</u> Mountain, before joining with its parent, the river <u>SAARATAPARR</u>. Its waters are tainted by its course through the <u>ATRAMENTALLY TAINTED</u> lands of <u>BETHAL</u>, which thicken its waters and see its banks take on a fleshy consistency in the area known as <u>IZAPOSAN</u>.

<u>AHAACHA</u>: *Set.* Coastal settlement in the north east of <u>BANT</u>, in the west of the <u>CARCHEMISHI PENINSULA</u>^(1.), in the east of <u>SAMMAEA</u> (Pop. c. 4,000).

<u>AHAFRAT</u>: *His. Ntn.* Historical nation in the <u>AMMASHI</u>^(1.) peninsula in the south west of <u>SAMMAEA</u>, in what are now the east of <u>AMMESH</u> and the south of <u>HABOT</u>. It emerged in 2876 RM after around three centuries of rule by a republic council, and became a sovereignty proud of its independence, unlike many surrounding states, which were coalitions and alliances of cities. Its people were fiercely independent and bravely defended their land from attack. Indeed, Ahafrat was the last state in the Ammashi^(1.) peninsula to sign the <u>AMMASHI TREATY</u> in 3594 RM.

Following years of prosperity, the <u>AMMASHI COALITION</u>, its neighbour to the west, coalesced into a centralised republic council in c. 3705 RM. It grew confident under its new government, and began to apply pressure to the western Ahafrati cities. At the time Ahafrat was struggling under the reign of an unpopular and incompetent ruler, who under increasing economic losses and the looming threat of invasion agreed to an exchange of much of his western lands in return for more trade rights. The government of Ahafrat collapsed soon after this, falling under the yoke of a tyrant who in 3743 RM secured marriage into the ruling dynasty of <u>HABBOT</u>, in which its remaining territories were absorbed by the eastern kingdom, effectively ending the nation of Ahafrat.

The extant capital city of Habot, <u>AHEHAFRET</u>, is named after the sovereignty. See Vol III: Extinct States.

<u>AHAGGAD</u>: 1. Sea. Sea off the south western coast of <u>BROR</u>^(1.), to the south west of $\underline{GREST}^{(1.)}$, south of the <u>KOGILIR</u> Highlands.

2. *His. Nm.* Now-extinct state in the island-continent of <u>BROR</u>^(1.) in the south of present-day <u>GREST</u>^(1.), extending into the west of what is today CREPISCULA^(2.).

It emerged in c. 1450 RM around the coastal city of <u>NEYEM</u> and eventually became a part of the <u>COALITION OF SURISSIA</u>. It faltered following the Coalition's collapse in 2132 RM, and clashed with nearby Crepiscula over resources. Crepisculan conflicts with the <u>BARBARIAN STATES</u> following this time drew resources from its west, giving Ahaggad chance to flourish.

Between c. 2200-2400~RM its culture spread into nearby $\underline{\text{EGRAT}}$, though it continued to clash with Crepiscula, which at the time was going through a period of expansion. By c. 2430~RM it had completely absorbed the nation of Egrat after a series of ineffective rulers led to its collapse.

The rise of the house of <u>IUNITANT</u> in the merchant town of <u>SCELD</u> between c. 3150 – 3200 RM led to a shifting in power centres in Ahaggad. Wealth began to flow to Sceld instead of Neyem, weakening the capital. This escalated in a schism within the nation in 3234 RM that led directly to a civil war that consumed it for three decades, ending in 3263 RM with a victory for Sceld. This led to the death of Ahaggad. The capital was moved to Sceld, and the sovereign kingdom of Grest was born. See Vol III: Extinct States.

<u>AHAMA</u>: Sea. Sea to the south east of the <u>SEA OF TARAMAR</u>, in the <u>INNER SEA</u>, bordering the northern coast of <u>JURRAS</u>^(2.) and the north western coast of <u>VAALK</u>. Its waters are relatively deep, though overfishing has reduced its yield.

<u>AHAMAN</u>: Set. Small city in the east of <u>MHAROKK</u>, situated along the confluence of the river <u>AMOA</u> and <u>SHIBBOLETH</u>. Its harbour brings produce into the Amoa. It also forms a link along the course of the <u>RED ROUTE</u> (Pop. c. 18,500).

<u>AHAMM</u>: Set. Coastal settlement in the region of <u>IAT RAZDA</u> in the far west of <u>THE SURRACH</u>. It is the site of a shrine that contains the skull of an <u>OTHERWORLDER</u> that is visited by pilgrims from across the state (Pop. c. 14,000).

<u>AHAROR</u>: 1. *Cui. Dre.* Creamy blue sheep <u>CHEESE</u> that is made in the south east of <u>AZAZEM</u>. It is famed for its <u>ONEIRIC</u> qualities, and is used by both <u>ONEIROMANCERS</u> as a consumable <u>FOCUS</u>⁽²⁾, as well as by non-<u>SHAPERS</u> to make it easier for oneiromancers to manipulate their <u>DREAMS</u>, or simply to experience more vivid dreams.

2. Set. Settlement in the south east of <u>AZAZEM</u>. It is famed for its cheese production and was the first place to produce the eponymous^(2.) cheese on an industrial scale, which is used by <u>ONEIROMANCERS</u> across the <u>KORACHANI EMPIRE</u> and beyond (Pop. c. 6,300).

<u>AHATHRA</u>: Rvr. Braided part of the river <u>HATHURAN</u> that stretches for some 90-miles in the c south west of <u>THE SURRACH</u>. The braiding is possible due to the level terrain in the area. AHATI ANO: For. Major forest dominating the north west of MIRALUL.

<u>AHARES</u>: Set. Settlement in the c south of <u>AHRISHEN</u>, along the northern shore of lake <u>AMATIDA</u>. Its main industry revolves around the gathering and drying of reeds (Pop. c. 4,400).

<u>AHATESSUIN</u>: Geo. Rocky plains in the c of <u>LIDEA</u>, rising to the south into the foothills of the <u>ORIAN</u> Mountains.

<u>AHATUAT</u>: Set. City in the north of the <u>LEVANTINE</u> region of south eastern <u>AHRISHEN</u>, along a headland in lake <u>AMATIDA</u>. The city is a major mercantile influence in the rocky depressed area and is renowned for the vast network of canals and aqueducts that surround it, known as THE AHATUAT (Pop. c. 190,000).

AHATUAT, THE: Arc. Rvr. Intricate and expansive network of canals and aqueducts in the dry rocky region of south east AHRISHEN, known as the LEVANTINE, at the centre of which is the eponymous city of AHATUAT. The canals provide a source of much needed water to the few dozen-or-so settlements in the region, and also act as an effective transportation network, with more traffic along its wider canals taking the form of long narrow barges.

AHASUERUS, THE WANDERING: (B. 3950 RM VAALK) An itinerant SET and EXOCRINE, whose travels have taken him across LLACHATUL and gained him many followers, even in the so-called free lands of the east (particularly in AHRISHEN), many of whom claim him to be possessed by the ATRAMENTA, acting as a prophet of sorts.

He is described as a slender figure, cloaked, with an $\underline{IRON\ MANTLE}^{(2)}$ on his back, powering his shaping and is silent, speaking only when needed and often in riddles.

 $\underline{\text{AHDAL}}$: Lake in the c of $\underline{\text{PARTHIS}}$, along the course of the river ESHMUN.

<u>AHDIA</u>: Set. Ind. Granite and quartz quarries in the c of the <u>HARÉSHKI</u> <u>CITY-KINGDOM</u> of <u>UCHRON</u> (Pop. c. 6,000).

AHEAXIA: Mil. Str. Major coastal fortress in the north of the PARTHISAN colony of EZHIRAYA (2.). It guards entrance into the inland SEA OF BLAGIA.

<u>AHEFAK</u>: Leg. Mor. Mortal champion in the <u>THIRD AGE</u>, famed in the <u>MYTHOLOGIA ELYDEN</u> for casting the <u>SCION TALLAS</u>⁽²⁾ down in the region of <u>PESSUNDATA</u> in what is now the west of <u>SARAGOS</u>. Their memory has largely been forgotten today, but some traditions and folklore are thought to retain parts of the Ahefak tales, including the uttering of curses in everyday life. See Vol II: Legends and Folk Tales.

AHEHAFRET: Pol. Sct. Capital of HABOT, in the AMMASHI^(1,) peninsula in the south west of SAMMAEA, along the banks of the river GITTARANDI. It is famed for its ancient pylon temples, which surround its extant districts to this day. It forms a part of the NACRE ROAD and was the capital of the earlier FIFTH AGE state of AHAFRAT, after which it takes its name (Pop. c. 730,000).

<u>AHELLA</u>: 1. Geo. Small Mountain in the north east of <u>TAMAR</u>, forming the eastern-most part of the <u>KYTHI</u> Mountains.

2. Set. Settlement in the east of $\underline{\text{TAMAR}}$, close to the river $\underline{\text{ROHOTHA}}$ (Pop. c. 7,000).

<u>AHEMA</u>: Set. Settlement in the region of <u>KATURUSH</u> on the west of <u>THE SURRACH</u>, along the course of the river <u>ESSRA</u> (Pop. c. 7,500).

<u>AHEMMA</u>: Set. Small fortified city in the north of <u>AMMESH</u>, around 7-miles from the border with <u>KEPHUAAN</u> and it trades north with the cities of <u>BOMMER</u> and <u>SALARA</u>.

It controls an ancient bridge over the river <u>TAMANTI</u> that dates back to the <u>FOURTH AGE</u> and it is covered in marble cladding that is well-maintained to this day (Pop. c. 20,000).

<u>AHEMMAGHRA</u>: Sec. Small city in the c west of <u>METHUMN</u>, along the <u>ELIKAMMAN</u> ridge. It is a major stronghold of the <u>ISHINAL CULTS</u> (Pop. c. 20,000).

<u>AHEMMAYSH</u>: Set. Major coastal fortified city in the far north of <u>KEPHUAAN</u>. It lies close to the border with <u>TAAN AN</u>, and it maintains close ties with its northern neighbour, with trade between the two being common (Pop. c. 870,000).

<u>AHEN</u>: Set. Fortified city in the west of <u>AHRISHEN</u>, along the coast of <u>ST</u>.

<u>JERUSH</u>. The city originated as a coastal settlement on the island of St

Jerush, though the retreat of the <u>SEA OF PYREA</u> found the island landlocked by c. 3700 RM (Pop. c. 13,000).

AHEPPO: Set. Major city-state in the c of THE SURRACH. It is known for its art and fine honey (Pop. c. 32,000).

<u>AHEREN</u>: His. Lan. Ancient language thought to date back to the late <u>FOURTH AGE OF MORTAL LIFE</u>. It was once spoken by various peoples to the south east of the <u>INNER SEA</u>, in what are now present-day <u>IO</u>, <u>SARASTRO</u>, and <u>EHBOT</u> (now <u>ARKOS</u>^(1.)), though today it has been largely superseded by <u>SARASTROAN</u>.

Today it is spoken as a common language by most tribes of the <u>GROWING MOUNTAINS</u> of Mulciber, though it is not the first language of any peoples there. It is also spoken by some <u>SIRIPHAGAN</u> traders and its ancient noble houses. See Vol II: Languages.

<u>AHEXAHOR</u>: Set. Major coastal city in the north west of <u>ZATAUR</u>, in the south east of <u>SAMMAEA</u>. It is a major harbour and is renowned for its shipyards (Pop. c. 204,000).

AHHAR: Set. Fortified settlement in the east of the <u>BARRIER LANDS</u>, not far from the border with <u>ROMOREA</u>⁽²⁾. Its people are militant and are infamous for the lion pelts they wear, and their soldiers are a common sight along the border (Pop. c. 4,600).

AHHAS: Pol. Rak. Pariah merchants in the GROWING MOUNTAINS of MULCIBER, who serve as a neutral faction amongst the tribes of the region. They are descended from the closest acolytes of the God-king NEPHTHALONT and despite the differences amongst the various tribes of the area, they are seen as untouchable due to this ancient link. Though they remain loyal to Nephthalont and worship him as they did before his death, they do not share their religious views with the tribes, whose own cults have become extremist and inflexible to the views of others.

The ahhas live itinerant lives, travelling in large caravans circumventing the other tribal territories, buying and selling goods as they travel, and bringing news and rumours of goings on in other tribes. They have been employed as spies, but this is not encouraged by most ahhas families, who rely on their neutrality to garner the hospitality of the tribes. They do maintain a single city, called <u>TIAL ESH</u>, in the south west of Mulciber, and many large cities across Mulciber have ahhas communities or ghettoes.

AHHEA: see <u>EBON PALACE</u>, THE.

<u>AHI EH</u>: Lak. Lake in the c of <u>SARASTRO</u>, forming part of the course of the river SOLONA.

<u>AHINA</u>: *Ntm.* Now-extinct nation that emerged in the west of <u>THE SURRACH</u> in the mid-35th century from a coastal enclave from a mix of people, including naturalised descendants of <u>KORACHANI</u> immigrants and <u>SAVI</u> natives. The nation collapsed in c. 3580 RM following a devastating <u>PLAGUE</u> that left its cities empty, its economy dead.

The vacuum left in the wake of Ahina's demise led to a period of strife, in which rival tyrants and warlords warred for decades, though eventually the nation of $\underline{SAVIANA}$, (the name of which is derived from the native name of the region $-\underline{SAVIUD}$) rose to power in c. 3600 RM. See Vol III: Extinct nations

<u>AHINAN</u>: Lan. Languages spoken by the short-lived nation of <u>AHINA</u>, and, later, its descendants, the people of <u>SAVIANA</u> and, later, the <u>SIX CITIES</u>, also speak. See Vol II: Languages.

<u>AHINAN CALENDAR</u>: *Cal.* Calendar unique to the region of the <u>SIX CITIES</u> and surrounding states in the west of <u>THE SURRACH</u>. The calendar is derived from the founding of <u>AHINA</u> in 2484 RM and is currently in the year 1523 AB (translated as 'Founding of Ahina') as of 4007 RM. See Vol II: Month and Lunar Cycle in Elyden.

<u>AHIT</u>: Rel. Deity in the <u>YAGHUKLI PANTHEON</u> that is worshipped by various peoples in the Barrier Lands. Ahit is a corruption of Kargaman Idolatry from the west, tempered by centuries of local belief and. Ahit is a goddess of the home and embodies protection and the strength of womanhood. See Vol IV: Deities and Pantheons.

<u>AHKA</u>: 1. *Ntn.* Nation to the west of the <u>STRAIT OF SKAROS</u>, in the shadow of the <u>BLACK MOUNTAIN</u>. It is of a dry cool-temperate climate and is bordered in the west by the <u>TOLIASOR</u> Mountains.

It appeared in the centuries following the <u>KORACHANI</u> attack and defeat of the nation of <u>ARGHA</u> in 2906 RM, though suffered centuries of

native resistance, as well as competition from $\underline{ALMAGESTI}$ symposia sent there between c. 3100-3216 RM. Its people are simple, living in familial settlements farming the volcanic soils in the foothills of Mt. $\underline{VRAMATHIS}$ and $\underline{MALEHOTHEA}$, and mining rich iron reserves found between the ETRON and OTHOR Mountains in the south.

They are distantly descended from <u>LASCAR</u> (2-) colonists who bred with the descendants of <u>FOURTH AGE</u> people who resettled the plains of <u>AHKESH</u> in the <u>FIFTH AGE</u>. They inherited their Arghan ancestors' skills with metallurgy and mining, though for most of its existence, the region has been hounded by privateers and slavers, which is partially to blame for its lack of large coastal cities. This predation reached a crux in c. 3980 RM, when Korachani colonists settled the coast in their search for new resources, pushing the natives north following brutal skirmishes, into <u>ATARAXIA</u>, which took them on as refugees.

<u>PARTHIS</u> soon came to the aid of Ahka and opposed Korachani blockades and attacks on its offshore <u>UMBRAL RIGS</u> and iron mines, and the region became contested between the two powers, in what is now known as the <u>AHKAN WAR</u>, with the conflicts commonly recognised as the first modern theatre of war, with trenches and massed bombardments taking place there, presaging the manner in which future wars will be fought. The trenches of <u>VALTICA</u> were the first and most expansive such trenches constructed between 3988 – 3992 RM and lie in ruin today, a wasteland of pyrrhic warfare.

The region remains largely contested to this day, with the natives in a loose alliance with Parthis as its south eastern territories are mired in conflict. See Vol III: Extant Nations and Realms.

2. Pol. Set. Capital city of the eponymous nation. Once a thriving harbour and rich from its <u>ATRAMENTAL</u> refineries, where raw <u>UMBRA</u> from the <u>MERAK MIRA</u> was processed, the city is now the focus of <u>KORACHANI</u> attacks and has diminished greatly over the past decades. Many of its districts have been reduced to rubble, and thousands of families have been displaced, either to the city of <u>DAHKAT</u>, or north into <u>ATARAXIA</u> (Pop. c. 71,500).

<u>AHKAN</u>: Lan. Language spoken in <u>AHKA</u>, that uses an ancient <u>MULL</u> script that was common to the region when Ahka rose to power. It is similar to <u>ARGHAMISH</u>, suggesting a common root, most likely a late <u>FOURTH AGE MULL</u> language, though many words share etymologies with early <u>AZAHARI</u>. See Vol II: Languages.

AHKAN WAR: Mil. Ongoing conflict between the KORACHANI EMPIRE and the state of AHKA. Beginning in c. 3980 RM when Korachani settlers landed in the south east of Ahka, it has escalated since then, becoming a major theatre of war and a testing ground for a more modern form of warfare – for instance, an intricate trench system, now known as the VALTICAN DEARTH, was constructed by Korachani engineers and become the site of a terrible pyrrhic battle in which hundreds of thousands of troops were slain for little gain.

<u>PARTHIS</u> came to the defence of Ahka in 3989 RM and has been fighting against Korachan since then, bringing war to the <u>INNER SEA</u>.

<u>AHKESH</u>: *Geo.* Temperate plains in the north of <u>AHKA</u>, east of the <u>BLACK</u> <u>MOUNTAIN</u> to the south of the <u>SEMITRAT</u> Mountains just west of the <u>STRAIT OF SKAROS</u>. The plains are fed by the river <u>AMALTHEA</u>, and are home to the majority of Ahkan arable lands.

AHLEM ARIS: 1. Myt. In mythology, home of the SERAPIS, the children of the DEMIURGE ASHTERATH, said to be what is now the far north east of KHARKHARADONTIS, bordered by the MOLOTH KHAMMOTHUL Mountain. The 22-sided trapezohedron known as UMA is found there.

2. Rui. Crumbled ruin in the far north of KHARKHARADONTIS in a highland plateau along the southern-face of the MOLOTH KHAMMOTHUL Mountains to the south of the UMBRA SOKHAR wastes. It is believed to be an ancient SERAPI city, though was abandoned millennia past. Little now remains of it through which we might piece together the areas' history.

AHLEQ: Set. Settlement in the north west of CHEIRA (Pop. c. 7,200).

<u>AHMES</u>: Rui. <u>MINTHAN</u> ruin in the c-south east of present-day <u>THETIS</u>, though to date back to c. 2800 RM.

<u>AHMET</u>: Rui. Classical <u>EBERRAN</u> ruin, now located on an island just north of <u>KHEMET</u>, in <u>KHAMID</u>. The ruin exists now as a single columned wall, free-standing and partially buried, its grotesque soapstone bosses leering

from the region's sands. The ruin is thought to have been a votive temple of the early Eberran religion.

<u>AHLAKSISH</u>: Rui. Once-major <u>UMBRA</u> production region in the north of <u>BA'AKH</u>, though was abandoned in c. 2550 RM following the uncontrollable spread of powerful <u>ATRAMENTAL TAINT</u> in the area of <u>HAMNEITH</u>. The region and the city at its centre are ruined and overgrown with the fleshy stuff of the Hamneith.

<u>AHLIEN</u>: Sec. Coastal city in the north east of <u>ZHARIAH</u>⁽²⁾. It is known for its harbour and mercantile warehouses(Pop. c. 72,000).

<u>AHLIKIA</u>: Set. Small fortified coastal settlement in the far south east of the <u>SARASTROAN</u> colony of <u>IPSISSIMA</u>^(1.). Its main industry is whaling and hunting seals (Pop. c. 2,000).

<u>AHMETH</u>: Com. Set. Major fortified city in the far east of <u>THETIS</u>. It is a major centre of commerce, and trades east with <u>TETHYSIA</u> (Pop. c. 83,700).

<u>AHMSHERE</u>: Ser. Small city in the south west of <u>QARALAM</u>. It has a storied history, and is believed to be one of the oldest permanently inhabited regions in the nation, if not all of the south east of <u>SAMMAEA</u>, and it is mentioned <u>FOURTH AGE</u> texts, when it was an oasis caravanserai (Pop. c. 15,500).

<u>AHOKAI</u>: 1. Lak. Lake in the c north of <u>KHURAUR</u>, fed by waters from river TUHAFAJ and Ahokaj.

2. *Rvr.* River in the c north of <u>KHURAUR</u> flowing seasonally from sources in the south of the KRATHI hills.

3. Set. Major city in <u>KHURAUR</u>, surrounding the fortress and <u>ATELIER</u> of <u>LHORAEX</u>. It was once capital of Khuraur, though that was moved to the specifically-built city of <u>KHURAURA</u> in 3386 RM. It is a major stop along the <u>RED ROUTE</u> and is famed for its large markets and many caravanserais (Pop. c. 1,190,400).

<u>AHOPAH</u>: Dem. 'Ahopahi'. Ntn. Nation in the south east of <u>WESTERN MENISCEA</u>, known for its monsoons. It emerged in c. 2220 RM following decades of strife following the disintegration of its precursor state, <u>VAEVECTA</u>^(1.), in c. 2140 RM.

Its people revere the ancient $\underline{HALFBLOOD}$ $\underline{ISTAR}^{(1.)}$ as a deity. See Vol IV: Nations and Realms.

AHOPESH: Sup. Geo. ATRAMENTALLY-ACTIVE region in the east of LYRIDIA DHAI, acting as a border with LYRIDIA for around 200-miles. It emerged in c. 2300 RM. The taint, while moderate, manifests almost exclusively in physical corruption and the land itself is untouched, which makes travel in the region particularly dangerous.

The region is categorised as a <u>MODERATE THREAT</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES</u>.

<u>AHORI TARRO</u>: Set. Major city in the north of <u>SAUA</u>, along the course of the river <u>TARROKO</u> (Pop. c. 120,000).

<u>AHRA</u>: (8,420-ft.) *Geo.* Highland peak in the north east of <u>ANUBIA</u>, forming the western-most part of the <u>AHSET</u> Mountains. The ancient ruined temple of <u>OD MARTA</u> is situated between Ahra and the Ahset.

<u>AHRAAD</u>: *Mil. Arc.* Fortress in the north of the <u>KORACHANI</u> colony of <u>CRASSULA</u>, in the far north east of <u>MENISCEA</u>.

<u>AHRAK</u>: Geo. Saline wet plains in the east of <u>JURRAS</u>^(2.), created from the lowering of the <u>SEA OF FOR</u>, leaving the once-fertile shallow sea waterlogged and salty.

<u>AHRAMA</u>: Int. Rui. Seven ruined 5-sided pyramids in the south east of the <u>UMBRA SOKHAR</u> in the c north east of <u>SAMMAEA</u>. Little is known of the culture that built them or later adopted them as their own, though what treasures the ruins they once contained have long-since been plundered. Various half-sunken and corroded colossi made of a strange metallic substance echo the culture of their unknown creators.

The pyramids themselves vary greatly in size, averaging around 500-feet in hight, with the smallest some 100-feet high, and the largest, MALRA, possibly taller than 1,000-feet.

AHRAN HIGHLANDS: Geo. Highlands in the c of RHEA, known for their flat-tops, and winding, twisted terrain. The highlands are one of the many sources of the river ENNOIA.

<u>AHRE MANN</u>: Ser. City in the far north of <u>LLACHATUL</u>, overlooking the <u>SEA OF SUDUNIR</u>. The city forms part of a loosely allied people who control the region around the arctic circle north of <u>THE VORANDINE</u> (Pop. c. 60,000).

<u>AHRISHEN</u>: Ntn. Dem. 'Ahrisheni'. Nation roughly in the c of <u>LLACHATUL</u>, east of <u>RHAMIA</u> and west of <u>SAUA</u>. It is a flat land consisting of expansive wetlands, lakes, and rolling grasslands divided by a multitude of rivers and canals that dominate life and culture there, and it is protected along all its land-borders by Mountains.

Emerging in -3 RM from the autocracy of <u>ARSHEESH</u> following the death of king <u>AHRISHEN I</u>, the nation was renamed in his honour following his death. This marked the beginning of a long <u>MONARCHIC PERIOD</u> that lasted until 3312 RM, during which seven different dynasties ruled. In 2612 RM King <u>OSHORN I</u> subjugated the <u>UNITED KINGDOMS OF EBUSHEN</u> after years of campaign, ending their 16-centuries of independence, increasing the territories of Ahrishen to the north east as a result

The period of Ahrisheni Monarchies ended in 3312 RM, following years of economic decline and rioting over rationing of food. As recently as a millennium past, the <u>SEA OF PROPONTIS</u> extended 500-miles inland of the present coast, where prosperous harbours and ports dominated the coastline. Most are now ruined, hundreds of miles from open water, following the retreat of <u>ELYDEN'S</u> oceans. This destroyed the region's economy, and the <u>HOUSE OF ARRODIA</u> was overthrown in 3312 RM, and most of the royal family was executed.

The region devolved into around a dozen rival baronies that struggled amid the continued change in climate and sea level, as well as increased piracy and slave-raids from the west. This state of affairs lasted until the arrival of the supranatural unageing infant known as the CHILD-PRINCE, who managed to unify the region as a Kingdom in 3763 RM, supplanting its traditional sky-based religion. The shamen nevertheless remain important figures in Ahrishen, overseeing the kingdoms' elemental religion. The Child-Prince reigns as a monarch, though direct government is exercised by the GREAT SYNOD, with members elected from the 17 territories of the Kingdom.

The river ARESH^(2.) flows through Almagest, feeding already rich soils with nutrients through its yearly flooding, before emptying into the Propontis. Its people are famed hydraulic engineers due to their experience in handling flood management in their notoriously flat homeland – they are experts at constructing dykes and canals, as well as dry moats, which are intended to capture floodwaters.

Rich cities and their vast farmlands thrive along the floodplains of this river, each surrounded by dykes and canals that defend against flooding. Between the cities live great herds that thrive amidst the ruins of ancient coastlines. The Ahrisheni people are particularly weary of <u>ATRAMENTISM</u>, following a period of history in which queen <u>AMAQEELA</u> I granted baronies to Atramentists who were suspected to have been prolonging her life, causing the stillbirths of over a dozen of her children. See Vol III: Extant Nations and Realms.

AHRISHEN I: (D. -3 RM) Pol. First king of AHRISHEN, who took power following the death of his father MENEVATH II in -21 RM. The nation of ARSHEESH was renamed in his honour following his death in -3 RM.

<u>AHRISHENI</u>: Lan. Language of <u>AHRISHEN</u>, which emerged from the earlier <u>ARESHAN</u> language. See Vol II: Languages.

<u>AHRISHENI BASIN</u>: Geo. Relatively lowland area in the c of <u>LLACHATUL</u> comprising the south of <u>AHRISHEN</u>, most of <u>THE HARÉSHKI</u> plains and the south west of <u>SAUA</u>.

AHRISHENI MONARCHIES: Pol. His. The ruling government of AHRISHEN throughout most of its history, encompassing seven distinct dynasties and ruling houses that governed the nation almost uninterruptedly from -3 RM, with the coronation of King AHRISHEN I, to 3312 RM, with the disintegration of the monarchy into various states due to waning sea levels and the eventual disappearance of the SEA OF PROPONTIS. There were two periods when the monarchy stopped for 37 and 102 years, between 991 and 1028, and 2371 and 2473 RM, respectively, the first due to a war of succession, and the second due to revolution.

The seven houses of the Ahrisheni Monarchy (and the two intermonarchy periods) were: – The House of Menevath: (-3 – 614 RM) dating back to c. -150 RM, the House of Menevath was the ruling house of <u>Arsheesh</u>, though the death of <u>Menevath II</u> in -21 RM was his son <u>Ahrishen I</u> accede. He was loved by many, and upon his death in -3 RM his son had the kingdom named after him.

Those who followed Ahrishen I were reminded of his legacy through the name of their kingdom, and were careful not to tarnish the name of Menevath. They were responsible for pushing the borders of Ahrishen farther east and had to contend with <u>KORACHANI</u> attentions from the west, forcing them to fortify their coastline, which in those days was far more expansive than today.

The House's last king was <u>DHAAHAN II</u>, whose two sons predeceased him, and who was killed in battle in 614 RM to a mercenary force led by <u>HAMAR ULLUREN</u>, who claimed the throne through his mother's ancestry.

- The House of Ulluren: (614 991 RM). Group of mercenaries led by Ahesha Ulluren. SH'AHRIN III died suddenly in 991 RM after falling off her horse, leaving no heirs and a House that was without a clear successor, plunging the kingdom into a period of chaos where the monarchy crumbled and various claimants squabbled for the throne in a period that is now known as the first inter-monarchic period.
- The first inter-monarchic period: (991 1028 RM) The death of Sh'Ahrin III saw <u>AHRISHEN</u> descend into a period of effective anarchy, with various noble houses vying for the throne. This period lasted for 37-years and was characterised by sporadic periods of coastal piracy and slave-raids, as well as an increase in banditry. In the north east, various minor houses allied with each other, founding the <u>UNITED KINGDOMS OF EBUSHEN</u>, which would remain a thorn in the side of Ahrishen for some 16 centuries.

By c. 1015 RM, house of Amnicia had risen above its competitors, and was able to reunite the remnants Ahrishen (save Ebushen) into a cohesive whole, during which it came to call itself the Amnician Dynasty.

- The Amnician Dynasty: (1028 - 1611 RM) This dynasty established its capital in the city of $\underline{\text{AMNICA}},$ which was its ancestral home. The early death of its first king $\underline{\text{USHEN I}}$ 1033 RM saw his daughter, queen $\underline{\text{ANUSHEN I}}$ accede, and she began a matrilineal tradition that characterized the rule of the Amnician Dynasty its near six-centuries of Ahrisheni rule.

Many rulers of the Amnician Dynasty concentrated on strengthening the coast and invested heavily in the kingdom's navy, both of which were instrumental in deterring pirates and slavers, leading to a time of relative prosperity. The priesthood prospered under the rule of the Amnician Dynasty, and many temples were dedicated to the <u>Welkin Sky</u> throughout its tenure, most of them under the patronage of queen <u>AQBETH I</u>, and many of them remain in use to this day.

The death of queen <u>SHEKZEJETH II</u> in the 1611 RM of a protracted sickness should have seen her daughter <u>ISBAAHA</u> accede to the throne, but her cousin <u>AQEEL OF TANDENDER</u> travelled to Ahrishen from Ebushen before her death and carried out a coup d'état, killing Isbaaha and taking the throne, beginning the rule of the House of Tandender.

– The House of Tandender: (1611 − 1975 RM) the House of Tendendum remained in Amnica and ruled for over 350-years. Aqeel's goal was to unite Ahrishen with Ebushen, but the rulers of the United Kingdoms had their own agendas, which did not involve him. His rule instead brought increased tensions, which escalated during his grandson AQEL III's reign, when war broke out in 1696 RM. The war outlived him and consumed his daughter, AMAQELA's reign. She prolonged her life through the use of ATRAMENTAL tinctures and finally defeated the United Kingdoms' forces in 1781, signing a treaty that saw her territories expand and peace restored along the border.

Amaqeela I became a recluse in her later years and granted baronies to many of the <u>ATRAMENTISTS</u> who had helped in extending her life – a n unpopular move, that her son, <u>AQEEL IV</u> spend many years reversing after becoming king. To this day, the people of Ahrishen are wary of Atramentists and shapers.

The next centuries were largely uneventful, and Ahrishen was able to consolidate its position, trading with its neighbours, and defending against piracy and slavery. The House's last king was <u>HASARAL I</u>, whose children all predeceased him. His death in 1975 RM left the House

without direct heirs and the throne passed to a distant cousin of partial <u>HARÉ SHKAN</u> ancestry, <u>MUNTER OF UMATRA</u>, marking the end of the House of Tandender.

– The House of Umatra: (1975 – 2371 RM) Munter moved the capital to the canal city of <u>UMATRA</u>, which became a picturesque centre to the monarchy, though whose reliance on canals in place of roads made it difficult to expand. Munter's reign was long and he invested much time and money into expanding the waterways of the kingdom, which served to link many cities together, creating an invaluable trade network that lasts to this day.

His great grandson MUNTER III was not as charismatic as his forebears and lost much support from the barons, and when he died in 2102 RM, he left the kingdom an unstable place. In c. 2290 RM the kingdom was sundered in two, with the south west remaining under the control of House Umatra, and the north east splitting into various baronies that opposed it. The House ultimately ended with the death in battle of king GISHEN IV, and the exile of his son DIERDFAN to Haré Shka by the barons, leading to the second inter-monarchy period

- The second inter-monarchic period: (2371 2473 RM) The House of Umatra collapsed amid its own internal squabbles, with its remnants forming the west of the Ahrisheni region. The rest of the land was divided amongst dozens of barons who clashed against each other. The period ended when $\underline{\text{VOKNA~II}}$, great granddaughter of Gishen IV, returned to $\underline{\text{AHRISHEN}}$ from Haré Shka in 2472 RM, beginning the Flun-Sandra Sovereignty.
- The Flun-Sandra Sovereignty: (2473 3109 RM) Haré Shkan culture spread throughout $\underline{AHRISHEN}$ under the Flun-Sandra Sovereignty, and links between the two nations thrived during this time. In 2770 RM, the capital was moved to $\underline{MAHSERTH}$, where it remains to this day.

King $\underline{OSHORN\,I}$ campaigned for years in the north of Ahrishen against the United Kingdoms of Ebushen, winning finally in 2612 RM, assimilating them and greatly expanding the borders of Ahrishen. The next years were characterised by a strengthening of administrative centres and trade routes to hold the large kingdom together.

Queen <u>JOSHKA II</u> is remembered for formally dividing the kingdom into baronies, and for stripping the titles off the landed gentry, which saw a large degree of social upheaval, but which is now considered as a masterstroke and which served the kingdom well going ahead. She is also remembered for embracing industrialisation and initiated a push to spread the many canals of Ahrishen to its newly-industrialised regions, linking them together in a network that is still used today.

King <u>NUSHIR II</u> was assassinated in 3109 RM, leaving no direct heir. Baron <u>ZEGIR OF ARRODIA</u> performed a coup d'état, seizing the throne, ending the line of Flun-Sandran monarchs and starting the House of Arrodia.

– The House of Arrodia: (3109 – 3312 RM) Originating in the hills in the west of Ahrishen, House Arrodia experienced many calamities, including a severe plague in 3117 RM and increased Korachani coastal raids. It also saw the territories of Ebushen, that had been won by Oshorn I, break away to form the nation of <u>VIRAHAN</u> in 3389 RM, following years of petitions. One of the last acts attributed to the monarchy before its eventual collapse was the founding of the <u>ROYAL CORPS OF HYDRAULIC ENGINEERS</u> in 3299 RM.

In the end it was the continued wane of the coastline that would be the eventual downfall of the House of Arrodia, which suffered from unrecoverable economic collapse of the region. Massed riots began in 3311 RM over the rationing of bread. These events escalated and continued throughout the next year, leading to the overthrowing of the monarchy and the EXECUTION of most of the royal family.

<u>AHRISHEN</u> devolved into a series of warring baronies after this, and it was only the arrival of the supranatural unageing infant known as the <u>CHILD-PRINCE</u>, whose presence managed to unify the region once more in 3763 RM.

<u>AHRISHENI WATERWAYS</u>: Rvr. System of rivers, lakes and canals dominating the <u>QOCHLAN</u> and <u>ARESHI</u>^(1.) plains in the c of <u>AHRISHEN</u>, that are fed from rivers and streams from the highlands and mountains that surround the nation.

The waterways have been in use for millennia and in many places, little remains of the original natural rivers, which have been shaped by

generations of mortal hands into straight courses with locks and canals to aid in navigation. It is estimated that there are no less than 5,000–miles of canals, of which 900 are major 'highways' used for commerce.

They are maintained by the <u>ROYAL CORPS OF HYDRAULIC ENGINEERS</u>, who are entrusted with the building of and maintenance of the canals and waterways, as well as their defence, particularly in isolated areas.

AHRISHENI CALENDAR: see CALENDAR, AHRISHENI

<u>AHRISHENI FLU</u>: Med. Severe and contagious flu originating in the marshes and trenches of the south west of <u>AHRISHEN</u>. See Vol II: Diseases and Illnesses.

<u>AHSAAT</u>: Set. Fortified city in the region of <u>KNAESS</u> to the north of the <u>PSAMMOL</u> Mountains. Its fortresses are old and date back to a more uncertain time in the region, and today most have been converted to civilian uses (Pop. c. 32,200).

AHSET: Geo. High, treacherous Mountain in the north east of SAMMAEA, serving as a border between the north east of ANUBIA and the west of VENTHIR. It measures around 475-miles long, with the GO BISAMMAM desert to its east and the MOLACHARI DESERT to their south west. The Ahset Mountain is partially responsible for the rain shadow that forms the Molachari Desert, alongside the southern reaches of the WORKNAH highlands.

<u>AHSHURPAL</u>: Geo. Gigantic canyon river in the south west of <u>SAMMAEA</u>, its main source in the northern face of the <u>SHAKHURAN</u> Mountain, flowing north and then west for over 4,000-miles through the west of <u>HOGGOTHA ISZ</u>, into the north east of <u>ADHERA</u>, <u>GRARNEÂST</u> and finally into <u>SYNCHTHONITHA</u>, where the river empties into the <u>BAY OF ASDU</u>. At their deepest, the canyons are over 200-ft. high and are spectacular when viewed from above.

In Adhera, the canyon widens, and its sides become stepped, with the river narrowing, becoming fast-flowing. Its banks are peppered with cyclopean ruins and idols, many of which were unearthed by the river itself. Little is known of these ruins.

AHSOVAA: Lan. Native name for the MOLOTH KHAMMOTHUL Mountain
The name is derived from the ancient name Ashovah, meaning 'desert barrier'.

<u>AHSUDET</u>: *Geo.* Mountain in the north of <u>KHAMID</u>, just over 300-miles long, serving as a border with the <u>HENDECARCHY</u> of <u>LONAR</u> in <u>MALAN</u>. Its southern foothills, in Khamid, are home to many ruby quarries.

<u>AHTEPTIS</u>: Geo. Mountain-range in the c of <u>KHAMID</u>, forming a part of the larger <u>NEFERATH</u> Mountains.

AHTII: Set. Fortified city in the west of PNESSA, south of lake AKASM⁽¹⁾. It was constructed through prisoner labour as a settlement for political prisoners and enemies of the state to live in 'exile'. Following its completion in 3400 RM it was used as a prison where ELEKHIDIAN prisoners of war were held during the WAR OF SECESSION, between 3402 – 3409 RM. The prisoners were released as part of the peace treaty that saw Elekhid officially recognised as an independent nation, and the prison was abandoned in 3411 RM with the release of the last prisoner.

The structure was left to rot, became overgrown and reclaimed by nature, though by c. 3840 RM it was ironically occupied by political pariahs and their followers, after which it grew as an independent city that was later claimed by the new <u>Hammen Regime</u> in 3962 RM, with resistors executed (Pop. c. 25,000).

<u>AHURA ANATHA</u>: *Rel. Str.* Temple of the <u>ANATHA BAETYL</u> in the north east of <u>TZALLRACH</u>, in the northern foothills of the <u>KHUN</u> Mountains.

AHUREDH: Lit. 'Fire Wine'. Bev. Wine produced in the island-state of SAELEH(1.), originating in its ancestral state of SALL ATH, south of the SEA OF MIROVEA. The wine was first documented by KORACHANI explorers in 1947 RM, far from its source, and it eventually became popular in the northern imperial states. The difficulty inherent in supplying Korachani cities with the wine made its cost prohibitive to all but the wealthiest of families, further increasing its value. Many imitations appeared in Korachan, particularly the east of NÁRTHEL, which boasted similar soils and climate, though all vintages paled next to fire wine.

The wine dwindled in supply alongside the Sall athi culture, and had disappeared completely by c. 2400 RM. Years later another city-state –

Saeleh – appeared close to the ruins of the Sall athi capital, and grapes continue to be cultivated on the slopes of $\underline{\text{DER}}$, though the secrets of the potency of Ahuredh appears to be lost. See Vol II: Beverages.

<u>AHUT</u>: *Ind. Set.* Large gold mining settlement in the east of <u>SARASTRO</u>, west of the <u>JAELA</u> Mountains in the region of <u>HAGAAT</u>. It is known for its expansive open-cast gold mine and the large machinery used in its extraction (Pop. c. 8,000).

<u>AHVEG</u>: *Rui*. Ancient ruin in the north east of <u>TAMAR</u>, the remnants of a once-great minaret still visible through compact soil and scrub. The ruin is thought to lend its name to two nearby settlements – <u>ARAGOSH</u> to the south and <u>ARENA</u> to the east.

<u>AHWEN</u>: Set. City and surrounding villages in the west of <u>AHRISHEN</u> (Pop. c. 17,000).

<u>AHYONI</u>: Obj. Pol. Pectoral of leadership in <u>TEMUJA</u>, consisting of coinlike disks, each representing one of the men or women to have worn it in the past. Many of them are very ancient, handed down from elder-toelder.

<u>AIADIN</u>: Mil. Str. Fortress in the west of <u>EREBETH</u>, guarding mines in the surrounding region.

AIAKKAN SLATE, the: Int. His. Tec. Obj. A significant TECHNARCANE artifact that was discovered by the AIWAHAN ORDER of the SANCTIFIED INQUISITION in 812 RM on behalf of the KORACHANI EMPIRE. The slate was a remarkably well-preserved piece of technarcana that was reverse-engineered, allowing the empire to take great strides forward in technarcane research that put it centuries ahead of its enemies.

<u>AIANNI</u>: Rui. Ancient FIFTH AGE YARAOMIC settlement in the territory of MHARAKA, in the west of LIDEA. It was one of few Yaraomic settlements of note, and was overtaken by KORACHANI forces in c. 900 RM during their conquest of Lidea.

<u>AIBEL</u>: Set. Settlement in the c of <u>TISARA</u>, in the northern face of the <u>LHANA</u> Highlands. It controls a pass that crosses the highlands, leading south to the mining centre of LUGEAS (Pop. c.).

AIBIELL: 1. Lak. One of seven major lakes in KOMMEA, collectively known as the SEVEN MAIDENS^(1,), situated in the c north of the kingdom. It forms a part of the course of the river GOIRATH and lies within a basin between the VAELDRAN and BRAT EDRAN Mountains, where it is a haven to local fauna.

2. Dei. Rel. Myt. One of the <u>SEVEN MAIDENS</u>^(2.) of <u>KOMMEAN</u> myths. She bears aspects of all four seasons and it commonly depicted as a trickster, at times malicious, and at times playful. See Vol IV: Deities and Pantheons.

AIDA: Sea. Gulf in the north of SAMMAEA, close to the SEA OF ORRIDA.

<u>AIDRI-VELEA</u>: Ast. Comet that appears in the <u>NORTHERN HEMISPHERE</u> approximately every 53 years. The yearly <u>SESALID METEOR SHOWER</u> is associated with the comet Aidri-Velea, which was first described and named in the modern age by a pair of <u>IONIC</u> astronomers Aidri and Velea, in 2623 RM. It was last seen in 4001 RM.

<u>AIERT</u>: For. Coastal woodlands in the far north west of the <u>VESPERTINE</u>
<u>LEAGUE</u>, believed by some mythographers to be the remnants of an ancient garden created by the <u>SCION ZEVIIT</u>. The woodland floor is dense with the rotting remains of ancient trees, and fungi cover most of the area, giving the air a heavy musty feel that is avoided by most.

<u>AIFÉ</u>: *Geo.* Mountains in the south west of <u>LOEGRESS</u>^(1.), to the north of lake <u>BUILL</u>. Their westernmost reaches form a border with north eastern <u>TETHYSIA</u>.

AIGA: 1. Geo. Island in the north west of the FREE-ISLES OF PELASGOS. It was once a thriving port, though was destroyed during the chaos that led to the independence of the Free-Isles. A large naval battle took place in the waters north west of the city, and opportunists still ply the waters in search for relics of the war.

2. Rui. Ruined castle on the above island, thought to date back some 2,000-years.

<u>AIGER</u>: Set. Settlement in the north east of <u>AHRISHEN</u>. It is built inside a small crater and is naturally defended by the crater wall (Pop. c. 9,000).

<u>AIGOKHERA</u>: Set. Major coastal city in the north of the <u>BARRIER LANDS</u> in the north west of <u>NORTHERN SAMMAEA</u>. The city controls miles of surrounding lands, including the entrance into two nearby lagoons. Its

rulers are known as the $\underline{SAGDALONS}$ and have controlled the region since c. 3615 RM (Pop. c. 210,000).

<u>AIHANE</u>: Rvr. Endorheic river dominating the steppes of <u>TEMUR</u>, flowing inward from the plains of <u>TOGARMAH</u>, and south from the <u>ILLIGARHI</u>, for 1,300-miles It forms lake <u>SAH AUR</u> at its deepest. The river is the source of life for most of the <u>GREATTOWNS</u> of the eastern plains, providing water and means to transport.

<u>AIHWAR</u>: Fau. Lan. <u>TEMUJAN</u> word for horse. Less commonly, it is also attributed to a legendary horse-rider who is said to have tamed the horses of the <u>TOGARMAH</u>.

AIKLAH: Mor. One of the many GODSBORN children of the DEMIURGE ARIMASPI. They are humanoid in shape, with striking avian features; stiff mane-like feathers covering their necks, and the backs of their arms. Their faces are muzzled by short powerful beaks and large expressive eyes, their scaly are limbs nimble and adept with both tools and weapons.

They are believed to have been relatively common at one time; and their remains and past ruins dot <u>AETHIOS</u>, the west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, <u>RHINOCOLOURA</u> as well as the far north and east of <u>MHAROKK</u>, possibly marking the extent of their previous domains. However, if they were once numerous, their numbers are now few, and they are only rarely seen by merchants travelling the eastern reaches of the <u>SALT ROAD</u>; their indistinct shapes flitting through the scrub and rough terrain of the Growing Mountains and Aethios.

They are now sedentary creatures, rarely leaving the cover of the hills they call home; distrustful of outsiders and adept trackers – few who see them do so without them knowing.

Some red stone idols have been encountered in the south west of the Growing Mountains, covered in guano and bone-offerings; though it seems as though such sites of worship are temporary – constructed by groups who settle in an area, and then abandoned as they move on. See Vol II: Classification and Taxonomy of Life.

AILAS: Set. Major city in the c-south east of the OLD FOREST. Like many larger cities in the east, it is largely autonomous and has, in the past, expressed apprehension at coming to the aid of other regions of the Old Forest that have been attacked by foes such as ALMAGEST or KORACHAN. Its relative distance from these nations has allowed it to grow complacent giving its people freedoms that those in the south or west of the Old Forest have been denied (Pop. c. 127,000).

AILAVON: Soc. Org. One of the 17 GRAND HOUSES of the NACRE LEAGUE. The House is based in eastern AKANTHRA and made its money manufacturing and repairing LANDSHIPS and AMBULANTS that are used to haul trade across the NACRE ROAD and controlling toll markers along the road.

AILLEN: Set. Small city in the c of LOEGRESS^(1.) (Pop. c. 16,000).

AILMENT, ATRAMENTAL: see ATRAMENTAL AILMENT.

<u>AILURAS</u>: Rel. Rui. Ruins in the <u>GERUT</u> wastes in the far east of the nation of <u>BROR</u>^(2.). Little remains of the postulated temple-complex following centuries of solidified mudslides and shifting sands, though the giant wingless sphinx statues that guard its entrance pylon remain relatively intact.

<u>AIM</u>: Set. Coastal city in the c west of <u>Grest</u>^(1.) in the island-continent of <u>Bror</u>^(1.), overlooking the south of the strait of <u>ANDAS</u> (Pop. c. 43,000).

<u>AIMAECZH</u>: Set. Coastal settlement in the south east of the region of <u>KHURTAE</u> in the <u>OKKHAMI PENINSULA</u> in the eponymous <u>NATION</u>. It is known for its shrimping (Pop. c. 5,500).

<u>AIMALEOCH</u>: Set. The northern-most and largest of three <u>LACER</u> enclaves within the east of <u>LIDEA</u>, located in the western face of the <u>SHIBOTHA</u> Mountains (Pop. unknown).

<u>AIMANT</u>: 1. Plr. 'Aimants'. Sup. <u>SPHERE</u> of <u>FIRMAMENTAL</u> common in the north eastern parts of <u>LLACHATUL</u>, but found throughout the continent in small numbers. Its <u>SHAPERS</u> are gifted with power over metals, particularly <u>LODELITHS</u>. Some aimants also have control over the <u>LIGHT UNDYING</u>, though this ability is often limited in scope.

Geo. FIRMAMENTALLY-altered stone. Such stones are light and very tough, typically magnetised, often with crystalline forms. Items made from aimant tend to float and they can be made unmovable by <u>SHAPERS</u>. They are very common in the north east of <u>KREM</u>, and are a major export.

3. Set. Settlement deep in <u>TULURKRYPH</u>^{(2.),} accessible only to the most powerful of <u>FIRMAMENTISTS</u>, who are able to counter the otherwise-inimical effects of the <u>FIRMAMENT</u> there. It is considered the capital of the region though it has no political or military power over other cities and peoples in the region (Pop. c. 1,000).

AIMANT THRONE, the: Pol. Obj. Throne and seat of FIRMAMENTAL power in the capital of TULURKRYPH^(2.), AIMANT^(3.).

<u>AIMEND</u>: Rvr. Wetlands in the c north east of <u>LOEGRESS</u>⁽¹⁾, taking up some 70-miles of the course of the river <u>MORRINACH</u>. The wetlands form the historical westernmost extent of the <u>BAY OF ERMAE</u>⁽¹⁾, prior to the lowering of sea levels centuries ago.

<u>AIMMON THE FICKLE</u>: (B. 3360 RM) *Sup.* Wandering <u>ATRAMENTIST</u> and erratic pyromaniac. He wears <u>EELYOUHN</u> and giant serpent masks alongside his own masked face, in symbolism of the bestiality of nature.

<u>AINAHA</u>: *Ind. Set.* Mining city in the c north west of <u>VIRAHAN</u>. The region is a major exporter of sulphur (Pop. c. 17,800).

<u>AINE</u>: 1. Lak. One of seven major lakes in <u>KOMMEA</u>, collectively known as the <u>SEVEN MAIDENS</u>⁽¹⁾, situated in the far north east of the kingdom.

2. *Dei. Rel. Myt.* One of the <u>SEVEN MAIDENS</u>^(2.) of <u>KOMMEAN</u> myths. She is most commonly associated with summer, warmth, and prosperity. See Vol IV: Deities and Pantheons.

3. Set. Major city in the c of <u>ABATTUR</u>. It is an industrial centre, specialising in the manufacture of fare <u>SUNSTONE ENGINES</u>, which are powered by <u>SUNSTONES</u> mined in <u>CARADAR</u> and <u>LOSA</u>, to the east (Pop. c. 68,000).

<u>AIONAL</u>: Cal. In the <u>KORACHANI CALENDAR</u>, the first <u>DAY OF THE WEEK</u>. See Vol II: Month and Lunar cycle in Elyden: Calendars.

AIORACH: Pol. Sec. Small city in the north of <u>TARTAK</u>, overlooking the delta of the river <u>KHARAD</u> that is effectively an exclave of <u>KORACHAN</u> following a convoluted series of political and military events over the past two millennia.

The area now occupied by Aiorach was once a Korachani coastal fortress overlooking the <u>BAY OF SAHIM</u>^(1.). Tartak changed hands in 2132 RM following a war and fell under Parthisan rule, though the fortress and surrounding lands remained in Korachani hands under a new treaty, ensuring that the terms of Korachani withdrawal weren't broken. This agreement was to last for 2,000 years, after which the territory would report to Tartak.

The fort was manned and heavily guarded, with troops Korachani keeping a close eye on events, but this surveillance would wane over time, with the number of troops stationed there lessening, until the fortress was effectively abandoned to a skeleton crew by c. 2600 RM.

The fortress soon fell into disuse after that, though the Tartakasid government could not do anything to it as it was still technically a Korachani exclave, and any movement into it would constitute an act of war that would have negated the terms of the peace treaty.

The fortress was plundered for materials over the years until only its footprint and foundations remained. It eventually became a haven to vagrants passing through the region, who built a shanty village there. By c. 3000 RM destitute and desperate people from nearby cities found themselves gravitating to the area, building towers up and tunnels down, making sure never to cross the outline of the old bastions and risk antagonising the Tartakasid government – so long as they remained within the old Korachani borders they would be free of retribution.

Today, Aiorach remains as an oddity, its people living in a lawless limbo between two states, with neither claiming full responsibility over them. They are largely self-sufficient, have formed their own micro-state with all services and industries required to keep its population fed, housed, and employed. Its main form of foreign income is the manufacture of a strange hallucinogenic drug derived from a moss that is endemic to its tunnels that finds its way into the black-markets of surrounding regions.

The 2,000-year lease on the territory ends in 4132~RM – just over 100-years – and it is unknown what will happen to the people of Aiorach (Pop. c. 14,000).

 $\underline{AIOS\ KATH}$: 1. Sup. Geo. Major $\underline{ATRAMENTALLY\ TAINTED}$ region in the far south of \underline{TARTAK} .

2. *Sup. Ind.* A major <u>UMBRA</u> pipeline in <u>TARTAK</u>, crossing 475-miles of land from the border with the <u>CAMMOREAN SHADOW</u> in the south to the city of $\underline{SAHIM}^{(2)}$ in the north.

AIR: Mys. Alc. Ele. The first element in the <u>ALCHEMICAL</u> philosophy of <u>GNOTHI MYSTICISM</u>.

AIRMED: Mil. Str. Major bastion in the far south west of KOMMEA. Its forces patrol the nations' borders, which are shared with HALEDONIA, HARITH, and LOEGRESS⁽¹⁾ in the region.

The fortress itself originated as a classical star fort, though has been modernised and expanded with various concentric layers of walls and bastions

<u>AIROR</u>: See. Fortified settlement in the north of the tribe of <u>ILLPHAGOS</u>, in the west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER^(1.)</u>. Its main industry is the manufacture of the drug <u>ACRASIA^(2.)</u> (Pop. c. 25,000).

AIRSHIP: Tec. Dirigible vehicle that navigates under its own power. Though airships of various forms have appeared across <u>ELYDEN</u> over the past century, they remain relatively rare and experimental, with many people remaining distrustful of them.

They are common in the east of <u>SAMMAEA</u>, particularly around the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, <u>SARAGOS</u>, <u>CHEIRA</u> and surrounding lands, where they traverse above difficult terrain, greatly speeding up travel.

The militaries of other regions have experimented with small airships to drop bombs or carry out surveillance, but they are far from being common.

<u>AÏRTUN</u>: Fau. Gliding saltwater fish common to shallow waters in the north east of the <u>SEA OF ASEER</u>. They are around 18" – 24" long and have large fins. They have small organs similar to those of <u>BLADDER EELS</u> that they use to help in their gliding, which is possible due to the <u>ARCANE TEMPERS</u> in the regions they call home. They are incapable of true flight, though can glide for long distances before gravity forces them back into the water, where they breather and procreate. They subsist on a diet of flying insects, which they catch in the air. See Vol II: Classification and Taxonomy of Life.

<u>AISHA</u>: Geo. Region Badlands in the c north of <u>AZAZEM</u>, covering around 20,000 square-miles to the north of the <u>AAORA</u> Highlands. The region is dominated by weathered <u>DUSTSTONE</u> formations that have been carved by wind and water erosion into basin dominated by twisting canyons buttes and mesas in the centre of which is lake <u>HATTEL</u>.

AISLE OF GHARAKHLOR, the: Rui. Arc. Ancient monolithic road in the south of KASPIA, now ruined and half buried in the LILTHAOST FOREST. It is thought to have once been a major thoroughfare, and possibly part of an expansive FOURTH AGE trade-route. Many settlements in the south of Kaspia have plundered stones that once formed part of the Aisle and in some cases entire structures have been made from reclaimed stone from the ancient road.

Many scholars and historians rank it as one of the $\underline{\text{WONDERS OF THE}}$ ANCIENT WORLD.

AISLE OF STIGHO: Int. His. Rui. An antediluvian staircase carved from basalt stone leading to a hewn platform at the crown of the STIGHO WALL, a natural steep-sided escarpment in the north of VENTHIR (originally NÁRTHEL). Runes, their forms and meanings defaced by time, flank the platform, their purpose now lost, though occasionally humming when the FIRMAMENT holds sway. TANITH OF THE TWOWORLDS, who wanders the saltlands of Nárthel and SARASTRO, is known to make a pilgrimage here every nine years.

AISLE OF THURION: see THURION, AISLE OF.

<u>AISLING</u>: *Dru.* Psychoactive hallucinogenic drug that creates a link between the users' mind and the <u>OTHERWORLD</u>, causing vivid visions. Its main use is as a recreational drug, and it is also used by <u>SHAPERS</u> before ASTRALLY PROJECTING into the otherworld.

Occasionally, users will report a bad trip, in which they see ghostly figures. These are likely $\underline{SPIRITS}^{(1)}$ within the otherworld that the drug makes perceivable to the user.

Prolonged or over use physically weakens the user, who become prone to headaches, clouded judgement/thoughts, nose/ear bleeds, as well as memory loss.

The drug is entirely synthetic and was first produced in <u>SATARIEL</u>, though its use there has been outlawed due to an 'pandemic' of abuse that was experienced in the city of <u>LARIEL</u>, though illicit production and use remains common. See Vol II: Drugs.

AITAIA: Set. Settlement in the west of ELEKHID (Pop. unknown).

AITHAR: Plr. 'aithar'. Mor. One of the original Two-and-Twenty MORTAL PEOPLES, and the children of the <u>DEMIURGE MALACHAI</u>. The aithar were bird-like mortals with feathered arms and digitigrade hind legs.

They suffered the consequences for their fathers' sins of apathy and ennui, growing hollow, grey and apathetic themselves. This in turn led to the weakening of their sire, which caused them to grow weaker still until Malachai eventually fell into a deep torpor, making him the first Demiurge to 'die'.

Without his aegis and guidance, the aithar dwindled and degenerated as the other mortals spread across Elyden, learning of their world. Their territories waned until all that was left was a decrepit land in which cowered their degenerate descendants – the <u>ALAKHI</u>. They survive today in the region of <u>STOLAS</u>, where they unknowingly worship craven idols of their Demiurge father as he slowly rots away beneath them. See Vol II: Classification and Taxonomy of Life: *Sicthain*.

AITHNA: (8,100-ft.) Geo. Volcano located in the south east of the SALKHAN MASSIF in AHRISHEN. The soil on its slopes is very fertile, home to some of the largest farms in Ahrishen.

<u>AIU</u>: m. Myt. His. Per. In the mythologies and ancient histories of <u>ELYDEN</u>, a scion of the <u>DEMIURGE TALANTEHUT</u>. He was the father of <u>ISABELLINE</u>, the faceless Champion of the Scales. See Vol IV: Scions, Children of the Gods.

<u>AIUCTAII</u>: *Set.* Settlement in the north west of <u>ELEKHID</u>, along the course of the river <u>MAHEZEAL</u> (Pop. unknown).

AIVHAR, THE WOLF: Rel. Religion in TEMUJAN SPIRITUALISM, the TUTELARY SPIRIT of battle, warfare and honour. See Vol IV: Religions and Cults.

<u>AIWAHAN ORDER</u>: Pol. Org. One of the major <u>SANCTIFIED ORDERS OF</u>
<u>THE INQUISITION</u> in the <u>KORACHANI EMPIRE</u> that is entrusted with protecting imperial technologies, ensuing its secrets do not fall into the wrong hands.

Its members also devote much of their time to exploring ancient ruins, searching for lost <u>TECHNARCANA</u>. As such, its members were a common sight in exploratory expeditions and colonist parties, alongside members of the <u>MORÉHAN ORDER</u>, where they would search foreign lands for ancient technologies that would either be destroyed or appropriated and later stored within the <u>VAULT OF VAURNOS</u>, which is amongst one of the most heavily guarded fortresses within the Korachani empire.

The Aiwahan Order is home to more technarcanists than any other Order, and many of them are also expert historians, specialising in ancient history. They are archaeologists, studying machinery they unearth, looking for ways it can be reverse engineered for modern applications. They are also custodians, preserving specific examples of technarcana, including the INVOCATION ENGINES that power all temples of the CHURCH OF THE UNDYING MACHINE, ensuring that the secrets of their workings are not lost.

Less famously, though no less important, is the Order's sacred duty—the maintenance and guarding of the <u>LEADEN THRONE</u> in which is interred the body of the <u>UNDYING MACHINE</u>. This part of the Order is even more secretive than the rest, and little is known of it, though it does employ many <u>DEMIURNES</u>.

The order was founded in 341 RM after the return of the <u>ARCHPOTENTATE MALICHAR</u> to the empire following his rebirth and, more importantly, his construction of the Leaden Throne to sustain the <u>UNDYING MACHINE</u>. The importance of this archaic technarcane engine was not lost on the founders of the Order, who, under the aegis of Malichar himself, began cataloguing the first rudimentary instances of technarcana that had appeared in the empire in what would later become known as the <u>CODEX TECHNARCANA</u>. Their spies marked enemy technologies for imperial armies to destroy or acquire even as they determined what technarcana would and would not be allowed to be used by the masses across the empire. Originally based outside the <u>SEPULCHRAL PALACE</u>, the <u>LANGUE</u>⁽¹⁾ of the Order was moved to

 $\underline{\text{MALICHARICHAN}}$ in north eastern $\underline{\text{PELASGOS}}$ in 1106 RM due to the difficulties in maintaining such a large institution in such difficult conditions.

Other events that the Order played a prominent role in include the discovery of the <u>AIAKKAN SLATE</u> in 812 RM, which allowed imperial technarcane studies to take a massive leap forward; and the so-called <u>SILENT WAR</u>, in which the newly <u>SUNDERED EMPIRE</u> became the field of battle for a covert war in which Aiwahan agents fought an unpublicized and largely forgotten war with <u>SARASTRO</u> to prevent sacred technologies from falling into the wrong hands.

Today the Order is mostly concerned with recording technologies, keeping meticulous details including schematics and blueprints of any technologies used and encountered by the empire. The Order also works closely with the <u>COUNCIL OF SEVEN</u>, determining what technologies will be made available to the masses, and which will remain in the hands of the government to avoid oversaturation or risk of abuse.

The Order has a complex organisation and it employs many demiurnes. Unlike most other Orders, which are strictly hierarchal, it has many titles of roughly corresponding rank, though this is not as important within the Order as it is amongst others. Most common titles are those <u>TECHNO CUSTODIANS</u>, <u>MACHINE ARCHIVISTS</u> and <u>ARCHAEOLATORS</u>, which are civilian positions and rarely engage in hostile activity (though they may be attached to such groups as adjuncts). More militant ranks include those of <u>ASSESSOR</u>, <u>INQUISITOR</u>, <u>PROCURATOR</u>, and <u>TECHNOCLAST</u>.

The Order's present Grandmaster is MACHAEUS ZIDEON.

<u>AIZYRIANA</u>: Set. Major fortified city in the far north of <u>METHUMN</u>, along the course of the river <u>HELAGHILRA</u>, close to the border with <u>ADHERA</u> to the north west and <u>PHYRR</u> to the north east. It is one of the more gregarious cities in Methumn and has a large market where merchants from the aforementioned nations can buy and sell goods (Pop. c. 85,000).

<u>AJALON</u>: Set. Settlement in the south east of <u>TETHYSIA</u>, in the <u>EIDOGOTATH</u>, known as 'the place of the <u>DHEEZAN</u>' after the many creatures that populate the region. The city is renowned its husbandry of the creatures and for other objects that come from them (Pop. c. 9,000).

<u>AJALADI</u>: Set. Settlement in the c west of <u>RHINOCOLOURA</u>. It is known for its cattle rearing (Pop. c. 7,000).

<u>AJAS</u>: Lak. Lake in the south east of the <u>SOLEYN TERRITORIES</u>, along the course of the river MEREN SIN.

AJASA: Rvr. River in the south east of the <u>SOLEYN TERRITORIES</u> flowing south for 380-miles from sources in the <u>HASHATH</u> Mountains before meeting with its parent, the river <u>MEREN SIN</u>.

AJMOEIA: also 'Asmodeià'. Geo. Plains in the north of the VESPERTINE LEAGUE.

<u>AJOAR</u>: Set. Settlement in the south of the <u>HENDECARCHY</u> of <u>DERAEIA</u> in the east of <u>MALAN</u>, along the south western shore of lake <u>HÂT</u> (Pop. c. 4,300).

AJURAT: Set. Abandoned city along the course of the river KARIBAT in the c east of JURRAS⁽²⁾. The city was fouled by the ATRAMENTAL TAINT of the region of MUSOMERIEL inc. 2900 RM. By c. 3040 RM its once-thriving population of 60,000 had dwindled to less than 10,000. The city was finally deserted in c. 3100 RM, the remaining tainted populace executed and most of its buildings toppled. The city has since become of locus for ATRAMENTAL activity and is now a source of taint, rather than just displaying symptoms carried along the river Karibat. It is shunned, a byword for corruption to the Jurrasi people.

AKAARA: Set. Major city in the north of KAZZAR⁽²⁾, overlooking the BAY
OF KAIAKAN. Known for its stark, angular architecture that reflects the
austere ideology of the GODSLAYERS, Akaara is a hub of trade in the
region and scholarship, with many merchants and intellectuals visiting its
libraries and academies. Akaara's marketplaces are a crossroads of
cultures, with goods from distant lands traded under the watchful eye of
the University, ensuring the city remains a stronghold of the Godslayers'
influence (Pop. c. 76,000).

<u>AKACHA</u>: Nm. Powerful nation in south east <u>SAMMAEA</u>. It broke away from the once-great empire of <u>ILLAKRAR</u> in 2823 RM, following a tumultuous civil war that tore the empire asunder, and its northern

territories were once part of the <u>AKHSARAYAN</u> empire. See Vol III: Extant Realms and Nations.

AKACHI: also 'the God-slayer'. f. Myr. His. In the mythologies and ancient histories of ELYDEN, a SCION of the DEMIURGE MALACHAI. She is famed in the MYTHOLOGIA ELYDEN for having assassinated her father as he suffered in a weakened state after escaping from enslavement by the other Demiurges. To her this was an act of mercy but to the Demiurges this was an unforgivable act, and she was forevermore shunned, turning her and her children into pariahs that were soon forgotten from ancient history, weakening her.

Akachi assumed her father's mantle (quite literally – skinning him and wearing his feathered hide as a cloak that granted her various powers) and overtook leadership of the <u>AL AKHI</u> in the wake of her father's death, its body rotting on the landscape of STOLAS in testament to the dark deed. See Vol IV: Scions, Children of the Gods.

<u>AKAGHA</u>: also 'the Crown of Korachan'. Geo. Massif in the north of <u>KORACHAN</u> that forms the southern-most part of the <u>RHAECHA</u> Mountains.

AKAILANA: Arc. Int. Monument a few miles east of KHADON in KORACHAN. It originated as a settlement following a PLAGUE outbreak in c. 760 RM when people left the city in large numbers. Some remained close and the settlement of Akailana eventually appeared, where these exiles congregated. The settlement grew steadily, becoming a major satellite of Khadon and by c. 2000 RM it boasted a population of 20,000 bodies.

Another outbreak of plague erupted in the west of Korachan in c. 2800 RM, and Akailana was heavily affected. People were ruthlessly killed to avoid plague spreading to the capital. Floka, a plague doctor in charge of controlling the plague, killed almost everyone in the city. He was the last victim, and was the only one (including royalty and clergy) who was given a true grave above the mass grave of other victims. It is now a shrine and a national monument outside the walls of Khadon.

<u>AKAL</u>: Set. Small city in the far north of <u>KASPIA</u>, in the region of <u>SHUK</u> <u>RAZHA</u>. Its main industry is the mining of meteore (Pop. c. 12,500).

<u>AKAMANAH</u>: *Oth.* <u>Otherworlder</u> of deception. It visited the <u>High-Born Prince Naphtali of Duariahahn</u> in 4006 RM, taunting him.

<u>AKAMAS</u>: Rui. Ruined city in the south east of <u>AHKA</u>. The city was once home to an exclusive <u>ATRAMENTAL</u> college, and its faculty and students died defending the city from <u>KORACHANI</u> attack in 3997 RM. Following this the city was used as a staging point for Korachani troops, though it has since been abandoned following years of <u>PARTHISAN</u> bombardment.

AKAMEN: Mil. Mattock-wielding troops of SABIA.

<u>AKAMM</u> Geo. Rugged hills in the east of <u>VÂRR</u>, and geologically part of the <u>ADALLA</u> Mountains.

AKANAKA: also 'the Marble Tomb'. Arc. His. Int. A sprawling sepulchre to an unknown PHAROANT in the c of KHAMID, west of the AHTEPTIS Mountains. The tomb was looted years ago and survives now as a halfburied relic of the Pharoants' legacy, its pylon-like towers and mausolea weathered and ruined, yet still an awe-inspiring sight.

<u>AKANAR</u>: Geo. Expansive shrublands dominating the south of the <u>SULTANATE OF ABACARDAT</u>.

<u>AKANOS</u>: Set. Small fortified city in the region of <u>ZILION</u> in the west of <u>THE SURRACH</u> (Pop. c. 15,800).

<u>AKANTHRA</u>: Nm. Dem. 'Akanthran'. Nation in the south of <u>SAMMAEA</u>, to the east of the <u>SEA OF KRIHIEK</u>. It is ruled by merchant hegemons who control most trade that crossed their territories along the <u>NACRE ROAD</u>, and its cities are incredibly wealthy as a result. It is amongst the more industrialised nations outside of the <u>INNER SEA REGION</u>, and most of its cities are surrounded in a blanket of smog as a result.

In c. 1180 RM what is now Akanthra was devastated by the aftermath of the $\underline{\text{MT. KLAUVAKAN CALAMITY}}$, including famine and plague throughout the 12^{th} century RM. See Vol III: Extant Realms and Nations.

<u>AKARCERA</u>: Arc. Fortified prison in the north of <u>ALMAGEST</u>, in the north facing slopes of the <u>MARMARA</u> Massif. The prison uses forced labour to mine from deep pits that are only accessible through claustrophobic elevator shafts (Pop. c. 8,000).

<u>AKARRIS</u>: Set. Fortified settlement in the west of <u>ETUA</u>. It is situated in terrain that is less hostile than the norm in the <u>GIGGERAGH</u> desert, though little else is known of it (Pop. unknown).

AKARSA: 1. Geo. Dry hilly plains in the west of KORACHAN.

2. Set. Settlement in the west of <u>KORACHAN</u> known for its clam farms (Pop. c. 13,500).

<u>AKASHA</u>: Pol. Set. Capital city of <u>IAISHA</u>, located in the west of the nation. It was once coastal though is now some distance from the sea (Pop. c. 386.400).

AKASHLLA: Mys. Sup. Leg. In many mystical writings, the capital city of the OTHERWORLD. There is little empirical evidence supporting the existence of this city despite millennia of reports from ANIMISTS and SHAPERS returning from ASTRAL PROJECTIONS claiming to have seen a brilliant white tiered city. Indeed, it is unknown how SPIRITS and unborn OTHERWORLDERS organise themselves in the otherworld and if they even make use of cities. Despite this, the belief in the city persists, with many sojourning in the otherworld with the specific intention of finding it. Many have claimed to have encountered it during their astral travels, though accounts vary, casting doubt over the veracity of their claims. See Vol II: Legends and Folk Tales.

<u>AKASHLLAN PRINCIPLES</u>: Mys. Phil. Sup. Belief that within the <u>OTHERWORLD</u> can be found the sum totality of events, knowledge, emotions and experiences to have ever occurred in the past, present, or future, and that it is possible, however unlikely, that all of these principles may, though the right methods, be learnt by a single entity with contact with the otherworld.

The belief was popular for a while in <u>PARTHIS</u>, though went out of fashion in c. 2650 RM. A secretive group of <u>PATRICIANS</u> and <u>SHAPERS</u> remains in operation in <u>TETHRA</u> that continues the tradition. The group has, since c. 3840 RM, been constructing a <u>HEART ENGINE</u> that it hopes will reveal all of this, but so far, the results have been catastrophic, with the engine obliterating the minds of the shapers and <u>LARVAE</u> that have been interred within.

The Principles are named after the fabled capital city of the Otherworld, <u>AKASHLLA</u>,

<u>AKASHUN</u>: Set. Small city in the c north of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>. It is a major source of myrrh in the region (Pop. c. 17,500).

AKASM: 1. Lak. Large lake in the south of the territories of ETHISTONITH in RHINOCOLOURA, along the DANOSOTH Mountains. It is commonly considered as the main source of the river SHIBBOLETH⁽³⁾, which flows over 5,000-miles north to the INNER SEA from the lake. Its northern shores are known for their black sand and glass-like stones, and it was traditionally the site where many MERILLS would spawn, though pollution and corruption of the river Shibboleth, as well as damming and industrialisation along its course has led to them dwindling greatly in numbers, with very few merills reaching the lake.

 Geo. Island located in the south west of the above lake^(1.) in the west of <u>PNESSA</u>. It is around 30-miles long and 5-miles wide and is rocky and uninhabited.

AKATA: Geo. Mountain in the south west of **PARAIYA**.

<u>AKATHA</u>: Set. Small city in <u>BARATHEA</u>^(1.), west of the <u>HANNAM</u> marshes (Pop. c. 18,000).

<u>AKDA</u>: Geo. Highland region in the north of <u>AHOPAH</u> in the south east of <u>WESTERN MENISCEA</u>. It forms a part of the <u>MENEFIR</u> Mountain-chain.

<u>AKEHATH</u>: Sct. Fortified coastal settlement in the north of <u>KARAKHAS</u>, guarding sea trade-routes into <u>DEKANA</u> (Pop. c. 20,000).

AKELLA: 1. Geo. The southern-most peninsula of the HARÉSHKI CITY-KINGDOM of CARIA^(4,).

2. Geo. Highlands on the eponymous $\underline{CARIAN}^{(2)}$ peninsula, in the south of the $\underline{HAR\acute{E}SHK}$. Its spine is craggy, its slopes treacherous, with many natural land bridges and lakes.

<u>AKENARA</u>: Mys. For. Region in the <u>FOREST OF REVERIES</u> in the north west of <u>SAUA</u>, known for the many <u>SOUL-COUNTERS</u> who live there. Many visit the region to wander in the idyllic landscape, paying their respects to the shrines of the <u>YAMABUSHI</u> (soul-counters), living and dead. AKENGORON GABRA: m. Mil. Pol. Per. (B. 3630 – 3705 RM) Historical KORACHANI ARCHPATRICIAN and, later, member of the COUNCIL OF SEVEN. He is remembered for abandoning his duties in KHADON during the WAR OF SUNDERING to join in the SIEGE OF ANAKARRA. He commissioned a bespoke armed vessel from his own pocket that he crewed with mercenaries and personal guards who accompanied him to VAALTHA (now VAALK), eventually taking part in the blockade of ANAKARRA and, later, the attack and retaking of the city. He died during the attack and is remembered amongst some people of Anakarra as a liberator to this day.

<u>AKEMA</u>: Set. Small city in the region of <u>ADA</u> in the c west of <u>THE SURRACH</u> (Pop. c. 15,600).

 $\underline{\text{AKEMAN}}$: 1. Lake in the c of $\underline{\text{TAMAR}}$, fed by the rivers $\underline{\text{MESISA}}$ and $\underline{\text{CATAMA}}$.

2. Set. City in the c of $\underline{\text{TAMAR}}$, along the banks of lake Akeman^(1.), acting as a trade centre, given its location along the $\underline{\text{GREAT ROAD}}$ (Pop. c. 13,500).

AKER: Geo. Cavern in the c south of RAONG, with passages leading into the PRISON CARCERI. Its upper reaches, which are considered to be part of the natural world, are known for their giant selenite crystals that were once worshipped as part of the regions' nature pantheon.

Conversely, the deepest reaches of the caves are said to lead to the socalled <u>CHAMBER OF TEARS</u>, in which one of Carceri's largest underground seas is located. Despite this link, the passages are not traversable as they lead to the side of the chamber, about 1400-ft. above the *Sca*.

AKERAS: Set. Settlement in the south of JURRAS⁽²⁾ in the LLURAN WASTES. It is noted for its large keratin population, most of which are dark-skinned. They are natives to the region and claim ancestry from the ancient FOURTH AGE keratin empire of FANES (Pop. c. 4,300).

<u>AKET ARESHET</u>: also 'the Stone Labyrinth'. Geo. Area of around 900-square miles in the c of <u>KHAMID</u>, south east of the <u>SNIEMET</u> Mountains. It is notable for its expansive slot canyons and fractured coast riddled with narrow inlets and caverns. The region is dangerous and known for its many hollows and cave-ins.

AKET HARASH NIL: also 'the Stone Wasteland'. Geo. Badlands region in KHARR, KHAMID. Prior to the CATACLYSM OF KHAMID (101 RM) the area was more fertile, fed by the river LAUL EGLEA, though its course was altered by the destruction of the land, leaving what remained of Aket Harah Nil a parched stony region.

AKETA: Ind. Set. Major MANUFACTORY in the city of CYPRIA^(3,) in PELASGOS. It originated as a workhouse in the 4th century following KORACHANI conquest there. The manufactory makes up around 60,000 of the city's 350,000 population.

AKGTUR: Geo. Natural caverns in <u>TARTAK</u> whose deepest chambers are hewn into gigantic halls with geometric hourglass-shaped columns. The place is ancient and the bones and blood of past victims still cover a tarnished iron altar that stands before a great stalactite carved in the form of a wretched capriform being.

<u>AKH</u>: 1. *Geo.* Fortified city in the south of <u>KARAKHAS</u>, along the southern shore of lake <u>ASANA</u>^(1,). Alongside <u>SANGATTA</u>, Akh is responsible for patrolling the region of <u>LATERITIA</u> from marauders (Pop. c. 20,000).

2. (B. c. -70 – D. -29 RM) *Pol. Mil.* <u>ADUMBRAESK</u> and champion in <u>DHEA</u>, whose actions led to the rebuilding of Dhea and <u>DHAMATEA</u> following inimical <u>ATRAMENTAL</u> activity there in c. -190 RM. Born in <u>ORA</u>⁽³⁾, he joined the Adumbraeski at a young age, rapidly rising through the ranks of the order. His work in restoring corrupted terrain to habitability was lauded and played a huge role in restoring Dhea to working order.

Though not a leader, his charisma and ability to unite people together garnered him much support and in by -30 RM he became leader of the Adumbraeski and Dhea itself, though by then he was already sick from a lifetime of working with the <u>ATRAMENTA</u>. His martyrdom to the Atramenta the next year helped bring the disparate people of the region together, which was renamed <u>BA'AKH</u> (meaning 'Place of Akh') in his honour, though it soon fragmented into 17 states; each of which came under the control of one of his lieutenants. His son, <u>ATETH</u>, took control of the tainted region of <u>SUMA'YA</u>.

<u>AKHADARRA</u>: Rel. Dei. Deity of the <u>AKHADARRISM</u> religion that is widely-practiced in <u>KHAMID</u>. See Vol IV: Gods and Pantheons.

<u>AKHADARRISM</u>: Rel. The primary religion practiced in <u>KHAMID</u>. A monotheism, it centres around worship of a destructive nature deity, known as <u>AKHADARRA</u>, which requires appeasement through active prayer, worship and devotion.

Unsurprisingly, its roots lie in the aftermath of the <u>CATACLYSM OF KHAMID</u>, in which the calamity's survivors were forced to live in a harmful chaotic landscape that was still changing. It persisted into the modern age, defying <u>KORACHANI</u> attempts at subverting it to its own means. The religion had been largely crushed by c. 3180 RM following an expansive campaign by <u>ICONOCLASTS⁽²⁾</u> and <u>CHURCH</u> troops, but it survived as a pervasive underground <u>MYSTERY CULT</u> while the Church of the Undying Machine was *Set.* up as the state religion. The latter would wane with the final departure of Korachan from Khamid in 3781 RM, and it was rapidly replaced by a resurgent observance of Akhadarra, which persists to this day.

The Church is pervasive, and permeates all aspects of Khamidian culture, from state to private residences. Past <u>PHAROANTS</u> are considered to become servants of the Akhadarran deity (a prestigious role, akin to sainthood) and worship of past Pharoants as patron spirits forms a large part of the faith, with followers often choosing a Pharoant who shared a birth- or death-day with them, or some other arbitrary choice. See Vol IV: Religions and Cults.

AKHAR: His. Set. Ancient settlement that emerged in ERON SOTH in c. 420 RM along the mouth of the river Telilash. Initially little more than a fishing village, it later grew into a successful port under OPHAMI rule, becoming a major settlement by c. 700 RM, serving large fishing vessels that plied the waters of the southern CAMARINAL SEA. Increased CYHLAGHARRI aggression between c. 715 – 723 RM led to a period of strife with Akhari naval vessels commonly engaging oghur ships. This period of aggression suddenly ended in late 723 RM; following the Cyhlagharri declaration of war on OPRET.

Following the oghur victories in Opret they continued marching north in 752 RM, besieging Akhar later that year. It was taken the next year, with Cyhlagharr taking control of its ports, which were modified to accommodate their larger vessels, and the city began seeing Cyhlagharri reinforcements arrive from across the Camarinal. A great deal of its populace was taken west, as slaves before the city was reclaimed in 755 RM. The city was later restored to working order, its ports refitted for the more modest human vessels, and over the next decades it enjoyed a period of growth, emerging as a major fishing port in the region, supplying many neighbouring regions with fish.

The slow corruption of the land and the growth of what would later become known as HOGHSOTHAMON saw Akhar diminish, the river Telilash growing diseased. The city became insular, only allowing merchants within its walls (and even then, relegating them to a specific district that was overseen by beak-masked SHAPERS). This began a period of decline. Surrounding cities stopped trading with it and it was last mentioned in records in c. 2595 RM, where it was described by the traveller UTISAS THE ELDER as '...a ruin that echoes a far brighter memory than its remnants can now attest to. The settlement is a tomb, its few residents little more than ghosts going about their routines seemingly oblivious to the fate of the structures around them.'

It is believed that the city became $\underline{\text{ATRAMENTALLY TAINTED}}$ sometime in c. 2500 – 2550 RM, with the majority of its populace dying within a matter of months. The region never recovered and the growth of the Hoghsothamon meant that it was never resettled.

<u>AKHADOS</u>: Pol. Ruler of the <u>KHURAURI</u> city of <u>ZARGATANNA</u> for 1700-years. He was killed by <u>GODSLAYERS</u> in 3986 RM and they have ruled in his stead since then.

AKHELIZ: Dem. 'Akhelizi'. Nm. Small nation in the north east of the island-continent of BROR^(1,), situated along the TROPIC OF MAOCARHL. It is characterised by its high temperatures and misty mornings. Its chief deity is known as ONORESH; a common divinity in the region, though the SUPPLICANTS OF THE LEVIATHAN have appeared here in the late FIFTH AGE, following their earlier appearance in RASTAN. See Vol III: Extant Realms and Nations.

- <u>AKHET</u>: *Geo.* Granite Mountain in the south west of <u>N'RAKH</u>, bordering the c east of <u>AETHIOS</u>.
- <u>AKHET ANKH</u>: also 'the Living Lands'. Geo. Region in <u>KHAMID</u> that was largely unaffected by the <u>CATACLYSM</u> of 101 RM.
- <u>AKHOUS</u>: Lak. Shallow marshy lake in the east of <u>KHAMID</u>, along the course of the river NAHAL.
- <u>AKHRA</u>: Set. Small city in the east of <u>KARAKHAS</u> overlooking lake <u>ALANCARAC</u> (Pop. c. 18,000).
- <u>AKHSARAY</u>: Dem. 'Akhsarayan'. His. Ntn. Extinct empire that once dominated lands in the south of the <u>GOLDEN CRESCENT</u>, in what are now the south of <u>KHAR NADUL</u>, eastern <u>ZAKRON</u>, northern <u>ILLAKRAR</u>, and western <u>AKACHA</u>. It was a rival of the empire of Illakrar⁽²⁾ to its south east.
- AKHSI, the: Soc. Rnk. Caste in the <u>TARAHID ANNEXES</u>, whose members are selected from foundlings afflicted with <u>CYCLOCEPHALY</u>. The caste forms a middle-mercantile class and, though its members are often blind or crippled, they are influential and wealthy, controlling great interests in the <u>TARAHAN</u> cities.
- <u>AKHU</u>: *Lak*. Endorheic lake in the north of <u>KHURAUR</u>, in the north west of the <u>KRATHI</u> hills in the <u>LLYSHIS</u> depression.
- <u>AKIFID</u>: Set. Settlement in the west of <u>TARTAK</u>. Its main industry is the cultivation of cotton (Pop. c. 3,600).
- <u>AKILLA</u>: For. Forest in the west of the <u>HENDECARCHY</u> of <u>NHORA</u> in the north of <u>MALAN</u>. It is home to much wildlife including the largest known population of <u>CALCATRICES</u>.
- <u>AKINA</u>: Set. Fortified <u>KORACHANI</u> colony on the eastern coast of <u>AHKA</u>, in contested lands that are occupied by Korachani troops. It was claimed in 4000 RM and remains under Korachani control to this day (Pop. c. 7,400).
- AKITOS: Geo. Small island around 10-miles long, situated along the border between PELASGOS and the FREE-ISLES OF PELASGOS. The island has been contested since the separation of Pelasgos in 3794 RM, with both sides gaining control of it at various points (Pop. c. 7,000).
- <u>AKKA</u>: (8,900-ft.) Gco. Highest peak of the <u>AKKAUR</u> Mountains in the north of <u>BISBUT</u>.
- AKKAR: Arc. Major bridge in the far south of PHYRR, crossing the URRABANA river. The river is long and made of a foundation of granite pillars on which steel framing allows traffic to pass in both directions above the wide river, which is prone to flooding. and forming a part of the city of EKALLA.
- <u>AKKAUR</u>: Geo. Coastal Mountain-range, 280-miles long, in the far north of BISBUT.
- AKKAD: Pol. Duchy in the HARÉSHKI CITY-KINGDOM of CARIA (4.).
- <u>AKKEA</u>: Set. TROGLODYTE⁽³⁾ settlement in the north east of <u>SARASTRO</u>, in the western foothills of the <u>JAELA</u> Mountains (Pop. c. 4,000).
- <u>AKKIA</u>: Set. Settlement in on the island of <u>ANDRATHIS</u> off the eastern coast of the <u>PARTHISAN</u> colony of <u>EZHIRAYA</u>⁽²⁾. Its main industry is the quarrying of fine pink limestone that is exported to Parthis for use in architecture (Pop. c. 6,800).
- AKKODA: Set. Settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>CARIA</u>(4.), overlooking the <u>SEA OF URAN</u> (Pop. c. 20,000).
- <u>AKKODUA</u>: 1. *Geo.* western-most peninsula of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>CARIA</u>⁽⁴⁾.
 - 2. Geo. Grasslands and plains in the $\underline{\text{HAR\acute{E}SHKI CITY-KINGDOM}}$ of $\underline{\text{CARIA}}^{(4)}$. The region is replete with hundreds of small rivers flowing south from the $\underline{\text{CARIAN}}^{(2)}$ Mountain
- <u>AKKU</u>: Mil. Str. Fortress in the south west of <u>THETIS</u>, close to the border with <u>RHEA</u>. It, alongside the city of <u>ABASOR</u>, is responsible for patrolling over 1,000-miles of border with Rhea.
- <u>AKKURUT</u>: Set. Fortified coastal city in the west of <u>BISBUT</u>, overlooking the <u>SEA OF ERUISA</u> (Pop. c. 16,500).
- <u>AKLON</u>: *Mil.* Fort in the south of <u>Trakia</u>, overlooking the contested lands bordering its southern territories and the north of <u>Khalhat</u>. It is home to most of the region's forces, which patrol the border.

- <u>AKORALEN</u>: Cal. In the <u>KORACHANI CALENDAR</u>, the twelfth month of twelve, comprising 30-days. It is considered the third of three months of autumn. See Vol II: Month and Lunar Cycle in Elyden.
- AKORIA: Set. Small city in the c of THE SURRACH, in the region of AEDDANA, along the course of the river ESSRA (Pop. c. 17,200).
- AKORIS: Set. Major harbour and shipyard along the south eastern coast of JURRAS⁽²⁾. Founded in the centuries after Jurrasi gained independence following the fall of the <u>INTERREGES</u> in 3167 RM, Akoris quickly grew in prominence due to its strategic location along a key sea route that connects the <u>INNER SEA</u> to the southern <u>SEA OF DEKANA</u>.
 - It resisted the later <u>PARTHISAN</u> acquisition of Jurras in 3703 RM and spent many decades fighting against its new rulers, with unrest in the city finally subsiding by c. 3740 RM (Pop. c. 90,000).
- <u>AKRA</u>: Ind. Ser. Settlement in the c south west of <u>ATARAXIA</u> situated in a shallow valley between the Tabit Mountains in the north and the Kattar Mountains in the south. Its main industry is lead mining, and many of its miners are descended from unions between humans and <u>MULLS</u> following the fall of <u>ARGHA</u> around 1,000-years ago (Pop. c. 8,200).
- AKRABATOR: Sup. Geo. ATRAMENTALLY TAINTED region in the east of KARAKHAS, stretching into the western reaches of lake ALANCARAC. The region is amongst one of the first to experience the supranatural phenomenon known as BLOOD RAINS, originating in 4001 RM. The region was once a relatively fertile part of Karakhas and was home to pastures used for grazing animals, though the Blood Rains ruined that in a matter of months. Once prosperous settlements now lie abandoned under the desert's influence, including the once-metropolis of EPHANAS. Refugees from these settlements spread across the east of Karakhas, though a few founded new settlements outside the worst reaches of the rains, most notable amongst them the city of NOALANIS.
 - These rains are thought to be linked to the cycle of the <u>BLOOD MOON</u> and are strongest when it is full and the <u>IVORY MOON</u> is new. The effects of the rains on the flora and fauna of the region are studied by the scholars of Noalanis, who answer to the <u>HURHEKH</u> caste who have come to rule the city and use the blood rains in their experiments.
 - The region is categorised as a <u>MODERATE THREAT</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.
- <u>AKRAD</u>: Set. Settlement in the south west of the <u>PARTHISAN</u> colony of <u>ABDAKROS</u>^(1.) on the island of <u>IRUGNA</u>^(1.). Its main industry is copper mining (Pop. c. 7,600).
- <u>AKRAN CURRENT</u>: Sea. Warm surface ocean current to the north of the <u>SEA OF MYMEREA</u> that flows north west into the <u>SEA OF AKRY</u> from the <u>EASTERN MYMEREAN CURRENT</u>. The current brings warm water into the Sea.
- AKRAS: Rui. Ruin in the c west of THE SURRACH, 15-miles north east of MT. AKRASIA. It was buried beneath ash following an eruption in c. 3300 RM and remains abandoned to this day.
- AKRB: also 'THE SCORPION CITY'. Set. Despotic walled city just south east of the region of MOAH in the far north of KHARKHARADONTIS, in the north of SAMMAEA. The city has a powerful militocratic culture and is home to many disparate bands of raiders and bandits.
- The city seems to thrive despite its location and controls many smaller settlements for miles around. (Pop. unknown).
- AKROL: Mil. Str. One of three fortresses in ESHIR^(2.) associated with the SABRIYAN STONE (the other two being AVIRAR and LAUK), restored and expanded by c. 3311 RM after the reacquisition of the Stone in 3203 RM following its rediscovery by the Atramentist Aliqur who used it subjugate part of the south east off Eshir.
 - The fort is located in the north of Eshir, to the north west of the <u>LEDGE OF LARCIA</u>, though it was originally coastal, providing a solid defence at the north of the nation. The expansion of lands in the wake of the retreat of the <u>GULF OF ESHIRON</u> left it largely without purpose, though it remains manned to this day.
- <u>AKROR</u>: Mil. Fortress in the north east of <u>TARTAK</u>, in the region of <u>THE BLACK MARSHES</u>, partially responsible for keeping the <u>DEGENERATE</u> populations that haunt the ruins of old SHER in check. It is also the main entrance into Tartak from the nation of <u>JURRAS</u>⁽²⁾.

<u>AKRY</u>: Dem. 'Akran'. Sea. Temperate sea off the north eastern coast of <u>EASTERN LLACHATUL</u>, forming a north western extension of the <u>SEA OF MYMEREA</u>. It is bordered by the nations of <u>SEDALLIA</u>, <u>MEHITIEL</u>, <u>LOEGRESS</u>^(1.), and <u>KOMMEA</u>.

<u>AKSAMANA</u>: Pol. Set. Capital of <u>IMEAL</u>, situated in the south of the nation, in the rugged hills between the <u>ATIS</u> Highlands in the north and Mount <u>YENNIDU</u> in the south (Pop. c. 875,000).

AKSARAN: 1. Soc. Eth. Cultural group that dominated the equatorial east of SAMMAEA between c. -200 and 1200 RM, in what are today CHEIRA, GIBEAH, PNESSA, and SERROK. Though they shared cultural traits, thought to have been at least partially inherited from a long-dead FOURTH AGE culture whose ruins dot the area, they were not a unified people and comprised hundreds, if not thousands, of different tribal groups scattered around the rainforests and jungles of the region, each with its own distinctions and idiosyncrasies. Each tribe has its own dialect though many root words were the same, providing further proof of a shared heritage.

The Aksarans were eventually absorbed by the rapid growth and expansion of the $\underline{\text{UALLA MIGHAN}}$ culture, which appeared in c. 1100 RM in the far east of Sammaea.

2. Lan. Language spoken in present-day <u>CHEIRA</u>, <u>PNESSA</u>, <u>SERROK</u>, <u>OKKHAM</u>, and <u>ELEKHID</u>. It is descended from an earlier Aksaran tongue that was spoken in the <u>WAELMIGH</u> rainforest early in the <u>FIFTH AGE</u>, and spread to surrounding lands between -200 and 1200 RM through trade.

It shares a common root with the earlier <u>AHERENI</u> language spoken in the east of <u>SAMMAEA</u>, but Aksaran is thought to have also inherited certain features from an ancient <u>IROTHANI</u> tongue. See Vol II: Languages.

AKSUM: also 'Axum'. Ser. City in a region of levelled rainforest in AURUM⁽²⁾. The city is renowned for its basalt walls and stepped structures as well as its hanging gardens, and the embossed carvings framed by heavy marble that adorn its religious and municipal structures. Vines and creepers are not uncommon though most of the jungles around it are levelled. The city is considered to be one of the most advanced and wealthy in Aurum (Pop. c. 44,000).

AKUBATH: Sup. Geo. ATRAMENTALLY TAINTED region in the far north of ESHIR⁽²⁾. It has been present for as long as records exist, though only began to grow considerably following a filter explosion in a SIPHON ENGINE array in 3349 RM in the city of SABRIM, which left it devastated. The surrounding region slowly found levels of taint increasing, spreading over the ensuing centuries to encompass an area no smaller than 2,500 square-miles. The taint largely manifests as ATRAMENTAL BUBOES scattered across the land, though the air itself is also thick, with unprotected MORTALS experiencing difficulty in breathing, growing increasingly nauseated the longer they spend in such lands.

The region is categorised as $\underline{\text{DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}.$

AKUCID: settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>CARIA</u>⁽⁴⁾. The city is one of the larger cities in the kingdom, and overlooks the gulf of Caria⁽¹⁾.

The settlement first appeared in c, 3300 RM, though only grew into a city following the abandonment of coastal cities during the most pronounced period of lessening of the <u>SEA OF URAN</u>, between c. 3800 and 3900 RM (Pop. c. 53,000).

<u>AKUHAR</u>: coastal settlement in the south west of <u>TARTAK</u> (Pop. c. 8,000).

<u>AKURKARII</u>: small city in the south of <u>PNESSA</u>. Its main industry is logging (Pop. c. 13,000).

AL AKHI: 1. Also 'BIDEKIN'. These creatures are corrupted descendants of the AITHAR, who were themselves the children of the DEMIURGE MALACHAI. Like their ancestors, the al akhi live mostly in the region STOLAS and are insular, regarded as somewhat of a rarity to outsiders and unknown to those in distant lands.

They stand roughly 6-7' tall and are of emaciated frames and overlong spindly limbs (their <u>TOTEM-LORDS</u> [primitive priests] in particular seem to suffer from the condition). Their bodies are hairless, though primitive feathers (often spine-like) are common on their forearms, backs, necks and shins, which are more prominent on males. Their heads are muzzled by long slender beaks, which limit their vocal abilities (al akhi language

is nonetheless complex, and relies heavily on the written form and head gestures). The al akhi are prone to distorted features and aberrant forms are not unusual, with a rare few appearing as little more than misshapen beasts.

Al akhi society is tribal and revolves heavily around idolatry: traditionally that of an anthropomorphic avian totem known as MERKABH, which is believed by scholars and mythologists to be a corrupted form of the now-dead Demiurge Malachai. Males are dominant in these societies, though females do play in important role in the creatures' primitive religion. Important members of society are mummified and placed in niches within family hovels, where they remain with their tribes as ancestral figures, who the birdmen pray to in times of personal trouble (in a practice similar to SAUAN and TEMUJAN ancestral spirit worship).

Like most of <u>ELYDEN'S</u> BEAST-MEN, al akhi are fetishists and of a poor technological position. They fashion crude metal weapons but seem to have little affinity for clothing and armour beyond rags (they wear little clothing and use heavy wattle shields only rarely), though they have been known to scavenge ruined metal from the <u>DESOLATION OF ASTUDAN</u> (particularly the passage <u>THE RED ROUTE</u> takes through it on its way to <u>GÂTHA</u>), though such forays outside STOLAS are rare or sporadic at best. See Vol II: the Two-and-Twenty Mortal Tribes.

2. Lan. Language spoken by the eponymous MORTAL PEOPLES (1.), which is a debased corruption of an ancient AITHAR tongue. See Vol II: Languages.

AL GHUL: also 'manes'. Mor. ASICTHAIN from the lands of northern SAMMAEA, the term is synonymous with the MANES of the HIGH-EMPIRE.

Deformed mortals that devolved from $\underline{\text{HUMANS}}$ and other mortal peoples corrupted over centuries of exposure to $\underline{\text{ATRAMENTAL TAINT}}$ during the $\underline{\text{FADING}}$.

They shun the light and their bodies are pallid and skeletal, looking like corpses. They are flesh-eaters, living on vermin, scavenging corpses, and attacking mortals, and they are known to cannibalise their young.

They are bereft of any form of culture or civilisation and have no sense of modesty, barely using tools. See Vol II: Classification and Taxonomy of Life: Asicthain.

<u>AL GHUL, TEMPLE OF</u>: Rel. Str. Temple dedicated to an ancient <u>KORACHANI</u> saint that is largely forgotten now save for the region in the immediate vicinity of the temple, in north eastern <u>AZAZEM</u>. The temple forms part of <u>THE SHADOW MARCH</u>, where it is visited by the faithful of the <u>CHURCH OF THE UNDYING MACHINE</u>.

<u>AL FARAN</u>: For. Forest in the south east of <u>TEMUJA</u>, just west of the <u>MAGHORATE WOODS</u>.

<u>AL VIRAYHA</u>: Flo. Singular tree in the c north of <u>LIDEA</u>, west of the river <u>OXYS</u> and south of the city of <u>ZERED</u>. It is unique in form and is unlike any other tree that grows in the region, with its expansive canopy, twisted trunk, and gnarled lattice-like trunk, which has been carved with strange messages for centuries, if not millennia. Its origins are unknown though it has existed in the area since records began, with some claiming that it dates back to the FOURTH AGE.

ALAAN: Ind. Set. Major city in the VORA GHALL region of LAASKHA. It is the largest city along the river LLORTHA, 80-miles from the coast, dominating trade along its course. It is home to the KORACHANI MINASTERIA^(2.) of PROCULIN (Pop. c. 156,000).

<u>ALAAS</u>: 1. Dem. 'Alaasish'. Ntn. Extinct nation that dominated the south west of <u>CENTRAL LLACHATUL</u> late in the <u>FOURTH AGE</u> into the early <u>FIFTH AGE</u> in what are now the west of <u>LAASKHA</u>, east of <u>AZAZEM</u> and south of <u>SKAROS</u>. It emerged from the ruin of the <u>OLYAMMYAD EMPIRE</u> and was one of few powers to exist throughout the <u>FADING</u> between the two Ages, though it declined to corruption by c. -700 RM, leaving a power vacuum that was only filled by the rise of <u>LASCAR</u>(3.) in -420 RM. See Vol III: Extinct States.

2. Geo. Rolling hills in the far west of $\underline{IPANAH}^{(2)}$, stretching west into the east of $\underline{CHANDOS}^{(3)}$ and the north east of $\underline{LAASKHA}$. Thought to have once been verdant, they are now little more than scrub, of little value. The hills once marked the easternmost extent of the region of $\underline{ARPAROH}^{(2)}$.

<u>ALAASISH</u>: *His. Lan.* Now-extinct language of the ancient <u>ALAASISH</u> nation. The later <u>LASCAR</u>^(4.) tongue would emerge from it, later going on to form the basis for modern <u>LAASKHAN</u>. See Vol II: Languages.

<u>ALABANDA</u>: Bev. Alcohol in <u>THE SURRACH</u> made from triple-distilled goat's milk. See Vol II: Beverages.

ALABAS AZER III: m. Pol. His. Per. (B. 3824 – ?) the 5th and final DORN KING of ALLASAN who was only a child when the LAACHOMI warlord Benett invaded Allasan and executed his father, taking his mother as his bride, uniting the two lands under his banner. He raised Azer III as his own son and died in 3887 RM without any natural heirs, leaving Allasan to him. Wracked by guilt and haunted by his father's failure as king, Azer III exiled himself, disappearing into the Allasani wilderness, never to be seen again.

ALABASTER COUNCIL, the: Pol. The ruling council of the WHITE LEAGUE, originally based in TETHRA. Founded in 3406 RM after it took control of Tethra, and PARTHIS. The council was disbanded in 3701 RM and the League exiled from Parthis after the SECULAR REPUBLIC rose to power, taking control of the nation, though it eventually reformed to oversee the evacuation of White League CHAPTERS⁽²⁾ to new territories, though since then the League has been allowed back into Parthis.

Today the Alabaster Council is based in <u>DHALONA</u>, Its five members have traditionally been the warlords of the three strongest chapters, the <u>PROLOCUTOR</u> of the Legion, and an imperial representative.

ALABASTER KING, the: Myr. Common epithet by which the <u>DEMIURGE AVRAHAM</u> was once known.

ALABASTER HOST, the: see WHITE LEAGUE, THE.

<u>ALACANT</u>: Set. Major shippard and fortified harbour in the c north west of <u>SARASTRO</u>, at the mouth of the river <u>SOLONA</u>. It is also a centre for privateers sanctioned by the crown who prey on <u>KORACHANI</u> merchant vessels to the west. Though most of their spoils go to Alacant and <u>ARGEA</u>, some go towards an order known as the <u>SISTERS OF THE SAIL</u>, who pray for their safe return.

In the summer of 4006 RM the tanker *Sherrib* ran aground just a few miles south of the city of Alacant in the <u>SEA OF TAIMA</u>, spilling over 8,000,000 gallons of raw <u>UMBRA</u>, which spread across no less than 250-miles of coastline, causing irreversible damage to flora and fauna in the south east of the *Sea.* (Pop. c. 228,700).

<u>ALACHAN</u>: Set. Settlement in the west of <u>PELASGOS</u>, overlooking the bay of <u>KRYTHEA</u>. It was once a large <u>KORACHANI</u> city, built in c. 1200 RM, though suffered with the shrinking of the bay and shifting of the river <u>KRYTHOS</u> in later centuries and was allowed to wither by c. 3400 RM. It remains as a fishing village, the ruins of the far larger city crumbling less than a mile to the south (Pop. c. 1,750).

<u>ALACHRIS</u>: Set. Coastal city in the prefecture of <u>EROSENEA</u>^(1,) in the north of <u>HOLOLACH</u>^(1,). The city has a large harbour and accepts trade from the west (Pop. c. 24,500).

<u>ALACOEL</u>: Rui. Ruined city in the region of <u>SÛR GHATH</u> in the west of <u>THE SURRACH</u>.

<u>ALACRAN, the</u>: (B. 3612 RM) *Oth. Pol. HALFBLOODED* ruler of the city-state of <u>SIRIPHAGOS</u>, born of the <u>ASKER</u> lineage. Though he wields ultimate power, the city and its territories are overseen by a plutocratic merchant council. He rose to power in 3934 RM.

ALADYA: 1. Geo. Island off the southern coast of SURUTUR.

2. Set. Coastal settlement and surrounding plantations on the eponymous island $^{(1.)}$ in the south of <u>SURUTUR</u>. Known for its cultivation and preparation of cinnamon (Pop. c. 3,500).

<u>ALAHAIM</u>: *Pol. Set.* City in the north of the <u>JAHADAT STATES</u>, in the east of <u>SAMMAEA</u>, and capital of one of the twelve States (Pop. c. 80,800).

<u>ALAHAR</u>: Sup. Arc. <u>ATRAMENTAL</u> flesh 'tower' in the badlands of <u>CHULAT</u> in the south east of <u>THE SURRACH</u>. Its sickly stench draws vermin to it, which are slowly killed by its sticky writhing 'roots', and it is thought to draw sustenance from their rotting bodies which litter the ground for hundreds of feet around it.

The tower is thought to be alive and possibly sapient, to a fashion, though few have penetrated the flesh-like roots that surround it to study it further.

<u>ALAHKA</u>: *Mil. Set.* Fortified coastal settlement in the far north of <u>AHKA</u>, largely untouched by <u>KORACHANI</u> offensives (Pop. c. 6,800).

ALAJIZ: also 'the Barrier'. Geo. A string of basaltic monadnocks (sheer-sided ridges) that stretch for some 75-miles in the c north of <u>ANUBIA</u>. The area is also known for an ancient temple, possibly dating back to the time of the LOST ONES.

<u>ALALKRA</u>: 1. Geo. Mountain pass across the <u>KARAKATHARI</u> Mountains, linking <u>IZABAL</u>⁽¹⁾ in the west with <u>SAGITTARIA</u> in the east.

2. See. Trade city in the far west of <u>SAGITTARIA</u> along the eponymous pass (Pop. c. 38,000).

ALAM BETHYL: Ntn. Dem. 'Bethylan'. Located in the north of CENTRAL LLACHATUL surrounding the SEA OF ADUM, most of Alam Bethyl is located within the northern POLAR CIRCLE, meaning that most of its cities experience at least one 24-hour period of night and at least 24-hour period of day every year in midwinter and midsummer, respectively. It is cold and sparsely populated and is amongst the north western-most populated regions of LLACHATUL that have been extensively explored by the KORACHANI EMPIRE. To its north is the LOST DEMESNE that dominates the east of RAONGEN (2.).

The people of Alam Bethyl, like many surrounding regions in the north of Central Llachatul, are descended from a mix of two peoples – the indigenous early FIFTH AGE people known today as the TREE-DWELLERS, who dwelt in forests of monolithic trees, most of which have now been cut down; and more recent early KOLCHISI immigrants who moved there in around 900 RM. These immigrants largely wiped out the remnants of the Tree-dweller culture, that had dwindled in around 400 RM, though they did take over many of their customs and culture, and some of the gigantic tree stumps are still settled to this day.

Since then, Alam Bethyl has expanded west and east, reaching as far as the <u>BAND</u> Mountains in c. 3200 RM, where its armies clashed with Kolchisi communities. This propagated a war that lasted for centuries, and to this day the two regions exist in a stasis of political unease and outright war is only prevented by their common enemy in <u>ALMAGEST</u>.

Insular and xenophobic, the people of Alam Bethyl are a relic of ancient shamanistic times living in defiance of the modern ages' turn to industrialisation. Living in pastoral kindreds, their larger communities tend to gravitate towards their large pillar-temples, from where seasonal culling rituals take place. These rituals are designed to eliminate weak children and maintain strong bloodlines to keep their star-deities appeased. Its culture is based around this brutal practice of sacrifice, and is overseen by a shamanistic caste known as SORCERESS (2.), who are known for their bestial death-masks and who revere various totemic beasts that are based on their ancient constellations. Many outside observers believe this sorcerer caste to be largely responsible for the regions' aversion to technology and progress, possibly as a means of maintaining power. Indeed, classical Atramentism remains strong in Alam Bethyl, which is thought to have a far larger proportion of accomplished shapers than KORACHAN.

Alam Bethyl has been united under a Federalist government since 3482 RM, when its territories were forged anew following a civil war that gripped the region for three decades, eventually leading to the deposing of the ruling <u>SORCERER</u>^(2,) caste. There are nine largely autonomous states, each of which answers to the <u>FEDERAL ASSEMBLY</u>, which is located in the capital in <u>SA RETH</u>. The Assembly is currently ruled by Chancellor <u>ASEMMA AMBARAS</u>.

Alam Bethyl has been a target of <u>SLAVERY</u> and coastal raids for centuries and its culture has developed in response to this, with monolithic brutalist fortresses dotting its coastline, turning it into a veritable fortress. Bristling with artillery, garrisoned troops and well-trained martial shapers, these towers provide adequate defence against most slave raids, and are large enough to accommodate surrounding populations in times of need, with deep labyrinthine dungeons that are said to reach <u>CARCERI</u>. So effective are these towers that some have become settlements in their own right, with subterranean dwellings serving as shelter and abodes to their people. See Vol III: Extant Nations and Realms

<u>ALAMA</u>: Set. Small city in the c north of <u>THE SURRACH</u>, along the course of the river <u>RAMEAL</u>. It is known for its fine silks (Pop. c. 18,000).

<u>ALAMAK</u>: Plr. '*Alamaki*'. Soc. Rnk. Caste or order of beastmasters in <u>TZALLRACH</u> who raise and train the black lions for which the region is famed.

<u>ALAMAN</u>: His. Rui. Ancient <u>FOURTH AGE</u> city in the present-day c of <u>VAALK</u>, just north west of the city of <u>ANAGHORA</u>. It is famed for its architecture, though most of it is now destroyed or buried in the soil. It is a popular stop along the <u>GRAND TOUR</u>, and is visited by many artists whose works are commonly found for sale in markers around the <u>INNER SEA REGION</u>.

ALAMANARA: Int. His. Rui. Ancient tower in the north west of the territories of ETHISTONITH in RHINOCOLOURA thought to date back to the FOURTH AGE, though little is known of its roots. It is made of an unidentifiable metal and, despite its name, is thought to be solid. The tower is around 20-ft. Wide at the base and rises for some 80-ft. tapering suddenly at the apex. It is covered in a thick layer of lichen and mosses, with vines and other creepers growing thickly at its base. Attempts at penetrating the surface have so-far proven unsuccessful, and excavation works outside it have revealed that the tower -more correctly called a pillar) penetrates the earth to a depth of no less than 100-ft. Possibly much deeper. Some believe that it is linked some way to the PRISON CARCERI, though this claim is otherwise unfounded.

<u>ALAMEA</u>: Set. Settlement in the c east of <u>VENTHIR</u> along the course of the river <u>TEIRIS</u> and the western shore of lake <u>ANATU</u> (Pop. c. 5,800).

<u>ALAMERA</u>: Set. City in the south east of <u>VENTHIR</u>, around 250-miles west of <u>TEIRA</u>, along the course of the river <u>TEIRIS</u>. In classical times, the settlement was a major source of food and livestock in the region, though desertification of the area has resulted in a lessening of that role over the years. It now acts as a trade depository for settlements across the <u>SHARA</u> plains, supplying Teira (Pop. c. 76,000).

ALAMI BIT: See BIT, ALAMI.

ALAMORT: Set. Major independent fortified city along the border between ATARAXIA and AHKA, to the north and south, respectively. It is divided into nine districts and is ruled by a conclave made up of the elected rulers of each district, as well as permanent envoys from Ataraxia and Ahka, for a total of 11 representatives. The city is notable for its small number free oghurs, who claim ancestry from a mercenary company that settled the region in c. 3320 after a short-lived Korachani campaign there.

The city has 2-gates – one in the north and another in the south, and it is dominated by a large thoroughfare linking the two, in the middle of which is a large market where merchants from the neighbouring nations convene. Consulates from both nations can also be found here, amongst <u>PARTHISAN</u> diplomats, who are said to have the ear of the conclave.

The city is characterised by subtle differences between its north and southern districts, which take on various cultural aspects of Ataraxia and Ahka, respectively.

Alamort became an ally of Ahka in 3992 RM, following <u>KORACHANI</u> attacks against it that had been ongoing for two years, and continues to take on Ahkan refugees, tending to them in its hospitals, and harassing Korachani troops that venture too far north.

The city emerged in c. 3100 RM from a caravanserai that had existed there since c. 1450 RM, serving trade between the north and south of the then-nation of ARGHA. The fragmentation of Argha following successive Korachani attacks in 2906 RM saw the region suffer. Alamort provided succour to struggling people inside its fortified walls, and maintained well-guarded trade-routes, after which it began to grow as the nations of Ataraxia and Ahka developed to the north and south respectively. It recently found the $\underline{\text{RED ROUTE}}$ passing through its territories after the trade-route moved west in the wake of the Korachani attack of Ahka (Pop. c. 82,000).

<u>ALAMUT</u>: 1. Pol. One of the eight <u>HARÉSHKI CITY-KINGDOMS</u>, flanking the river <u>SARA</u>. Historically, many of its people are descended from <u>ELYRIAN</u> refugees who fled there in 864 RM following their persecution by a caste of <u>FIRMAMENTISTS</u> known as <u>CAZHANS</u>.

- 2. Pol. Duchy in the HARÉSHKI CITY-KINGDOM of ALAMUT.
- 3. Set. City in the <u>HARÉSHKI CITY-KINGDOMS</u>, situated on both sides of the river <u>SARA</u>, which at that point along its course is a relatively deep canyon. The city is of two halves the older tiered citadel and its environs on the southern bank and the rural portion (which possesses the majority

of its populace) on the northern bank. The city is connected by a single large aqueduct that doubles as a bridge, which transports water from the <u>EREDUI</u> springs in the north to the citadel in the south. It is located along the passage of the <u>GREAT ROAD</u>, and sees trade from across the <u>INNER SEA REGION</u> cross through its marketplaces (Pop. c. 1,065,000).

4. *Mil.* Castle <u>ALAMUT</u>, a citadel in the city-state of Alamut and ancestral home of its ruling caste.

<u>ALANAD</u>: Rvr. River in the south of <u>AHKA</u>, flowing south for 270-miles from sources in the <u>OTHOR MASSIF</u>, before emptying in the <u>SEA OF SUTT</u>. The river passes through various lakes, including the <u>APAN</u>, <u>OSTOS</u> and <u>PATAN</u> before reaching its mouth.

ALANCARAC: also 'the Black Lake'. Lak. Lake along the border between KARAKHAS and PARAIYA and source of the river NOTHIYA.

<u>ALANTI</u>: *Mil. Arc.* Major fortress in the <u>HORSCH</u> territories in the north of <u>ALMAGEST</u>. It guards entry into the <u>SEA OF SAECULA</u> and is home to <u>THE ORDER OF ACHRA</u>.

<u>ALAOGGA</u>: *His. Ntn.* Ancient <u>FIFTH AGE</u> kingdom that existed in the west of <u>EASTERN MENISCEA</u>, in what is now the south of <u>LAOD</u>. It collapsed in c. 840 RM. See Vol III: Extinct States.

ALAR: Set. Bridge-city in the south west of the HENDECARCHY of LONAR in the south west of MALAN, situated along the course of the river TAKRE. The entire city is built over vaulted foundations over the river and is the crossing closest to the coast, 40-miles from the BAY OF GITHKA. It is a link along the GREAT ROAD, and merchants pass through the city on their way to TZALLRACH (Pop. c. 35,500).

ALARLU: Set. Settlement in the south west of VAALK, close to the coast of the SEA OF AZAM. Located in what was once a fishing region, the retreat of the sea in the fourth millennium saw many refugees move inland, settling what would later become Alarlu, which has since become a hub of spice production — with cumin, red pepper and oregano in particular being sold to merchants that pass by while travelling the RED ROUTE (Pop. c. 8,000).

 \underline{ALAS} : Set. Small city in the south of $\underline{MASSALAR}^{(1.)}$, close to the border with $\underline{CISNERIA}$. It is the second-largest city in Massalar (Pop. c. 19,000).

<u>ALASAEL</u>: *Geo.* Island off the north eastern coast of <u>TAHALL</u>, south of the <u>GNOTHI</u> coast in the <u>SEA OF MARDEN</u>, covering little-more than 1,600-square miles. <u>KORACHANI</u> exploratory records dating back to c. 1200 RM mention a cluster of small black-topped island in the region, and it is believed that the slow waning of <u>ELYDEN'S</u> seas revealed the base of those islands, which became known in Korachan as Alasael, after the explorers' wife. A colony was established there in c. 1750 RM though little records exist of this so it is unlikely to have survived long.

Little is known of the island though the <u>GIGANRI</u> and <u>HUMANS</u> of the area have little interest in it, with only a few scattered trading settlements along the northern coast attesting to any colonisation efforts – both past and current.

<u>ALASS</u>: Set. Settlement in the east of <u>THE SURRACH</u>, north of the <u>GAMIGAHUA</u> massif. Its primary industry is the large-scale quarrying of rubies (Pop. c. 9,000).

<u>ALASSIA</u>: Set. Small coastal city in the far north west of <u>THE VORANDINE</u>, close to the border with the <u>TWILIGHT STATES</u>. Its main industry is the harvesting of <u>EVOLAM</u> kelp that is vital to various modern <u>ATRAMENTAL</u> industries, including <u>CLONING</u> and <u>FLESHWRIGHTING</u>.

Like many other coastal settlements in the north west of the Vorandine, Alassia has recently reported increased cases of people going missing at sea, with merill abductions blamed by an increasingly distraught populace (Pop. c. 18,000).

ALASTOR, VARPULIS OF HOLOLACH: (B. 3902 RM) Oth. Pol. 7th generation HALFBLOOD and divine king of HOLOLACH^(1.), known as the VARPULIS He is old, yet of a striking figure, and has amassed a retinue of hundreds of advisors, many of which are from foreign lands. Though old, his mind remains sharp.

<u>ALATAS</u>: *Mil. Arc.* Large fortress chain in the far south of <u>ALMAGEST</u>, overlooking the <u>SKAROSIAN WASTES</u> and, to the west, <u>SKAROS</u> itself. Most of Almagest's southern armies are stationed there.

<u>ALATEAN</u>: *His.* Caravanserai and later small nation that appeared over the ruins of the city of <u>ERASHA</u> in c. -900 RM. By c. -400 The city had re-emerged as a major influence in the area, taking on the old name of Erasha. It controlled the surrounding region for miles around, its harbourcity of HOALAN becoming capital in c. -100 RM. During this time the region became prosperous, becoming wealthy from trade with newer nations to the north and east, though the growth of the KORACHANIEMPIRE eventually crippled it and it degenerated into anarchy before being taken by PARTHIA in 237 RM, after which the region became known as ERON SOTH.

The city of Alatean diminished following the sundering of Eron Soth, though it was resettled in c. 1200 RM by $\underline{\text{OPHAMI}}$ settlers, and it became a major caravanserai by c. 1275 RM, later to emerge as a powerful city known as $\underline{\text{HOLOTHAN}}$.

ALAUNYR: Geo. Headland in the north of LOEGRESS⁽¹⁾ that is famed for the vast wetlands of SALDHUIN, where the deltas of various rivers, including the NYNWAR, BRANWYLL and the EREDWYN meet the coast. The regions known for its bucolic nature, and it is sparsely-populated, with the only settlement of note being the coastal city of ARACO.

<u>ALAWAR</u>: Set. Small city in the east of <u>ABACARDAT</u>, close to the border with the <u>JAHADAT STATES</u> ((Pop. c. 12,000).

ALBA: 1. His. DHEAN caravanserai founded in c. -1150 RM, connecting the newly-founded cities of ORA^(3.) and ENDA, as well as new stone-quarries in the east of the SHIBOTHA Mountain. It grew rapidly, becoming a stronghold to mercenaries and guards, protecting central Dhea from LACER incursions from the south eastern arm of the Shibotha. In -105 RM a ATRAMENTAL PLAGUE was brought to the city by DHAMATEAN refugees from the south, leaving it deserted, its buildings corrupted. A caste of secretive Atramental scholars known as the ADUMBRAESKI emerged during this time, trying to annul its effects. In -92 RM they constructed the first of many crude siphon engines in the ruin of Alba and within 2-decades it had been cleansed of the Atramental effects and renamed BAALBETH, which would in years to come grow into a prosperous city.

2. Set. Coastal settlement in the far south of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>MEDES</u> (Pop. c. 5,000).

<u>ALBALI</u>: *Ind. Set.* Major industrial city in the north west of <u>AQUARIIA</u>, along the course of the river <u>ISARRA</u>. As recently as 900-years-ago there was another settlement by the same name, about 10-miles north west of the present city, along the then-coast, though the dwindling of the <u>SEA OF LIAKARRA</u> saw the city abandoned and resettled farther south, to what had become part of the course of the river Isarra, where the present city is located.

Today it is a major industrial centre and forms a vital link along $\underline{\text{THE}}$ $\underline{\text{WAY}}$ trade-route (Pop. c. 750,000).

<u>ALBASON</u>: Set. Small city in the c south of <u>RAONGEN</u>⁽²⁾ (Pop. c. 12,000). <u>ALBASSITA</u>: Ntn. Dem. 'Albassitan'. Nation in the north west of <u>WESTERN</u> MENISCEA, to the east of the SEA OF AKRY.

The nation is largely situated on the rocky scarps of the <u>DANARAT</u> hills and to the south west of the <u>EGETAKH</u> Mountains. It is known as a nation of <u>FIRMAMENTISTS</u>, whose traditions are ingrained in their culture, and whose <u>SHAPERS</u> are typically found in the upper echelons of its society. Its modern Firmamental traditions were brought there by <u>MIRALULI SHAPERS</u> who fled persecution north into Albassita. See Vol III: Extant

ALBBA: Geo. Harsh region o sporadic permafrost in the northern POLAR CIRCLE, in the far north of ALMAGEST, beyond the MARMARA MASSIF. The land is inhospitable and known for its sharp rocky peaks and pillars.

<u>ALBBACHAN</u>: Alc. Set. northern-most permanent settlement in <u>ALMAGEST</u>, north of the <u>POLAR CIRCLE</u>. The settlement is a centre of <u>ATRAMENTAL</u> and <u>ALCHEMICAL</u> research and is Almagest's main manufacturer of <u>CLONES</u> outside of the capital. The area is warmed by the <u>ISKIMANNA</u> geothermal vents (Pop. c. 68,000).

<u>ALBEDA</u>: Sup. Geo. <u>FIRMAMENTALLY-ACTIVE</u> region in the south of <u>SHAZGIN</u>, forming the western-most part of the Wastes of <u>VERMES</u>. It is known for its stark white rocks, which reflect sunlight in a prism of colours, blinding those who venture too close.

<u>ALBEGNO</u>: Set. Small city in the south of <u>KORACHAN</u>. The environs outside the city are carved by an ancient now-extinct river. Its main

industry is the fabrication of metal clothing, such as the fine chain garments or gorgets (armour covering the neck) worn by patricians (Pop. c. 12,000).

ALBEN: 1. Lak. Lake in the c-south east of AHRISHEN, forming an extension of the larger lake <u>Creneisa</u> through wetlands braided rivers.

2. Set. Stilt settlement in the c south of AHRISHEN, in wetlands between

2. Set. Stilt settlement in the c south of <u>AHRISHEN</u>, in wetlands between the east of lake <u>CRENEISA</u> and the west of lake Alben^(1.). Its main industry revolves around the gathering and drying of reeds (Pop. c. 4,000).

<u>ALBICA:</u> 1. *Geo.* Region in the south west of <u>THE SURRACH</u>, dominated by the <u>ALBICANT FIELDS</u>. Its controlling city is <u>DAYLAM</u>.

2. Set. Small city in the c south west of $\underline{\text{THE SURRACH}}$ (Pop. c. 13,500).

<u>ALBICANT FIELDS</u>: Geo. Dry plains in the south west of <u>THE SURRACH</u>, overlooking the coast of the <u>BAY OF BHAAD</u>. The plains are noted for their pale colour.

<u>ALBANDICA</u>: Set. City in the <u>PRISON CARCERI</u>, close to the <u>CHAMBER OF SORROWS</u> (Pop. unknown).

ALBITIA: 1. Geo. Mountain in the north of the <u>TARAHID ANNEXES</u>, forming the south western part of the <u>SIPYLANA</u> Mountains. The mountains are the greatest source of ore for the nation.

2. Set. Mining conurbation in the eponymous Mountains providing the region with iron, quartz and gold (Pop. c. 16,000).

<u>ALBULAANISM</u>: Rel. Org. Religion prevalent in <u>AQUARIIA</u> known for the importance it places in the twin moons <u>SIELLA</u> and <u>ARAKHAMÉ</u>. The symbol of the cult – the twin moons, Red in front of Ivory, features in the nations' flag. The religion is a corruption of the <u>CULT OF LIFE AND DEATH</u> that was brought there by <u>DHANUSII</u> refugees fleeing persecution early in the KORACHANI EMPIRE'S tenure. See Vol IV: Religions and Cults.

<u>ALBUM OF LITANIES</u>, the: *Rel. Vol.* Standardised prayer book, sanctioned by the <u>CHURCH OF THE UNDYING MACHINE</u> used throughout the <u>KORACHANI EMPIRE</u> by its faithful to aid in the recital of prayers.

ALBUR PASS: Geo. Mountain pass in the far north of ALAM BETHYL, flanked by the UKTHOLLIST colossi.

<u>ALCAAN</u>: Geo. Mountain range in the south east of <u>KASPIA</u>, serving as a border with the north of the <u>HENDECARCHY</u> of <u>CYRENIA</u> in the far north of <u>MALAN</u>. The mountain is ancient, its inclines shallow, treacherous with rounded boulders and shattered flint-like monoliths.

<u>ALCAMENA</u>: Set. Coastal city in the north east of <u>SARAGOS</u> known for its processing of raw <u>METEORIC IRON</u> mined on the island of <u>ADAMA</u>. Its harbours are busy with merchant vessels ready to purchase processed iron (Pop. c. 150,000).

<u>ALCANTARA</u>: also 'the Bridge'. His. Ast. Con. Now-extinct constellation in the <u>NORTHERN HEMISPHERE</u>. It fragmented in c. 900 RM after centuries of fragmentation as its constituent <u>STARS</u>^(2.) slowly disappeared. It was replaced in c. 1300 by the constellation <u>OCULUS</u>, which was formally recognised by the <u>KORACHANI</u> astronomical community in 1312 RM, after decades of informal usage. See Vol II: Constellations.

<u>ALCHEMBRY</u>: *Alc. Mys. Sup.* Field of <u>ALCHEMY</u> that concerns itself specifically with the results of alchemical <u>ATRAMENTISM</u>.

ALCHEMIE: see also ALCHEMY (2.).

ALCHEMIE GROTESQUE: Alc. Mys. Vol. Codex penned by the deranged alchemist VEREH THE PANSOPHIC, printed in c. 1200 RM, detailing the methods and philosophies of the School of ALCHEMIE, developed in MIDAL, VENTHIR. His travels across the BLACK MOUNTAINS were instrumental in the works' creation, and it has been consulted by alchemists ever since.

ALCHEMIST OF ST. AGYNES, the: m. Alc. Per. (D. 2877 RM) AZAZEMI mystic, ALCHEMIST and polymath who is now remembered as the designer of ST. AGYNES'S CLOCK, the workings of which remain a mystery to this day.

<u>ALCHEMY</u>: also 'alchymy'. Alc. Mys. Sup. 1. Ancient practice that led to the sciences of chemistry, and eventually <u>CLONING</u> and <u>PALINGENESIS</u>. Though chemistry has largely supplanted alchemy, it remains a branch of science that is very much alive, often combining chemistry with the study of the <u>ATRAMENTA</u> and the <u>FIRMAMENT</u>.

Alchemy is most-commonly practiced in <u>GNOTH</u>, Though little is known of the lands beyond the impenetrable BLACK MOUNTAIN, those

few explorers who have been there and back speak of slender, graceful giants who worship sun and moons and dragons and quicksilver and follow a rigid archaic philosophy known as alchemy.

2. also 'ALCHEMIE'. School of TECHNARCANA in the KORACHANI EMPIRE, originating in ALMAGEST and dominating the eastern coast of the STRAIT OF SKAROS. The school of alchemie maintains that through the correct application and manipulation of common materials and elements, a practitioner can create any substance; specifically, something known as THE ANANTH, a raw material from which the FIRMAMENT and ATRAMENTA were created. Their labs and POLYANDRIONS are commonly filled with labyrinthine networks of pipes and vats, burners and archaic engines, diffusing, distilling, boiling and melding various liquids and substances. Through its marriage with the Atramenta, the art of alchemie gave rise, in c. 1250 RM to the secrets of Atramental infusions which in turn were a turning point for the empire, allowing countless different applications that further separate the empire from other nations. It is known or its so-called SEVEN LAWS.

ALCHIARAN DYNASTY: His. Pol. Now-extinct monarchic dynasty that came to power in the KAZZARAN(1.) peninsula in the 24th century RM, ruling TATAR. One of many independent dynasties to come to power in the void left by the fading of the SETTARAN culture, which in c. 1150 RM gave way to a series of short-lived monarchical dynasties.

The Alchiaran Dynasty came to power in 2417 RM, bringing a level of unity to the region that had been absent since the time of Settaran rule.

The discovery in 2995 RM of the plant <u>ASHHAR'S CROWN</u> and its life-prolonging properties led to an explosion of the power the Alchiarans wielded. They grew incredibly rich and powerful by creating artificial scarcity and selling sterile cultivars to the highest bidders. The newfound wealth of the Dynasty did not filter down to the common people, whose lives became increasingly difficult even as their rulers lived in increasing decadence. Despite this, they were able to establish a pervasive cult of personality, that by c. 3250 RM worship of the Dynasty had overthrown the long-established religion of <u>ISIRATUANISM</u>.

The dynasty, and the entire monarchic line in Tatar, were ended in a civil war that was orchestrated by agents of the <u>GODSLAYERS</u> working from the region of <u>SYRYSA</u>. After close to a decade of fighting, the royal family was finally ousted in 3372 RM. The fields where Ashhar's Crown was grown were razed, with only a tiny plot escaping their scrutiny, from which all extant Ashhar's crowns are grown today.

In their wake, a republic was instated, which rules Tatar to this day. See Vol III: Extinct States.

ALCHIARAN BIT: see BIT, ALCHIARAN.

<u>ALDAHASH</u>: Set. Settlement in the west of the <u>JAHADAT STATES</u>, under the control of the city of <u>BAKATAN</u> (Pop. c. 10,000).

<u>ALDARAD</u>: Lak. Lake in the south of <u>TARTAK</u>, along the course of the river LLIRA.

ALDEBARRA: (B. 3333 – D. 3546 RM) *Pol.* The first ruler of <u>SABAISA</u>. A <u>JAHINN</u> from <u>ABACARDAT</u>, he was exiled in 3491 RM for marrying a <u>KERATIN</u> woman and having a son with her. He would cross the <u>SEA OF BIMARIA</u> and settle in the land he found here and would eventually reunite the struggling states of Sabaisa between 3524 – 3526 RM. His son, <u>ALDEBARRA II</u>, became ruler and Sultan of Sabaisa upon his death in 3546 RM.

<u>ALDEBARRA II</u>: (B.3492 RM) *Pol.* Present ruler of <u>SABAISA</u> and <u>HALFBLOOD</u> son of the <u>JAHINN</u> <u>ALDEBARRA</u>, who founded Sabaisa.

<u>ALDRASÛN</u>: see <u>PIT OF ALDRASÛN</u>.

<u>ALEAH</u>: Geo. Island off the south western coast of <u>WESTERN SAMMAEA</u>, in the <u>COTRIAN ISLES</u>, forming a part of the <u>ISLAND STATES OF IRY</u>. It is the south western-most island of the chain.

<u>ALECULT</u>: Set. Coastal city in the north of <u>GREST</u>^(1.) in the island-continent of <u>BROR</u>^(1.) (Pop. unknown).

<u>ALEGI</u>: Set. Settlement in the c of <u>AQUARIIA</u>, 49-miles east of the capital in <u>MORR ISAKHANA</u>, along the course of the river <u>BELDAT</u> (Pop. c. 10,000).

<u>ALEISAR</u>: *Ind. Set.* Major city in the north west of Abattur, located along the course of the river <u>Sebrenna</u>, downstream of the artificial lake <u>Sebber</u>, and at a fork where the <u>Verbiea</u> meets it. It is the largest city in

Abattur and is home to many manufactories and is the backbone of its heavy industries (Pop. c. 1,160,400).

ALEKAMMI WASTES: Sup. Geo. Wastes forming the north east of the TURCAR desert in the c north west of TETHYSIA in EASTERN LLACHATUL. The wastes are notable for the LODELITHS that often break away from the NEHNAXIA to the east and flow slowly west, before the FIRMAMENTAL influence over them wanes, where they slowly make landfall. The Alekammi Wastes are strewn with gigantic boulder of such nature.

ALEMBIC PATH, the: Phil. Mys. Philosophy followed by many in MENISCEA, including most of its VALTHAS and GIGANRI populations. It is contemplative in nature, with followers often spending hours each day in meditation, which is meant to take any negative emotions, memories and thoughts and filter them through the meditative process into a positive aura that leads to better wellbeing and more productivity. This meditation can also take the form of physical activity, with individuals performing a ritualised series of motions that are said to aid in the filtration of negative to positive.

It is a very personal philosophy with few public buildings to its cause, with most people practising it in the privacy of their own homes or in large public parks that are not otherwise dedicated to the practice.

It is mostly practiced by the descendant states of the old <u>FIFTH AGE VALARI</u> empire, where it was founded. This includes <u>FATH</u>, <u>ETUL</u>, and <u>VALA^(1.)</u>, as well as <u>WESTERN LARISH</u>, where it is so popular as to take the place of any major organised religion.

<u>ALEMBISM</u>: Sup. Rare <u>SPHERE</u> of <u>SHAPING</u> that is found in the <u>FAR HEMISPHERE</u>. Shapers who are adept in this sphere are said to be masters of transmutation, able to change the shape, texture, and colour of objects, as well as their state (solid, liquid, and gas). Most almebists follow the philosophy known as the ALEMBIC PATH.

True mastery of this sphere is difficult, and most almebists are only able to transmute certain materials, or are limited in the state or form they can SHAPE. See Vol IV: Spheres and types of Shaping.

<u>ALEMM</u>: *Mil.* One of two coastal fortresses overlooking the <u>BAY OF BASILEA</u>, in the south of <u>AZAZEM</u>.

<u>ALEMMA</u>: Set. City in the south of <u>TZALLRACH</u>, along the course of the river <u>ARELLI</u>. It is a major agricultural centre in the region, with fields stretching up and downstream for many miles (Pop. c. 33,200).

<u>ALEL</u>: *Mil. Str.* Major fortress in the east of <u>SARASTRO</u>, forming part of the <u>NATHI ROAD</u>, overlooking the <u>NATHI PASS</u> into <u>VENTHIR</u>.

<u>ALERIA</u>: Set. Fortified settlement in the north west of <u>KORACHAN</u>. It overlooks the <u>RHAECHA</u> Mountains and is home to a garrison of the imperial army, who patrol the border with <u>CHTHYRID</u> (Pop. c. 7,300).

ALERON MOREN: m. Per. (B. 3923 RM) High-ranking member of the KYONI ORDER of the SANCTIFIED INQUISITION. His meticulous documentation of historical events have proved invaluable to the Order, and his seven volume CHRONICLES OF THE OLD EMPIRE is considered a definitive work on early imperial history.

<u>ALETA</u>: Sea. Small sea off the eastern coast of <u>WESTERN MENISCEA</u>, to the south west of the <u>SEA OF LARISH</u>^(1,). It is separated from the larger sea by a narrow strait that is controlled by the coastal city of <u>ALIKAHKAT</u>.

<u>ALETARA</u>: 1. Sea. Large Lagoon off the eastern coast of <u>EASTERN</u>
<u>LLACHATUL</u>, in the south of <u>LIMOTH</u>^(1.). It is bordered in the north by the eponymous island^(2.) and to the south by various smaller islands, atolls and reefs.

2. Geo. Large island of around 34,000 square-miles off the south eastern coast of $\underline{LIMOTH}^{(1)}$ in the east of $\underline{EASTERN}$ $\underline{LLACHATUL}$. It is noted for its serpentine geography, labyrinthine peninsulas, and dozens of bays and inlets. It is the largest island in the chain known as \underline{THE} $\underline{CONSTELLATIONS}$, and the most populated, with its largest city being the harbour of RESTOTH.

<u>ALEW</u>: Set. Coastal city in the west of the island of <u>HAR BAQRI</u> off the north western coast of the <u>PRINCIPALITY OF SEPAHAUNAT</u> in the north west of <u>SAMMAEA</u>. The city is known for its shipyards and its harbour, and it is the main city on the island (Pop. c. 120,000).

ALGED: For. Small forest in the south east of AQUARIIA.

<u>ALGHATE SOVEREIGNTY</u>: *Pol. Rnk.* Ruling caste of <u>SYCHTAN</u> PREFECTURES.

<u>ALGHOL</u>: 1. *Geo.* Region in <u>TEMUJA</u>, famous for its great citadel – the heart of Temujan Military.

- 2. *Mil.* Citadel in the c south of <u>TEMUJA</u>, close to the border with the BRAHAIN, watches over pass between the schism and DORESAI.
- 3. Set. Small settlement at the base of the above citadel (Pop. c. 1,000).

ALGIA: Lak. Major lake in the south west of KASPIA.

ALGOL: 1. Also 'the Executioner'. Ast. Con. Constellation in the NORTHERN HEMISPHERE, shared amongst many cultures in SAMMAEA. It is the constellation that the moon ARAKHAMÉ and the PLANET Algol (2.) passes through the most. See Vol II: Constellation.

2. also 'the Nomad Star'. Ast. The second of seven-known <u>PLANETS</u> to orbit the star <u>SOR</u>. Its mean orbital distance from Sor is 62,000,000-miles and has an estimated diameter of 8,600 miles.

It is the second of the <u>INNER PLANETS</u>, and has a green surface. For many years was believed to be covered in thick vegetation, though this is now understood to be its atmosphere. What lies below the atmosphere is unknown, though it is likely extreme and inimical to life. See Vol II: Planets and Satellites.

ALGOL HAREN: Geo. Region in the far north west of the <u>UMBRA SOKHAR</u>, forming a narrow strip of unoccupied land between <u>TARTAK</u>, <u>KHURAUR</u> and <u>KARAKHAS</u>. The <u>ATRAMENTA</u> is particularly strong here. Historically, it was home to an Atramentally-adept culture which died out in the latter years of the <u>FOURTH AGE</u>, leaving behind a vast area of mesas, plateaus and towering tapering buttes in which they carved their homes and temples. Atop many of these structures are large crystalline globes that attract and concentrate the Atramenta, rendering the place in a dark light that is abuzz with electricity (which often arcs between the globes in the form of purple lightning).

KORACHANI explorers found the region in 83 RM, finding a large stone-age culture living in the ruins, its own belief-system corrupted by the Atramenta and the fragments of cultures left behind by the previous civilisation. The natives were mostly slain by c. 200 RM, either taken north as slaves or subjugated by the cadres of Imperial scholars, TECHNARCANISTS and ALCHEMISTS that settled in the region, which remained a playground for those studying the Atramenta even after the crumbling of the Korachani empire.

<u>ALGOLEN</u>: Cal. In the <u>KORACHANI CALENDAR</u>, the second month of twelve, comprising 30-days. It is named after the planet <u>ALGOL</u>⁽²⁾ and is considered the second of three months of winter. See Vol II: Months and Lunar Cycle in Elyden.

<u>ALHARTH</u>: Set. Settlement in the south of the <u>JAHADAT STATES</u>, under the control of the city of <u>LOQTUSH</u> (Pop. c. 4,800).

<u>ALIANOS</u>: *Rui.* Abandoned city in the <u>ATRAMENTALLY TAINTED</u> region of <u>AEHKAUROLOR</u> in the north west of <u>LOEGRESS</u>. It was abandoned in c. 3000 RM, following the spread of taint in the region and has remained so for the past millennium, a grim reminder of what the taint has taken.

<u>ALIBASDUR</u>: Set. City in the c north of <u>LAOD</u>. It is an important stop along the <u>SOVEREIGNS' ROAD</u> trade-route, where goods are traded with merchants of the <u>BROKERS' ROAD</u> (Pop. c. 65,000).

<u>ALICH</u>: Geo. Expansive rocky escarpment in the west of <u>THE SURRACH</u>, serving as a border between the regions of <u>QATTISYSH</u> and <u>ADASICH</u>.

<u>ALIDDIA</u>: Set. Small coastal city in the north of <u>OD MEGINNAS</u>^(1.), located deep in a narrow inlet, affording it shelter from the elements. Its main industry is fishing (Pop. c. 12,800).

ALIEON: Geo. Island off the northern coast of KETESH, north east of the SEA OF BASSANDER, and part of the IKUAI DARBOW island-chain.

ALIGOR KELL: m. Per. (B. 3839 – D. 3908 RM) PARTHISAN PATRICIAN of HOUSE KELL. He founded the KELL HOUSES, which have since become a ubiquitous sight in most Parthisan cities, caring for orphaned and mistreated children.

He devoted his life too helping these children and died penniless, but his life was later celebrated by thousands of people across Parthis, many of whom were children who had passed through his care and, in many cases, had gone on to become influential members of society. He was buried in the <u>Grand Forum</u> of <u>Tethra</u> – a place of great honour and recognition.

ALIGUAT: Set. Trade-city in the HARÉSHKI CITY-KINGDOM of MEDES.

The city is a major port, serving as a hub of trade between the Haréshk, SAUA and south western MALAN – specifically the HENDECARCHY of LONAR, and it is home to embassies of all those territories (Pop. c. 65,000).

ALIHEANS: Pol. Rulers of ancient SIRIPHAGOS.

ALIHEIO: Dem. 'Aliheioan'. Oth. A HALFBLOODED caste of FIRMAMENTISTS who gained control of the FREE-CITY OF SIRIPHAS in c. 1800 RM, which led to the rise of the Firmamental arts in the city and its eventual renaming in c. 1920 into SIRIPHAGOS.

ALIKAHKAT: Set. One of 3 cities in the ESHELI region of ETUL and FATH, with the other two being MALITET and ENERKHAT. Together they form a loose confederacy and trade network, with little links to the outside world other than occasional trade with Etul in the west and Fath in the porth

It is a coastal city and controls both the peninsula and the strait leading into the <u>BAY OF ALETA</u>. Originally a part of Fath, it broke away alongside Malitet and Enerkhat in 3529 RM, though by c. 3710 RM it had been absorbed by Etul. Alikahkat is now ruled by a strange being with <u>SHIE</u>-like qualities, though of indeterminate origin. Together with the rulers of the other Esheli cities, she forms a council that gathers seasonally to oversee matters of importance to the confederacy (Pop. c. 92,000).

ALINA: Mys. Rel. VENTHIRI AFTERLIFE.

<u>ALINGIN</u>: Set. Settlement in the far north of <u>PORPHYR</u>. It is located in the region of <u>BASHINDA</u>, which is noted for its rich ore reserves. Its main industry is copper mining (Pop. c. 4,000).

ALIQUAM: 1. Lak. Lake in c north of MOSTUE.

2. Set. City in the c north of <u>MOSTUE</u>. Its main industry is chromium mining, which is the nation's main resource (Pop. c. 40,000).

<u>ALISHIN VAKAR</u>: f. *Pol. His. Per.* (D. 3136 RM) see <u>NALLINDE AND</u> ALISHIN.

ALISSA: also 'THE RIVER OF SOULS'. RVr. River in the north of ALAM BETHYL flowing east and south for over 560-miles from sources in the BLACK MOUNTAINS, before reaching its mouth at the BAY OF ADAM.

<u>ALIT</u>: *Mil. Str.* Coastal fortress in the west of the <u>PARTHISAN</u> colony of $\underline{NISSA}^{(1.)}$.

ALIT NUR: Rel. Geo. Int. Site where the KORACHANI EXOCRINE and later ST. ALIT was stricken by fever and tempted by seven OTHERWORLDERS over nine-and-forty days before being rescued by the ARCHPOTENTATE MALICHAR in 2692 RM, where he was elevated to living-saint and patron of MHAROKK. Through the implementation of many biomechanical and technarcane ORTHOSES and engines, the living-saint Alit lived many centuries in the settlement that erupted around the site where he was originally found, preaching to pilgrims undertaking THE SHADOW MARCH, though he died finally in 3003 RM, the settlement becoming a tomb and monument to the lives of those he inspired.

<u>ALITENEA</u>: 1. *Pol.* One of eight prefectures in <u>HOLOLACH</u>^(1.), controlling the c north east of Hololach, including part of the eastern border with <u>ATARAXIA</u>.

2. Set. City in the eponymous prefecture^(1.) in the c north east of <u>HOLOLACH</u>^(1.), positioned along the course of the river <u>SABAAR</u> (Pop. c. 58,000).

<u>ALITHEN</u>: Set. Small city in the north east of western <u>ABACARDAT</u>, along the course of the river <u>OURED OUMAQ</u>. Its main industry is cattle rearing. It is one of few links to the <u>JAHADAT STATES</u>, linking with the city of <u>DABAHASH</u> (Pop. c. 12,500).

ALITTU: Geo. Expansive limestone highland region dominating the western borders of KHULL, stretching into the north of the VESPERTINE LEAGUE. The area is known for its rocky uneven terrain and is riddled with caves – most of them small, though some of them expansive, is shallow.

ALIXA: Oth. Common HALFBLOOD breed. See Vol II: Anthropeidos..

<u>ALIZAR</u>: *Mil.* Fort in the northern-most point of the island of <u>KORDIR</u> off the northern coast of <u>VENTHIR</u>.

<u>ALJANAS</u>: See. Small city in the north of the <u>JAHADAT STATES</u>, under the control of the city of <u>NAJ</u> (Pop. c. 13,000).

<u>ALK</u>: Set. Heavily fortified city in the north of the <u>HENDECARCHY</u> of <u>LONAR</u> in the south west of <u>MALAN</u>, relatively close to the border with <u>SAUA</u>. It is famed for its concentric star fortifications and bastions, which were constructed centuries ago to defend against a Sauan attack that never came. Ironically, the city now has close dealings with the neighbouring nation (Pop. c. 43,900).

ALKAFAIA: Set. Settlement in the c north of ATARAXIA (Pop. c. 7,200).

ALKAHEST: 1. Alc. Mys. Ele. In GNOTH, the fourth element in the

alchemical philosophy of GNOTHI MYSTICISM.

- 2. Geo. Region in the c west of GNOTH that is rich in ores and minerals, including iron, nickel, tin, and pyrite, amongst others. It is also known for its ancient ruins, dating back to the first years of mortal life, and is thought to have been created by the DEMIURGE URAKABARAMEEL for the early GIGANRI to use. It has been mined for as long as records recall and the mines of today are several strata below the ancient quarries, which were abandoned millennia past. It is one of few regions in Gnoth that has been dedicated to the mining of resources in this manner and efforts are made to contain its industry, preventing it from spreading farther than its present boundaries.
- 3. *Rvr.* River in the c west of <u>GNOTH</u> flowing east for 350-miles from sources in the Alkahesti^(2.) highlands before meeting its parent, the river <u>MARAGA</u> at lake <u>IMAGA</u>.
- 4. Alc. Set. Major city in the c of GNOTH, along the course of lake HARAST. It was once capital of a twin empire to Gnoth that collapsed in c. 2700 RM and was a major centre of ALCHEMICAL research and is named after one of the elements of GNOTHI MYSTICISM, though the tradition is largely forgotten today. It is home to the famed baroque statue known as the PASSION OF TALANTEHUT, and is also known for its iron foundries. It is the northern-most major city along the GNOTHI ROAD trade-route, and its markets are busy with activity (Pop. c. 121,000).

<u>ALKER</u>: Pol. Set. Capital city of <u>ETUL</u>, in the south east of the nation. It forms a major stop along the <u>VALARI ROAD</u> trade route, before it turns south to <u>BENET MUVA</u> (Pop. c. 95,000).

ALKRIG: Ser. Settlement in the c south west of PHYRR, to the north of the MAR SAHIGH Mountains. Its isolated location has shaped a hardy and self-reliant population, who have long relied on their arid environment for their livelihood. The settlement is primarily known for its small-scale mining operations, where locals extract iron and other minerals. The mines are dangerous, and accidents are common.

Alkrig is also a hub for those seeking to escape the more oppressive regions of Phyrr. Its distance from major cities means that it is somewhat overlooked by the Imperiarch's regime, allowing for a degree of autonomy (Pop. c. 7,000).

<u>ALL</u>: *His. Myt.* In the mythologies of <u>MHAROKK</u> and ancient history of <u>KHARKHARADONTIS</u>, a famed <u>DJALLACH</u>.

<u>ALL ILLATH</u>: For. Old growth forest in the c of <u>MALAN</u>, stretching across various <u>HENDECARCHIES</u>, including the south east of <u>AMILLAERE</u>^(1,), the north west of <u>STHAMAN</u>, and the far north of <u>ATALLUA</u>. In all, it covers some 40,000 square-miles of dense ancient reclaimed forest. It was once far larger, though dwindled with the expansion of the Malani civilisation.

'ALL THE SIBYL'S SERVANTS AND ALL THE SIBYL'S GOLD': Soc.

Rough translation of a common saying in LYRIDIA and surrounding lands used to indicate great difficulty, as in: All the Sibyl's servants and all the Sibyl's gold couldn't fix that mess. The phrase is commonly translated into various languages, keeping the same meaning.

<u>ALLAD</u>: *Geo.* Peninsular mountain range dominating the south east of <u>LANTUA</u> in the south of <u>WESTERN MENISCEA</u>. The range is the southernmost extension of the <u>MENEFIR</u> Mountain-chain.

<u>ALLAHADAL</u>: For. Tropical forest in the west of the <u>SOLEYN</u> <u>TERRITORIES</u>, to the north of the <u>ETHITUL</u> Mountains.

ALLAI: Geo. Island off the western-coast of ALLASAN, in the SEA OF AZAM.

<u>ALLAIKONSAGO</u>: *Int. Sup. Geo.* Fantastical region in the south of the <u>UMBRA SOKHAR</u> wastes. The region takes the form of a multi-levelled labyrinth hewn from the granite bedrock of a highland plateau to the east

of the <u>MOLOTH KHAMMOTHUL</u> Mountains that serve as a border between the <u>KHARKHARADONTID</u> desert and the Umbra Sokhar.

The labyrinth, which covers some 100-square miles and is rumoured to lead into the depths of the PRISON CARCERI, is attributed by scholars to the stillborn DEMIURGE RYHASSHARAUCH and is said to have been created in a fever-dream in the FIRST AGE. No-one who is known to have entered the labyrinth has emerged.

ALLAISHADA: also 'the Resplendent One', 'Guardian of Light', and 'the Repentant One', f. Myt. Myt. His. In the mythology and ancient history of ELYDEN, first of the Two-and-Twenty DEMIURGES, whose children were the ILLIDRAEN.

Her known <u>SCIONS</u> are: <u>ALLIAH</u>, <u>SUKKOTH</u>, and <u>TU'LAN</u>. **See Vol IV:** the Two-and-Twenty Demiurges.

ALLAKAT: Pol. Geo. Tribe in the c of MULCIBER, to the east of the BOLILOT PEAKS, in the GROWING MOUNTAINS, in the north east of SAMMAEA. The tribe is famed for the ancient objects known as MYTHOLITHS that are found in its territories, primarily the highland plains of HELINOT. These mytholiths are worshipped as deities in Allakat in the place of the God-king NEPHTHALONT, who is regarded merely as a prophet heralding their first discovery.

<u>ALLAMAR</u>: *Rvr.* Large river in the north of <u>HOLOLACH</u>^(1.), flowing for 470-miles west of the <u>TOLIASOR</u> Mountains into the <u>SEA OF LIAKARRA</u>. It acts as a border in parts with <u>AQUARIIA</u>,

<u>ALLARIS</u>: 1. *Geo.* Hilly region in the c of <u>AZAZEM</u>, to the north of the AAORA Mountains. It is known for its OLIVE oil production.

2. Soc. Pol. PATRICIAN HOUSE based in the c of AZAZEM. In 243 RM it became one of six Patrician Houses that seceded from the KORACHANI EMPIRE and formed the REPUBLIC OF LARATHUKH^(2.). The republic was attacked by Patrician Houses that had remained loyal to the empire, and it was toppled in 271 RM. House Allaris lost favour following this, and spent many centuries struggling to regain favour.

It is known for its ownership of lands on which survives the oldest known olive tree in $\underline{\text{ELYDEN}}$, the $\underline{\text{TREE OF DHOSTAR}}$. House Allaris maintains the tree and harvests $\underline{\text{OLIVES}}$ which are used to make the finest extra virgin olive oil in the $\underline{\text{KORACHANIEMPIRE}}$, which is reserved for the finest of palates and is said to have a smoky flavour. See Vol II: Patrician Houses.

3. Set. City and base of \underline{HOUSE} ALLARIS^(2.), and centre of \underline{OLIVE} oil production in the region (Pop. c. 48,000).

ALLARIS, OIL OF: Cui. Fine extra-virgin OLIVE oil produced in the region of ALLARIS in the c of AZAZEM.

<u>ALLARS</u>: Geo. Island to the west of the <u>AEONAN PENINSULA</u>, forming a part of the <u>ISLAND STATES OF IRY</u>.

<u>ALLARU</u>: Set. City in the south west of <u>TAHALL</u>, along the delta of the river <u>SUMRAMRU</u> (Pop. c. 34,000).

<u>ALLAS</u>: Pol. Ser. Capital city of <u>ALLASAN</u>, located in the c. of the nation. It was taken by <u>LAACHOMI</u> raiders in 3831 RM, where a government was formed and surrounding lands were later taken, becoming the nation of Allasan. It remains the capital and is now loosely allied with <u>MHAROKK</u>. The city is now renowned for the quality and diversity of its wines, and the picturesque vineyards that surround its walls. It is a major stop along the <u>RED ROUTE</u>, and its wine auction halls are busy with merchants bidding on fine vintages that are then sold along the Route (Pop. c. 395,000).

<u>ALLASAI</u>: 1. *Myr. His.* In the mythology and ancient history of <u>ELYDEN</u>, the home of the <u>DEMIURGE</u> <u>ALLAISHADA</u>.

- 2. For. Hemiboreal forest in the west of SABIA.
- 3. Set. City in the west of SABIA (Pop. c. 128,000).

<u>ALLASAN</u>: Dem. 'Allasant'. Ntn. Small nation in <u>NORTHERN SAMMAEA</u>, to the west of <u>MHAROKK</u>, overlooking the <u>SEA OF AZAM</u>. It is of a temperate climate, with mild summers and dry winters, and is of rugged terrain that is dominated by two rivers – the <u>CTHONA</u> and <u>LISSA</u> – that flow from the westernmost expanse of the <u>SOLON</u> Highlands.

Originally forming the western territories of Mharokk, it had become a land of tension and political and cultural unease as by the end of the $37^{\rm th}$ century RM as tensions between the north and southern territories of the

<u>KORACHANI EMPIRE</u> increased, leading ultimately to the <u>WAR OF SUNDERING</u>, that saw Korachan engulfed in a great civil war that ultimately saw it <u>SUNDERED</u> in two. It was during this time that the champion <u>DAZAKUR</u> rallied the disillusioned and forgotten people between the rivers Cthona and Lissa, leading to the surrounding lands splintering from its parent state in 3704 RM.

Dazakur became the first in the short-lived line of <u>DORN KINGS</u>, establishing a small sovereign state there around the city of <u>ALLAS</u>, after which the state was named. The <u>SUNDERING OF THE EMPIRE</u> in 3705 RM saw Allasan formally recognised as an independent state, with Allas as its capital.

Allas was eventually taken by <u>LAACHOMI</u> invaders from the west in 3831 RM. The Laachomi warlord, Benett, executed King Alabas Azer II and took his wife as his own, uniting the two lands, becoming ruler of Allasan. He raised Azer's son – <u>ALABAS AZER III</u> – as his own, forcing him to keep his birth father's name. Benett died in 3887 RM without a natural male heir, leaving Azer III to rule, but he was haunted by his father's failures and exiled himself unceremoniously as a form of atonement, never to return, ending the line of Dorn Kings.

Allasan has since been ruled by a series of matrilineal stewards (known as $\underline{\text{QUEEN-REGENTS}}$) descended from Azer III's sister. They are prevented by ancient decree from passing any new laws or edicts, which has led to Allasan stagnating. Despite this, the Queen-regents live in luxury, and act to all intents and purposes like monarchs. The present ruler is Queen-regent $\underline{\text{TABOR ALEN III}}$.

Political and military pressure from the <u>REFORMED EMPIRE OF SARASTRO</u> has led many to believe that Allasan will soon be absorbed by the greater power. See Vol III: Extant Nations and Realms.

<u>ALLASH</u>: *Rvr.* River in the c of <u>SABIA</u>, flowing for 275-miles from sources in the <u>SANEM</u> Mountains before emptying in the <u>BAY OF OTROST</u>.

<u>ALLAT</u>: Fau. Large predatory <u>THEROPS</u> found in lands to the north and west of the <u>SEA OF ETAGIRIA</u> with traits common to large reptiles and lions. It is known for its large powerful tail that it uses to make sweeping attacks against its prey, which are designed to imbalance and trip. They are the national animal of <u>HANNAH</u>, where they were once extremely common. See Vol III: Classification and Taxonomy of Life.

<u>ALLATHU</u>: Set. Settlement in the c north of <u>ELEKHID</u>. It is twinned with the small city of <u>GHARALL</u>, which faces it across the river <u>VHOTHAL</u>. Together they operate a ferry service that allows one of the few crossings of the river (Pop. c. 8,000).

ALLATOY: 1. Sea. Bay in the east of IACIO.

2. Mil. Set. Fortified coastal city in the west of \underline{IACIO} (Pop. c. 645,000).

ALLAUI: Mil. KORACHANI fortress in MADOUR, 20-miles north east of the hill of AVRAN; part of the eastern VARRACHON Mountain The fortress was originally erected in 674 RM as a stronghold around which mining and logging operations could safely take place. The place was abandoned in 1007 RM, with most resources in the immediate area exhausted, and its garrison moved south into VARR. The fort remained empty throughout the rest of RHAMIAN history, until the KORACHANI EMPIRE invaded Rhamia in 3992 RM and appropriated many such abandoned sites.

In the next decade, the fortress was expanded underground, a large complex of <u>STEEL WOMBS</u> created there where <u>BIOMACHINISTS</u> and <u>FLESHWRIGHTS</u> operated, creating <u>HAGHOUERS</u> for use in the expected war

In 4004 RM, during the construction of a new chamber, a hollow was breached – believed by many to have been a passage into the <u>PRISON CARCERI</u>. Within a few months, the fortress was empty, any sign of habitation gone. Whatever was revealed that day is unknown but the area is shunned and has been allowed to rot by the Rhamians, who know better than to go too close to the Varrachon.

<u>ALLAXIS</u>: *Pol. Arc.* Summer palace of the crown prince of <u>ATARAXIA</u>, on the western edge of the forest of <u>DUSDADRIS</u>. The palace is beautiful and forms part of the northern garrison of Ataraxia.

<u>ALLBA</u>: Geo. Frigid north of the nation of <u>ALMAGEST</u>, north of the <u>MARMARA</u> Massif.

ALLCHET: Set. Fortified city in the far west of <u>THE OLD FOREST</u> (Pop. c. 17,400).

<u>ALLIA</u>: Rvr. Expansive river over 3,500-miles long, flowing from sources in the <u>HAAG HAAD</u> Mountains in the south of <u>THE OLD FOREST</u> in the c of <u>LLACHATUL</u>, through the Old Forest and <u>THE DESOLATION OF ASTUDAN</u>, before disappearing down a large sinkhole beneath the foundations of the city of <u>GÂTHA</u>. Its waters provide most of the sustenance that the Old Forest needs.

ALLIAH: f. Myt. His. In the mythology and ancient history of <u>ELYDEN</u>, a <u>SCION</u>, possibly of the <u>DEMIURGE ALLAISHADA</u>. She was reborn as an angelic <u>OTHERWORLDER</u>, far comelier than her supposed mother, and is often claimed to have been sighted around what is now <u>THE HARÉSHK</u>, becoming a symbol of love, beauty and desire.

Nothing is known of her eventual fate, though her angelic figure remains the image that most picture when thinking of an angel today. See Vol IV: Scions, Children of the Gods.

<u>ALLIAH'S HOURGLASS</u>: Rel. Obj. Religious artifact said to have been carried by the <u>OTHERWORLDER</u> <u>ALLIAH</u> but now carried by the <u>ARCHCLERIC MOSTOS</u> of <u>SYRTIS</u>^(3.), it is a reverential artefact amongst the people of <u>THE HARÉSHK</u>, specifically in Syrtis.

ALLO'S AISLE: Sup. Geo. A 40-mile stretch towards the end of the MARTYR'S ROAD in KHARKHARADONTIS that is rendered relatively safe to travel through a series of SIPHON ENGINES located there. The primary use of the engines is to draw ambient UMBRA to power the vast TECHNARCANE engines within the SEPULCHRAL PALACE and other structures at the terminus of the SHADOW MARCH. The safety that they provide to pilgrims is merely a beneficial side-effect, though one that is much appreciated by the PETITIONERS OF THE MACHINE who are granted a reprieve from the trials of the road.

The road is named after the last known pilgrim to have died of <u>AEPATHY</u> contracted while undertaking the Shadow March before the siphon engines were completed.

ALLOA: His. Rui. Ancient city of the AMNATHI kingdom, dominating the HALOLAN plains of eastern AMNATH, though with its fragmentation in 589 RM into nine states it became subjected to opportunistic predation by an increasingly aggressive NATHI KINGDOM, which by c. -500 RM had forcibly expanded its borders west, absorbing most of Alloa, claiming the last of its people as slaves by c. -450 RM. It was officially destroyed and sacked in -442 RM, and would remain a ruin for most of the KORACHANI EMPIRE'S tenure.

ALLOCER MAHN: (B.3572 RM) *Pol. Mil.* Influential <u>ARCHPATRICIAN</u> and general of the 3rd <u>IMPERIAL LEGION</u>, with 36 regiments (including seven <u>STEEL LEGIONS</u>) serving under his banner, which bears the mark of the horned lion. An addict of <u>BIOMECHANA</u> and <u>FLESHWRIGHTING</u>, and with close connections to the <u>HOUSE ARTIFEX</u>. By the time of the war, little of his natural fleshy body remained, with most replaced with <u>ORTHOSES</u> or vat-grown replacements. Though never implicitly mentioned, it is thought that he was an <u>ATRAMENTAL SHAPER</u>.

<u>ALLOGENES</u>: *Mil. Set.* Fortified city in the west of <u>GNOTH</u>, known for its study of the otherworld and its heart engines used in such studies (Pop. c. 38,000).

<u>ALLORU</u>: Set. Settlement in the c south of <u>SARASTRO</u>, in the region of <u>ATABIRRUSH</u>, known for its camel farms (Pop. c. 4,000).

ALLOTHUAGG: Sea. Subterranean sea in the CHAMBER OF TEARS, in the PRISON CARCERI. The sea is expansive, and made up of salt-water sourced from the snaking river PISHRON. Ancient machines are used by ROPOHAII settlement bordering the sea to separate the salt from the water.

<u>ALLOTROPHIA</u>: Pol. Set. Capital city of <u>MACELLARIA</u>, situated in the south of the nation, in the south of <u>WESTERN SAMMAEA</u>. It is a home to various perverse <u>FLESHWRIGHTING</u> and <u>BIOMACHINERY</u> cults and is a centre of innovation of those arts (Pop. c. 800,000).

<u>ALLUCITA</u>: 1. His. Ntn. Ancient early <u>FIFTH AGE</u> nation that dominated the western foothills of the <u>GROWING MOUNTAINS</u> and was later superseded by <u>MULCIBER</u>.

Appearing in c. -1000 RM, concentrated around a fertile, if dry region, the nation became a major source of <u>ADAMANTINE</u> and freestone, which was valued as material for sculptors and engineers, and grew wealthy off its trade with surrounding regions. The nation prospered until c. -400

RM, when its ruler was usurped by the <u>OTHERWORLDER NEPHTHALONT</u>, who over the coming centuries, would expand the territories of Allucita to encompass most of the Growing Mountains. The capital in <u>METEBDAN</u> was abandoned, and a new capital was founded in c. -350 RM, and named Mulciber, after which the nation was renamed. See Vol III: Extinct States.

2. Set. City in the tribe of <u>EATAN</u> in the c west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. The city dates back to c. -600 RM, when it was a major trade centre of the nation of Allucita and was later built over in c. 220 RM, and remains populated to this day (Pop. c. 22,800).

ALLUKAH: f. Myr. His. In the mythologies and ancient histories of ELYDEN, a SCION of indeterminate heritage (though believed by some to be a daughter of KHARANI, born to a MORTAL mother and left to her own devices). She is mention in the Mythologia Elyden as being a sadist and warmonger who took pleasure in torturing others and causing psychological pain. She was also beholden to the cycle of the BLOOD MOON ARAKHAMÉ, degenerating into a bestial state I which she would stalk and slay prey, including mortals, sucking their blood and leaving their bodies as dry husks.

She was also said to be command legions of <u>VARAKOLAKS</u> – wretched spirit-beasts that terrorise the <u>DREAMS</u> of <u>MORTALS</u>.

Various regions, particularly the south east of Sammaea, around the <u>GOLDEN CRESCENT</u> region, have myths and legends of bloodsucking wretches living in the wilderness, preying on weak animals and solitary travellers, that some scholars think might be traced back to Allukah, perhaps in the form of deformed progeny or descendants. See Vol IV: Scions, Children of the Gods.

<u>ALMA</u>: Set. Major city in the far west of <u>NAARETH</u>, along the course of the river <u>KYNTHA</u>. It is a major centre of the <u>CHURCH OF THE VOLUTE</u> and forms part of the <u>EAST ROAD</u> (Pop. c. 480,000).

ALMAGEST, the: Ast. Vol. ALMAGEST was once home to many great astronomers and, years before the KORACHANI EMPIRE'S conquest of the INNER SEA, was refuge to a sizeable number of PARAPEGMISTS. A great study of ELYDEN'S skies was penned under the name of 'The Almagest'. This tome was the basis upon which all later astronomical lore was built within the empire. Only two copies of the oversized codex are known to exist; one within the college of astronomy in the district of THARDAIA, in the CITY OF ALMAGEST, and another in private hands in KHADON, KORACHAN

<u>ALMAGEST</u>, <u>CITY OF</u>: also 'the City-nation' and 'the Rainy City'. Pol. Set. Capital city of the <u>SOCIALIST REPUBLIC OF ALMAGEST</u>.

The city owes its roots to the early <u>FIFTH AGE</u> city-states of Almagest, <u>AZZII</u>, and <u>EPHEMERIS</u>, which were positioned close to the rivers <u>ASSAYER</u> and <u>NUNCIUS</u>. These small towns acted as caravanserais for the traffic heading south and east from mines and quarries in the north east, the raw iron and copper destined for barges and skiffs heading south to <u>LASCAR</u>⁽³⁾ (now <u>SKAROS</u> and <u>LAASKHA</u>), and formed a confederacy in c. – 200 RM.

As the three towns grew wealthy from commerce, they quickly outgrew their original purpose and, by c. -100 RM had established many ports along the eastern shore of the <u>SEA OF SEKHEM</u>. Their influence extended as far south and east as the Korachan city-states. Were it not for these thriving cities, the realm of Almagest would have remained little more than a collection of allied townships. It is during this time that the Astronomical treatise known as <u>THE ALMAGEST</u> was first penned.

By c. 100 RM the three main towns of the Confederacy had outgrown their old walls, their outskirts merging together into a contiguous principality, becoming one of the largest conurbations to the north of the INNER SEA, establishing the singular city of Almagest as it is known today, and leading to the formation of the homogenised ALMAGESTI tongue. It is from here that the armies of Almagest were able to subjugate surrounding lands, establishing the fledgling nation of Almagest, of which this great city became its capital in 125 RM.

It would clash against the expansionist Korachan over the next centuries, which were marked by a long period of unrest and war that ultimately ended in 379 RM with its capitulation to the larger power, under condition that the Council of the Almagest would be allowed to govern in relative autonomy. The city's defences were strengthened by the $\underline{\text{KYONI ORDER}}$ of the $\underline{\text{SANCTIFIED INQUISITION}}$ between 381 – 450

RM, soon becoming renowned across the Inner Sea Region for their intricate network of concentric bastions.

It is commonly regarded as the largest city in <u>LLACHATUL</u>, and at its peak in c. 3600 RM has a population of over 5-million people, though this has since diminished to 3-million. It is one of the wealthiest and most productive cities in Llachatul, and is known for its undercity and its spectacular vaulted harbours (both of which are partially a result of its streets being regraded). It forms a part of the <u>RED ROUTE</u>, and is busy from trade as distant as <u>SIRIPHAGOS</u> and <u>EASTERN SAMMAEA</u>.

The city was instrumental in Almagest gaining its independence from the $\underline{\text{KORACHANI EMPIRE}}$ in 3014 RM, following the $\underline{\text{WAR OF THE}}$ ARTIFEXES decades earlier. Its sundering from the empire affected both nations as well as the economy in the $\underline{\text{INNER SEA REGION}}$.

Though it remained powerful and a major city, it dwindled following this time. Lessening resources led to slow but steady decrease in its population that was exacerbated by regular press-ganging for conscripts in its wars (Pop. c. 4,200,000).

ALMAGEST, LOWER: Lan. Sec. Soc. Colloquial term within the city of ALMAGEST for a particular district south of the river NUNCIUS that is effectively a lawless enclave, ignored by the government and self-governing and self-regulating, with a multitude of workhouses and small manufactories belching soke into the air. A haven to the destitute, those on the run, and those who simply wish to be forgotten, it is a multi-faceted slum, occupying stories of regraded streets, old sewers, walled off vaults, and storage yards, and it rarely-if-ever sees any natural sunlight. It is a labyrinthine expanse, with stairs, lifts and metal walkways connecting different levels that reach down to the waterline, with passages and tunnels connecting to the coast.

People live in cramped vicinity to each other with unlicensed businesses operating amongst them. The air is thick with odours and smoke, and the whole place is filthy with water leaking from above, and sewage seeping from below. Indeed, many people use umbrellas or hats.

Many who dwell north of the river who live better lives wonder if Lower Almagest is even real, though it is very real. Few with any choice in the matter live there and as a result its denizens are bitter, broken and wretched. Many are drug-addled, fugitives, or unregistered shapers seeking shelter.

There exists an unspoken accord between the people of Lower Almagest and the city proper, with anyone from the city venturing into Lower Almagest forsaking the aid of the law and with IRONMEN patrols ending along the peripheries between the two entities. Any crimes committed within the confines of Lower Almagest fall under a form of vigilante or vendetta justice and the Ironmen will not intervene.

Its main industries are the manufacture of counterfeit or illegal goods, which can suffer little interference from the city proper, and drugs made here find their way in circulation across the city and nation of Almagest.

ALMAGEST, SOCIALIST REPUBLIC OF: Ntn. Dem. 'Almagesti'. Major nation in the c of Llachatul, east of the Seas of APHOTIS and SEKHEM. It dominated the north west of Central Llachatul and covers a vast area of over 1,000,000 square-miles, with climates ranging from cool temperate in the south to subpolar in its north and polar in the far north. The nation is dominated by frigid areas of wilderness that are peppered with busy isolated industries, with most of its major cities around the coast of the SEA OF APHOTIS.

The nation of Almagest has a long history, beginning as an independent land of astronomers and scholars in the first millennium of the <u>FIFTH AGE</u>, based around the coast of what are now the Sea of Aphotis and the <u>STRAIT OF ALMAGEST</u>. Its people were master builders and made large observatories of volcanic ask concrete and many of them remain standing to this day.

The Atramental arts gained a foothold there after <u>CHEIROAHIN</u> banished by the <u>ARCHPOTENTATE MALICHAR</u> in <u>KORACHAN</u> between c. 50 – 100 RM settled the south of Almagest, bringing with them a <u>PARAPEGMIST</u> tradition.

It would clash against the expansionist Korachan over the next centuries, which were marked by a long period of unrest and war that ultimately ended in 379 RM with its capitulation to the larger power, under condition that the Council of the Almagest would be allowed to govern in relative autonomy. Almagest would expand its territories far to the north whilst under Korachani rule, and ores discovered in the far north would allow the vassal state to grow into a major industrial power — its geothermally-powered manufactories being amongst the most profitable in the empire. It enjoyed a level of autonomy that few other nations enjoyed and spent most of the <u>AGE OF STEEL</u> as a Korachani industrial centre, where it was home to many of the most influential <u>PATRICIAN HOUSES</u>.

Revolts in in the south of the nation between 900 - 975 RM forced Korachan to spend a great deal of resources on maintaining peace there. This was at the detriment of other colonies, and <u>PARTHIS</u> slipped away during this time.

A movement in <u>LAASKHA</u> calling itself the <u>RENAISSANCE CRUSADE</u> spread like wildfire across the Llachatuli territories of the Korachani empire between 1050 – 1100 RM, reaching. Headed by religious fundamentalists who opposed many scientific discoveries and newly-emergent artistic and scholarly movements (including the <u>DEMIURGE RENAISSANCE</u>), the crusades persecuted artists and scholars, many of whom fled to Almagest, where they were given refuge. This led to it becoming a hub of culture, and it was famed amongst the <u>INTELLIGENTSIA</u> and patrician classes as a welcoming place in which to sojourn.

Civil unrest in the late 3rd millennium RM saw Almagest as the centre of the dissenting nations. The conflict escalated into THE WAR OF THE ARTIFEXES, which engulfed most of c LLACHATUL and saw the already burgeoning problems of the Korachani empire further exacerbated. The war ended in 3014 RM with the signing of the ALMAGESTI TREATY, which saw Almagest a free nation with power-enough to rival Korachan.

Following its newfound independence, Almagest consolidated its territories, concentrating on expanding its existing industries, rebuilding cities that had been affected by the war, and establishing a sturdy infrastructure that by c. 3250 RM had allowed it to flex its military muscles. It expanded rapidly to the north into DURCHAA(1.), moving as far as the RYOGENI SEA, where it absorbed all of the peninsula of VALBAR(2.). It also expanded west across the STRAIT OF SKAROS, and south, pushing against SKAROS under the leadership of HOUSE ARTIFEX, which had become the main governing body of the Almagesti Republic by 3096 RM, ruling as president of its republic until the rise of ANDIRONICOS NOCTAMDE in 3404 RM. He dissolved the republic and founded a short-lived empire based on his cult of personality. By his death in 3462 RM, Almagest had near doubled in size and its ships were in control of Strait of Skaros.

His son HELVIARN was a weak ruler and seceded in 3475 RM without any heirs, leaving the empire in the hands of his six SENESCHALS^(1.), leading to a short period where they ruled Almagest as a hexarchy. By 3682 RM the hexarchic tradition had given way to a form of state capitalism where the government controls most businesses and industries, with its Patrician Houses acting as oligarchic custodians with great influence within the government. This has created a large class divide, where a minute part of the population controls the vast majority of its wealth. As a result, certain Patrician Houses are in control of specific ministries or certain industries, and generations of families live their entire lives in the employ of a particular House, spending their meagre wages in House-controlled markets.

Sporadically throughout its independence Almagest was the target of Korachani offensives, particularly in the decades of the <u>ARCHPOTENTATE MALICHAR'S</u> absence.

Today, Almagest remains a powerhouse of industry, with major coal and iron mining regions, though <u>ELYDEN'S</u> waning has left much of its other territories incapable of sustaining life: a blow to its large cities, which require a great deal of food to survive.

The capital, <u>ALMAGEST</u>, was once amongst the largest urban area in Elyden, with over 5-million bodies calling it home. It is now greatly diminished, where the threat of starvation and disease are ever-present. Its <u>DROSS</u> farms work constantly to feed its struggling cities, and the pipelines are heavily monitored for damages as a fault on a single pipeline could mean the death of thousands.

Industrial and military press-gangers are a present sight in most Almagesti settlements, and it is now considered a rite-of-passage to serve the nation whether in its sprawling polar quarries, or in military or civil service, serving in its armies and working in manufactories, respectively. See Vol III: Extant Nations and Realms.

ALMAGEST, UPPER: Lan. Set. Soc. Colloquial term within the city of ALMAGEST for a particular district in the north of the city, It is considered one of more upper-class regions of the city and most of its old bastions have been converted into gardens that are open to FREEMEN.

ALMAGESTI: Lan. Language spoken in ALMAGEST. It has a long and convoluted history and began as a distinct language dating to the early FIFTH AGE, following the homogenization of the languages of the three cultures of the settlements of ALMAGEST, AZZII, and EPHEMERIS in c. O RM. Following the arrival of KORACHAN to the region as suzerain, the language was largely supplanted by the KORACHANI tongue, which remained dominant until Almagest became independent following the ALMAGESTI TREATY in 3014 RM, after which the almost dead language of Almagesti was pushed to the fore once more. Today, it is one of two official languages in Almagest, alongside Korachani, which remains the defacto language of the lower classes. See Vol II: Languages.

ALMAGESTI COASTAL BULWARK: Mil. Str. Expansive coastal defences in the south west of ALMAGEST, along the eastern coast of the SEA OF APHOTIS. Stretching for some 300-miles in total from SCISSELA in the south to ARKAIM in the north, the bulwark takes the form of gigantic geometric concrete shapes that are scattered along shallow coastlines, acting as a deterrent to would-be invaders. Construction on the project began in c. 2980 RM, prior (and unrelated) to the outbreak of the WAR OF THE ARTIFEXES, and played a part in the ensuing conflicts, with construction continuing for many decades after Almagest gained its independence.

Their role as deterrent remains controversial to this day, with some claiming the nation's record for never being invaded as proof of its effectiveness, while others saying this is merely coincidental, and the bulwark was never needed.

Today, the concrete blocks lie ruined, with rusting rebar exposed to the elements as concrete crumbles around them. In some areas they have disintegrated completely, leaving a mass of rusted girders (ironically a better deterrent to landing parties than the blocks themselves), while in others they remain relatively intact and are still home to coastal artillery emplacements.

<u>ALMAGESTI GREETING</u>: Soc. Common gesture made in northern <u>ALMAGEST</u> and other cold or industrial regions, where a person holds both hands out in front of themselves in a form of greeting, so that the person they are meeting can see all their fingers. This is done to show that the person is a good worker and has not lost any fingers to industrial accidents or the widespread ailment known as <u>FINGER ROT</u>, both of which lead to people losing fingers.

ALMAGESTI MILE: unit of scale and measurement that gained popularity in <u>ALMAGEST</u> in c. 200 RM, and is comparable with the <u>KORACHANI</u> mile that has since become the standard across <u>THE INNER SEA</u>. It equals around 98 of an Korachani mile, making it longer.

<u>ALMAGESTI PENINSULA</u>: *Geo.* The primary central peninsula on which the city of <u>ALMAGEST</u> is built.

ALMAGESTI TEMPLE: 1. Rel. Following the WAR OF THE ARTIFEXES and the subsequent independence of ALMAGEST in 3014 RM, the CHURCH OF THE UNDYING MACHINE that had until then been the main religion in Almagest (as elsewhere in the KORACHANI EMPIRE), underwent rapid changes.

Though the <u>Church of the Undying Machine</u>, based in <u>Khadon</u>, <u>Korachan</u>, remained its governing body, major changes in doctrine (particularly in its views on <u>Rachanael</u> and <u>Malichar</u> as the church's leader, and eventual attitudes towards saints) caused the <u>Church of the Undying Machine</u> to declare the Almagesti branch as heretical in c. 3110 RM, after which it severed all ties to the mother church, becoming known as the Almagesti Temple, after its main temple in the CITY of Almagest.

The church has since diverged even further from its precursor faith, coming to abandon worship of the Archpotentate Malichar as a living god, revering him only as a prophet and the vessel through which the UNDYING MACHINE was able to be reborn, and even then reference to him is only sparing, given the political situation between the two nations,

and church propaganda now downplays his rebirth as an $\underline{\text{OTHERWORLDER}}$ out of fear of people openly revering him – the political leader of a rival nation – as a living god.

The artefact known as the <u>EBON SHROUD</u> plays a large role in the religion's history and worship. Claimed to be stained with the ichor of the <u>DEMIURGE</u> Rachanael, it has become a prominent relic. Preserved in a reliquary within the Almagesti Temple^{(2),} it has a acquired a potent symbolic status representing the dichotomy that funs deep within the teachings of the church – on the one hand it shows the fallibility of the mighty, but also how one can rise from a seemingly desperate situation.

Another major difference between the Almagesti Temple and the Church of the Undying Machine is its reverence of patron saints, which has only become more prominent in the 900-years since the churches founding. Today patron saints are the focal part of the religion, superseding direct worship of the Undying Machine, which has become an unknowable distant deity. Thusly, the saints serve as more understandable go-betweens – facets and aspects of the unfathomable Undying Machine that mortals can latch onto. The practice of preserving CORPI SANCTI is especially common within the Almagesti Temple.

This has led to much friction between the different denominations travelling along the Shadow March, which worshippers of the Almagesti Temple still undertake, albeit with less fervour than their southern counterparts.

Most churches of the Almagesti Temple are built around a huge iron clad statue of its patron saint and most people carry at least a pewter necklace about their person, while others might carry multiple trinkets and baubles, with those undertaking the Shadow March often showing their faith by bedecking themselves in dozens of such relics and fetishes.

Each settlement revers a particular patron saint, which shapes various aspects of doctrine and everyday culture, influencing things like the settlement's heraldry, favoured colours, attitudes, vocations and naming conventions. Larger cities might pay their respects to multiple saints (many of whom are the same saints that are revered by the Church of the Undying Machine, though new saints have been introduced over the years since Almagesti independence), leading to rivalries between different districts.

Today, the religion is followed by not only Almagest but also the people of $\underline{\text{VALBAR}}^{(2)}$. See Vol IV: Religions and Cults.

2. Rel. Str. Primary religious edifice of the religion known as the Almagesti Temple (1.), the temple is monolithic, occupying the highest point of the primary <u>ALMAGESTI PENINSULA</u>, and forms the centre of the eponymous <u>ALMAGESTI</u> religion. It is famed for being the resting place of the <u>EBON SHROUD</u>, which is said to be stained in the ichor of the <u>DEMIURGE RACHANAEL</u>.

ALMAGESTI TREATY: Pol. Treaty signed in 3014 RM by the IMPERIAL HIGH CONSULITE on behalf of the KORACHANI EMPIRE and LORD PATERFAMILIA ANTITHEOS of the ALMAGESTI UNION, ending the WAR OF THE ARTIFEXES. The treaty left Korachan weakened, its resources spent in the preceding war, though ALMAGEST was left eager to expand east into the BLACK MOUNTAINS. in its search for resources that until then had been discouraged by Korachan.

ALMAGESTI UNDERCITY: Arc. Geo. Following the arrival of the KORACHANI EMPIRE to ALMAGEST in 379 RM and the eventual growth its capital's conurbations into one large city by c 700 RM, the city began to grow upwards as well as outwards.

A massive regrading of its streets took place between 1632 and 1675 RM. Old crumbling streets were built over, becoming sewers and the condominiums around them becoming subterranean warehouses and basements.

This growth continued over the decades, leading to a network of disused tunnels, dry sewers and connecting subways inhabited by the DEGENERATES, MANES and the destitute.

<u>ALMANA PLAINS</u>: Geo. Plains in the east of <u>JURRAS</u>^(2.) known for its weather-worn rock pillars and sandstone ledges.

<u>ALMAS</u>: Plr. 'almas'. Mor. Archaic humanoid <u>ASICTHAIN</u>, said to be corrupt descendants of <u>GIGANRI</u> from ancient times, not unlike <u>OGHURS</u>, but smaller and more cunning. Some exist in the foothills of the <u>BLACK MOUNTAINS</u>, where they are thought to have originated, though most

travelled east of there in the early $\underline{\text{FIFTH AGE}}$, settling around the $\underline{\text{TEMUJAN}}$ basin.

Feral, almost animalistic, they were once common in many untamed mountainous regions across <u>CENTRAL LLACHATUL</u>. They were most noted in uninhabited regions of <u>TEMUIA</u> and <u>MALAN</u>, though have largely been hunted to near extinction today, though small pockets of them still survive, forced into wretched lives of hiding. They remain a nuisance in Malan with the north west of the <u>HENDECARCHY</u> of <u>CYRENIA</u> and in the region of <u>GELLAN</u> in northern <u>AMILLAERE</u>^(L). See Vol II: classification and <u>Taxonomy</u> of <u>Life:</u> *Asicthain*.

ALMIRA: Set. Small city in the south of KHAR NADUL, in the badlands region of KARIMAHAL. It is effectively a self-governing enclave within KHAR NADUL, with little contact or relations with its parent nation. This is due to its religious beliefs, which are seen as non-traditional at best and idolatrous at worst. Indeed, Almira is the centre of all religious devotion to the ETERNAL TREE OF DIAOR, which is the only religious belief on the immediate area.

The city is the centre of a series of a few dozen settlements in Karimahal who share similar religious beliefs. It is ruled by a theocracy that oversees all these settlements, and its <u>DIAORESSES</u> wield great power amongst its people (Pop. c. 18,000).

ALNAIR: Mil. Set. Fortified city in the c. east of AQUARIIA, known for its iron mines.

Its strategic location near the iron-rich <u>BLACK MOUNTAINS</u> make Alnair a vital region to Aquariian industry during <u>PARTHISAN</u> occupation. Its importance continued following its eventual independence and today it is not only a centre of mining, but is also visited by occasional <u>GIGANRI</u> mystics from <u>GNOTH</u>, though their purpose there remains unknown (Pop. c. 40,000).

<u>ALOADI</u>: Sec. Small city in the west of <u>RHINOCOLOURA</u>, along the western shore of lake <u>SHIBBETH</u>, along the course of the river <u>SHIBBOLETH</u>⁽³⁾. It is a major producer of legumes (Pop. c. 13,000).

ALOARE: Flo. A type of ALOE common in parts of LLACHATUL, particularly AZAZEM, LAASKHA, SKAROS and the south of ALMAGEST. It is more adapted to temperate climates than other aloes and has become an important economical plant within the KORACHANI EMPIRE, where its varied uses include sustenance (as food, water and, after distillation, a liquor known as BRAN), clothing (its fibrous leaves are woven into a crude form of hemp) and medicines (unguents and balms, including ALOARE, OIL OF).

Though many varieties exist, most are used for some or all of the above, though a rare few have flesh that is poisonous to the touch. See Vol II: Classification and Taxonomy of Life.

ALOARE, OIL OF: Med. Oil of the ALOARE plant is known for its sterility and is often used to cleanse wounds. Elsewhere, the plants are cultivated for their oil which is used as an active ingredient in various balms and salves manufactured by pharmacists.

ALOE: Flo. Succulent plant that is common across arid parts of <u>SAMMAEA</u> and <u>LLACHATUL</u>. It is used in various industries, and is distilled into alcohol, in the form of <u>BRAN</u>; and has medicinal uses, amongst others. See Vol II: Classification and Taxonomy of Life.

ALOGIA: Lak. Large lake in the c of GNOTH along the course of the river NEPHOT.

<u>ALOGOS</u>: Sea. Sea off the western-coast of the <u>PELASGOSI</u> peninsula, serving as a border between Pelasgosi islands and the <u>FREE-ISLES OF</u> PELASGOS.

<u>ALOMHAR</u>: Set. Harbour in the north western coast of $ERET^{(2)}$ (Pop. c. 18,300).

<u>ALONIA</u>: Rui. Ruined <u>UMBRA</u> extraction plant, and predecessor to the present plant, <u>FASUA</u>, located 18-miles south west.

ALORA: Set. City in the east of NORTHERN SIMBARA. The city is relatively new, having appeared in c. 3540 RM following the retreat of the SEA OF KRIHIEK left a large lagoon in its wake that links to the sea via a narrow half-mile-wide strait, a settlement appeared along the mouth of that strait, controlling the waters into the lagoon (which shares the same name)

The city increased in size since that time, growing into a powerful independent demesne (Pop. unknown).

<u>ALOS</u>: also 'the Graveyard'. Geo. Badlands region in <u>LIDEA</u> covering around 20,000 square-miles, noted for its wind-worn knolls. The place is named after the <u>SOULSTONES</u> that pepper the region, particularly in the area known as <u>YPOKHANDRA</u>⁽¹⁾.

<u>ALOTARR</u>: *Pol. Set.* Capital of <u>ZOHAK</u>, in the north west of the nation. It is a stop along the <u>EGETAKHAN ROAD</u> (Pop. c. 420,000).

ALOZSATAH: Fau. A variety of RACHAR taking the form of a gigantic floating jellyfish that siphons <u>UMBRA</u> from surrounding air, though leaves life around it twisted and maddened. See Vol II: Classification and Taxonomy of Life.

<u>ALPHITALA</u>: Set. Coastal city on the island of <u>ALPHITOMATIA</u>. It is the main city on the island and by far the largest permanently populated settlement and is fortified (Pop. c. 41,000).

ALPHITOMATIA: Geo. Island off the eastern coast of SABAISA, around 12,300 square-miles in area. It is separated from the mainland by a narrow 7-miles strait, that is divided by a small island around 9-miles wide that was revealed over the past few hundred years. It is thought that should ELYDEN'S seas continue to retreat at the same rate, Alphitomatia will be linked to the mainland by a narrow bridge by 4200 RM.

ALPHRY: Set. Settlement in the east of RHEA, known for its production of a hallucinatory honey. The honey's properties are derived from rhododendron flowers, and was once used in religious rituals. Though this is no-longer the case, the honey remains a delicacy and is sold across ELYDEN to connoisseurs and gourmands (Pop. c. 4,000).

<u>ALPHYN</u>: Leg. Myt. Legendary <u>EELYOUHN</u> common in the myths of <u>SAMMAEA</u>, particularly in <u>KARAKHAS</u>, <u>PARAIYA</u>, southern <u>MHAROKK</u> and LIDEA.

Legends of Alphyns are thought to date back to the <u>THIRD AGE</u>, when eelyouhns were far more common and tales of martial prowess were told by merchants and travellers across <u>NORTHERN SAMMAEA</u>, where they are believed to have been most prevalent. It is unknown if the present legends are inspired by a specific individual or if they're a combination of various anecdotes and events. See Vol II: Legends and Folk Tales.

<u>ALQIEL</u>: Set. Coastal city in the south west of <u>PNESSA</u>. Its name is derived from a mythological figure that featured in pagan legends of the area prior to the waning of the <u>SEA OF SUPPA</u> (Pop. c. 40,000).

<u>ALRAS</u>: *His. Ntn.* Small <u>FOURTH AGE</u> nation whose domains consisted of the present-day region of <u>GHAN</u> in the north east of <u>VENTHIR</u>. The domains were a collective of separate city-states that controlled trade between the <u>TORRENT OF KHARROCK</u> (then little more than a narrow strait) and the <u>DARK SEA</u>. The nation was largely destroyed in the <u>WAR OF SCOURGING</u>, though many of its ruins were later repopulated by the <u>NATHI</u> people in the early <u>FIFTH AGE</u>. See Vol III: Extinct States.

ALRON: Set. Major city in the SIX CITIES region in the west of THE SURRACH, in north western SAMMAEA. It emerged from a smaller independent city of the same name around c. 3920 RM, and its territorial claims in the region were solidified following the deification of the catatonic seer-king AMENETHET, and is now recognised as the 7th major power in the Six Cities region.

The city is known for its many OGHUR labourers: remnants of the old AHINAN culture that is now extinct (Pop. c. 47,000).

ALSAAR: Rui. Ruined citadel, once belonging to PATRICIAN HOUSE EMMIRA, in the c west of LAASKHA. It remains now, surrounded by farmsteads and fields, as a hilltop ruin. The House fell on hard times in 3680 RM and the region was abandoned, though was later resettled by freemen farmers.

<u>ALSCIA</u>: Pol. Set. Capital city of <u>ENDUI</u>. Its foundations are built upon the eastern-most known path of the <u>GREAT ROAD</u> and many of its oldest buildings are built from reclaimed stones from the old road (Pop. c. 68,200).

<u>ALSHAM</u>: Set. Coastal city in the south of <u>AQUARIIA</u> known for its mercenaries (Pop. c. 15,300).

ALSHASIR: Ind. Set. Small city in the far south west of the <u>SULTANATE OF</u>

ABACARDAT. Its main industry is the quarrying of coal, most of which is exported and it is home to the great ambulant yards, which are used to

transport the coal north to <u>WAHADNA</u>, where it transported over the <u>BITTER SEA</u> to <u>SHIDAD</u>, where it is moved overland to <u>FATARAH</u>, before being shipped away (Pop. c. 8,000).

<u>ALSHAT</u>: *Rvr.* River in the south east of <u>AQUARIIA</u> flowing west for 320-miles from sources in the western-face of the <u>BLACK MOUNTAINS</u>, before meetings its distributary, the river <u>BELDAT</u>, itself a tributary of the larger river <u>ISARRA</u>.

ALSUHAD: Set. Small city in the c north west of RHEA (Pop. c. 12,500).

<u>ALTAGER</u>: Set. City in the c-south east of <u>AQUARIIA</u>, along the course of the river <u>ISARRA</u>. It is a major centre of textile production and most of its produce is sold to merchants passing through the city while travelling <u>THE WAY</u> trade-route (Pop. c. 48,000).

<u>ALTAHET</u>: Lak. Lake in the c east of <u>ALMAGEST</u>, feeding the river ANDHOR.

<u>ALTAKRACHIA</u>: Geo. Expansive region dominated by gigantic granite tors in the north of <u>ALMAGEST</u>, north of the <u>MARMARA MASSIF</u>.

<u>ALTAN</u>: Set. Major coastal city in the south of <u>TAHALL</u>, overlooking the <u>SEA OF SERPENTS</u>. It is famed for its harbour and port-side marketplace, which sees exotic wares from the west and east of the <u>GATE OF EREBETH</u>, and is home to a great a mercantile tradition, and the <u>LIGHTHOUSE OF</u> ALTAN on an island 8-miles south of the city (Pop. c. 290,000).

<u>ALTAN</u>, <u>LIGHTHOUSE OF</u>: Str. Lighthouse 8-miles south of the city of <u>ALTAN</u> in the south of <u>TAHALL</u>. Great knowledge was once contained in the lighthouse, most notable of which of was the <u>CODEX OF THE TAL 'IBA</u>, though few are those with the expertise to truly understand them.

<u>ALTAR</u>: 1. Sea. Bay in the north of $\overline{\text{VAALK}}$, south of the $\overline{\text{SEA OF}}$ BASSANDER.

2. also <u>'THE BEAST'</u> and <u>'THE DISCORDANT DEITY'</u>. *Myt. His.* In many cultures' mythologies Altar plays a prominent role as an agent of Chaos in the early days of creation as featured in the <u>MYTHOLOGIA ELYDEN</u>. It is unclear whether or not Altar's origins lie with those of the other <u>DEMIURGES</u> or elsewhere.

3. Lan. In KORACHANI CHIRURGERY, gurneys and operating tables are often referred to as altars.

ALTAR OF AMUD VUL: Rui. Arc. Ancient basaltic altar located in the east of the ROMOREAN RIFT VALLEY in ROMOREA (2.), about 150-miles east of the city of NULAND. Little is known of its history, and it is named after an old indigenous myth that detailed the exile of a wicked deity and the misguided attempts of its followers to restore it to power in a ritual centred on a black altar.

The place is largely unknown today and is greatly damaged, though some <u>ANIMISTS</u> who have encountered the object have spoken of prominent echoes of the <u>OTHERWORLD</u> surrounding it.

ALTAR OF HAAGENTI: His. Rel. Rock-cut temple in the north easternfacing hills of the <u>HAAGEN</u> Mountains, overlooking the <u>SOLACHAN</u> desert in the south of <u>SARASTRO</u>. The temple is ancient, dating back to the time of the Haageni people, and is now disused, crumbling.

ALTAR OF NEITH: Rel. Mountain-top temple in the STERHBEL Mountains in the east of N'RAKH that is used in seasonal rituals by AANTH ATTERKHATS dedicated to the mother-deity MAALKAT. The name was a misattribution by KORACHANI explorers that remained in use.

<u>ALTAR OF THE SORAKHEI</u>: *Rel.* Place of worship of the <u>ANOCHI</u> and their people, the <u>SORAKHEI</u> of <u>KARAKHAS</u>.

ALTAR OF VAM ATAR: Geo. Expansive region of western-facing cliffs in the c of CUTH, forming the south of the MO-ORASSIM Mountains. The cliffs are high, and near-vertical, stretching for an expanse no less than 180-miles long and covering some 140 square-miles.

It is named after a <u>SCION</u> of the <u>DEMIURGE</u> <u>NERGAAL</u>, who features heavily in the culture and folklore of Cuth.

ALTER, IMAMN OF ARAMI: Oth. An OTHERWORLDER and IMAMN, that roams the north of KHARKHARADONTIS, caring for and sanctifying what trees it encounters. Those that are beyond salvation it destroys, making sure that their seeds, if any, are eradicated alongside the trees.

- <u>ALTETH</u>: Soc. Rnk. Eth. Caste of pale-skinned <u>GIGANRI</u> common in <u>GNOTH</u>. They are amongst the most common of the giganri castes and make up the majority of its population.
- <u>ALTHA</u>: 1. Rvr. River around 300-miles long, flowing east from the <u>BELLEPHARA</u> Mountain into the sea of <u>DANAEL</u>.
 - 2. Also 'the Autocracy of Altha'. Ntn. Nation created in 3712 RM following the sundering of the city of <u>ASHAM</u> from <u>SAGITTARIA</u>. Worship of the <u>INTERMINABLE ONE</u> waned following 3612 RM and remains rare there to this day. See Vol III: Extant Nations and Realms.
- ALTIHIR: Lak. Lake in the c south of PORPHYR, fed by the river GOTOROS.
- ALTHITA: Set. City in the c north of KHULL. It has a long history, and was already a hub of trade within the THERASHIAN EMPIRE in c. 600 RM. The fall of the empire left the city in better state than most others, and it became part of the region of INGHULL.

In c. 1124 RM it became the centre of a rebuilding effort following a series of droughts. The warlord <u>ASIPHYAL</u> was able to muster a solid force in Althita, which became the centre of his efforts at restoring order to the land. It became his base and, following his coronation as the first king of Inghull in 1311 RM, after which it became the new capital and centre of the <u>INGHULLAN MONARCHY</u> until their ousting by the <u>SORCERERKINGS</u> (3.) centuries later.

Today it is much diminished from its previous greatness, though takes pride in its ancient monarchy's structures, which are still used today by its government and as bases by both the <u>KHULLAN INQUISITION</u> and the <u>KOPHIC</u> houses. It is perhaps most famed for the large royal necropolis that stands on a hill outside the city, where a millennium of royals and their closest family members lie entombed (Pop. c. 18,000).

- <u>ALTILACUA</u>: Set. Major city in the east of <u>KULIGALA</u>, in the east of the <u>CARCHEMISHI PENINSULA</u>^(1.) in the east of <u>SAMMAEA</u>, at the mouth of the river <u>ESKUTET</u> (Pop. c. 130,000).
- <u>ALTIN</u>: *Ind. Set.* Mining settlement in the north of <u>MHAROKK</u>, at the south eastern base of the <u>ASUS</u> highlands. The settlement emerged to support a large open-cast mine 1-mile south, which is a large producer of gold (Pop. c. 6,500).
- <u>ALTURIGIA</u>: also 'Walpurghia'. Set. Major city in the c of the HENDECARCHY of CYRENIA in the north west of MALAN. One of the few cities in Malan that lives despite of, rather than together with, the forest. Its high pylon-like walls are constantly battered by the roots and encroachment of the boreal forest around it (Pop. c. unknown).
- <u>ALU GEEN</u>: Pol. <u>SORCERER</u>-lord and present ruler of the city of <u>TAL ZHAAN</u>^(2.), making him the ruler of the eponymous state.
- <u>ALUMIAN</u>: Oth. Name for a breed of <u>HALFBLOOD</u>, known for the metallic growths on their bodies. See Vol II: Anthropeidos.
- <u>ALUMINIUM</u>: Ele. Metal common to various regions of <u>ELYDEN</u>, particularly in <u>AZAZEM</u>, the east of SKAROS, <u>VAALK</u> and <u>RHEA</u>. It is commonly used as a dying mordant, building material and, with increasing frequency around the coastal areas of <u>LLACHATUL</u>, in jewellery and engineering works.
- <u>ALUMIUM STAFF</u>: *Obj.* Claimed by the <u>PLENIPOTENTIARY</u>

 <u>PHYRIGAMON</u> as a mark of his rank (2nd Tier) within the <u>MINARET OF LIGHT</u>, of the <u>FIRMAMENT</u>.
- <u>ALUN</u>: Set. City in the c south of <u>CEHOPHELA</u>, close to the border with <u>SEDALLIA</u> along the western foothills of the <u>EGETAKH</u> Mountains. It is a stop along the <u>VESHONAN PASSAGE</u> trade route, brokering deals between Cehophelan and Sedallian merchants (Pop. c. 70,000).
- <u>ALUNEM</u>: *Ind. Set.* Salt mining settlement in the c of <u>AZAZEM</u>, in the south west of the <u>AAORA</u> Mountains. Most of the settlement is located within the expansive square chambers of the mines beneath the surface. The eastern reaches of the mine collapsed in 3876 RM, resulting in a large sinkhole that is now abandoned (Pop. c. 3,000).
- <u>ALURUS</u>: Set. Fortified settlement in the west of the <u>SARASTROAN</u> colony of <u>IPSISSIMA</u>^(1.). Its main industry is the mining of <u>SOULSTONES</u>, for which the colony is famed (Pop. c. 6,000).
- <u>ALUS</u>: Lake in the south of <u>KOMMEA</u>, along the course of the river GOIRATH within the ALUSIDAE plains.

- ALUSIDAE: Geo. Plains in the c south of KOMMEA. Originally woodlands, the area was slowly cut down over many centuries for farm and grazing lands, which today have been completely altered by mortal hands, with few if any signs of true nature.
 - A few pockets of old growth woods remain, separating farmlands, and they are ignored for the most part, with tales of forest spirits dissuading most people from venturing too close to them.
- <u>ALUSMA</u>: Set. Small coastal settlement on the island of $\underline{VALARCH}$, in $\underline{HOLOLACH}^{(1.)}$ (Pop. c. 1,900).
- <u>ALVEAR</u>: 1. *Int. Rel. Obj.* Moss-covered boulder in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>PALUS</u>⁽¹⁾ that is a site of pilgrimage to those of the ASHKERONI faith.
- 2. Pol. Duchy in the $\underline{\text{HARÉSHKI CITY-KINGDOM}}$ of $\underline{\text{PALUS}}^{(1.)}$. It is renowned as a major farming duchy in the Haréshk, with much cattle and crops raised here.
- ALVELITE: Ele. Material created from the waste sludge common in the region of ALVELM in the south of THE VORANDINE. It can be refined and moulded into various shapes as a substitute for metal, and is also used to make statues and other ornamental objects. Its main producer is NYCARAT.
- ALVELM: Int. Geo. Polluted wasteland that dominates the south of THE VORANDINE, forming 150-miles of its south eastern border, extending partially into RAONGEN^{2.)}. The terrain takes the form of a red-orange tarlike substance that covers the land (or is the land accounts are contradictory). Nothing grows there and what trees exist there are likely preserved in a state of death from a previous incarnation of the region before the pollution was present.

There is no explanation as to what created this blight, though its effect on life is inimical and the number of stillbirths, and birth defects in surrounding areas as far away as 100-miles are common, likely due to this. Entrepreneuring mortals have been able to dry this substance into a stone-like material known as <u>ALVELITE</u>.

- ALWAK: Ind. Set. Mining settlement in J'THANA (Pop. c. 41,500).
- ALYCTA: Set. Coastal city in the far south east of LYRIDIA, south of the BAY OF DETH, in land formerly controlled by NARTHEL. The city took advantage of the silting of the STRAIT OF NARTHEL and had become a major trade influence in the area by c 3890 RM.

Alycta, alongside its twin <u>BYTRA</u>, is now a major source of trade in Lyridia from both the west and east, and both cities are rapidly growing in wake of traffic that crosses them via the <u>RED ROUTE</u> since the silting of the Strait, and they are on the forefront of Lyridian modernisation (Pop. c. 318,500).

- <u>ALYSCERY</u>: Set. Fortified settlement in the region of <u>BACALUSIA</u> in the c west of <u>THE SURRACH</u>. It overlooks the pass of <u>MISHANOS</u>, west into the region of <u>ADA</u> (Pop. c. 98,000).
- <u>ALYSMIA</u>: Set. Small fortified city in the west of the <u>UMBRA SOKHAR</u> wastes in <u>SAMMAEA</u>. The city is a protectorate of the city of <u>KADOTA</u> and is a major source of troops, who train in the harsh terrain east of the city (Pop. c. 18,000).
- <u>ALZABAL</u>: Set. Coastal settlement in the north east of <u>ZHARIAH</u>^(2.). Its main industry is the cultivation of <u>CANKERBLOOMS</u>, which are processed into poison in the city of <u>KAEIAH</u> (Pop. c. 6,200).
- <u>ALZIOLAR</u>: Int. His. Arc. Massive stepwell located in the west of <u>LOEGRESS</u>^(1.), along the periphery of the <u>ANGMEHEN</u> Forest, close to the border with ABATTUR.

The stepwell is of palatial design and is hewn in its entirety from the sandstone of the region, descending for ten storeys and stretching for acres. It is labyrinthine in scope and during its prime, would have been almost completely submerged. Today, due to dying aquifers and lowering sea levels, the water has almost completely receded leaving only its lowest reaches filled.

It is thought to date back to the early <u>FOURTH AGE</u>, though little is known of the culture that created and used it.

<u>ALZUAN</u>: Set. Settlement in the north west of the <u>SULTANATE OF</u> <u>ABACARDAT</u> (Pop. c. 2,000).

<u>AM AVITU</u>: Set. Coastal settlement in the c south of <u>GNOTH</u>, overlooking the <u>SEA OF COSSYRA</u>. It forms a part of <u>THE WAY</u> trade-route (Pop. c. 3,000).

<u>AM ONKRET</u>: Pol. Ser. Capital of <u>KREM</u>, built atop the ruins of an ancient early <u>FIFTH AGE</u> metropolis of <u>MON KETTRA</u>, which was a powerful coastal city (Pop. c. 200,000).

AM ROTAHA: Rvr. Major river system dominating OTINTH and the south western-most part of RAONGEN^(2,). The main part of the river has a labyrinthine route across the <u>URAHASH</u> Massif, and flows south west for over 1,500-miles from sources in the <u>ADULIEK</u> and the <u>MHUTHASH</u> mountains, before emptying into the <u>SEA OF DURAHRAT</u>. The river's mouth was once over 200 miles north east, before the retreat of the sea led to the formation of the <u>ABARULLIAN</u> Plains.

A major part of the river also passes through the mildly <u>ATRAMENTALLY TAINTED</u> region of <u>MIHADDUN</u>, before reaching the plains of <u>ABARULLIA</u>.

<u>AM TASHTAH</u>: *Rvr.* River in the south of <u>OTINTH</u>, flowing south for over 580-miles, from sources in the <u>LERASA</u> Mountains, before emptying into the <u>SEA OF DURAHRAT</u>.

<u>AM TUAHEM</u>: Rvr. Major river in <u>OTINTH</u>, flowing south for over 900-miles from various sources in the <u>URAHASH</u> Massif and the <u>ATILIPHO</u> region, before emptying into the <u>SEA OF DURAHRAT</u>.

<u>AMAANA</u>: Set. Settlement in the south west of <u>HOAMM</u>. In antiquity was famed for its crustaceans, which were trawled in the then-fertile waters of the southern <u>ENGARA</u> (Pop. c. 102,800).

<u>AMAARI WATERS</u>: also '*Amaai'*. Geo. Island-filled waters that form the northern part of the <u>SEA OF DAGGERS</u>, south of the Federation of PERGOST.

AMAARIMA: Sect. Small city in the c east of THE SURRACH, along the course of the river HANNA (Pop. c. 99,500).

<u>AMADIA</u>: Dem. 'Amadian'. For. Wet, warm forest in the north west of <u>TZALLRACH</u>, bordering the south of <u>MALAN</u>, populated by an indigenous people known as <u>AMADIANS</u> who are less advanced that their fellows in the south. They acknowledge and worship both the <u>FIRMAMENT</u> and the <u>ATRAMENTA</u> but do not use either in a sign of reverence.

<u>AMADIANS</u>: *Eth.* The people who inhabit the region of <u>AMADIA</u>, in the north of <u>TZALLRACH</u>. They live simple pastoral lives and have little to do with contemporary <u>TZALLRACHI</u> politics.

They are thought to be the indigenous people of the area, inhabiting it in the early <u>FIFTH AGE</u> as <u>NATHI</u> people migrated north across the <u>TORRENT OF KARROCK</u>. The early Fifth Age nation of <u>CHARAMA</u> was populated by Amadians.

They are of dark skin, with predominantly black hair and dark eyes.

<u>AMADIAN</u>: Lan. Native language predominantly spoken in the north of <u>TZALLRACH</u>. It is ancient, and predates the development of the <u>CHARAMANI</u>, which emerged in the wake of <u>NATHI</u> colonisation attempts, whose language outlasted the colonists, taking on traits of the native Amadian. See Vol II: Languages.

<u>AMAEL</u>: Set. Coastal fishing settlement in the north west of <u>TAMAR</u>, close to the border with the <u>PARTHISAN</u> colony of <u>SOTHRA</u>.

Following years of tensions in the wake of the colony's appearance (during which it saw the construction of a major barracks), Amael now commonly trades with the city, and its vicinity to the colony has seen it grow through passing trade (Pop. c. 10,000).

AMAFRA: Set. Settlement in the c east of N'RAKH (Pop. c. 39,000).

<u>AMAGAT</u>: *Set.* Major city in the c of <u>ALMAGEST</u>, linking the cities of its south east with its western coast (Pop. c. 113,000).

AMAGAT, IDOL OF: Rui. Monolithic FECUND IDOL discovered west of the city of AMAGAT in central ALMAGEST in c. 1780 RM. In its original condition the idol would have stood some 40-ft tall and was surrounded by a large temple complex. When discovered, the complex had been reduced to little more than foundation and the idol was severely damaged, buried under millennia of soil and dust. The idol itself was surrounded by hundreds of MORTAL female hip bones and foetal skeletons, indicating a birth or fertility cult of sorts. The idol was

excavated in 1994 RM and taken to a museum in the city of Almagest, with a replica erected on the original site in its place.

<u>AMAGER</u>: 1. *Geo.* Wide scrub-filled valley in the north west of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>PALUS</u>^(1.), situated at the terminus of two geological features – the <u>ASHER</u> Mountains to the north and the <u>MARCHOSILOS</u> highlands to the south.

2. *Pol.* Duchy in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>NICADA</u>. The duchy is thought to be most <u>ATRAMENTALLY-ACTIVE</u> in all of the Haréshk, with minor birth-defects common there, though even so it is still seen as idyllic by the peoples of the INNER SEA.

3. *Rui*. Ruin of a major <u>HARÉSHKI</u> city from which the northern region takes its name. It was once the seat of the Haréshki <u>HIGH-KING</u>, though following the assassination in 2295 RM of the then-High-king led to the court being abolished, and the capital moved to <u>CARIA</u>⁽⁶⁾ soon after.

<u>AMAHIR</u>: 1. Lak. Seasonal lake in the south of <u>SARASTRO</u>, fed by floodwaters that collect in the short wet-season from the <u>SOLACHANI</u> basin. Local legend says that the lake forms every 7-years, to coincide with the leap year, and though this is not precise, it is close to the recorded mean, which has the lake form once every 6-years or-so.

2. Set. Settlement in the south of <u>SARASTRO</u> that spends most time empty and becomes populated by nomads only when the eponymous lake forms, who congregate there to trade and perform wedding ceremonies and other rituals.

AMAIKO: For. Forest dominating the south western coast of NAARETH.

<u>AMAIMON</u>: (B. 3942) Charismatic, relatively long-serving ruler of TZALLRACH.

<u>AMALA</u>: Set. Settlement in the c north of <u>AZAZEM</u>, in the region of <u>ALLARIS</u>. It is known for its <u>OLIVE</u> oil production (Pop. c. 182,400).

<u>AMALTHEA</u>: also 'Mother of Ahka'. Rvr. Major river in <u>AHKA</u> flowing east from the <u>TOLIASOR</u> and <u>AGNOS</u> Mountains for 730-miles before reaching the <u>STRAIT OF SKAROS</u>. Its waters were once incredibly fertile and most major cities and arable lands exist around its influence, and it is known as <u>MOTHER OF AHKA</u> in local folklore.

<u>AMAM</u>: Sup. Geo. <u>ATRAMENTALLY TAINTED</u> region in c-south east <u>EREBETH</u>, known for its <u>SHADOWISPS</u>.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ Institute of Atramental Studies.

AMAM KOHIR: Set. Settlement in the c west of AYAD (Pop. c. 7,400).

<u>AMANAI</u>: Set. Small city in the c of the <u>BARRIER LANDS</u>, along the route of the <u>IVORY ROAD</u>. It is home to a small order of gun knights who since c. 3200 RM have been sword to defend lands seen as sacred to worshippers of <u>SHERTAL</u> (Pop. c. 16,000).

<u>AMANAL</u>: Geo. Plains in the south of <u>LYRIDIA DHAI</u>. The plains are the remnants of the coastal shelf of the <u>STRAIT OF NÁRTHEL</u>, part of which was revealed following the slow drying of the strait and the seas that once fed it. The region closest to the coast, which until c. 3500 RM was submerged, is infertile and barren, ignored by most.

<u>AMANNI</u>: *His. Ntn.* Ancient <u>FIFTH AGE</u> territory once belonging the native <u>YARAOMIC PEOPLE</u>. It was situated in the north of <u>SAMMAEA</u>, forming the westernmost expanse of their ancestral lands, occupying the centre of extant <u>VAALK</u>, until it was appropriated and its people subjugated by <u>KORACHANI</u> armies between c. 20 – 250 RM following their conquest of <u>VALKA</u>.

Like most of Yaraomic history, very little remains of its people's culture today, and the caste of lorekeepers known as the <u>IARAOM GRABBA</u> travel across northern Sammaea searching for ancient artefacts to take to their fortress-library in <u>IARSHUGGAH</u>.

<u>AMANSEE</u>: Set. Settlement in the c south of <u>KHAMID</u>, close to the shore with <u>PHARANX</u> (Pop. c. 17,200).

<u>AMANUENSIS</u>: Rnk. Scribes and record-keepers that originating in <u>ALMAGEST</u> in c. 100 RM, with the rise of trade and wealth in the city. They were incorporated by the <u>KORACHANI EMPIRE</u> after its arrival in Almagest in 379 RM, their use spreading throughout the empire soon after.

<u>AMANTHEA</u>: also 'the <u>HOME OF THE DEAD</u>. Myt. Geo. Mythic area, believed to be in the north east of <u>LIDEA</u>, just north west of the <u>BURKAN</u> Mountains where the legendary Amantheans were said to originate. It features in Lidean creation myths; where it is regarded as the home of a tyrannical prince, whose dabbling with forbidden <u>ATRAMENTAL</u> practices earnt him his exile there.

<u>AMAQEELA I</u>: (B. 1681 – 1819 RM) *Pol. His.* Queen of <u>HOUSE TANDENDER</u> in <u>AHRISHEN</u>. She acceded the throne following the death of her father <u>AQEEL III</u> in 1727 RM, inheriting a kingdom that was embroiled in a complex war with the <u>UNITED KINGDOMS OF EBUSHEN</u>.

She is remembered now for having used <u>ATRAMENTAL</u> means to extend her life, as she did not want to die, leaving the kingdom in a state of war as her father had. She led Ahrishen to victory, and oversaw the signing of a peace treaty in 1781 RM, which was her territories expand, restoring peace to the borders. She gave birth to 18 children, though most were stillbirths or did not live beyond a few days, likely due to the drugs she was taking, and at the time of her death only 4 children were still alive.

She became more reclusive following the war, and kept the company of foreign SHAPERS whom many believed were responsible for her prolonged lifespan, and she elevated many to positions of power. Though it was the death of her beloved consort Misul of the Levant in 1791 that saw her withdraw from public life, delegating the matter of ruling to her children. She dressed for mourning for her remaining years and is said to have refused to take the drugs that kept her young, and she slowly deteriorated, dying a feeble woman in 1819 RM. Her son AQEEL IV acceded the throne and reversed many of the edicts of her later years, including the baronies that had been granted to her Atramentist entourage. This led to a troublesome period in AMNICA and beyond, as the Atramentists were hunted down and ousted.

AMAR ELET: also 'THE SPIRE OF ALLIANCES'. Arc. Tower in the south of TZALLRACH situated at the pass between the HEBAT and KARARTA Mountains. It once guarded the southern-most borders of Tzallrach, though as the borders moved farther south it became less important, and now houses guards that protect passage across the pass.

AMARA VEY: f. Per. (B. 3931 RM) High-ranking member of the KYONI

ORDER of the SANCTIFIED INQUISITION, where she serves as a master
engineer and expert in defensive siege planning. She has travelled
extensively across the KORACHANIEMPIRE and has had a hand in shaping
the defences of many major cities, and her protocols for quashing
insurgencies and uprisings from within imperial cities remain the
benchmark employed across Korachan to this day.

AMARANA, TREE OF: Myt. Flo. Mythical tree mentioned in the MYTHOLOGIA ELYDEN. It is referred to as a singular tree that was created by the DEMIURGE ARIMASPI to serve as nourishment and shelter for his favoured creations, the eelyouhns and AIKLAHS. Little else is known of it, and it is unknown if the Tree of Amarana was even real, with various explorers and scholars proposing possible locations for it, including the east of ELEKHID. Though with little evidence to support these claims, there is no consensus.

The manna trees that are found in the east of the <u>WAELMIGHI</u> rainforest share many traits with the Tree of Amarana, and it is thought that they are either descended from it or served as inspiration to its inclusion in the *Mythologia Elyden*.

<u>AMARANTHA</u>: Geo. Plains in the c west of <u>THE SURRACH</u>, between the <u>SARRASTER</u> and <u>PSAMMOL</u> Mountains. It is named after the purple flowers that dominate its terrain for a month after the first blooms in spring.

<u>AMARANTHINE DESERT</u>: Geo. Major stone desert dominating the southern highland territories of <u>Krem</u>, to the north of the <u>MO-ORASSIM</u> Mountains. The desert is noted for its hardy Amaranth weeds and brilliant rocks that range in colour from orange to deep purple.

AMARATH: Set. Small city in the south of TAHALL (Pop. c. 32,000).

<u>AMARIA</u>: Set. City in the south of <u>VIRAHAN</u>, close to the border with <u>SAUA</u> (Pop. c. 38,000).

AMARILLA: His. Myt. Geo. Ntn. Ancient historical territories belonging to the DEMIURGE ALLAISHADA and her tribe, the ILLIDRAEN. It is unknown where those territories were in relation to today's borders, though it is likely that they were in north western Meniscea.

<u>AMARSIN</u>: Set. Small coastal city in the c south of <u>KHAMID</u>, overlooking the <u>PHARESES</u>. It is known for its clams and fine pearls (Pop. c. 19,000).

<u>AMARU</u>: Geo. Small mountain in the south of <u>IO</u>, around 200-miles long. The mountain has, for most of Ionic history marked its southern-most border with south western <u>SARASTRO</u>. Amaru was home to a sizeable monastery of <u>VOID APOSTATES</u>, though their stronghold was destroyed by <u>KORACHANI ICONOCLASTS</u>^(1.) in 214 RM following the rise of the empire there 2-years earlier.

<u>AMASAL</u>: Sea. Sea off the north western coast of <u>SIMBARA</u>, and the eastern-most reaches of the <u>SEA OF AMMASH</u>⁽²⁾.

<u>AMASIS</u>: Sea. Sea in the far north of <u>LLACHATUL</u>, forming the westernmost part of the <u>SEA OF POLARIS</u>. The sea is often frozen, particularly in winter months.

AMASSED, the: Pol. Sup. Rnk. Ruling council of ACHRABAL made up of TELEPATHS who form a hive mind with each other, sharing their experiences and knowledge. Years of this exposure to centuries-worth of experiences have made them distant figures, their humanity shorn amid the countless shared experiences and memories that have merged into one, depriving them of their character. They are highly intelligent and ruthless, and speak as one, their voices merging into one another.

AMASTHA: Arc. Lighthouse in the far south west of THE SURRACH, overlooking the narrow strait between the mainland and the island of RALISS. The lighthouse makes use of three large parabolic mirrors that reflect light emitted by its central lantern to a variable point, up to around a mile distant. It was a wonder of the ancient world and, despite more modern lighthouses exiting in the Surrach, this continues to be used. Due to the ATRAMENTALLY TAINTED waters of NAMEGHA, the narrow strait guarded by Amastha is the only entry into the stretch of coast leading up to NEGASH, 250-miles north.

<u>AMATA</u>: 1. *Geo.* Badlands in the c of <u>MHAROKK</u>, north of the <u>SOLON</u> <u>HIGHLANDS</u>.

2. Set. Small city in the c of $\underline{MHAROKK}$. It originated as a caravanseral midway along the 750 mile route of $\underline{THE\ RED\ ROUTE}$ between \underline{ASSORA} in \underline{VAALK} and \underline{DASSK} in southern Mharokk, and once bordered lake \underline{KARAT} but its borders have since dwindled, leaving the town diminished and some 3-miles from its shores, which continue to shrink (Pop. c. 14,500).

<u>AMATAN</u>: Lak. Lake in the c of <u>THE SURRACH</u>. Like its larger companion, lake <u>ZARAZESH</u>, it is endorheic (a remnant of an ancient inland sea that got cut off from the ocean) and salty, with little wildlife surviving there. Its waters are slightly pinkish on account of the minerals in the water. The mud from its sediment is used by nearby settlements in construction and cosmetics.

<u>AMATHARIN</u>: Set. Old hilltop settlement in the prefecture of <u>ALITENEA^(L.)</u> in the c north of <u>HOLOLACH^(L.)</u>, 45-miles from the <u>BAY OF AMATRRA</u>. The settlement is perched atop the pinnacle of a rocky hill and in its past withstood many sieges (Pop. c. 4,000).

<u>AMATHIS</u>: Flo. Large succulent plant endemic to the north of <u>THETIS</u>, particularly the south western face of the <u>HETHA GHUR</u> highlands. See Vol II: Classification and Taxonomy of Life.

<u>AMATHU</u>: Geo. Island in the <u>SEA OF ASEER</u>, off the south western coast of <u>ACHAA</u>^(2.). It was 'discovered' and named by the explorer <u>BOHMIUS</u> in 1526 RM.

<u>AMATIA</u>: Set. Fortified city in the c of <u>TAAN AN</u>, situated along the route of the <u>ZENEGE RES PIPELINE</u>. Its main industry is the refining of <u>UMBRA</u> that passes through it and it is also home to many <u>SHABRAZIG</u>, who patrol the pipeline along its central course (Pop. c. 33,000).

<u>AMATIDA</u>: Lak. Lake in the c south of <u>AHRISHEN</u>, in the north of the region of the <u>LEVANTINE</u>. The lake is fed by river flowing from the <u>CARTIGA</u>, <u>ASHER</u> and <u>BHANNA</u> Mountains and is linked to the river <u>ARESH</u>^(2.) by lake <u>RANAGA</u> and <u>PANOIDA</u>^(1.).

<u>AMATRRA</u>: Sea. Bay off the western coast of <u>HOLOLACH</u>^(1,), at the divide between the <u>SEA OF MARDEN</u> and the <u>SEA OF LIAKARRA</u>.

<u>AMAURID ELK</u>: Fau. Large <u>THEROPS</u> endemic to the south of Western Llachatul, most commonly <u>OPHIUSSA</u>, <u>OTINTH</u>, the <u>PARNASIAN STATES</u>, <u>RAONGEN</u>^(2.). <u>SEDISIA</u>, and the north of <u>TAHALL</u>. A pygmy variety can also be found in the rainforests of <u>OKKHAM</u>. See Vol II: Classification and Taxonomy of Life.

<u>AMAY</u>: Set. Small coastal city in the west of <u>GREST</u>^(1.) in the island-continent of <u>BROR</u>^(1.) (Pop. c. 12,500).

AMAYMON: 1. His. Pol. North western-most of the nine AMNATHI states following the fragmentation of the AMNATHI KINGDOM in -589 RM. Together with Amnath it would rise to became LYRADEA by c. -300 RM. The city of TERARA became a major naval force in the SEA OF SPIRES, and its merchant and fishing fleets became the mainstay of the sea, though the rising dominance of the state of SHANATH, which controlled the western mouth of the NARTHELI STRAIT led to the signing of the TREATY OF THE STRAIT in -328 RM, which regulated trade. Following this agreement and with the aegis of Amnath, the state became a powerhouse of trade and commerce, its lands expanding north by c. -310 RM, where they reached the PYREAN Mountain and contact was made and established with the ARESHI people to the north.

2. *His. Set.* City and capital of the above state until the formation of LYRADEA in c. -300 RM. Built on the ruins of an ancient SVATHI metropolis, itself likely owing its roots to a far older city-state, the city of Amaymon maintained much of its influence following the rise of Lyradea and, with its unison with Amnath in c. -300 as a confederacy, a wealthy mercantile plutocracy emerged, controlling the twin nations though by -234 RM the capital and most influential city became VEPAR. After KORACHAN sundered Lyradea in two, taking the west for itself (becoming LYRIDIA DHAI) in 85 RM, Lyradea became known as LYRIDIA. Amaymon survived, though its proximity to imperial lands made it an easy target for banditry and opportunistic attacks over the next century, leading to a heavy BARRIMA influence there. Later edicts between the AUGURS and the Korachani government in 348 RM in MYRA ended in the safeguarding of the nation and its cities; Amaymon was never openly targeted by Korachan again.

Its newfound safety allowed the city to survive the apathy of the Lyridian rulers, and became one of the largest cities in the region of IBLIS region, alongside IMMIMETH. However, Amaymon is unique in one way. The exodus of Svathi people form NARTHEL following the empire's subjugation of the region in 84 RM. That, coupled with inbreeding and the PLAGUES that devastated the STRAIT OF NARTHEL in 163 RM led to the appearance of the TROGLODYTIC caste of southern Lyridia, who largely came to populate the caverns and foothills of the DHERKAZ region and became sycophants and slaves to the Augurs. Amaymon also saw a large influx of Svathi people and became one of the few cities their TROGLODYTE descendants ever called home. The city grew with its new population spurt, and came to rely on the scattered rubble of the ancient city it was founded on for construction material.

Amaymon remains a large city to this day, its citizen levy serving it well against the predations of opportunistic states and regents that have appeared in the wake of the Korachani empire (Pop. c. 42,000).

AMAYOKOWAN: Geo. Plains and sparse woodlands in the c north of KREM

<u>AMBARSAN</u>: Set. Major city in the c north east of <u>CHEIRA</u>, and capital city of the fourth prefecture of Cheira. It is a centre of silver production and its people are famed for their mining and skill in filigree (Pop. c. 48,000).

<u>AMBATORR</u>: Pol. Set. Capital of <u>MIRALUL</u>, located in the north west of the nation. It is also a stop along the <u>EGETAKHAN ROAD</u> (Pop. c. 138,000).

<u>AMBER</u>: Ele. Flo. Obj. Hardened tree sap that is valued for its appearance.

Early <u>MORTALS</u> attributed special powers to it, and it became closely associated with <u>SHAPING</u> in some regions where it was common, including present-day <u>RAONGEN^{2,}</u>, <u>GNOTH</u>, and parts of the <u>OLD FOREST</u>. Many ancient <u>SHAPERS</u> adorned themselves with <u>AMBER</u> jewellery, and tombs of <u>FOURTH AGE</u> and early <u>FIFTH AGE</u> shapers are often found with amber accoutrements. It is also used as glass within the cities of the Old Forest.

<u>AMBERWINE</u>: Bev. Alcoholic beverage made in <u>PHUT</u> and consumed across the <u>SEA OF LARISH</u>^(1.). Production is limited to a particular region and is one of the major exports of Phut. It is named after its vibrant translucent orange colour, which is not unlike amber. See Vol II: Beverages.

AMBER CITY, the: see KRASATOSH.

<u>AMBER FORT, the</u>: *Mil. Rel. Str.* Fortress-cathedral in the north of <u>THE SURRACH</u>, built by <u>KORACHANI</u> immigrants in c. 2380 RM to establish their claim of the region. The front of the fortress is dominated by a large rose window, the individual panes of glass of which are made of imported AMBER, which give the structure its name.

The fortress remained occupied by <u>EXOCRINES</u> of the <u>CHURCH OF THE UNDYING MACHINE</u> and a large contingent of guards and faithful following the abandonment of the Surrachi colonies by Korachan in c 2400 RM. Since then, the small city of <u>RARADCHAN</u> has grown around the fortress, which is the centre of a radical cult of the <u>UNDYING MACHINE</u> in the region, known as the <u>CHILDREN OF RACHANAEL</u>, which sends missionaries into the Surrach.

<u>AMBER HOST, the</u>: *Int. His. Arc.* Ancient statues built by shamen of the <u>OLD FOREST</u>, made of magickally-hardened tree sap and formed into the shapes of mighty warriors. In times of war, they would have been animated in defence of their land, though the art is today largely lost. They were last seen in battle against the armies of <u>ALMAGEST</u> in 3204 RM, where most were wiped out by artillery.

<u>AMBER LANTERNS</u>: Soc. Ritual common in the north eastern regions of <u>THE OLD FOREST</u>, which has abundant <u>AMBER</u> deposits. Hollow <u>AMBER</u>glass globes are polished, filled with nectar and placed in sacred groves, where they attract luminescent insects that inhabit the area, creating a place of surreal beauty where <u>HEREMITES</u> of the area spend their time.

<u>AMBER MINARET</u>, the: Edu. Sup. Str. Fortified <u>FIRMEMENTAL</u> college on the island of <u>AMUL TET</u>, in the <u>BROKEN LANDS</u> in the far south east of <u>KHAMID</u>. The college studies Firmamental (and, to a lesser degree, the <u>ATRAMENTAL</u>) theory and discourages practice, using the effects of the <u>CATACLYSM</u> as a cautionary tale against abuse of the <u>MATERIA OMNA</u>.

<u>AMBER MONKS</u>, the: *His. Soc.* The bodies of a dozen monks in the city of <u>BOACHAN</u>, in the north east of <u>AZAZEM</u>. The monks are famed for the <u>AMBER</u>-like resin in which they are encased. Little is known of their history, though they were discovered in ancient catacombs in c. 2840 RM years after the founding of the city, their origins unknown. It is thought that they were druids of the <u>OLD FOREST</u>.

<u>AMBERGRIS</u>: Fau. Obj. Waxy substance produced in the guts of whales. It is valued and used in the production of perfumes.

AMBISS: Geo. Collapsed cavern in the north eastern-face of the KYTHI Mountains in the south east of LYRIDIA, with links to the PRISON CARCERI. Prior to its collapse in 3492 RM, it was the starting point of two separate expeditions into Carceri. The first was lost, and the second returned with a detailed account of the ROPOHAII; the tribe of the DEMIURGE VORROPOHAIAH and its culture though, sadly, the library in which the accounts were held was destroyed in an earthquake in 3602 RM, and much of that knowledge has since been lost.

<u>AMBIACT</u>: Pol. Rnk. An administrative rank of diplomat, usually female, in <u>AHRISHEN</u>.

<u>AMBIDEXTER</u>: 1. Also 'Ambidext'. In scholarly circles an ambidext is used interchangeably as a verb or noun, describing something both light and dark, good and bad, right and wrong.

2. Oth. Breed of <u>HALFBLOOD</u> bearing traits of different houses and often mistakenly considered its own house. See Vol II: Anthropeidos..

<u>AMBOERI</u>: *Geo.* Island in the south of the <u>SEA OF SEKHEM</u>, around which the <u>DAM OF ST. SIMEOL</u>⁽¹⁾ was constructed between 3522 – 3758 RM.

<u>AMBOLA</u>: Set. Settlement in the south of the tribe of <u>RAOSI</u>, in the north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is known for its large market, where merchants trade with SUUR'KA (Pop. c. 8,000).

AMBTOR: Pol. PATRICIAN HOUSE with many cities and ship-breaking industries around THE INNER SEA. Starting in c. 2800 RM it helped fund the construction of hundreds of miles of SIPHON ENGINES and settlements along a 1,000-mile stretch of THE SHADOW MARCH in KHARKHARADONTIS, leading to the founding of the KINGDOM OF THE HOLY LAND OF KHARKHARADONTIS, under the aegis of the KORACHANI EMPIRE. The kingdom lasted around 300-years, but ultimately failed, leading to House Ambtor going bankrupt, though it has since recovered, abandoning its DREAMS of a kingdom in the holy land.

Branches of the House remain active in Kharkharadontis, operating close to surviving siphon engines, where they dig for rare minerals and other resources, as well as catering to <u>PETITIONERS OF THE MACHINE</u> undertaking the March. See Vol II: Patrician Houses.

AMBULANT: Veh. Tec. In the KORACHANI EMPIRE and other nations (most notably PARTHIS), steam-and-shadow-powered locomotive engines (generally wheeled or tracked, though more exotic varieties do exist) fulfilling various roles, usually to transport goods or as means of transportation. They take on many forms, from the lavish personal crawlers used by patricians, to the immense tracked land-trains that crawl across the imperial wastelands with trade goods. Expensive and difficult to maintain, they are the play-things of the rich or industrial workhorses that toil day and night in quarries and MANUFACTORIES.

AMBUS: Set. Ancient hilltop village in the east of AZAZEM. It is of little note, though is crowned by a small monastery and accompanying church, named the Sanctuary of the Eistar (an old name for the hill), which is of gothic style. Houses spiral down the steep hill, with withered trees, cliffs, and enclosed patches of greenery between them. People outside the immediate radius of the village know little about it other than its name, if that, and it is of little value to the empire, and is rarely visited by outsiders.

The church itself does in fact have an interesting history, and is the final resting place of a small order of knights, known as the ORDER OF THE EISTAR, whose 13 members died of unknown causes in 2877 RM, and whose bodies are interred upright in a crypt beneath the Sanctuary, where they naturally mummified. There once existed speculation as to the nature of the knights, with some claiming that the Sanctuary was the home to an ancient power-giving relic that was kept hidden and which was guarded by the knights, but this is unfounded.

AMDAYAN: Set. Settlement on the c of ABACARDAT (Pop. c. 6,000).

<u>AMDUKA</u>: Dem. 'Amdukian'. Geo. Region and city 160-miles north west of the <u>VARRACHON</u> Mountain in the south east of <u>THE OLD FOREST</u>, and one of its largest known cities. Its people are noted for their leather-brown skin, which is acquired from consuming, and using as an unguent, the poisonous sap of the <u>BLOODTHORN</u> (to which they grow immune, and use to coat their blades to this day).

The <u>RITUAL OF BECOMING</u> amongst the Amdukian includes tattooing with ink made from such sap. Common motifs include the red dragon. They are a martial people, and <u>AMBER</u> is mined in great quantity around the city, and the material has become synonymous with the city. An opportunistic people, not adverse to using things contrary to their culture if beneficial (for instance, though they oppose the <u>KORACHANI EMPIRE</u> they will not shy from using looted armour and weapons if it aids their cause). They have clashed against imperial forces many times, most notably in <u>THE BATTLE OF THREE GORGES</u> in 2793 RM.

The city is believed to be a religious centre for the people of the Old Forest and is said to be the crux of a pilgrimage that circumvents the forest (Pop. c. 550,000).

<u>AMDUTIA</u>: Set. City in the c north of $\underline{GREST}^{(1)}$ in the island-continent of $\underline{BROR}^{(1)}$ (Pop. unknown).

AMEIR IO SGIROUT: m. (B. 3851 – D. 3941 RM) *Pol. Per.* Historic king of ROMOREA (2.) who ascended the throne following his father's death in 3904 RM. He was known as a sadist who took pleasure in torturing slaves and enemy captives. He is believed to have been assassinated though, no public evidence exists supporting this, causing some to claim he was killed by a member of his own family or court to silence his depravities.

<u>AMELEEN</u>: Sea. Sea off the north eastern coast of <u>ABACARDAT</u>, forming an extension of the larger <u>SEA OF LETHEA</u>. Its waters are not as inimical as those of the Lethea, and the reason for this is unknown.

AMELLIER: Mil. Set. Major fortified coastal city in the south west of SEDISIA (Pop. c. 120,000).

<u>AMEMARAN</u>: *Rvr.* Wetlands in the far north east of <u>TZALLRACH</u>, along almost 200-miles of the course of the river <u>BAELLI</u>.

<u>AMEME</u>: Mil. Str. Major fortress in the far north east of <u>TZALLRACH</u>. It overlooks the <u>NEHOMIAN</u> valley north, into <u>MALAN</u> and guards the passage of the <u>GREAT ROAD</u> that crosses the border into those lands.

<u>AMENABAST</u>: Pol. Oth. So-called 'demon sultan' <u>OTHERWORLDER</u>, who between c. 900 – 1328 RM was the sadistic tyrant to the subjugated people of a land called <u>DELIASHANA</u>, in what are now <u>SOLEYN</u>, the west

of \underline{SUOR} and the east of $\underline{MULCIBER}$. He was killed by the mortal champion $\underline{RAHANKHEN}$ I, who would go on to unite the Soleyn Territories and become the first $\underline{MAHANTKHAI}$.

AMENABAST'S ARCHIVE: His. Str. Ancient library in the east of what is now present-day MULCIBER, said to have belonged to the OTHERWORLDER AMENABAST. It was once a treasure-trove of ancient books and historic artifacts, though following Amenabast's death at the hands of RAHANKHEN I in 1328 RM, the library was allowed to fall into ruin, and its treasures were eventually looted over ensuing years, spreading across ELYDEN.

AMENARKHON'S LIGHTHOUSE: Str. Dating back to the golden age of KHAMID, this lighthouse stands, shallow-sided and stepped, like a tiered pyramid hanging precariously from a sheer pinnacle of rock overlooking the DARK SEA. The lighthouse is notable for its beacon, which continues to shine after close to four millennia of ruination; the PHOTOLITHS and powerful FIRMAMENTAL tethers that were placed on them still functioning after so many years.

<u>AMENARMIS</u>: Set. City in c <u>KHAMID</u>, along the course of the river <u>ARAX</u>. It is known for its sheep and wool production (Pop. c. 25,000).

<u>AMENETHET</u>: *Pol.* Seer-king in the <u>SIX CITIES</u> region in the west of <u>THE SURRACH</u>, in the north west of <u>SAMMAEA</u>. He was deified in c. 3940 RM, solidifying the political claims of the city of <u>ALRON</u>, which is now recognised as the 7th major power in the Six Cities region.

<u>AMENSEF</u>: Set. City in the east of <u>KHAMID</u> and military centre in the region (10,000).

AMENSHEPH: Obj. Obelisk in the south of KHEMET in KHAMID that once formed part of a temple-complex, though the latter is now ruined. The obelisk was famed in antiquity for the crystalline capstone that once topped it, though it disappeared in c. 1290 RM.

AMENT: Int. Arc. Geo. Flo. Strange structure in the south west of DATEPHA, surrounded by the expansive dense forest of ABBACI. It takes the form of a cylindrical tower that tapers slightly towards the base and which is crowned by a peaked dome. Its exterior is covered in two sets of opposing geometric swirls that conform to the golden ratio, with the negative space between them forming growths that slowly blister and expand over a large span of years before bursting, revealing brain-like growths that slowly wither and fall off, after which the cycle is repeated once more. The solid spiral-like frame of the structure shares aspects of both sun-bleached bone and hardwood, leading to the few NEAR HEMISPHERE scholars who have examined it to believe it is a living organism, and possibly the ancient work of a DEMIURGE or SCION.

Locals acknowledge it as the unknowable manifestation of the spirit of <u>ELYDEN</u>, though otherwise ignore it, though some outcasts have been known to openly revere it. They know little of its history, but its presence is embedded in the generational memory of Datephans from around the Abbaci region, indicating that it is immeasurably old, possibly dating to the <u>FIRST AGES</u> of life in Elyden.

AMEPARA: Set. Settlement in the east of THETIS (Pop. c. 3,400).

AMERAGASTER: Pol. Set. Capital of the REALM OF THE MARKED PALL. Little is known of its culture, though accounts from the 13th century KORACHANI explorers say that it is largely subterranean, built within an ancient expansive cistern that predates the city itself, which protects it from the heat (Pop. unknown).

<u>AMERE</u>: Set. City in the c north east of <u>CISNERIA</u>, along the course of the river <u>BETRAOST</u>. Its main export is lumber (Pop. c. 38,000).

<u>AMERETAT</u>: 1. Geo. Roughlands the north of <u>SAMMAEA</u>, along the southern border of <u>IO</u> and western <u>SARASTRO</u>, filled with misshapen boulders, mounds and scrubland. <u>MT. AMARU</u>, a place of traditional religious significance is found north of here.

2. Set. City in the above region in the south of $\underline{\text{IO}}$ (Pop. c. 63,000).

<u>AMES</u>: Set. Settlement in the c east of <u>VENTHIR</u> known for its <u>MONITOR</u> breeding (Pop. c. 7,200).

<u>AMETHYST</u>: 1. *Ele*. Purple form of quartz that is valued for its appearance.
2. *Bev*. Distilled alcoholic beverage made from the purple potatoes that are synonymous with the nations of <u>ARERAQTH</u> and <u>EASTERN THANO</u> in the north of <u>MENISCEA</u>. It is clear, with a faint purplish tint and is very strong, comprising around 40 – 50% ethanol, and is exported to the east

of <u>LLACHATUL</u> overland and sea, where it is popular in <u>KASPIA</u>, <u>PERGOST</u>, and <u>SABIA</u>. Though the latter nations make their own versions of Amethyst, it lacks the renowned purple tint. See Vol II: Beverages.

AMETHYST CAP: Poi. Flo. Fungus common the woodlands of north western SAMMAEA, in the north of the CITIZENRY OF THALI and the VESPERTINE LEAGUE. It is known for its high arsenic content, and it is deadly to MORTALS. It is named after its deep purple colour, and individual specimens are appreciated for their beauty, with many people accidentally killing themselves simply by handling the mushrooms. See Vol II: Classification and Taxonomy of Life.

AMHAD: Mil. Set. Fortified city in the north of AETHIOS. In antiquity, it was home to knights that <u>CRUSADED</u> into the <u>UMBRA SOKHAR</u>, to combat the effects of corruption there and prevent tainted creatures from wandering into Aethiosi lands. The tradition has since died out, though remains a potent cultural marker to its people. The city was abandoned in c. 2940 before completion of the dam of <u>AESAPIA</u>, though following its destruction in 3017 RM was slowly repopulated due to its strategic point where the river <u>SHIBBOLETH</u>⁽³⁾ meets lake <u>C'KHMAR</u> (Pop. c. 69,000).

<u>AMILLAERE</u>: 1. *Pol.* First of the <u>HENDECARCHIES</u> of the <u>FOREST KINGDOMS</u>, located in the c <u>MALAN</u>. Its capital is the city of Amillaere^(3.), and it is ruled by the <u>HENDECARCH SIANUSTARIL THE REGENT</u>.

It is also home to the <u>LADY AEGIS</u> and is positioned at a conflux of <u>FIRMAMENTAL</u> eddies, and, despite the <u>NULLAMBIT</u> crossing through it, it is home to many <u>SHAPERS</u>. It is also home to the thickest and most ancient of the old growth and virginal forest of Malan, which are known as the <u>ALL ILLATH</u>, which engulfs <u>AMILLAERE</u> and parts of surrounding Kingdoms.

- 2. Pol. Set. Major fortified city and capital in the c of the above HENDECARCHY in the c of MALAN. It is made up of slender marble towers and minarets that mirror the spear-like trunks of the trees in the region, though many areas of the conurbation are also built in and around the forest on multiple levels, its own gardens made up of EPIPHYTES that grow on gargantuan branches of Malan's most ancient trees, most revered of which is the AESALLA. It is home to the REGENT SIANUSTARIL, First of the HENDECARCHS (Pop. c. 2,100,000).
- 3. His. Nm. Now-extinct FIFTH AGE kingdom ruled by the LADY AEGIS. It emerged from the period of strife that followed the collapse of the NAHORIAN EMPIRE. The Appearance of the Lady Aegis in what is now central MALAN in c. -80 RM brought stability to the region, and she united various states, resulting in the founding of the feudal kingdom of Amillaere. Meanwhile, the various warring Nahorian states had also stabilised, leading to the rise of LARAM (1.) in c. 100 RM.

The collapse of Laram in 2021 paved the way for the Lady Aegis to annex its territories, a process which was completed in 2075 RM, leading to the founding of Malan. Amillaere remained as one of the elven Forest Kingdoms and the seat of power of the Lady Aegis. See Vol III: Extinct States.

<u>AMILANA</u>: Rui. Ruin in the c of <u>SARASTRO</u>, to the north east of the <u>OTINDHAR</u> Mountains. It was abandoned following an uncontrolled outbreak of <u>PLAGUE</u> there in c. 3656 RM.

<u>AMILIA</u>: Int. Set. City in the c south west of Chautula. It is built atop and within a massive unidentified calcified body (possibly belonging to a <u>SCION</u>, <u>MESOCHTHON</u>, or <u>ONEIRIC CREATURE</u>), with the city's economy based almost wholly on the mining of the fossilised flesh (Pop. c. 23,000).

<u>AMINOT</u>: Set. Small city in the east of the emirate of <u>DEITHO</u>^(1.) in the c of <u>LIMOTH</u>^(1.), spanning both banks of the river <u>RIATA</u> (Pop. c. 14,300).

<u>AMIRA</u>: Set. City in the north west of <u>MHAROKK</u>, along the banks of the river <u>CTHONA</u>, 25-miles from the border with <u>VAALK</u> (Pop. c. 20,000).

<u>AMIRTIS</u>: *Ind. Set.* Fortified settlement in the east of the <u>PARTHISAN</u> colony of <u>VARTA</u>^(1.). Its main industry is the mining of <u>BLOODSTONES</u> (Pop. c. 4,000).

<u>AMIS</u>: *Int. His. Rui.* Half-buried and shattered colossus in the <u>ORIM</u> territories in the west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. The colossus is said to be linked to the <u>AIKLAH</u> culture that once existed in what are now Mulciber, eastern <u>AETHIOS</u> and <u>RHINOCOLOURA</u>.

AMITTRA: Set. Major city in the c south of ATARAXIA, 100-miles south of the capital in ARKAM. Its main industry is open-cast coal mining,

which dominates the landscape to the east of the city for dozens of miles. It also forms part of the <u>RED ROUTE</u> (Pop. c. 380,000).

<u>AMIUA</u>: Geo. Island off the south western coast of <u>WESTERN SAMMAEA</u>, in the <u>COTRIAN ISLES</u>, forming a part of the <u>ISLAND STATES OF IRY</u>.

<u>AMIZ</u>: Rvr. River in the <u>DOMAINS OF SHAUATAS</u> connecting the <u>AVITU</u> in the north with the <u>BITUAH</u> in the south.

<u>AMJARR, THE EXILED</u>: (B. 3954) Current <u>THANE</u> of <u>FARIS</u>. He was exiled in 3993 RM by the <u>VITYAZ-THANE</u> of <u>SABIA</u> for disgracing his family in battle.

<u>AMMAD</u>: Set. Smal coastal city in the south west of <u>AMMESH</u>, in a deep creek north of the <u>BAY OF TIRIL</u> (Pop. c. 18,000).

<u>AMMAI</u>: Set. Small coastal city in the north west of <u>THE VORANDINE</u>, overlooking the <u>SEA OF BYRIS</u>. Its main industry is the harvesting of <u>EVOLAM</u> kelp that is vital to various modern <u>ATRAMENTAL</u> industries, including <u>CLONING</u> and <u>FLESHWRIGHTING</u>.

Like many other coastal settlements in the north west of the Vorandine, Terarine has recently reported increased cases of people going missing at sea, with merill abductions blamed by an increasingly distraught populace (Pop. c. 18,000).

AMMAN RACHAS: Geo. Plains in the north east of the AMMASHI^(1.)
peninsula, in the west of TAAN AN, crossing the border into the north of KEPHUAAN. The region was once the centre of an ethnicity that would in time become absorbed by the nation of Ammash^(3.). It was once quite densely-settled though the fracture of Ammash and the later period, known as the AMMASHI STRUGGLE, saw people move away from the area after which it became part of the border between Kephuaan and Taan An.

The region is now known for having been the birthplace of the <u>ISHINAL</u> <u>CULTS</u> – sodalities where <u>SHAPERS</u> could practice their art and meet with like-minded individuals.

<u>AMMAON</u>: Int. Str. Strange artificial structure in the south west of <u>NASTAL</u>⁽²⁾, in the far south west of the wastelands of <u>SPHYRNIDONTIS</u>. It is made from a single monolithic block of aragonite, which scholars have thus-far been unable to explain. Likewise, the purpose of the strange many-chambered tower or its distance from any known source of water or life remain a mystery.

AMMAR ORAH: His. Obj. Ancient relic in the c west of THE SURRACH, west of the THISATHON Mountains. It takes the form of a giant blue sphere, some 60-ft. Tall, stood on a solid stone plinth. Its surface is opaque, with pale clouds swirling beneath its surface. When the sun is behind it a vague shape can be seen within, not unlike a giant embryo. Nothing is known of this object's history and its name means 'sleeping child' in the SAVIUDI language.

<u>AMMASH</u>: 1. Geo. Peninsula in south western <u>SAMMAEA</u>, dividing the <u>SEA OF MERCUVIA</u> in the north west from the <u>SEA OF AMMASH</u> in the south east that includes the states of <u>AMMESH</u>, <u>HABOT</u>, <u>KEPHUAAN</u>, <u>METHUMN</u>, and <u>TAAN AN</u>. The peninsula is around 2,200-miles long and some 1,200-miles wide at its widest point and is largely made up of scrubland, savannah and rocky terrain, becoming Mountains in the south.

After the fragmentation of the major nation of Ammash⁽³⁾ into various inheritor states in c. 2550 RM, the peninsula became engulfed by a millennia-long period of conflict characterised by long times of tense inactivity interspersed with short intense periods of conflict, that became known as the AMMASHI STRUGGLE. The period ended with the signing of the AMMASHI TREATY in 3594 RM that saw the borders of nations in the peninsula take their present forms.

- 2. Sea. Sea in the south west of <u>SAMMAEA</u>, to the east of the <u>BATHASHAL</u> <u>OCEAN</u>, and the west of the <u>SEA OF KRIHIEK</u>.
- 3. Dem. 'Ammashi'. His. Ntn. Major historical FIFTH AGE nation that rose in c. 1180 RM to dominate the Ammashi^(1.) peninsula. In 1877 RM the capital was relocated from HAMMA to TAMMANA, which was more central and whose culture had grown over the last centuries to surpass that of the old stagnating capital.

The nation collapsed in c. 2550 RM following a century of troubles, including religious and political tensions between 2480 – 2550 RM following the spread of <u>LAZANISM</u> in its eastern territories; decades of

increased taxes in its rural areas to fund lavish building projects on the mainland as its resources dwindled; and the eventual loss of its island territories (the $\underline{\text{CORAL KINGDOM}}$ and the $\underline{\text{AMMASHI FREE-ISLES}}$).

The eventual destruction of the <u>MONSTRANCE OF FEALTY</u> in an anonymous act of terrorism was the final straw that saw the nation fragment, leading to a long period of instability in the region, now known as the <u>AMMASHI STRUGGLE</u>, from which emerged the extant states of <u>AMMESH</u>, <u>HABOT</u>, <u>KEPHUAAN</u>, and <u>TAAN AN</u>. See Vol III: Extinct States.

AMMASHI BIT: see BIT, AMMASHI.

<u>AMMASHI COALITION</u>: *His. Ntn.* Historical coalition of states in the south west of the <u>AMMASHI</u>^(1,) peninsula in the south west of <u>SAMMAEA</u>, in what is now the lower 2/3^{rds} of the city states of <u>AMMESH</u>. It formed in c. 2700 RM as a means of defence against the increasing bands of marauders that had emerged after the fall of the nation of Ammash^(3,) in c. 2550 RM.

In 3567 RM it was the first outside state to agree to the joint proposal of KAPHAAR and the League of TAANALI cities to sign a defensive treaty to bring stability and peace to the peninsula. This was eventually ratified in 3594 in the form of the AMMASHI TREATY after which a concerted effort was made to rid the peninsula of the marauders that had terrorised it, leading to a time of prosperity in which trade and travel flourished once more.

This allowed the Ammashi coalition to grow stronger, its individual cities becoming more homogenised as trade and cultural exchange between them increased. In 3705 RM its coalition council was formalised as a central government based in the city of SATAMMA, and for the next few decades the former coalition prospered as a representative republic, and its cotton fields brought it much wealth that was put to good use by the republic. By c. 3740 RM the republic had become overconfident, and a series of expansionist councillors gained the majority vote, allowing them to put pressure on its eastern neighbour AHAFRAT, which at the time was struggling under the reign of an unpopular and incompetent ruler. Under the threat of invasion, Ahafrat collapsed, with its western territories willingly subjugating themselves under Ammashi rule in 3743 RM.

The republic faltered after this amid growing acts of dissent by a very vocal minority of Ahafrati nationals. The ruling councillors were voted out, to be replaced with overly cautious individuals who allowed the council to lose power, with many regions demanding independence. After years of growing unrest, the republic council finally collapsed in 3759 RM after various votes of no confidence and accusations of corruption and nepotism and the region fractured into various city states, becoming collectively known as AMMESH. See Vol III: Extinct States.

AMMASHI FREE-ISLES: Dem. 'Ammasht'. Geo. Ntn. A large island-chain covering some 30,000-square-miles south west of AMMESH, in the south of SAMMAEA. The islands are populated by the descendants of dissenters that arose in the final decades of the nation of AMMASH (3.) and were partially responsible for its eventual collapse in c. 2550 RM.

Growing unrest on the heavily-taxed islands grew into open dissent and following a short war, the islands found themselves sundered from the mainland, without aegis and leadership. They eventually fell prey to the attentions of <u>LHACCIDAN</u> slavers, which greatly reduced their population over the next decades, though they recovered through a short-lived alliance in c. 2680 – 2710 RM. The alliance would lead to inner strife though, and the islands would never truly coalesce, remaining in a perpetual state of flux, with short-lived coalitions peppered with intense wars (the largest of which is known as the GARR FALLACIES, which occurred between 3392 – 3397 RM). Today, the islands and their individual territories largely self-rule, though they do form a loose coalition that assembles in a council in the city of EMMAFAIA, which is known for its great marble hall

The Free-isles remain independent to this day, in a diminished state of unrest, defending themselves from the attentions of <u>AMMESH</u> and occasional pirates and slavers. Its people are expert mariners and ply their trade, be it fishing or ferrying people across islands, on <u>TWIN-HULLED DHOWS</u>. See Vol III: Extant Nations and States.

AMMASHI STRUGGLE: Pol. War. His. Tumultuous period in the history of the AMMASHI(1.) peninsula following fragmentation of the nation of

Ammash^(3,) in c. 2550 RM. The collapse of Ammash was the culmination of various events that unfolded over the previous centuries, beginning with the breaking away of its south western islands and the formation of the <u>CORAL KINGDOM</u> in c. 2410 RM following years of conflict that slowly escalated due to increased taxation of marginalised people (largely on the islands of what are today the <u>CORAL BARONIES</u>, <u>FALLAROUR</u>, and the <u>SHIBBOTHA ISLES</u>) to fund increasingly extravagant spending on the mainland. This spending on grandiose municipal structures and monuments not only continued in the decades following the loss of the Coral Kingdom, but increased despite waning resources across Ammash. Another series of islands, now known as the <u>AMMASHI FREE-ISLES</u>, broke away in c. 2540 RM due to rising tithes to the mainland – a blow from which Ammash never recovered.

In 2547 RM the important cultural and political relic known as the MONSTRANCE OF FEALTY was destroyed by unidentified terrorists. The act also killed various members of the ruling council, throwing the government into turmoil. The next years were characterised by various mainland territories showing their disillusionment with the increasingly corrupt ruling party, with civil conflict and riots breaking out in various places, most notably in the region of RAMERRI, which led to the city of RAMERON being blockaded and ultimately falling to the dissidents in 2549 RM. The capital city TAMMANA was stormed the next year, leading to the collapse of the government, allowing various regions to break away, leaving Ammash in chaos.

The next centuries saw various groups, regions and individuals protecting themselves from their neighbours while they attempted to care out their own territories. Many of these entities eventually solidified into full states by c. 2650 RM, though tensions remained high as various leaders and tyrants clashed with one another over border disputes or undertaking full-fledged invasions. Short-lived alliances were forged as tentative trade returned, bringing a modicum of stability to the region.

By c. 2730 RM the old territories of Ammash had been largely divided amongst eight states: the Coral Kingdom (then known as <u>SOLOGAMIA</u>) and the Ammashi Free-isles on the islands west and south of the mainland, respectively; the Kingdom of <u>KAPHAAR</u> in the west; the League of <u>TAANALI</u> cities in the north; the state of <u>RAMERRI</u> in the c; the Kingdom of <u>HABBOT</u> in the east; the Sovereignty of <u>AHAFRAT</u> in the south east; and the <u>AMMASHI COALITION</u> in the south. Despite this, the hinterlands between their borders were populated by various bandit groups and marauders, which hindered travel between them and wreaked havoc with their agriculture, leading to centuries of tension and warfare that characterised the middle centuries of the Ammashi Struggle.

During this time, the peninsula became known for long times of tense inactivity interspersed with short intense periods of conflict that reshaped borders and changed alliances and enmities. In c. 3420 RM a large force of marauders from the east marched upon Ramerri, razing its farms and sacking its cities, ending with the sacking of its capital Rameron and the consolidation of marauder forces on the ruins. This brought renewed unease and chaos to the region, forcing surrounding states into defensive positions.

In c. 3565 RM the Kingdom of Kaphaar and the League of Taanali cities formed an alliance and were well on their way towards cleansing their borders of marauders. They sent envoys to the other states of the peninsula asking for a treaty in which they could pool their resources to finally rid their lands of threat, so that their people might one day live in peace, and cross borders without fear.

By 3594 RM all of the major states had acquiesced, and the <u>AMMASHI TREATY</u> was ratified in the neutral city of <u>RAMINA</u> where envoys from each of the by-then seven recognised states of Ammash drank wine from the Monstrance before letting blood into it to symbolise their unity. This marked the end of the Ammashi Struggle.

AMMASHI TREATY: Pol. His. A major political event that took place in the AMMASHI⁽¹⁾ peninsula in 3594 RM, which brought an end to a millennium of conflict and unease.

The collapse of the nation of Ammash⁽³⁾ in c. 2550 RM saw the peninsula thrown into disarray, with various rival states and nations rising to fill in the political void. This led to a tumultuous period that is now remembered as the <u>Ammashi Struggle</u>, during which these rival peoples coalesced into eight states: the <u>CORAL KINGDOM</u> and the

AMMASHI FREE-ISLES on the islands west and south of the mainland, respectively; the Kingdom of KAPHAAR in the west; the League of TAANALI cities in the north; the state of RAMERRI in the c; the Kingdom of HABBOT in the east; the Sovereignty of AHAFRAT in the south east; and the AMMASHI COALITION in the south. Between these eight states were lawless regions populated by bandit groups and marauders, whose warbands hindered travel, and attacked farmlands and outlying settlements, leading to centuries of tension and warfare.

In c. 3562 RM Kaphaari artisans remade the MONSTRANCE OF FEALTY with the hopes of using it to bring about unity once more, if not in the form of a single Ammashi state, then at least as an alliance of like-minded people. Three years later Kaphaar allied itself with Taanal and through a concerted effort were able to rid their lands of marauders. They sent envoys to the other states of the peninsula asking for a treaty in which they could pool their resources to finally rid their lands of threat. The response was varied, with some states agreeing with little convincing and other outright refusing. Over time they won the fealty of various states, with Ahafrat being the last to be convinced, in 3594 RM.

With that, the Ammashi Treaty was drawn up and envoys from each of the states met in the neutral city of <u>RAMINA</u>, where they drank wine from the Monstrance before letting blood into it to symbolise their newfound unity. This marked the end of the Ammashi Struggle and a new time of peace in the peninsula.

The signing of the treaty led to a formalisation of borders in the peninsula, and over the next few decades the marauder groups, including the lawless state that had emerged on the ruin of Ramerri, which had been destroyed by marauders in c. 3420 RM, were finally quelled, leading to a time of prosperity. It was during this time that Taanal fused into a single political entity, becoming known as <u>TAAN AN</u>.

However, the destruction of their common foe eventually led to the abandonment of the Treaty, with various states acting against its spirit, marching against their supposed allies in their search for new resources, or using petty political affronts to justify wars intended to expand borders.

Today only the great city of Ramina still upholds the spirit of the Treaty and its Marshalls travel across the old Ammashi territories spreading word of the Treaty, using the symbol of the Monstrance, which remains in their city to this day, to raise awareness and hope of unity amongst the increasingly disparate peoples of the peninsula.

<u>AMMASHIN</u>: Lan. Language spoken by the people of <u>AMMESH</u>, the <u>CORAL BARONIES</u>, <u>FALLAROUR</u>, <u>HABOT</u>, <u>KEPHUAAN</u> and <u>TAAN AN</u>. It is descended from <u>CLASSICAL AMMASHIN</u>, which was spoken by the middle <u>FIFTH AGE</u> nation of <u>AMMASHI</u>⁽³⁾. See Vol II: Languages.

<u>AMMASHIN</u>, <u>CLASSICAL</u>: *Lan*. Middle <u>FIFTH AGE</u> language spoken by the people of the historical nation of <u>AMMASH</u>(3.). The language evolved into the <u>AMMASHIN</u> tongue that is still spoken across south western <u>SAMMAEA</u> to this day. See Vol II: <u>Languages</u>.

<u>AMMEL</u>: Set. Settlement in the east of <u>NAARETH</u>. Like most settlements in the region of <u>JARRA</u>, it is known for its apiarists and honey (Pop. c. 4,800).

<u>AMMENT</u>: *Rvr.* River in the north west of the <u>BARRIER LANDS</u>, flowing north from sources in <u>SILMA</u> Mountains.

AMMASIL: Plr. 'Ammasilin'. See PALE ONES.

<u>AMMER</u>: Set. City in the c of <u>PARTHIS</u>, in the southern foothills of the <u>BALAUR</u>⁽¹⁾ mountains, in the valley between them and the <u>SIPYLANA</u> Mountains (Pop. c. 41,000).

<u>AMMESH</u>: Soc. Pol. A loosely-united region of states in the south west of <u>SAMMAEA</u>. The area is located south of the <u>TROPIC OF MAOCARHL</u>, dominating the south of the <u>TAAN ANI</u> peninsula where it overlooks the <u>SEA OF AMMASH</u>^(2.). It is a of a dry temperate climate, and is dominated by savannahs in the north and garrigue, scrubland, and sparse scattered woods in the south.

Historically, the city-states are a remnant of a larger nation (known as Ammash⁽³⁾), of which Ammesh is a corruption) that once stretched to encompass present-day Ammesh and neighbouring <u>HABOT</u>, <u>TAAN AN</u>, and <u>KEPHUAAN</u>. Ammash collapsed in c. 2550 RM due to dwindling resources and the reluctance of its many island-tributaries to pay increasing tithes to the mainland, resulting in a fracture from which the region is yet to recover, and the creation of the <u>AMMASHI FREE-ISLES</u>.

The remnants of Ammash gave rise to the aforementioned states, including the <u>AMMASHI COALITION</u>, which survived until its collapse in c. 3750 RM.

The Ammashi coalition's failure led to the fracturing of its lands into a series of states that later formed a new alliance that came to be known as Ammesh in 3759 RM. The region is composed of around two dozen demesnes, each ruled by a central city, of which the city of HAMMA is considered dominant, hosting diplomats and envoys from the other demesnes during times of gathering.

Its people are skilled agriculturalists, making the most of the harsh land and climate of their home, designing intricate canals and irrigations systems that keep their vast cotton fields economically-viable. See Vol III: the Nations of Elyden.

<u>AMMIT</u>: Set. Settlement in the c south west of <u>PHYRR</u>, to the south of the <u>ANTHAR</u> desert (Pop. c. 3,800).

<u>AMMOL</u>: Sec. Fortified settlement in the north west of <u>ALLASAN</u>, close to the border with <u>VAALK</u>. It forms a part of the <u>RED ROUTE</u> and its troops guard the passage across the border (Pop. c. 5,800).

<u>AMMONTRIR</u>: Set. Major city in the north east of <u>EZASUH</u>⁽²⁾, abandoned in c. 2200 RM following the retreat of the <u>SEA OF LIAKARRA</u>.

<u>AMMOS KOTH</u>: Rui. Str. Ruined temple-complex in the far east of the <u>KHARKHARADONTID</u> wastes, to the west of the present-day borders of <u>NOAVATUR</u>, in the region of <u>PHOGORTHA</u>. It fell to the taint of the region and dwindling trade some centuries past, and lies now in ruins, its riches untouched.

AMNAS: Set. Small city in the south west of SEDISIA (Pop. c. 12,800).

<u>AMNATH</u>: Set. southern-most of the major <u>LYRIDIAN</u> cities, located along the course of the river <u>HELISSOS</u>. It is famed throughout Lyridia for its mix of <u>TROGLODYTES</u> and <u>SVATHI</u> natives and its relative lack of cave-settlements (though older districts still have some cavern dwellings).

The city originated in c. -1300 RM along the banks of the river Helissos in what is now southern Lyridia, claiming a population of as many as 15,000 bodies by -1100 RM, making it the dominant city in the old AMNATHI kingdom and one of the oldest cities of the FIFTH AGE. Amnath became the centre of one of the nine separate states that rose following the dissolution of the NARTHELI kingdom in -589 RM, and the sole remaining seat of power of the LYRADEANS' mystics, which would eventually evolve into the UBYRS that ruled the subsequent nation of Lyridia. The ubyrs maintain a strong presence there to this day. The city is also a stronghold to the BARRIMA (Pop. c. 38,200).

AMNATH, KINGDOM OF: also 'Amnathi Kingdoms'. His. Ntn. Originally a city appearing in c. -1150 RM in the south of present-day LYRIDIA, funded by the remnants of SVATHI people of the FOURTH AGE. The city expanded into a small nation built over the Svathi ruins under the leadership of matriarchal halfbloods descended from an otherworlder known as LYRADEA. The nation was eventually destroyed by civil war in -589 RM, leaving it fractured into nine regions: AMNATH, ALLOA, TAHMAL (1.1.). ENESH, TAMESIS, SHANATH, NICATH, AMAYMON, and TAMAR. See Vol III: Extinct States.

<u>AMNATHI</u>: His. Lan. Now-extinct language spoken by the early <u>FIFTH AGE AMNATHI</u> people. It evolved from the <u>FOURTH AGE NAAMNI</u> language. Modern <u>LYRADEAN</u> and <u>TAMARAN</u> are descended from it, as was the tongue of ancient <u>NÁRTHEL</u> (<u>SVATHI</u>) before subjugation by other nations caused their native tongues to die out. See Vol II: Languages.

<u>AMNESH</u>: Geo. Major canyon system in the c north east of <u>Tulurkryph</u>(2.) known for its many ancient basaltic monuments dotting its length. Their purpose is unknown though some scholars and explorers has speculated that they might be gravestones or markers, though they are unmarked.

AMNICA: Set. City in the c west of AHRISHEN, along the north western shore of lake NAIDA. It was the capital of Ahrishen between 1028 to 1975 RM, and was the seat of power of the AMNICIAN DYNASTY until its demise.

Today the city is the largest textile producer in Ahrishen and is famed across $\underline{\text{LLACHATUL}}$ for its wool fabrics and is a major exporter of fine woollen produce. Textiles produced here find their way across the $\underline{\text{INNER}}$ $\underline{\text{SEA REGION}}$ via the $\underline{\text{GREY}}$ and the $\underline{\text{GREAT ROAD}}$ trade-routes (Pop. c. 715,000).

<u>AMNION:</u> Oth. Type of <u>HALFBLOOD</u> known for its protective nature. Most likely of categorised halfbloods to raise a family. See Vol II: Classification and Taxonomy of Life.

<u>AMOA</u>: Rvr. River in the east of <u>MHAROKK</u>, flowing south east for 170-miles from sources in the west of the <u>HARAPPAN</u>⁽¹⁾ Mountains before emptying in the mouth of the river <u>SHIBBOLETH</u>⁽³⁾.

<u>AMODI</u>: *Mil. Set.* Small fortified city in the region of <u>CHATOYANT</u> in the west of <u>THE SURRACH</u> (Pop. c. 38,000).

<u>AMODRA</u>: Geo. Mountainous region in the c of <u>ALMAGEST</u>, overlooking the west of the <u>VHALOID</u> plains.

AMOEBID FIELDS: Int. Geo. Flo. Fau. Alien landscapes in the north of the nation of BROR⁽²⁾, and the c of KASIHAAL, noted for their translucent balloon-like growths that exist in their thousands, in tightly packed 'fields', swaying in the wind. Each visible growth reaches around 1-ft. Long, though in truth it is merely an extension of a massive organism that lives below the surface, like aspen trees or fungi. The amoebid growths have organs visible beneath the skin and are sticky to the touch. They sustain themselves by trapping insects and other small vermin, which are digested through their skin.

Taxonomists and scholars have thus far been unable to classify these strange beings, which seem to have no living relatives, making their origins even more mysterious. See Vol II: Classification and Taxonomy of Life.

<u>AMOLEH</u>: Sea. Sea, just south of the city of <u>AMONDOR</u>^{(2.),} in the <u>KORACHANI</u> colony of Amondor, south of the <u>TOLIASOR</u> Mountains.

<u>AMONDOR</u>: 1. Pol. <u>KORACHANI</u> colony on the northern coast of <u>THE INNER SEA</u>, occupying the southern-most part of the <u>TOLIASOR</u> Mountains and eight island off its coast. Founded in c. 3740 RM, it was once a centre of piracy across the Inner Sea, though this tradition is now waning.

2. *Pol. Set.* Administrative centre of the <u>KORACHANI</u> colony of the same name south of the <u>MULL CITY-STATES</u>, and largest city on the mainland territories located there. It forms part of the <u>RED ROUTE</u> and its harbour bustles with freight and trade goods (Pop. c. 168,000).

AMOPHEA: Sec. City in the south of <u>TAMAR</u>, close to the estuary of the river Tamar. It remains a thriving port, though it is now about 2—miles from the coast, and skiffs sail up from the coast to deliver trade-goods left at the new harbour there (Pop. c. 48,000).

AMORO: 1. Pol. One of the FIVE-AND-SIXTY STATES in SAUA.

2. Set. Small city in the far north west of <u>SAUA</u>, north of the <u>KOKORO</u> Mountains. Its main industry is textiles (Pop. c. 20,000).

<u>AMOTHIL</u>: also 'the Sunken Citade!. Int. His. Rui. Ancient citade!, its monolithic size hidden largely beneath the miles of dust and twisted growths of the <u>DUNE SEA</u> in the east of <u>KHARKHARADONTIS</u>, in the east of the <u>IATULKAN</u> ridge.

Some attempts have been made by <u>IMPERIAL</u> archaeologists to explore its depths, the most celebrated being that of 379 RM. Hints of past explorations and robberies were revealed, though little was discovered other than the dank, foul, dormant air of untouched eons. Those who returned from the ruin were touched by the <u>OTHERWORLDLY</u> despair that emanates from it, and though praised in their homelands for being brave explorers, most ended their lives in despair.

<u>AMPHISCARA</u>: For. Expansive tropical forest in the east of <u>SAMMAEA</u>, to the north of the <u>CARCHEMISHI PENINSULA</u>^(1.). It is known for its belligerent tribes that have for many decades been a threat to the people of <u>BANT</u>.

<u>AMRA</u>: Set. Small coastal city in the north of <u>SAGITTARIA</u>, overlooking the <u>SEA OF SERPENTS</u> (Pop. c. 40,000).

<u>AMRANTH</u>: Leg. Rui. Ruin in the c of <u>ALMAGEST</u>, attributed to the eponymous lich, who is a popular culture figure there, often considered an antihero.

<u>AMRAOT</u>: Geo. 250-mile-long massif in the south west of <u>ARKOS</u>⁽¹⁾. The region is noted for the propensity for marine fossils – shells, trilobites, crabs – embedded in its rocks; as well as its many volcanoes, most of which are now dead (though records dating back to the time of <u>THE CITADEL MOUNTS</u> do mention some activity).

<u>AMRATEAH</u>: Set. City in the c of <u>GIBEAH</u>, positioned along the course of the river <u>KHIORRER</u> (Pop. c. 40,000).

<u>AMRAVANDI</u>: Set. Major coastal city in the west of <u>IACIO</u>. It is a major industrial centre in Iacio (Pop. c. 520,000).

<u>AMREN</u>: Sca. Bay in the south of the <u>PARNASIAN STATES</u>, between <u>ELAT</u> and GYZHA.

<u>AMUANNA</u>: Set. Major city in the far north of <u>TZALLRACH</u>, close to the southern border of the <u>HENDECARCHY</u> of <u>CHLORIS</u> in the south of <u>MALAN</u>. It is a major presence in the region and home to a large contingent of the <u>Tzallrachi</u> army, which patrols the border. It is also known for its lion breeders, known as <u>ALAMAKI</u>. The <u>GREAT ROAD</u> passes through the city, linking the Malani trade-routes with <u>Tzallrach</u> (Pop. c. 455,000).

AMUAR: also 'the Silver City'. Pol. Set. White city and capital of BISBUT, situated along the northern face of the KANDIAN Mountain facing north. The city is noted for its white architecture, though its people are known to live harsh lives in the shadow of oppressive nobility (Pop. c. 527,000).

<u>AMUL TET</u>: *Edu. Geo.* Island in the <u>BROKEN LANDS</u> in the far south east of <u>KHAMID</u>. It is home to the <u>FIRMAMENTAL</u> college known as the <u>AMBER MINARET</u>.

AMULET OF THE SANCTUM: Int. Rui. Obj. The tarnished floor, around 14-feet in diameter, of an ancient now-ruined temple in the plains of ELGREAD in the east of TAHALL. It was discovered by the explorer NAVAH BERDEN in c. 570 RM. A negative imprint was made of the stylised bass carving on the temple's floor and was taken back to KORACHAN where bronze casts were made of it. The temple itself collapsed in an earthquake in c 710 RM, and the original floor is now lost. After careful study, the icons on the amulet were revealed to correspond with the original TWO-AND-TWENTY MORTAL TRIBES and their DEMIURGE parents.

Three copies of the bronze plate were made, the first in 561 RM, and the second and third in 732 RM, with the first kept on display in the <u>VESTIBULE OF STANDARDS</u> in the <u>BASTION OF STEEL</u> in <u>KHADON</u>; the second given to <u>TETHRA</u> as a gift in 802 RM and the third taken to <u>TEIRA</u> by Adepts of <u>QUEEN HETEPHERES THE STRANGLER</u> in 1021 RM.

<u>AMUNET</u>: *Rui*. Ruined bastion in the north of <u>SARASTRO</u>, dating back to the <u>WAR OF SUNDERING</u>. Constructed by <u>VENTHIRI</u> engineers in the early days of the war as part of the <u>NÁRTHELI LINES</u>, Amunet served as a forward staging ground for the invasion south. It fell into disuse following the <u>SUNDERING OF THE EMPIRE</u> and remains a ruin to this day.

AMURIYA: Set. Small city in the c of ALMAGEST, to the west of the ARTUL AKAEL, along the banks of the river DANUR, where the river HAZZATH meets it. Its main industry is reclaiming and recycling of junk and pollutants that makes their way down the river for industries farther upstream, and many of its people are descended from SCAVEN that settled the region centuries ago. The ramshackle settlement that merged was eventually folded into the Republic of Almagest in c. 3580 RM following decades of conflict and, eventually, war, with Almagesti armies besieging the city to claim it.

Today, its recycling industries are operated by three Patrician Houses that are at loggerheads with each other (Pop. c. 16,000).

<u>AMURR</u>: Mil. Str. Major fortress in the south of <u>KETESH</u> and home to many of its armies.

<u>AMUT AKHI</u>: Fau. Large grotesque forms of <u>AL AKHI</u>, displaying misshapen bodies. They are shunned by most al akhi flocks, hunted, and offered to <u>MERKABH</u> as tribute. In the wild, most such creatures rarely survive due to their debilitating deformities, though a rare few grow to be fearsome predators, which in turn become the object of obsessive cultural hunts by the al akhi. See Vol II: Classification and Taxonomy of Life.

AMUTH: 1. Geo. Headland in the south west of KHAMID, dividing the AENU coast from the SEA OF PHARESES. The land is relatively barren, save its rolling badlands, which are largely devoid of man-made features.
2. Fau. Plr. 'Amutha'. Amphibious creature (commonly considered a THEROPS by imperial taxonomists), believed to be related to hippopotami. Heavy, covered in layers of fat and with a striped black and deep-red hide, they are amongst one of the most dangerous herbivores in ELYDEN due to

their temper and bad eyesight. They are easily affected by <u>ATRAMENTAL TAINT</u>, with their bodies rapidly displaying taint before death.

Amutha were once a common sight in the inner waterways of <u>KHAMID</u> and <u>TZALLRACH</u>, they are now rare, relegated to marshy areas free of corruption. See Vol II: Classification and Taxonomy of Life.

<u>AMUZZUS</u>: *Set.* City in the west of <u>PORPHYR</u>, at the fork where the river <u>SCATURIAS</u> meets its parent, the river <u>GOR</u>. It is a large conurbation, with miles of fertile fields surrounding it along the delta of the river Gor, which is very fertile from alluvial deposits carried by the river (Pop. c. 32,800).

<u>AMYADA</u>: See. Small city in the north west of <u>AMMESH</u>. It is one of the last stops along the <u>NACRE ROAD</u> trade route, before it ends in the city of <u>HAMMA</u>. It is a centre of entertainment, catering to the travellers and merchants, many of who have been on the road for thousands of miles. As such, it is known for its many theatres, concert halls, taverns, casinos and brothels (Pop. c. 18,000).

AMYLR: Str. Necropolis dating back to c. -2000 RM, built outside the city of AMNATH, where the most potent of its LYRADEAN seers were buried. By -589 RM, Amnath had fragmented, forming amongst others, the nation of LYRIDIA, where worship of the otherworlder Lyradea was forsaken. The necropolis continued to be used until c. 400 RM, by which point the city had outgrown its walls, forcing Amylr's destruction. The fate of the seers interred within is unknown.

<u>AMYRIS</u>: (B. c. 3793 RM) *Pol.* Ruler of the city of <u>SYBARIS</u>^(2.) in the west of <u>SKAROS</u>.

AN SIMEIA: also 'the Hidden City'. His. Alc. Rui. Ancient OPRETIAN city that appeared on the southern-face of the ASOGHAQUA Mountain, emerging in c. 850 RM, the city was funded by survivors of a war that had claimed Opret following a CYHLAGHARRI incursion in 723 RM that left the place ruined, the majority of its people either slain or taken West as slaves. Survivors of the war – either those who had lived through it, or their children, the vast majority of which were OGHUR half-breeds following the massed rape of women during the pillaging, hid from oghur culling parties and slave raids in the Asoghaqua Mountain where the settlement and others slowly grew. Its obscured location gave rise to the name 'the Hidden City', which became renowned in OPHAM as well as PARTHIA.

Its people reignited the Opretian <u>ALCHEMICAL</u> tradition, secretly restoring links with the <u>LHAUS</u> in c. 925 RM. Its alchemical enclaves became relatively potent, though the circumstances of the time meant they were denied a chance to grow or to truly show their talents.

Unlike the majority of Opretian people, those of An Simeia were accepting of their heritage, if not truly proud of it. Many amongst them came to refer to themselves as the 'Great Result' and the name SIMEIAN eventually appeared to describe those of both HUMAN and oghur ancestry.

An exiled outlaw alerted Cyhlagharr to the presence of the city in 938 RM, and in 941 RM they found it and razed it, slaying its occupants and taking what few they deemed fit West as slaves. Amongst them were various Simeian alchemists and alchembrists. The city of Parksimenia was later built on its ruins.

AN ABRIDGED LEXICON OF THE DEPTHS: BEING IN PART A

GUIDE TO THE MADDENING ABYSS: Vol. Treatise published privately in 3338 RM detailing an exploration of the depths of the PRISON CARCERI that took place between 3328 and 3331 RM. The book describes, in some detail, the culture and customs of the people of the so-called 'MADDENING ABYSS' and an abridged history of the regions, particularly the areas surrounding the cities of PANDAEMONIA and DISPATIS. Much of the text is based on the ramblings of the KORACHANI explorer DOTHIL.

<u>ANAAD</u>: Lan. <u>KORACHANI</u> word for glacier. The word is used in <u>ALMAGESTI</u> and other languages that emerged from them.

ANAAD BARATA: Geo. Glacier in the north of the nation of DURCHAA^(1,), in the c of the <u>UTAGHAN</u> Mountains.

ANAAD BARIANOM: Geo. Glacier in the north of the nation of VALBAR⁽²⁾, in the north of the <u>OLTHARUN</u> Mountains.

<u>ANAAD KURAEN</u>: *Geo.* Glacier in the north of the nation of <u>VALBAR</u>^(2.), in the north of the <u>OLTHARUN</u> Mountains.

<u>ANAAD ONTA</u>: Geo. Glacier in the north of the nation of $\underline{VALBAR}^{(2.)}$, in the north of the $\underline{OLTHARUN}$ Mountains.

<u>ANAAD SOKAH</u>: *Geo.* Major glacier in the north of the nation of $\underline{DURCHAA}^{(1)}$, in the c of the $\underline{UTAGHAN}$ Mountains.

<u>ANAAD SOKH</u>: *Geo.* Major glacier in the north of the nation of <u>DURCHAA</u>^{(1.),} in the north west of the <u>UTAGHAN</u> Mountains.

ANAAD ST. JOSTAN: Geo. Glacier in the north of the nation of VALBAR⁽²⁾, in the north of the <u>OLTHARUN</u> Mountains. It is named after <u>ST. JOSTAN</u>, an <u>ALMAGESTI</u> missionary who died in the region in c. 1320 RM.

<u>ANAAD SURAMAN</u>: Geo. Glacier in the north of the nation of $\underline{VALBAR}^{(2)}$, in the north of the $\underline{OLTHARUN}$ Mountains.

<u>ANAAD VRAT</u>: *Geo.* Glacier in the north of the nation of <u>DURCHAA</u>^(1.), in the c west of the <u>UTAGHAN</u> Mountains.

<u>ANAAMATES</u>: Rui. Ghost town in the north west of <u>LAASKHA</u>, in the region of <u>IMMERUTH</u>. Until c. 3500 RM the city was a major port and shipyard though the retreat of the <u>STRAIT OF SKAROS</u> left it land-locked, its harbours deserted. The rusted hulks of dozens of gigantic ships remain now, rotting under the dying sun.

<u>ANABATH</u>: Str. <u>THANOSI</u> polar outpost in the <u>WHITE SHEET</u>, in the far north west of <u>LLACHATUL</u>, overlooking the <u>SEA OF POLARIS</u>, to the north of <u>WESTERN THANOS</u>.

<u>ANACASTA</u>: Set. Coastal city in the far north east of <u>KOMMEA</u>, in the <u>HOLLOW COASTLINE</u> (Pop. c. 12,000).

<u>ANACHA</u>: 1. Set. City in the south east of <u>AQUARIIA</u>, overlooking the estuary of the river <u>ALLAMAR</u>. It was the capital of Aquariia whilst under <u>PARTHISAN</u> rule, though this was moved to <u>MORR ISAKHANA</u> following the ejection of Parthis in 3140 RM. Once located along coastal wetlands, the modern city is now half-a-mile inland, with its harbours maintained at great coast (Pop. c. 68,000).

2. *Mil.* Fortress 15-miles south west of the eponymous city, guarding the entrance into the estuary of the river <u>ALLAMAR</u>. The fortress was once situated on an island though it became part of the mainland around 3100 RM as the <u>SEA OF LIAKARRA</u> retreated.

ANACRISS: Set. City in the CHAMBER OF AGONIES in the PRISON CARCERI. It is known to the world-above through legends and tales of torture, where ROPOHAII agents would emerge at night to kidnap people for torture. This is unlikely, as what few documented accounts of the city exist have it as the headquarters of an order of ropoaii inquisitors who hunted the length and breadth of Carceri for dissenters and heretics (Pop. unknown)

ANAFA: Set. Major city in the south of ESHIR^(2.), along the eastern shore of lake EUSIS. It was once a coastal settlement, overlooking the BAY OF SABRIYA, but the bays dwindling and eventual disappearance to lowering sea levels in the 4th millennium RM saw the city become landlocked. Fortuitously, it was located at the edge of a natural depression that saw the newly-formed river GAMUS empty into it, forming the aforementioned lake Eusis in the process, which provided the city with a source of fresh water. As other settlements were abandoned due to the expanding coastline, the city attracted may refugees, who made Anafa their new home. In c. 2379 RM it became a base to the SEEKERS OF THE STONE, and remained a stronghold to them until their disbanding in 3202 RM.

Today, the city is home to their descendants, many of which continue the old traditions of their ancestral homes, including the veneration of guardian saints which were once the saints of individual towns. The followers of these saints put on large feasts in the hopes of outdoing those of rival sodalities, which is a large part of culture in Anafa (Pop. c. 180,000).

ANAGAR: 1. Dem. 'Anagari. Soc. Pol. Ntn. Militant people who live on the BYRISI peninsula in far west of WESTERN LLACHATUL, west of RAONGEN^(2.) and south of THE VORANDINE. The Anagari people are considered by most outsiders to be backwards and barbaric, subsisting off the rocky land, with most of their settlements scattered along the coastline. They do not recognise any national borders, and commonly move east overland into Raongen, attacking travellers, and north into the Vorandine across the STRAIT OF ABYR, where they raid coastal

settlements. Its people are known for their love of firearms, which are thought to be sold to them by <u>ALMAGESTI</u> dealers to keep the region unstable. It has a relatively dense population for its size, though its people are scattered around its many territories, living in largely self-sustaining extended family groups, though there are considerable larger settlements, almost all of which are fortified. These fortifications are unrefined, with antiquated bastions made of crude concrete and lined with simple yet effective cannons.

The culture emerged from an abandoned <u>KORACHANI</u> colony that attempted to settle the region between c. 1540 – 1580 RM, after hearing stories of the rich <u>OMNATITE</u> reserves of Raongen. Failing to find any significant reserves, the colonists abandoned the region, though some remained behind, establishing small settlements, even coming to trade with the Raongeni people after a while.

Contact with Korachan was soon lost after this and the next recorded mention of the region in imperial records following this is in c. 1700 RM, when the region is described as being populated by a belligerent people who attack foreigners on sight.

It's difficult to say why Raongen has not quelled this threat given the massive resources it can command. See Voll III: Extant Realms and Nations.

2. *Pol. Set.* Main city in the above^(1.) region. It is home to most of the warriors that launch attacks east against <u>RAONGEN</u>^(2.) It is the largest permanent settlement in the state (Pop. c. 50,000).

<u>ANAGHORA</u>: Set. Fortified city in the c north of <u>VAALK</u>, in the south west of the <u>SEA OF BASSANDER</u>. The city is home to a large barracks of the Vaalkan army (Pop. c. 18,200).

ANAGOGIC ORDER OF ZABRASSANA: Mys. Org. Mystical order founded in the PARTHISAN city of TUALAR in 3673 RM by the PATRICIAN mystic ORCI NARAIMAN. The Order was created to propagate Nariaman's teachings and to bring about his ultimate goal of unleashing the spirit-demon Zabrassana upon ELYDEN, which he believed would end all MORTALKIND, allowing fate to take its course. The cult faded in c. 3840 RM, around a century after its founder's death, and its members scattered, his goal unfinished.

His teachings were rediscovered by the <u>KHURAURI</u> esotericist <u>CHACEZASH</u> in c. 3990 RM, who studied them extensively, going so far as buying a residence in a structure that Naraiman had built in Tualar in which to research his works.

<u>ANAGURAM</u>: *Pol. Rnk.* Ruling title in <u>HABOT</u> since the representative republic council in 3835 RM replaced the royal family as the ruling power. The Anaguram typically rules for life and a replacement is only elected upon the death of the incumbent Anaguram.

The election is a complex process that selects by lottery three citizens from each eligible settlement (designated by having a market). Each settlement is responsible for its own three candidates, whose names are then sent to Ahehafret for selection by lottery in which 22 names are selected at random. These individuals then choose 9 candidates from within their numbers and one of them is them selected by another lottery to be the Anaguram, who then selects a cabinet to serve as the new republic during their tenure.

ANAHARA: Geo. Saltlands in the north east of NORTHERN SIMBARA.

With the retreat of the twin seas of AMMASH⁽²⁾ and KRIHIEK throughout the FIFTH AGE, large parts of their lagoons and shallow coastal waters found themselves landlocked. Most are now dry, though a great many of them remain as incredibly salty bodies of water, inimical to life. Many Simbaran settlements were ruined by this, though a few survive, subsisting off the salt and other minerals revealed by the retreating waters.

<u>ANAHEL</u>: Mil. Str. Major highland fortress in the north of <u>GNOTH</u>, in the valley between the <u>SOLUN</u> highlands and the <u>NARAHASAPHAEL</u> Mountains, guarding against the wastelands of <u>RAONGEN</u>^(2.) and the <u>CALLOW HORDES</u>.

<u>ANAHER</u>: (4,982-ft.) Highest peak on <u>MT. CARIA</u> in the <u>HARÉSHK</u>, named after the <u>WARRIOR-QUEEN ANAHERA</u>, an <u>OTHERWORLDER</u>, who died on the peak.

ANAHERA, THE ARISEN: (B. Unknown) Oth. OTHERWORLDER and warrior-queen of the ILLIDRAEN. She died her mortal death in the last days of the FOURTH AGE during one of the deciding battles of a great war

in the region, in what is now the city-state of <u>CARIA</u>⁽⁴⁾ in <u>THE HARÉSHK</u>. Haréshki legend states that she fought a last-stand against a horde of <u>ATRAMENTAL</u> creatures atop the highest peak of <u>MT. CARIA</u> before dying of her wounds, a mound of black corpses at her feet. Her body was carried to a local church where it was interred, the place (as well as the peak where she died) later becoming a site of pilgrimage and significant religious importance amongst the survivors of the war.

As civilisation crumbled, the natives of the area suffered greatly, the church falling into ruin and the interred body of the <u>ILLIDRAEN</u> disappearing. She was later reborn as an otherworlder. In this form, Anahera remained a powerful warrior and gifted <u>SHAPER</u>, commanding the <u>SPHERES</u> of earth and air. Resplendent in her armour; an ancient gift from the children of <u>NYARLOTH</u>, she became an emblem of Caria, though reciprocated the piety of the city-states' people with aloofness and a disdain that, were it not for her actions in defending the city and guiding it, would surely have alienated her.

ANAHITA: Rel. Dei. Demigoddess worshipped in the FOREST KINGDOMS of MALAN, in particular the south western HENDECARCHIES of LONAR and CHLORIS. She was a mariner who likely lived during the FADING preceding the early FIFTH AGE, in what is now the south west of Malan, though whose life has since been fictionalised and aggrandised, turning her into a near-mythical figure and champion who is worshipped as a patron, much like people in the KORACHANI EMPIRE might venerate a patron saint.

She is regarded today as a powerful champion of the people, an explorer, and a tamer of beasts, and most of her followers are strong women who seek to follow in her footsteps. She has temples in most major cities in Malan, particularly in the south west, where there are shrines in most settlements and crossroads. See Vol IV: Deities and Pantheons.

ANAHITA, CULT OF: Rel. Major religion in the FOREST KINGDOMS of MALAN, being most prevalent in the south western HENDECARCHIES of LONAR and CHLORIS, whose followers revere the demigoddess ANAHITA. See Vol IV: Religions and Cults.

ANAHITA, TEMPLE OF: Rel. Str. Main temple of the demigoddess ANAHITA, located in the south of the HENDECARCHY of CHLORIS. Originally located along a bend in the river SIELL NA, the movements of the river over the millennia have seen the river snake away from it, leaving an oxbow lake behind that has since been transformed into a beautiful garden and crescent-shaped pool, with the temple looking over it. The structure is of white marble, with three verdigris-covered domes one larger than the others on and a low surrounding wall behind which is a vast courtyard where those who follow Anahita gather to pray, particularly during spring festivals when pilgrims travel there from across Malan

<u>ANAILING</u>: *Pol. Set.* Ruling city in the south east of the tribe of <u>HAVATH</u>, in the south east of <u>MULCIBER</u>, in the <u>GROWING MOUNTAINS</u>. The city is coastal and overlooks the <u>BAY OF HINGIL</u> (Pop. c. 205,000).

<u>ANAKARRA</u>: Pol. Set. Capital and largest city in <u>VAALK</u>. It was an unimportant settlement before <u>VALKA</u> succumbed to <u>KORACHANI</u> armies in 19 RM, after which it grew steadily into a major harbour, becoming capital in 223 RM. By c. 1000 RM it had become the largest and wealthiest city in Vaalk, thanks to coastal trade and the revenue-rich <u>UMBRA</u> mines of the region, to which it still has direct access to this day.

The retreat of the coastline eventually left it land-locked, its once thriving harbours deserted, though today the port-town of <u>SALSUN</u> serves as a link between the metropolis and the <u>INNER SEA</u>.

The city defected to <u>SARASTRO</u> on the 9th <u>SATAVALEN</u> 3704 RM, during the <u>WAR OF SUNDERING</u>, bringing chaos to <u>VAALTHA</u> (as Vaalk was then known). It became the site of the <u>SIEGE OF ANAKARRA</u>, which dragged on until the end of the war, when Vaalthan territories taken by Sarastro were returned to Korachan as part of the <u>SARASTROAN TREATY</u> on the <u>23rd SATAVALEN</u> 3705 RM (Pop. c. 2,100,000).

ANAKARRA, SIEGE OF: Mil. War. His. A historical siege of the city of ANAKARRA that took place during the VAALTHAN WAR in the larger WAR OF SUNDERING. The siege began on the 11th HAELEN 3704 RM, following a month of imperial blockades enacted in response to the city's defection to SARASTRO on the 9th SATAVALEN 3704 RM.

Various allied imperial forces were involved in the siege, including <u>AKENGORON GABRA</u>, a member of the <u>COUNCIL OF SEVEN</u>, who abandoned his post and secretly sailed to Anakarra on a bespoke warship he commissioned for the purpose. The city had been well-fortified by Sarastroan forces prior to the siege and withstood attacks from imperial armies sent against it from the cities of <u>TAHIL</u>, <u>MENORAH</u>, and <u>EGORA</u>. A grand attack was ordered by Gabra on the 9th <u>RACHALEN</u> 3705 RM, in which thousands of new conscripts were thrown against the city, backed up by artillery strikes and other more seasoned troops, but the attack was fruitless. Gabra died during the attack and few further pushes against the city were made, though it remained blockaded and surrounded for the rest of the war.

The signing of the <u>SARASTROAN TREATY</u> on the 23rd Satavalen 3705 RM saw Sarastro forced to abandon its conquests in <u>VAALTHA</u> (now <u>VAALK</u>) and <u>MHAROKK</u>, and Anakarra was returned to Korachani control (though the nation would eventually fall to Sarastro in 3737 RM following decades of propaganda that went against the spirit of the Treaty.

ANAKARRA DO: see ANKADO.

ANAKARRAN VESTIBULE, the: Pol. Palace in ANAKARRA, VAALK. Home to the Vaalkan high-COGNATENSIA from 223 – 2103 RM. Following the death of the bloodline in 2103 RM, it became a bureaucratic structure, where the five ruling PATRICIAN HOUSES governed Vaalk. Following the SUNDERING OF THE KORACHANI EMPIRE, the Vestibule remained sympathetic to the ARCHPOTENTATE MALICHAR and the UNDYING MACHINE, organising defences against an increasingly restless population.

<u>ANAKIM</u>: (B. Unknown) *Oth*. <u>OTHERWORLDER</u>, taking the form of a plated metallic angel wielding a blinding sceptre. Its allegiances are ambiguous and it is claimed by <u>BA'AKHI</u> scholars to have been expelled from the <u>OTHERWORLD</u> and cast down to <u>ELYDEN</u> for some undisclosed transgression.

<u>ANALAM</u>: *His. Pol.* Ancient <u>FIFTH AGE</u> tyrant who persecuted a caste of philosophers in what is present-day <u>NASTAL</u>⁽²⁾.

<u>ANALOGON</u>: Nou. 'Analogonear'. Plr. 'Analogonin'. Sup. Org. Mil. Rnk. An order of <u>SHAPERS</u> in the <u>KORACHANI EMPIRE</u>, whose <u>MINASTERIA</u>(2.) has been based in the city of <u>FALKAN</u> since 2935 RM. Its members are <u>ATRAMENTAL</u> shapers whose <u>SPHERE</u> grants them the power to alter their bodies and/or those of others, to various effect.

The process of altering ones' features is both painful and difficult, and can be accomplished only through long and arduous practice, which can leave the shaper permanently deformed and/or mentally scarred. The use of <u>FOCI</u> (commonly paper-thin metallic masks) is very common amongst such shapers. Also, the person whose body is being manipulated becomes greatly fatigued by the act, and it is recommended that individuals eat rich foods afterwards.

Perhaps most famously, *Analogonin* serve as expert spies, altering their appearance to mimic that of a particular individual. This is a rare and incredibly difficult feat to accomplish and there are only records of a few dozen shapers throughout imperial history who have successfully accomplished this, let alone made a career out of it. The chance of irreversibly changing or damaging ones' body is high, and it takes a great degree of discipline and calorific intake to maintain the transformation for any degree of time. *Analogonin* can be mistaken for *FANI* and *VERSIPELLIANIN*, which fulfil a similar role.

More commonly, *Analogonin* can be found serving as medical practitioners, assisting in surgeries, helping to close wounds and help bodies accept organ transplants. They are also found as plastic surgeons, where they reshape physical appearances for reconstructive purposes.

Beyond the traditional medical roles, *Analogonin* can also bring their talents to unconventional professions. They work as cosmetic surgeons, performing various bodily modifications and can also speed up the growth of hair and nails. Performance artists captivate audiences by manipulating their bodies in surreal ways, and in the realm of fashion, designers integrate living elements and adaptable fabrics, bringing innovation to their designs.

Many Analogonin find themselves working on the wrong side of the law, by dint of their abilities making it so easy for them to cause harm to others. They can easily alter a persons' bodily functions, changing the production of certain chemicals or hormones, causing imbalances and damage that can have unexpected consequences. Indeed, an *Analogon* randomly pulling at the insides of someone's body can inflict a great deal of damage, turning lucid people into raging maniacs or otherwise just shutting down someone's organs, causing organ failure or death.

In the military, they serve in both defensive and offensive roles. In the former case they are combat medics and field surgeons, trained to quickly close up wounds and perform emergency surgeries during battles. In the latter case they act as shock troops, inflicting pain on enemy troops and spreading chaos amongst their ranks. With the aid of drugs and iron mantles a single *Analogon* can devastate entire regiments of enemy troops. They can also alter their own bodies based on the climate and terrain they are fighting in to help them operate better. Thicker skin, increased lung capacity, strengthening hearts and muscles, all these and more are skills that can lead a unit of *Analogonin* to victory.

Particularly gifted individuals may also be able to prolong MORTAL lifespans. These *Analogonin* are highly sought after and their services command prizes only the richest of <u>PATRICIANS</u> can afford. Many *Analogonin* use these abilities on themselves, and individuals have been known to live for many centuries without any outside influence other than their own shaping.

They can also use their abilities to inflict great pain without leaving scars, making them assets in interrogations, and they often work with groups such as the <u>IRON GUARD</u>, the <u>SANCTIFIED ORDERS OF THE INQUISITION</u>, or the military.

They can also change their bodies, for instance increasing the thickness of their skin, growing their nails into claws, changing the constitution of their eyes, granting them increased vision under different conditions or allowing them to see under different spectra. Many of these alterations take time to implement and can cause great pain as the body slowly changes. In some instances, changes cannot be reversed – once a nail or hair grows it cannot then be shortened, for instance. Repeated changes to ones' body can also have unintended consequences that may not become apparent until much later in life.

Analogonin share many similarities with the <u>MEDELIARIIN</u>, in that both have control over bodies, though the latter tend to take a more altruistic role, working as healers, while the *Analogonin* are more befitting in a more brutal role. A key difference is that the changes wrought by *Analogonin* are usually quite painful, and many can only alter their own bodies following years of training to mute the pain. Even so, many *Analogonin* become addicted to painkillers as a way of coping with the trauma their bodies are put through.

The first Analogoni were a caste of loosely-connected imposters who between 300 and 450 RM took the likenesses of many power-figures in NARTHEL, killing them and rising to power in their place. The Minasteria's headquarters were originally located there in a citadel just outside the walls of the city of NICAEA in the foothills of the UEFIR Highlands, before being relocated following the SUNDERING OF THE EMPIRE. See Vol IV: Spheres and types of Shaping.

ANALYTICAL ENGINE: also 'Trokhar Engine'. Tec. Mechanical computational engine that allows for mathematical calculations and data analysis through the use of punched cards bearing the instructions. The engine was devised in 2826 RM by the Parthisan mathematician and engineer TROKHAR DATHENKO, though was not produced on a functional scale until decades after his death, in 2871 RM, though was met by resistance in many places, particularly by SHAPERS and TECHNARCANISTS whose jobs were put at risk by the invention.

The engine was slowly accepted over the years and its use spread across the <u>INNER SEA REGION</u>, until it had become ubiquitous by c. 3100 RM, with most major government offices, large businesses, manufactories, and military centres possessing an engine to aid in computations despite their large upfront cost and upkeep requirements.

Despite their fears, the engines never fully replaced the use of shapers or <u>HEART ENGINES</u> and <u>LARVAE</u>, though they were a great asset in areas where the <u>ARCANE TEMPERS</u> made it difficult or outright impossible for shapers to work.

Ancient examples of advanced and sophisticated analytical engines have been found across <u>ELYDEN</u>, indicating that <u>MORTALS</u> (possibly with

the aid of <u>SCIONS</u>) have been creating such engines for many ages. Examples include the cities of <u>BIS</u> and <u>MIRADAS</u>, the <u>CITY-ENGINE OF UNNYARHIAL</u>, and the <u>SOUL-ENGINE</u>^(L) of <u>MEHARRAAT</u>, amongst others.

ANAMATH: Set. Small city in the c of LAASKHA, in the region of THAZAKHA. It is a major crossroads and links the surrounding lands together, and it is known for many hostels and caravanserais (Pop. c. 15,000).

<u>ANAMNRII</u>: Nou. 'Anamnrear'. Plr. 'Anamnriin'. Also 'Psychometry'. Sup. Org. Mil. Rnk. An order of <u>SHAPERS</u> in the <u>KORACHANI EMPIRE</u>, whose <u>MINASTERIA</u> (2.) has been based in the city of <u>HERESI</u> in <u>KORACHAN</u> since 1235 RM. Its members are <u>ATRAMENTAL</u> shapers who possess powers of <u>PSYCHOMETRY</u>, allowing them to get information from an object or person through touch, via the <u>PRINCIPLE OF CONTAGION</u>.

Anamnriin are perhaps one of the more specific of orders of Korachani shapers, and though their skills are narrow, they are of importance to society.

By laying their hands on an object or person they can glean a who host of details, which vary based on the shaper as well as the length of time devoted to the examination. A cursory touch can reveal simple information such as where the person or object came from and, may also reveal an aura – in the case of a person, revealing their present emotions; and in the case of an object, hinting at the scenarios and moods that recently surrounded it. Even longer contract can give more information, possibly flashes revealing locations and events. Accomplished *Anamnriin* who maintain continuous contact and concentration for a significant amount of time can get specific details, including places, names and histories. This information is invaluable on various levels, including law enforcement (trace auras of a murder weapon or a murder suspect), bounty hunting and private investigating (tracking a fugitive), and in the antiques trade (correctly appraising the value of an object).

Indeed, *Anamnriin* are expert trackers and can lay their hands on the ground to get auric feedback including the number of people and objects that have passed over an area and how long ago. They can track specific objects and people if they are forearmed with a trace aura, effectively allowing them to track them over vast distances, much in the same way a tracker dog can follow a scent trail.

They can often work as archaeologists, wither in the field or in museums, where they use their abilities to find out the provenance of objects and sites, which has allowed them to flesh out historical records beyond any measure of doubt. Indeed, our vast knowledge of past ages is largely due to the diligent work of psychometrists working across the <u>FIFTH AGE</u> and earlier, piecing together fragments that would otherwise have been lost to time. See Vol IV: Spheres and types of Shaping.

<u>ANANGON</u>: Set. Small coastal city in the east of <u>CUTH</u>. It is home to shipyards, and large harbour where wood is shipped west (Pop. c. 17,000).

ANANTH, the: Myr. His. Ancient name for the <u>SEA OF CHAOS</u> from which the <u>FIRMAMENT</u> and the <u>ATRAMENTA</u> were born. The Ananth is believed to remain to this day as a mystical element and part of the <u>MATERIA OMNA</u>; the object of many <u>ALCHEMISTS</u>' searches, though to which capacity it affects the actions of <u>SHAPERS</u> is unknown and few, if any, can be said to have truly discovered it through Alchemical or <u>TECHNARCANE</u> processes.

<u>ANANTHUL</u>: *Nm.* Dem. '*Ananthulan*'. This Kingdom is situated in the <u>SOUTHERN HEMISPHERE</u>, in the east of <u>SAMMAEA</u>, and its southern-most territories lie along the <u>TROPIC OF MAOCARHL</u>. Its climate is dry, though it becomes more verdant farther to the north, where scrub forests and sparse woodlands predominate.

Ananthul emerged from the void left by the <u>SCION TELEANYARA APEXEIDE'S</u> attack on the ancient <u>PHARTHI</u> capital of <u>PANET</u> in 1378 RM, which left it annihilated and its iconoclast leaders vanquished. The region regressed after this, with a series of tyrants emerging to fill the void. By around 1436 RM one region, known as Ananthul, had gained the upper hand and began to assimilate surrounding territories. Its ruler began calling himself the <u>PHAOH</u>, and his offspring would follow in his steps taking on the moniker as a title, starting the <u>PHAOHNIC DYNASTY</u> that survives in the region today. In 1443 RM, the name of Ananthul became officially recognised and used for the first time, remaining so to this day.

The nation and its people are quite secretive, and very little is known of its religion, which is known simply as <u>LAX PORAR</u>, and is worshipped privately within people's homes and has not been revealed to outsiders. Much like the rest of the nations in the <u>PORPHYRI PENINSULA</u>, it is known for its manufactories, and technarcane industries, of which it is a world-leader, with a great number of exports every year.

Its people, like others in the Porphyri peninsula, are descended from FOURTH AGE unions between the HUMAN inheritors of ELYDEN and the near-extinct IROTHANI — blue-skinned mortals beholden to the DEMIURGE NYARLOTH. Many individuals have skin with a faint blue taint, or skulls that are slightly elongated, as a result. See Vol III: Extant Realms and Nations.

ANANTHULA: Geo. Region to the south of ANANTHUL, characterised by its convoluted and pitted iron fields, rust-red flakes the size of cart-wheels laying on the corroded plains, the water at its shore orange from oxidisation. The land and sea around the region are largely devoid of life, though there is evidence of past civilisations in the hewn colossi and monuments that exist carved from pillars of metal into totemic idols, their features long-since corroded.

<u>SABAISAN</u> legend speaks of steel canyon valleys shrouded in darkness where sickly wombs sprout from the earth like grotesque flowers, strange beings growing within. The explorer <u>NAVAH BERDEN</u> saw the region from his famous expedition in 612 RM and decided not to explore the shore; the only land he felt inclined not to explore further during his travels. Few know the verity of the legends surrounding the land, though some scholars speculate that the hellish earthly wombs might be a corrupted remnant of the works of one of the Demiurges, possibly Nyarloth or his children, the <u>IROTHANI</u>.

<u>ANAPARTHIA</u>: *Ind. Set.* Settlement in the <u>PARTHISAN</u> colony of <u>VARTA</u>^(1.), almost 80-miles from the city. Its main industry is iron mining (Pop. c. 7,000).

ANAPIT NASTHALLA: Sup. Rui. Ancient cyclopean ruin deep in the jungles of FATHEL ID, in the west of NOAVATUR. It is thought to date back to the THIRD AGE OF LIFE, and is likely attributed to a DEMIURGE. It depicts a grotesque humanoid figure seated on a throne, some 100-ft. tall in all, hewn from a single block of unidentified metal that is now tarnished.

An aura of dread surrounds the ruin and those sensitive to the effects the <u>MATERIA OMNA</u> can feel a heavy aura that has kept mortals away from it for centuries, which is likely the reason the jungles of Fathel Id have never been exploited by logging operations.

<u>ANARAS</u>: Set. Small city in the far north of <u>PORPHYR</u>. It is located in the region of <u>BASHINDA</u>, which is noted for its rich ore reserves. Its main industries are lead and zinc mining (Pop. c. 12,000).

<u>ANARCH</u>: 1. Rnk. Hereditary title in <u>TETHYSIA</u>, not unlike that of <u>PATRICIAN</u> in the <u>INNER SEA</u>.

2. *Pol. Rnk.* Ruling title in <u>TZALLRACH</u>, synonymous with king. The title is hereditary, and is currently held by <u>AMAIMON</u>.

ANARGUL XYLIA, THIRD OF THE ELEVEN: m. Pol. Per. (B. 3824 RM)
Third of the <u>HENDECARCHS</u> of <u>MALAN</u> and ruler of the <u>FOREST</u>
KINGDOM of CHLORIS.

<u>ANARIK</u>: Set. Port on the south of the island of <u>GEMARIS</u>, serving as the main harbour of the capital city <u>AGAIR</u>. The settlement is a suburb of the capital, and the majority of its populace is involved in the port industry in some way or another (Pop. c. 9,000).

ANASAR: 1. Geo. Mountainous peninsula in the c north west of PERGOST, dividing the SEA OF DESZMEN from the AMAARI WATERS. Like most regions in Pergost, it is largely made up of permafrost, and there are few permanent settlements of any note. Indeed, most mortals who dwell there follow old tribal beliefs of the TURAAN and roam the land in family groups that build temporary rubble huts in their meandering of the landscape.

- 2. Set. Small city in the eponymous region^(1.) in the c north west of <u>PERGOST</u>. Like many parts of the far north of <u>LLACHATUL</u>, the city is relatively small, populated by a hardy people who have become experts at living off the unforgiving land and plying the waters of the <u>DESZMEN</u> GULF (Pop. c. 18,000).
- 3. Mil. His. Historical caste of MAMMOTH-cavalry in early PERGOSTI history. While mammoths aren't used in common life due to their rarity

and stubborn nature, they were successfully bred in limited numbers for use in warfare by the people of the Anasar region. They typically served as platforms for ranged troops, musicians and ballistae, though were traditionally used as shock troops.

Their role diminished with the advent of gunpowder, though were used as recently as the civil war of 3682 RM, during which their numbers were whittled beyond recourse. Today they remain largely as mascots and specialised units – hauling artillery in difficult terrain, for instance.

<u>ANASHIR</u>: *Set.* Settlement in the c north east of <u>TATAR</u>, in the south of the <u>HAZABOS</u> region (Pop. c. 5,400).

ANASKINA: Set. Small city in the c north west of KAZZAR (Pop. c. 13.800)

ANASUL: 1. Mil. Str. Defensive lines in the north west of THE OLD FOREST, along the border with ALMAGEST, stretching for some 75-miles across the river IAGANNATH. They were constructed during the height of Almagesti offensives against the Old Forest in c. 2800 RM, at which time the borders of the Old Forest were some 20-miles farther north. Today they are antiquated, though are still manned by forces from the nearby fortresses of HIMET and SAMILET.

2. Set. Fortified city in the north west of <u>THE OLD FOREST</u>, 30-miles south of the eponymous fortifications that guard the border with $\underline{ALMAGEST}$ (Pop. c. 28,000).

<u>ANATARIA</u>: Set. Major coastal city in the far north east of <u>METHUMN</u>, along the northern border of the mouth of the river <u>HELAGHILRA</u>. It appeared only around 200 years ago in land reclaimed by lowering sea levels and deposition from the river. Originally an agricultural hub, it soon grew into an industrial centre, and is now thought by some to be a home to a manufactory where <u>POSSESSION ENGINES</u> are made (Pop. c. 330,000).

<u>ANATHA BAETYL</u>: 1. *Rel.* Major polytheistic religion in <u>TZALLRACHI</u>. It is also the name of its primary deity^(2.). See Vol IV: Religions and Cults.

2. *Rel.* Primary deity of the <u>TZALLRACHI</u> polytheistic religion^(1.), taking the form of a lion goddess of warfare and strength. She is also a power in the city of BAALBETH, where she is a patron deity.

The religion is old, dating to the days of <u>CHARAMAN</u> culture and, though it diminished under its subjugation of the <u>NATHI KINGDOM</u>, it later re-emerged during the time of the <u>CHARATH CROWN</u>, becoming a major cultural influence by the appearance of <u>CHÂR MATHI</u> (Tzallrach)in 2101 RM. See Vol IV: Deities and Pantheons.

<u>ANATHEROPS</u>: Fau. One of the largest <u>THEROPS</u> (land animals) to walk <u>ELYDEN</u>. A mainstay in <u>FOURTH AGE</u> warfare, their numbers were whittled in the <u>WAR OF SCOURGING</u>, and very few survived the <u>FADING</u> of that age. Those that survived scattered across <u>SAMMAEA</u>, where they survive in small numbers to this day, though they can also be found on the subcontinent of <u>EASTERN LLACHATUL</u>. See Vol II: Classification and Taxonomy of Life.

<u>ANATJAL</u>: Set. Fortified settlement in the east of the <u>OLD FOREST</u>. It forms a part of the <u>GÂTHAN ROAD</u> that brings trade to the east of the Old Forest from as far places such as <u>AHRISHEN</u>, <u>SABIA</u> and <u>KASPIA</u>, amongst others (Pop. c. 9,200)

ANATOLA: 1. Geo. Mountain in the far south east of ALMAGEST.

2. *Geo.* Mountain-chain forming the eastern-most border of <u>STOLAS</u>, with the <u>DESOLATION OF ASTUDAN</u>.

<u>ANATU</u>: *Lak.* Lake in the c east of <u>VENTHIR</u>, along the course of the river TEIRIS.

<u>ANAVRAMI</u>: *His. Lan.* Now-extinct <u>HUMAN</u> language that dates back to the <u>THIRD AGE</u>, believed to be descended from the first human tongue, gifted to them by the DEMIURGE AVRAHAM.

The language followed the spread of humans across <u>ELYDEN</u> during the Third Age, becoming the root for most extant human languages that would follow. Despite its importance to linguistic studies, little is known of it due to its ancient age. See Vol II: Languages.

<u>ANAX</u>: Plr. 'Anaxin'. Pol. Rnk. <u>PELASGOSI</u> noble title, loosely translated to mean lord or judge. Used during the so-called <u>JUDICIARY AGE</u> in Pelasgos (-300 RM – 5 RM). The Anaxin were regional rulers, roughly comparable with feudal lords, who answered to the <u>ANAX-LORD</u> and served as rulers, judges, and leaders of regional armies. The Anaxin were granted land and

certain duties by the Anax-lord, who presided over the various judges of the old Pelasgosi states, setting disputes and overseeing laws.

After the Imperial conquest of Pelasgos in 73 RM, the title of Anax was maintained, becoming synonymous with that of <u>ARCHPATRICIAN</u>.

ANAX-LORD: Pol. Rnk. Title of the original rulers of <u>PELASGOS</u> that followed the <u>FADING</u> of the <u>FOURTH AGE</u> and its emergence form the leaderless Neolithic culture in c. -400 RM, until the arrival of the <u>KORACHANI EMPIRE</u> in c. 73 RM (though the title was later used in <u>VÂRR</u> beginning c. -50 – 50 RM). In Pelasgos, the Anax-Lord resided over the regional <u>ANAXIN</u>, while in Vârr, the Anax-Lord was superior to the <u>HIEROGOTHS</u>.

Despite the empire's subjugation of the nation in 73 RM, the <u>ARCHPOTENTATE MALICHAR</u> continued to use the title, naming his governors Anax-lords. These regents maintained a degree of influence and anonymity throughout imperial rule, though by the end of the imperial occupation in Vârr in 3412 RM the line of the Anax-Lords had become so diluted by millennia of marriage to the <u>PATRICIAN HOUSES</u> that its worth was barely of note.

<u>ANYA</u>: Rvr. Drainage basin of the river <u>ANAYATAS</u>, in the north east of <u>PORPHYR</u>.

<u>ANAYATAS</u>: *Rvr.* River in the north east of <u>PORPHYR</u> flowing north for 390-miles from sources in the <u>POROPHOSSYR</u> Mountains before meeting the coast at the <u>BAY OF XENIA</u>.

<u>ANCESTRAL FORTS</u>: *Rui.* Old coastal forts dominating 120-miles of what was once the <u>SUORI</u> coastline, now around 35-miles inland from the SEA OF ORMA.

ANCESTRAL KNOLL: Int. His. Burial mounds in <u>TEMUJA</u> that date back to pre-Temujan times, when the region was populated by nomadic horsemen. These ancestral knolls were built over the burnt bodies of the dead as memorials to their <u>VESSELS</u> (bodies), that were left empty following the departure of the <u>SPIRIT</u> to the <u>OTHERWORLD</u>.

ANCESTRAL TOKEN: Leg. Arc. Soc. Known as CAYIYTH in MALANI.
Ancestral Tokens are small cenotaphs erected to mark the place of passing of an individual, usually one of renown or importance in the region. The tokens are revered and respected by the Malani and those passing them may leave a small offering to appease the SPIRIT">SPIRIT" in the deceased. Older tokens tend to be turned into milestones by those who commonly pass by them.

<u>ANCHIAUS</u>: Geo. Low long mountain-range in <u>SAMMAEA</u>, forming a border between the <u>UMBRA SOKHAR</u> and <u>AETHIOS</u>.

ANCIENT: Pol. Rulers of IRUGNA.

ANCIENT AZAHARI: see AZAHARI, ANCIENT.

ANCIENT, CITADEL OF THE: Pol. Str. House of the government of IRUGNA (2.). located in the capital city of ZAGAN.

ANCIENT RHEAN: see RHEAN, ANCIENT.

ANCIENT SUTHI: see SUTHI, ANCIENT.

ANCIENT SVATHI: see SVATHI, ANCIENT.

<u>ANCONA</u>: 1. *Rvr.* River in the c north west of <u>AETHIOS</u>, flowing for 270-miles from sources in the north east of the <u>ANCHIAUS</u> Mountains.

2. Rui. Ruined city in an elbow in the above river (1.).

<u>ANDABATA</u>: Mil. In <u>AHRISHENI</u> military, <u>INDRIK</u> riders that are used as powerful shock-cavalry and gun platforms. Their thick hides and unperturbable demeanours make them trustworthy mounts, though their upkeep and training are difficult and costly. They are bred and trained largely in the <u>QOCHLAN</u> region in the south of <u>AHRISHEN</u>.

ANDALLAN: Geo. Low mountain in the south west of <u>WESTERN SAMMAEA</u>, forming a border between the east of the <u>MAUNURIN TRIBES</u> and the west of <u>ABRAXA</u>⁽²⁾. It is an extension of the far larger SANTOREAN Mountain, and divides the WOLD rainforest in two.

<u>ANDARA</u>: Lak. Endorheic lake in the south east of <u>PORPHYR</u>, fed by various river flowing east from the east of <u>POROPHOSSYR</u> Mountains. The lake was at one point linked to the west of the <u>SEA OF MIROVEA</u>, though was left cut off some 400-years ago by waning sea levels.

<u>ANDAS</u>: Sea. Strait off the western coast of <u>GREST</u>^(1.) in the south west of the island-continent of <u>BROR</u>^(1.), separated from the <u>SEA OF NDORTUR</u> by the island of <u>MBAST</u>. The region is noted for the many <u>MERILLS</u> that

congregate there, often attacking coastal settlements. The diminishing of the seas in the area has revealed many soapstone merill cities just off what was once the coastal shelf, overlooking deeper waters of the Ndortur.

<u>ANDHA</u>: 1. *Geo.* Region in the north of <u>PHUT</u>, characterised by its almost black soils, which are remarkably fertile.

2. Set. City in above region and main producer of food in the northern territories of \underline{PHUT} . The food is sent south to \underline{APHUTA} where it is catalogued and divided for distribution across the nation (Pop. c. 34,000).

ANDURRI: Int. Rel. necropolis in the south of the HODABR-AGHTUL Massif, in the c of CHEIRA, where in 3621 RM the body of the OTHERWORLDER HAR-RSI was found. The otherworlder would go on shape the religions and governments of the area and is still worshipped to this day, in the form of the PROPHET OF THE EMPYREAN.

ANDAFAR: Sea. Bay in the east of SAMMAEA, acting as a border between the nations of PORPHYR and SABAISA. Its waters are relatively deep still rich in marine life, that is the livelihood of the many settlements that border it.

<u>ANDARA</u>: Mil. Str. Major fortress in the north west of <u>THE SURRACH</u>, close to the border with <u>EREBETH</u>.

ANDGAR: Rvr. River in the south west of <u>KEPHUAAN</u>, flowing south for 45-miles from sources in the <u>GARDAGHIN</u> Mountains before meeting its mouth at the BAY OF LEPHAINA.

<u>ANDHEM</u>: *Rvr.* River in the south of <u>AZAZEM</u>, flowing south for 130-miles from the <u>AAORA</u> Mountains before joining with the river <u>TARKA</u>.

<u>ANDHO</u>: Arc. Rel. Votive temple in the c of <u>KHARKHARADONTIS</u>, along the portion of the <u>SHADOW MARCH</u> known as the <u>MARTYRS' ROAD</u>, where those who have died along the March are taken. It is the main institution responsible for maintaining a huge necropolis that exists to the west of the March.

The caretakers of the necropolis mix the blood of the dead in with the dust of the region to make a concrete that is used to make monuments for the dead, who are buried directly in the dust. Millions of people are thought to be buried in rough rows and columns within the necropolis.

<u>ANDHOR</u>: 1. *Rvr*. River in west of <u>THE OLD FOREST</u> flowing for 500-miles from sources in the <u>GAEFANG</u>, <u>COELIS</u> and <u>NELCHA</u> Mountains before joining with its parent, the river <u>IAGANNATH</u>.

2. *Lak.* Lake along the course of the river <u>IAGANNATH</u>, along the border between <u>SKAROS</u> and <u>ALMAGEST</u>. Both river and lake were named for the naturalist Andhor.

3. (B. 2381 – D. 2454 RM) <u>KORACHANI</u> naturalist who travelled extensively throughout <u>SAMMAEA</u> between 2400 – 2450 RM, cataloguing the flora and fauna that he discovered.

ANDILUTH: Dem. 'Andiluthan'. Geo. Ntn. A sparsely populated region in SAMMAEA, south of the SEA OF BYSSOS, Andiluth forms part of the so-called BYSSIAN STATES. It occupies an extremely flat windswept coastal shelf that was revealed by waning sea levels. Ancient marine fossils and calcified coral forests pepper the otherwise featureless shelf that in winter falls victim to tremendous storms that wrack the land, reaching a hundred miles inland, brining waves and lightning with them. Farther south, opals are mined in small numbers, and daring itinerants search for giant pearls washed ashore by the storms.

Andiluth is made up of large cities that are united in a loose coalition of people that formed in 3106 RM. These cities are fortified against the harsh storms, where its beachcombers and their <u>WIND-POWERED WALKERS</u> take shelter in winter.

The people of Andiluth are proud of their ancient history, and can trace back their lineages to nomads that once roamed the foothills of the <u>CAMMOREAN</u> Mountains, who moved north, settling newly-revealed natural harbours, becoming fishermen, battling constantly against the great storms to maintain their cities.

Today, only the most cosseted of inlets can support permanent harbours, and even these are abandoned in winter, with their populace seeking out the refuge of its walled capital, <u>CARDAMATHIA</u>, and other walled cities.

Elsewhere, Andiluthan folk cling to the nomadic lifestyle of their ancestors, building light wind-powered machines that crawl along the shore, which they use to comb the coastline for flotsam washed up after storms and to help defend against aggressive giant <u>ANDILUTHAN CRABS</u>, which also form a major part of their diets, with large groups of people eating bonfire-cooked crab meat as part of familial celebrations. See Vol III: Extant Nations and Realms.

ANDILUTHAN CRAB: Also 'Giant Crab'. Fau. DICHAGOR that grows to about the size of a large dog or pony and resembles a normal crab. They are sometimes used to carry cargo due to their strength and hardiness. Though a dichagor, they can survive days without contact with water. Rarely, some ancient examples are encountered that are the size of AMBULANTS.

See Vol II: Classification and Taxonomy of Life.

ANDILUTHAN SHELF: Geo. Expansive exposed costal shelf south of the SEA OF BYSSOS that was revealed over the course of 2500-years as the sea slowly retreated. The region covers an area of around 10,000-square miles and is covered in calcified coral forests, salt flats, and the sun-bleached fossils of ancient marine life.

For the most-part it is flat and featureless, ignored by the people of <u>ANDILUTH</u>, and it is wracked by severe winter storms that bring waves dozens of miles inland.

ANDIRONICOS NOCTAMDE: m. Mil. Pol. His. Per. (B. 3361 – D. 3462 RM)
ALMAGESTI general who dissolved the republic in 3404 RM and formed a short-lived empire with him as emperor. Under his leadership, Almagest continued its expansionist policies and he was responsible for acquiring new lands rich in resources to the north and east.

His son <u>Helviarn</u> acceded the throne following Noctamde's death, but he was considered weak by his advisors and lieutenants and eventually seceded in 3475 RM without any heirs, leaving the empire in the hands of his six <u>SENESCHALS</u>⁽¹⁾, leading to a short period where they ruled Almagest as a hexarchy.

ANDRACHA: Mil. Set. Fortified city in the south east of LYRIDIA DHAI, along the mouth of the river <u>HELISSOS</u>. Though the c city of the region remains <u>COTHON</u>, Andracha is growing into a regional power in its own right, with the <u>SHADOW MARCH</u> and as well as <u>RED ROUTE</u> passing through it, bringing money with them (Pop. c. 23,000).

<u>ANDRAS</u>: 1. *Geo.* Valley-system just outside the crumbling city of <u>ANDRAPHALA</u> in the east of <u>SABAISA</u>.

2. Geo. once-thriving river that watered the city of $\underline{ANDRAPHALA}$ in the east of $\underline{SABAISA}$. The river dried in c. 1300 – 1350 RM, leading to the city's downfall.

ANDRAPHALA: Pol. Set. Capital city of SABAISA. It originated in c. 120 RM as the home of a caste of ATRAMENTAL seers, who served as rulers. The city was assimilated by the empire of ZOLOK as it expanded south in c. 300 RM, and the seers were exiled, believed to be a threat to the crown. The SHAPERS would flee south, and would eventually establish the city of BODARAGH, becoming the ATTESTOR caste, which would go on to rule the small empire of SATTAR ISHA.

The city had become a metropolis by 800 RM, though crumbled into obscurity by c. 1200 RM due to the inaction and ennui of its rulers and the wane of Zolok. It was later resettled in c. 1400 RM after the scion TELEANYARA APEXEIDE united the lands of the south of Sattar Isha (present-day western Sabaisa) and MENKAR (present-day eastern Sabaisa) together in 1324 RM, following the devastation wrought by the UPHEAVAL OF LETHEA, becoming the capital in 1598, following around 2 centuries of rule under the so-called twin thrones of SABAISID BANNERS (Pop. c. 897,400).

ANDRASTE: f. His. Myt. Rel. Pol. War. Per. Pseudo-historical warrior-queen common in <u>TISARAN</u> lore and history, dating back to c. 1200 RM in <u>TISHANNA</u>. She is said to have fought against <u>AMILLAERAN</u>^(3.) forces, ultimately helping in uniting the disparate people of the region under a single identity.

Over the years various myths and legends emerged around her, causing her true deeds to become obscured and ultimately untraceable beyond the broad information presented above.

She remained an important figure in Tishannan culture, though it was the emergence of the <u>TISHANNAN MONARCHY</u> that really saw her explode in popularity. Over the previous decades the merchant lords of Tishanna fostered a new reverence of the figure, elevating her to status of deity and ancestral hero, largely supplanting the ancient animistic

beliefs of the native people. All this was in preparation of the marriage into the <u>DERAEIAN</u> monarchy in 1922 RM, by which time her importance in local culture was well-cemented, and her link with the merchant houses made it easier to justify the founding of a new royal dynasty with her as its patron.

Since then, she has been revered as a deity – patron to the people of Tisara and protector of their lands. See Vol IV: Deities and Pantheons.

ANDRASTE, CULT OF: Rel. The main religion of TISARA, which is also observed in lesser numbers in neighbouring ABATTUR. The religion emerged in TISHANNA in c. 1910 RM after years of cultural manipulation by the merchant lords of the region, who took the cultural hero ANDRASTE and commissioned art – paintings, statues, concertos and so on – in her honour, with each new piece of art deifying her deeds one step further until she had become an ubiquitous presence in Tishannan life.

The marriage of the young merchant prince <u>TOUTAT</u> to Princess <u>NABIRIA</u> of <u>DERAEIA</u> cemented Andraste's new guise as patron deity of Tishanna, the bride and groom as the first royals of a divinely ordained dynasty that ruled in her name.

The religion grew following this, even outlasting the neutering of Monarchy in 2513, in which the last autocratic monarch, queen <u>SHIRAT</u>, established a new constitution that saw the monarchy relegated to a ceremonial position, though the monarch remained as the leader of the Cult of Andraste. See Vol IV: Religions and Cults.

<u>ANDRATHIS</u>: 1. Geo. Island off the eastern coast of the <u>PARTHISAN</u> colony of <u>EZHIRAYA</u>^(2.).

<u>ANDROMACHY</u>: Myr. In mythology, the act of a <u>DEMIURGE</u> (and, in some cases, <u>SCIONS</u>) gaining sustenance from the worship of mortals, most commonly humans. This can take extreme forms, such as with <u>RACHANAEL</u> or <u>VORROPOHAIAH</u>, where mortals are sacrificed to sustain them. See Vol IV: the Two-and-Twenty Demiurges.

<u>ANDROMALIA</u>: Pol. Set. Capital city of <u>GHROND</u> in the c south east of $\underline{BROR}^{(1)}$ (Pop. c. 172,200).

<u>ANEA</u>: *Rvr.* The main source of the river <u>LEAR</u>, flowing north west from sources in <u>SUUR'KA</u> and <u>RAOSI</u> in the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, as well as the south of the <u>HAAGENI</u> Mountains to the east of the city-state of <u>RETHKA</u>. The river flows for around 1,000-miles before it merges with the river Lear, creating the river <u>THAUR</u>, which flows west to the sea of <u>ERIA</u>.

ANEAZS: Geo. Island off the eastern coast of NOAVATUR.

<u>ANEID KINGS</u>: *Pot.* The rulers of <u>LAASKHA</u> following the assassination of the <u>TYRANT OF BALAAM</u> in 96 RM, until 1008 RM.

ANELOT: Set. City in the west of <u>AHRISHEN</u>. The city straddles the banks of the river <u>NALESH</u>, 12-miles from the coast, though it was, until c. 3000 RM, a coastal city (Pop. c. 22,000).

ANEON: 1. Sea. Strait in <u>LLACHATUL</u> where the two disparate lands of <u>SKAROS</u> are at their closest, named for the coastal settlement situated on the main Skarosian coast.

2. Dem. 'Aneonian'. Set. Coastal city in SKAROS, which dominates trade across the Aneonian strait. It began as a humble colony on the western coast and grew throughout the IMPERIAL rule of Skaros, in no small part due to the ADAMANTINE mines that came to pepper the foothills of THE BLACK MOUNTAIN, that became known as the ADAMANTI HILLS (Pop. c. 39,500).

<u>ANEPHA</u>: Rui. Ancient ruins in the tribal territories of <u>DRAKAINA</u>, in the east of the GROWING MOUNTAINS of MULCIBER.

<u>ANETHA</u>: Lak. Seasonal endorheic lake formed from the confluence of various different rivers, including the <u>HOREMARA</u>, in the <u>DHAUDACAA</u> region in the c east of <u>THETIS</u>.

<u>ANKER</u>: *Mil. Str.* Coastal fortress in the south west of <u>TZALLRACH</u>, guarding entry into the <u>BAY OF ATTAS</u>.

ANGAK: See. Small coastal city in the west of <u>TARTAK</u>. It is known for its deep harbour (Pop. c. 16,200).

ANGALISH MORAD: m. Com. Pol. Per. (B. 3929 RM) One of the three <u>TISRAHANS</u> who rule the <u>NACRE LEAGUE</u> from the city of <u>ENNERA</u> in <u>SIMBARA</u>. Together with <u>DHACHAH TRAZI</u> and <u>ZIHIMMAR DOS</u>, he

usurped control from the 17 councillors of the $\underline{GRAND\ HOUSES}$ during a tumultuous time following the declaration of war against $\underline{MAENMIST}$.

He is a calculating strategist, known for his cold pragmatism and unyielding ambition and his demeanour is often stoic, masking the relentless drive that fuels his every action.

ANGAR: Rui. Deserted urban area in the c south west of <u>BA'AKH</u>, abandoned centuries ago following the retreat of the Korachani empire from the region. It was an industrial centre and was surrounded by many mining settlements, all of which are now silent.

ANGEL FALLS: also 'Dillithan ai'. Rvr. 200-ft. high waterfall in the c of the HARÉSHKI CITY-KINGDOM of ALAMUT. Its waters are thought to have healing properties by Monks of <u>THE ORDER OF MANILL</u>, who have various monasteries in the area.

ANGEL OF CROSSROADS, the: see BASSORAH (6.).

ANGEL OF KWEI: Int. Arc. Phil. Rel. Immense ancient granite idol in the south west of the SOLEYN TERRITORIES, about 50-miles inland of the BRINE SEA. It depicts a sullen four-winged angel, its face hidden beneath a hood, its details worn by sea spray and time to indistinction. It is the centre of the Soleyn Territories' unifying philosophy and religion known as KWEI; an unknowable figure that demands constant painful atonement and punishment. See Vol IV: Religions and Cults.

ANGEL'S LAKE, the: Lak. Lake in <u>KASPIA</u> where the <u>ANGEL TAHIRA</u> was first seen by the <u>PROPHETESS HULDAH</u>. It remains a holy place to this day, guarded by the <u>SHIEUILL</u>.

ANGEL'S TRUMPET: Flo. A variety of nightshade plant that is known for its toxic leaves and seeds. Ingestion can lead to violent and nightmarish hallucinations. It is native to tropical regions of WESTERN SAMMAEA, where it was traditionally ingested as a tea by SHAMEN undertaking vision or repentance quests. See Vol II: Classification and Taxonomy of Life.

ANGEL'S WING, the: Geo. Isthmus in THE HARÉSHK.

ANGELUS IV: (B. 1158 – 1314 RM) Rel. Pol. Pope of the CHURCH OF THE UNDYING MACHINE. Elected following the death of the Heretic pope ASELIEL III in 1217 RM, he reformed the church, undoing the damage of his predecessor, whose tenure later became known as the PAPAL HERESY. With the blessing of ARCHPOTENTATE MALICHAR, he gifted the lands north of the RHAECHA Mountains to the DVERGAI and other fey races that were displaced by the Papal Heresy. He was canonised in 1923 RM.

<u>ANGGRSA</u>: *Ind.* Sulphur mines in the region of <u>ANGRDUR</u> in the west of <u>CYHLAGHARR</u> (Pop. c. 3,000).

<u>ANGMEHEN</u>: For. Large deciduous (broadleaf) forest in the north east of <u>EASTERN LLACHATUL</u>, dominating the south of <u>LOEGRESS</u>⁽¹⁾, and stretching into western <u>KOMMEA</u> and the north east of <u>TETHYSIA</u>.

It is known for its proliferation of fungi, and its many streams and small rivers, most of which are tributaries of the river <u>KALIMM</u>. The region is rugged, known for its verdant gorges and steep rocky terrain, though is idyllic and virginal, remaining unclaimed by <u>MORTALS</u> for the most part.

ANGOR: also 'the Tower of Studies'. Edu. Str. College in RHINOCOLOURA, some 10-miles outside of the capital in SARDONYX. Many scholars in the region graduated from this college, which dates back to 1153 RM, when the nation was still under KORACHANI control. A small settlement has appeared around the college to cater to the needs of its students and staff (Pop. c. 2,500).

ANGRDA: Mil. Geo. Island-fortress in the GULF OF OPHAR^(1.). Following the successes of CYHLAGHARRI attacks against OPRET that culminated in 729 RM with the razing of effectively the entire nation. The OGHURS established a port and fortress north of the plains of ENDURAGH, from where they could launch occasional culling parties and slaver raids against the remnants of the Opretian people. In 754 RM the port was severely damaged by PARTHIAN forces during the oghur war against OPHAM.

The fortress fell into disuse following an $\underline{ATRAMENTAL}$ disaster around the Cyhlagharri city of $\underline{HALGDAGGR}$ in 1008 RM, though it later became the foundations for the $\underline{AZASAOTHI}$ fortress of \underline{DASOS} .

ANGRDUR: Geo. Coastal volcanic plains in the north of SAMMAEA, forming the eastern coast of CYHLAGHARR, characterised by treacherous black basaltic and igneous coasts peppered with small volcanic cones. The region is inimical to life, the sulphuric gasses that suffuse the air there

killing anything that wanders there. The Cyhlagharri treat the region as a testing ground for young champions.

ANHEDONIA: Set. City in the <u>TWILIGHT STATES</u>. Its people suffer from a degrading form of ennui (Pop. c. 20,000).

<u>ANIALLA</u>: Geo. Mountain in the north east of <u>SAMMAEA</u>, serving as part of the border between the <u>UMBRA SOKHAR</u> in the west and <u>RHINOCOLOURA</u> in the east.

<u>ANILESSA</u>: Sect. Small city in the c south west of <u>SAGITTARIA</u>. It is surrounded by large fields and farmlands. It forms part of the <u>IVORY ROAD</u> (Pop. c. 15,000).

<u>ANIMISM</u>: Sup. Mys. A form of <u>SHAPING</u>, most commonly in <u>FIRMAMENTISM</u>. It is prevalent the nations of <u>TEMUJA</u> and <u>SAUA</u>, where much importance is given to the ancestral spirits. See Vol IV: Spheres and types of Shaping.

ANIROT: Set. City in the c north west of ROMOREA^(2.), along the south western periphery of the VACIVA Desert. It originated as a sacred pool whose waters are known for their restorative properties. It was settled by monks in the middle FIFTH AGE and a town eventually appeared there, growing to surround the pool, with businesses catering to pilgrims, though eventually industries emerged that made use of the water. The settlement continued to grow, coming to envelop the pool with industrial machinery and structures.

Today, the pool is largely forgotten, its holy history unknown to most people of the city, with a few remnants of the old monastic order tending to its polluted and diminished waters as best they can, knowing that it will soon be consumed.

The city now controls many satellite settlements, which are major coal producers in the area (Pop. c. 36,300).

<u>ANIS</u>: Sea. Bay forming the far south west of the <u>SEA OF ANIPTERRA</u>, in the north west of <u>SAMMAEA</u>, off the eastern coast of the <u>PRINCIPALITY OF SEPAHAUNAT</u> and <u>ENITH</u>.

ANIT NUR: Geo. Plains in c AHKA known to be mildly ATRAMENTALLY

<u>ANKADO</u>: lit. '*little Anakarra'*. Set. Originally known as '<u>ANAKARRA DO</u>', a settlement across the <u>BAY OF SALTRA</u> in <u>VAALK</u>, considered by most to be an extension of the capital, <u>ANAKARRA</u>. The settlement appeared c. 1100 RM (Pop. c. 8,000).

<u>ANKHES</u>: Set. Coastal settlement in the north of <u>KHAMID</u> (Pop. c. 14,000).

<u>ANKILL</u>: *Set.* Coastal settlement in the region of <u>EDALLA</u> in the far west of <u>THE SURRACH</u> (Pop. c. 13,000).

<u>ANKINT</u>: Rvr. River in the c south east of <u>AMMESH</u>. It flows east for 110-miles from sources in the <u>URARAGHI</u> and <u>NAGHIGH</u> Mountains before meeting its parent, the river <u>EKYANTI</u> at lake <u>IKARA</u>.

<u>ANIPTERRA</u>: Sca. Shallow sea serving as the western-most divide between <u>LLACHATUL</u> to the north and <u>SAMMAEA</u> to the south. To the west is the archipelago of <u>SEPAHAUNAT</u> and to the east is the <u>SEA OF ORRIDA</u>.

<u>ANISOS</u>: Set. Fortified city and capital of <u>IPANAH</u>^(2.), located in the c north west of its lands. The city is known for its large <u>DVERG</u> population, and also has a large number of embassies, largely belonging to the many nations that surround Ipanah (Pop. c. 289,500).

<u>ANKYACATH</u>: *Geo.* Region in the south west of <u>ANDILUTH</u> that is strewn with gigantic fossilised remains of extinct creatures.

<u>ANKYLOURA</u>: Fau. Large thick-skinned <u>THEROPS</u> common in rocky regions in the north of <u>SAMMAEA</u>, particularly <u>CYHLAGHARR</u> and <u>KARAKHAS</u>. See Vol II: Classification and Taxonomy of Life.

<u>ANNAL OF WORMS</u>, the: Vol. Ancient <u>NECROMAGIN</u> codex detailing funerary rituals and death-lore from around <u>ELYDEN</u>. Extremely rare and prized, it was originally penned in <u>KARAKHAS</u> in c. 960 RM, and though transcribed and reproduced many times throughout history, copies remain incredibly rare.

<u>ANNALIST</u>: Rel. Rnl. Operatives within the <u>EXECRATOR HOSTS</u> of the <u>REFORMED CHURCH OF SARASTRO</u>, who keep records of the hunts as well as those apprehended and the judgements handed down to them. These records are then presented to the Church for inclusion in its archives.

Though most annalists are of little use in the hunt itself, many have proven vital in the gathering of information both prior to and during the hunt.

<u>ANNALS OF THE WORLD, the</u>: Vol. Ancient early FIFTH AGE history of the world penned by the <u>VAALKAN</u> explorer Raudon (later discovered to be three generations of men who bore the same name) whose travels of the western <u>INNER SEA</u> took him as far as the extant <u>SURRACH</u> (then <u>CHEGRINT</u>). Much of what the people of the early Fifth Age came from these accounts, including many fallacies and ignorant anecdotes, some of which persist to this day.

<u>ANNAS</u>: Set. Settlement between the regions of <u>IBLIS</u>^(1,) in the west of LYRIDIA (Pop. unknown).

<u>ANNASACH</u>: *Mil.* Fortress in the far north west of <u>NAARETH</u>, close to the border <u>SUOR</u> and <u>ANUBIA</u>. It is built atop a <u>FOURTH AGE</u> ruin, which in turn is situated atop a strange basaltic rock-formation.

<u>ANNATTO</u>: natural colouring derived from seeds of the <u>ACHIOTE</u> tree, used in the manufacture of red dye. Its most famous manufacturer the city of <u>ABBAY</u> in the nation of <u>ABRAXA</u>^(2.), where it is known as <u>ABRAXA</u>

<u>ANNEAMAL</u>: For. Ancient old growth forest that dominates the north of OPHIUSSA and extends north into the south west of GNOTH, where it merges into the forest of AEONIA in the north east. It is protected by the ORDER OF TEREBINTH, whose members tend to its old trees, ensuring their survival amid the slow wane of ELYDEN.

<u>ANNINGIT</u>: Set. Small coastal city in the north of the <u>KORACHANI</u> colony of <u>TAVVADRA</u>, in the north west of <u>SAMMAEA</u>. Its main industry is fishing (Pop. c. 13,000).

<u>ANNIS</u>: *Set.* City in the c of <u>FARIS</u>. It is a major producer of pelts and musk, and much of this produce is sold to merchants passing through the city while travelling along the <u>GÂTHAN ROAD</u> (Pop. c. 36,000).

<u>ANNOIA</u>: Set. City in the north east of <u>JURRAS</u>⁽²⁾, situated along the course of the river EURRTOS (Pop. c. 41,800).

<u>'ANNOYING AS A LIDEAN FLY'</u>: Lan. Soc. Common saying around the <u>INNER SEA REGION</u>, derived from the many incessant flies that swarm over <u>LIDEAN</u> markets. The saying is sometimes shortened to 'Annoying as a Lidean', thought to be directed at the very persistent haggling that Lidean merchants and peddlers are known for.

<u>ANNULLARII</u>: Nou. 'Annullear'. Plr. 'Annullariin'. Sup. Org. Mil. Rnk. An order of <u>SHAPERS</u> in the <u>KORACHANI EMPIRE</u>, whose <u>MINASTERIA</u>^(2.) has been located the city of <u>BAAYN</u>, in <u>LAASKHA</u> since 2207 RM Its members are <u>ATRAMENTAL</u> shapers whose <u>SPHERE</u> of influence allows them to interact with the shaping of others, effectively nullifying or at least stymicing them.

They are able to do this through an unrivalled knowledge of the MATERIA OMNA, that is achieved through harsh training and rigorous FOCUSING^(1.), with individual sessions often lasting for days. They are probably the order of Korachani Atramentists that spend the most amount of time in Focus, often living most of their waking lives this way. This is exhausting, though it is what allows them to accomplish the acts that other shapers are incapable of.

They are most commonly found serving in law enforcement and military agencies, such as the <u>IRON GUARDS</u> or the <u>SANCTIFIED ORDERS</u> <u>OF THE INQUISITION</u>, who utilise them as a safeguard, preventing enemy shapers from successfully using their powers. In this regard they are similar to damping engines, but are more subtle – their abilities can be directed against a single enemy, and can be used reactively against certain acts of shaping, whilst ignoring others.

Whilst Focused^{(1.),} an *Annullarii* is capable of anticipating the shaping of others, seeing infinitesimal changes in the Materia Omna that presage certain acts of shaping. They can then interfere in the triggering act of shaping, altering the Materia Omna, or simply distracting the opposing shaper, causing them to lose focus and/or <u>ATTUNEMENT</u>. Expert *Annullarii* have various methods of interfering with their targets, which together increase their chances of success. They can also warp the Materia Omna around them, creating null-zones or 'shields' that cannot be influenced by other shapers, effectively keeping them safe from outside interference.

Annullarii must be well versed in all forms of shaping in order to understand what acts their targets are attempting, and they probably spend more time studying other spheres of shaping than any other shapers in Korachan, making them extremely knowledgeable individuals – and highly in demand for more than just their powers of nullification.

They can be found in the courts of rulers and diplomats, where they must stay constantly alert against hostile attacks or scrying from afar. They can work as security guards in buildings ranging from palaces and embassies, to barracks and temples, or gambling halls or anywhere where shaping would be unwanted or considered an unfair advantage.

Failed *Annullarii* are interred in <u>TECHNARCANE</u> engines such as <u>HEART ENGINES</u>, which they then power until their bodies are finally spent. Such engines include <u>SARCOPHAGI</u>. See Vol IV: Spheres and types of Shaping.

<u>ANNUNA</u>: Sea. Bay to the west of <u>METHUMN</u>, forming an extension of the <u>SEA OF MERCUVIA</u>.

<u>ANNUNA TIDE</u>: Soc. Yearly festival observed in the city of <u>NUNAGH</u> in the west of <u>METHUMN</u>. The festival celebrates the bounties of the sea and the role the tide, which is particularly high in Nunagh, plays in this. The festival ends with a ceremonial offering to the sun deity <u>RAKETH</u>.

<u>ANNUR</u>: *Mil.* Fortress in the region of <u>TULLANT</u> in the north east of <u>THE SURRACH</u>. It guards an <u>ATRAMENTAL</u> extraction facility that refines raw <u>UMBRA</u> and pumps it to the city of Tullant, 65-miles to the north.

<u>ANNURO</u>: *Mil. Set.* Fortified settlement in the far north west of <u>SAUA</u>, close to the <u>ORCAMMOR PASS</u> that links the region with <u>VIRAHAN</u> (Pop. c. 10,000).

ANOCHI: 1. His. Pol. Historical SORCERER-KINGS of KARAKHAS who worshipped the SCION KHAR'ILLAE as a deity.

2. Pol. Since c. 2400 RM the word has been used more generally as a title for a ruler, and later, governor, in the regions of <u>KARAKHAS</u>, <u>KHURAUR</u> and TARTAK.

ANOESIS: Set. Settlement in the region of CONCUPISCEA in the c north east of THE SURRACH known for its near-inaccessible hedonistic monastery in which monks seek enlightenment through carnal activities of the basest nature. Some seek out the monastery believing it to be a place of pleasure, but only the most sadistic of those who travel there leave content, if at all (Pop. c. 14,000).

ANOMOFERROH: lit. 'rust'. Geo. The rusted fields dominating the southeast of <u>SKAROS</u> and the west of <u>BASSORAH</u>⁽²⁾ are famed for their scabrous appearance and are <u>ATRAMENTALLY TAINTED</u>. The flaky terrain is difficult to traverse and is a mix of browns, reds and oranges, from iron ores that have oxidised on contact with the air.

The region is expansive, covering some 90,000 square-miles, and encompasses the entirety of the <u>FARRESH</u> Mountains and despite its inimical nature is not particularly dangerous to mortals. Metal objects brought into the region oxidise far quicker than usual, which is partially why it has been left largely uninhabited across recorded history. <u>RUST SLUGS</u> are also common in the area, subsisting on the oxidised metals.

The region is categorised as <u>LEAST CONCERN</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES.</u>

ANOQUARIS: (D. 1972 RM) Pol. His. Daughter of king QUESDRON, whose death in 1926 RM saw her accede the throne of KARGEMMA with her twin brother ANOQUARON. In 1929 RM they decided to divide the realm in two, and drew lots to see who would rule which portion. She became the queen of TUL KARGEMMA in the west, and ruled from the city of KARGHEMIR^(2.) until her death.

She spent her last years in mourning after her brother's death in 1959 RM and died without an heir, which saw the throne go to her cousin Battuz.

<u>ANOQUARON</u>: (D. 1959 RM) *Pol. His.* Son of king <u>QUESDRON</u>, whose death in 1926 RM saw him accede the throne of Kargemma with his twin sister <u>ANOQUARIS</u>. In 1929 RM they decided to divide the realm in two, and drew lots to see who would rule which portion. He became the king of <u>MILL KARGEMMA</u> in the east, and ruled from the city of <u>LERA</u> until his death.

His death in 1959 RM led to months of political uncertainty, with members of the court divided between those who wanted to continue the tradition established by the sovereign twins, and others who wanted a return to a single ruler. Though he died with a male heir, the issue was taken to his sister in <u>TUL KARGEMMA</u>, who was so distraught by her brother's death that she was unable to make a ruling, so her court acted on her behalf, choosing to reunite the two kingdoms. Anoquaris moved her throne back to Lera and ruled a reunited Kargemma from there.

<u>ANOTAL</u>: 1. (11,430-ft) *Geo.* Volcanic vent in the region of <u>ISKIMANNA</u> in the north of <u>ALMAGEST</u>. The vent is part of the geothermal network that keeps part of Almagest warm and is named after ancient god of life.

2. *Dei.* Ancient early <u>FIFTH AGE</u> god of life once common to much of the c north of <u>LLACHATUL</u>, in what are now <u>ALMAGEST</u>, <u>KOLCHIS</u> and <u>ALAM</u> BETHYL.

The god was largely forgotten by the birth of the modern age, though remains known in Almagest in a corrupted form as a spirit of heat and remains associated with the volcanic region in north of the state. It is still worshipped in some isolated parts of the far north of Alam Bethyl, though is not openly acknowledged, though worship remains strong amongst its sorcerer^(2.) caste. See Vol IV: Deities and Pantheons.

<u>ANOTH</u>: Ser. Settlement in the south west of the emirate of <u>LIMOTH</u>⁽²⁾ in Limoth^(1,). Its main industry is agriculture (Pop. c. 6,800).

 $\underline{\text{ANOTONIA}}$: *Mil.* Fortress on the western coast of $\underline{\text{NÁRTHEL}}$ that defends the city of $\underline{\text{NEKOR}}$.

ANQA: Fau. Leg. Sup. Gigantic bird common to the far south west of SAMMAEA, particularly ILLAKRAR, AKACHA, and ZATAUR. It was first documented in c. 3800 RM, emerging from the flames of a destroyed Akachan birthing atelier. It is unknown if sightings of the bird are of the same individual or multiple specimens, though those few who have survived their terrorizing diving attacks describe different features, indicating that there are many such creatures. The name Anqa comes from an ancient Illakraran legend of a flame-wreathed bird. See Vol II: Classification and Taxonomy of Life.

ANSA: Pol. Set. Capital city in the <u>SOLEYN TERRITORIES</u>. It became capital following the <u>EXECUTION</u> of the demon sultan <u>AMENABAST</u> by the first <u>MAHANTKHAI</u>, <u>RAHANKHEN I</u>, in 1328 RM (Pop. c. 1,000,000).

ANSAN: Set. Small city in the c north east of KULIGALA, in the east of the CARCHEMISHI PENINSULA (1.), in the east of SAMMAEA (Pop. c. 14,600).

<u>ANSER</u>: Set. Small coastal settlement in the c of <u>ARKOS</u>^(1.), overlooking the <u>SEA OF ERIA</u> (Pop. c. 2,400).

ANSORAH: Set. Coastal settlement in the south west of <u>EZASUH</u>⁽²⁾ (Pop. c. 4,500)

<u>ANTABARR</u>: Geo. Ntn. Small island-nation in the <u>SEA OF BATYAE</u>, off the western coast of <u>SAMMAEA</u>. The island is noted for its natural harbours and the sea trade that passes through them. See Vol III: Extant Realms and Nations.

<u>ANTARA</u>: Set. Settlement in the south east of <u>TAMAR</u> known for its saffron fields. Its produce is sold at great profit to merchants travelling along the <u>GREAT ROAD</u> trade-route (Pop. c. 5,000).

ANTARES, NOMARCH OF THE WEST PLAINS: (B. 3976 RM) *Mil.* Champion and <u>NOMARCH</u> of the western territories of <u>TZALLRACH</u>.

<u>ANTASMORA</u>: Set. City in the c of <u>GREST</u>^(1,) in the island-continent of <u>BROR</u>^(1,) along the course of the river <u>HITULA</u>. It is believed to be a metropolis though its people are secretive and unaccommodating to foreigners (Pop. unknown).

<u>ANTENA</u>: *Geo.* Mountain in the c west of <u>ALTHA</u>⁽²⁾, forming an extension of the larger <u>BELLEPHARA</u> Mountains.

<u>ANTENAS</u>: *Geo.* Plains that dominate the north of <u>METHUMN</u>, though they were much smaller for much of the <u>FIFTH AGE</u>, when the <u>BAY OF LRITHA</u> extended as much as 400-miles farther east, serving as a barrier between the Antenas plains in the south and the <u>THIOPHOSS</u> savannah in the north.

ANTENITH: Set Settlement in the c of ALTHA⁽²⁾. Its main industry is agriculture, and it a major source of food for the capital of DALATH⁽²⁾ (Pop. c. 5,000).

<u>ANTENOR</u>: Pol. <u>PATRICIAN HOUSE</u> that controls the most perfumeries in <u>KORACHANI</u>-controlled <u>LLACHATUL</u>. See Vol II: Patrician Houses. <u>ANTEVALLA</u>: *Rvr.* River in the west of <u>AMMESH</u>, flowing for 350-miles from sources in the <u>LORAGHI</u> and <u>LARAPH</u> Mountains, before emptying in the <u>BAY OF LEPHET</u>.

<u>ANTHAR</u>: Geo. Large desert in the south west of <u>SAMMAEA</u>, in the north of the <u>AMMASHI</u>^(1,1) peninsula, along the <u>TROPIC OF MAOCARHL</u>. It is around 165,000 square-miles in area and crosses the border between <u>METHUMN</u> in the west and <u>PHYRR</u> in the east and is largely barren, ignored by both lands.

ANTHEDAMIUS OF LARACE: m. *Int. Mys. His.* (D. 2744 RM) Infamous MYSTIC from the city of LARACE in SKAROS who enjoyed a few years of mild celebrity between 2721 – 2723 RM when some of his many predictions became publicly known, though when nothing came of them, the public turned against him, and he became a figure of ridicule. He eventually died in anonymity and penniless, and his skull was placed in a FUNERARY TOWER and his body appropriated for use in DROSS manufacture, as is customary in the KORACHANI EMPIRE.

His skull was taken from the funerary tower soon after his death and later changed hands multiple times, moving to various places across the empire, even being taken to the <u>SEPULCHRAL PALACE</u> by pilgrims in 2980 RM before being taken back to the HEARTLAND.

Centuries after his death, historians found a complete collection of his writings, which by then had been forgotten, and they were able to retroactively match them to certain historic events, all of which were relate to the general whereabouts of his skull at the time. This brought about a renewed interest in his works, and he is still remembered to this day in various OCCULTIST circles around the empire.

The whereabouts of the skull are now unknown.

<u>ANTHER</u>: Fau. Gigantic long-necked herbivorous <u>THEROPS</u> native to temperate-cool areas of <u>LLACHATUL</u>, primarily <u>RAONGEN</u>^(2.), <u>GNOTH</u>, <u>THE OLD FOREST</u>, and <u>MALAN</u>. See Vol II: Classification and Taxonomy of Life.

ANTHIRQA: Set. Small city in the east of the PRINCIPALITY OF SEPAHAUNAT in the north west of SAMMAEA (Pop. c. 6,500).

<u>ANTHROPEIDOS</u>: 1. Plr. 'anthropeidi'. Lan. Old <u>KORACHANI</u> word for <u>HALFBLOODS</u>. It has fallen out of favour in recent decades with the widespread usage of <u>MOEMAGNUS</u>. It remains popular in many academic circles, where it is used to describe any creature (not just halfbloods) born of divine blood, including SCIONS.

2. also 'the Halfblood'. Ast. Con. Constellation in the NORTHERN HEMISPHERE. See Vol II: Constellations.

ANTHROPEIDOS CRUSADES, the: see CRUSADES, ANTHROPEIDOS.

ANTHROPODERMY: Soc. The practice of binding books in human skin. Though rare, this activity has been recorded in various regions across <u>ELYDEN</u>, most notably <u>KARAKHAS</u>, in <u>SAMMAEA</u>. It was most commonly used in the creation of mystical or religious texts, many of which were devoted to the <u>DEMIURGE KHARANI</u> or the <u>SCION KHAR'ILLAE</u>. The <u>AETHIOSI</u> city of <u>APHAERNA</u> is famed for its collection of ancient books bound in human skin. Their origins are unknown and the script within them is also unknown.

<u>ANTHUG</u>: Str. Forced-labour camp and prison in the c north of <u>PERGOST</u>, along a lower peak of the <u>DANTIS</u> Mountains.

<u>ANTIA</u>: *Ind. Set.* Once a prosperous shipyard with large hostels and scrap merchants, Antia was one of the first settlements affected by the silting of the <u>STRAIT OF NÁRTHEL</u>.

Its shipyards were abandoned by their <u>PATRICIAN</u> benefactors and it dwindled in size until it was almost abandoned by c. 3880 RM. Today it is recognised for the small <u>PATRICIAN HOUSE</u> whose workers collect salt from nearby lakes and sell it to the south. (Pop. c. 2,800).

<u>ANTIANE</u>: *Mil.* Fort system in the south east of <u>EREBETH</u> close to the braided river of <u>NURIA</u>.

ANTILLIA: (10,210-ft.) Geo. Volcano in the far west of the ADDEN highlands in the south east of the DESOLATION OF ASTUDAN. The volcano last erupted in 3706 RM, dislodging thousands of people from both AHRISHEN and CARCERI below, with many refugees adding to the population of STYGA to the south west.

The volcano was named by the explorer and geologist <u>VISOGH</u> after his hometown of <u>ANTILLIUM</u>. Pyroclastic flows leading east from the volcano

survive to this day, as do the lava flows, from which new flora has begun to appear.

<u>ANTILLIUM</u>: Set. River-side city in <u>RHAMIA</u>, controlling trade up-and-down the river <u>ITHISH</u> to the city of <u>DREJIKAH</u> at its mouth in the north of the <u>SEA OF PROPONTIS</u> (Pop. c. 16,000).

<u>ANTIS</u>: Ind. Set. <u>MANUFACTORY</u> city on the northern-edge of <u>GAUGMOTHA</u>, in the c east of <u>VAALK</u>, along the north western shore of lake <u>TAASH</u> (40,000).

<u>ANTIUM</u>: *Rel.* Monastery in the c north of <u>AZAZEM</u>. It is famed as the repository of the relic known as the <u>TRIPTYCH OF ANTIUM</u>.

<u>ANTIUS</u>: Set. Settlement in the plains of <u>SARGOTH</u> in the c of <u>KARAKHAS</u>. It is a major producer of food, with its volcanic soil known for its fertility (Pop. c. 4,400).

ANTORRES: Ind. Soc. KORACHANI PATRICIAN HOUSE with a background in engineering and innovating TECHNARCANA. It is most famed for having secured a contract in 3873 RM that make it the exclusive provider of technarcane sarcophagi to the Korachani government. Today all the SARCOPHAGI used on government buildings are made in the House manufactories in ZEPHANICHAN. This has given the house a great deal of wealth and influence within Korachan, with it having a permanent seat in the LEAGUE OF PATRICIANS. See Vol II: Patrician Houses.

<u>ANUAES</u>: Set. Settlement in the west of <u>TISARA</u>, along the course of the river <u>AXOIHA</u> (Pop. c. 8,000).

<u>ANUAT ANI</u>: (6,830-ft.) Geo. Volcano in the south of the island of <u>HAR JAKALL</u>, in the north of <u>SEPAHAUNAT</u>. It is active, with lava flows restricted to the southern-face of the <u>VULTAMAAN</u> Mountains.

<u>ANUBATRA</u>: Set. Fortified city in the north of <u>TARATI</u>^(1.). It is the northern-most major city in the region, and trades north with <u>VENTHIR</u>, its parent-state, via the RED ROUTE (Pop. c. 43,000).

<u>ANUBIA</u>: also 'the Caliphate of Anubia'. Ntn. Dem. 'Anubian'. Desert nation in the north east of <u>EASTERN SAMMAEA</u>, to the south of <u>VENTHIR</u>, east of <u>SARASTRO</u>, and west of <u>SARAGOS</u>. The vast area is populated by a culturally-linked people, known as <u>KHERI</u>, who share with each other little in the form of a unifying government, save the major city of <u>ANUBIS</u>, which exerts a degree of influence in the north east.

Anubians are dark skinned nomads who traditionally moved their herds from oasis to oasis, living off the land in familial sects, each led by a $\underline{\text{HOUGAN}}$ (spirit-master). The shadow of a common ancestry hangs over the people of this land. Known as the $\underline{\text{LOST ONES}}$, their kingdom disappeared in c. –200 RM and very little is now known of them. The Anubians are thought to know more, but they are reticent of sharing their history with others. It is thought by some that the ancient $\underline{\text{STONE CIRCLES}}$ that are common in the deserts of Anubia were erected by the Lost Ones.

Relatively few permanent settlements exist in Anubia, and those that do are usually centred around the arable lands in the far north and south west, which are largely cut off from each other, save for the occasional caravans that brave the deserts. The central desert, which stretches for over 1,600-miles to the south east to the border with Saragos and NAARETH, is the main feature of Anubia, and the largest stretch of it is known as the MOLACHARI DESERT, after the ARCHPOTENTATE MALICHAR. It is a wasteland that covers over 750,000-square-miles and dominates the landscape of Anubia.

The region is united by its worship of what outsiders have come to call $\underline{MKISIH\ IDOLS}$ – creatures that were artificially created in $\underline{ATELIERS}$ in the west of $\underline{VENTHIR}$ and escaped, now roaming the deserts of Anubia, otherwise known as $\underline{MKISIHS}.$ It is thought that the religion is based on an older religion (possibly belonging to the Lost Ones), that became corrupted when desert nomads first encountered the escaped mkisihs. In some cases, the creatures have been captured and imprisoned in great stone temples, forced to witness the adulation of the Anubians. Upon death they are mummified, their bodies gilded, becoming idols that continue to be worshipped. See Vol III: Extant Nations and Realms.

ANUBIAN DESERT: see ANUBIA.

ANUBIAN STONE CIRCLE: Soc. Str. ANUBIA is famed for its sandstone circles, which dominate its eastern-most lands, reaching as far north west as the MOLACHARI DESERT and the hills of AHRA. The origins of the circles are unknown, as are their creators, but it is thought that they date

back to the early <u>FIFTH AGE</u>, or possibly earlier. Though some have postulated that they may have belonged to the <u>LOST ONES</u> (ancestors of the Anubians), this is merely conjecture.

The circles are normally comprised of around a dozen (commonly 13) upright menhirs of greyish–red sandstone. Though they are today rounded and pitted by the elements, it is thought that they were once geometric in design. The discovery of a well-preserved circle around 50-mile south west of the settlement of <u>APIS</u> in 3349 RM revealed that a surface that is covered in intricate <u>LITHOGLYPHS</u>, with sun motifs. It is now thought that most, if not all such circles also bore similar markings, making some scholars think that they are religious in nature, dedicated to an unremembered sun-cult.

No less than 32 specific circles have been identified, almost all of them hidden or buried beneath the sands of the Molachari desert. Many are badly damaged, though all bear the same traits mentioned above. They are typically ignored by Anubian nomads, though have been chosen as sites to *Set.* up camp, with awnings attached to the stone menhirs, which may be damaged in the process.

ANUBAIN: Mor. Nomads of ANUBIA. See Vol II: the Nomads of Elyden.

ANUBIS: Set. Wealthy city-state in the far north of ANUBIA. It is the only major city in all of Anubia and the influence of its merchant-lords is felt far and wide across the RED ROUTE, for it is their caravans that bring trade to the other far-flung cities of the nation. It is known for its salt mines and resin pottery that is made from hardy endemic desert pines cultivated outside the city in expansive groves.

The city is controlled by the <u>ABYSSAL TEMPLARS</u>, who fund many of the merchant-houses found throughout the city. It is also a centre for <u>SHADOW DANCER</u> activity, and those with positions of power in the city are constantly wary of becoming a target to their blades (Pop. c. 310,000).

<u>ANUES</u>: Geo. Island off the south western coast of <u>WESTERN SAMMAEA</u>, to the north of AEONAS.

ANULESS: Geo. Spectacular geothermal geyser in the region of BEGAPHILIA, close to lake SEHUTH, in the west of the HENDECARCHY of HATON in the north of MALAN. It is known for its periodical eruptions, that usually occur on a cycle of roughly 18-days.

<u>ANUNNIT</u>: Set. Settlement in the east of <u>SARASTRO</u> along the confluence of the river <u>UBAVVAN</u> and its parent, the river <u>SOLONA</u>. It forms a part of the <u>RED ROUTE</u> (Pop. c. 7,100).

<u>ANUTU</u>: Set. Settlement in the east of <u>VENTHIR</u>, along the course of the river <u>MAPHANI</u>⁽²⁾ (Pop. c. 12,000).

ANUSHEN: Set. Settlement on the island of <u>USASAAR</u> in the <u>KORACHANI</u> colony of <u>TAVVADRA</u> off the north western coast of <u>SAMMAEA</u>. Its main industry is the mining of phosphates (Pop. c. 6,500).

ANUSHEN I: (B. 1002 – D. 1090 RM) *Pol. His.* Daughter of <u>USHEN I</u>, the first king of the <u>AMNICIAN DYNASTY</u> in <u>AHRISHEN</u>. She began a matrilineal tradition that lased throughout the near six-century dominance of the Dynasty. Her rule was long and prosperous, and like her father, she concentrated on coastal defences, strengthening Ahrishen against pirates and slavers.

ANVOR: Set. Small city in the south east of VARR (Pop. c. 12,800).

<u>ANYA</u>: Pol. North eastern province of <u>PORPHYR</u>, in the south east of <u>EASTERN SAMMAEA</u>.

<u>AO</u>: Phil. Rel. Soc. The people of <u>PARTHIS</u> value empirical reasoning and observation, seeing them as the epitome of <u>MORTALKIND'S</u> quest for unbiased knowledge, and an end to enlightenment rather than simply a means. As such, in their pursuit of ultimate enlightenment they have anthropomorphised these tenets – empiricism and rationalism, amongst others – into a form of final enlightenment known simply as Ao. Similar to <u>GNOTHI MYSTICISM</u>, it is a philosophy that maintains that mortals should strive to seek knowledge as a means of elevating them above the beasts and fauna that surround them.

Ao is not a deity – Parthis remains secular, with most of its people being atheistic, refuting the divinity of the deities that are worshipped by other peoples. Indeed, most Parthisans see deities and the religions that surround them as a relic of ancient times when mortals, young and ignorant as to the physical laws of the world, sought to clothe major phenomena in mortal emotions as a way of explaining them. Ao is

antithetical to this and represents the endeavour of empirical knowledge, with the ultimate goal, un attainable as it is, of absolute knowledge.

Many outsiders ignorant of the social and cultural significance of Ao misinterpret it as a deity, though most Parthisans would be adamant in their argument that it is merely a personification of gnosis.

<u>AOGILI</u>: Rvr. River in the c of <u>RAONGEN</u>^(2.), flowing north east for some 325-miles from sources in the <u>ERIVOINE</u> Mountains, before meeting the western shore of lake <u>TAHONG</u>.

<u>AONIA</u>: Pol. Sixth of the <u>HENDECARCHIES</u> of the <u>FOREST KINGDOMS</u>, located in the north west of <u>MALAN</u>. Its capital is the city of <u>MELIBODHA</u>, and it is ruled by the <u>HENDECARCH PHARANDEAL TANUIT</u>.

It borders eastern \underline{SAUA} and the south east of \underline{TEMUIA} , and has political and economic relations with both. The $\underline{OGSUASU}$ is the national animal of Aonia, and the Kingdom is renowned for the $\underline{HELIX\ TREES}$ that dominate much of its territories.

<u>AORABANT</u>: 1. *Geo.* Region in the c east of <u>THE SURRACH</u>. Its controlling city is IREEB.

2. Set. Settlement in the c of <u>THE SURRACH</u>, along the shores of lake <u>ZARAZESH</u>. Its primary industry is the collection of mineral-rich mud from the shores of the lake, which is used in pottery as well as cosmetic products that are used across the Surrach (Pop. c. 12,000).

AORAYAN: Set. City in the south west of RAONGEN (2.), close to the delta of the river SO AORA. (Pop. c. 40,000).

AOSODATH: See. City in the north east of <u>TAHALL</u>. It is a major link along the course of <u>THE WAY</u> trade-route (Pop. c. 35,000).

AOUAK: Ind. Set. Small city in the south of THETIS. It was originally a coastal city, but by c. 1200 RM the coastline of the KAT ENNA had retreated, leaving it landlocked, after which it slowly waned. It has since become a centre of industry, and its population is growing as manufactories appear, requiring more workers. (Pop. c. 14,800).

<u>APACHAS</u>: also 'Apachas Basin'. Geo. Plains dominating the north of <u>KEPHUAAN</u>. The plains from an endorheic basin and are sparsely populated by <u>MORTALS</u>, though are home to a varied ecosystem.

<u>APAHKA</u>: Set. Settlement in the south of <u>AHKA</u>, abandoned in 3999 RM after the death of a <u>KORACHANI</u> shaper caused the destruction of much of the administrative portion of the city. Subsequent attacks by Korachan levelled most of the city, and it remains a ruin to this day, with most of its populace either drafted into the war-effort or forced north.

APAN: Lake in the south of AHKA fed by the river ALANAD.

<u>APAR</u>: Lak. Lake in the east of <u>LAASKHA</u>, in the east hills of the <u>ARCANTHEA</u> Mountain along the course of the river <u>PARRAN</u>.

APARAL: 1. Geo. Island in the south of the EDECHOL Island-chain.

2. Mil. Coastal fortress on the eponymous island. The fortress controls part of the <u>HOLOLACHI</u>^(1.) fleet, which patrols the waters of the <u>INNER SEA</u> and the <u>MARDEN</u>, with an eye towards combating the threat of <u>CYHLAGHARRI</u> piracy in the region.

<u>APARTH</u>: Geo. Upland region along the south east coast of <u>PARTHIS</u>, acting as the northern coast of the <u>STRAIT OF GATH</u>.

<u>APARI</u>: *Ind. Set.* Gold-mining boom-town in the badlands of <u>ULLUÍANNA</u> in the west of <u>TRAKIA</u>. The settlement appeared in c. 3940 RM and gold production in the area is already waning, leading to the slow diminishing of the settlement (Pop. c. 8,000).

<u>APARRA</u>: Set. City in the c of <u>SUOR</u>, along the course of the river <u>ISH</u> <u>HABBAR</u> (Pop. c. 30,000).

APASHNU AHAN SAT IV, IBAS APASHIN EN' ANUBIA: (B. 3936 RM) Pol. Current ruler of the Caliphate of ANUBIA.

APASTRONIC CONGRESS: Org. Underground organisation based in the city of MAKHARA in KORACHAN that seeks to keep OTHERWORLDERS out of political and civil events. Some extremists just want to eradicate otherworlders and HALFBLOODS and fund fanatical gangs that scour the nation, persecuting otherworlders.

It is thought that these extremists are secretly supported by the <u>CONCORDANTIST ORDER</u> of the <u>SANCTIFIED INQUISITION</u>, we fear the potential otherworlders have to upset the established status quo within the EMPIRE.

<u>APATIS</u>: *Geo.* Salt badlands region south east of the <u>ZAHARAN DESERT</u> in the west of <u>VALA</u>, in <u>MENISCEA</u>. The entire area is renowned for its rocky clusters of glass-like minerals. Of little-known worth, these formations reflect the already harsh light of the sub-tropical region across the salt-flats that surround it, making it blinding to most mortals. As a result, travel through it is rare.

<u>APAZETTO</u>: Pol. Soc. Bus. <u>PATRICIAN HOUSE</u> based on the island of <u>LINDESS</u> in the <u>FREE-ISLES OF PELASGOS</u>. It is known for its typewriters, which it has been making for many centuries, and it is amongst the most renowned names in typewriter production. See Vol II: Patrician Houses.

<u>APENATI</u>: *Rvr.* River flowing west for over 500-miles from sources in the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, before meeting its parent, the river <u>RASELETH</u>, at lake <u>EMAHOM</u>, in the plains of <u>AROMUR</u>.

<u>APENTIS</u>: Lan. KORACHANI word, its roots <u>LAASKHAN</u>, roughly translated as a penthouse. These are common residences for the <u>PATRICIANS</u> who live in imperial cities, particularly those who reside in high buildings.

<u>APEX</u>: PIr. 'apices'. Sup. Pol. Rnk. The 144 administrative <u>FIRMAMENTISTS</u> of the <u>RHEAN</u> government; who stand beneath the <u>ABIMELECH</u>. Wealthy land-owners, they wield great power and are recognised for their ostentatious clothes (they are renowned for the wooden wings they wear on their backs). Many apices devote their lives outside of their duties to the pursual of <u>SHAPING</u>, and many amongst them return to Rhea as <u>OTHERWORLDERS</u>; their mortal bodies relocated to the <u>KENOTAPHO</u>, in the west of Rhea.

APEXAUR: Fau. Carnivorous THEROPS, around the size of a horse, though possessing a large heavy tail and crocodile-like mouth. They are native to the north of Sammaea, and are most-seen today THE SURRACH and VAALK, though are sometimes seen as far east as BA'AKH and SUMA'YA. See Vol II: Classification and Taxonomy of Life.

<u>APHAALK</u>: Geo. Hilly dry scrubland region in the c of <u>VAALK</u>, forming the 'neck' that connects the north of the nation to the east. It is a known refuge of <u>AL GHUL</u> and passage across it is dangerous.

<u>APHAEN</u>: *Mil.* Fortress in the far north of <u>AETHIOS</u>, that is built atop a ruined fort that once formed part of the <u>APHAENI WALL</u> that was built in c. 2950 RM to defend against <u>KORACHANI</u> attacks from the north.

<u>APHAENI WALL</u>: Rui. Wall in the north of <u>AETHIOS</u>, constructed in c 2950 RM following the declaration of war on Aethios by <u>KORACHAN</u> in the wake of the construction of the <u>DAM OF AESAPIA</u>. Though helpful in the defence against Korachan, the wall now lies in ruins, most of it reduced to rubble and dust.

<u>APHAERNA</u>: Set. City in the east of <u>AETHIOS</u>, in the south of the plains of <u>ACTANORS</u>. Like many settlements in the region, it is known for its large herds of <u>AUROCHS</u>. It is also known for its library of ancient books, many of which are bound in human flesh. The script in the books is unknown, and their origins are likewise a mystery (Pop. c. 32,000).

<u>APHALASS</u>: Set. city and religious centre in <u>OPHIUSSA</u>. The city falls under a harsh theocratic government that advocates large rituals and masses in the name of its religion (Pop. c. 95,000).

<u>APHELIA</u>: Geo. Extensive cave-system to the west of the <u>GAEFANG</u> Mountain The system is over 5-miles long and contains no less than five large limestone chambers, believed to be created through water erosion by the river <u>NAHLA</u>.

<u>APHIENU</u>: Geo. Rocky hills dominating the far western coast of <u>RAONGEN</u>^(2,).

<u>APHOAD</u>: *Mil. Str.* Fortress in the east of <u>ALMAGEST</u>, guarding the border with the <u>OLD FOREST</u>.

<u>APHORA</u>: Set. Settlement in the c north of <u>AHRISHEN</u>. Its main industry is iron mining (Pop. c. 6,200).

APHOTIC SEA, the: See APHOTIS.

APHOTIS: also 'the Aphotic Sea'. Sea. Sea to the north of the STRAIT OF SKAROS. Currents flowing north along the SKAROSIAN coast bring with them filth and other debris from THE INNER SEA into the Aphotis, where it remains even as the currents turn west and south down the CLOUDY COAST. To the north of Aphotis is another, smaller sea, ADUM, while the SEKHEM is found to the north east, where it leads north in a narrow cleft to KOLCHIS.

APHRAS, TEMPLE OF: Rel. Str. Ancient temple in the city of TUALAR, in the south of PARTHIS, that in 3648 RM was restored and converted into a museum of ancient religions. Its warehouses are said to contain ancient religious artefacts and knowledge that has been forbidden by many leaders across ELYDEN.

<u>APHRASIA</u>: *Med.* Paralysis of the vocal cords caused by the drug <u>APHRASIC</u>.

<u>APHRASIC</u>: *Dru*. Drug that renders the imbiber speechless, temporarily paralysing the vocal cords. The condition is referred to as <u>APHRASIA</u>. The drug is commonly produced in the settlement of <u>MODANA</u> in the east of <u>SARASTRO</u>, and is used largely illicitly by assassins, rather than as a recreational drug. See Vol II: Drugs and Addictions.

<u>APHUTA</u>: Set. Large city and capital of the socialist nation of <u>PHUT</u>. The city is dominated by a large port and harbour, which are the nation's only sea-route to other regions. It is also a major stop along the <u>BROKERS' ROAD</u> trade route (Pop. c. 320,000).

<u>APHTHA</u>: also 'the Silent City'. Set. Isolated mountain settlement in the c of <u>TEMUJA</u>, just south east of the <u>LIP OF ALLIS</u>. It is known as the home of ascetic <u>FIRMAMENTISTS</u> who eschew the act of <u>SHAPING</u> in favour of a study of its theories and philosophies. The city is also home to many monks of <u>THE SILENT WORD</u>, which is possibly responsible for its common name (Pop. c. 13,000).

<u>APINAR</u>: Set. Major city in the <u>SIX CITIES</u> region in the west of <u>THE SURRACH</u>, in the north west of <u>SAMMAEA</u>. Built on the ruins of the fallen capital of <u>AHINA</u>, Apinar is fertile, even by the standards of the Six Cities, and is surrounded by the <u>APINE</u> forest. Travel into and out of its satellite settlements is regulated and foreigners are rarely accepted there (Pop. c. 32,000).

<u>APINE</u>: 1. Rvr. River in the <u>SIX CITIES</u> region in the west of <u>THE SURRACH</u> in north western <u>SAMMAEA</u>.

2. For. Forest in the $\underline{\text{SIX CITIES}}$ region in the west of $\underline{\text{THE SURRACH}}$ in the north west of $\underline{\text{SAMMAEA}}$. The forest largely consists of olives, carobs, cypresses and blackbarks, which all thrive there.

<u>APIS</u>: Set. Oas. Oasis town in the c north east of <u>ANUBIA</u>, in the north of the <u>MOLACHARI DESERT</u> known for its <u>MANTRA</u> riders (Pop. c. 13,000).

<u>APITU</u>: *Mil.* Fortress in the far east of <u>KHAMID</u>, overlooking the border with <u>MALAN</u>. It forms a part of the route of the <u>GREAT ROAD</u>.

APLI: 1. Nm. Dem. 'Apli'. Nation and people that dominated the south of BROR. (1.) from the SEA OF AHAGGAD. (1.) in the west, to the EKEDDA in the east. They are thought to have arisen sometime in the latter part of the first millennium of the FOURTH AGE, and survived until c. 3100 RM, when they fragmented, following a gigantic ATRAMENTAL calamity that occurred in 2802 RM, as witnessed by the NOAVATURI explorer SUHRSIP. The same calamity is also thought to have destroyed the nation of TIAMOLDOR.

Later exploration revealed a land depleted of natural resources, devastated by the event, its terrain corrupted and all life – flora and fauna – altered beyond recognition. Today, the waning nation of <u>CREPISCULA</u> continues its ancestors' Atramental traditions.

2. *Rui.* The ruined capital city of the eponymous nation. At the time of its founding, the city was a coastal area, though the <u>ATRAMENTAL</u> disaster that destroyed it, and the later diminishing of the sea, has now left it some miles from the coast. At its height it was a thriving metropolis, its ships dominating trade across the <u>SEA OF SAMMAIDU</u>.

APLIS: Geo. Desert in the east of the Nation of BROR ^(2.), in the c north of the eponymous continent, home to the aberrant deity SHIBARITH and its followers. The region is known for intense FIRMAMENTAL storms that batter the thoughts of those caught in them, leaving them as babbling wretches after little more than an hour of exposure.

Despite the name, there is no link between the Aplis desert in the north and the similarly-named <u>APLI</u> wasteland in the south of Bror, and the similarities in name are likely due to etymological similarities, with both names being derived from an ancient word for desert.

<u>APNUT</u>: Geo. Large escarpment in <u>IPANAH</u>⁽²⁾, dividing the region in two.
<u>APOCALAMA</u>: Sec. Fortified settlement in the region of <u>BETAHAL</u> in the north of <u>THE SURRACH</u>. The city is perched atop a steep rise in the north

of the \underline{STUL} massif and is well-fortified against attack and was known in the past for its heroic sallies (Pop. c. 14,000).

<u>APOCHAN</u>: 1. Geo. Island off the north western coast of <u>ALMAGEST</u>, in the <u>SEA OF SEKHEM</u>. The Island was once a prison for political prisoners and dissenters though has since been converted to a fortress.

2. Mil. Fortress and military harbour on the eponymous island.

<u>APOCHRYS</u>: Set. Coastal settlement in the c-south east of <u>GNOTH</u>, along the cliffs of <u>SEGATAYA</u>. It is known for its harbour and book presses (Pop. c. 4.800).

<u>APOCRYPHA OF SOSTIS</u>: Vol. Rel. Apocryphal texts found near the settlement of <u>SOSTIS</u> in the south of <u>SKAROS</u>, attributed to the early teachings of the prophet of <u>RACHANAEL</u>, <u>MAGHAN</u>, who predated the <u>ARCHPOTENTATE MALICHAR'S</u> dissemination of the word of Rachanael by some ten years. Since Malichar's rise to power and the spread of the <u>CHURCH OF THE UNDYING MACHINE</u>, the Apocrypha of Sostis has been declared false, all known instances of it destroyed.

<u>APOCRYPHA TECHNARCANA</u>: Vol. Unearthed in a dry well outside <u>DIMASHK</u> in <u>LAASKHA</u> 3903 RM, the steel-paged acid-etched writings of this great codex date back to the third century RM, and devote a great deal of space to a controversial history of technarcana and the birth of the <u>CHURCH OF THE UNDYING MACHINE</u> in the <u>KORACHANI EMPIRE</u>. Historians claim that the <u>ARCHPOTENTATE MALICHAR</u> had many cults and sects of the then-new <u>CHURCH OF THE UNDYING MACHINE</u> excommunicated around the same time that the codex is said to have been written. This is possibly a remnant of those teachings.

The codex is kept under lock and key in the crypts of the $\underline{\text{BASTION OF}}$ $\underline{\text{STEEL}}$ in $\underline{\text{KHADON}}$, where none are allowed to read it, not even the $\underline{\text{PRIMATE MAGNUS}}$ of the $\underline{\text{CHURCH OF THE UNDYING MACHINE}}$.

APOCRYPHAL WAR, the: His. Purported war that many history books claim to have been fought between MIRALUL and OSSIEL in c. 2100 RM, and which Ossiel lost, but which is now thought to have been little more than Miraluli propaganda to explain natural disasters that struck Ossiel around that time

<u>APOGRAPHER</u>: Pol. Rnk. Tax collectors within the <u>KORACHANI EMPIRE</u>, recognised by the tattoo of a seven-pronged circle they carry on their left hands.

<u>APOPHIS</u>: *Myt. Tec.* In the myth surrounding <u>TECHNARCANE</u> studies in the <u>KORACHANI EMPIRE</u>, the so-called heart of the <u>ATRAMENTA</u> in the <u>MATERIAL PLANE</u>. It is the centremost point of the region known as the <u>ABYSMAL MARROW</u> in <u>BLACK FOUNTAIN</u> and can only be described as the absence of light, warmth, and matter. It is the most inhospitable part of the <u>PENUMBRA</u>, and is comparable to the <u>MAAT</u> of the <u>MENISCUS</u>. See Vol IV: the Materia Omna.

APOSTATE WARS: His. Major civil war that engulfed the region of present-day IO between -192 and -128 RM. The war is attributed to the growing differences between sects of the cult of THE VOID, with each city in the region developing its own sect, (and sometimes more), many of which came to differ wildly from each other. In particular was the disparity between the wealthy and the poor; the latter of which seemed to be the only ones constrained by the austere tenets of the religion. By c. -250 RM certain cults began to clash in the city of GARAP, heralding a time of unease in Io. In response, the IONIC HIERARCHS instated harsher laws in -233 RM, though these only punished the weak and disenfranchised. This precipitated a diaspora of faith, with hundreds choosing to ignore the Void, turning to other religions (including that of SHAMAR, which was still strong in the east of Io at the time), with others following the dogma of the so-called VOID APOSTATES that appeared at the centre of the various sects of the Void.

This continued until -192 RM, when tensions had escalated to a point that they could no longer be contained. An army of agnostic protestors stormed the palaces of the Hierarchs in Garap, their actions culminating in a city-wide battle that left Garap ruined, half-burnt, its GOLEM destroyed. Though the agnostics were defeated, they had managed to slay the majority of the Hierarchs, leaving the nation in chaos. The remaining Ionic Hierarchs turned against one another as they tried to restore order to the nation. As word of the fall of Garap spread across Io, other cities fell to disorder and war eventually claimed the nation with cities defecting and claiming independence.

Trade and traffic between such cities lessened and by c. -150 RM the region was sundered into as many as a dozen disparate duchies and city-states, each clinging to its own warped vision of the Void, their Void Apostates attacking each other in hollow holy wars. In the north, SALOROC and SCYTHEA became militocracies, their forces preying on the weak states to the south, destroying DIAKONIK temples without their own borders.

The city-state of <u>BAESHA</u> attacked Saloroc in -128 RM in an effort to end its predations. It succeeded in defeating the government of the city, and took amongst the spoils of war the city's golem south to Baesha. Its military and political superiority came to influence the surrounding cities, many of which became its vassals or allies. Baesha's victories against Saloroc ended the so-called Apostate Wars, and managed to bring a semblance of order to the region once more, uniting the disparate cities into a nation once more.

APOSTATE POPE: see DOMNENA III.

APOSTATE POPE, REIGN OF THE: His. Historical period in the KORACHANIEMPIRE, between 3802 – 3814 RM, following the election of ARCHBISHOP DOMNENA III to ARCHBISHOP MAGNUS. He moved the centre of the church from KHADON to his home of HELLOS, in PELASGOS and declared himself Pope, a title that disregarded close to 4 millennia of doctrine, placing himself above the ARCHPOTENTATE MALICHAR.

From there he enacted radical reforms to the CHURCH OF THE UNDYING MACHINE, leading to the birth of a splinter sect that fractured the church. Fearing a repeat of the <a href="SUNDERING OF THE EMPIRE, which saw the Church splinter into two (with the REFORMED CHURCH OF SARASTRO officially formed in ARGEA 3821 RM), the COUNCIL OF SEVEN moved to have the Archbishop Magnus removed from power.

Domnena III proved to be tenacious and incredibly difficult to kill and he wreaked havoc across Korachan, and by the time of his assassination in 3814 RM, his cult had spread beyond <u>SOUTHERN PELASGOS</u> to neighbouring lands.

It took the <u>Church of the Undying Machine</u> many years to quell the spread of the cult and to restore order to the institution and the empire itself.

APOSTLE OF THE ENGINE: Rel. Rank within the CHURCH OF THE UNDYING MACHINE, head of the order of the EXOCRINES and ENDOCRINES, based in the CATHEDRAL OF IRON AND SHADOW, in KHADON.

APOSTLE OF THE RELIQUARY: Rel. Rnk. Within THE CHURCH OF THE UNDYING MACHINE, head of the order of ICONODULES, who travelled the KORACHANI EMPIRE with reliquaries of saints and OTHERWORLDERS.

APOTEGA: Set. Fortified settlement in the east of ALMAGEST, in the far south east of the HRIDAN DUSTSTONE formation overlooking SHOTHA. Its primary industry is the quarrying of duststone, which is ground into grit and used across Almagest to 'salt' snow. More recently it has become a centre of trade with Shotha and, through that contact, the east, and is slowly growing into a centre of mercancy (Pop. c. 26,000).

<u>APOTROPE</u>: Lan. <u>KORACHANI</u> name for a form of <u>OTHERWORLDER</u> said to ward off evil. See Vol II: Classification and Taxonomy of Life.

APOTROPIC WARD: Obj. Necklace used throughout the KORACHANI EMPIRE, supposedly to ward off evil. Such wards commonly take the form of swords and thrones, as well as images depicting saints and other figures of importance within the CHURCH OF THE UNDYING MACHINE.

APPLEHIVE: Flo. Cui. The fruit of a tree common to mildly FIRMAMENTALLY-TOUCHED regions in CENTRAL and EASTERN LLACHATUL, particularly in MALAN.

A specialised variety of bee known as the <u>APPLEHIVE BEE</u> is attracted to the small fruitlets that emerge in the weeks after the tree's flowers have been pollinated by other bees. They build hives around the fruitlets, which expand alongside the fruit as it grows. The bees eat the flesh of the growing fruit and replace it with honey, which is thicker than normal honey and of a pale orange/green colour. The hive is abandoned at the end of winter and is either eaten by wildlife or drops to the ground, and its seeds, which survive the appearance of the hive are dispersed, allowing the applehive trees to spread. In many cases the abandoned applehives

are cultivated by mortals who consider them a delicacy, particularly in

The fruit itself is naturally bitter and in its natural form (without a hive growing around it) resembles a small unripened apple, but it is more commonly seen in the wild with a hive around it, which gives it a heady sweet taste and its distinctive pineapple-like appearance.

APPLEHIVE BEE: Fau. Specialised bees that subsist parasitically on the APPLEHIVE fruit, found in <u>FIRMAMENTAL</u> regions of <u>MALAN</u> and other temperate parts of northern <u>CENTRAL</u> and <u>EASTERN LLACHATUL</u>.

The bees form a small hive that envelops the fruitling during its first weeks of growth, and the bees eat its flesh as it grows, replacing it with honey, which keeps the core of the fruit alive. The hive is centred around a queen and workers, and it survives for around a year. The queen swarms at the end of winter, leaving the hive with a handful of drones and workers in search of a new fruitlet, where they start a new colony. The old colony eventually dies and is either eaten by wildlife or drops to the ground, with the seeds eventually dispersing, allowing for the propagation of the tree over time. See Vol II: Classification and Taxonomy of Life.

APRODDA: Geo. Sparse lowland forest in the north of SAGITTARIA.

<u>APROSA</u>: *Ind. Set.* Granite-mining settlement in the c north west of $\underline{IZABAL}^{(1.)}$ (Pop. c. 9,000).

<u>APSELLUS MESANIN</u>: m. (D. 3168 RM) *Edu. Per.* <u>ALMAGESTI</u> botanist who travelled extensively across <u>ELYDEN</u> cataloguing the flora and fauna he discovered. The <u>MESANIN GOLIATH</u>, a giant ficus in the city of <u>ALMAGEST</u>, was planted by him over 800-years ago and thrived to this day despite the inimical climate.

APSIS: PIr. 'apses'. Cal. Amongst cultures with a lunar-based calendar, the lunar apsis is seen as an important event, comparable with solar equinoxes and solstices. The practice of marking the lunar apses was common amongst the Neolithic cultures of the INNER SEA, as well as currently in PELASGOS, LYRIDIA, SARASTRO, and IO with regards to the IVORY MOON (the WHITE CALENDAR); and BA'AKH, KARAKHAS, parts of KHARKHARADONTIS, LAASKHA, and VAALK with regards to the BLOOD MOON (the RED CALENDAR); and MALAN, in the case of both. See Vol II: Month and Lunar Cycle in Elyden.

APTELL: Set. Settlement in the c of AHRISHEN, along the northern shore of lake CYIDA. Its main industry is the cultivation of reeds (Pop. c. 5,200).

<u>APTER</u>: *Rvr.* River flowing south east for 200-miles from sources south of the <u>BAND</u> Mountains before emptying into the <u>SEA OF SAECULA</u>.

<u>APTERIA</u>: Set. Coastal city in <u>ALMAGESTI</u> territories in <u>HORSCH</u>. It controls the narrowest stretch across the <u>SEA OF SAECULA</u> between Almagest and Horsch, and pipes raw <u>UMBRA</u> from the <u>SIPHON</u> sites in <u>MORARA</u>, to the west, across the strait to the <u>CITY OF ALMAGEST</u> about 120-miles distant (Pop. c. 286,000).

APTHERA: Set. Small city in the c-south east of <u>THETIS</u> (Pop. c. 12,500). APUIA: Set. City in the west of <u>KHAMID</u> (Pop. c. 24,000).

APYRRA: Rvr. River in the far south west of <u>AHRISHEN</u>, flowing into the sea of <u>ST. JERUSH</u>. The river is largely polluted and abandoned, with various ruins along its banks.

<u>AQA</u>: Lake in the c south of <u>AHRISHEN</u>, to the west of lake <u>MASTI</u>.

<u>AQADIZ</u>: Sea. Reef off the northern coast of the <u>SULTANATE OF</u>
<u>ABACARDAT</u>, between the mainland and the <u>SUEZHUNI</u> Island-chain.

AQAHAR: Geo. Mountains and cliffs dominating the east of the island of HAR QALAM in the north of SEPAHAUNAT.

AQARA PHAT: see Str. Massive fortress-lighthouse in the far south east of CHEIRA, perched atop a rocky promontory of the YAGNOTH RASHEI, guarding the entrance upstream over the YAGNOTH PHATHAN. The lighthouse is built above a series of small caves that are known as the MOTHER'S WAY TEMPLES, which in antiquity were the site of a mystery cult.

<u>AQARASHA</u>: *Geo.* Rocky region in the far north of <u>AHRISHEN</u>, stretching across the border with <u>THE OLD FOREST</u>. The region is covered in scrub and sparse forest that becomes denser farther north. Once across the border it becomes very dense, covered in virgin growth.

<u>AQARATH</u>: Set Major city in the <u>PRINCIPALITY OF SEPAHAUNAT</u> in the north west of <u>SAMMAEA</u>, on the periphery of the delta of the river

NEPHILA. It is a major agricultural centre and is home to the region's main religion of SYBARR (Pop. c. 40,000).

<u>AQARRA</u>: Set. Major city in the north of <u>VALA</u> in the c south east of <u>WESTERN MENISCEA</u>. The city was once far larger though has dwindled, possibly due to the retreat of the coastline, though remains a part of the <u>VAEVECTAN TRAIL</u> to this day (Pop. c. 68,000).

AQASHUNDAR: also 'giant salamander', and 'flat headed olm'. Fau. Gigantic animal from the salamander family that lives in the coastal valleys of southern QARALAM. Individuals can grow to over 15-ft. long (around half of which is their large tail) and are known for their wide heads and flat mouths and particularly their bright fern-like external gills that form a crest surrounding their head. The animal itself is pale with almost translucent skin, though the feathery gills resemble the colour of peacock tails. They live in freshwater sinkhole lakes that are most common in the south west of Qaralam, many of which are connected through deep limestone tunnels, but which form a contained system.

Aqashundars are solitary and have a fluctuating metabolism. They spend the short winters dormant, sleeping in underwater caves, and the rest of the year preying on aquatic life, though they have strong legs that allow them to travel over land, where they catch insects and small animals. They are a threat to travellers, particularly those staying off the NACRE ROAD, and though dangerous if unprovoked they startle easily, and their natural reaction is to attack. Their teeth and claws can leave deep wounds which heal slowly.

They are famed for their regenerative properties and have been known to regrow entire tails or limbs within months of amputation, with no long-lasting ill effects. They have long been studied by scholars and biologists, and their blood is harvested for use in various medicines and applications, including cloning and the creation of <u>LARVAE</u> and <u>HAGHORIM</u>. See Vol II: Classification and Taxonomy of Life.

<u>AQAZAK</u>: Set. Small city in the east of the <u>JAHADAT STATES</u>, under the control of the city of <u>SASASHAH</u> (Pop. c. 15,000).

AQBETH I: (1416 – 1479 RM) *Pol. His.* Queen of the AMNICIAN DYNASTY in AHRISHEN, who was a devout member of the CHURCH OF THE WELKIN SKY, and who became a patron to many temples and monuments erected during her rule. She established a norm amongst her descendants, who would continue her patronage of the church, which prospered under the Amnician Dynasty.

AQEEL III: (B. 1653 – 1727 RM) *Pol. His.* King of the <u>HOUSE OF TANDENDER</u> in <u>AHRISHEN</u>, who experienced the consequences of generations of tensions with <u>EBUSHEN</u> with the breakout of war between the two states in 1696 RM. He died a broken man, regretful of being unable to end the war during his rule.

AQEEL IV: (B. 1788 – D. 1862 RM) *Pol. His.* Son of AMAQEELA I of HOUSE TANDENDER in AHRISHEN. The eldest of four surviving children at the time of her death in 1819 RM, he inherited an Ahrishen that had in the past decades found itself in decline, despite winning the war against UNITED KINGDOMS OF EBUSHEN in 1781 RM.

His mother had created new baronies for many of the <u>ATRAMENTISTS</u> who had prolonged her life over the years – a move that had been very unpopular amongst the populace. Following her death Aqeel IV was quick to reverse her edict, and spent most of his reign in conflict with these barons, who were systematically removed from power, and their lands restored to their previous owners. This period was Ahrishen grow increasingly distrustful of <u>shapers</u> in general Atramentism in particular – a mentality that remains so to this day.

AQEEL OF TANDENDER: (B. 1582 – D. 1669 RM) *Pol. His.* EBUSHENI nobleman who in 1611 RM travelled to AHRISHEN and performed a coup d'etat, killing the princess ISBAAHA after the death of her mother Shekzejeth II, taking the throne and beginning the ruler of the HOUSE OF TANDENDER.

AQLIA: Set. Ruin in the c of AZAZEM. In c. 3800 RM it was the site of an ecological disaster when spores of the tree SIGARA were released following experiments. The spores were deadly when inhaled, leading to a massed exodus from the city, leaving it abandoned and overrun by mutant strains of the tree, which remains there, isolated and prevented from spreading farther.

AQQARADIAN: Rel. Main religion worshipped by the people of CEHOPHELA. It was introduced by the OTHERWORLDER SAPHAHAKH in c. 2450 RM, becoming popular in the capital city MALADAE, from which it spread over the next centuries, supplanting the more primitive SEPU belief as the primary religion in Cehophela. See Vol IV: Religions and Cults.

<u>AQRAHA</u>: Set. City in the south of the <u>PRINCIPALITY OF SEPAHAUNAT</u>, along the course of the river <u>JEBED DHUSH</u> (Pop. c. 25,000).

<u>AQRAPH</u>: Set. Coastal city in the south west of the <u>PRINCIPALITY OF</u> <u>SEPAHAUNAT</u>. It is a major producer of cattle (Pop. c. 42,000).

<u>AQRATH</u>: Set. Settlement in the region of <u>ZILION</u>, in the c west of <u>THE</u> SURRACH (Pop. c. 7,200).

<u>AQUARII</u>: 1. Lit. 'people who dwell near the water'. Eth. Originally used in reference to mythical water-dwelling creatures, though with the rise of the empire and the encountering of new people, it instead came to be applied to a race of men discovered west of the <u>INNER SEA</u> by the <u>KORACHANI EMPIRE</u> in c. -600 RM, living between <u>GNOTH</u> and the <u>BLACK MOUNTAINS</u>.

The people of Aquariia were well-known to <u>Parthia</u> since at least 100 RM and were well-known for their coastal cities and beautiful lagoons, all of which have since been lost to the dwindling of the <u>Sea Of Liakarra</u>. The Aquarii were known for their theocracy, and though this was lost with the coming of the Korachani people in c. 13 RM.

2. Mil. Military caste in <u>AQUARIIA</u>, descended from ancient freed slaves, who remain as a caste apart from others (neither above nor below other castes). From this caste are drafted soldiers who fight in Aquariian armies and serve as well-disciplined and paid mercenaries.

AQUARIIA: Dem. 'Aquarit'. Ntn. A temperate land in the c-south east of WESTERN LLACHATUL, Aquariia overlooks the SEA OF LIAKARRA. It is of a cold temperate climate and is dry, with short moderately wet winters. The last millennium has seen its coastline expand as the Sea of Liakarra diminished, leaving the once prosperous lagoons of TABERNACEA dry, little more than a salty wasteland today, its ancient harbours landlocked, dozens of miles from the coast.

Like many other nations in the west of the <u>INNER SEA</u>, Aquariia emerged relatively early in the <u>AGE OF STEEL</u> following an exodus of minorities persecuted from the <u>KORACHANI PENINSULA</u>. These <u>DHANUSII</u> people scattered, with some heading beyond the <u>GATE OF EREBETH</u>, though most settled down closer. One group made peaceful landfall along the coast of Tabernacea, where they encountered the scattered <u>AQUARII</u> people – a loose collection of seafarers living along the coasts of the fertile lagoons of what was then a much more expansive Sea of Liakarra

The Dhanusii founded their own settlements and traded with the native Aquarii, offering their skills in ironworking, and sharing with them their worship of the duotheistic deities of <u>LIFE AND DEATH</u>, which over the next centuries would become corrupted by the moons-based religion of the Aquarii eventually becoming <u>ALBULAANISM</u>.

This period led to the construction of many observatories in the east of the nation, in the northern hills of the <u>BLACK MOUNTAINS</u>, around which new settlements emerged, effectively creating a dichotomy of culture, moving the power-centre away from the lagoons inland. This necessitated a reliable trade-network that provided food and other resources to the cities, as well as a police-force to guard the same routes. These so-called <u>PRAETORIANS OF THE ROAD</u> remain to this day, guarding caravans and the cities they travel to.

In the mid-12th century, the <u>KORACHANI EMPIRE</u> Set. up embassies in Aquariia to facilitate trade between the two nations, though by c. 1160 RM the embassies were being used by spies in an attempt to gain a foothold in the region. The Aquariian government expelled the envoys and refused to trade with the empire. This was a blow to its economy, and within a few years the strain was beginning to show. It was during this time that an alliance with Parthis was sought, leading to its willing induction into the Parthisan Republic as a vassal in 1206 RM.

Funded by their Parthisan occupiers, Aquariian mariners travelled far to the west, where they encountered simple pastoral people of what is now Ophiussa. Some settled the region and others returned home with others. This began a tradition of drafting foreigners for cheap manual labour, who became known as the <u>AQUARII</u> (2.) caste.

Aquariian defences were strengthened, and its harbours were bolstered and deepened, allowing larger ships to claim more of its resources.

The region flourished under Parthisan leadership, though the independence of Almagest in 1304 RM brought a change to the Inner Sea. In Aquariia a new movement began to grow, seeking independence from Parthis. Most people ignored the movement, though it slowly gained traction and an underground following. In 3021 RM the first Parthisan embassy was attacked in ASTER. This isolated incident was a precursor to increasing acts of vandalism and resistance over the next decade. A Parthisan Ministry in ANACHA was attacked in 3138 RM, with diplomats and soldiers killed and wounded.

This led to a rapid escalation of events. Most Parthisan expatriates and workers were evacuated from Aquariia, with the rest holding out in the capital. Supplies stopped being sent to Aquariia and over the next two years a blockade had been *Set.* up outside its harbours causing Parthis to send a fleet in retaliation.

This led to a 2-day naval exchange during which an important political figure, the Viscount Berig of Arimoloch, was captured from one of the Parthisan ships. That, alongside various Aquariian victories at sea, led to Parthis accepting the request for independence in 3140 RM.

The waning of the lagoons of Tabernacea became noticeable in c. 2500 RM. Many of the settlements surrounding it found themselves landlocked during extreme tides, and this only increased over the years. The city of <u>TANIH</u> was abandoned in 2756 RM, the first of many cities to be abandoned over the next millennium as the lagoons dwindled into nothing. By the time Parthis had departed all that remained of the Sea was a series of dwindling brine pools and salt flats. Today the salt flats have become <u>Atramentally-corrupted</u> in various regions, furthering the abandonment of this once-idyllic area.

Elsewhere, the nation of Aquariia survives, its economy thriving through the manufacturing of textiles and their exportation, alongside that of cotton and dried rice. To the north west, many settlements now have small <u>GIGANRI</u> populations, made up of individuals either exiled from <u>GNOTH</u> or who left their homeland willingly. Many are mystics who travel the countryside, and are welcomed and distrusted in equal measure. They bring skills that the humans lack, but are often seen as aloof and strange, though for the most-part they've forsaken the asceticism of their Gnothi counterparts. See Vol III: Extant Nations and Realms.

<u>AQUARIIAN</u>: Lan. Language spoken predominantly in <u>AQUARIIA</u>, that emerged from the earlier <u>ROOT AQUARIIAN</u>, which became corrupted by the <u>KORACHANI</u> language brought by immigrants from the east. It uses the <u>DAIMALAN</u> script, as does <u>HOLOLACHI</u>. See Vol II: Languages.

<u>AQUARIIAN</u>, <u>ROOT</u>: *His. Lan.* Now-extinct language that was once spoken in <u>AQUARIIA</u>, prior to the arrival of <u>KORACHANI</u> immigrants. It emerged in the early <u>FIFTH AGE</u> from the language of the native <u>DAIMALAN</u> people. See Vol II: Languages.

AQUEDUCT OF CREPHITHISS: Arc. His. Soc. Monolithic expansive aqueduct in TAAN AN, in the south west of SAMMAEA, that dominates the entire nation, serving as both its main transport route (with barges and ships travelling along exposed canals on the top of the aqueduct) and as its main water source, with water drawn from the KIRATU qanats (subterranean aqueducts) in surrounding mountains that follows gravity towards the coast, passing dozens of elevated cities along the way, ending at the metropolis of URAMMALET.

It is an ancient structure, thought to date to the THIRD AGE, though little, if anything, is known of its creators. It was rediscovered by the people of the early FIFTH AGE following the FADING of the FOURTH AGE, at which point it had been reduced to a ruin. Many sections were collapsed and lying in ruin on the ground, with various free-standing pillars and columns dotted across the north of the nation. Most of it had run dry, with waters carried from springs and snowmelt in the bordering TAOGHLIN, IGUSIGHI, and OMRBAS Mountains spilling out in damaged sections of the structure, where they formed rivers, draining down the valleys to the ACCA HOAL Basin, where they collected into the endorheic lake once known as STONNARA.

Seeing its value, the people slowly set about restoring it over many centuries, by the end of which the nation of <u>AMMASH</u>⁽³⁾ had appeared. They erected settlements at strategic points at the base of its vast pillars,

with some even appearing on the top of complete stretches, along its water-bearing canals. Some sections of the aqueduct were never repaired, and remain now as gigantic solitary piers (columns), some of them hundreds of feet to a side, with hollows subterranean chambers. Some became the nucleus for new settlements that appeared around them like fungi on the stump of a dead tree. Some sections of the aqueduct were very thick and housed buildings within them, some rising for many storeys into the piers on which the aqueduct canals were supported.

For the most part, the aqueduct is now repaired and in good working order, linking many cities in a vast network of elevated canals that allow traffic to move in both directions as the aqueducts slowly converge and wind across the Acca Hoal to the great city of <u>Cur Apon</u>, capital of Taan An – their natural terminus, which was once located at the coast. The slow waning of Elyden's seas has seen the city become landlocked over time, where it is now over 200-miles from the coast. The aqueduct has been extended at great cost via much less impressive elevated canals that carry waters to the newer city of Urammalet, over 200-miles away at the present coast.

The original purpose or need for this large system of aqueducts is unknown, though it is thought that the area was far drier than it is today, perhaps necessitating an artificial source of water. The origin of the name Crephithiss is unknown, though it has been in use since the early Fifth Age, and might be a corruption of an older name, possibly for the aqueduct itself or the nation or culture in which it had been built.

AQUEDUCT OF THRYADAMI: Int. Arc. Expansive network of aqueducts in <u>CARNYNGA</u>, that spread water sourced in the <u>SANTOREAN</u> Mountains across the nation, including the arid north of <u>SPHYRNIDONTIS</u> wastes, allowing cities to thrive where they otherwise might not. It is considered by some to be one of the <u>MODERN WONDERS</u> of <u>ELYDEN</u>.

AQUILL: Set. Coastal city in the north eastern mainland of the PRINCIPALITY OF SEPAHAUNAT in the north west of SAMMAEA. It overlooks the bay of ZELEL and is a major harbour in the north of the nation (Pop. c. 39,200).

<u>AQURHA</u>: Set. City in the far north of <u>SAMEKON</u>. Though largely independent, it pays vassalage fees to Samekon in the form of trade goods and resources. The city is said to own the strait that leads into the <u>SEA OF POLARIS</u>, making it very wealthy and a large hub of trade considering its northern latitude (Pop. unknown).

<u>ARA KHIN</u>: *Mil.* Ancient martial tradition, dating back to the early days of the <u>FIFTH AGE</u>, and thought to be a remnant from an older <u>FOURTH AGE</u> culture practiced in what is now <u>SAUA</u>, and inherited from earlier <u>SA'WEHI</u> and <u>SAEDISHI</u> traditions.

Commonly referred to as <u>SWORD DANCERS</u>, the ara khin study these ancient traditions as a form of meditation and were once a common sight in Sauan warfare, dominating the period of civil strife that saw Saedish fragment into Sa'weh.

<u>ARA YETZIRAH</u>: *His. Rel. Pol. Per.* One of three <u>He'elan Archdukes</u> — the rulers of the nation of <u>Grest</u>^(1.). Ara rules the <u>Mansion</u> (territory) of <u>Furfur</u>^(1.) in the north of Grest and commands 28 legions of troops who all bear her Sigil.

ARAAHT: Geo. Dry plains in the west of ARKOS⁽¹⁾, bordered by lake C'DATA to the west and the SEA OF ERIA in the east. During the reign of the CITADEL MOUNTS, the Araaht was forsaken by locals, after the large numbers of corrupted refugees that crossed through the area during the so-called DEGENERATE EXODUS of the KHARKHARADONTID deserts, reaching their peak in the region c. -550 RM. It was in the Araaht that piles of dead DEGENERATES and AANTH fleeing the SHADOW IN THE DESERT were burnt in great mounds, the largest of which is now remembered as the mound CHONUM.

The region bore witness to the rise of the <u>AANTH</u> civilisation, if such it can be called. In the early decades of the fifth century RM the foul creatures began expanding their territories, with various nests and gossamer forts appearing in the west of the Araaht; under the gaze of their birthing goddess <u>MAALKAT</u>. A long period of conflict with <u>EHBOT</u> (an imperial colony built over the conquered Citadel Mounts) followed, with the borders that crossed the region in a state of flux. By c. 875 RM the aanth were pushed back across the Araaht, with the humans' (their lands to the east of the Araaht by then known as Arkos) borders growing,

reaching towards lake C'data, though by c. 1675 RM an increase in <u>ATRAMENTAL</u> activities in the region led to the retreat of the Arkosian borders, allowing the aanth to retake their lands, though the central expanse of the Araaht remains largely an unclaimed region.

<u>ARABANT</u>: (B. 3983) Current Emir of <u>BANT</u>. At only fourteen years old his mother is regent until he comes of age at sixteen.

ARABEALL: 1. His. Ancient state in the north of SAMMAEA that is mentioned in texts and records from the late FOURTH and early FIFTH AGES, though of which little physical evidence now remains. It is thought to have existed either south west or south east of present-day PARTHIS.
2. Eth. Ancient ethnic group from the north of SAMMAEA in what are now ANDILUTH, the south of PARTHIS, south west of TARTAK, and the east of TRAKIA, though which mingled with immigrants from the PARTHISAN PENINSULA later in the FIFTH AGE.

<u>ARABIN</u>: *Mil. Str.* Major fortress located in the north west of <u>ESHIR</u>⁽²⁾, overlooking the border with the far east of the <u>VESPERTINE LEAGUE</u>. It stands on both banks of the river <u>GAMUS</u>, and its <u>MONITOR</u>⁽²⁾ -mounted troops patrol the surrounding <u>HIRIM</u> valley, keeping it safe from potential incursions from the west.

<u>ARACHA</u>: Set. Settlement in the north east of <u>AQUARIIA</u>, along the course of the river \underline{HYACHA} (Pop. c. 6,000).

<u>ARACHAI</u>: Set. City in the c south of <u>TZALLRACH</u>, in the <u>LURIUM</u> Plains, situated at the fork between the river <u>ARELLI</u> and <u>USSAMA</u>. It is a major trade city in the region, ferrying goods from the north along the river <u>ARELLI</u> to <u>SIMHAPARRAN</u> (Pop. c. 115,000).

ARACHAZ: Geo. Region in the north west of the tribe of <u>DATHOA</u> in the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. Noted for its red rocks, rough terrain and many small buttes and mesas, it is a place of rugged beauty.

<u>ARACHNODACTYLY</u>: also 'Spider Fingers'. Med. Condition where the fingers are abnormally long and slender when compared with the rest of the hand. It is often accompanied by <u>POLYDACTYLY</u>.

<u>ARACO</u>: Set. Coastal city in the north of <u>LOEGRESS</u>^(1,) in the east of the headland of <u>ALAUNYR</u>, where it is the only settlement of note (Pop. c. 40,000).

<u>ARADARA</u>: Set. Settlement in the c of <u>METHUMN</u>. Its main industry is the mining of <u>SERPENTINE</u> (Pop. c. 5,000).

ARAELL: also 'the Angel Wings'. Ast. Con. Constellation in the polar skies of the NORTHERN HEMISPHERE. It is the brightest star in the Northern Hemisphere, and is commonly used in navigation See Vol II: Constellations.

<u>ARAGAME</u>: Rvr. River in the south east of <u>KAZZAR</u>, flowing south east for 160-miles from sources in the south of the <u>OZZARUN</u> Mountains, before meeting the coast at the <u>SEA OF ESCHATA</u>.

ARAGOSH: Set. Large town in the far east of TAMAR, built on the ruins of the city of ARRAGA which was deserted in c. 1200 RM. By c. 2000 RM it had begun to attract people; its deep harbours unaffected by the lowering sea-levels that were devastating the rest of the FAELIKKAN coast. In c. 2300 refugees from the THIRD WAR OF FAITH against AHRISHEN began flowing south, with many settling in Aragosh. Like its predecessor, ARRAGA, it emerged as a link with THE HARÉSHK, trading with EDICULE^(3,) and Ahrishen ever since; becoming its ally, largely unaffected by its slave-raids (Pop. c. 19,400).

<u>ARAHAH</u>: 1. Set. Small fortified city in the south west of <u>SALOROC</u>^(1.). It is the centre of the heavily fortified <u>ARHAHN LINES</u>, built against the threat of attack from <u>SARASTROAN IO</u>, and is home to many troops that patrol the western border with the southern nation (Pop. c. 16,000).

ARAHAHN LINES: Mil. Str. 40-miles of fortifications in the south of SALOROC^(1,) built in c. 3700 RM to defend against the threat of attack from SARASTROAN IO. They are manned to this day, though they are outdated by modern military engineering standards.

<u>ARAHESH</u>: Set. City in the c of <u>KEPHUAAN</u>, along the course of the river <u>SHAYANDI</u> where it meets lake <u>VULA</u> (Pop. c. 37,000).

<u>ARAHIR</u>: 1. *Geo.* Pass across the <u>PARNASIAN</u> Mountains, linking the east of <u>ELAT</u> with the c of <u>AYAD</u>.

2. Set. Small fortified city in the far east of <u>ELAT</u>, controlling the mountain pass linking Elat with <u>AYAD</u>. It is a major centre of trade (Pop. c. 18,000).

ARAIHATHAN: Geo. Stone desert in the c. of the <u>DESOLATION OF</u>
ASTLIDAN.

<u>ARAK</u>: *Dei. Rel.* Chief deity in the <u>CHURCH OF ARAK</u> worshipped in the nation of <u>GIBEAH</u> said to ride a chariot of fire. Though originally a solar deity, the persona of the deity has now been subsumed by the sole surviving otherworlder of a group of seven <u>ASTERI</u>, which now rules as a God-king. See Vol IV: Religions and Cults.

<u>ARAK ABH</u>: also 'the Red Keep'. Pol. Mil. Str. A large bastion and related forts and lines of defence in the <u>KARAKHASID</u> capital <u>DEKANA</u>, the entremost keep is the home to the ruling governments of the nation, and city, as well as the <u>SARASTROAN</u> administration. It has ancient roots, and the first keep here predated the arrival of <u>KORACHAN</u>, and was likely a stone age fort. The Korachani occupation was faced with strong opposition throughout its tenure in Karakhas, and the <u>Arak Abh</u> was home to the main garrison whose role it was to keep the capital secure.

It remains today, a formidable fortress and the centre of political and military life in Karakhas.

ARAK, CHURCH OF: Rel. Main religion in GIBEAH. It is ancient, dating back to the first centuries of the FIFTH AGE, following the FADING of the FOURTH AGE. With its roots in ancient standing stones in the jungles of BERDERA, its followers revere a primal unknowable deity known as Arak, who rides a chariot known as the EYE OF ARAK, which is synonymous with the sun.

The rebirth of the septuplet otherworlders known as the <u>ASTERI</u> shook the region in 1384 RM, though the church of Arak manipulated events so that the Asteri became prophets of Arak. Their influence in the region would affect Gibeahn history to such a degree that it would break away from <u>UALLA MIGHA</u> in 1727 RM, becoming an independent state to which the Asteri are political and religious rulers alike.

A mysterious plague-like malady reached Gibeah, affecting HALFBLOODS and OTHERWORLDERS, leaving one of the Asteri dead, their hive mind irrevocably altered by 3862 RM. This shattered mortal faith in the church, leading to a period of civil war that gripped Gibeah, toppling the church and leaving it isolated from the rest of Elyden. In 3878 RM a single Aster emerged from their citadel in TELQATEAH, in which the remaining Asteri hid years before. It killed a group of scavengers, precipitating a new period for the church, where over a decade of secularism was rapidly washed aside, replaced by a resurgent cult that utterly devoted itself to the sole remaining Aster. But, shorn from the consciousness of the other six asteri, it was unhinged and utterly psychotic, becoming a cruel ruler to whom its worshippers were nothing but playthings.

It ordered the construction of new monuments, and the workforce became little more than slaves to its fickle vanity. It would execute random people on a whim, leaving the populace living in terror, which it delighted in. The church became a monolithic entity, the sole governing body in Gibeah, its priests acting as censors and arbiters of what was and was not allowed. Very little was allowed. See Vol IV: Religions and Cults.

ARAKHAMÉ: Ast. Smallest of ELYDEN'S two moons (the other being SIELLA). It has a synodic orbit (full moon to full moon) of 21.5 days and a sidereal orbit (full orbit between a specific point in the sky) of 24 days. It is commonly associated with the DEMIURGE KHARANI and the SCION KHAR'ILLAE. Ancient SAMMAEAN legends claim that the moon was intend to be the eventual home of the IMMORTALS^(1.) that had been bequeathed to Kharani, which, through the hubris of the Demiurges were

born prematurely, becoming the KERATIN. This forged an intrinsic link

ARAKHAMÉ'S FINGERS: see KANASTRA.

between mortal and satellite.

<u>ARAKIEL</u>: m. *Alc. Per.* (D. unknown) <u>ATRAMENTAL</u> pioneer, specialising in a form of <u>ALEMBISM</u>. He practiced the art in the early <u>FIFTH AGE</u>, rediscovering much of the <u>SPHERE</u> that was lost after the <u>FADING</u> of the <u>FOURTH AGE</u>. He was the founder of the School of <u>ALCHEMIE</u> in <u>MIDAL</u>, <u>VENTHIR</u>, in c. -360 RM and disappeared 2 decades later, his fate unknown.

<u>ARAKK</u>: Geo. Cliffy peninsula in the far east of <u>VAALK</u>, dividing <u>THE INNER</u>
<u>SEA</u> from the <u>SEA OF NUTHEN</u>. It is the eastern-most point in mainland Vaalk and home to the <u>LIGHTHOUSE OF ASTUR</u>.

<u>ARALAN</u>: 1. *Geo.* Headland to the north of <u>KULIGALA</u>. Until a few centuries ago it was an island, but it is now connected to the mainland by a narrow isthmus on which the fort and lock of <u>EMPURIA</u> were built.

2. Set. City in the north of KULIGALA (Pop. c. 30,000).

<u>ARALAZEM</u>: Sup. Geo. <u>ATRAMENTALLY TAINTED</u> region dominating the north west of the nation of <u>NIZZUM</u>. It is the aftermath of an ancient <u>ATRAMENTAL</u> war, that left the region devastated, and dozens of cities toppled, and never resettled. Today, the descendants of the original inhabitants still live in the area, in a form of enclave within the main nation. They do what they can to retrieve the original culture of the region, and are proud of their heritage.

<u>ARALKAL</u>: Set. Small city in the north east of <u>NÁRTHEL</u>, in the region of <u>GHALLETHA</u>⁽³⁾. It is one of few settlements of note to survive in the region, and is known for its heady red wines, which are sold to merchants passing the city on their passage of the <u>RED ROUTE</u> (Pop. c. 17,300).

<u>ARALLON</u>: Arc. Rel. Necropolis outside the city of <u>BISMUTH</u> in the c west of <u>GNOTH</u>. It is a place of natural and architectural beauty and is visited by those who are remembering their dead, who are mummified and stood up in family shrines. The eldest shrines date back to the <u>FOURTH AGE</u> and are revered as culturally-significant to Gnoth.

<u>ARAM</u>: Geo. Major mountain in the north east <u>AETHIOS</u>, and source of the river <u>NARRATI</u>.

<u>ARAMAL</u>: Set. Major city in the region of <u>CARMATHAN</u> in the <u>HENDECARCHY</u> of <u>NHORA</u> in the north east of <u>MALAN</u>. It is one of few remaining places that still values the vocation of <u>BRANCHBRAIDING</u>, and most living branchbraiders (known as <u>CHIMILEEN</u> in the Malani tongue) who are also <u>SHAPERS</u> come from this region. The city itself is a living example of the branchbraiding, and is home to various modern and ancient examples, which are meticulously tended to by branchbraiders.

Contrary to popular belief, the city is not entirely made from living wood and roots, but it is rather a curious blend of living wood and stone, expertly carved into natural shapes to apprehend the expected growth and expansion of the wood without causing damage to the structures (Pop. c. 58,000).

ARAMEG: Geo. Cave in the east of <u>THE OLD FOREST</u>, close to the pillar of <u>DATH ARAMEG</u>.

<u>ARAMI</u>: (15,200-ft.) Geo. Highest peak of the <u>ARAM</u> Mountains in the c north east of <u>AETHIOS</u>, its red rocks and sheer western-face visible for miles around.

<u>ARAMI ROAD</u>: *Geo. Com.* Trade-route linking the c of <u>AETHIOS</u> to the north east, passing north of the <u>ARAM</u> Mountains. See Vol II: Major Trade Routes.

<u>ARAMMU</u>: m. Myt. His. Per. In the mythologies and ancient histories of <u>ELYDEN</u>, a scion of the <u>DEMIURGE DURUTHILHOTEP</u>, who is still famed in <u>KHAMID</u> for having crafted the <u>BRACER OF THE HAWK</u> to aid the <u>IFIRMIANS</u> in their defence against the forces of <u>RACHANAEL</u> during the <u>WAR OF SCOURGING</u>.

Little else is known about Arammu, though he is thought to have fallen somewhere in Meniscea during the war. See Vol IV: Scions, Children of the Gods.

<u>ARAMOTHA</u>: Set. City in the far south of <u>HOAMM</u>, with harbours and a small fishing community (Pop. c. 35,000).

<u>ARANAS</u>: Set. Major city in the north of <u>NASTAL</u>⁽²⁾. It originated in the early <u>FIFTH AGE</u> as a commune for philosophers that were persecuted by the tyrant <u>ANALAM</u>. Today it is a major mercantile centre, trading goods from north, south, west, and east, across Nastal and the <u>VESPERTINE LEAGUE</u>, and it is renowned for its large vaulted storage yards and merchant houses, who are the nobility of the city (Pop. c. 196,000).

<u>ARANATO</u>: Set. City in the c north west of <u>LIDEA</u>. It was a historic region where laws were made, and today is a home to one of the largest prisons in Lidea (Pop. c. 28,000).

<u>ARANAULL</u>: 1. Geo. Temperate plateau in the south of <u>SAMMAEA</u>, named after the eponymous city that dominates the region.

2. Set. Major city in the above region^(1.), in the far north east of the kingdom of <u>ELALLIA</u>, in the south of <u>SAMMAEA</u>. Like most Elallian cities, it is ruled by a lord who is worshipped as a demigod, forming a pantheon beneath the <u>NIMBUS GOD</u>. In this case, the demigod is an

OTHERWORLDER who bestows upon its subjects a semblance of immortality in return for unadulterated devotion. These immortals are taken to its subterranean palaces where they live agonising lives. They are ritually killed after seven years and buried, the SOUL STONES that inexplicably grow around their bodies cultivated, becoming the focal points for temples, through which the region's priests are said to communicate with the otherworlder's sires; the true deities of their culture. The city also forms a major stop along the NACRE ROAD, and is known for its many caravanserais where merchants can stop before the ascent of the Aranaulli plateau (Pop. c. 148,000).

<u>ARANDARA</u>: Rvr. River in the north west of <u>PERGOST</u>, flowing south for 660-miles from sources in the west of the <u>DANTIS</u> Mountains before emptying into the <u>BAY OF BAEFIR</u>.

ARANTHUR FARU: (B. 3951 RM) Pol. Current elected ruler of SAGITTARIA.

<u>ARANTUDUR FARAUT</u>: (B. 3949 RM) Sup. Pol. Present <u>ONÉSIMUS-PRELATE</u> – the highest rank amongst <u>FIRMAMENTISTS</u> in the free lands east of the <u>KORACHANI EMPIRE</u>, and ruler of the chief authority of the <u>MINARET OF LIGHT</u>.

ARANTUR, GENERAL: (D. -81 RM) Mil. General of the armies of the city-state of PRE-IMPERIAL KORACHAN between -114 and -81 RM. His victories against the people of western GERICIA led to the construction of the ARCH OF ARANTUR near SUEVRA, his birth town.

<u>ARAQUI</u>: Rnk. In <u>GNOTH</u>, a servant caste of <u>GIGANRI</u> afflicted with <u>DWARFISM</u>. They are around 6 – 8-ft. tall, and though are similar in appearance to humans they are differently-proportioned and easily identified. See Vol II: Classification and Taxonomy of Life.

<u>ARARAH</u>: Rui. Abandoned region surrounding the mid-course of the river <u>LOBKIR</u> in the south west of <u>NÁRTHEL</u>. It was abandoned in c. 2100 RM following the death of the river to industrial pollution and the waning of resources in the area. Though still shunned to this day, the river has largely recovered, and the ruins of millennia-old manufactories still dot its banks to this day and small settlements have appeared atop their ruin.

The Ararah is famous amongst certain scholarly circles for being the resting place of the <u>NARTHELI CODEX</u>, which is one of the so-called <u>EXEMPLAR TRIAD</u> – a trio of particularly well-preserved examples of the <u>MYTHOLOGIA ELYDEN</u>, though which our understanding of canonical knowledge regarding Elyden's cosmogony is derived.

<u>ARARDRIN</u>: 1. *Geo.* Ridge in the south of <u>CYHLAGHARR</u> forming an extension of the <u>NGHALLEAL</u> Mountains reaching north into the wastes of <u>ODULROA</u> serving as a border between it and dry lands of <u>YGRALLA</u>.

- 2. Geo. Road linking the fortress of Arardrin in the south of <u>CYHLAGHARR</u> to the city of <u>SCYNAGRA</u>, via the wastes of <u>ASCORYCA</u>.
- 3. *Mil.* Fortress in the south of <u>CYHLAGHARR</u>, in the southern-most point of the Arardrin Ridge, where it meets the <u>NGHALLEAL</u> Mountains. It is built over an ancient offering pit to the Cyhlagharri deity <u>ISHATA</u>.

<u>ARARIEL</u>: *Rvr.* River in the south west of <u>GNOTH</u>, flowing south for 275-miles from sources in the <u>ALKAHEST</u>^(2,) region, before meeting its parent, the river <u>PURUSA</u>.

ARAROBY: Pol. Set. Capital city of METHUMN, in the south west of SAMMAEA. It became capital in 3452 RM after the secessionist GILDED UNION won a three-year war against the then-rulers, the VODARCHS, who turned it into a thriving centre of trade and commerce, and it grew in both size and prosperity under their rule.

The city would become more and more insular as paranoia and corruption gripped the Gilded Union, and today it has completely isolated itself from the outside world, only remaining open to merchants, the military and other authorised Methumni travellers. It also serves as the headquarters of its elite <u>Orinsian Guard</u>, who safeguard its streets and people from outside threats. The city's foundations are hewn from the surrounding bedrock and is hidden behind expansive unassailable concrete bastions with only two triple gates allowing access. Even the path of the river <u>Sapparannti</u> is blocked by sturdy portcullises that can be raised to allow merchant vessels to pass (Pop. unknown).

<u>ARARURD</u>: Set. Large city in the c-south east of the tribe of <u>BBURUL</u> in the south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 64,000).

ARASH: Plr. 'Arashin'. Mil. Rnk. Semi-noble military caste in <u>PARTHIS</u> with the hereditary title of Bowbearer. Arashin are known to wear stylised scapulars representing the wings of a spirit, itself a metaphor for their freedom over others.

In the past they were elite archers, though now wield jezails in battle, though ornate bows are still used during ceremonial duties.

ARASHAN: Set. Coastal settlement in the south west of KHITAI. Originally founded in c. 2430 RM by KORACHANI colonists, it was later abandoned in 2793 RM, when the empire was driven out of Khitai. Following that, the city was destroyed by an earthquake in 2882 RM, and was later rebuilt closer to the coast due its coveted iron reserves. Though the iron has since been mined to exhaustion, it remains a major harbour where most of the salt cultivated in the nation is exported (Pop. c. 32,000).

ARAII: Dem. (*Araijan*). *Eth.* Early <u>FIFTH AGE</u> culture that emerged in the c of <u>WESTERN LLACHATUL</u>, whose descendants would spread, eventually going on to populate <u>RAONGEN</u>^(2.), alongside the people of <u>AHDU ATAN</u> blood. Little else is known of their early culture or history, for they did not keep written records and any trace they may have left was destroyed by subsequent Raongeni growth. Many extant Raongeni cities are built atop or close to ancient Araijan cities or market towns.

<u>ARASS</u>: Set. City in the west of <u>BASSORAH</u>^(2,), close to the border with SKAROS (Pop. c. 46,000).

<u>ARASTA</u>: 1. Rvr. River in the north of <u>ATARAXIA</u> flowing south for 600-miles from sources in the <u>BLACK MOUNTAINS</u> before meeting its parent, the river <u>ASTAHKH</u> at lake Arasta.

- 2. Lake in the c south of $\underline{ATARAXIA}$, at the confluence of the river Arasta and $\underline{ASTAHKH}$.
- 3. Geo. Canyon-system in the c of ATARAXIA.

<u>ARASTAN</u>: Rvr. River in the north east of <u>SARASTRO</u>, flowing for 350-miles from sources in the <u>JAELA</u> and <u>KOROR</u> Mountains before meeting its parent, the river <u>SEMARAH</u>, itself a tributary of the major river SOLONA.

<u>ARASTARA</u>: Sct. Major city in the north east of <u>SARASTRO</u>, 140-miles east of the capital in <u>ARGEA</u>. It is located within the <u>ATRAMENTAL WASTELAND</u> of <u>LATHAKEGT</u>. The city is rich and envied across the <u>INNER SEA</u> for its luxury, though it does not come without cost.

The city itself emerged in c. 3180 RM after prospectors discovered large alluvial deposits of gold along a ford in the river <u>ARASTAN</u>. The source was found, about 40-miles upstream and various mines and quarries were established in a 10-mile radius, growing rapidly in size by 3200 RM. The settlement of Arastara appeared between them as a centre of trading and processing, and itself grew rapidly in size, becoming one of the wealthiest metropolises in the region by 3400 RM. In 3479 RM it became an administrative centre of Sarastro, at the behest of <u>SATHEP THE RISEN</u>.

The Atramental taint of Lathakegt was first recorded in 3652 RM following many strange cases of rare diseases and increased mortality rates amongst the population of Arastara, forcing the erection of many <u>SIPHON ENGINES</u>, the maintenance of which is incredibly costly, to keep the city free of taint. Were it not for the immense wealth of the region's resources the city would have been abandoned decades ago.

People live good lives in Arastara, enjoying luxuries and exotic items that other similarly-sized metropolises can only dream of and following death, bodies that are deemed to be strong enough undergo an Atramental ritual restoring them to a hollow semblance of life, allowing them to work the mines or other forms of labour. This is possible due to the way that the Atramenta interacts with bodies in that region, and is not possible elsewhere, and the bodies would crumble and fall inert outside of a specified distance from the city. The bodies are covered in a hard but pliable tar-like substance and are clothed to make interacting with them as pleasant as possible and are enchanted with a traditional act of shaping that keeps them animate for anything between 50-100 years before they begin to break apart from use. These reborn act as servants and labourers, helping to keep the city prosperous, though their maintenance is somewhat costly in its own right

Euthanasia is an accepted form of death in Arastara and many choose to end their own lives before the taint of Lathakegt finally cripples them. This is so accepted that it has spread to other metropolitan areas of Sarastro and is rapidly becoming the accepted form of death there (Pop. c. 300,000).

ARATATH: Rui. Ancient stone city constructed in a cleft within a cliff in the wilderness in the north of <u>DURCHAA</u>^(1.). The city is abandoned, and is likely a remnant from ancient times when the climate was warmer, possibly the THIRD AGE.

<u>ARATEISH</u>: Set. Major city in the north east of <u>BANT</u>, in the north east of the <u>CARCHEMISHI PENINSULA</u>^(1.), in the east of <u>SAMMAEA</u>. It is amongst the more modern cities in Bant, eschewing the traditional nuclear families that are common within the kingroups, and is a centre of manufacture in the nation (Pop. c. 113,800).

<u>ARATHAMMOS</u>: Geo. Long mountainous region in the east of <u>EASTERN</u> <u>MENISCEA</u>, stretching for close to 1,000-miles from <u>EASTERN LARISH</u> into eastern <u>OBLEVIS</u>, dividing the two from the <u>PARTHISAN</u> colony of <u>EZHIRAYA</u> (2.) in the east.

ARÂTHUAHI ORDER: lit. 'against corruption. Org. One of the major SANCTIFIED ORDERS OF THE INQUISITION in the KORACHANI EMPIRE that works against aberrant physical and moral corruption; which extends also to corruption of power and that inflicted through the spread of ATRAMENTAL TAINT.

The Order was founded in the city of <u>KHADON</u> in 396 RM in response to rampant Atramental corruption and moral decay within the empire and remains there to this day. In its early years, the Order led a series of crusades within the borders of the empire. Now known as the <u>PURIFICATION CRUSADES</u>, the Order scoured imperial lands for signs of Atramental corruption within its people, often razing entire cities in its hunts, earning a grim reputation amongst the people of the empire that persists to this day.

Most Korachani cities now host small contingents of the Arâthuahi Order, who monitor Atramental activity. They are most common in areas where Atramental taint is well-established or where <u>UMBRAL</u> industries are predominant, where they oversee work, working to prevent Atramental accidents or to rapidly clean up in the event of such an accident taking place.

The order is organised in a strict hierarchy, with most of its members divided into the ranks of the SHADOW HUNTERS, PURIFIERS, and KNIGHT PURIFIERS, with more highly ranked individuals known as JUSTICIARS, HIGH INQUISITORS and DOCENTS⁽¹⁾. SUCCORATORS are most commonly found in this Order. CENOBITES form a sizeable part of the non-combative forces within the Order, often rising to influential positions.

The Order's sigil is the flaming sword on a shield, which dates to the time when its members regularly wielded swords and shields.

The Order's present Grandmaster is ABDASTARTUS ANAAH.

<u>ARATI</u>: Rvr. River in the c east of <u>KORACHAN</u>, flowing east for around 325-miles from sources in the <u>FATUACH</u> Mountains and <u>PSALDA</u> hills through the <u>HERESIAN PLAINS</u>, before meeting its parent, the river <u>ICHORIA</u>.

<u>ARATIM</u>: 1. *Mil.* Fortress in the c north east of <u>CISNERIA</u>, guarding its <u>UMBRA</u> pipelines south west into the capital of <u>VELVERDA</u> and east into <u>ESSEVERA</u>. The fortress is home to mounted rangers who patrol the length of the pipelines, north to the territories of <u>SUDIVA</u>.

2. Set. Major city in the c north east of CISNERIA (Pop. c. 160,000).

<u>ARATOMA</u>: *Ind. Set.* Sulphur mining settlement in the east of <u>SAUA</u>. It is also a major producer of food, much of which is consumed by <u>DAIKORO</u> (Pop. c. 8,000)

<u>ARAX</u>: Rvr. River in <u>KHAMID</u>, flowing 450-miles west into the <u>SEA OF URAN</u>. Many of its tributaries are seasonal.

ARAZEL: Ser. Small city in the c north west of AZAZEM, along the course of the river EPHANOSH. It is an important agricultural centre, and is surrounded by miles of fields, and also has a DROSS manufactory that is controlled by HOUSE TINANIA (Pop. c. 18,000).

<u>ARBA</u>: Lak. Small lake in the south of <u>ARKOS</u>^(1,). Historically, during the days of the Citadel Mounts, its southern shores were said to home to a secretive sect of oracles.

ARBITER, the Int. His. Arc. Ancient bronze statue in the east of MENISCEA, in the c of the PARTHISAN colony of EZHIRAYA (2.). The state depicts a blindfolded robed woman sitting cross-legged, holding an open book in each hand. It is some 80-ft. tall and is sits on a heavy stone base, beneath which narrow tunnels lead to deep vaulted rooms. It is thought to date to the late FOURTH AGE, though little of its history is presently known.

ARBITERS, ORDER OF: Org. In the judiciary system of the KORACHANI EMPIRE, judges of the living, often HALFBLOODS, or rarely, OTHERWORLDERS (making their role even more symbolic). They commonly wear ornate helmets that conceal all but their mouths (their eyes are covered in symbolism of their duties and supposed impartiality). They wear dark purple robes, often lavish, many of which are handed down the order from arbiter to arbiter.

The foundations of the Order lie in <u>PRE-IMPERIAL</u> Korachan, where every settlement had an <u>ARBITRAR</u>; a person to settle disputes (compare with the <u>ANAX</u> of <u>PELASGOS</u>). Drawn together into an Order in 21 RM, they were well-established by c. 50 RM, where they became an elite policing force across the empire, eschewing brute force for subterfuge and investigation (leaving mundane enforcement issues to the <u>IRON GUARD</u>).

<u>ARBITRAR</u>: Rnk. Old rank in <u>PRE-IMPERIAL KORACHAN</u>. Each settlement had an arbitrar who would help to settle disputes amongst individuals. This would later go on to become a ruling class, which would eventually give way to the <u>PATRICIAN HOUSES</u>.

<u>ARBITRATORS</u>: 1. Rnk. A caste of law-enforcers based in the ancient <u>FOURTH AGE</u> city-state of <u>JURRAS</u>⁽³⁾, which had become a powerful city between 200 – 400 RM, bringing the disparate tribal states that appeared after the fall of <u>SAMARIA</u> a century earlier.

The Arbitrators were eradicated following Jurrasi⁽²⁾ subjugation by KORACHAN in 403 RM.

2. *Org.* The order of Arbitrators was resurrected after <u>JURRAS</u>⁽²⁾ became an independent nation after its deposition of the <u>INTERREGES</u> in 3167 RM, following over 2-decades of their rule, and they remain the main lawenforcement in <u>Jurras</u>, even whilst under PARTHISAN rule.

<u>ARCA</u>: Lake in the east of <u>LAASKHA</u>, in the western hills of the <u>ARCANTHEA</u> Mountains along the course of the river <u>PARRAN</u>.

ARCANAPLASM: Int. Alc. Sup. Ele. Physical by-product of SHAPING. Arcanaplasm is produced in the MATERIA OMNA as a by-product of shaping, though it rarely materialises into the Material Plane, usually dispersing and being re-absorbed by the Materia Omna moments after being created.

However, it is sometimes known to fully materialise in the <u>MATERIAL PLANE</u> close to the target of an act of shaping, where it takes the form of an inert translucent slime. The more strain the conjuring shaper is under, or the more resistance from the target, the more chance there is of arcanaplasm manifesting. Sometimes Arcanaplasm takes the form of spark-like jelly, particularly when manifested as a result of one act of shaping countering another – for instance when two shapers are duelling.

Arcanaplasm typically dissolves within hours of being conjured, and is noted for its particular smell – which is said to be reminiscent of sparking metal or ozone.

The material has been known to mortals since the appearance of the first shapers, ages past, and <u>ALCHEMISTS</u> and arcanists have examined and researched it at length. It has no widespread uses, largely due to its ephemeral nature, though it is believed that some independent ateliers hae managed to secure arcanaplasm for use in some <u>TECHNARCANE</u> engines, including in <u>HEART ENGINES</u>, where it is used as a conducting amniotic fluid surrounding <u>LARVAE</u> or shapers interred within, though this is rare and reserved for use in the most powerful machines due to its cost. See Vol IV: the Materia Omna.

ARCANE ARCHIVE, the: Str. Repository of books and objects in the city of TEIRA in VENTHIR related to SHAPING and the MATERIA OMNA, be they histories, treatises, catalogues or instructions. The collection started from the private library of PATRICIAN HOUSE SUKKALMAD, which had been meticulously curated over hundreds of years. The declaration of Venthiri independence from KORACHAN in 3781 RM saw the collection,

which contained many objects that had been condemned by the <u>CHURCH OF THE UNDYING MACHINE</u>, become available to the public by appointment. Over the years the collection attracted many curators and interested parties who helped increase its size, and it continues to grow today with books and objects added from across <u>ELYDEN</u>.

ARCANE CONDUIT: His. Sup. Tec. Obj. An ancient TECHNARCANE device capable of amplifying SHAPING abilities. It was discovered on the OBSIDIAN ISLES, in WESTERN SAMMAEA, in a 2984 RM expedition by the AIWAHAN and MORÉHAN ORDERS OF THE SANCTIFIED INQUISITION. It was studied for centuries, advancing the KORACHANI EMPIRE'S understanding of technarcana by leaps and bounds, and it is now held in the Order's VAULT OF VAURNOS.

<u>ARCANE TEMPERS</u>: Sup. The natural equilibrium of the <u>MATERIA</u>

<u>OMNA</u> in any given region. The term is best compared with climate –
average arcane patterns in a given region over long periods of time. In
addition to the Arcane Tempers are <u>AETHER WINDS</u>, which are similar
but only affect specific <u>SPHERES</u> of <u>SHAPING</u> in any given region. See Vol
IV: the Materia Omna.

ARCANTHEA: Geo. Mountain in the south east of LAASHKA.

<u>ARCAVEA</u>: Rel. Str. Large reliquary in the north east of <u>NÁRTHEL</u>, where the incorruptible body of the <u>OTHERWORLDER ST. SAMIHULA</u> is kept, under the aegis of <u>CHURCH</u>-funded troops. The structure forms part of <u>THE SHADOW MARCH</u>.

ARCAVIUM OF MORULAURGO: His. Edu. Rui. Ancient FIFTH AGE stepped tower that was used to house even older books and treatises. It was famed for its old collections of natural histories and relics from the FOURTH AGE.

It was built during the days of the <u>SAOSTANAN</u> empire and was originally situated on a rocky island west of the city of <u>MORULAURGO</u> in western <u>SARASTRO</u>. The island eventually became part of the mainland as sea levels lowered and the mouth of the river <u>MORUL</u> expanded west.

The Arcavium was destroyed during the <u>WAR OF SUNDERING</u> by <u>KORACHANI</u> forces during the attack on Morulaurgo, and all its knowledge was subsequently lost.

ARCH OF ARANTUR: His Arc. An ancient marble triumphal arch in the north of KORACHAN, just outside the settlement of SUEVRA. It dates back to the 1st century BM and takes the form of two wide marble arches perched atop three bulky piers. It honours the victories of GENERAL ARANTUR against GERICIAN forces, and the soldiers who died securing new territories for the empire.

The arch that is visible today has steps that were added in the 9th century RM, though is badly weathered, with the many bass reliefs that adorn its entablature (the part above the arches) blackened and stained by rust and pollution, barely visible today.

ARCH OF THE BLESSED, the: Int. Arc. Monolithic triumphal arch in the c. of KHARKHARADONTIS, beneath which pass PETITIONERS OF THE MACHINE while travelling back home from the SEPULCHRAL PALACE during the SHADOW MARCH. KORACHANI legend maintains that those crossing beneath the arch are blessed by the ARCHPOTENTATE MALICHAR and RACHANAEL on the road home.

The arch was constructed within the <u>KINGDOM OF THE HOLY LAND OF KHARKHARADONTIS</u> between 2904 and 3044 RM and is considered by many to be one of the <u>MODERN WONDERS</u> of <u>ELYDEN</u>.

ARCH OF CERUNEREA, the: Soc. Arc. Triumphal arch of exotic heritage located in the city of TETHRA, in PARTHIS, that was gifted it in 3892 RM by the MENISCEAN colony of EIKARTHYEA. The two nations were at the time close allies and the gesture was made as one of unity between the two peoples. It is of an exotic style and completely out of place against the native architecture of Tethra, but serves as a reminder of the close link once shared between these two places and their people. Indeed, many people living in this area of Tethra have Eikarthyean heritage, with some 5,000 – 6,000 people claiming Eikarthyean ancestry alive there today.

ARCH CHANCELLOR: Pol. Rnk. The ruling title of the socialist republic of <u>ALMAGEST</u>. Though officially serving as a speaker or chair presiding over the other chancellors and ministers, the Arch chancellor typically wields true power across the state. The present Arch Chancellor is <u>AALISSA O ALMAGOTA</u>, who has ruled since 3983 RM.

<u>ARCH-PRAEFECT</u>: Pol. Rnk. The chair of the ruling <u>PRAEFECTURATE</u> <u>COUNCIL</u> of <u>TAAN AN</u>, who is elected from the <u>PRAEFECTS</u> every seven years. The present Arch-praefect is <u>TOMAR EMMER</u>, who was elected in 4001 RM.

ARCH SARAKASHAR: Mil. War. Rnk. Supreme general of the combined armies of the REFORMED EMPIRE OF SARASTRO. The title is only used in times of all-out war and is bestowed upon a particularly competent SARAKASHAR (general) by the LICHKING SATHEP himself. The Arch Sarakashar is given command of all the empire's armies for the duration of the conflict.

The Sarakashar <u>RAISHAZAR MELQART</u> was the first Arch Sarakashar and was granted the title at the onset of the <u>VENTHIRI/SARASTROAN</u> <u>WAR</u> by the <u>LICHKING SATHEP</u> himself (who until then had assumed the role himself, without the title) remaining Arch Sarakashar until the signing of the <u>SARASTROAN TREATY</u> on the 23rd <u>SATAVALEN</u> 3705 RM.

ARCH OF VICTORY: Rui. Arc. Huge now-ruined triumphal arch in SARASTRO erected just west of the city of ARGEA after the ARCHPOTENTATE MALICHAR'S victory over the nation in 339 RM following his return to life as an OTHERWORLDER. It took 77 years to erect, with construction completed in 416 RM, and stood proud for almost 3500 years, but it was destroyed by SATHEP THE RISEN after the SUNDERING OF THE EMPIRE, and it remains now, as two gigantic crumbling mounds of granite, looming just outside the capital, with encroaching urban sprawl not far from them.

Bits of masonry from the gigantic arch have been plundered since then, used in disparate construction projects, their brown-red colour a tell-tale sign of their source.

<u>ARCH OF VRADA</u>: Rui. Ancient ruined triumphant arch in the south east of <u>SKAROS</u>, thought to date back to the <u>FOURTH AGE</u>. Little is known of its origins and its name, likely a more recent appellation, is probably anecdotal.

<u>ARCHAEDON</u>: 1. Geo. Island off the south eastern coast of <u>BROR</u>^(1.), just south of the <u>TIAMOLDORAN CITY STATES</u>.

A great <u>FIRMAMENTAL</u> calamity, known now as the <u>CONFLAGRATION OF LIGHT</u>, the on the north of the island occurred in 2802 RM, affecting the south of the Tiamoldoran City States as well as most of the north of the island. This left most <u>FIRMAMENTISTS</u> and <u>SHAPERS</u>, as well as those sensitive to the <u>MATERIA OMNA</u>, dead or mentally crippled. The event was documented by the explorer <u>SUHRSIP</u>, and remains one of the greatest calamities to ever take place in the region.

2. Dem. 'Archaedoni'. Edu. Ntn. Island-state in the SEA OF SAMMAIDU, located to the south of the south eastern coast of BROR occupying the islands of Archaedon^(1.) and ISTHMAI. It was founded in c. -500 by scholars of the FIRMAMENT who chose the island for its proximity to the NULLAMBIT – 3.6° into the FIRMAMENTAL HEMISPHERE – which was of benefit to the nature of their studies. Over time their citadel blossomed into a city that attracted SHAPERS from across ELYDEN. In 1076 RM the ESOTERIC COLLEGE OF RA ALATRÉ, an annex of the MINARET OF LIGHT, was established there, and remains operational to this day.

The <u>CONFLAGRATION OF LIGHT</u> (a <u>FIRMAMENTAL</u> calamity that took place in 2802 RM that left most shapers in the north of the island dead or in a vegetative state) left the region devastated, after which Archaedon suffered for a dark age that lasted two centuries before life returned to normal under a new government in 3013 RM in the city of <u>SANSARA</u>, which was renamed Archaedon^(3,) in 3113 RM.

Its people practice a form of arcanalatory known as <u>DARESH</u>.

It is ruled by Lady <u>SORA VENKHÏR</u>, who sits at the head of the <u>CONCLAVE OF TEN</u> – a secretive Magocratic council – and the people of the island-state can be divided into three broad classes known as providers, seekers and seers – commoners and merchants, scholars, priests and sages, and shapers – the latter of which is considered the upper classes, with most shapers belonging to established <u>SEPTS</u>, though shaper can emerged from any of the classes. **See Vol III: Extant Realms and Nations**.

3. Pol. Set. Originally known as SANSARA, Archaedon is the capital city of the Island-state of Archaedon⁽²⁾, located on the south western coast.

The majority of the island-states' population is concentrated in the city and the environs directly surrounding it.

It became capital in 3013 RM after the collapse of its old government in 2803 RM following the death of most <u>SHAPERS</u> due to the natural <u>FIRMAMENTAL</u> disaster now known as the <u>CONFLAGRATION OF LIGHT</u>. The old capital, <u>TAREZIA</u>, was left without leadership and control of the island faltered, leading to two centuries of conflict out of which would emerge (Pop. c. 230,000).

ARCHAEOLATOR: Tec. Rnk. A civilian rank within the AIWAHAN

ORDER of the SANCTIFIED INQUISITION. Archaeolators lead expeditions with the intent of unearthing ARCHAEOTECH that the Order can study, in the hopes of bringing new technologies to the KORACHANI EMPIRE. Their travels often take them to distant or troubled lands, and they are usually accompanied by PROCURATORS and more militant member of the Order.

ARCHAEOLATRY: Rel. His. The worship of archaeological ruins and artifacts. The practice is strangely common in <u>ELYDEN</u>, resurfacing independently during various times across disparate eras in unlinked places, typically some centuries or millennia after the <u>FADING</u> that marks the passage between ages; where the ruins of past civilisations, their culture and histories forgotten by the remnant mortal tribes, are rediscovered by clueless survivors. It is the practice of archaeolatry that often draws people to construct settlements upon the ruin of ancient cities; the magnitude of their impression upon those who re-discovered them palpable in their actions in rebuilding there.

The practice takes on a more literal form in some places where the nomadic tribes of mortals that survive the Fading of ages unearth an ancient and powerful relic or monument and become so enthralled by it that they come to worship it. A powerful example of this is the <u>AL AKHI</u> of <u>SKAROS</u>, who have come to worship an antediluvian totemic figure, which has come to be known as MERKABH, the Speaker in Dreams.

ARCHAEOLOGY: His. The study of ancient cultures, and the ruins and artefacts they left behind. Given the many ages of mortal life in ELYDEN, archaeology is quite common, particularly within the KORACHANIEMPIRE. The practice is concentrated in areas where old ruins abound, such as around THE INNER SEA. Archaeologists take many forms, from erudite scholars, daredevil tomb-robbers, and TECHNARCANE researchers and everything in between. The Korachani empire, particularly around 2300 – 2500 RM became interested in the ancient world, sparking a craze that uncovered many ruins, many of which became the centres of new southerness.

<u>ARCHAEOMANCY</u>: His. In the <u>KORACHANI EMPIRE</u>, the study of ancient forms of <u>SHAPING</u> and other mystical arts. Archaeomancers are explorers and dare-devils, as often as scholars and academics.

ARCHAEOTECH: His. Tec. Ancient, sometimes forgotten or lost, technologies, that are commonly regarded as predating the modern age, usually dating to the FOURTH AGE or earlier, though categorisation varies from region to region. Due to the wax and wane of civilisations and the eventual fall of cultures (for instance, during the time of FADING that typically follows the collapse of a particular Age), many technologies, including TECHNARCANA, and methods of manufacture and agriculture, for instance, are lost as MORTAL cultures at first struggle to survive, and then slowly rebuild civilisation.

Later cultures may at first stumble upon technological relics of ancient times, though as new civilisations begin to flourish, they may begin to purposefully search for such objects. This may lead to <u>ARCHAEOLATRY</u> (the worship of ancient technologies, as is the case with some <u>CANOPIC ENGINES</u>, for instance). The <u>AIWAHAN ORDER</u> of the <u>SANCTIFIED INQUISITION</u> is known for its expeditions to retrieve archaeotech, in the hopes of reverse engineering new technologies for use within the <u>KORACHANI EMPIRE</u>.

<u>ARCHAEUS</u>: 1. Sup. In the study of the <u>FIRMAMENT</u>, the Archaeus is the part of the <u>OTHERWORLD</u> closest to the <u>MATERIAL PLANE</u> and the easiest to be manipulated by <u>SHAPERS</u>. The Archaeus is named after the region in <u>GNOTH</u> where it was first coined. See Vol IV: the Materia Omna.

2. Sup. Geo. Mildly <u>FIRMAMENTAL</u> region in <u>GNOTH</u> to the north of the <u>BHASMATHI PLAINS</u>. It is home to a series of closely-linked settlements where study of the Firmament is common.

3. Set. Main settlement in the above region and home to <u>FIRMAMENTAL</u> research (Pop. c. 2,000).

ARCHBARON: Pol. Rak. The ruling title of the <u>CORAL BARONIES</u>. A new Archbaron is elected every five years by five Judges, each of whom rules a subdivision known as a dominion, and acts as chair of the council of barons in <u>SPHYNIA</u> just outside the capital in <u>CYNCER</u>. The present chair is Archbaroness <u>ULIZAA II</u>, who was elected for her second term in 4003 RM.

ARCHBISHOP: Rel. Rnk. Head of the CHURCH OF THE UNDYING MACHINE in a specific territory, usually an entire nation or vassal state, that is known as an ARCHDIOCESE. By default, the Archbishop is the head of all DIOCESES and their respective BISHOPS within their Archdiocese. They only have two superiors within the Church – the ARCHPOTENTATE MALICHAR, who is the head of the Church; and the ARCHBISHOP MAGNUS, who rules on his behalf.

ARCHBISHOP MAGNUS: Rel. Rnk. Elected leader of the CHURCH OF THE UNDYING MACHINE in the absence of the ARCHPOTENTATE MALICHAR. The Archbishop Magnus is elected from the eligible ARCHBISHOPS from across all ARCHDIOCESES where the CHURCH OF THE UNDYING MACHINE is observed.

The Archbishop Magnus is one of the titles that has a guaranteed seat on the <u>COUNCIL OF SEVEN</u>, and even when the Archpotentate is active, technically negating the need for an Archbishop Magnus, the Church will still elect a representative from the ranks of Archbishops to form a member within the Council.

ARCHBISHIP MAGNUS BELISARIUS OF CALDERA: also 'the Necromancer Bishop'. M. Mys. Rel. Per. (B. 1382 – D. 1521 RM) ARCHBISHOP of the CHURCH OF THE UNDYING MACHINE between 1419 and 1433 RM, and ARCHBISHOP MAGNUS from 1433 RM until his death in 1521 RM. Decades after his death, a secret room was found in his chambers containing a plethora of forbidden books, including treatises on the nature of the DEMIURGES, ancient manuscripts detailing the act of NECROMANCY, FIRMAMENTAL essays, astrological charts and OTHERWORLDLY theses, amongst others. He left behind copious notes on his own necromantic experiment, in which he communed through ANIMISM with the SPIRITS^(1.) of the dead and unborn to gain knowledge.

The full nature of his research was never made public and it is unknown what came of the many books and notes that were discovered, though it is thought that they were either destroyed or placed under lock and key in the <u>ARCHIVES OF THE HOLY PRECINCT</u>. His longevity, which in itself was not uncommon for a man of power to achieve through artificial means, is possibly a result of his shaping.

ARCHBISHOP MAGNUS EMULKHIL DUCAS: m. Rel. Per. (B. 3607 – D. 3704 RM) ARCHBISHOP of the CHURCH OF THE UNDYING MACHINE between 3657 and 3677 RM, and ARCHBISHOP MAGNUS from 3677 RM until his death in 3704 RM.

He was assassinated during a tumultuous time in the <u>KORACHANI</u> <u>EMPIRE</u> remembered now as the <u>WAR OF SUNDERING</u> and though it was later discovered that he had been targeted by the dissident group known as <u>PATERNOVA</u>, at the time his death was blamed on agents of the nascent <u>SARASTROAN ORTHODOXY</u>, which only served to more deeply entrench Korachani and <u>SARASTROAN</u> forces, effectively bringing to an end efforts at diplomacy.

ARCHBISHOP MAGNUS VAMAS MICHAELLOS DUCAS: m. Rel. Per. (B. 1507 – D. 1589 RM) ARCHBISHOP of the ARCHDIOCESE of KORACHAN between 1539 and 1561 RM and ARCHBISHOP MAGNUS of the CHURCH OF THE UNDYING MACHINE from 1561 RM until his death in 1589 RM. His tenure as Archbishop Magnus was characterised by his stance on the DEMIURGE RENAISSANCE, which he felt would lead to the moral decay of the KORACHANI EMPIRE and the eventual collapse of the empire itself.

He was responsible for investing funds into opposing the Renaissance, allowing Church and State forces to quash the massed gatherings across imperial cities and to execute the leaders and reversed figures (free thinkers, artists, and scientists) of the movement, which led to the Renaissance losing steam and dying out completely within a few decades of his eventual death.

He was canonised as a saint of the <u>Three Churches of the Undying Machine</u> in 1973 RM, and is now a patron saint to the clergy and those fighting terrorism. A large bronze statue dedicated to him now stands outside one of the seminaries of the <u>Church of the Undying Machine</u> in the <u>Holy Precinct</u>.

ARCHCLERIC MOSTOS: Rel. Rnk. Bearer of <u>ALLIAH'S HOURGLASS</u> in SYRTIS^(3,).

<u>ARCHDUKE</u>: *Pol. Rnk.* Hereditary rulers in <u>SIMBARA</u>, who serve above the <u>BALLOT COUNTS</u> and below only the emperor and empress.

ARCHEXPONENT: Pol. Rnk. Highest political and religious rank in THE VORANDINE. Originating within an order of monks who interpreted the DREAMS and visions experienced by the Vorandi people, the position was appropriated by the UNITED VORANDI COUNCIL when it usurped the ruling council of the region in 3996 RM. The present Archexponent is ZHANSHON BARAGON.

ARCHIDOXUS: Plr. 'Archidoxes'. Myt, Sup. Rnk. ARCHSHAPERS within the REFORMED EMPIRE OF SARASTRO. They originated as acolytes of the LICHKING SATHEP who studied ancient HESYCHASTIC teachings under his tutelage and grew to become accomplished and highly-regarded shapers in their own right, and were often made into ABBEYS (regional governors) or SARAKASHARS (generals), and during the WAR OF SUNDERING they were inducted into Sarastroan armies as powerful SHAPERS attached to regiments or acting as advisors or specialists to generals. They are known for their longevity and their esoteric ways and are regarded as aloof and strange by most laypeople, who (rightly) shun them.

ARCHIGENITOR: 1. His. Rnk. Originally a title bestowed upon the <u>DEMIURGE URAKABARAMEEL</u> amongst his tribe, the <u>GIGANRI</u>.

2. *Pol. Rnk.* Following the <u>DEMIURGE URAKABARAMEEL'S</u> forsaking of his divinity, the title was bestowed upon the consecutive leaders who took up his mantle as proxy leader. In the early <u>FOURTH AGE</u> the title of proxy was divided between three individuals known as tirumvirs, and the title of Archigenitor is given to them.

<u>ARCHIGRAPHER</u>: Pol. Rnk. Title used in the <u>KORACHANI EMPIRE</u> to denote the head of gubernatorial clerical offices in major cities.

<u>ARCHITECTURE</u>, <u>N'RAKHI</u>: Str. A form of architectural design that is common in <u>N'RAKH</u>, using pumice stone and the resinous silk that is secreted by female <u>AANTHA</u>.

ARCHIVE OF THE SIXTH WIND: see VAURNIR.

ARCHIVES OF THE HOLY PRECINCT: see HOLY PRECINCT, ARCHIVES OF THE.

<u>ARCHIVIST</u>: Pol. Rnk. Hereditary title and rank within the <u>MINASTERIA</u>
<u>OF ANNALS</u> in the <u>KORACHANI EMPIRE</u>.

ARCHLASCIVIST: Pol. Leaders of the CULT OF VOLUPIS.

ARCHLECTOR MAGNUS SÖVIREN, EIGHTH OF THE ELEVEN: m. Pol. Per. (B. 3933 RM) Eighth of the <u>HENDECARCHS</u> of <u>MALAN</u> and ruler of the <u>HENDECARCHY</u> of <u>HATON</u>. He is the archlector of the chief religion of Malan – the <u>CULT OF THE LADY</u>.

<u>ARCHNEGUS</u>: *Pol. Rnk*. The ruler of <u>AETHIOS</u>, drawn from the ranks of the $\underline{\text{NEGUS}}$ upper castes.

<u>ARCHON</u>: 1. Alc. Mys. Rnk. <u>GIGANRI</u> title granted to those who have achieved success in their study of <u>GNOSTICISM</u> and <u>ALCHEMY</u>.

2. Oth. OTHERWORLDER. First recorded sighting is 134 RM in KORACHAN. Was a major player in THE THRONE WARS and sat on the Korachani throne for three years, between 137-140 RM. He was deposed by the PATRICIAN-SET MALETH⁽⁴⁾.

<u>ARCHPATRICIAN</u>: Soc. Rnk. The head of each <u>PATRICIAN HOUSE</u> that dominate the upper-classes around THE INNER SEA.

ARCHPOTENTATE, CRADLE OF THE: Rel. Geo. Semispherical crater, around 100-ft. wide, in the north of the Kelloil Mountain-range in Kuligala. It was created by the rebirth of the Archpotentate Malichar as an Otherworlder in 231 RM. The earth around the crater is fused into a single mass of blackened glass, at the centre of which it is believed the otherworldly body of Malichar appeared millennia past, reports

A gigantic temple was constructed around the crater in c. 1050 RM during the days of the <u>KORACHANI</u> occupation of the <u>CARCHEMISHI</u> <u>PENINSULA</u>^(1.), and the area was an important site of pilgrimage to followers of the established <u>CHURCH OF THE UNDYING MACHINE</u>, who were beset by cultists of the <u>LIVING NIGHTMARE</u> who roamed the routes of pilgrimage, slaying any they could.

The temple was destroyed in c. 1200 RM following the departure of the Korachani empire from the region, though the crater remains a goal to those intrepid enough to look for it.

ARCHPOTENTATE MALICHAR, RULER OF THE HIGH-EMPIRE OF KORACHAN AND DIVINE HAND OF THE UNDYING MACHINE, STEWARD OF THE SEVEN NATIONS OF THE INNER SEA, HEAD OF THE CHURCH OF THE UNDYING MACHINE, GENERAL OF THE STEEL LEGIONS, HARBINGER OF THE SHADOW, WIELDER OF, AND BLESSED BY, THE UMBRA, the:

(B. -41 – D. 133 – rB 231 RM) Oth. Pol. Leg. Rel. OTHERWORLDER, SHAPER, ruler and founder of the KORACHANI EMPIRE and founder of the CHURCH OF THE UNDYING MACHINE.

Born a merchant's son in the city of <u>KORACHAN</u> in mid-<u>RACHALEN</u>, he discovered the <u>SCRIPTURE OF SHADOW</u> in a ruined temple of <u>TALANTEHUT</u> on the island of <u>MALETH</u> in the <u>INNER SEA</u> after being shipwrecked there in -23 RM. He was subsequently captured and sold as a slave and taken to <u>VAALK</u>, where he became a gladiator, killing a great beast in the ring in <u>VORACHAN</u>^(2.), and leading a slave rebellion that led to his release in -7 RM.

He found the sword <u>Tartaruch</u> in Vaalk during his return voyage to <u>Korachan</u> in -6 RM, where he began his unification of its <u>Seven City-States</u>. During this time, he was visited by the otherworlder <u>Neaishia</u>, who counselled him on a forthcoming war that would overtake his life. He admonished the merchant-lords of Korachan, and stormed the temple of the reigning religion in -2 RM, toppling the temple of the <u>Cult of Life and Death</u>, destroying the religion's heart in Korachan, paving the way for the rise of the <u>Undying Machine</u> there.

Following this began the rise of the Korachani empire, with various nations annexed and conquered before his disappearance in 84 RM, following his victory in NÁRTHEL. Though he was thought dead by most, Malichar in fact wandered the dune deserts of KHARKHARADONTIS with his consort REJHELLE OF RHODAN, finally dying through undisclosed means in MALICHALEN in 133 RM, when he was later raised to a semblance of life by shamen in the tribe of UBOTE. He later confronted and defeated the Otherworlder ABEZETHIBOU in 209 RM before finding the DEMIURGE RACHANAEL'S tomb in DAEKYN in 212 RM, where he was slain by the recumbent Demiurge and later reborn as an OTHERWORLDER in 231 RM in KULIGALA. His mortal body was taken north, and it rests now in the BASILICA OF THE HOLY RELIQUARY. Little is known of the century following his rebirth.

In 331 RM, following his rebirth as an otherworlder, Malichar travelled to <u>PORPHYR</u>, where he acquired great technarcane knowledge from the Demiurge <u>NYARLOTH'S</u> descendant <u>TELEANYARA APEXEIDE</u>, which he used to create the <u>LEADEN THRONE</u> in Daekyn. After constructing the Throne, he marched victorious into the <u>SARASTROAN</u> capital of <u>ARGEA</u> with an army or mercenaries and the lich <u>SATHEP</u> in 339 RM, successfully doing in one night, what Korachani forces had failed to do for years. He left Sathep in control of Sarastro as regent and marched on to Korachan, where he settled, having reclaimed his empire.

He Retreated into obscurity in 2503 RM following a long period of ennui. THE CONSULITE reigned in his place for some time though his opponents grew as Malichar's supporters begun to dwindle. In 2517 RM the Consulite spoke with THE DREAMER, who revealed the best thing was to let the rulers squabble, and a DESPOSYNI, TAKIYAH, was granted the right to rule. This began the period of the Korachani royalty under the DESPOSYNI LINE, which lasted successfully until 3012 RM – the year of Malichar's eventual return.

He has been largely inactive after visiting <u>SARAGOS</u> in 3703, though has been known to make infrequent appearances during the meetings of THE SEVEN – his ruling council.

He is commonly depicted in art as either carrying Tartaruch and the shield \underline{AEGIS} , or the $\underline{SCEPTRE\ OF\ INCHION}$, which was presented to him upon his return to \underline{KHADON} as an otherworlder.

ARCHPOTENTATE, RELIC OF: see MALICHAR, RELICS OF.

<u>ARCHSHAPER</u>: Sup. Voc. Rnk. Common title within <u>SHAPING</u> circles for <u>SHAPERS</u> who have achieved mastery in their field or chosen <u>SPHERE</u>. The term is not to be confused with

More specifically it can refer to a rank within the <u>FIRMAMENTAL</u> hierarchy of the <u>BROKEN LANDS</u>. It is attained by accomplished shapers only after years of study in esoteric teachings in multiple spheres.

<u>ARCHZEALOT</u>: Pol. Mil. Rnk. Seven high military rank within <u>OSSIEL</u> given to commanders of high social standing and who are favoured by the <u>SOVEREIGN-MILITANT</u>. They wield not inconsiderable political clout and power and together serve as the most trusted lieutenants of <u>ILLATHUR</u>. They are perhaps the most fanatical of opponents of shaping and magick in Ossiel, after Illathur.

They are all incredibly long-lived, with most having been alive at the dawn of the magickal crusades that started in c. 2400 RM. It is unknown how they have lived so long, particularly given their inimical hatred of magick and its users, and many believe them to be immortal.

<u>ARCUL</u>: *Lak*. Lake in the east of <u>LAASKHA</u>, in the east hills of the <u>ARCANTHEA</u> Mountain along the course of the river <u>PARRAN</u>.

ARCYRIA, TREE OF: Flo. Poi. Alien tree in the west of the tribe of DRAKAINA in the east of the GROWING MOUNTAINS of MULCIBER. It has a wide trunk from which emerge dozens of red stalks. At the end of each stalk is a large red bulbous fruit that is poisonous to the touch. There is only one such tree in all of ELYDEN, and its source is unknown. It may be corrupted by the ATRAMENTA, or the last specimen of an otherwise-extinct tree. The tree is shunned by all life, including mortals.

<u>ARDA</u>: Mil. Str. Major fortress on the island of <u>OPONIS</u> in the <u>PARTHISAN</u> colony of <u>NISSA</u>^(1.). It guards entrance into the <u>BAY OF MADA</u>, protecting the city of Nissa^(2.) from coastal attack.

ARDEN: Ind. Soc. Bus. PATRICIAN HOUSE and one half of the HARAKHAND

ARDEN POWDERGUN manufacturers based in PELASGOS. See Vol II:
Patrician Houses.

ARDFAEN: f. His. Pol. Per. (B. 2566 – D. 2639 RM) Queen of MOTTANIA^(2.), who ruled alongside her husband the tyrannical king FAEGRIN, until he was defeated and imprisoned in the SIEGE OF CAER SIDI. She was married to the warlord TORRVAN in 2588 RM following his successful attack of CAER SIDI^(2.) who had his previous wife, the maiden ELOEVREN locked up until her death in 2612 RM, after which Torrvan changed the constitution, making him king and Ardfaen his wive, becoming queen consort.

As consort of a newly-united region, she was keen on fostering cooperation and unity between the disparate people of the former territories of PRAETTANIA, and worked to secure peace throughout her rule. She sired seven children with king Torrvan before her death in 2639 RM.

ARDIKHALU: also 'Dream quest'. Soc. Dre. In N'RAKH, young AANTH champions are expected to undertake a <u>DREAM QUEST</u> before rising to the full rank of <u>K'HAT</u>. The young men are drugged by the tribes' <u>ATTERKHAT</u> and sent out on a <u>DREAM</u> quest into the wasteland of <u>EPIRU</u>, where they are expected to survive for months alone. Only after their return are the young aantha deemed strong enough to be called K'hat.

<u>ARECHI</u>: Set. Coastal city in <u>HOAMM</u>^(L), in the south east of the <u>KORACHANI PENINSULA</u>, with an influential naval tradition. Arechi was once a part of <u>KORACHAN</u> and was the starting point of many <u>CRUSADES</u> and expeditions south to <u>SAMMAEA</u> and the deeper <u>KHARKHARADONTID</u> desert

Today it is known for its large coal port, which imports most of the coal used by mainland Hoamm (Pop. c. 36,000).

ARECHI CODEX: see LHIBOR IKAL.

<u>ARECLAN</u>: Set. Settlement in the c of <u>THE OLD FOREST</u>, south of the <u>EPITRACHON</u> Mountains. The settlement is known for its granite mines that stretch for miles north, making use of the last remnants of natural resources in the region. Parts of the mines are located in gigantic boulders suspended within the aerial roots and branches of the <u>RAM'ATHI</u> forest (Pop. c. 8,000).

ARED: 1. *Rvr.* River in <u>PARTHIS</u> flowing for over 100-miles before meeting its parent, the river <u>ESHMUN</u>.

2. Geo. Valley in the c of PARTHIS, in the SIPYLANA Mountains.

<u>AREDERU</u>: Set. Fortified settlement in the north east of the tribe of <u>ASSAGOS</u>, in the east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 52.000).

<u>AREDONTO</u>: Cav. Caves in the <u>KORACHANI</u> colony of <u>AMONDOR</u> (1.) known for their expansive overhanging opening that splits into three distinct branching caves that reach far beneath the cliffs of <u>SUMANDA</u>.

<u>AREDUINN</u>: For. Forest deciduous (broadleaf) forest in the centre north of <u>KOMMEA</u>, to the south <u>VAELDRAN</u> and <u>BRAT EDRAN</u> Mountains. One of the last sizeable remnants of Fourth Age virginal forests, the Areduinn is known for its heavy undergrowth, dense cover and plentiful wildlife.

<u>AREL</u>: Set. City in the region of <u>LURIUM</u> in the west of <u>TZALLRACH</u>, in the delta of the river <u>ARELLI</u>. Though the region of Lurium is arid, the delta surrounding the annual deposits of the river <u>BAELLI</u> are extremely fertile and the city enjoys good agriculture thanks to trade that moves up- and down-stream.

In 3973 RM the city became the centre of plot to overthrow the government of Lurium, but it was thwarted by the <u>DIARCH</u> of <u>BALBETH</u>. Dozens of people were slain as a result and the city became shunned for a generation and its people have only recently become accepted across Tzallrach again (Pop. c. 26,000).

<u>ARELLI</u>: Rvr. River in <u>TZALLRACH</u> flowing south west for 1,140-miles, from sources in the <u>ARGENT</u> and <u>MAULIMM</u> highlands before emptying in the <u>SEA OF VENTHA</u>. It is one of the main rivers in Tzallrach and many industrial cities are located on its banks.

<u>ARELLIA</u>: Ser. City in the south of <u>AZAZEM</u>, overlooking the <u>SEA OF BATHOS</u>⁽¹⁾. It is a relatively new city, populated by those displaced by the retreat of the coastline in the last 1,000 – 500-years. Known early on as a settlement of tinkerers, it rapidly gained a reputation for fast working shipbreakers, and <u>HOUSE AMBTOR</u> now owns the city, which is guarded by armed private forces (Pop. c. 10,000).

ARELLUNO: See PATH OF THOUGHT.

<u>AREMMI</u>: 1. Ind. Large basalt quarry under the control of the below city^(2.) in the south east of <u>IO</u>. The quarry is famed for its black stones, and for their hexagonal cross-sections. The stones have been used in various architectural elements in Io and <u>SARASTRO</u> over the years, including many ancient structures.

2. Set. City in the east of <u>IO</u>. Its main industry is the quarrying of hexagonal basaltic stones for use in architecture across Io, which has made the city relatively wealthy and important to the vassal state's economy (Pop. c. 36,000).

<u>AREMOD</u>: Rel. Flo. A specific sacred tree located in <u>TEMUJA</u>, 10-miles north of the capital city <u>DUARIAHAHN</u>. Its expansive fanning branches are covered in red streamers, each of which is a prayer to the <u>TUTELARY SPIRIT</u> inside it for aid. The tree is guarded by an ancient militant monastic order, dating back some 1200 years.

AREN, RUNE OF: In PARAIYA, the RUNE of the HORNED CHARGER.

<u>AREN</u>: 1. *Lak*. Artificial lake in the c of <u>PARAIYA</u>, created when the river <u>NOTHIYA</u> was dammed in c. 3930 RM.

2. Mil. Rnk. Plr. 'Arenear'. Non-combative military rank within the KORACHANI EMPIRE'S armies. They are scribes, AMANUENSIS, and transcribers, chronicling the speeches, edicts, terms and other words of generals and important ranks. The first Aren was Arenos, a follower of the ARCHPOTENTATE MALICHAR, who recorded his speeches in Korachan in –3 RM, following his first major victory there. His son, Vanaren, followed Arenos' footsteps, and took his father's name as his own, beginning the tradition of the Arenear.

ARENA: 1. Geo. In PARAIYA, home of the tribe of AREN.

2. Set. Fortified coastal city in the far south west of the HARÉSHKI CITY-KINGDOM of EDICULE^(1.), along the border with TAMAR. It began life as a bridge linking TAMAR and HARÉ SHKA, though later evolved into a caravanserai serving the GREAT ROAD trade-route that ran between the settlement itself and the Tamaran city of ARAGOSH. The two names are thought to be etymologically linked, believed to be tied to a nearby ruin now known as AHVEG (Pop. c. 34,500).

ARENA OF TINAVORAS: Rui. Abandoned arena in the c north east of THE VORANDINE, to the north west of the KHABARDINE fens. An

extensive network of half-buried ruins surrounds the arena, possibly dating back to the late <u>FOURTH AGE</u>, indicating that a city once stood on this place. Historians attribute the <u>TINAVA</u> dance that is still culturally-relevant amongst the present-day Vorandi people to this ancient city and specifically this arena, which would have seated around 30,000 people.

The arena is now <u>ATRAMENTALLY-TAINTED</u>, known for <u>SHADOWISPS</u> that appear in the surrounding air.

ARENKAR: Ser. Small city in the far south east of PHYRR. Originally coastal, it is now around half a mile from the coast following the waning of ELYDEN'S seas. It is around 6-miles west of the active warzone with MAENMIST and suffered under months of incessant bombardments in c. 3975 – 3980 RM, which left most of its eastern districts levelled. The city has started to rebuild, though remains greatly diminished, with most of its young men drafted into the war effort (Pop. c. 15,000).

<u>ARERAQTH</u>: Ntn. Dem. 'Areraqthi'. Expansive empire in the far north east of <u>EASTERN MENISCEA</u>, most of which lies to the north of the northern POLAR CIRCLE.

The collapse of the $\underline{XYRPHANI\, EMPIRE}$ in c. 3710 RM, allowed Areraqth to expand rapidly to the south, taking over many cities and regions in the resultant chaos. This period lasted until 3722 RM, when a treaty was signed between Areraqth and the remaining states of $\underline{XYRPHAAT}^{(3)}$, which stands to this day. Its western territories lie on the ruin of the $\underline{FOURTH\, AGE}$ empire of $\underline{JORINDHIA}$. See Vol III: Extant Nations and Realms.

ARERAQTHI PUZZLE BALLS: Soc. Obj. ARERAQTHI artisans are famed for the intricate puzzle balls that they make from solid pieces of MAMMOTH ivory that are meticulously carved into concentric detached hollow spheres that when moved into a particular configuration reveal a hidden object, often a small ivory sphere cared from the centre of the solid object.

ARESH: 1. Geo. Plains in the north east of AHRISHEN, stretching into eastern VIRAHAN.

2. Rvr. Large river flowing west from <u>VIRAHAN</u> (where it is known as the <u>YELLOW RIVER</u>), through the entirety of <u>AHRISHEN</u> for about 2,500-miles from sources in the <u>A SAVI</u> Mountain, the <u>SALKHAN</u> Massif, and the <u>CANEM HALAT</u> Mountains, before emptying into the <u>SEA OF PYREA</u>. The river is the life-blood of <u>AHRISHEN</u>, and is fed by a long rainy season and snowmelt from the above Mountains. Its main tributaries are the equally impressive river <u>SAVEST</u>, <u>SARA</u>, and <u>PELADA</u>, though it is known to have hundreds, if not thousands of smaller (and in some cases seasonal)

Much of the river course is dominated by wetlands, with explode in size with flooding throughout the year. This flooding also results in the growth of the dozens of lakes that can be found along the course of the river Aresh, the largest being lake <u>NAIDA</u>.

3. *Rvr.* Canal in the c of <u>AHRISHEN</u>, forming part of the <u>AHRISHENI</u> <u>WATERWAYS</u>, linking the river Aresh ⁽²⁾ and lake <u>ACTAEA</u>. It is 93-miles long and contains 43 major locks, including one stepped lock at the city of <u>KALPIS</u>.

<u>ARESHI</u>: 1. Ntn. Dem. 'Areshin'. Ancient late <u>FOURTH AGE</u> nation located in what are today thought to be <u>RHAMIA</u>, <u>AHRISHEN</u> and the east of the <u>OLD FOREST</u>. It fractured following the <u>WAR OF SCOURGING</u>, and its descendants would go on to found the nation of <u>ARSHEESH</u>.

2. Eth. People native to the plains of $\underline{ARESH}^{(1.)}$ in what is now $\underline{AHRISHEN}$. They were part of a vast empire that dominated the region in the \underline{FOURTH} \underline{AGE} , and their descendants would go on to mingle with the $\underline{LEVANTINE}^{(2.)}$ and $\underline{KHUDARI}$ people, from which the early Fifth Age nation of ARSHEESH would rise.

Most Ahrisheni people are considered Areshi to this day and are pale, with dark eyes and hair that ranges from ash, to golden, and brown hair. See Vol II: Peoples and Races of Elyden.

<u>ARESHAN</u>: His. Lan. Now-extinct language that was spoken by the late <u>FOURTH AGE</u> nation of <u>ARESHI</u>, that emerged from the earlier <u>GOETHAN</u>. The extant language of AHRISHENI evolved from it. See Vol II: Languages.

ARESHIS: Set. City in the c south of <u>PARTHIS</u>, along the widest part of the course of the river <u>ESHMUN</u>. The city is a major producer of fish (trench, perch and salmon) in Parthis (Pop. c. 17,500).

ARESTA: For. Boreal forest across the border between the east of DURCHAA^(1.) and the south of PERGOST.

ARESTAS EVERTAN, SCOURGE OF SHADOW: (B. 3978 RM) *Tec. Sup.* Unschooled <u>TECHNOLOGIST</u> and <u>ATRAMENTAL SHAPER</u> who rose from obscurity in late 4005 RM in the south of <u>SKAROS</u>, denouncing the rule of <u>KORACHAN</u>. She discovered latent abilities with the <u>FIRMAMENT</u> in 4005 RM, making her one of the rare few <u>DYCHOTI</u> able to shape both halves of the <u>MATERIA OMNA</u>.

ARETALOG: also 'the Bragging City'. Set. City in the c of THE SURRACH, in the region of CAESURA. It is known for its spectacular tombs carved into the cliffs of the HARASHI escarpment behind the city, and each has elaborately hewn relief vignettes and entrances that are 50-ft. up the cliff and inaccessible (Pop. c. 17,000).

ARETH: Geo. Valley in PARTHIS.

ARETH NEL: Set. fortified town in the north of the island of KHEMET in c southern KHAMID, with views of the SEA OF PHARANX to the east and the PHARESES to the west. Before the CATACLYSM OF KHAMID, the town was situated near an oasis, serving as an influential caravanserai to trade between kingdoms (Pop. c. 2,000).

AREVIK: His. Rel. Org. One of two sun-cults that rose in the KORACHANI EMPIRE c. 3000 RM. Arevik was a little-known SAINT of the CHURCH OF THE UNDYING MACHINE, canonised in 1248 RM. In c. 3000 he became the figurehead of a new movement that started in the CITY OF ALMAGEST that bemoaned the diminishing sun and the death of ELYDEN and the empire's fault in its near-absolute use of the ATRAMENTA above the FIRMAMENT and the repercussions of such activities. The saint was excommunicated following the rapid spread of the cult, though after attempts to cull it were unsuccessful (the cult having already become ingrained in the populace's culture) re-canonised him in 3307 RM in a bid legalise the rise of the cult and proclaimed ST. AREVIK a prophet of the Machine.

ARGDUN: Mil. Rnk. Lit. 'fortress guardian'. Military title in NÁRTHEL, SARASTRO and VENTHIR (dating to the time of the VENATHI EMPIRE) bestowed upon military commanders in charge of fortresses. In Sarastro they were also of influence in the CHURCH OF THE UNDYING MACHINE following the SECULAR DISSOLUTION in 1393 RM, where they became powerful provincial figures until c. 2750 RM following the EDICT OF NICAEA.

ARGEA: Pol. Set. Ancient city and present-day capital city of SARASTRO, known for its many narrow streets, and its great white domes. It is a sprawling metropolis with many government-run bakeries, which distribute bread daily to its population, and is of a storied history dating back to 339 RM, when its foundations were first laid on the EXCIAN HILL following the victory of the Archpotentate Malichar there. The LICHKING SATHEP THE RISEN was made regent of the nation and constructed a great citadel known as the LICHFORT, from which he and his government, known as the OVERCOUNCIL, rule to this day.

In 3703 RM it became the centre of the Sarastroan defence in the <u>VENTHIRI/SARASTROAN WAR</u>, which ultimately escalated into the <u>WAR OF SUNDERING</u> in which the <u>KORACHANI EMPIRE</u> reached as far as Argea, in what later became known as the <u>SIEGE OF ARGEA</u>, which encompassed two separate sieges. The city was mostly levelled following months of imperial bombardments and attacks, after which it was rebuilt. The <u>LICHFORT</u> – the home of the <u>OVERCOUNCIL</u>, Sathep's government – miraculously survived the bombardments.

The city now forms a vital part of the <u>RED ROUTE</u>, and is also the north eastern termination of the <u>SALT ROAD</u>. Its markets are filled with goods and produce from around the <u>INNER SEA REGION</u> and beyond (Pop. c. 4,200,000).

ARGEA, SIEGE OF: also 'the First Siege of Argea', and 'the Second Siege of Argea'. Not to be confused with the 339 RM Siege of Argea, that led to Sarastro becoming a child state of Korachan. Mil. His. Two connected sieges fought between KORACHAN and its allies and the dissident state of SARASTRO in the summer of 3705 RM in the final months of the WAR OF SUNDERING in the NORTHERN SARASTROAN CAMPAIGN.

The **First Siege of Argea** took place between the 5th and 15th of <u>ASHTALEN</u>, and it was a desperate gambit by the imperial forces following costly victories the previous month in <u>NABASSAR</u> and <u>SOLONIA</u>. From Solonia they marched south east onto <u>ARGEA</u>, throwing the full might their <u>TECHNARCANE</u> and mechanised divisions against its many

concentric fortifications, bombarding the capital from afar. But Sarastroan <u>SHAPER</u> corps neutralised the threat, causing major casualties in the imperial ranks before they could even reach Argea.

Eventually, imperial forces made their way to the outskirts of the city where they scattered, taking cover as they consolidated in various strategic points outside Argea, from where they unleashed oghur and steel oghur shock troops. Mechanised legions disgorged legions of conscripts and fanatics that sowed discord amongst the Sarastroan defence. Most died, though their sacrifice allowed better trained and equipped forces to advance relatively untouched on the $11^{\rm th}$.

Eventually, <u>TOMYRESS VILKA</u>, the most infamous Korachani <u>ARCHSHAPER</u> taking part in the war, reached a small tower a few miles outside Argea. Clad in the revered <u>IRON MANTLE AUSPICES OF SHADOW</u>, and supported by 6 of the famed <u>PROEDRIIN</u> of <u>LAASKHA</u>, she began to penetrate dissident magickal defences, surveiling the surrounding area, passing on detailed intelligence to imperial army command before moving closer. On the 12th she was able to sneak into the city unseen thanks to the mantle, from where she was able to disrupt Sarastroan communications. Meanwhile the <u>Proedriin</u> permanently neutralised the city's magickal defences, allowing long range disruptions to recommence, giving imperial armies the opportunity to press the attack.

It was only through the efforts of the <u>LICHKING SATHEP'S ARCHIDOXES</u> – powerful Archshapers and acolytes of his <u>HESYCHASTIC</u> teachings – that the assailants were unable to utterly break down the Argean defences – both magickal and material.

Over the next three days the imperial armies continued to attack Argea, though the Sarastroan defence was dogged, leading to a stalemate in the outskirts of the city. Few, if any, Korachani troops make it into the centre of the city. But it was the FIRST RITUAL OF SEGARRA that levelled the VENTHIRI city of CORYBANT, killing 200,000 civilians that caused the attack to falter and imperial morale to plumet.

The Second Siege of Argea took place between the 19th and 30th NIHAVALEN, a month after the SECOND RITUAL OF SEGARRA devastated the city of TARATI⁽²⁾. Fresh conscripts recruited in the wake of the devastation wrought by the Rituals bolstered existing imperial forces in Sarastro, providing the backbone of a new army that assaulted the city following further bombardments from afar. The conscript assault was followed by elites, tanks, shaper corps and shock troops, including the indomitable IRON ANGEL and STEEL LEGIONNAIRES of the Korachani 1st Gryphonnes (numbering some 2,000-strong – the largest number of legionnaires seen in the war so far) stormed the city but found themselves in a minefield trapped between a specialists hiding in ruined manufactories, who slaughtered them.

The Iron Angel was attacked by three *Archidoxes*, who severely damaged her, forcing her to retreat. Without the inspiring presence of the Iron Angel and the Legionnaires, what remained of the Korachani army was cut down, its fresh recruits unprepared for the horrors of what they see. The remnants fled and scattered to the north in what later became known as the <u>ROUT OF THE KORACHANI 1</u>ST.

It was a blow the imperial army did not fully recover from and despite the stubbornness of <u>THE COUNCIL OF SEVEN</u>, it became clear then that Sarastro had gained the upper hand, though desperate fighting continued across Sarastroan cities, with cities and manufactories serving as the battlegrounds.

The <u>Sarastroan Treaty</u> was signed the next month, ending the war with a victory for the <u>Sarastroan Coalition</u>, leading to the <u>Sundering of the Empire</u>.

ARGEAN PIPELINE: Sup. Ind. <u>UMBRA</u> pipeline in the c of Sarastro going north, for over 400-miles to the <u>CAPITAL</u> from facilities in <u>NEYSHABUR</u> and the <u>SHAMAL</u>. Its main controller is <u>PATRICIAN</u> <u>HOUSE</u> <u>MORISKER</u>.

ARGENT: also 'the Silver Mountains'. Geo. Major mountain-chain that serves as a natural border between the nations of MALAN and TETHYSIA in the west and KREM, TETHYSIA and TISARA in the east. The mountain-chain stretches around 3,000-miles across LLACHATUL, from IAPETAN SEA in the south to the nation of Tisara in the north, and it serves as the common subcontinental division between CENTRAL LLACHATUL in the west and EASTERN LLACHATUL in the east.at the border between Llachatul and MENISCEA.

Named after the plentiful silver deposits that once were mined there, it is now less bountiful, and the hollows of ancient quarries and mines now dot its hills, particularly in the Malani $\underline{\text{HENDECARCHIES}}$ of $\underline{\text{DERAEIA}}$ and ATALLUA.

ARGENT CITADEL, the: Rui. Ancient tower in the eastern face of the ARGENT Mountains, in the far west of TETHYSIA. It is thought to be an ILLIDRAEN stronghold in the FOURTH AGE, though is believed to have been destroyed during the WAR OF SCOURGING. Today it lies ruined, reduced to parts of its foundations, with tarnished silvery boulders littering the slopes around it. Parts of its masonry – which are indeed made of a silvery alloy – have been looted over the years, but its relative isolation have left it largely undisturbed my mortals in the millennia since the FADING of FOURTH AGE.

ARGENT EAGLE: Fau. Large bird of prey native to the south of EASTERN LLACHATUL, east of the ARGENT Mountains, after which they are named. Their eggs are a prized delicacy to various communities, particularly KREM, and ridge runners spend months in the wilderness tracking the flight of the birds in the hopes of finding their well-hidden nests. The eggs sell for more than their weight in gold and are highly valued by gourmands for their particular taste. See Vol II: Classification and Taxonomy of Life.

ARGENT PASSAGE: Geo. Ancient route across the ARGENT Mountains, linking the west of <u>TETHYSIA</u> with the east of <u>TZALLRACH</u>. Cultural and political changes over the past millennia have left it largely abandoned, its passes, which were once well-maintained, are now abandoned and untraversable.

<u>ARGHA</u>: His. Ntn. Human and predominantly <u>MULL</u> nation to the south and east of the <u>BLACK MOUNTAINS</u> that appeared in the <u>FIFTH AGE OF</u> <u>MORTAL LIFE</u>, and is descended from pastoral survivors of an earlier <u>FOURTH AGE</u> nation.

Even in this distant time, the soils east of the Black Mountains were fertile, encouraging grazing and the early cultivation of crops. By the time the $\underline{\text{KORACHANI EMPIRE}}$ appeared, the region was home to hundreds of small communities, most of which had integrated mull and human populations. Those in the north were famed for their rich volcanic soils and their produce, and those in the south were independently working iron soon after Korachan, becoming skilled metallurgists. It was during this time that colonists from $\underline{\text{LASCAR}}^{(3)}$ made landfall and settled what is today $\underline{\text{AHKA}}$, where they merged with the native populace.

By c. 1900 RM these people were overseen by the great city of ARGHAM, the surrounding lands of which were known as Argha. The city and its satellites were destroyed by Korachani forces in 2906 RM, following years of attacks. The city was taken and renamed ARKAM the next year, as the remnants of the scattered mull population were hunted down by invading Korachani troops, though many managed to scatter to surrounding lands.

The fall of Argha eventually gave rise to the nations of <u>ATARAXIA</u> in the north and <u>AHKA</u> in the south. See Vol III: Extinct States.

ARGHAAV: Pol. Soc. Bus. Influential KORACHANI PATRICIAN HOUSE based in the colony of TAVVADRA (1.) with a long history of service to the GRIGORIAN ORDER of the SANCTIFIED INQUISITION. It is a mercantile power, and owns large numbers merchant vessels, that form a vital link between the heartland and the distant colony.

<u>NUALLA INEN ARGHAAV</u>, one of the present <u>TRIUMVIRS</u> of the Grigorian Order, is a direct member of the House, being the younger sister of the present <u>PATRIARCH</u>^(1.).

ARGHAM: His. Ntn. Extinct mull city-state south of the <u>BLACK MOUNTAINS</u> founded along the base of a large spire-like mesa known as <u>GHULKULL</u>. It appeared in c. 800 RM and soon became capital of the nation of <u>ARGHA</u> that comprised most of present-day <u>ATARAXIA</u> and <u>AHKA</u>.

By c. 1900 RM it had become famous for its great mortuary complexes, and the tunnels that made their way deep into the ground, many of which are still in use to this day by the city of <u>ARKAM</u>. It was also famed as the largest concentration of mulls in all of <u>ELYDEN</u>.

The city and neighbouring satellites were wiped out by <u>KORACHANI</u> forces in 2906 RM, following a savage campaign against it. Korachan would rechristen the city Arkam the next year.

<u>ARGHAMISH</u>: Lan. Language spoken by the people of <u>ARGHAM</u>. When the city-state was destroyed by <u>KORACHANI</u> forces in 2906 RM, refugees fled south, eventually founding the <u>MULL CITY-STATES</u>, whose people speak the tongue to this day. The language is similar to <u>AHKAN</u>, suggesting a common root, most likely a <u>FOURTH AGE MULL</u> language. See Vol II: Languages.

ARGIDER: Set. City in the north of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>ALAMUT</u>. It was once a large and thriving centre of <u>FIRMAMENTAL</u> study (Pop. c. 22,000).

ARGIL CADRE, the: Rel. Str. Expansive hewn catacombs outside the settlement of GOIIDHU, in the c of PERGOST, in the north of LLACHATUL. The cadre is made up of thousands of life-size clay soldiers, divided into small groups of between 2 – 20 each. Each group guards a crypt in which a single mummified ORREX is interred.

The catacombs were added to throughout the reign of the Orrex dynasty, and upon the ascent of a new Orrex to the throne, the catacombs would be lengthened, with a new crypt added, ready for the death of the Orrex. Each tomb was dedicated at the behest of the individual Orrex. The largest and most recently-constructed crypt, dedicated to the <u>LAST Orrex</u>, lies empty – his body never interred in the chaos of the civil war that saw the end of the <u>ELDRIAN</u> empire.

The necropolis is largely ignored today and is heavily damaged, with many of the argil statues damaged and decayed. Many of the crypts have been broken into over the years, with any riches they once contained looted long ago.

ARGOLIA: 1. Lak. Artificial lake in the c north of <u>VÂRR</u>, created by the construction of the dam known as the <u>STEEL CATARACT</u>. The lake is amongst the largest man-made lakes in <u>LLACHATUL</u> and has an estimated volume of 7,500 squared-miles.

2. Ser. City in <u>VÂRR</u>. Following the withdrawal of the <u>INTERREGES</u> from Vârr in 3791 RM it remained under <u>KORACHANI</u> control, with overseers maintaining operations of the <u>STEEL CATARACT</u>, which still produces electricity used in eastern Korachan.

The city became a hub for refugees from dozens of other cities left defenceless and barren by the Interreges retreat from Vârr, and survives to this day as an example of what can be done with ingenuity and hard work. The city grew from its first years and is now one of the strongest and largest cities in the free Vârr (Pop. c. 125,000).

<u>AGROTA</u>: *Ind. Set.* Manufactory-city in the east of <u>SARASTRO</u>, forming one of the western-most settlements along the course of the <u>NATHI ROAD</u> trade-route (Pop. c. 16,000).

<u>ARGYRA</u>: Set. Settlement in the north of <u>GNOTH</u>, along the course of river <u>IZARIEL</u>. It is largely self-sufficient and the <u>GIGANRI</u> who live there spend a great deal of time meditating and contemplating the nature of life.

Their musings were collected and published by the giganri annalist <u>Neburo</u> in 3891 RM, eventually becoming popular amongst Gnothi people in more urban areas, beginning a new spiritualist movement that is observed to this day. His writings also made their way to the <u>INNER SEA REGION</u>, where they found their way into black-markets, becoming popular curios amongst the literate classes (Pop. c. 3,800).

ARGYROPOEIA: Alc. Mys. In ALCHEMY, the transmutation of lead to silver. Though a similar effect can be gleaned through <u>TECHNARCANE</u> application, the process is not cost-effective and is used, at best, as a novelty.

<u>ARHA</u>: Ser. Fortified city in the north east of <u>RHAMIA</u>. It lies along the course of the <u>GREY ROAD</u> (Pop. c. 35,500).

<u>ARHAHANU</u>: Geo. Arid valley in the c of <u>THETIS</u>, to the east of the <u>RTHEI</u> desert.

<u>ARHALARMIS</u>: Geo. Roughland region in the south east of the <u>TURCAR</u> desert in the c south west of <u>TETHYSIA</u>, known for glass-like mesas and labyrinthine slot canyons.

ARHARNAZHA I: (? – D. 3867 RM) Oth. OTHERWORLDER ruler of SUOR and the head of its Thaumaturgy. Came to power in 3496 RM following decades of uncertainty and chaos due to continuous KORACHANI attacks in the form of the EGRET CRUSADES that were particularly harsh in the region, leaving what is now the south east of Suor, around the BAY OF ORMA, in tatters, with entire cities emptied by its witch hunters and slavers.

ARHARNAZHA I, TOMB OF: Rel. Str. Temple to the east of lake MUDARI in the c of SUOR. It is the final resting place of the OTHERWORLDER ARHARNAZHA I, who founded Suor in 3496 RM and ruled the Theocratic council until his mysterious death in 3867 RM. His body is encased in a block of glass and is on display where he is venerated, almost as a religious figure by those who were loyal to him.

ARHARNAZHA VI: (B. 3991 RM) Pol. The current ruler of SUOR, and direct descendant of ARHARNAZHA I, he is a 5th generation HALFBLOOD of 16 years and has a reputation for pettiness. He surrounds himself with 4 CREANT bodyguards, whose origins are unknown. His rule over the Theocracy is harsh and unpredictable.

Arharnazha is the first figure of a dynasty that continues to this day, with its halfblooded offspring ruling the Thaumaturgy, with each generation taking on lesser roles within society.

Arharnazha died in 3867 RM, and was never replaced, and the nation. Is now ruled by the Theocratic council, based in the city of <u>KIASH</u>. His body is preserved in a glass block in a bombastic tomb-temple outside lake <u>MUDARI</u>. A small cult of character has emerged around him, and the tomb has become synonymous with his reign.

<u>ARHBAH</u>: 1. Sea. Bay off the north eastern coast of <u>ABACARDAT</u>, in the east of <u>SAMMAEA</u>, forming the southern-most part of the <u>SEA OF LETHEA</u>. Like most smaller bodies of water within the Lethea, the amnesic traits of the parent sea are not as pronounced here, but not unknown.

2. Rui. Ruined city that once boasted a major harbour and port, where trade from across the <u>LETHEA</u> and beyond was brought to ancient <u>ABACARDAT</u>. It was abandoned in c. 2200 RM following the retreat of the Sca. The present-day city of the same name^(3.) is named after it.

3. Set. Large coastal city in the north east of <u>ABACARDAT</u>. It maintains good relations with <u>ANANTHUL</u>, with which it trades across the <u>SEA OF BIMARIA</u> (Pop. c. 68,000).

<u>ARHIR</u>: Set. Small coastal city in the east of <u>EZASUH</u>^(2.). Its people are skilled foragers (Pop. c. 14,800).

ARHSH HAAS: Geo. Rocky valley in the c east of AHKA.

ARI, CHAMPION OF CHAR MÂTHI: f. Mil. Soc. Per. (B. 3981 RM) Female TZALLRACHI banneret.

<u>ARIA</u>: Str. Lower district of the city of <u>ADAIA</u> in <u>SAUA</u>. The district is noted for its many residential areas, scattered markets and many small temples, as well as hundreds of small industries and businesses.

ARIADNE THAMOS: f. Pol. Per. (B. 3961 RM) PATRICIAN of HOUSE THAMOS stationed in TETHRA as an ambassadorial attaché. She is infamous for her words during the republic council of PARTHIS of summer 4005 RM, where she spoke to Parthisan diplomats with disdain, telling them to 'Quit your snivelling, wretches. Your so-called empire has grown fat and weak, and were it up to me our fleet would be blockading your ports as I speak'. Her words led to a fracturing of relations between the two nations, a state of affairs that continues to this day, though she was hailed as a hero in KHADON and spurred many politicians into increased military spending after decades of conservatism.

ARIC VELOR: m. Per. (B. 3959 RM) High-ranking member of the GRIGORIAN ORDER of the SANCTIFIED INQUISITION, where he serves as a Diviner-general. Velor's accurate predictions have aided the empire through numerous crises, guiding the Order to vanquish various threats.

<u>ARID TRIPTYCH, the:</u> *Pol. Geo. Lan.* Colloquial name in the <u>KORACHANI EMPIRE</u> for <u>SARASTRO</u>, <u>IO</u> and <u>VENTHIR</u> (though Io has, in recent years, been more popularly replaced with <u>ANUBIA</u>); in the dry peninsula to the east of <u>SAMMAEA</u>, just north east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>.

ARIDAN GULF: Sea. Sea forming a southern extension of the larger SEA OF ORRIDA, dividing the south east of Kazzar from the north of the BARRIER LANDS. It was originally much larger, extending some 80-miles to the south of its present shoreline, though decreased in size as the sea levels of ELYDEN slowly decreased.

ARIEH: 1. Set. Coastal island off the western coast of TZALLRACH, overlooking the cliffs of the BOILING SEA.

2. Set. Small city on the above island $^{(1)}$ in $\overline{\text{TZALLRACH}}$. It originated in c. -1000 RM as a land-locked caravanserai in the west of ancient mainland

Tzallrach. By -600 RM it was under the control of the $\underline{\text{NATHI KINGDOM}}$ and served as a fortress to its northern troops.

Following the <u>LAVIID DISSOLUTION</u> that saw <u>NATH</u> and Tzallrach sundered, the fortress was abandoned, falling into ruin until after the <u>CATACLYSM OF KHAMID</u>, where it remained, overlooking the newlyformed cliffs of the Boiling *Sea*. It was repopulated in c. 2000 RM, from where it has since overseen travel across the east of the sea (Pop. c. 19,000).

<u>ARILLIEN</u>: *Rvr.* River in the south of <u>TEMUJA</u> flowing east from the northern face of the <u>BRAHAIN</u> highlands for over 1,000-miles, before meeting its parent, the river <u>LAKOSH</u> in <u>MALAN</u>.

The river often breaks its banks following early summer snowmelt, which leads to the formation of the ephemeral lake <u>SAH AUR</u>, whose waters mix with those of the river <u>AIHANE</u>.

ARILLIEN, WATCHTOWER OF: Mil. Str. Major fort and wall in the c south west of TEMUJA, overlooking the trade-route with BAATAN south east of the DUJÁRHI foothills. It was built in c. 3000 RM during a time of political instability with SAUA. The HIGH-MARSHALL of the tower is called the BEHOLDER.

ARIMALKA: Leg. Fau. Heraldic creature common in KHAR NADUL, HANNAH, and QARALAM. Most commonly depicted as a lion with avian features, it is thought to have once been a real creature, possibly a GODSBORN of ARIMASPI that was wiped out in ages past.

<u>ARIMASPI</u>: also 'the Noble Beast'. m. Myt. His. Per. In the mythology and ancient history of <u>ELYDEN</u>, tenth of the Two-and-Twenty <u>DEMIURGES</u>, whose children were the VAPULIM.

Many of Elyden's wild beasts are said to be his creations, as are creatures as varied as <u>AIKLAHS</u>, <u>EELYOUHNS</u> and the rarer <u>GRIFFINS</u> and <u>SPHINXES</u>.

Arimaspi is commonly depicted as a centaur-like creature, with large wings that at times are either feathered, membranous or iridescent. His body is an amalgam of many of the creatures that are associated with him — his face has snake-like eyes, the snout of a hound, bat ears, bear teeth, deer horns and a wild feather-like mane. This chest is scaly and his four legs end in cloven feet, and he is often depicted in the <u>MYTHOLOGIA ELYDEN</u> as moulting with the seasons, his appearance changing accordingly.

His known <u>SCIONS</u> are: <u>DENDYDRIS</u>, <u>ENNEI</u>, <u>ERES</u>, <u>HATO MEDICER</u>^(2.), <u>HURD</u>, <u>SHARAM</u>, and <u>THEREON</u>. See Vol IV: the Two-and-Twenty Demiurges.

ARIMASPI, BEAST OF: also 'Haghor -l'Arimaspi', 'Azgalar', and 'Rahagor'.

Fau. Large beast native to the island of ISEA and also found in lesser numbers in surrounding lands, including the west of BROR (1.) and south eastern SAMMAEA (including ZHARIAH (2.), SHEZALIAH, and QARALAM.

The creature is somewhat smaller than an elephant, and is far less bulky, known for its powerful gallop and charge. Its appearance is distinctive, with thick short tail and a brown-grey hide that is visible along its hindquarters and hind legs, though which is obscured beneath a thick mane of purple and green pearlescent feathers. It has a thick, powerful nek and a wide mouth, all of which contribute to the mistaken belief that it is a carnivore. In truth, the creature is an omnivore, subsisting largely on roots, tubers, bark and nuts, though it is also known to scavenge on any carcasses it may find.

Beasts of Arimaspi are easily startled and of short temper, making them incredibly dangerous, though individuals have been tamed and they make for formidable mounts. Their distinctive appearance has made them a popular subject for artists, and various peoples and cultures have adopted the Beast of Arimaspi as an emblem or heraldic device, and most people are familiar with them through their depictions in art despite never having seen them in the flesh. See Vol II: Classification and Taxonomy of Life

ARIMASPI'S FOOTPRINT: also 'D'haid Arimaspi'. Leg. Geo. Endorheic depression in the west of DHAT, on the north west of the island of ISEA. Local legends claim that it is one of the regions in ELYDEN that was directly shaped by the hands of a DEMIURGE, in this case ARIMASPI. Records detailing the region as a verdant paradise date back to the FOURTH AGE, when explorers noted it for its sheer unequalled beauty, and though Elyden's slow decay has led to its diminishing it is still prized as one of the most picturesque regions of Elyden.

Flanked by low mountains on all sides and covered in evergreen woodlands divided by shallow ravines, streams, and brushland, it is a haven to wildlife and is protected by an ancient order of guardians from across Isea who are granted freedom by the government of Dhat to operate in the peripheries of the footprint. These Guardians, known as the <u>D'HAID MARAKA</u>, which roughly translates to <u>GUARDIANS OF THE FOOTPRINT</u>, spend their lives in service to the region, making sure it is not defiled or otherwise damaged by outsiders.

ARINAMA: Str. Set. Bridge city in the c west of TZALLRACH, along the fork between the river BAELLI and IZIAMI. Given its location, it has become a hub of trade and travel in Tzallrach, forming a part of the GREAT ROAD. It is also noted for its numerous scholars and sages, amongst which the most noted are those of the LODGE OF THE FIRMAMENTIANS (Pop. c. 65,000).

<u>ARINIEL</u>: *Geo.* Expansive hills in the c east of <u>KOLCHIS</u>, serving as a divide between the <u>VANDAHARI</u> and <u>DOERIAN</u> watersheds.

<u>ARINIX</u>: Set. Small fortified city in the east of <u>ALMAGEST</u> (Pop. c. 12,000).
<u>ARIOCH OF MOETIA</u>: (B. 3971 RM) Pol. Born a <u>NOMARCH</u> in <u>MOETIA</u>, in <u>TZALLRACH</u>, Arioch would go on to become a <u>DIARCH</u>. He was one of two Nomarchs of the clan of Moetia who tamed the lion <u>VALEFAR</u>, who remained his companion until its death.

<u>ARIQ SADR</u>: 1. Sup. Mildly <u>ATRAMENTALLY TAINTED</u> region in the east of Chaira, just west of the city of the same name. Little is known of the region, but it is avoided by locals and its peripheries are patrolled by skilled shaper rangers who keep surrounding lands free of tainted beings that have emerged from the region.

2. Set. City in the east of CHEIRA. It is base to a cadre of (Pop. unknown).

ARIRDA: Pol. Set. Capital of the HENDECARCHY of CHLORIS, in the c south east of the FOREST KINGDOM of MALAN. The city is ancient, built atop the ruins of a far older NAHORIAN city-state. Its large slanted sandstone walls are a dominating feature and the city beyond is built atop a mesa on a few different tiers, the highest of-which is home to most of its administrative districts. Today it is the largest industrial centre in Malan, and its factories and foundries are responsible for much of the steel and manufactured goods across the FOREST KINGDOMS (Pop. c. 2,100,000).

<u>ARIROR</u>: Set. City in the far north of the tribe of <u>LINARIS</u>, in the south of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is one of few emerging industrial centres in the region that processes adamantine from nearby mines in <u>BERAK</u> (Pop. c. 26,000).

<u>ARIS</u>: Geo. Crescent-shaped highland region 375-miles long in the c north of <u>VAALK</u>, and source of the river <u>RIPARIS</u>. The region takes its name from the <u>KORACHANI</u> word for blackness, after the dark nature of its rocks (though some have postulated it might be after its many regions of <u>ATRAMENTAL</u> dominance).

ARIS NU: Geo. Pass in the c north west of VAALK, mid-way across the ARIS Mountains.

ARIS TALMARA: m. Pol. Per. (B. 3750 – D. 3821 RM) KAPHAARI-born nobleman and son of a ruling plutocrat. Educated to the highest level attainable within Kaphaar, he grew up as a mentee of the notable philosopher <u>ELENDI VARTHA</u>, who for years secretly taught him of the corruption and inefficiency of the government.

He became disillusioned with the tarnished legacy of his birthright and under the urging of Elendi spearheaded a political movement that gained popularity among the emerging merchant class and the masses, slowly spreading across Kaphaar over a decade, finally reaching fruition in 3779 RM when the revolution hit the capital city Halagaa, eventually leading to the collapse of the government. He personally forced his father and his peers to abdicate their position, after which a new government, envisioned as a meritocracy, was established in 3780 RM following the penning of the PROCLAMATION OF MERIT. This led to the renaming of the region to KEPHUAAN.

<u>ARISA</u>: Set. Settlement in the south of <u>OPHIUSSA</u>, on the fertile <u>XEIA</u> delta of the river <u>MARAGA</u>. Its main industry is agriculture, and the growing of legumes (Pop. c. 4,800).

<u>ARISOUL</u>: Flo. Bulbous plant that is common in temperate climates across
<u>LLACHATUL</u>. It is known for its large taproot that absorbs <u>UMBRA</u> from

the surrounding area. It is cultivated and dried as a resin and used as a medicine (for use treating cancers and tumours) and, when diluted with herbs, is also used as a tobacco. See Vol II: Classification and Taxonomy of Life

ARISTH: Sec. City in the south west of <u>AETHIOS</u>. It is known as the sole major city in which the <u>SHAMANIC</u> tradition once common to the <u>RADNOR</u> territories survive. The shamen form a ruling class within the region, and every season a shaman is sent to the capital in <u>ETHAND</u> to advise the council of the <u>ABUNA</u> (Pop. c. 30,000).

ARITEA: Geo. 780-mile-long peninsula in the south of <u>THETIS</u>. It is separated from the coast by the <u>KAT ENNA</u> inlet, and is characterised by dry garigue terrain in the north, sparse shrubland in the centre, and denser sub-tropical rainforest in the south.

ARITH: Set. Small city in the c north west of the <u>TEMPLAR STATES</u>. It is built besides an old <u>TEMPLAR KNIGHT</u> (2.) city that was quarantined during a local plague in c. 2900 RM, and the new city appeared outside its walls in c. 3100 RM, with the old city allowed to crumble. It is overgrown today, with most old structures reclaimed by nature (Pop. c. 14,000).

<u>'ARISTOLOGY OF THE INNER SEA REGION</u>: Vol. Cui. Expansive cookbook first published in 1006 RM detailing the cuisine and culinary costumes of the <u>INNER SEA REGION</u> (focusing on <u>KORACHANI</u> territories of the age).

It was written anonymously, though future volumes were edited and amended by a committee of editors, with the most recent edition being its 23rd, issued in 17 volumes, in 4001 RM. The later editions were much expanded and one can find cuisine and recipes from across <u>ELYDEN</u>, including many dishes and customs that have since died out, so it serves as a good repository of information and culture from across the ages.

ARITTA: Com. Ser. Major trade-city on the north western mainland of the FREE-ISLES OF PELASGOS (Pop. c. 150,000).

ARK: Cur. Common coinage in THE SURRACH, produced through punchmarking. The Ark is commonly valued at five SHIBS and 1/5th of a VALK. See Vol II: Currency and Coinage in Elyden.

ARKAB: Ast. Set. OBSERVATORY-CITY in the c north of AQUARIIA, at the foot of the NUNAKI MOUNTAINS. The city is situated atop a large mesa and is accessible via a single wide man-made bridge from the hills to the south (Pop. c. 72,000).

<u>ARKAIM</u>: Set. Major coastal city in the west of <u>ALMAGEST</u>. Its dry-docks are amongst the busiest along the Almagesti coast, after those of <u>ALMAGEST</u> itself. It is a part of the <u>RED ROUTE</u>, and its harbours are busy with merchants coming and going while navigating the trade-route. It is the northernmost major city to lie along the extent of the <u>ALMAGESTI COASTAL BULWARK</u> (Pop. c. 103,000).

ARKAINA: Geo. Savannahs in the north west of ARKOS (1.).

<u>ARKALUH</u>: Ser. Small fortified settlement in the north east of <u>AQUARIIA</u>. It controls the pass leading south to <u>THE TEMPLE-CITY OF SUMMAR</u> (Pop. c. 6,000).

ARKAM: 1. Set. KORACHANI city and colony founded in 2907 RM over the conquered mull city-state of ARGHAM, at the base of the spire of GHULKULL, 180-miles from the coast at the STRAIT OF SKAROS. For many years it was a productive city, supplying the Korachani empire's waning resources, though disorder due to political problems in SKAROS at the time left the place cut off from the capital, forced to fend for itself by 3305 RM.

The city and surrounding settlements later abdicated, becoming independent in 3311 RM following a short war against Korachan, in which it was aided by <u>PARTHIS</u>. The city's influence later spread and by c. 3449 RM it had grown to control the region east of the <u>BLACK MOUNTAINS</u>, becoming the nation of <u>ATARAXIA</u>.

2. *Pol. Set.* Capital of <u>ATARAXIA</u> since the nations' founding in 3449 RM. It has one of the largest concentrations of <u>MULLS</u> in Ataraxia and <u>LLACHATUL</u> and is a major link along the <u>RED ROUTE</u> (Pop. c. 910,000).

ARKASHAN: 1. Sea. Bay in the far south of the SEA OF DAARKEN.

2. Rui. Once-capital of <u>ARKOS</u>^(1.), left ruined and abandoned following the retreat of the <u>SEA OF ERIA</u>. The city was once famed for its expansive vaulted harbours, which led to sea-caves, now landlocked and overgrown, almost 2-miles from the present coastline. To the west of city was a great

colossus, overlooking the Bay of Arkashan. The city's riches were looted and taken east to $\underline{\text{DUN IACH}}$ and the present capital in $\underline{\text{DUN KHARR}}$. It is a common stop along the $\underline{\text{GRAND TOUR}}$, with students and artists stopping amid its ruined architecture to take $\underline{\text{HELIOGRAPHS}}$ or paint.

<u>ARKH</u>: Pol. Set. Major coastal city and capital of <u>IDRIIS</u> on the island of ISEA (Pop. c. 88,000).

ARKHATEN REBELLION: Pol His. A vote of no confidence led by the PATRICIAN-prince Arkhaten made within the LEAGUE OF PATRICIANS of KHADON, KORACHAN on the 22nd of KORAHALEN in 3704 RM, during the WAR OF SUNDERING. The act was a protest against the League's leadership, which many believed was in the pockets of warmongering patricians who were pushing for a more aggressive stance in the war. This saw the League collapse, leading to its temporary dissolution throughout the duration of the war. The effects of this were felt as far afield as the COUNCIL OF SEVEN, as well as manufactories and dross vaults across the empire.

<u>ARKHIMYDES BELIN</u>: m. *Mil. His. Per.* (B. – D. 3703 RM) Historical <u>LIDEAN SARAKASHAR</u> (general) who served in the <u>SARASTROAN COALITION</u> during the time of the <u>WAR OF SUNDERING</u>. He led the attack on the city of <u>ENUK</u> on the 15th <u>MALICHALEN</u> 3705 RM and was struck by shrapnel, later dying of his wounds 3-days later.

His death threw the Lidean army into disarray as his lieutenants quarrelled over who should replace him. It took the intervention of the <u>LICHKING SATHEP</u> himself, who appointed the Sarastroan <u>ACHAXCE BENNALAB</u>, a member of his <u>OVERCOUNCIL</u>, as his replacement.

ARKOS: 1. Dem. 'Arkosian'. Ntn. Nation that emerged from the doomed imperial colonies of EHBOT, to the south west of the DAARKEN GULF. The nation is known for its noble-caste of CUSTODES and ARKOS⁽³⁾, which are descended from the last STEEL LEGIONNAIRES left in the region by the KORACHANI EMPIRE before its withdrawal from Ehbot in 527 RM. These Legionnaires were of the earliest iteration and were capable of breeding true, unlike later iterations, and they maintained a dogma of strict incestuous breeding to maintain the traits of their founders: they are pale-skinned adonic figures, giants amongst the populace of Arkos.

Arkos itself lasted throughout the <u>AGE OF STEEL</u>, faltering only following a devastating <u>SARASTROAN</u> attack in 3522 RM, following which the last custode killed himself in 3822 RM, leaving the region in tatters, little more than disjointed cities and settlements that are no longer recognised as a nation by most present-day rivals. See Vol III: the Nations of Elyden.

2. Rui. Formerly the city of COLYIS, though renamed as Arkos, after the high-lords of the CUSTODES in 589 RM. The city grew under the patronage of the Custodes, becoming a hub of culture and trade in the nation of Arkos and was a city apart from the CITADEL MOUNTS to the east, maintaining a vibrant distinct character. By the time the COLOSSUS OF ARKOS was completed in 1462 RM, it had become a thriving metropolis; its vaulted tiered harbours crossing the isthmus of PHORI (2.) being the talk of its age. The city was experiencing the height of its golden age and a waning of Arkosian influence by c. 1500 RM, and boasted a population of c. 750,000. By c. 1850 RM the city's population had diminished to less than 400,000, until by c. 1900 RM it had become a ghost-town; its colossus rusted and pitted, its legendary harbour landlocked following the drying of ELYDENS' seas. By then its populace had largely migrated east to the Citadel Mounts, with the remnants being followers and sycophants of the few ARKOS(3.) and Custodes that remained there, unwilling to leave their ancestral home. The SARASTROAN attacks of Arkos in 3522 RM saw many refugees fleeing west to the abandoned city, seeing a renaissance of sorts, though it was not to last long, and the retreat of the Sarastroan slavers saw the city fragment once more.

3. Plr. 'arkosin'. Soc. Rnk. Pol. The noble caste of the nation of the same name. The Arkos are the descendants of the original <u>STEEL LEGIONNARIES</u> (prototypes of the Steel Legionnaires of today; who weren't <u>VAT-BORN</u> and could bear children) left in <u>EHBOT</u> in 527 RM and follow a strict dogma of inbreeding to keep their bloodline pure and their physical traits as close to those of their ancestors. Given this, they are renowned for their large frames (as much as 6'6"), bronze skin, dark

eyes and largely hairless bodies and longevity (with an average lifespan of 180-200 years).

Intermarriage between Arkosi families is common and encouraged as much as possible to keep bloodlines pure, a practice that leads to some degree of birth defects which are not tolerated, with any signs of physical aberrancy extinguished as soon as possible. Many Arkosi are troubled by their imperial past and the rigours of their upbringing and dogma, with their dour character earning them a reputation for harshness that they used to their advantage in ruling Arkos.

The lords amongst the Arkos are granted the title of <u>CUSTODE</u>; an ancestral role that goes back to 547 RM that remains to this day. As the city of Arkos began to falter in c. 1900 RM, most of the Arkos migrated east to the <u>CITADEL MOUNTS</u>, though some (the eldest and most embittered) remain there, ensconced in their old villas and penthouses ruling over empty city. See Vol II: Classification and Taxonomy of Life: *Asicthain*.

<u>ARKOSIAN</u>: Lan. Language spoken in <u>ARKOS</u>⁽¹⁾. It emerged from the earlier <u>EHBOTIAN</u>, and has taken adopted many <u>KORACHANI</u> traits over the centuries. See Vol II: Languages.

ARKOSIAN IDOLATRY: Rel. Polytheistic religion practiced in ARKOS^(1.), where the present-day denizens of the state venerate the idols and statues of the ancient <u>CITADEL MOUNTS</u>. It originated as a form ancestral worship in the days following the <u>KORACHANI</u> abandonment of <u>EHBOT</u>, where families paid their respects to ancient ancestors, though over time this turned to outright worship, with most families no longer being able to trace their lineage back to specific statues. See Vol IV: Religions and Cults.

ARKS OF PORPHYR: *Phil. Obj.* Gigantic ships built by near-ceaseless toil and slave-labour in <u>PORPHYR</u>. The purpose of such arks is steeped in mystery, though is believed to be rooted in a mix of religious and mystical roles that are not fully understood by outsiders. It is known that the arks were never built to be used on the sea – indeed in some cases they were constructed well over 100-miles from the coast, and used to be burnt as part of a religious ritual.

Though the practice is ancient, dating to the early <u>FIFTH AGE</u>, where it originated in the nation of \underline{ZOLOK} in c. 200 RM, and continues to this day in the east of $\underline{PORPHYR}$ and the north east of $\underline{SABAISA}$, and is most widespread in the city of $\underline{LEMEGETHAS}$ and the rest of the eastern coast of Porphyr, in the territories of $\underline{HIT\ PHATHARLOSS}$.

The practice is considered antiquated by the more progressive regions of Porphyr, and there is a growing divide between the west and the Arkbuilding culture in the east, which many believe will lead to a fracture of the nation before long.

<u>ARLATH</u>: Geo. Island 15-miles south off the southern coast of mainland HOAMM.

ARLEIE: f. Pol. His. Per. (B. 3155 – D. 3200 RM) the first queen of <u>KOMMEA</u>, who was the granddaughter of the exiled <u>LOEGREAN</u> king <u>TRIDUAN</u>.

She was raised on the ancient myths and legends of her Loegrean ancestors that made her truly believe she had a divine birthright and was destined to be a queen. For years she was moulded into the image of a queen – proud, strong, regal – and she was paraded across the once-disparate yet slowly consolidating territories of Kommea as a promised monarch. Sired by an exiled prince and the descendant of the DONAGERS, her bloodline as never in doubt. The people loved her from a young age and as her father ELDHUIN and grandfather toiled to solidify relations between the regions, it became clear that she would become an important character in the regions' politics.

Where many believed she would be betrothed to a local noble with an equally impressive genealogy, her father surprised many by pairing her with <u>ABBARUD</u> – a charismatic <u>KHAMIDIAN</u> exile of noble heritage – in 3172 RM, and the two were wed later that year. Her father died suddenly on a hunting trip in the <u>HOLLOW COASTLINE</u> a few months later, a personal tragedy she never fully recovered from, after which she traded her traditional green dress for black.

If the people loved her prior to becoming queen, her coronation only served to exacerbate these feelings. Wherever she went the people adored her, which irked her husband the royal consort. Her death of <u>AEPATHY</u> in 3177 RM after only a few months of illness came as a great tragedy, sending the entire kingdom into mourning. Some whispered that her husband – who, though a competent consort and shroud diplomat, was never well-liked by the Kommeans – but his displays of mourning and the monuments he had built in her honour put most such rumours to rest.

Despite this, he was quick to crown himself king rather than their young son.

ARM OF NEITH, the: Geo. An overgrown natural stone bridge spanning the river <u>SIELL NA</u> in the <u>FOREST KINGDOM</u> of <u>STHAMAN</u> in <u>MALAN</u>. In the myth of the people of ancient <u>SEITHAL</u>, was believed to be the arm of an ancient divinity, possibly the <u>DEMIURGE NEITH(1.)</u>.

<u>ARMAGH</u>: 1. Lak. Lake in the west of <u>AHRISHEN</u>, along the course of the river <u>HOLMA</u>^(1.).

2. Set. City in the south west of AHRISHEN. It was taken by KORACHANI forces in 2431 RM, only to fall back into Ahrisheni hands in 2491 RM, where it remains now as a largely militarised border-town; its troops patrolling lands to the south west, along the border with LYRIDIA DHAI. The border south with LYRIDIA was recently opened and trade is slowly spreading across the two lands again, leading to a growth of the city (Pop. c. 42,000).

ARMATA: Set. Small city in the south of KHULL. It is known for its many small towers, which were first built by the KHULLAN INQUISITION in c. 2790 RM as a form of defence against the forces of the dreaded SORCERER-KINGS^(3,). Following the eradication of the Sorcerer-kings, the towers became part of the cultural identity of the region, with most family with the means to constructing towers, which became more a status symbol than a form of defence. The tradition of construction buildings as towers remains today, despite only a few of the original towers remaining intact today (Pop. c. 18,000).

<u>ARMINA</u>: Ind. Set. <u>MANUFACTORY</u>-settlement along the course of the river <u>LOBKIR</u> in <u>NÁRTHEL</u> (Pop. c. 8,000).

<u>ARNAOT</u>: Set. Small coastal city in the far north east of <u>BANT</u>, in the north east of the <u>CARCHEMISHI PENINSULA</u>^(1.), in the east of <u>SAMMAEA</u>. It has a sizeable harbour that is used to trade with nations to the north east, such as <u>NOAVATUR</u> (Pop. c. 18,000).

<u>ARNAZZA</u>: Mil. Str. Major fortress in the south east of <u>CISNERIA</u>, overlooking the border with <u>SKAROS</u>. It guards against possible <u>KORACHANI</u> incursion into its territories, and is heavily manned and well-defenced.

<u>ARNYTH</u>: Set. Small city in the c of <u>KOMMEA</u>, along the course of the river <u>GOIRATH</u> (Pop. c. 14,000).

ARNZA'S CHARTS AND GLOBES: Bus. Venerable boutique in the dockside district of the city of <u>KORACHAN</u>, known for its maps, nautical charts, books, atlases, and globes. It has existed for 1400 years and is considered one of the premiere purveyors of maps in all the <u>KORACHANI EMPIRE</u>, and is the best source for maps both ancient and modern, as well as oddities and curios from the colonial history of the empire.

<u>ARNON</u>: Rvr. River in the c of <u>GYZHA</u> flowing south for 185-miles from sources in the <u>PARNASIAN</u> and <u>MUSSOR</u> Mountains before reaching the coast at the <u>SOUND OF SAPAH</u>, at the <u>SEA OF DURAHRAT</u>.

<u>ARODOCUS</u>: (B. 3893 RM) <u>ARCHPATRICIAN</u> and governor of <u>PELASGOS</u> since 3987 RM. He was overthrown after the fall of the <u>KORACHANI EMPIRE</u> by the Pelasgosi <u>PARABLISTS</u>.

<u>AROMUR</u>: Geo. Arid plains in the south east of <u>AETHIOS</u>, crossing the <u>TROPIC OF RAH</u>, extending across the border with <u>RHINOCOLOURA</u>. The plains are notable for the major confluence where the river <u>APENATI</u> meets its parent, the river <u>RASELETH</u>, at lake <u>EMAHOM</u>.

ARONALL: Ind. Set. Major city in the c south west of the HENDECARCHY of DERAEIA in the c east of MALAN. Situated in the region of SARANTHIA, the city is warmer than should be the case, given its vicinity to FIRMAMENTAL LEY lines. Originating as a hub of LODELITH mines, the city later grew into a hub of trade in central eastern Malan, linking Deraeia and ATALLUA with AMILLAERE (1.) via the city of RUBRICA (Pop. c. 120,000).

<u>ARONTUR</u>: Set. City in the c south west of <u>OPHIUSSA</u>, just to the north of the <u>FASTUNTIA</u> hills (Pop. c. 38,000).

AROS: 1. Set. Settlement in the south of ALTHA (2.) (Pop. c. 7,000).

2. *Ind. Set.* Mining settlement in the south west of <u>ARKOS</u>⁽¹⁾, noted for its copper deposits (Pop. c. 4,000).

ARPAROH: 1. Geo. For. Dead forest in the far north east of LAASKHA, that in the latter part of the first millennium RM was over forested to supply the armies and expansion of the KORACHANI EMPIRE. This left the region a graveyard of tree-stumps, its soil dusty and lifeless, and it remains shunned to this day.

2. Pol. His. Ntn. Arparoh was once a politically-distinct region to the north eastern $\underline{LAASKHA}$, stretching from $\underline{IZAPOSAN}$ in the west to $\underline{ALAAS}^{(2.)}$ in the east. With little $\underline{LASCAR}^{(2.)}$ heritage, its people were of different roots, and were extremely resistant to the $\underline{KORACHANI}$ occupation of Laaskha, openly dissenting and laying waste to most forms of imperial administration.

This broke out into all out civil war in 34 RM, lasting until 41 RM, during which imperial administrators were expelled from various cities, forcing them to be reclaimed through costly sieges that dragged on for years. Countless thousands died, and eventually the imperial administration relented by granting full Korachani citizenship to every single person in Arparoh – an honour that was rarely bestowed. Through this act alone was the region placated, and in 43 RM regional distinction was dropped, and Arparoh was folded into the greater Laaskhan territories. See Vol III: Extinct States.

<u>ARRABA</u>: Set. Settlement in the region of <u>KNAESS</u> in the c west of <u>THE SURRACH</u> (Pop. c. 17,000).

<u>ARRACH</u>: 1. Plr. 'Arrachi'. Oth. Type of <u>HALFBLOOD</u>, usually pale, with wisdom close to what the traditional <u>OTHERWORLDERS</u> were considered to preach. They often target a specific location or individual to be the target of their wisdom. See Vol II: Classification and Taxonomy of Life.

2. *Leg.* In <u>LIDEA</u> and <u>MHAROKK</u>, a spectre of native myth, from which the halfblood's name is derived. See Vol II: Legends and Folk Tales.

ARRACHI, SHRINE OF THE: Geo. A solitary butte in the cracked plains of VARSTA in the east of the DESOLATION OF ASTUDAN. The butte is covered in trinkets and baubles of every description, some mundane, other macabre. The place is guarded by no less than a dozen ARRACHI, who do not communicate with travellers other than to slay those who pass too close to the shrine. The remains of those slain litter the ground, painting the area in a landscape of death. It is unknown what the purpose of the guards is and who they consider friend or foe.

ARRAFINIAN RIDGE: Geo. Low coastal mountain in the north of GREST(1.) in the west of the island-continent of BROR(1.). A major earthquake in 2916 RM caused a large part of the ridge to collapse, letting water from the SEA OF RAETUMA flood the basin to its south, leading to the inland SEA OF RATASHAH to form.

ARRAGA: His. Rui. TAMARAN city destroyed in 864 RM. The city was a major trading centre, conducting sea-trade with HARA, the VENATHI EMPIRE, SAEDISH and the FOREST KINGDOM of LONAR by c. -100 RM, where exotic items were taken to Tamar to be traded west with more appreciative nations such as the PELASGOSI and KORACHANI city-states. Becoming powerful and influential, Arraga declared its independence from Tamar. Following many battles and skirmishes outside its walls, it became an independent city-state in 3 RM, declaring its alliance with VENATH in 7 RM, after which it became a colony inviting many Venathi traders and merchants to its streets. The KHAMIDIAN CATACLYSM of 101 RM temporarily crippled the Venathi empire, leaving Arraga without its benefactors by 122 RM, bringing an end to its exotic trades.

By c. 250 RM an immigrant family known as $\underline{\text{HOUSE ELYRIA}}^{(3)}$ appeared and established itself as a merchant-house. Subtly conducting trade and buying out its rivals, it rose throughout the years, reestablishing trade east and growing more influential, funding the city of $\underline{\text{ELYRIA}}^{(1)}$ in 345 RM. The rise of the $\underline{\text{CAZHANS}}$ in the 8th century RM brought pressure to the city, and in 862 RM they attacked House Elyria's strongholds, destroying Elyria, causing the remnants of the $\underline{\text{HOUSE}}$ exiled (many moving north, into the $\underline{\text{HARÉ SHKA}}$, with their wealth taken by the Cazhans, ending their rule. Arraga suffered in the "ext centuries and it diminished, becoming deserted by c. 1200 RM.

<u>ARRAK</u>: Bev. Milky unsweetened spirit made from anise that is grown in the south of <u>THE SURRACH</u>. See Vol II: Beverages.

ARRAKENA: see THE WEEPING FOREST.

<u>ARRAKESH</u>: 1. Flo. Carob-like tree native to arid regions around <u>THE INNER SEA</u>, where it is most commonly found in <u>MHAROKK</u>, <u>VAALK</u> and NÁRTHEL.

The tree is famed for its sap, which, when hardened into a resin, has been known to attract and absorb <u>UMBRA</u> from the surrounding area, having the adverse effect of reducing <u>ATRAMENTAL TAINT</u> in the immediate vicinity at the expense of becoming tainted itself. Blocks of resin are discarded when they become brittle and grey, which is an indication that they have absorbed enough atmospheric taint. The tree was heavily farmed by the <u>KORACHANI EMPIRE</u> and other nations for this property, and it the resin has become a ubiquitous sight in the houses and offices of freemen across the Inner *Sca.* See Vol II: Classification and Taxonomy of Life.

2. Sup. Obj. ATRAMENTALLY-sensitive resin taken from the dioecious tree of the same name^(1.). Its ability to slowly sap <u>UMBRA</u> from the environment around it has made the resin important in many cultures, particularly those close to <u>ATRAMENTALLY TAINTED</u> regions.

ARRALIA: 1. Rvr. Wetlands in the c west of SARASTRO, forming the western-most part of lake SAEB, along the course of the river MALICHUL.
2. Set. Settlement in the above wetlands^(1.) in the c west of SARASTRO (Pop. c. 13,500).

ARRAM OZIO: (B. 909 – D. 1103 RM) *Pol.* Ancient governor of AZAZEM between 941 and his death in 1103 RM. He was known as a scholar and historian and was fascinated by OTHERWORLDERS and their HALFBLOOD offspring with mortals. He penned the treatise 'ISAWHANIM', which was adopted by the CHURCH OF THE UNDYING MACHINE, and is now thought to have been responsible for millennia of bigotry and hatred toward SCIONIC CREATURES around the INNER SEA REGION.

ARRAMUS: 1. Sup. Geo. ATRAMENTALLY-ACTIVE endorheic region in the south of the ANOMOFERROH in the south east of SKAROS. The land here is composed of layers of peeling oxidised rock, which are brittle and unstable. Travel in the area is discouraged due to the many sinkholes and DUSTSTONE caverns that lie beneath the surface. ATRAMENTAL reserves were discovered there in c. 2500 RM and SIPHON ENGINES erected there to extract the material.

2. *Rvr.* Endorheic river in the south west of <u>CENTRAL LLACHATUL</u>, in the west of <u>IPANAH</u>^(2.) and the south east of <u>SKAROS</u>. It is a seasonal river, with many tributaries only appearing for a few months each year, all flowing into the parent, which flows north west for around 400-miles from sources in the <u>EKALSCA</u>, <u>FARRESH</u>, <u>EHRANDEA</u> and <u>APNUT</u> Mountains. It crosses the basins of <u>IPANAMERA</u>, either tapering into nothing, or forming an endorheic basin of <u>KIURRA</u>, either tapering into nothing, or forming an endorheic lake that carries the same name as the river, depending on the amount of snowmelt or rainfall.

ARRAN SONNELSSON: (B. 3992 RM) Pol. Current CHILD-MONARCH of CISNERIA. At the age of 17 he will be expected to choose an aspect of the deity THEREON as a patron, under whose aegis Cisneria will fall under for the next 17-years. It is thought by many that he is already under the sway of CLAN HOMMAL, whose emblem is the fox.

<u>ARRAPHA</u>: *Geo.* Rocky hills in the north east of <u>LYRIDIA</u>, between the <u>CANAM</u> plains in the north and the <u>SOLANDER</u> valley in the south.

<u>ARRASH</u>: Set. City in the c north of <u>NÁRTHEL</u>. It is known for the white rocks to its north that in summer reflect harsh sunlight making travel in the region very difficult. Since the silting of the <u>STRAIT OF NÁRTHEL</u>, it has become a major link between <u>SARASTRO</u> and the city of <u>PHENESH</u>^(2.), which has become a major link for Sarastro to the eastern seas (Pop. c. 39,000).

ARRATE NIOR, SENTRY OF: Int. Mys. Rui. A gigantic stone-like humanoid body that stands guard over the impassable stone door of ARRATE NIOR, high in the southern face of the BLACK MOUNTAINS in ATARAXIA. The figure stands 9-ft. tall and is of grotesque form, bearing three pairs of arms, each long and ending in spidery hands of seven digits each – two thumbs and five fingers. Its skull is large, with a bulbous cranium that curves back behind two gaping eye sockets and a mouth filled with multiple rows of teeth. It is of unattributable source – whatever its ancestry or heritage remains (perhaps blissfully) unknown, though the most likely explanation is that it belonged to an otherworlder.

ARRATE NIOR: His. Mys. Arc. Ancient temple complex hewn into a deep vestibule high in the southern face of the <u>BLACK MOUNTAINS</u> in <u>ATARAXIA</u>. The complex itself is only known from ancient writings and anecdotes, including passages from the <u>ENCYCLOPAEDIA ELYDEN</u>, and is hidden behind a massive stone doorway that is sealed shut preventing mundane and magickal entry or scrying.

The vestibule is known for the so-called $\underline{\text{SENTRY}}$ – a giant grotesque body – that stands guard before it.

ARRATON: 1. Pol. Duchy in the HARÉSHKI CITY-KINGDOM of ALAMUT, famed for its livestock.

2. *Geo.* Fertile grasslands and fields in the north of <u>ALAMUT</u>, in the <u>HARÉSHK</u>. The region is renowned for its healthy crops and livestock.

ARREKAN THE BETRAYER: (B. 55 – 204 RM) *His. Rel. Pol.* Arch-cardinal of the <u>Church of the Undying Machine</u>, born in <u>Nekoda</u>. In 85 RM. He rose against the imperial administration and the <u>Church of the Undying Machine</u>, claiming that both were corrupt and the so-called prophet of the <u>Undying Machine</u>, the <u>Archpotentate Malichar</u>, was little more than a charlatan.

In the ensuing years he gained a sizeable following in the north east of <u>KORACHAN</u>, around the temple-city of <u>CHANDURTERESH</u>, and clashed with imperial forces there many times, leading to his excommunication from the church in 79 RM. In 108 RM he was apprehended by imperial forces and tried as a heretic, though his notoriety had grown to such levels that to execute him would make a martyr of him. Instead, he and his most powerful followers were exiled to the island of <u>HOAMM</u> (then used as a prison). Despite this, his actions led to the so-called <u>SCHISM WARS</u> that devastated the <u>CHURCH OF THE UNDYING MACHINE</u> between 196 – 367 RM

In Hoamm, Arrekan became indirectly responsible for the rebirth of the <u>CULT OF LIFE AND DEATH</u>, which had reappeared by c. 110 RM. In 126 RM, a fracture in the leadership of Hoamm led to Arrekan seizing control of the fortress, becoming de-facto ruler of the fledgeling islandnation from which he began sending missionaries north in c. 160 RM. His death in 204 RM strengthened the Cult of Life and Death, which would grow in strength in the decades following his death.

ARRETOY: His. Nm. Ancient kingdom in the far south east of LLACHATUL, in what are now IACIO, RHEA and SURUTUR. Emerging in c. -200 RM, it became a stable region with well-connected cities by the time the kingdom of KARKAUTH made contact with it in 59 RM. The two became rapid allies, establishing a fruitful trade partnership, and by 110 RM the two had become so close that they were known as the Twin Kingdoms.

Their royal families would marry into each other, and in 232 RM they finally become one kingdom with the marriage of the high prince of Karkauth and the crown princess of Arretoy. The two took on the name of Karkauth, which was not received well by many Arretoyan nobility.

Laws passed in 247 RM made it divine right for the Karkauthi royal family to rule over what had once been Arretoy. This led to riots in which 3 members of the royal family were killed. These events escalated into civil war that ended in 253 RM, with two thirds of what was once Arretoy declaring secession and becoming independent.

Karkauth sent troops east to reclaim its lands, but this led to a drawnout war of attrition in which neither side gained any advantage and the fighting stopped by c. 342 RM, with Karkauth admitting defeat, making Arretoy an independent state once more.

The old monarchy was reinstated in Arretoy by royalist supporters and the next in line was granted power, with the old line of monarchs who had handed Arretoy to Karkauth expunged from records.

In c. 900 RM a new religion known as <u>AURADIA</u> began to spread across Arretoy and by c. 1000 it had become pervasive, worshipped by most if not all Arretoyans, including the monarchy, many of whom became fanatics, until by 1394 RM a new dynasty of the ruling family was founded, calling itself the <u>AURADIAN DYNASTY</u>. The name of Arretoy was dropped in favour of the modern name of Rhea, which exists to this day. See Vol III: Extant Nations and Realms.

<u>ARRIA VETI, BEATA</u>: f. (B. 3958 RM) *Rel. Per.* <u>BEATA</u> (living saint) of the <u>CHURCH OF THE UNDYING MACHINE</u>. Born in <u>ZEPHANICHAN</u> to helots, rumours of her healing of manufactory work-slaves began circulating in c. 3970 RM when she would have been around 12 years old. Word reached the Church of her supposedly divine acts and by 3980 RM an investigation was begun into the nature of her acts, which were proven by <u>ATRAMENTAL</u> investigation to not be caused by shaping. Further investigation by the Church, completed in 3983 resulted in her being declared a beata.

She continued working in the manufactories of her home as she gained a large number of dedicated followers, but was soon forcibly recruited by the Church, where she now works visiting imperial cities to raise morale and drum up enthusiasm for the Shadow Marches. Some believe that she dislikes the work, but understands it is for the greater good of the empire and the Church.

<u>ARRIARA</u>: *Geo.* Island in the west of the <u>CORAL BARONIES</u> off the south western coast of <u>SAMMAEA</u>.

ARRIRAD: Rvr. River in the far west of <u>TURCAR</u>, flowing south for 1,500-miles from the southern-most reaches of the <u>ARGENT</u> Mountain through CUTH.

<u>ARRKIN</u>: Rel. Str. <u>SZIKALIAN</u> monastery in the c east of <u>THE SURRACH</u>, in the southern-face of the <u>GAMIGAHUA</u> massif.

ARRODIA: 1. Geo. Gigantic hill in the c of AHRISHEN.

2. *Mil His.* Huge ancient fort built on the eponymous hill in the c of <u>AHRISHEN</u>. The city of <u>ERROLEA</u> was built atop an ancient fort there.

ARROKAN: Pol. Geo. Triangular expanse of unclaimed territory in the south west of LLACHATUL, between the south east of OTINTH and the south west of SEDISIA. Following the expulsion of the KORACHANI colony of OHDURTAR, Otinth and Sedisia both laid claim to the expansive umbra mines left behind, though their claim could only be legitimised if they forsake the claim to Arrokan, which both now ignore. Due to this the otherwise hospitable area is abandoned and has been without mortal influence since 2671 RM. Its borders are patrolled by both nations, who ensure that no-one trespasses.

ARROTU: Set. Small fortified city in the region of <u>AHEPPO</u> in the c of <u>THE SURRACH</u> (Pop. c. 17,000).

<u>ARROUNDING</u>: Pol. Geo. The city of <u>TETHRA</u>, capital of <u>PARTHIS</u>, is divided into 22 Administrative districts known as arroundings. Each arrounding has its own administrative council, with heads also serving in the Tethran council itself.

<u>ARS DEMIURGA</u>: Myt. Vol. Ancient <u>PELASGOSI</u> codex, chronicling the times and lives of the <u>DEMIURGES</u>. Most of its writings have since been lost, the little that survives found in transcripts quoted or referenced in other works, many of which have become corrupted through copying and translations over the years. See Vol IV: the Ars Demiurga.

ARSACYN I: m. Per. (B. 2511 – D. 2602 RM) Pol. His. Beloved republican in PARTHIS who ousted the TWIN KINGS in 2546 RM, taking executive controls, becoming the first emperor of what would become the PARTHISAN EMPIRE.

<u>ARSHEESH</u>: His. Ntm. Now-extinct early <u>FIFTH AGE</u> nation that existed in what are today <u>AHRISHEN</u>, the north of <u>LYRIDIA</u>, and the far east of <u>RHAMIA</u>. It emerged from the ruin of the late <u>FOURTH AGE</u> nation of <u>ARESHI</u>.

The death of the autocrat Menevath II in -21 RM saw his son, Ahrishen I rise to power. His abolishment of slavery brought the people under his banner, and the nation was renamed <u>AHRISHEN</u> in his honour after his death in -3 RM. See Vol III: Extinct States.

ARIMOTHA: Set. Walled city in the c south east of XYRPHAAT^(3.), ruled by the VARHAI, commonly identified as the DEATHLESS LADY, who allows anyone to challenge her, though none have been successful since she assumed control of the city in 3939 RM. It is a stop along the course of the SOVEREIGNS' ROAD trade-route (Pop. c. 77,000).

ARSCAI: Com. Sct. Coastal trade-city in the south of <u>LAASKHA</u>. It is a major link between the continents of <u>LLACHATUL</u> and <u>SAMMAEA</u> and serves as a major port for pilgrims travelling along <u>THE SHADOW MARCH</u> (Pop. c. 515,000).

ARSH: Geo. Region of permafrost in the north of KASPIA.

ARSHAD: 1. Geo. 60-mile ridge along the border with the south of <u>VAALK</u> and northern <u>MHAROKK</u>. It is controlled by the independent city-state of Arshad.

2. Set. Nm. Independent city to the north of MHAROKK, known for its traditional warrior caste. Historically, it has links with VAALK and shares much of its culture with the nation. It has many small satellites, most of which are producers of fine tobacco.

It is ruled by a regent who to all intents and purposes is a monarch, but who tradition dictates must only rule as a regent of the <u>UNDYING MACHINE</u>, who would be given control of the realm should he seek the throne. The city forms a part of the <u>RED ROUTE</u>, which is vital in brining trade goods to the city (Pop. c. 82,000). See Vol III: the Nations of Elvden.

<u>ARTA</u>: 1. Sea. Strait between the southern-most point of the <u>KORACHANI PENINSULA</u> and the island of <u>ARTALSCELLI</u>, in <u>THE INNER SEA</u>. The strait is around 12-miles wide and sees much traffic between the <u>HOAMMI</u> city of <u>ARAMOTHA</u> and <u>ARTALSCELLI</u>.

2. Sea. Sea to the south of the KORACHANI PENINSULA, between HOAMM and ARTALSCELLI, around 30,000 square-miles in size. The sea was important to the development of trade and fishing in those areas early in the FIFTH AGE and was the site of a major naval engagement in 464 RM, between the Korachani and Hoammi navies.

Uncontrolled pollution and overfishing during the reign of the Korachani empire led to the death of its waters, with only small pockets remaining viable for fishing.

ARTA SCELLIA: Set. Fortress-city on the island of ARTALSCELLI and original name of its peoples (before it became known as Artalscelli in - 293 RM). Originally resettled in c. -700 RM, the fortress became a place of congregation to herders and nomads who by c. -450 RM had settled down, their descendants keeping contact with the KORACHANI citystates.

The city prospered under an Oligarchy, giving rise to a caste of philosopher rulers that studied the <u>FIRMAMENT</u> and the <u>ATRAMENTA</u>. In -96 RM the <u>ALCHEMIST SAECHIN</u> slayed the Lord-occultist Mailligr, and assumed rulership from the citadel until 4 RM, where he became a vassal to the Korachani empire until 165 RM, when it defected to <u>HOAMM</u>. The city and its Atramental colleges were destroyed by Korachan in 1283 RM and the last remnants of its populace left it in 1294 RM.

In 3372 RM the island of Artalscelli was returned to Hoamm, though by then its lands were mostly barren, the ruined citadel overlooking a polluted wasteland. In c. 3450 the ruins of Arta Scellia were explored and later rebuilt by the Hoammi people, after which it became known as ARTALSCELLIA, and in 3487 RM its colleges had once again become the pride of its people: a centre of Atramental studies in THE INNER SEA, its graduates rising to influential positions within martial and political institutions across the Inner Sea (Pop. c. 175,000).

<u>ARTAB II</u>: m. Per. (B. 3699 – D. 3837 RM). Pol. Posthumously known as 'the Immortal' after his unnatural longevity, Artab II became emperor of <u>PARTHIS</u> in 3733 RM after the death of his father Artab I. He is most famously remembered for being the emperor who helped abolish <u>SLAVERY</u> after the events of the <u>COTIAN MUTINY</u>, though he also reigned through the <u>SUNDERING OF THE EMPIRE</u>, guiding Parthis through unstable times.

He was vilified by most Parthisan <u>PATRICIANS</u> and magnates following the abolition of slavery, though as the economy began to stabilise again in c. 3830 RM his rule was re-evaluated and he spent his last years being lauded as one of the better emperors of Parthis.

ARTAGNES: Leg. Myt. Common mythic figure from the legends of NORTHERN SAMMAEA, who is most remembered in PARTHIS, the TARAHID ANNEXES, and TRAKIA, and is thought to be a corruption of the earlier FOURTH AGE SAMMONISH cultural hero figure Eltennash.

She is a wielder of a divine flame through which she draws great strength and fortitude and is able to accomplish feats that lesser <u>MORTALS</u> could only dream of. There are many tales in which she is a protagonist, most of which detail a quest or great deed.

<u>ARTAL</u>: Ind. Set. Mining settlement in the north west of <u>BA'AKH</u> (Pop. c. 8,000).

<u>ARTALSCELLI</u>: 1. Geo. Island to the south of the <u>KORACHANI PENINSULA</u> and home to the nation of <u>ARTALSCELLIA</u>.

2. Pol. Set. Capital city of ARTALSCELLIA (Pop. c. 180,000).

<u>ARTALSCELLIA</u>: Dem. 'Artalscellian'. Ntn. An island-state of steep hills and a rocky landscape, and currently a vassal to <u>HOAMM</u>, located to the south of the <u>KORACHANI PENINSULA</u>. It is known for its <u>ATRAMENTAL</u> colleges and the aptitude of those who graduate there, many of whom go on to serve across the <u>INNER SEA</u> in embassies and offices of great renown, going on to achieve great importance.

Once under the control of <u>KORACHAN</u> (when it was known as <u>ARTA SCELLIA</u>), it became an independent state in the first millennium RM, though was later taken again in 1283, after which its colleges were disbanded and its agents, which were secreted in cities across the Inner Sea, slain. The island was eventually left to the Interreges and ignored.

Following the Korachani loss of Almagest during the War of the Artifexes, Artalscellia was handed over to Hoamm in 3372 RM as part of a trade agreement.

Under Hoammi rule, Atralscellia's Atramental traditions were restored and new colleges were built to train <u>SHAPERS</u> from across the Inner Sea in the art of war and diplomacy. Many of its graduates go on to act as advisors across the Inner Sea, particularly within Korachani offices. Rumours abound that Artalscellian shapers are secretly spies of Hoamm, selling their knowledge to the highest bidder. See Vol III: Extant Realms and Nations.

ARTERY, the: Arc. Set. Narrow wrought iron footbridge in the city of ALMAGEST that connects two districts that would otherwise be separated by a deep ditch that was once part of its old fortifications. It receives lots of foot traffic, particularly clerks and ambassadors.

ARTHAGNIA: Mil. Sup. Atr. Law. Str. Fortified prison on an island off the western coast of <u>PELASGOS</u>, dedicated to the incarceration of <u>ATRAMENTAL SHAPERS</u>. The prison has been operated by the <u>VÁMAN ORDER</u> of the <u>SANCTIFIED INQUISITION</u> since its construction in c. 1260 RM, and it employs various countermeasures to ensure that shapers incarcerated there are not allowed to escape. This includes the use of passive methods such as <u>DAMPING ENGINES</u> and <u>SARCOPHAGI</u>, or more active means, such as using their own highly-skilled shapers for patrolling and monitoring the prison and its environs.

It is infamous within the shaping community of the <u>KORACHANI</u> <u>EMPIRE</u>, particularly amongst outlaw or fugitive shapers, who whisper of it as the worst possible fate that awaits their kind.

<u>ARTHICE</u>: Ast. Second of two satellites of the <u>PLANET GNIHLAS</u>. See Vol II: Planets and Satellites.

ARTHRODIRA: Fau. Large, armour-plated fish, common in warm waters.

See Vol II: Classification and Taxonomy of Life.

ARTIFEX: Pol. Soc. Name of a powerful industrial PATRICIAN HOUSE based in ALMAGEST. It rose in c. 700 RM from a family of powerful FERREARS, whose offspring naturally carried the same abilities. House Artifex became immensely powerful within the TECHNARCANE industries, their individual talents giving them an edge their opponents never had. Some have postulated that their PRIMOGENITOR was a powerful OTHERWORLDER, though there is little basis to this rumour.

By c. 2000 RM the House had branched out into manufacture and exploitation of resources, establishing many mines and quarries across Almagest and beyond, and manufacturing technarcane engines, machinery, and vehicles. Starting in c. 2750 RM House Artifex began lobbying for a push into the far north to search for new resources and in c. 2800 it was successful, spearheading various forays into the north, which would establish a large thriving colony that would become a major source of ores and lumber to Almagest.

The region was a boon to the Almagesti economy, though within a century of the start of operations, the climate of the far north began to worsen, rendering many regions inaccessible, and making the various industries the House had there untenable. This, coupled with tumult in the wake of the independence of Almagest in 3014 RM eventually led to the abandonment of the region by 3092 RM, after which it was invaded by the <u>CALLOW HORDES</u>, and came to be known as the <u>LOST DEMESNE</u>.

House Artifex was responsible for escalating events that led to the <u>WAR OF THE ARTIFEXES</u>, after which it became the ruling household of the <u>SOCIALIST REPUBLIC OF ALMAGEST</u>, where it ruled from the capital <u>CITY OF ALMAGEST</u> for many centuries after it was made to step down in

 $3488\,\mathrm{RM}$, though it remained incredibly influential following this. See Vol II: Patrician Houses.

ARTIFEX GENERAL: Tec. Rnk. High-ranking members within the eponymous TECHNARCANIST PATRICIAN HOUSE that is based in the CITY OF ALMAGEST, from which it is the major ruling force of the REPUBLIC. Their bodies are often augmented if not outright replaced by a living metal that only they can SHAPE, the eldest of them becoming little more than ascetic metal-skinned beings housing brains and nerves, fed a constant supply of UMBRA.

They have close ties with the <u>DEMIURNES</u>, whose cult they are members of, and with whom they work very closely. To most they are seen as a symptom of its problems, and they are feared and distrusted.

ARTIFICE, TEMPLE OF: Soc. Str. Secular temple in SHAMAS, PARTHIS; and centre of the pragmatist movement in Parthis.

ARTISAN OF VORRO: His. Leg. Legend common in most of <u>VÂRR</u> as well as eastern <u>KORACHAN</u> and northern <u>PELASGOS</u>, dating back to <u>PRE-IMPERIAL</u> times.

The Artisan of Vorro is a mythic figure, equitable to many cultures' death-symbol. The artisan is a solitary figure, bitter and despairing, its footfalls causing the land around it to wither and die. It travels the land, seeking solitude, though is doomed to forever encounter others like it, its curse causing them to die. The Artisan of Vorro shapes the withered husks of the dead into grotesque artefacts that remain as relics to its legacy.

It is believed that the legend arose after nomads who populated the region following the <u>FADING</u> of the <u>FOURTH AGE</u> came across the misshapen and grotesque relics and monoliths now attributed to the <u>DEMIURGE VORROPOHAIAH</u>. See Vol II: Legends and Folk Tales.

<u>ARTUL AKAEL</u>: lit. 'Sallowfield': Geo. Wasteland dominating the c-south east of <u>ALMAGEST</u>, renowned for its plains of rust powder, dust dunes, and ruined buildings; all the result of the <u>KORACHANI EMPIRE'S</u> tradition of abandoning settlements whose natural resources have been spent.

Despite this conception, many of the ruins predate the Korachani empire's influence in the region and are thought to date back to the FOURTH AGE.

<u>ARUBEAS</u>: Set. Settlement in the c north east of <u>TISARA</u>. Its main industry is agriculture, with grain fields and pasture for sheep being most common (Pop. c. 8,000).

ARUFON, the: For. Dense woodlands dominating the north of the HENDECARCHY of MYEIN, in the west of MALAN. The forest is a refuge to wild life of all kinds and is amongst the favoured spots of the reclusive Hendecarch GALLATRIS EBUL who has deemed it a place of natural beauty worthy of protection.

ARUGUAN COMPLEX: Rui. A centuries-old power station outside the city of ZEPHANICHAN in KORACHAN that was abandoned in c. 3720 RM after the city suffered in the wake of the SUNDERING OF THE EMPIRE. It was allowed to deteriorate and has since become a haven to squatter, the destitute and escaped SLAVES, and is close to a true settlement and community, with potentially thousands living there. Most of the city's electricity now comes from the hydroelectric plant at AGUEA.

<u>ARULA</u>: Geo. Plains in the far west of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>CARIA</u>^(4,). They dip towards the sheer coast in a series of shallow tiered cliffs.

<u>ARUT DAZ</u>: *Geo.* Mountain in the south of <u>VENTHIR</u>, forming the southern part of the <u>WORKNAH</u> Mountains and the border with northern SARAGOS.

ARUTESH: also 'the Black Desert'. Geo. Desert in the west of the continent of BROR^(1.), along the TROPIC OF MAOCARHL, in the rain shadow of <u>THE GREAT BROR</u> Mountains. The desert is characterised by its dark sands and rocky features.

<u>ARUTU</u>: Geo. Cave system in the c of <u>PNESSA</u>, in the <u>WAELMIGH</u> rainforest, on the eastern face of the <u>FEDEQAM</u> Mountains.

ARVAYHA: Set. Settlement in TEMUJA, along the southern mid-span of the <u>ILLIGARHI</u> (Pop. c. 1,000).

ARYAT: Geo. Desert dominating the north east of <u>SABAEA</u>, formed by the rain shadow of the <u>EGETAKH</u> Mountains. The desert lies along the border between eastern Sabaea and the south west of <u>SHAZGIN</u>. ARZIDOUR: 1. Geo. Island in the south of the PANTHEON ISLES.

2. Set. Settlement city in the south of the <u>PANTHEON ISLES</u> (Pop. c. 7,800).

<u>ASA</u>: also 'the City of Life'. Set. City 150-miles south east of <u>LYSITEAS</u> in the east of <u>TETHYSIA</u>. It is a centre of learning in Tethysia, especially regarding medicine and pharmacopoeia (Pop. c. 88,000).

ASAB ARUH: Set. City in the c of ELAT (Pop. c. 40,000).

<u>ASACHAA</u>: Mil. Str. Major fortress in the far east of <u>KOLCHIS</u>, overlooking the border with <u>ALMAGEST</u>.

<u>ASADAN</u>: 1. *Geo.* Plains in the south west of <u>KHAMID</u>, destroyed by the <u>CATACLYSM</u> in 101 RM, leaving only a few sheer-sided island as testament to what had once been. Following the Cataclysm, the region became known as <u>THE BOILING SEA</u>, after the geologically active region below sea-level. The plains of Asadan were once fertile land, fought over in antiquity by the <u>NATHI</u> people and the <u>AMADIANS</u>, <u>TZALLRACHI</u> natives.

2. Geo. Following the <u>CATACLYSM OF KHAMID</u>, the name Asadan continued to be used to denote the island on which the fortress of <u>BAOST</u> was located.

ASADAUL: Dem. 'Asadauli'. Geo. Savannah region in the south of SAMMAEA, marking a boundary between the south east of MAENMIST, the north east of NORTHERN SIMBARA, and HOGGOTHA ISZ. It is also an area of cultural unity, with loosely-linked city-states and feudal states calling it home who do not strictly adhere to the political delineations of the aforementioned states.

Cities in this area share the same polytheistic religion, which some outsiders have claimed to have parallels to the <u>DEMIURGES</u> and their SCIONS.

ASADEA: Dem. 'Asadean'. His. Ntn. FOURTH AGE nation that populated what are now the north east of BA'AKH and the GARAPPAN peninsula in IO. The Asadeans were a star-gazing people that were ultimately destroyed during the WAR OF SCOURGING, their remnants becoming slaves of the LACER ENCLAVES that then dominated the SHIBOTHA Mountain and its environs around following the war, in c. -1600 RM. Their descendants would in c. -1500 RM populate the caverns beneath the LION'S MAW though by the time of the SVATHI migrations to the area in c. -1250 RM they had largely died out, their remnants eventually being absorbed by the emerging DHEAN culture. See Vol III: Extinct States.

ASADEAN MURALS, the: His. Art. Extensive bas-carvings located in the caverns beneath the LION'S MAW in the north east of BA'AKH, attributed to the descendants of LACER slaves taken from the remnants of ASADEAN culture following the WAR OF SCOURGING.

The so-called murals are intricately carved from the natural walls of the expansive caverns, and bear many common motifs including angelic beings (possibly due to links with the <u>DEMIURGE ALLAISHADA</u>), warfare (despite what is believed to be their pacifist nature) and an enthroned corpse-like king, which has been interpreted by those studying it as being the <u>DEMIURGE RACHANAEL</u> seated on the <u>LEADEN THRONE</u>, envisaged over a millennium before his interment upon said throne. The truth of the carvings was lost with the extinction of the Asadean culture in c. - 1250 RM, rediscovered millennia later in fragmented form.

<u>ASAEL</u>: *Ind. Set.* City in the west of <u>AZAZEM</u> and base for <u>HOUSE MELANA</u>. It is a major dross and moss <u>MANUFACTORY</u> city (Pop. c. 35,500).

<u>ASAGHA</u>: 1. Set. Settlement in the west of <u>EZASUH</u>^(2.) (Pop. c. 14,200). 2. Set. Major coastal city in the south of <u>ELAT</u> (Pop. c. 100,000).

ASAGSAONA: Sec. Small city in the c north east of TISARA. It is home to a FIRMAMENTAL academy – one of the few in the nation, where prospects from across the nation go to study the art. Most who graduate go on to work for the republic as advisors or adjuncts in various departments. The academy was founded in c. 3100 RM, and the city appeared around it over the next centuries becoming a thriving college town (Pop. c. 17,000).

ASAHAKAIR: 1. Geo. Island off the north eastern coast of <u>ESHIR</u>⁽²⁾. It is expected that the island will become part of the mainland within the next century if sea levels continue dwindling as they presently are.

2. Mil. Str. Major coastal fortress on the above island^(L) off the north eastern coast of $\underline{\text{ESHir}}^{(2)}$. It is a relatively recent construction, dating to

c. 3750 RM, and replaced a much older coastal fort on the same island that was left landlocked following the wane of the $\underline{GULFOFESHIRON}$ over previous centuries.

<u>ASAHAUROKOR</u>: For. Geo. Scrubland and sparse forest dominating the north of <u>EZASUH</u>⁽²⁾. To the west it gives way to the thicker forest of DORAKRAKOR.

ASAHUR: Set. City in the c north of LAASKHA, along the course of the river LLORTHA. The city is a centre of agriculture and livestock, and is situated in a steep valley that is terraced and covered in fields for miles around. The Red Route passes just outside the city in its circuit of the INNER SEA (Pop. c. 34,000).

ASAK: Set. Settlement in the north of BAATAN (Pop. c. 4,800).

<u>ASAKA</u>: Set. Small fortified coastal city in the south east of the <u>MULL CITY-STATES</u>. It forms a part of the <u>RED ROUTE</u> (Pop. c. 17,400).

<u>ASALE</u>: *Mil. Str.* Major fortress in the north east of <u>TZALLRACH</u>, protecting the nearby border with <u>MALAN</u>.

<u>ASALET</u>: Sup. Rui. <u>FIRMAMENTAL</u> ruin in <u>GHALLETHA</u>, in the south west of VÂRR.

<u>ASAMA</u>: *Set.* Fortified city in the c west of the tribe of <u>EBURUL</u> in the south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. The city is known to trade with <u>ELEKHID</u> (Pop. c. 22,500).

<u>ASAMIS</u>: Geo. Badlands in the far south of <u>OPHAR</u>, forming the north western-most reaches of the <u>HOGHSOTHOMON</u>.

<u>ASAMURU</u>: Lak. Lake in the south west of <u>TAHALL</u>, along the course of the river <u>SUMRAMRU</u>.

<u>ASANA</u>: 1. *Geo.* Basin in the south west of <u>KARAKHAS</u> between the <u>HAIMOTH</u>, <u>KELACHOT</u> and <u>ASANATH</u> Mountains.

2. Lak. Lake in the above basin in the south west of $\underline{\text{KARAKHAS}}$, in the region of $\underline{\text{LATERITIA}}$.

ASANATE DYNASTIES, the: Pol. His. In ancient VENTHIRI history, a dynasty of rulers rising c. 50 RM, forming the empire of VENATH over the ruins of the older NATHI KINGDOM that had perished in c. -190 RM. Their greatest king, LABAISINGH, brought wealth and victory to the Venathi empire, but his death in battle in 151 RM was echoed throughout the empire, with corruption and strife destroying what remained of Venath by 162 RM. Venthir and TZALLRACH would emerge from the failed empire.

<u>ASANATH</u>: (10,230-ft.) *Geo.* Peak in the south west of <u>KARAKHAS</u>, forming part of the <u>KELACHOT</u> Mountains. The region around the mountain is controlled by <u>LATERITIAN</u> marauders.

ASANTHIR: 1. Mil. Str. Iron fortress in the south east of SKAROS, overlooking the ANOMOFERROH. It is an ancient ruin, renovated by refugees and is thought to date back to the first centuries of KORACHANI dominance in the region.

2. Set. Relatively recent city that appeared in the south east of <u>SKAROS</u>, overlooking the <u>ANOMOFERROH</u>. The city appeared as a refugee settlement around the fortress following the increased corruption of the Anomoferroh. It is home to a prestigious <u>ATRAMENTAL</u> school (following ancient traditions in the region begun by <u>CHEIROAHIN</u> exiles), whose members work hard to keep the taint of the Anomoferroh at bay (Pop. c. 20,000).

ASAPHODELIA: Flo. Also 'Deathless Weed'. A notorious weed across the INNER SEA REGION with an intricate root network that survives culling and harsh weather alike. It is particularly pervasive in VENTHIR, MHAROKK, and LIDEA.

Since plants are connected through their deep labyrinth of roots, it is close to impossible to kill them, short of digging up and burning the roots and covering them with concrete. Asaphodelias have been known to encroach on settlements, reducing their foundations to rubble within a few years, if left unchecked. *CHODENRIIN* (SHAPERS) who can manipulate plants)

The plant has dark grey-green waxy leaves that sprout thickly around a central node, above which a purplish flower grows biennially. It is off little culinary or economic value, though some people have woven its fibres into ropes and other objects. See Vol II: Classification and Taxonomy of Life.

<u>ASAPHORACHAN</u>: *Geo.* Expansive woodland region in the north east of <u>JURRAS</u>⁽²⁾, about 10,000 square-miles. It is known for the near-impenetrable tangle of <u>ASAPHODELIA</u> plants there.

<u>ASAR</u>: *Soc. Obj.* Traditionally a large <u>TEMUJAN</u> tent, normally used by the town elders. Today it is used as a generic term for governmental buildings, even if they are not tents.

<u>ASARADIN</u>: *Ind. Set.* Mining settlement in the c south of <u>SARASTRO</u>, south east of the <u>SOKHA</u> Mountains known for its tin and copper deposits (Pop. c. 16,200).

ASARRAF: Pol. Set. Capital of ACHRABAL, known for its many assassinations and politicking. The city is situated along a narrow isthmus between the mainland and then large hook-shaped peninsula of CATLAS, with canals linking it to both sides, across which much sea traffic passes (Pop. c. 168,000).

<u>ASARET</u>: Flo. Cui. A form of wild ginger that is common in the south east of <u>EASTERN LLACHATUL</u> that favours the shade. It is easy to grow, and is grown by most farms as natural pest control as its aroma is a deterrent to many pests. See Vol II: Classification and Taxonomy of Life.

<u>ASARLAI</u>: Sup. Rel. Rnk. <u>FIRMAMENTAL SHAPERS</u> in <u>KOLCHIS</u>, who also service as a religious upper caste, deeply indoctrinated in the customs of the <u>KIRIASTRIAN</u> faith. They practice a traditional (some would say antiquated) form of <u>SHAPING</u> that they interpret as harnessing the energies that emanate from their metaphysical deities (known as the <u>KIRI</u>) that inhabit their natural world.

They once amassed a great deal of power in Kolchis, and were culled by the first <u>LORD-CONSTELLAR LANAYASH I</u>, who dissolved the Republic of the Kolchisi Commonwealth in 3164 RM and feared the power that the Asarlai wielded. He proposed reforms to the religion that saw the Lord-Constellar becoming the chief power within the mortal echelon of the church. The Asarlai refused, beginning a religious schism that saw the Kiriastrian church sundered in two, its members embroiled in a bloody war that ended in 3167 RM with the new orthodox sect triumphant. The Asarlai had been whittled down in numbers, and those who remained swore fealty to Lanayash I and all future Lord-Constellars, who from then on became the heads of the religion (making them both the head of church and state), keeping ultimate power from the Asarlai.

Today the Asarlai oversee rituals and masses and are also keepers of the regions' religious customs, use their <u>SHAPING</u> in rituals that pay homage to the works of their metaphysical deities, the <u>KIRI</u>.

ASARODON: Geo. Mountain range in the c west of SERROK.

<u>ASARTHI</u>: *Geo.* Dry hills in the far north of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>SYRTIS</u>^(1.), forming the southern face of the <u>KOKORO</u> Mountains.

<u>ASATTIR</u>: Set. Harbour and city in the north west of <u>EZASUH</u>^(2.). The city is known to trade with <u>GNOTH</u>, and has a Gnothi district, with architecture to accommodate gigantic merchants and visitors (Pop. c. 32,500).

ASCELLIA: Set. Settlement in the north of AQUARIIA, known for its tin mines (Pop. c. 4,000).

ASCENSION ISLES: Geo. Rocky archipelago, numbering 24 major island and many smaller ones off the north western coast of BROR^(1,), to the west of the SEA OF BRAGUA. First 'discovered' in 1303 RM by the explorer VREGL, the isles take their name from the sight of them appearing over the horizon on the morning of their discovery, as though ascending from the Sea.

Only six of the islands in the archipelago are inhabited, by natives from Bror thought to have moved there early in the <u>FIFTH AGE</u>. They live in close-knit matriarchal tribal societies that are each centred around a large menhir (standing stone) commonly crafted from a rare soapy rock thought to induce vivid <u>DREAMS</u> in those who sleep nearby.

Though not extensively explored, there is little evidence to support a mortal presence on the islands prior to the <u>Fifth Age</u>, making them relatively virginal, as evidenced by their rugged almost antediluvian terrain

ASCENSION OF THE ARCHPOTENTATE IN G MINOR: Art. Incredibly popular concert by the <u>KORACHANI</u> composer <u>TORASZMA</u>, written between 2720 – 2721 RM. It was his last major composition before his death by <u>AEPATHY</u> in 2722 RM.

ASCETIC ORDER OF STYLITES: Rel. Org. Order of ascetic monks forming part of an extremist sect of the <u>REFORMED CHURCH OF SARASTRO</u>, based in the city of <u>TARSUS</u> in the north of <u>SARASTRO</u>. They starve themselves atop stop pillars, hoping that their austerities will bring them closer to enlightenment and their god.

ASCORYCA: Geo. Blasted region of badlands in the south east of CYHLAGHARR, to the east of the wastes of ODULROA. Like Odulroa, it is in the rain shadow of the NGHALLEAL Mountains and is dry, a wasteland of rock pillars from which wafts an ATRAMENTAL haze that hangs like a deathly pall over the earth.

The natives of Cyhlagharr shun the region, using it as a place of punishment for those transgressing its laws, and it is littered with the tattered remains of past exiles.

The south of the region is dominated by the <u>Atramental Wasteland</u> known as <u>Hacha Nur</u>, that was caused in 1178 RM, during the height of the war between Cyhlagharr and <u>Chegrint</u>, by a <u>Shaper</u> who could not control its powers, resulting in a massive Atramental explosion that devastated the region, killing all present there.

ASCUDA: Set. City in the south of ARTALSCELLI. The city was completely rebuilt following an earthquake and the ruination of its port in 2372 RM. It is now located on a hill that was once an island and is now 3–miles from the coast (Pop. c. 32,500).

<u>ASDU</u>: Sea. Large bay in the south of <u>WESTERN SAMMAEA</u>, dividing the nations of <u>SYNCHTHONITHA</u> and <u>EPHATTA</u> in the west from <u>GRARNEÂST</u>, <u>HAÏRAMAL</u>, <u>MEHDRA</u>, and <u>ADHERA</u>.

ASDULL: Set. City in the region of <u>FURUD</u> in <u>THE SURRACH</u>. It is known for its expansive low-yield collieries (Pop. c. 16,000).

<u>ASEBE</u>: fortress in the far south of <u>TZALLRACH</u>, overlooking the border with KREM.

<u>ASEER</u>: Sea. Equatorial sea, serving as a strait between <u>MENISCEA</u> and <u>BROR</u>^(1,). The sea is an important shipping route, linking the eastern and western hemispheres.

<u>ASEMMA AMBARAS</u>: (B. unknown) Present Chancellor of the <u>FEDERAL</u>
<u>ASSEMBLY</u> of <u>ALAM BETHYL</u>, elected in 4005 RM, who originates from the territory of BOTHUAR.

ASEPHET: Mil. His. Rui. Ancient PLAGI fortress in the western hills of the KHO HAGAR Mountain in the south of SARASTRO. The rusted ruin is a remnant of the plagi empire that arose in the region in the decades preceding the WAR OF SCOURGING that consumed ELYDEN and its peoples towards the end of the FOURTH AGE OF MORTAL LIFE, and is one of its most complete ruins, though its corroded metal walls and misshapen features have been largely ignored by sentient life since those dark days.

ASEREUSYM: Myt. His. Geo. The body of a gigantic SCION or MESOCHTHON buried to the chest in the permafrost of the WHITE SHEET, in the far north of LLACHATUL. The mummified body is many times larger than that of a mortal, its skin blackened and shrivelled, its mouth contorted in a grimace of pain. Attempts have been made to excavate it, though to no avail – the earth around it is too hard and few are those who would remain in its vicinity for long-enough to excavate.

An <u>Almagesti</u> <u>Expedition</u> mounted in 3221 RM from <u>Valbar</u>^(1.) utilised slaves and gave <u>Acergene</u> suits to its overseers while working. All contact was lost with the expedition after some months, its last communication mentioning the explorers suffering from severe headaches and nosebleeds. To this day it is not uncommon for expeditions to the White Sheet to encounter the bodies of mortals though to belong to his expedition, their eyes wide in fear, their bodies desiccated and petrified.

<u>ASGAR</u>: Set. Settlement in the north of the <u>JAHADAT STATES</u>, under the control of the city of ALAHAIM (Pop. c. 10,000).

<u>ASH MADAEA</u>: Set. City in the far north of <u>LLACHATUL</u>, overlooking the <u>SEA OF SUDUNIR</u>. The city forms part of a loosely allied people who populate the region around the arctic circle north of <u>THE VORANDINE</u> (Pop. c. 18,000).

<u>ASHABANOR</u>: Set. Settlement in the south of <u>AETHIOS</u>, near lake <u>EMAHOM</u>, along the course of the river <u>RASELETH</u>. It is known for its reed gathering (Pop. c. 6,000).

ASHABET: Art. Obj. Sup. KHAMIDIAN caryatids common in temples and tombs. In foreign lands they are regarded as mystical statues with the ability to animate in defence of their temples. Khamidians do little to deny this, enjoying the mysticism that surrounds the statues.

ASHADALAT: Geo. Dry basin in the east of XYRPHAAT^(3,) in MENISCEA, that was until c. 3300 RM a shallow Sea. The region is covered in salt flats and, in places, the half-buried remnants of merill cities remain and forms a part of the greater region known as the Wastes of Xyrphaat^(2,).

ASHAI LIII: (D. 3307 RM) *Pol. Per.* Last hereditary EMPEROR-FACTOTUM of RAONGEN^(2.). His death in 3307 RM left no legitimate heirs to claim the throne so, to avoid a civil war, the seven FACTOTUMS^(2.) of Raongen decided to elect a member from within their ranks to become the Emperor-Factotum, with the winning candidate bequeathing their title of Factotum to the next in line, in accordance with their INDUSTRY'S traditions.

ASHAIA: Set. Edu. City in the south west of AZAZEM, known for its ATRAMENTAL college (Pop. c. 15,500).

ASHAIJA: Set. Fortified city in the east of ABACARDAT (Pop. c. 38,000).

<u>ASHAKHERR</u>: Rui. Ancient metropolis in the south east of <u>KHAMID</u>, located south of the extant city of <u>KHARR</u> that was seen as a hub of the <u>FIRMAMENTAL</u> arts in pre-<u>CATACLYSM</u> Khamid. It was unfortunately shattered during the Cataclysm, forcing thousands of people to flee as its towers, minarets, and libraries tumbled into BOILING SEA.

The loss of the city was a blow that ancient Firmamentists could not recover from, and thousands of years of history, knowledge, and treasures were lost almost overnight. The loss of Ashakherr is believed to have been the single greatest contributor to the wane in Firmamentism in the west. The arrival of KORACHANI governors millennia later saw its ruins excavated and its contents destroyed. Nothing remains of it to this day, and were it not for the existence of old maps marking its location, we wouldn't know its extant location today.

ASHALA: Rvr. River in the c of AZAZEM, flowing east for 90-miles from the AAORA Mountains before joining with its parent, the river FALANEM.

ASHALAR: His. Str. Ancient fortress on the island of <u>ALPHITOMATIA</u>, off the eastern coast of <u>SABAISA</u>. It was constructed from large blocks of granite, and is thought to date back to the FOURTH AGE, if not earlier.

ASHALEL: Rui. Ancient ruins in the region of <u>CAULAEM</u> in the c of <u>AZAZEM</u>, thought to be etymologically-linked to the name Azazem. The ruins are well-preserved, though largely buried beneath the dunes of Caulaem. They belong to an early <u>FIFTH AGE</u> city that was culturally-advanced for the time. Its fate remains unknown, though the ruins are populated by <u>AL GHUL</u>.

<u>ASHAM</u>: Set. Once a prosperous city in <u>SAGITTARIA</u>, it broke away from the nation in c. 3712 RM following increased trade east with cities of <u>KORACHANI</u> cities, creating its own nation that became known as <u>ALTHA</u>, after its main river (Pop. c. 130,000).

ASHAR ICHALA: Geo. For. An expansive petrified forest in the south western <u>DUNE SEA</u> in <u>KHARKHARADONTIS</u>, <u>SAMMAEA</u>. Its full size not yet explored, the region is, like all of the Dune Sea, dominated by rolling dunes of dust and rust, beneath which lie the warped lands of Kharkharadontis.

The Ashar Ichala is a relic of ancient times, its trees deprived of life by the depravation that surrounds them. The trees are stone-like and cold, their twisted-sickly forms half-buried in dust, most of them shattered and crumbling to the slightest touch. It is a miracle any of them survive, though those which do are of monolithic scale, their perverse forms a mockery of any natural tree, an echo of the cyclopean forest that once dominated the region.

The fossilised remains of horrific fauna litter the region, drawing the thoughts of those few who have ventured here to the distant past where true abominations stalked the Ashar Ichala.

<u>ASHARAS</u>: Set. Major coastal city in the north west of <u>LIDEA</u>. It operates ferries across the <u>STRAIT OF SHIBBOLETH</u> and is a major industrial centre in the region (Pop. c. 138,000).

<u>ASHARBA</u>: *Mil. Str.* Major fortress in the c north east of the tribe of <u>EATAN</u>, in the c of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, overlooking the border with <u>SALARNA</u>, The region surrounding the fortress is heavily patrolled by mounted troops.

<u>ASHARTA</u>: *Mil. Str.* Major coastal fortress in the south of <u>AZAZEM</u>, guarding the sea route into the <u>SEA OF BATHOS</u>^(1.).

ASHARUTH: 1. Lak. Saltwater endorheic lake in the west of LAASKHA.

The lake is all that remains of the Bay of Asharuth, that disappeared in c. 3400 – 3600 RM.

 Geo. Shallow basin in the west of <u>LAASKHA</u> that until c. 3400 – 3600 RM was a large bay surrounded by many coastal settlements that have since become landlocked and are now diminished or simply abandoned.

ASHASHIN: Pol. Rnk. Mar. Poi. Political assassins in <u>SARASTRO</u> and <u>VENTHIR</u>. Comparable to the <u>LICTORS</u> of the <u>KORACHANI EMPIRE</u>, they fulfilled a similar role both before and after the period of Imperial assimilation. They are noted for their expertise with venoms and hidden finger blades.

<u>ASHDAR</u>: Mil. Str. Fortress in the <u>CAMMOREAN SHADOW</u> in the north east of the Free Land of <u>TRINITANIA</u>^(1.). It is home of softsuit-equipped rangers who guard merchants while travelling the <u>SALT ROAD</u>. It is also the centre of a network of <u>SIPHON ENGINES</u> that protect a near-100-mile route that crosses the Cammorean Shadow.

<u>ASHELLINE</u>: Set. Fortified settlement in the south of the <u>DESOLATION OF</u>

<u>ASTUDAN</u>. It forms part of the <u>GÂTHAN ROAD</u> trade route linking the cities of <u>GÂTHA</u> in the north and <u>STYGA</u> in the south (Pop. c. 8,400).

ASHEMNA: Dre. Geo. Large <u>DREAMSCAPE</u> in the south eastern waters of the <u>SEA OF MERCUVIA</u>, to the north east of the <u>SHIBBOTHA ISLES</u>. It is around 6,500 square-miles in size and its waters are thick and jelly-like and solidify and liquefy in a rhythmless cycle, making the region particularly dangerous to mariners.

ASHER: 1. Geo. 300 mile-long mountain-chain dividing the <u>LEVANTINE</u> (1.) region of <u>AHRISHEN</u> from the west of the <u>HARÉSHKI CITY-KINGDOMS</u>, specifically EDICULE^(1.) and PALUS^(1.).

2. Plr. 'Asheri. Mor. 'mortal' peoples made by the <u>DEMIURGE ARIMASPI</u> before the true <u>MORTAL PEOPLES</u> were born. They are of sinewy build, standing some 7-ft. tall, with a slender yet powerful frame. They have prehensile tails and felid features. Their bodies are covered in a very fine fur with colours reminiscent of cheetahs.

They are natives of the island of \underline{IRUGNA} , where they can be found in \underline{DHAT} , \underline{IDRIIS} , and \underline{IRORA} in scattered tribes, though they are most numerous in $\underline{DATEPHA}$, in which they control a small enclave in the south west of the nation that is allowed to keep its independence. They are expert hunters and adept distance runners who hunt game with javelins, which they throw with powerful arms.

They worship a grotesque 4-armed idol that is located in the shadow of the natural monolith of <u>ASÓN DILMINHU</u>. In truth, this idol is the mummified body of a mythic figure from their history, so old it is near-calcified. Some <u>PSYCHICALLY-SENSITIVE</u> asher claim the idol speaks to them and they devote themselves fully to it, meditating, emptying their mind of their own thoughts, becoming vessels to its desires. They are considered champions of their tribes, prowling the land as near-deathless revenants, hunting great predators and protecting their people from outsiders.

They speak an ancient tongue, which dates back to before the sundering of the <u>BRIDGE OF ETERNITIES</u>, and which shares little roots with any of the mortal tongues – it was likely developed independently, and is a relic of this ancient pre-mortal time. See Vol II: Classification and Taxonomy of Life.

ASHERAN: (B. 1689 – D. 1742 RM) *Pol.* DEOCHANI captain and explorer. He died when his ship, 'the Merills' Folly', hit what was then the <u>REDDIN BANK</u> off the north of <u>KHULL</u>.

ASHHAR: Pol. Set. Capital of <u>TATAR</u>, in the west of the nation, in the north west of <u>SAMMAEA</u>, overlooking the <u>GULF OF ESHIRON</u>. It is the western-most stretch of the <u>IVORY ROAD</u> and is a major mercantile centre, where goods begin a journey that can last 5,000-miles east. It was once a harbour, though is now landlocked and some miles from the coast, though maintains links to new ports that have appeared over the past centuries, including <u>EDDISA</u>.

The scrublands surrounding the city are famed for the endemic thymelike perennial, known as <u>ASHHAR'S CROWN</u>, that is known to prolong life (Pop. c. 231,000).

<u>ASHHAR'S CROWN</u>: *Int. Flo. Bev. Dru.* Thyme-like perennial, that is endemic to the scrublands surrounding the city of <u>ASHHAR</u> in <u>TATAR</u>, in the north of <u>SAMMAEA</u>. It is famed for its ability to prolong life in those who ingest it and has played a pivotal part in the regions' history for centuries.

Legend is that the first one grew from the body of a dead <u>OTHERWORLDER</u> in c. 2995 RM and all extant examples are cultivars of that one specimen. Cultivation of the plants takes place only with the utmost control and security, and individual plants and seeds receive more protection than gold shipments, and the movements and actions of those involved in their growth and breeding are closely-scrutinised.

The drug can only be effective if one consumes it regularly, usually in the form of dried leaves distilled in hot water as a form of tea. A cup every few weeks is the ideal amount though some have been known to take far more, which seems to have no noticeable benefits.

Dried specimens without seeds or roots are sold at auction to the highest bidder in a special market that attracts representatives from across ELYDEN, though the plants have been linked to the ruling classes of Tatar since their discovery – first becoming closely associated with the latter generations of the ALCHIARAN DYNASTY, and more recently, its upper classes and members of the senate. Many people pay huge sums for one dose thinking it will grant them immortality, and those selling them the drug know full well that it is useless unless one consumes it regularly. See Vol I: Classification and Taxonomy of Life.

ASHIKARA: Set. city in the far north of <u>RAHENG</u>, overlooking the <u>SEA OF</u>, <u>SAVAEN</u> (Pop. c. 70,600).

ASHILIAN VIADUCT: Str. Large viaduct in the centre of the nation of MAENMIST. It runs along the edge of a long escarpment, known locally as the SPINE OF GERDRUN, distributing water from the SATAQ Mountains in the north to the capital city TYRACAS in the south, and various cities and regions between them. It is also known for the walkable path that stretches for most of the course of the viaduct.

<u>ASHIQ</u>: Set. City in the south east of <u>ZAKRON</u>. It was an important city during the period in the <u>AKHSARAYAN</u> empire now known as the <u>SILENCING OF THE SONG</u>, where <u>SHAIWWALS</u> were first executed during their persecution (Pop. c. 34,000).

<u>ASHIZ</u>: Lak. Endorheic lake in the south east of <u>AHRISHEN</u>, forming part of a small endorheic system alongside lake <u>HIQOL</u>, which is linked to lake <u>MASTI</u> through the artificial <u>LAGOT</u> canal^(2.).

<u>ASHKERON</u>: *Rel. Deit.* Deity worshipped by adherents of the <u>CHURCH OF</u>
<u>ASHKERON</u> within the <u>HARÉSHK</u>. Also known as the 'Self-devouring <u>DRAKE'</u>, it represents the cyclical nature of life and light.

The religion appeared in c. 1421 RM and inherited aspects of elementalism from \underline{SAUAN} immigrants arriving into the area, as well as the older church of $\underline{BAPHEMA}$.

It espouses a contemplative outlook on life, and its adherents believe in reincarnation beyond the common scientifically-accepted cycle leading to the birth of <u>OTHERWORLDERS</u> – in that individuals may be reincarnated multiple times as mortals before the final transmigration of their soul as an otherworlder. See Vol IV: Deities and Pantheons.

ASHKERON, CHURCH OF: Rel. Primary religion observed in the HARÉSHK, that centres around the worship of the EPONYMOUS SELF-DEVOURING DRAKE.

A <u>MYSTERY CULT</u> known as <u>TERAMAPHIANISM</u>, based around the visions of an angelic <u>OTHERWORLDER</u>, emerged in 2295 RM, becoming popular amongst women. Though it is considered a separate religion to the Church of Ashkeron, the two have coexisted for so long that most locals consider them the same organisation. See Vol IV: Religions and Cults.

ASHKERON, MONASTERY OF: Rel. Org. Island-monastery in the SEA OF DERAEIA dedicated to the deity ASHKERON and the study of the FIRMAMENT, specifically, the LIGHT UNDYING.

ASHLYRAR: His. Arc. Int. Large fortified granite pylon in the north west of the <u>PANTHALASSAN</u> desert in the north of <u>TETHYSIA</u>. The pylon once served as a border-marker for the southern-most parts of the <u>GALABRIAN</u> nation, though was deserted in c. 1700 RM along with the decline of its people.

<u>ASHOKA</u>: 1. *Pol.* One of the <u>FIVE-AND-SIXTY STATES</u> in the c west of <u>SAUA</u> and once the largest of the <u>FIVE THRONES</u> of <u>SA'WEH</u>, before they were united in 3108 RM.

2. Set. City in the above region in the c west of <u>SAUA</u>. It was the largest city in <u>SA'WEH</u> before the <u>FIVE THRONES</u> were united in 3108 RM, though has since been superseded by the capital in <u>ADAIA</u>. Today it is the largest city in Saua dedicated to industry and is known for its large foundries and manufactories, and has taken on an -ill reputation as a would-be successor to the manufactories of <u>KORACHAN</u> (Pop. c. 1,980,000).

<u>ASHOR</u>: Lak. Lake in the west of <u>AHRISHEN</u>, along the course of the river <u>ARESH</u>^(2.), to the west of the much larger lake <u>NAIDA</u>.

<u>ASHORA</u>: Rui. Abandoned city in <u>SAGITTARIA</u>. Prior to the disappearance of the <u>SEA OF TROJA</u>^(1.), the city was a busy port and harbour.

ASHOSHOTH: Geo. Region of the <u>DESOLATION OF ASTUDAN</u>, about 135,000 square-miles, characterised by its dry canyons and nomadic groups known collectively as the NEMED.

ASHOSHOTH, TEMPLE OF: Rel. Rui. Ancient temple hewn from the walls of a canyon in the <u>ASHOSHOTH</u> region in the <u>DESOLATION OF</u> <u>ASTUDAN</u>, after which the temple is named. Nothing is known of its creators or the unnatural figures depicted in its carvings. The temple is little more than a ruin now and is ignored by the <u>NEMED</u> nomads.

<u>ASHRA</u>: 1. *Rvr*. The larger of two rivers on the island of <u>ARCHAEDON</u>^(1.), the other being the <u>MURRAT</u>. Both rivers flow south, emptying into the <u>SEA OF SAMMAIDU</u> in spectacular coastal waterfalls.

2. *Mil. Str.* Major fortress in the south of $\underline{\mathsf{ARCHAEDON}}^{(2)}$, perched atop a coastal cliff, where it guards the southern coast. It is rumoured by many foreign powers to guard a powerful $\underline{\mathsf{MAGICKAL}}$ or $\underline{\mathsf{TECHNARCANE}}$ artefact, but there is little proof of this other than the presence of the fortress itself in that specific area.

ASHRADAH: Geo. Expansive wind-polished canyons in the far east of KREM, extending into RTHEI. It is known for its glass-like sheen and layered appearance, displaying a myriad of different brilliant colours.

ASHRIM: Set. Settlement in the c of ESHIR^(2.). Its main industry is the quarrying of clay, most of which is exported or used in the manufacture of the pottery that the region is famous for (Pop. c. 8,000).

ASHTA: Geo. Island 48-miles off the eastern coast of VAALK.

<u>ASHTALEN</u>: Cal. In the <u>KORACHANI CALENDAR</u>, the eighth month of twelve, comprising 30-days. It is named after the <u>DAWN STAR ASHTERATH</u> and is considered the second of three months of summer. See vol II: Month and Lunar Cycle in Elyden.

ASHTELON: Set. Settlement in the c west of THE OLD FOREST, appearing in c. 3690 RM. The settlement features in many folk tales of the Old Forest, where it is described as being built atop the body of a dead dragon and is believed to trade in dragonhide (indeed, its name is thought to have at its root the name of the DEMIURGE ASHTERATH, who was considered a draconic figure. In truth it is more likely that the settlement trades in balaur hides.

The settlement is sacred to <u>VALKAI</u> nomads and forms part of their pilgrimage of the Old Forest. At its peak in early spring its population increases by some 20,000 as pilgrims sojourn there. The <u>RITUAL OF BECOMING</u> is held there when the nomads come together after the highest rains (Pop. varies).

ASHTERATH: 1. Also 'THE DAWN STAR'. Ast. Myt. The spirit of the DEMIURGE Ashterath^(2.), cursed to never return to life as an OTHERWORLDER, and to be the last star to disappear from the night sky following dawn. In antiquity it was considered a PLANET, due to its erratic orbit in relation to the fixed STARS, but this is now known to be incorrect.

Many eschatological beliefs across Elyden revolve around the Dawn Star, particularly in Kharkharadontis, where people believe it will fall to <u>ELYDEN</u> in a great inferno from which will emerge a great dragon (Ashterath reborn). With a sweep of its great tail, it will extinguish half the stars in the sky and a thrash of its wings will quench the sun, plunging

 $\underline{\text{MORTALKIND}}$ into eternal darkness, in which they will slowly perish under its iron yoke..

2. also 'the Lord of Scale' and 'Claw and The Lord Serapis'. m. Myt. His. Per. In the mythology and ancient history of <u>ELYDEN</u>, second of the Two-and-Twenty <u>DEMIURGES</u>, whose children were the <u>SERAPIS</u>.

Father to the mortal tribe of <u>SERAPIS</u> and their relatives, the <u>DRAGONS</u>, he was a sadistic tyrant who delighted in causing pain to the mortal people, who he blamed for the Demiurges' fall from divinity. He was the former servant of the Demiurge <u>RACHANAEL</u> and wore the <u>DAWN CROWN</u>, having stolen it from <u>SYNCHTHONITH</u>. He was a proficient <u>SHAPER</u>, having been taught by taught by Rachanael. He was tasked with hunting down and capturing his sister <u>ACHAIAH</u>, who was said to have discovered the secrets to immortality. The pursued her across Elyden in what is now remembered as the tale of <u>ASHTERATH AND ACHAIAH</u>, and to avoid him she was forever changed into a tree.

His later repented for his actions and withdrew from the world, building the labyrinthine fortress <u>HINDESSEL</u>, which he filled with dragons and other scaled abominations, and fell to bitter ennui. He allowed his failures and mistakes to warp into a burning hatred of Rachanael over many centuries and emerged to declare war on him in what is now remembered as the <u>DRAGON WARS</u>. The war ended with the Demiurge <u>TALANTEHUT</u> imprisoned him in the heavens, where his body would burn forevermore as the <u>DAWN STAR</u>. The serapis she cursed to be forevermore beholden to the sun and unable to build new empires with which to wage war.

Some KHARKHARADONTID myths believe that

His known \underline{SCIONS} are: $\underline{HERENSUEGE}$, \underline{REUS} , and \underline{SUHA} . See Vol IV: the Two-and-Twenty Demiurges.

<u>ASHTERATH AND ACHAIAH</u>: Leg. A tale from the <u>MYTHOLOGIA</u>
<u>ELYDEN</u> that has since found its way into many folk tales across
<u>LLACHATUL</u>, though most of these extant tales have diverged from the original story. What follows is the most common variation of the tale:

Of all the <u>DEMIURGES</u>, <u>ACHAIAH</u> was the one who feared death the most, and following their fall from grace and incarceration upon <u>ELYDEN</u>, she was the first to truly covet and strive for the secrets of immortality. <u>RACHANAEL</u> learnt of her search and sent <u>ASHTERATH</u> to pry from her the secrets she had learnt. For years the Lord of Tooth and Claw pursued her throughout Elyden, shaping the land to better aid his search. Finally cornered under a night where neither moon shone, she pleaded with <u>THE SHAPER</u> to save her. Her prayers were answered and <u>TALANTEHUT</u> appeared before her, the twilight halo of equilibrium upon her brow, and Achaiah was changed into a tree, where her secrets would live on but without a mouth to voice them.

Ashterath finally caught her but, upon seeing her changed form, felt such pity for her that he stopped and asked for her forgiveness. She granted it and he fell in love with her, seeing the error of his ways. He returned to Rachanael, bearing news of her death and the loss of her secret.

It is said that she survives to this day, in the form of the great tree <u>AGEN</u>. See Vol IV: the Mythologia Elyden.

<u>ASHTOREA</u>: *Ind. Set.* <u>MANUFACTORY</u>-city in the far west of <u>LIDEA</u>, along the course of the river <u>SHIBBOLETH</u>⁽³⁾. It is named after a symbol of fertility from ancient Lidean myth (Pop. c. 35,000).

<u>ASHTRA</u>: Rvr. River in the c of the <u>SOLEYN TERRITORIES</u>, flowing south for 290-ft. from sources in the <u>MUHUPUR</u> and <u>HASHATH</u> Mountains before meeting its parent, the river <u>MEREN SIN</u>.

ASHUJAL: For. Scrubland and sparse wooded area in the north west of THE OLD FOREST, close to the border with ALMAGEST. Between the years 2600 and 2810 RM, the region was site of many battles and sieges by Almagesti forces. It was, for many years thereafter, abused by victorious Almagesti industries, which had reduced it to from virgin forest to scrubland in under a century, and the region has started to slowly recover.

<u>ASHUM</u>: Rvr. River in the west of <u>THUMAL</u> flowing for 80-miles before emptying in the <u>SEA OF VALARCH</u>.

ASHUMAL: Set. Crabbing settlement in the west of <u>THUMAL</u> (Pop. c. 8 000)

ASHURA: 1. Myt. His. In antiquity, a common name used to group those amongst the DEMIURGES who strove to regain their lost strength

following their imprisonment on <u>ELYDEN</u> and subsequently the diminishing of their powers. See Vol IV: the Mythologia Elyden.

2. Sol. Pol. In the KORACHANI EMPIRE, a noble VENTHIRI PATRICIAN HOUSE; one of the eldest and most influential such families in the Empire. Its roots can be traced to before the rise of the VENATHI EMPIRE and it is postulated that it goes farther back than that, making it the oldest recognised present-day Patrician House in ELYDEN. See Vol II: Patrician Houses.

<u>ASHURAD</u>: also 'the Hammer of the North'. m. Myt. His. Per. In the mythologies and ancient histories of <u>ELYDEN</u>, a <u>SCION</u> and son of the <u>DEMIURGE AVRAHAM</u>, born to an <u>ILLIDRAE</u> priestess.

He was known as a fearless leader and a generous father, with no less than 12 children (born to 5 different women), each of whom became renowned leaders, champions and shamen, in their own rights. Late in his life he travelled to the WHITE SHEET, where he disappeared. His children and their descendants have various myths and legends revolving on his exploits in the north, many of which end in a heroic death, though his ultimate fate remains unknown. See Vol IV: Scions, Children of the Gods.

<u>ASHURAN</u>: Geo. Island in the south east of the <u>PANTHEON</u>, off the eastern coast of <u>LLACHATUL</u>. It was discovered and named by the <u>VENTHIRI</u> explorer <u>BOHMIUS</u> in 1532 RM.

<u>ASHURHADDON</u>: Set. Large city in the north east of <u>OPHIUSSA</u>, situated along the course of the river <u>DIANU</u>. Many of the city's larger and older buildings are made from materials plundered from the nearby ruin of <u>TAE INORU</u>, which was a gigantic <u>FOURTH AGE</u> tower that was a ruin by the time mortals had re-emerged in the <u>FIFTH AGE</u>. It forms a part of <u>THE WAY</u> trade-route and is known for its large markets (Pop. c. 190,000).

<u>ASHURHADDONI</u>: *His. Lan.* Now-extinct language in present-day <u>OPHIUSSA</u>, based in the city of <u>ASHURHADDON</u>. As the <u>OPHIUSSAN</u> <u>LEAGUE</u> began to consolidate the cities of the region, their many languages began to coalesce into what today is known as <u>NALENI</u>. See Vol II: Languages.

<u>ASHYLESTE</u>: *Mil. Str.* Subarctic stronghold belonging to Nizzum, located on a small island in the <u>SEA OF SAMMAIDU</u>, just north of the southern POLAR CIRCLE. The stronghold is built around an ancient black fortress.

<u>ASIAL</u>: Set. Rice-producing settlement in the region of <u>HYRCANIA</u> in the south of <u>PARTHIA</u> (Pop. c. 13,000).

ASIBA: Ser. City in the north west of AZAZEM, named after the extinct nation of ASIBAIA. The city was once part of the now-extinct nation of HRIDAN, though is one of few such cities to thrive following its fall in c. 2000 RM. It is a perennial part of the SHADOW MARCH (Pop. c. 15,500).

<u>ASIBAIA</u>: *His. Ntn.* Now-extinct nation that, at its height, was positioned between present-day <u>AZAZEM</u> and <u>SKAROS</u>, reaching as far north as the woods of HRIDAN.

It emerged in c. -100 following the fall of <u>LASCAR</u>^(3.) and thrived for millennia, though it began to decline in c. 2700 RM. It was crippled by extended sieges during the <u>WAR OF THE ARTIFEXES</u>, and it finally collapsed in c. 3020 RM, and its people displaced to the east.

Its lands were later re-settled by their descendants, who founded the nations of $\underline{IPANAH}^{(2)}$ and later $\underline{BASSORAH}$ atop its ruins. Similarly, refugees who fled to the north would later establish the nation of \underline{SHOTHA} , which later came under the aegis of the $\underline{DESOLATI}$. See Vol III: Extinct States.

ASIBAIAN: Lan. Language of the now-extinct <u>CENTRAL LLACHATULI</u> nation of <u>ASIBAIA</u>, though the language is still spoken in <u>IPANAH</u>^(2.) and <u>SHOTHA</u> by its descendants. See Vol II: Languages.

<u>ASICTHAI</u>: Plr. 'Asicthain'. Also 'godsborn'. Lit. 'not human'. Mor. <u>KORACHANI</u> word used in reference to the <u>GODSBORN</u> peoples – those who were born by the direct actions of the <u>DEMIURGES</u>, rather than gestating in two-and-twenty pods of seven seeds each sown by <u>THE SHAPER</u>.

Over time, the term has also come to encompass corruptions of the <u>MORTAL PEOPLES</u> (the <u>SICTHAIN</u>), such as <u>MULLS</u> or <u>ETHERI</u>. See Vol II: classification and Taxonomy of Life: <u>Asicthain</u>.

ASIEHIR: Rui. Ancient FIFTH AGE city in the west of KAZZAR⁽²⁾ in THE HAZABOS that originated in the time of the SETTARS, and thought to have been abandoned in c. 750 RM for unknown reasons.

<u>ASIFAYA</u>: Set. City in the south east of <u>EIKARTHYEA</u>, in the east of <u>EASTERN MENISCEA</u> (Pop. c. 48,000).

ASIKKA: Pol. Geo. Contested region in the east of NAARETH, covering some 8,00-square miles. The region is all that remains of ancestral TIKBALA lands, that were far larger in the FOURTH AGE, though whose numbers were whittled down by the WAR OF SCOURGING and other conflicts leading up the fading of the FOURTH AGE. They continued to dwindle in the FIFTH AGE, as the people of NAARTH (now NARTH) encroached on their lands, driving them to the eastern coast, overlooking the IAPETAN SEA.

It is unknown how many tikbala remain in the region, though it is thought to be as little as a few thousand. Though they once ventured beyond the region, the Naarethi military would persecute them back to Asikka, killing those they caught.

This persecution of tikbala is largely unwarranted as they are shy and skittish creatures, and it is possibly this disposition that makes them easy targets. They are insular and unwilling to allow outsiders into their lands and are not known to trade with the outside world, though it is thought that some contraband does make its way into their lands.

ASIMEL, VINDICATOR OF IO: m. (B.? – 212 RM) *Mil. Pol. Per.* Champion of Io, active in early 2nd century RM opposing the <u>EXARCHS</u> of <u>MIRADOR</u> and their actions in 212 RM that resulted in their handing over Io to the KORACHANI EMPIRE.

Emerging in the city of <u>UR SITH</u> in late 211 RM, he amassed a great number of followers and, following the official ceremony in which the Exarchs formally handed over Io to Korachan, marched against the city and soon-to-be capital of Io, <u>ETHRA</u>. The attack of the city was easily repelled and Asimel was killed outside the <u>FIRAM GATE</u> by the <u>ARCHPATRICIAN</u>-general Ecius Nemes.

His martyrdom did not go unnoticed by his followers and a cult arose around his name, with resistors of the imperial government in Io following his teachings, until the order was obliterated by imperial endocrines and censors in c. 340 RM, though in later centuries his name would re-emerge as that of an imperial saint, later patron of Io.

<u>ASINI</u>: Set. Settlement in the c-south east of <u>CISNERIA</u>. Is it located in a region known for its cattle-rearing (Pop. c. 3,000).

<u>ASION</u>: Sct. Small settlement in the north east of \underline{IO} , a few miles from the border with $\underline{SARASTRO}$ and the city of $\underline{HABBARO}$. Trade between the two is common (Pop. c. 6,000).

ASIPHYAL I: (B. 1091 – D. 1148 RM) *Pol. Mil.* Regional leader in <u>INGHULL</u> during a time of drought, Asiphyal was instrumental in rallying the starving people together to oppose mercenaries and outlaws who were stealing grain. He was supported by the <u>AELORAN CHURCH</u>, and was crowned the first king of Inghull in 1311 RM, founding a <u>DYNASTY</u> that lasted until 2136 RM, when it was dissolved by a caste of <u>ATRAMENTISTS</u> known as the <u>SORCERER-KINGS</u>⁽³⁾.

ASIYPHAL III: (B. 1241 – D. 1312 RM) *Pol. War.* The fifth king of <u>INGHULL</u>, crowned upon his mother's death in 1263 RM. He was responsible for restricting the power of the <u>SUPHETS</u> (advisors to the monarchy) and the <u>ORDER OF EPISTEMIC ESOTERY</u> in Inghull.

<u>ASIREM</u>: *Geo.* Ridge in the c north east of the <u>DESOLATION OF ASTUDAN</u>, close to the border east with <u>SABIA</u>.

ASISH: Set. City in the east of BA'AKH, overlooking the DAARKEN GULF.

Originally known by its Ba'akhi name of AASHA, the city receives pilgrims arriving from MORULAURGO along THE SHADOW MARCH, on their way west. It is one of the few cities in Ba'akh where the CHURCH OF THE UNDYING MACHINE has a heavy influence. This dates back to the city's conquest by imperial troops in 469 RM and the corruption of its dervish religion KIHOTA into a militant branch of the CHURCH OF THE UNDYING MACHINE, where its acolytes had become powerful exocrines and assassins that worked on behalf of the Church.

By c. 1200 RM the city had become an eOnclave of the religion, with seminaries and colleges proliferating in most districts and the seminal TEMPLE OF KIHOTA dominating its skyline. When Ba'akh was abandoned to the DOMNITORS in 2732 RM, Asish was one of the few cities to maintain close ties to the empire, with the Church presence there meaning that it continued to be a part of the Shadow March, even after the empire's full abandonment of the nation in 3097 RM.

The city was one of few that survived the increase in <u>ATRAMENTAL TAINT</u> following the empire's abandonment of the <u>SIPHON ENGINES</u> that dominated the nation, largely due to its eastern location. With the <u>SARASTROAN SANCTION</u> of 3103 RM, northern Ba'akh was given to <u>SARASTRO</u>. This included Aasha; though the regions' ruler, <u>SATHEP THE RISEN</u>, had little interest in the faltering nation, and left its cities to their own devices.

In 3176 RM Aasha sent a party of supplicants to <u>ARGEA</u> in Sarastro with gifts; a symbol of the city's loyalty. Sathep accepted the gifts and saw to it that the city was well-funded; a state that remains to this day, in return for his patronage, the city is expected to police Ba'akh, keeping it free of degenerates and <u>DHAMATEANS</u>, though the entirely of Ba'akh is too large a place for just one city to maintain, and most of the nation has since fallen into ruin and shadow, overrun by banditry.

With the <u>SUNDERING OF THE KORACHANI EMPIRE</u>, the city and its surrounding regions suffered some degree of religious strife, as the <u>CHURCH OF THE UNDYING MACHINE</u> was supplanted by the newly-emerged Sarastroan offshoot- the <u>REFORMED CHURCH OF SARASTRO</u>, though it has since stabilised, becoming a part of the <u>SALT ROAD</u>, which has brought much-needed trade goods to the fledgeling nation via the capital (Pop. c. 183,000).

<u>ASIUM</u>: 1. Geo. Island in the north of <u>ARKOS</u>^(1.), dividing the <u>SEA OF ERIA</u> from the <u>DAARKEN GULF</u>. Like the city of <u>DOLYST</u>, it was named after the first <u>KORACHANI</u> governor in the <u>CITADEL MOUNTS</u>.

- 2. The first imperial governor of the city of <u>DOLYST</u> in the <u>CITADEL</u> MOUNTS. The city was renamed Asium in his honour in 398 RM.
- 3. *His.* Imperial bastion in <u>EHBOT</u> built over the older <u>CITADEL MOUNT</u> city of <u>DOLYST</u>. The city's harbours were rapidly refitted to accommodate the larger imperial vessels arriving carrying immigrants and supplies, and its walls were fortified by c. 400 RM alongside many municipal structures which were strengthened and renovated in imperial styles. The city, with its unopposed vistas of the south of the <u>DAARKEN GULF</u> and the <u>SEA OF ERIA</u>, was popular with imperial patricians arriving to Ehbot, and (despite the <u>AUERENI</u> wars that had gripped the south of the nation) it continued to attract their trade and business for some years, until a large earthquake struck the city in 519 RM, crippling its docks and levelling its larger structures, amongst them many patrician palaces and the governors palace.

Its main harbours destroyed by the act, Ehbot was effectively cut off from the empire, exacerbating its downfall. Korachan abandoned Ehbot to the INTERREGES in 527 RM, who let most of the regions' cities decay, including Asium, most of which slowly fell into the Sca. As the reign of the Interreges waned and the region became known as ARKOS^(1.), the old fortress was rebuilt in c. 675 RM, where it remained a powerful bastion overlooking the Daarken Gulf, though as the political climate changed and the region stabilised, the bastion slowly fell into disuse, until its abandonment in c. 1300 RM.

Following the <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM and the fragmentation of Arkos into warring city-states, the ruins of Asium found themselves resettled by political refugees who funded a new city there, known as RAIAA.

4. $\it{Mil. Atr.}$ Coastal fortress on the island of the same name, which along with the fortress of \underline{EREBU} , guards the main entrance into the \underline{SEA} OF \underline{ERIA} .

<u>ASKARNA</u>: Geo. Highland region in the c of <u>PORPHYR</u>, gaining elevation the farther west it gets until it drops in a cheer cliff some 375-miles long in the south of <u>BETYL</u>. The city of <u>SARNAS</u> is built into its western face.

<u>ASKEFER</u>: 1. Also 'the Tree'. Ast. Con. Constellation in the <u>NORTHERN HEMISPHERE</u>. It is named after the above tree sprits (1.). See Vol. Constellations.

- 2. *Soc. Leg.* In the superstitions of the <u>KORACHANI EMPIRE</u>, ancient forest tree spirits native to the <u>OLD FOREST</u>. It is possible that the legend is derived from ancient <u>DERUWEID</u> sightings, and that the memory has been corrupted over time. The legend is also likely related to the religion of the Old Forest⁽³⁾. See Vol II: Legends and Folktales.
- 3. Rel. Predominant religion within the <u>OLD FOREST</u> region of <u>CENTRAL LLACHATUL</u>. It is a nature religion that has at its centre an omniscient spirit-deity, which encompasses the <u>SPIRITS</u>^(1.) of all its worshippers, and is said to grow in power with the passing of each faithful <u>VANEFANI</u>.

Each settlement has at its centre a sacred tree in which is said to dwell Askefer, and all of these sacred trees are thought to form a network through which priests of the religion (most of whom are accomplished SHAPERS) can communicate. See Vol IV: Religions and Cults.

ASKER: Soc. Pol. Upper-class in the city-state of SIRIPHAGOS made up of merchant-lords and other influential families, many of whose members form the Plutocratic Council of Siriphagos. The class rose to prominence c. 3200 RM towards the end of a long period of war with SARASTRO, where it was partially responsible for an end to hostilities. Following that period, the class became the undisputed rulers of the city-state and surrounding lands, deposing its rulers in a bloody coup in 3219 RM which left them in full power of the state.

Today the Asker are subservient to the <u>HALFBLOOD</u> known as <u>THE ALACRAN</u>, though they still maintain a degree of power and influence, and oversee the day-to-day running of the republic. Most are now women, and many are taken by the Alacran as partners, with their children inheriting ranks of power across Siriphagos.

ASKIA: Sup. Geo. ATRAMENTALLY TAINTED region in the c-south east of PNESSA, close to the border with CHEIRA, covering some 30,000 square-miles. The region is considered to be very close to the ATRAMENTA and acts as a lens of sorts, filtering the mortal plane, revealing the Atramenta below. The sky is unnaturally dark with only the horizons showing signs of light and openness. Strange UMBRAL creatures survive in the region, tethered to both worlds, unable to truly exist in either independently of the other.

The region is studied by Atramentists from the nearby settlement of <u>KHIIG</u>, and expeditions are often mounted into the heart of the region, which is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI INSTITUTE OF ATRAMENTAL STUDIES</u>.

ASKLEPIA: Set. City in THE SURRACH, known to have one of the best hospitals in the entire region. It is situated along a powerful ATRAMENTAL leyline that helps with the binding of wounds, and is responsible for the growth of a plant that is used in the production of anaesthetics there.

It is around 60-miles from the <u>IVORY ROAD</u> & serves as a hospice to travellers and mercenaries moving through the region who are in need of medical aid (Pop. c. 22,800).

<u>ASKLEPOS</u>: Oth. <u>HALFBLOODED</u> guardian of the <u>ASP PILLARS</u> in <u>SAGITTARIA</u>. <u>THE SURRACHI</u> city of <u>ASKLEPIA</u> was settled by descendants of this halfblood.

<u>ASLA</u>: *Cur*. Main currency in <u>Châr Mathi</u> (<u>TZALLRACH</u>). It originated with the rule of the <u>BOTUM</u>⁽¹⁾ kings and the <u>CHARATH CROWN</u>, and remains in use today, albeit in a different more modern form. **See Vol II:** Currency of Elyden.

<u>ASLANTIS</u>: Int. Arc. Monolith with bas-carving of 2 lions fighting in the south of <u>TZALLRACH</u>. It was built between 131 – 149 RM by <u>VENATHI</u> forces as a show of the right that <u>KING LABAISINGH THE STRONG</u> had to rule over the people of <u>CHARAMA</u> (present-day <u>CHÂR MATHI</u>).

ASMARATH: Rui. Once a thriving centre of quarrying and mining in the region of LHANA in the c south west of TISARA, it boasted a population of around 15,000. In 3201 RM it and all its satellites and quarries were levelled by a great earthquake that would become known the SEISM OF ASMARATH.

The region was never rebuilt and surviving people fled to the north, where they resettled in less-affected areas.

ASMODEI: (8,240-ft.) Volcanic area covering some 1,000-square miles in the north of the <u>DAENED SULRACH</u>^(1.), in the c south west of <u>KHALHAT</u>. The entire area is unstable, with <u>DUSTSTONE</u> formations collapsing under new lava flows. The air is thick with <u>UMBRA</u> and sulphur, making it extremely dangerous to life. Indeed, the terrain is a blackened wasteland, and the sky above is little better, with the only colour coming from the occasional lava flows. Explorers who have penetrated the region claim that there are the tell-tale signs of ruins and ancient buildings here, but this remains unproven.

ASOA: Set. Fortified city in the south east of <u>LIDEA</u> built atop a giant flat-topped ziggurat that elevates it above the sands of the region. Two elevated thoroughfares emerge from the city (one to the east, another to the west, both of which form a part of <u>THE SHADOW MARCH</u>) supported

on heavy metal girders that are constantly replaced due to the acrid sands that attack them. $\,$

The city originated as a gold mine in c 3000 RM and exploded in size in c. 3200 RM, around the time when the sands of the <u>EKAIROBOS</u> began to expand around them, necessitating the construction of the platforms and walls that remain to this day. The growth of the city necessitated a supply of constant water, leading to the construction of the *Aqueduct of Asoa*, leading 40-miles south east to the city from the river <u>KISH</u> Though the mines have since dwindled in size, they remain active, though their upkeep against the acrid sands of the Ekairobos is not costly (Pop. c. 36,000).

ASOAB: For. Ancient forest in the north east of SAMMAEA, that was exploited by the VENATHI EMPIRE. Today little is left of the forest, but what sparse woodlands that survive in VENTHIR are thought to be remnants of the Asoab.

ASOBETH: Set. Settlement in the HARÉSHKI CITY-KINGDOM of MEDES, known for its vineyards and popular rosé wines, which are commonly sold to merchants passing through while travelling along the GREAT ROAD (Pop. c. 7,000).

<u>ASODRII</u>: Set. Coastal city in the south west of <u>PNESSA</u>, overlooking the <u>GULF OF SAURIAR</u> (Pop. c. 38,800).

ASOEN: For. Shrublands in the south of <u>VENTHIR</u>, in the far south east of the <u>SHARA PLAINS</u>, to the north of the <u>KAUIN</u> Mountains. The region originated as woodlands though has largely been reduced to scrubland through the change in coastline and encroaching mortal activity throughout the <u>FIFTH AGE</u> caused it to dwindle.

In antiquity, the region was contested between the last sphinxes and the $\underline{\text{NATHI}}$ people over coal and $\underline{\text{UMBRA}}$. The wars ended with the effective extinction of the sphinxes, though it is believed that $\underline{\text{QUEEN}}$ $\underline{\text{HETEPHERES}}$, who would later rise to become queen of $\underline{\text{VENTHIR}}$, was born there during this time of conflict.

<u>ASOKA</u>: Pol. Ser. Capital of <u>SKAROS</u> until 23 RM, when it was razed after a four-month siege by <u>KORACHAN</u>. After the empire took over, the capital in Skaros was moved to <u>CATOA</u> (later renamed <u>SKAROSIA</u>). It remains as a part of <u>THE SHADOW MARCH</u>, where the site of the martyrdom of <u>ST. EARTA</u> is visited.

ASOKH RATER: Set. Settlement in the c north west of CHEIRA (Pop. c. 2,750).

<u>ASÓN DILMINHU</u>: Rel. Geo. Natural monolith in the far south west of <u>DATEPHA</u>, and is worshipped by the <u>ASHERI</u> that populate the region. The monolith looms over a partially-fossilised 4-armed idol that is the true object of their worship, and which they believe speaks to them in their <u>DREAMS</u>. See Vol IV: Deities and Pantheons.

ASONA: Plr. 'Asonas'. Soc. Lan. Set. Common word for city-state in the VESPERTINE LEAGUE.

ASOS: Ind. Set. Gold-mining settlement in the c south of <u>VENTHIR</u>, to the east of the <u>WORKNAH</u> Mountains (Pop. c. 7,500).

<u>ASOUSH</u>: *Rvr*. River in the c south of <u>LIDEA</u>, flowing for 900-miles south from sources in the <u>ORIAN</u> Mountains before meeting its parent the river <u>SHIBBOLETH</u>^(3.).

<u>ASOUTAN</u>: Geo. Rocky formation forming the north western border of <u>AHRISHEN</u> with the south east of <u>THE OLD FOREST</u>.

ASP GOD, the: Rel. Dei. Deity of ancient SAGITTARIA, first recorded in 567 RM by the explorer NAVAH BERDEN. It demands blood sacrifices from a revered priestly caste. Its main temple is known as the ASP PILLARS, over 450-miles west of the GATE OF EREBETH. It is thought to have evolved from the snake god that the ARCHPOTENTATE MALICHAR outlawed early during his reign in KORACHAN that forced the SAGITTAARS into exile.

ASP PILLARS: His. Rel. Str. Ancient temple in the north of SAGITTARIA, overlooking the SEA OF SERPENTS. As recorded by the explorer NAVAH BERDEN in 567 RM, the region is populated by a priest-caste of HALFBLOODS whose ritual sacrifices are said to appease the ASP GOD of Sagittaria. At the centre of the temple is a large stone pillar shaped into a helix comprising two intertwined asps – the pillar was taken west by the KNIGHTS-EXILE in 33 RM following their expulsion from KORACHAN by the ARCHPOTENTATE MALICHAR.

<u>ASPAKIA</u>: Set. Coastal settlement in the <u>PARTHISAN</u> colony of $\underline{\text{NISSA}}^{(1.)}$ (Pop. c. 6,000).

ASPAMITHIS: Set. Small coastal city in the far north of the PARTHISAN colony of ABDAKROS^(1.) on the island of IRUGNA^(1.) (Pop. c. 14,000).

<u>ASPITH</u>: also 'the Spine in the Sky'. Ast. Con. Constellation located along the equator. See Vol II: Constellations.

ASPRAVALTA: Geo. Mountain dominating the west of AKANTHRA, in the c of SOUTHERN SAMMAEA. It lies above a subterranean area of ATRAMENTAL TAINT, and its roots have been reduced to DUSTSTONE. As a result, it is prone to landslides and earthquakes, and it is riddled with winding tunnels and caverns that are believed to radiate from a large hollow in the centre of which is the epicentre of the ATRAMENTAL LACUNA responsible for the formations.

ASSAAC: Set. Small fortified city in the region of GENETHAANT in the c east of THE SURRACH, along the course of the river YELLRAKH. It is known for its grapes and other arable farming (Pop. c. 20,000).

ASSAB: Mys. Rel. Phil. One of the SEVENTY-SEVEN NAMES OF THE UNDYING MACHINE.

<u>ASSAFF</u>: Set. City in the north west of <u>BASSORAH</u>^(2.), along the trade-route north into <u>ALMAGEST</u>. It forms a part of the <u>RED ROUTE</u> (Pop. c. 15,750).

<u>ASSAFFI</u>: Set. Fortified coastal city in the c-south east of <u>NOAVATUR</u>, along the eastern coast of the <u>RED BAY</u>. It is known for its harbours and shipyards, where many mercantile vessels moor (Pop. c. 43,000).

ASSAGOS: Pol. Geo. Tribe in the far east of MULCIBER, in the GROWING MOUNTAINS, in the north east of SAMMAEA, overlooking the SOLEYN TERRITORIES. Its people are recognised as ROC tamers and its proximity to the volcanic lands of HAMMAI are a cause of frequent earthquakes. Due to this there are few permanent settlements in the north of the region, where nomadic pastoral communities are common.

ASSAHKA: Geo. Region in the west of AHKA, of around 7,000-square miles, between the AGNOS and southern-most expanse of the TOLIASOR Mountains reaching as far north as the river AMALTHEA. It is known for its small tribal rural settlements that subsist in the fertile soils to the north west of MT. MALEHOTHEA. Though largely uncatalogued, it is thought that combined the settlements have a population of around 30,000.

ASSAM: 1. Geo. Island off the eastern coast of NAARETH.

2. Mil. Str. Coastal fortress on the above island guarding the sea-route into the city of $\underline{\text{TOMOR}}$.

<u>ASSANAR</u>: *Mil. Str.* Fortress in the north of <u>TAMAR</u>. The fortress appeared recently and its forces were responsible for the expansion of its territories north into the south east of LYRIDIA.

ASSAPONT: His. Rui. Rel. Ancient ruined temple, similar in style to KORACHANI cathedrals, only far older, located in the east of JURRAS^(2,). The base of the cathedral is hewn from the red stones of the land and remains intact, though the rest is weathered and destroyed, its once gigantic dome collapsed. Nothing is known of the culture that created it or the faith it once celebrated as the paintings that once adorned its walls have faded and peeled off.

<u>ASSASSA</u>: Set. Settlement in the far east of <u>CHEIRA</u>, close to the border with <u>GIBEAH</u> (Pop. c. 8,000).

<u>ASSASRA</u>: Set. Coastal city in the far east of <u>SERROK</u>. It is known for its natural harbour, which is accessible through a well-protected creek, 20-miles from the coast proper. Its main industries are its shipyards and harbours, which see much traffic from the <u>MIROVEAN OCEAN</u> (Pop. c. 50,000).

ASSASSIN-KING, the: see SAAT ANID.

<u>ASSATRA</u>: Set. Settlement in the south of <u>AZAZEM</u>. Its main industry is the production of <u>AHAROR</u>^(1,) <u>CHEESE</u>, which is used by <u>ONEIROMANCERS</u> across the <u>KORACHANI EMPIRE</u> and beyond (Pop. c. 2,800).

<u>ASSAYER</u>: *Rvr.* northern-most of <u>ALMAGESTS'</u> twin rivers, the other being the NUNCIUS.

ASSEER: Dem. 'Assecrian'. His. Ntn. Historical nation in the north of WESTERN SAMMAEA in what is now the c north east of ESHIR^(2.). The nation was founded in 712 RM by exiled Settars from the KAZZARAN^(I.) peninsula who settled the region east of ATENARA. There they secured various coastal areas, using their engineering skills to rapidly construct large fortresses from which they were able to overpower the bucolic natives. Over the ensuing decades they were able to exert their power further, spreading across the Atenaran peninsula, constructing many fortified harbours that became strongholds to their fleets of fishermen, merchants and navy. They continued worshipping the <u>ASSEERI PANTHEON</u>, and spread their beliefs across their conquered lands.

Its people eventually became famed for their pottery, which made use of a distinctive grey-blue clay that was common in the tidal flats in the south of the <u>SEA OF SABRIYA</u>^(1,). For centuries, containers used to for trade across the Sea of <u>SEA OF ORRIDA</u> originated in Asseer and its harbours were busy with the trade of pots and urns, some of them being taller than a man and incredibly tough. They continued to be used well into the 2nd millennium RM and many survive to this day.

The discovery of a <u>GODSTONE</u> in the mudflats of Sabriya brought chaos to the region in 1209 RM. It was rapidly taken to the stronghold of Sabriya^(2,), where it became a prized possession of the <u>TARIMOR</u> kindred, granting its nobles unrivalled power. This forced other kindreds into an uneasy alliance to claim the godstone, leading the region into a long period of war that lasted for centuries, with the godstone becoming known as the <u>SABRIYAN STONE</u>, changing hands multiple times and being moved from fortress to fortress, with the wielder of the godstone being considered a chosen avatar of the Pantheon as a whole.

In c. 1320 RM a group emerged that was vocal in its decrying of the godstone, believing that it was an object intended to test the followers of the Pantheon, separating the greedy and covetous from the loyal and godly. They became ostracised for their blasphemies, and eventually became considered as lower-class citizens, earning the nickname GODLESS, which they adopted as their own. They eventually became a servant caste to the priests of individual temples, which gave them immunity from any hostility from the wielders of the godstone.

The <u>FARISÛN</u> kindred gained control of the godstone in 1455 RM, and moved it to the legendary fortress of <u>LIRIN</u>, where it remained for many years, with the enemies of the Farisûn kindred failing to retake it. The godstone became an heirloom handed down from parent to child and the Farisûn kindred became a powerful dynasty.

<u>Dreplatara Farisûn</u> inherited the godstone from his father in c. 1600 RM, becoming undisputed overlord of Lirin and surrounding lands. He used his possession of the godstone to exert control over the region. By c. 1620 RM he had subjugated the other kindreds, forming the first united Asseerian nation.

Drerllatar was a ruthless leader, and rapidly fortified the coastline of his nation against external attack and linking the once-rival strongholds with a well-funded trade-route. The polytheistic beliefs of his people thrived under his rule, though this eventually earnt the ire of the GODSLAYERS whose crusaders clashed largely ineffectually against its fortresses. However, the power of the godstone is now said to have warped his judgement. He claimed to his confidantes that he was slowly becoming inured to sensations and emotions, causing him to seek more extreme forms of pleasure. Stories of grotesque deeds within his court abounded as his reign progressed. He became more insular and delegated work, while idolizing the godstone, allowing no-one else near it. He was last seen in public in 2096 RM, and spent the last century of his rule living in the treasure chamber where the godstone was kept, spending his days before the great shrine dedicated to it.

In 1923 RM Drerllatar Farisûn reformed the Asseeri Pantheon, elevating himself to the rank of chief deity whilst delegating the dozens of traditional deities to demigods under his rule. This allows him to finally rid Asseer of the Godless caste, who are rounded up and executed ruthlessly within a few days of the reforms taking effect. Few, if any, escape these actions and the religion suffers in the wake of their culling.

The doors leading to the shrine were found open one morning in 2175 RM, and the headless body of Drerllatar impaled on the blood-soaked shrine. His head was later found outside the gate leading to the palace. Of the Sabriyan Stone there was no trace. Efforts were made to cover up the loss of the godstone, but word travelled fast and Asseer became embroiled by chaos as soon as the vassal states learnt of Drerllatar's death. Some defected and others allied, marching against Lirin. War consumed the capital for two years, ending in 2177 RM with the destruction of the palace, and the fragmentation of Asseer. With the Sabriyan Stone gone,

no one kindred or territory could gain the upper hand, and the region degenerated back into a series of small states and city-states from which emerged the Republic of Eshir in 2489 RM. See Vol III: Extinct States.

ASSEERI: His. Soc. Cultural group in ancient SETTAR in the KAZZARAN^(L) peninsula. They were persecuted for clinging to the ancient polytheistic beliefs of their CHIWENOOL ancestors. Forced into exile, they crossed the GULF OF ESHIRON, where they settled in the region of eastern ATENARA, eventually forming the nation of ASSEER in 712 RM.

<u>ASSEERI PANTHEON</u>: Rel. Dei. The ancient polytheistic deities of the <u>ASSEERI</u> culture in ancient <u>SETTAR</u>. They continued to be worshipped by their descendants after their persecution across the <u>GULF OF ESHIRON</u>, spreading to lands conquered by these new <u>ASSEERIAN</u> people.

They remained an important part of Asseerian culture throughout the tumultuous times following the discovery of the <u>SABRIYAN STONE</u>, though reforms made by <u>DRERLLATAR FARISÛN</u> in 1923 RM saw them delegated to demigods as he was elevated to the chief living divinity of the religion. His death in 2175 RM was interpreted as martyrdom and an act of sacrifice to allow the various demigods of the pantheon to attain similar levels of power.

Further reforms in 3174 RM saw more demigods added to the pantheon, bringing about a partisanship previously unheard of, with cities venerating their patron above other demigods, with rivalries with other cities becoming common. The term saint became common in this time, and became more popular amongst the laity than demigod.

They continue to be worshipped as patron saints today by the people of Eshir, though they have never enjoyed the level of divine status they once enjoyed. See Vol IV: Deities and Demigods.

ASSEL NASSA: Set. Small city in the c of <u>TZALLRACH</u>, along the fort where the river <u>ADASIBA</u> meets its parent, the river <u>ARELLI</u> (Pop. c. 19,000).

ASSESSOR: Pol. Rnk. Rank within the SANCTIFIED ORDERS OF THE INQUISITION, and one of the more common ranks above that of ACCENSOR. Populated by capable agents who have proven themselves within the ranks of the Accensors, Assessors are individuals who reply to requests for aid and arrive in settlements to conduct rapid assessments of the situation before reporting back to the Order before an INQUIRER or INQUISITOR is sent, depending on the report.

ASSESSOR-GENERAL: Pol. Rnk. Rank within the SANCTIFIED ORDERS
OF THE INQUISITION, denoting the highest rank amongst the ASSESSORS.
Assessor-generals command as many as seven HIGH-ASSESSORS, and are well informed and are amongst the most knowledgeable people regarding the happenings within their demesnes, which can cover a vast area up to the size a of a full nation.

ASSHAM: Set. Large temple-city in SAGITTARIA (Pop. unknown).

<u>ASSIDA</u>: Geo. Island off the south western coast of <u>WESTERN SAMMAEA</u>, in the <u>COTRIAN ISLES</u>, forming a part of the <u>ISLAND STATES OF IRY</u>.

<u>ASSIR</u>: Soc. Obj. Heady perfume manufactured in <u>KARAKHAS</u> from <u>CENTURY PLANTS</u> that are cultivated in the plains of <u>SHAKEL ANU</u>. The slow growth and reproduction of the century plants make the perfume expensive and an object of prestige in the region.

<u>ASSITISI</u>: also 'the Holy Waters. Rel. Str. Series of consecrated pools and natural springs in the hinterlands of north western <u>KORACHAN</u>, forming a part of the course of the river <u>RHAE</u>. It 3137 RM the pools were the site of a miracle by <u>ST. JERUSH</u>^(1.), who is said to have healed his followers of <u>AEPATHY</u> simply by washing them with the waters of the Rhae.

Today they are visited by many imperial pilgrims, who pay to drink from the holy spring waters and to pray at the <u>SANCTUARY OF ASSITISI</u>.

<u>ASSITISI, SANCTUARY OF:</u> Rel. Str. Church in the north west of <u>KORACHAN</u> close to the Holy Waters of <u>ASSITISI</u>. It was built in c. 3230 RM following the canonisation of <u>ST. JERUSH</u>, who performed the miracle of Assitisi there in 3137 RM.

ASSOGHAQUA: Geo. 375-miles long mountain forming the western border of the <u>TARAHID ANNEXES</u> with the nation of <u>OPHAR</u>.

ASSORA: Com. Set. Mercantile city in <u>VAALK</u> that controls much land-trade in and out of the nation along the <u>RED ROUTE</u>, which passed through its borders. The city is also renowned for its large well-defended hostels that cater primarily to pilgrims undergoing <u>THE SHADOW MARCH</u>.

Until c. 3400 RM the city was coastal and boasted large thriving harbours, though once it became land-locked it dwindled greatly to its present state. A smaller settlement, known as <u>SATRA</u>, appeared some miles to the north, and its port is now considered part of <u>ASSORA</u> (Pop. c. 90,000).

<u>ASTA</u>: Rvr. River to the south of the <u>BAND</u> Mountains flowing 150-miles south east into the <u>SEA OF SEKHEM</u>.

<u>ASTAFRIN</u>: Set. Settlement in the west of <u>SARAGOS</u>, in the eastern face of the <u>LEONTA</u> Mountains. It is known for its aluminium and sulphur mines (Pop. c. 6,000).

ASTAHAN: Rui. Abandoned city in the east of <u>CUTH</u>. It was once located along the banks of the great river <u>YANN</u>, which has since run dry. The city was wiped out in a great <u>PLAGUE</u> that struck in 3073 RM. Those who were not killed by the plague were walled in and starved to death, their bodies still lining the streets and their homes to this day. The city and its environs are seen as a cursed place and shunned by Cuth. Many claim that the ruins are inhabited by <u>AL GHULS</u> today.

<u>ASTAHKH</u>: Rvr. River in <u>ATARAXIA</u>, flowing south east for 785-miles from various sources in the southern-face of the <u>BLACK MOUNTAINS</u> before emptying into the <u>BAY OF ATARIS</u> in the <u>STRAIT OF SKAROS</u>.

<u>ASTANA</u>: Lak. Lake in <u>KARAKHAS</u>, forming part of the course of the river ASTON.

<u>ASTAR</u>: Lak. Oxbow lake in the c of the <u>DESOLATION OF ASTUDAN</u>, left over from the meander of the river <u>ALLIA</u>.

<u>ASTAS</u>: *Mil. Str.* Island-fortress in the north west of <u>ALMAGEST</u>, guarding the southern-most waters of the <u>SEA OF SEKHEM</u>.

ASTATI: 1. Set. City in the far west of GNOTH, forming part of the fortified line that guards its western border with RAONGEN^(2.) (Pop. c. 30,750).
2. Mil. Str. Fortress in the far west of GNOTH, forming part of the fortified line that guards its western border with RAONGEN^(2.). The fort also lends its name to the city that guards the west of Gnoth.

ASTENACHA: Pol. Set. Capital of the <u>DOMAINS OF SHAUATAS</u>, in the south east of <u>BROR</u>^(1.), situated between the courses of the twin rivers <u>BITUAH</u> and <u>AMIZ</u> in rocky area in the <u>VAKAR WETLANDS</u>. A series of canals and locks link the city with the two rivers, making it a hub of trade and travel. This has turned it into one of the larger cities in the Domains (Pop. c. 1,079,200).

<u>ASTER</u>: 1. Sea. Small narrow sea in the south west of <u>AQUARIIA</u>, forming part of the <u>SEA OF LIAKARRA</u>. It was once far larger, stretching north east as far as the present-day city of <u>MIRA</u>.

2. Mil. Str. Coastal fortress guarding the entrance into the <u>SEA OF ASTER</u> in the south west of <u>AQUARIIA</u>.

3. Set. Major city in the delta of the river <u>ISARRA</u>. It was the site of the first uprisings against the <u>PARTHISAN</u> occupiers late in 3021 RM, and is today home to a major harbour where most sea trade enters Aquariia (Pop. c. 1,034,000).

4. (10,200-ft.) *Geo.* Peak in the far east of the <u>ZOIQUAGO</u> Mountains in the c of <u>GIBEAH</u>, famed as the birthplace of the septuplet otherworlders collectively known as the <u>ASTERI</u>.

ASTERI: Oth. Septuplet OTHERWORLDERS reborn in MOUNT ASTER^(4,) in GIBEAH (then UALLA MIGHA) in 1384 RM. Believed to possess a hive mind making them greater than the sum of their parts, they rapidly became religious symbols in the region, leading to a cultural schism that would eventually take advantage of growing dissent overtaking Ualla Migha, allowing their region of Gibeah to become an independent nation in 1727 RM.

The Asteri were elevated to religious and political rulers, and remained so until a <u>PLAGUE</u> spread across Gibeah in c. 3860 RM, affecting otherworlders and halfbloods. The descendants of the Asteri were debilitated and eventually to too were the Asteri affected with some of their numbers dying by the end of 3860 RM, after which Gibeah descended into anarchy. In 3878 RM a single Aster emerged from their self-imposed prison in their citadel and kills a group of scavengers, its body erupting into a halo of brilliant light that convinced many that the figure is the god Arak made manifest.

However, the last of the Asteri was a broken being, its mind fractured by the death of its siblings. Once a hive mind, now only a fraction of their collective consciousness remained. It became a capricious and psychotic being, rapidly assuming the character of a tyrant to the people of Gibeah. It would give fickle and costly orders such as ordering the construction of a new mine and after years of backbreaking work, simply ordering its closure before even a fraction of its riches are extracted. It commissioned the construction of great self-aggrandising monuments, and the church became a monolithic entity, the sole governing body in Gibeah, its priests acting as censors and arbiters of what was and was not allowed. Very little was allowed.

The workforce became little more than slaves to its fickle vanity, which was it execute random people on a whim, leaving the populace living in terror, which it delighted in. If Gibeah was isolated before, it is now truly detached from the outside world during this time.

The sole remaining Aster is knowing as the God-king Aster today.

<u>ASTH</u>: Sec. Old settlement in the west of <u>VAALK</u>, situated along the course of <u>THE SHADOW MARCH</u>. An old temple is maintained by the <u>REFORMED CHURCH OF SARASTRO</u>, and is the resting place of <u>ST. MELARHUR</u>, whose skeletal form in full plate armour is a popular stop along <u>THE SHADOW MARCH</u> (Pop. c. 3,600).

ASTH KEN: Geo. Expansive stone desert in the south of KHARKHARADONTIS, along the TROPIC OF MAOCARHL. Its northernmost reaches are afflicted by ATRAMENTAL TAINT, and its mushroom-shaped rocks are coated in a viscid substance that is corrosive to flesh and which is sickly-sweet, attracting many insects and vermin to their deaths. Their rotting bodies in turn attract larger scavengers and predators who are more acclimated to life in the region, including PHYLACTERS.

<u>ASTIDA</u>: Obj. <u>VENTHIRI</u> vessel, which formed part of the explorer <u>BOHMIUS'S</u> voyage across <u>SAMMAEA</u>. It ran aground on a reef in 1525 RM, east of the island of <u>BEKSHEGNI</u>. The hull of the vessel can still be seen with the naked eye during low tide.

<u>ASTON</u>: Rvr. River in the south of <u>KARAKHAS</u>, flowing for over 100-miles before meeting with its tributary, the river <u>NEGHIRREN</u>, through lake LATER.

ASTRAGALA: Sec. City in the north west of RHAMIA, some 25-miles north of the VAERN Mountain (the natural mountain over which the artificial VARRACHON was constructed eons past). The city began life as a salt mine in c. 560 RM, though exploitation of its resources by the KORACHANIEMPIRE led to its abandonment in c. 800 RM, though a small population remained. The town would later be resettled by immigrant HIEROGOTHS from VÂRR in 924 RM, who brought with them superstitions of the Varrachon. The Hierogoths mingled with the remaining imperial populace and local slaves, and by the time of the Korachani abandonment of Rhamia in 1017 RM, it had become a sizeable town, continuing to grow throughout the next 500-years. No artificial lights were said to exist in the city, a practice believed to have originated in Hierogoth superstition; a means with which to ward off the DEMIURGE VORROPOHAIAH'S attentions.

As the physical corruption of Rhamia increased over the next thousand years, the settlement, once boasting a population of close to 10,000, began to dwindle, until it was abandoned in c. 3200 RM. The return of Korachan to the region in 3980 RM saw the settlement re-populated by the <u>STEEL LEGIONS</u> and their support-regiments, in anticipation of a coming conflict.

ASTRAL PROJECTION: Mys. Sup. Dre. State of being made possible through SHAPING whereby the shaper 'travels' to the OTHERWORLD. Whilst the physical body remains planted firmly in the MATERIAL PLANE, the consciousness of the person is projected into the otherworld, where they can 'travel' and communicate with the SPIRITS(1.) that dwell there, to a fashion.

Less commonly the process is made easier through the use of TECHNARCANE machinery, that works similar to an IRON MANTLE (2.). allowing a shaper to do more through less exertion. There are some examples of such engines that allow non-shapers to astrally project, though they are rare and highly valued objects. The most renowned such engine exists in the REPUBLIC INSTITUTE OF OTHERWORLDLY RESEARCH. A similar yet distinct state exists, where an SOMNIARII (ONEIROMANCER) can enter the DREAMWORLD, whereby they can physically infiltrate the DREAMS of others.

In the Korachani empire most shapers who are capable of Astral Projection are ether licensed <u>SULRACHARII</u> or occultists working beyond the purview of the law. See Vol IV: the Materia Omna.

ASTRAL SPECTRE: see EMPYREAN SPECTRE.

ASTRAL TRAVELLER: Sup. One who finds themselves in the act of ASTRAL PROJECTION. This could be the <u>SHAPER</u> who is making the travel possible, or a non-shaper who is being guided by a shaper.

<u>ASTRAPUR</u>: Set. City in <u>ERET</u>^(2.) in the north west of <u>SAMMAEA</u> along the course of the river <u>EMPUSA</u>^(1.). It trades north east with <u>IZABAL</u>^(1.) (Pop. c. 37,400).

ASTRETAS PROJECTION: Car. Cartographic PROJECTION originating in Io in c. 550 RM, created by the cartographer and explorer NAVAH BERDEN. The projection is designed to be an accurate representation of the globe and attempts to depict area accurately over shape and distance (it was used primarily in the use of global distributions, such as resources, area etc).

Though distortion is inevitable in the flattening of a spherical object, the use of rhumb lines and carefully denoted scales along the lines was invaluable to explorers of the period who utilised such maps. The projection method remained popular for some 300 years, until the <u>VANGULI</u> projection gained prominence in <u>ALMAGEST</u> c. 900 RM.

<u>ASTROLOGY</u>: Oth. The study of the stars and heavens, in relation to the <u>OTHERWORLD</u> and <u>OTHERWORLDERS</u>. Astrologers study the stars to predict the birth of otherworlders.

<u>ASTROMANCY</u>: Ast. A form of astronomy considered more elite than others. The process of astromancy originated in <u>ALMAGEST</u>, and was inherited by the stargazing culture that preceded the modern age in <u>ALMAGEST</u>.

ASTROMANCY, ORDER OF: Org. Council of master astronomers founded and based in <u>ALMAGEST</u> in c. 2250 RM. The Order oversees discoveries and developments in the field of astronomy, authorising the naming of new celestial bodies, constellations etc.

ASTUDAN: 1. Geo. Canyon system in the east of the <u>DESOLATION OF</u> ASTUDAN, forming the last 375-miles of the course of the river <u>ALLIA</u>, before it disappears beneath the city of <u>GÂTHA</u>. The canyon was created by the movements of the river across soft limestone, creating canyons as deep as 300-ft in areas.

2. *His. Lan.* Loose republic in the north of <u>CENTRAL LLACHATUL</u>, between <u>ALMAGEST</u> and <u>TEMUJA</u>. It is dominated by the wasteland known as the <u>DESOLATION OF ASTUDAN</u>, and is largely uninhabited. Its only major city and capital is the city of <u>GÂTHA</u>. See Vol III: Extant Realms and Nations.

ASTUR, LIGHTHOUSE of: Str. Lighthouse in the far east of VAALK, on the tip of the ARAKK peninsula. It commands unrivalled views of THE INNER SEA and the SEA OF NUTHEN, as far West as the island of VANADHA. There are rumours that it is built over an ancient fortified temple.

<u>ASULIL</u>: Set. Fortified settlement in the south east of the <u>BARRIER LANDS</u>, along the eastern periphery of <u>HOGRI</u> Geysers. It is a major producer of sulphur (Pop. c. 8,000).

<u>ASURGAH</u>: Geo. Mountain in the south of <u>SUOR</u>. The range is characterised by cliffs in the south west.

<u>ASURIAH</u>: Rvr. River in the east of the <u>HENDECARCHY</u>^(1.) of <u>AMILLAERE</u>^(1.), flowing west for 350-miles from sources in the and <u>CARCAENT</u> Mountains, before meeting its parent, the river <u>LAUL EGLEA</u>.

ASTURIAN: Soc. Rnk. Falconers in <u>PARTHISAN</u> cities who use birds of prey (particularly the <u>ASTURYX</u>) as pest control, keeping vermin populations in check. In <u>TETHRA</u> they are also found in low enforcement, where their birds are trained to hunt fugitives.

<u>ASTURYX</u>: Fau. Red-plumed birds of prey common in eastern <u>PARTHIS</u>.

They are relatively easily tamed and have been used as pest control in cities across <u>PARTHIS</u> for millennia. See Vol II: Classification and Taxonomy of Life.

<u>ASUS</u>: *Geo.* Large mesa, around 50-miles long in the plains of northern <u>MHAROKK</u>, protruding from the south of the plains of <u>NICASSA</u>.

<u>ASUWAN</u>: *His. Nm.* Ancient <u>FIFTH AGE</u> territory once belonging to native <u>YARAOMIC PEOPLE</u>. It was situated in the north of <u>SAMMAEA</u>, forming

the north of their ancestral lands to the south west of the <u>BAY OF NUTHEN</u> in what are today the far east of <u>VAALK</u>, northern <u>MHAROKK</u>, and eastern <u>HARAPPA</u>⁽³⁾. It is amongst the last Yaraomic territories to be taken by <u>KORACHAN</u>, and was slowly overrun between 750 – 900 RM, during which time native Yaraomic People were taken as slaves or driven out, forced into ever-dwindling territories.

Like most of Yaraomic history, very little remains of its people's culture today, and the caste of lorekeepers known as the <u>IARAOM GRABBA</u> travel across northern Sammaea searching for ancient artefacts to take to their fortress-library in <u>IARSHUGGAH</u>.

<u>ASZINOR</u>: Ind. Str. <u>UMBRAL RIG</u> in the far south west of Ophar that operates deep drills for the extraction of raw <u>UMBRA</u>.

<u>AT SAAB</u>: Rui. Ruins in the north of <u>LAASKHA</u>, thought to date back to the <u>ALAASI</u> nation. It is the most intact of the Alaasi ruins and has been extensively explored by adventurers, its vaults and catacombs looted of all valuables.

<u>AT TAAN</u>: Ruin. Ruins in the south east of <u>SKAROS</u>, thought to date back to the <u>ALAASI</u> nation. The ruins are expansive though largely crumbled and buried in the rust fields of the southern <u>ANOMOFERROH</u>.

<u>ATA</u>: Geo. Hills in the far west of <u>ALAM BETHYL</u>, along the border with the far east of <u>RAONGEN</u>^(2.). The region is noted for its many pillars, known collectively as the <u>HAG ATA</u>.

<u>ATAARIB</u>: Seb. Major coastal city in the north of <u>KASIHAAL</u>, in the north east of <u>BROR</u>⁽¹⁾ (Pop. c. 101,800).

ATAAYN: Set. Coastal settlement in the west of LAASHKA (Pop. c. 2,100).

<u>ATABIRRUSH</u>: Geo. Savannah in the south of <u>SARASTRO</u>, between the badlands of <u>KRAONA</u> to the north, and the stone desert of <u>SOLACHAN</u> to the south.

<u>ATAGOBOU</u>: Set. Settlement in the c south west of <u>PARAIYA</u>, in the c north of <u>BELLN</u>. Its main industry is agriculture, and it provides food and provisions to merchants travelling the <u>SALT ROAD</u> (Pop. c. 2,800).

<u>ATAHOR</u>: Geo. Postglacial plains in the north east of <u>XYRPHAAT</u>⁽³⁾. The region is expansive and covered in rounded boulders and smooth undulating grassy landscape.

<u>ATAKHAS</u>: Set. City in the north west of <u>KARAKHAS</u>, situated along the course of the river <u>SARGOTH</u> (Pop. c. 19,500).

ATALAN: Geo. Valley in the west of AHRISHEN, renowned for the many hewn monoliths that stand on their sides, some of gargantuan sizes, all apparently constructed from single blocks of granite. The creations are attributed to the DEMIURGE VORROPOHAIAH and his followers and ancient quarries nearby bear testament to the origin of the constructions – all of which were quarried as single stones, some of them hundreds of feet long to a side. The place, like many areas associated with the crazed Demiurge, is shunned by most.

ATALEA: Set. Settlement in the west of LYRIDIA DHAI, forming part of THE SHADOW MARCH as well as the RED ROUTE, and it is known for its many inns and hostels (Pop. c. 4,000).

<u>ATALIA</u>: Ser. Fortified settlement in the south east of <u>SAGITTARIA</u> (Pop. c. 6,000).

<u>ATELIER</u>: *Tec.* Workshops and laboratories dedicated to the experimentation and investigation of various fields such as <u>ATRAMENTISM</u>, <u>TECHNARCANA</u>, <u>CLONING</u>, and so-on. <u>MHAROKK</u> is famed for its cloning ateliers, for instance.

<u>ATALLUA</u>: Pol. Eleventh of the <u>HENDECARCHIES</u> of the <u>FOREST KINGDOMS</u>, located in the north east of <u>MALAN</u>. Its capital is the city of <u>SOLEMNIA</u>, and it is ruled by the <u>HENDECARCH SVIZIA OF THE CARALL</u>.

On average, it is the most mountainous and highest of the Hendecarchies, known for its spectacular rock formations and geography, which is dominated by the hidden cave system known as the <u>THAENILLA</u>. Above, its numerous fantastical rock-pillars dominate its eastern regions, which abut the <u>ARGENT</u> Mountains. At lower elevations, in the far south west of the kingdom, the terrain gives way to sparse woodlands that are dominated by lush river valleys amid which lie most of its settlements.

ATALON: Lake in the east of KORACHAN, along the course of the river CHANI.

ATAMAHIA: Sup. Ind. One of the earliest FIFTH AGE raw UMBRA mines recorded, attributed to the NATHI KINGDOM, in what is now VENTHIR. Believed to have been built in c. -230 RM, following the rise to power of the ALCHEMIST-lords of the city of MIDAL in Nath, the mines of Atamahia transported small amounts of crude umbra around 1,200-miles north east to Midal, where the substance was used as a reagent in their alchemical experiments (a factor many scholars attribute to their rapid move away from FIRMAMENTAL-based alchemy to ATRAMENTAL-based alchemy). The mines were abandoned following the LION HERESIES that led to the crumbling of the Nathi kingdom.

The <u>VENATHI EMPIRE</u> that rose in its place instead turned to the forest of <u>ASOAB</u>, where smaller veins of <u>UMBRA</u> were found, but the material extracted from the region was poor and the mines were abandoned in c. 135 RM. Scholars rediscovered manifestos pertaining to Atamahia and returned to re region in 140 RM and its mines were greatly expanded. Conflict with <u>SARASTRO</u> escalated into the so-called <u>WAR OF THE TRIPTYCH</u>, which engulfed the region between 161 and 183 RM, with Sarastro in control of the mine.

The return to power of <u>QUEEN HETEPHERES</u> in 194 RM and the <u>KORACHANI EMPIRE'S</u> eventual dominance in the region saw Atamahia return to <u>VENTHIR</u> by c. 250 RM, where it remained until its abandonment in 2893 RM, though Korachan granted mining rights to a few patrician families who maintain small operations there to this day.

<u>ATAMAND</u>: Set. Settlement on the island of <u>TARRAS</u> in lake <u>C'DATA</u> in the west of <u>ARKOS</u>^(1.). The settlement is famed for its diamond mines (Pop. c. 5,200).

ATANEEDUSH: also 'the Cloudlands' Int. Dre. Geo. Fantastical landscape famed across ELYDEN, particularly amongst ONEIROMANTIC circles, known for its cloud-like land formations. A DREAMSCAPE of notable permanence, the region is located in the plateau of LENG in SHAZGIN and has been known to MORTALS for many millennia. For tens of thousands of square miles, the land here looks like a solid cloudy landscape, as though one were walking on the tops of clouds. Though solid, they nevertheless have the soft texture and feel that one would expect, with one's feet sinking 1 – 2-ft. into the fluffy surface before feeling 'solid' ground, making travel difficult, but far from impossible.

The landscape is diverse, with level expanses peppered with cloudy mesas, pillars, and canyons, and rougher terrain with unstable ground prone to concealed sinkholes. In places, quicksilver-like streams and waterfalls cut a path through the cloudscape. Elsewhere, the brilliant white clouds make way for growling grey wastelands that are dangerous to traverse, with the threat of lightning storms ever-present.

The region has fascinated mortals for as long as they have known of it, though all attempts at settling the area or exploiting its resources have been met with failure. Oneiromancers travel here from across Elyden, lured by tales of its beauty.

ATANNAR: Set. Coastal city in the north of TATAR, in the north of SAMMAEA (Pop. c. 41,000).

ATAR: Flo. Tall trees with long thin red leaves and white scabrous bark that is continuously flaking off, allowing a characteristic thick red sap to ooze out. The sap is pungent and attracts small creatures – insects, lizards, small birds and mammals – to it. The sap has soporific qualities that, when ingested in large doses or by small creatures, can be lethal. Atar trees are characterised by the verminous corpses that carpet their roots, providing nutrients to the trees, which easily survive in shaded areas.

The trees have expansive root-systems, which take advantage of the soils around them. Due to this, Atar trees tend to kill other large flora in the vicinity, leading to them surviving in very sparse groves around which can be found the lifeless skeletons of trees killed by their voracious roots (which are shallow, and often protrude from the ground). As a result, Atar forests are extremely rare, with the only known expanse of them located on the island of <u>DHAT</u>.

The trees have been successfully cultivated in some areas, where their sap is used to make anaesthetics, narcotics and liquors, all of which utilise the trees' characteristic sap. See Vol II: Classification and Taxonomy of Life.

<u>ATARAN</u>: Geo. Island off the north western coast of <u>SAMMAEA</u>, south of the <u>KORACHANI</u> colony of <u>TAVVADRA</u>. The island is largely unclaimed, though the natives of the Sammaean mainland claim it as their own, though few if any settlements exist there. Local legend names the island in many of its ancient creation legends and it is almost a mythical place.

<u>ATARI</u>: Mil. Str. Southern-most of two fortresses in the c of <u>TARTAK</u>, guarding the <u>MAESAN</u> ridge and the <u>AIOS KATH</u> pipeline that runs across it.

<u>ATARAL</u>: Sec. City in the south of <u>DHAT</u>, which gives its names to the <u>ATAR</u> trees common in the region. The city has, for centuries, specialised in the distilling of the Atar trees' sap, which is used in the manufacture of narcotics and liquors, which are both common in the region and exported west to <u>BROR</u>^(1.) (Pop. c. 14,000).

<u>ATARASH</u>: Set. City and major <u>CERUSE</u> producer in <u>ATARAXIA</u> (Pop. c. 29,500).

ATARAXIA: Dem. 'Ataraxian'. Ntn. Nation that appeared in the c. of LLACHATUL, west of the STRAIT OF SKAROS, south of the BLACK MOUNTAINS, in c. 3449 RM, following the independence of the city of ARKAM in 3311 RM, which would later became its capital.

The people of Ataraxia are largely descended from the remnants of an earlier nation known as <u>ARGHA</u>, which was destroyed by the <u>KORACHANI EMPIRE</u> in 2906 RM, which continues to plague the region with trade embargoes and piracy.

Ataraxia has suffered for much of its existence due to Korachani trade embargoes, though it became a ratified ally of PARTHIS in 3621 RM. The nation is known for its secular attitudes towards religion and more extreme renouncement of the DEMIURGES' supposed divinity and their work in Shaping ELYDEN, seeing them as a root of ELYDEN'S sin. At various stages throughout its history, Ataraxia has attempted to cull religious individuals from its territories. It is also known for its large number of MULLS, which are descended from the people of Argha. See Vol III: Extant Nations and Realms.

<u>ATARAXIA</u>, <u>ORDER OF</u>: Org. Ascetic order originating in <u>ATARAXIA</u> in c. 3650 RM, following the nations close alliance with <u>PARTHIS</u>. Its members were, from the order's inception, guardians of its people, protecting trade-routes and shipping lanes from <u>KORACHANI</u> corsairs and banditry. Their headquarters are in the city of <u>ATARIS</u>, where their fleet is based.

ATARGATIS: Int. Sup. Mys. Arc. A grotesque colossal statue in the middle of the deserted island of ICELELO in the west of SAMMAEA. Local legends claim that the statue is in fact possessed of an alien intellect and that it may be a living entity, possibly an ONERIC CREATURE or something else altogether unknown. Regardless, it exudes a sickening aura and those that venture too close become nauseated, plagued by perverse nightmarish visions.

The statue itself is of vaguely humanoid form, though is of grotesque interpretation, with dozens of arms, errant hands in places where they should not be, and a face that is reminiscent of both male and female genitals. Various attempts have been made to explore the region surrounding the statue, which is rumoured to hide ancient ruins beneath the thick vegetation, though these have all ended in failure.

<u>ATARIS</u>: 1. Sea. Bay off the eastern coast of <u>ATARAXIA</u>, in the <u>STRAIT OF</u> SKAROS.

2. Set. Fortified coastal city in the south east of <u>ATARAXIA</u>. It is the base of the <u>ORDER OF ATARAXIA</u>, and home to most of its fleet, that guards the <u>STRAIT OF SKAROS</u> from pirates (Pop. c. 96,000).

<u>ATARA</u>: *Geo.* Mountain in the north west of <u>PARAIYA</u>, forming part of the AGOUTRA range.

<u>ATARAOCHIA</u>: small city in the c south west of the tribe of <u>EBURUL</u> in the south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. The city is a known logging region (Pop. c. 24,500).

ATAROS: 1. Sea. Island in the SEA OF ERIA in the c of ARKOS (1.).

2. Set. Coastal settlement on the above island. Over the past decades it has rapidly grown into a metropolitan city, filled with modern thinkers. Many outsiders believe that should it continue to grow both size and influence in this way it may become a major cultural and industrial centre

in the region, propagating a renaissance of sorts in $\underline{ARKOS}^{(1.)}$ (Pop. c. 14.500).

<u>ATARROK</u>: Set. Small city in the far north east of <u>SERROK</u>. It is a major military centre, and also has a well-travelled trade-route linking it with <u>CHEIRA</u> (Pop. c. 20,000).

ATASSA: Set. Small city along the course of the river BAELLI in the c of TZALLRACH. It is a major link between its c cities, including the capital in LUCCITARIA, and its southern cities, including ARACHAI, BALBETH, and SIMHAPARRAN, via the city of MASANSU, 110-miles to the south. It also forms a part of the route of the GREAT ROAD (Pop. c. 19,000).

<u>ATATU</u>: Rvr. Lake in the far east of <u>PARAIYA</u>, serving as part of the border with the north west of N'RAKH.

ATAXIA: Pol. Set. Capital city of CREPISCULA. Most residents are slaves to its politicians, who rule in a mockery of true government, living like kings and queens while the commoner people slave away with little reward (Pop. c. 190.000).

ATAXIUM: Int. Sup. Ele. Supranatural material created under great pressure in the centre of an Atrahental explosion, and made up of a mix of all nearby matter — ore, mineral, flora, and fauna. In rare instances, organic matter caught in the explosion may remain 'alive', taking on traits of inorganic matter in the immediate vicinity. It is highly corrupting and is amongst the most dangerous Atramental substances known, with even the most advanced SOFTSUITS are of little help against prolonged exposure to it.

The most common source of Ataxium is in the epicentre of an <u>ATRAMENTAL BOMB</u>, which makes it one of the rarest materials in <u>ELYDEN</u>.

<u>ATAZUL</u>: *Geo.* Volcanically-active wasteland in the northern face of the <u>RAHII</u> Mountains in the north east of <u>WESTERN SAMMAEA</u>, to the south east of the <u>BITAMMAN</u> Desert, in the far east of <u>VESPERTINE LEAGUE</u>.

ATEIGHA: Rvr. Seasonal endorheic river in the far south west of ANUBIA, flowing north for 475-miles from sources in the GROWING MOUNTAINS, before emptying in the NAAIA basin. Together with the river KALAIAMA, seasonal snowmelt flows into the basin and collects into 1 or 2 temporary lakes that are collectively known as Naaia, after the basin. The lakes rarely last more than a few months before they dry up. It is on the banks of this river that the city of DRAUT is built.

<u>ATEK</u>: Set. Once-coastal city in the south of <u>AHKA</u>, now 20-miles from the coast. It was razed by <u>KORACHANI</u> troops in 3995 RM, and is now abandoned and forms the western-most extent of the contested territories between Korachan and Ahka and its allies.

ATELLO: Set. Major city in the c north of CISNERIA, and centre for clan HOMMAL, forming part of its internal trade-route. Between 3820 – 3841 RM it grew politically ambitious, opposing the well-established monarchy with talk of establishing a republic in which all clans, major and minor, would wield power. The movement gained traction in the city, though failed to gain support elsewhere. Today it has waned in power though its satellite towns remain at the centre of the tanning industry (Pop. c. 68,000).

ATENARA: Geo. Rocky hills dominating the c-south east of the ESHIR (2.).

 $\underline{\text{ATENORS}}$: 1. Geo. Pass in the north east of $\underline{\text{AETHIOS}}$, between the $\underline{\text{SESAM}}$ and $\underline{\text{ARAM}}$ Mountains.

2. Set. Small city in the north east of <u>AETHIOS</u> (Pop. c. 18,000).

<u>ATEON</u>: *Ind. Set.* <u>SKAROSIAN</u> <u>ADAMANTINE</u> mining settlement in the region of <u>ADAMATI</u>, north of the <u>STRAIT OF SKAROS</u> (Pop. c. 3,800).

<u>ATEREMI</u>: *Set.* Settlement in the south west of <u>ATARAXIA</u>. Its main industry is the mining of the rare ore <u>PARADROSS</u> (Pop. c. 5,400).

ATESIS: Str. Fortress in the south east of the GROWING MOUNTAINS of MULCIBER, in the far north east of the tribe of NINIR. Its origins are unknown, and it had already fallen into ruin sometime in the mid-FIFTH AGE, where it lay for centuries until the ARCHSHAPER BALAISHIZZIAR made it his own in c. 3675 RM, SHAPING its crumbling concrete walls into a new bastion, imperceptible from the surrounding mountains. He moulded the surrounding badlands into a fortified labyrinth into which many adventurers and opportunists have died, trying desperately to

escape corridors that the archshaper alters as he watches them slowly starve to death or succumb to desperation.

ATETH: 1. Sea. Sea off the south eastern coast of TETHYSIA.

2. son of AKH, and ruler of the south of SUMA'YA.

<u>ATEVEGOS</u>: Soc. Pol. Tribe in the c west of <u>MULCIBER</u>, in the <u>GROWING MOUNTAINS</u>, in the north east of <u>SAMMAEA</u>.

<u>ATEX</u>: Geo. Pass in c <u>PARTHIS</u>, between the <u>SIPYLANA</u> and <u>BALAUR</u> Mountains.

AKH. His. Atramentist and champion with the order of Telraas, whose actions in -30 RM and subsequent martyrdom to Atramental Disease the next year solidified the union of Dhea and Dhamatea under the banner of the new nation of Ba'akh. After his death, Ba'akh was divided amongst his 17 lieutenants, and remained so until 318 RM, when the Telraasi council began to wane. In 408 RM they were supplanted by the Merchant-Kings, who were in turn deposed in 634 RM, after which the Korachani empire's arrival in Ba'akh.

<u>ATHA</u>: Sup. His. <u>FIRMAMENTAL</u> cenotaph in the far west of <u>KASPIA</u>, in the eastern face of the <u>ERESHKIGAL</u> Mountains. Nothing is known of its origin or who the cenotaph was created to memorialise.

<u>ATHACAXUR</u>: Set. Fortified coastal city in the south east of the peninsula of <u>BHALASSIA</u> in the c east of the <u>PANTHEON ISLES</u>. It is the largest mainland city of the Pantheon Isles, and has a large harbour where ships from across the multitude of islands come to lay berth (Pop. c. 40,000).

<u>ATHAH</u>: Mil. Str. Fort in the far south of <u>MOAH</u> in northern <u>SAMMAEA</u>. The fort overlooks the wastelands of northern <u>KHARKHARADONTIS</u> and often sends parties south into the <u>ATRAMENTALLY TAINTED</u> lands to destroy marauder tribes of corrupted men.

<u>ATHAHKULA</u>: *Set.* Settlement in the north of <u>AHKA</u>, along the course of the river <u>AMALTHEA</u>. It is known for its fields and reed cultivation (Pop. c. 6,000).

ATHALAR: 1. Geo. Rugged plains in the north west of PELASGOS. The region was once fertile, with many settlements lying nestled in its shallow valleys, though the coming of the KORACHANI EMPIRE saw the exploitation of its peat and coal, leaving the region barren by c. 1750 RM. A few industry-based settlements remain in the more hospitable areas, though for the most part, the entire region is now bare rock with very little life.

2. Rvr. River in the eponymous region in the north west of <u>PELASGOS</u>, flowing south west for 270-miles from sources in the <u>CALDERAN</u> Mountains before emptying in the north west of the <u>SEA OF CYPRIA</u>⁽¹⁾.

3. Lak. Lake along the course of the eponymous river.

4. Set. Largest of the settlements in the above region. Its main industry is coal mining, though its mines have dwindled over the past centuries are and most now lie abandoned. It was once a large metropolis, surrounded by scattered mines, but it's now mostly deserted, many of its vacant buildings destroyed in an earthquake in 3991 RM (Pop. c. 8,000).

<u>ATHAMNI WATERS</u>: Sea. Shallow sea in the west of the Sea of Lynnae, off the eastern coast of the <u>Parthisan</u> colony of <u>Ezhiraya</u>⁽²⁾. The sea is bordered by islands to the north and west and is dotted with reefs, making it difficult for deep-hulled vessels to pass through it.

ATHANASIA: Leg. Set. Fabled LODELITH city located in the TULURKRYPH⁽¹⁾ wastes in the south of WESTERN MENISCEA. It is said to be one of the last remaining cities of the IMMORTALS⁽²⁾, caretakers of the TRUE MENISCUS, and children of the DEMIURGE DURUTHILHOTEP. Few know of it and even fewer have been there. Its location in the sky above one of the most inimical deserts in Elyden makes it very difficult to get to.

<u>ATHAXA</u>: Set. Coastal city in the c south west of the mainland <u>PANTHEON ISLES</u>. Outside its extranet borders are extensive ruins of an ancient coastal city (Pop. c. 40,000).

<u>ATHAZAGORA</u>: also 'the Forgotten City'. Set. Largest independent city affiliated with the <u>CALLOW HORDES</u> that populate the north of <u>LLACHATUL</u>. It is coastal, overlooking the <u>RYOGENI SEA</u> and is a menace to the people of <u>HEMAYANA</u> in the far east of <u>RAONGEN</u>^(2.) (Pop. c. 82,000).

ATHANAMBRO, THE GREAT: (B. unknown) IFIRMIAN FIRMAMENTAL SHAPER from MENISCEA.

- <u>ATHANIS</u>: Geo. Mountain in the east of <u>RHEA</u>, around 375-miles long, just east of the <u>SEA OF ERUTHEA</u>.
- <u>ATHAPEN</u>: Geo. Expansive dry badlands region dominating the west of AETHIOS.
- <u>ATHATI</u>: Eth. Nomadic peoples of southern <u>TETHYSIA</u> and eastern <u>THETIS</u>. They journeyed north with <u>KATHISIS</u>, but never settled Tethysia with him, fracturing and maintaining their nomadic lives in the deserts and scrublands of <u>TURCAR</u> and <u>RTHEI</u> and the environs around them. See Vol II: the Nomads of Elyden.
- ATHELIAT: Pol. Set. City and capital in the c of the HENDECARCHY of STHAMAN in the c south of MALAN. It is one of the most populous cities in Malan, and is surrounded by a multitude of satellite settlements, forming the backbone of the region's agriculture. It is a major stop along the course of the GREAT ROAD as well as the Malani trade route known as the AEGISWAY. It is home to the trade commission that issues trade charters allowing merchants to sell their wares along the Aegisway (Pop. c. 1,200,000).
- <u>ATHER</u>: (4,333-ft.) *Geo.* Rocky expanse in the c south west of <u>ALMAGEST</u>, 65-miles from the <u>CITY OF ALMAGEST</u>.
- <u>ATHETH</u>: Set. High-walled city in the north of <u>SABIA</u>, built to withstand the thick snows that plague the region in winter. The city is interesting as it lies almost exactly along the <u>NULLAMBIT</u> (Pop. c. 17,000).
- <u>ATHILIA II</u>: (B. 2787 D. 2829 RM) *His. Pol.* Last queen of the <u>LIMOTHAN DYNASTY</u>, executed by Republican dissidents, who executed the entire line of succession and the direct royal family of <u>LIMOTH</u>^(1.). Her death precipitated the rise of the <u>PLUTOCRATIC REPUBLIC OF LIMOTH</u>.
- <u>ATHILIEL</u>: 1. *Rel.* An angel in the religion of the <u>CHURCH OF THE UNDYING MACHINE</u>, often thought to be an unborn <u>OTHERWORLDER</u>, who chose to remain in the <u>OTHERWORLD</u> as a psychopomp to spirits, instead of being reborn on the material plane. It is seen as a guardian of the dead and the living, alike.
 - 2. Mil. Obj. Tec. One of three battleships (the others being the <u>USOLAHON</u> and the <u>PALARAEL</u>) that was constructed in <u>NOAVATUR</u> in 1303 RM, in preparation of war with <u>KORACHAN</u> following its declaration of independence. The Athiliel was the only one of the three battleships to be sunk, and its wreck remains now, 75-miles off the south eastern coast of November.
- <u>ATHOLEITH</u>: *Geo.* Steep valley region in the far west of <u>TETHYSIA</u>, along the eastern face of the <u>ARGENT</u> Mountains, crossing from the <u>TURCAR</u> Desert into the <u>HENDECARCHY</u> of <u>ATALLUA</u> in south eastern <u>MALAN</u>.
- <u>ATHON</u>: Set. City in the north east of <u>MHAROKK</u>, close to the border with <u>VAALK</u>. The city is known for its arenas, which are commonly frequented by nobility and commoners alike to watch beast fights. Most popular is the <u>MARABAK</u> arena (Pop. c. 32,500).
- ATHORNA: lit. 'the Glass Hills'. Geo. Region in the tribal territories of ORIM in the GROWING MOUNTAINS of MULCIBER, known for its expansive crystalline rock formations. The crystals are mined and manipulated by a caste of shapers based in the city of OBAEGOR, where their creations are sold as object d'art along the SALT ROAD.
- <u>ATHORHU</u>: 1. Geo. Headland in the south of <u>PARTHIS</u>, overlooking the south of <u>ORKA</u>.
 - Geo. Large area in the south of <u>PARTHIS</u>, covering some 18,000-square miles, encompassing carrs (wooded marshes), bogs, grasslands, and marshes along border with the <u>TARAHID ANNEXES</u>.
- <u>ATHOS</u>: Lak. Endorheic lake in the west of <u>PELASGOS</u>, bordered by the <u>THAUMAS</u> and <u>RHAECAS</u> ridges.
- <u>ATHOT</u>: Set. Settlement on the island of <u>PHARU</u> in <u>KHAMID</u> (Pop. c. 15,000).
- <u>ATHOT KHO</u>: Set. Tribal settlement in the north of the <u>UMBRA SOKHAR</u>, around 80-miles south of the <u>KARAKHASID</u> city of <u>KITHALOI</u>. Its leaders are adept <u>ATRAMENTISTS</u> and they maintain lose contact with the <u>KORACHANI</u> enclave of <u>TAGAGNACH</u> (Pop. c. 3,000).
- <u>ATHOTH</u>: *Rui*. Ruins of a once great harbour in the west of <u>TARTAK</u>, north of the river <u>KHARAD</u>. It was, in c. 2800 RM, at the mouth of the river though is now some miles upstream. The ruins are now inhabited by

- a well-organised group of bandits that raid the surrounding area (Pop. c. 8,000).
- <u>ATHOU</u>: Sct. City on the c east of <u>PARAIYA</u>. It is known for its horse and camel breeding and forms an important stop along the course of the <u>SALT ROAD</u>, where pack animals can be bought or traded (Pop. c. 28,000).
- <u>ATHU</u>: *Geo.* Highland region in the north east of <u>KREM</u>, just south of the <u>KARARTA</u> Mountain forming a border with the <u>TURCAR</u> desert.
- <u>ATHUIN</u>: Lake in the c west of <u>KOMMEA</u> with an area of around 1850-miles, making it the largest lake in the nation. It serves as a confluence of dozens of streams and rivers, primarily the rivers <u>GLAESWEN</u> and <u>LUGHBRAEN</u>, which are all children of the primary river, the GOIRATH.
- ATHURAPH: Set. Main city in the island of HAR FARRASH, in the PRINCIPALITY OF SEPAHAUNAT, 325-miles north east of the coast of mainland (Pop. c. 40,000).
- ATIAED: Sec. Independent settlement along the SHADOW MARCH in the c of KHARKHARADONTIS. It is located along a major ATRAMENTAL LACUNA, and as a result is a major extractor of UMBRA and is surrounded by dozens of towering siphon engines, which extract ATRAMENTAL TAINT from the surrounding atmosphere, processing it into umbra, which is piped to UROHOT, and other settlements and outposts in the area. Though small, it is well-guarded against attack, and is a vital stop along the shadow March, though it is ill-equipped to deal with large numbers of pilgrims (Pop. c. 300).
- ATI SEPRIA: (B. 3736 D. 3782 RM) Mil. Pol. One of the TRIPARTITE rulers of THE REPUBLIC OF ELAT^(2.) when it fractured into three in 3762 RM, for which she was partially to blame. After the signing of the first ELATIAN TREATY, ending war between Elat and various other nations, she fled the chaos of the capital with her followers to her ancestral home of ELATHRI, eventually claiming the north of Elat for her own, naming it AYAD, a corruption of the EZASUHI 'Aya Arad', meaning 'new home'. Elat, by then busy fighting a war with another seceding state, GYZHA, could not fight a war on two fronts and was forced into signing a peace settlement recognising the independence of the two new states.
- ATIL: Alc. Mys. Set. ALCHEMIST'S city in the west of KASIHAAL, in the north east of BROR^(1.), overlooking the SEA OF BRAGUA. The city was once an independent island-state protected by its steep sides, though became landlocked with the retreat of ELYDEN'S seas. Its ruins now crown a landlocked mesa, and are largely unassailable save for a single hewn winding passage that is largely ignored. The place is still populated by the wretched descendants of ancient DVERG alchemists, who somehow cling on to life while refusing contact with the outside world. Some claim that they have become followers of the DEMIURGE TALANTEHUT, though little can be known for sure (Pop. c. 123,000.
- ATILIPHO: Sup. Geo. ATRAMENTALLY TAINTED region in the south west of LLACHATUL along the contested border between OTINTH and SEDISIA. It is partially responsible for the contested border as both nations lay claim to it, hoping to gain access to the wealth of umbra reserves that are said to lie beneath the surface. Each nation's claim to it requires that it relinquishes claim to a smaller triangular territory just to the south, known as ARROKAN (a corruption of the ancient Korachani name for the region).
- ATIM: Mil. Str. Island-fortress in the c of KHAMID, east of the PHARESES.
- <u>ATINNIN</u>: Set. City in the <u>KHARANA</u> woodlands of the north west of <u>PARAIYA</u>, along the western bank of lake <u>ATATU</u>. The settlement is relatively primitive, as is the norm for the entire region.
 - Its people possess a complex cultural hierarchy that involves cannibalism of those who die of natural causes (seen as a form of rebirth). Snakes make up a large part of the region's cultural motifs, possibly due to the cyclical or regenerative qualities attributed to them (Pop. c. 32,000).
- <u>ATIPOEA</u>: *Geo.* Island 350-miles off the eastern coast of <u>ELEKHID</u>, in the <u>ROILING SEA</u>. Though inhabited, there are few settlements of note on the island.
- <u>ATIS</u>: Geo. expansive highland region in the east and south east of Imeal, to the west of <u>PTHOSTOTH</u> and <u>AUTH</u> Mountains. Its undulating hills are

rocky and difficult to traverse, though some settlements can be found in its reaches, drawing waters from deep aquifers.

ATLA: Set. Settlement in the c south east of VALBAR⁽²⁾ (Pop. c. 12,400).

ATLILLA: Set. Settlement in the south east of TAHALL (Pop. c. 9,000).

ATLAS OF ALMAGEST: Obj. Collective name for bronze manhole covers found across the CITY OF ALMAGEST, containing a relief street map of the immediate area to help with navigation. They are most common around the coastal areas, which are where most foreigners find themselves in the city.

They are prone to being stolen, and as a result they are locked in place through particular locks that can only be unlocked by city workers. They also serve as markers for criminals such as pickpockets and thieves, who can often be found looking for marks in the area. Some districts with many such manholes are patrolled by local law enforcement though this is not necessarily the case for all districts.

ATLAS OF THE OTHERWORLD, the: Mys. Vol. Mystical tome penned by the outcast FIRMAMENTAL SHAPER OTHRO OF HABBAR between 2731 – 2776 RM. It details the less mutable reaches of the OTHERWORLD and its denizens, and for many years was considered the authoritative directory on the subject. Since then, the validity of the scholar's claims has come into dispute, with many contradicting his writings. The mutable nature of the otherworld means it is possible that his writings were true at the time, though this is difficult to confirm or deny.

Regardless of any inconsistencies or fabrications, the volume is still prized amongst collectors and those studying the otherworld for its commentaries on the nature of Firmament and the otherworld and OTHERWORLDERS. See Vol II: Books of Elyden.

ATLAS ELYDEN, the: Vol. Car. Expansive cartographical treatise originating in KORACHAN in 3936 RM. The latest printing, published in ALGOLEN of 4007 RM in the OBSERVATORY OF DEOCHAN, is its 18th edition and is the most accurate and comprehensive edition yet, with much new information pertaining to previously obscure regions, such as BROR^(1,) and the far south west of SAMMAEA.

Working on the shoulders of greats such as <u>BERDEN</u>, <u>DOTHIL</u>, <u>KHAEMWESED</u>, and <u>SIMOLEUS</u>, the many cartographers and editors take years compiling and crafting each edition of the Atlas Elyden. Meticulous surveys are required to ensure that the information rendered into print is as up to date as possible, but the sheer amount of data that needs to be collected means that there are inevitable details that will be obsolete by the time the edition goes to print, and work on the next edition begins in earnest the moment the latest edition is published.

The Atlas was originally conceived by Archpatrician Melisenda <u>ITHANI</u> of <u>THE SEVEN</u> in 3928 RM as a work of propaganda to show its neighbours the strength of the empire.

The 1st edition was a major undertaking, with armies of cartographers, navigators, surveyors and explorers required to travel across <u>ELYDEN</u>, in many cases into previously uncharted or otherwise dangerous lands. The edition was an unmitigated success, and another expanded edition was ordered soon after its completion, with a greater emphasis on Korachani territories and, following the completion of the 2nd edition in 3941 RM, it was handed over to government officials who amended its contents for the purposes of propaganda, leading to a less accurate edition than its predecessor, but one which nonetheless sold well and served to further the political purposes of The Seven. Subsequent editions became more and more politicised until the disastrous 13th edition, whose publishing in 3979 RM was met with foreign ridicule. This prompted an overhaul of the process, and The Seven gave creative control to editor <u>VALENS LASCAR</u>, who had been a trusted professor in the Observatory of Deochan for many years.

Under his guidance the 14th edition of the Atlas Elyden was a return to the search for perfection and truth that the first edition had been celebrated for. He remains editor of the Atlas to this day, and the Atlas became a part of the larger *ENCYCLOPAEDIA ELYDEN* in 3992 RM, and work on the next edition of the two is already underway.

ATLAS OF THE GODS: Art. Geo. His. Carved relic in a plateau in the north of the <u>EHRANDEAN</u> Massif in <u>LAASKHA</u>. The feature is believed to be a directory, depicting the <u>DEMIURGES</u> and their exploits and is believed to be extremely ancient. <u>ATLAS OF THE INNER SEA</u>: Vol. Car. Atlas published by the cartographer <u>SIMOLEUS</u> between 1499 and 1501 RM, that popularised the positioning of the <u>PRIME MERIDIAN</u> on the site of the <u>OBSERVATORY OF DEOCHAN</u>, where he was tenured. Almost all maps published in <u>LLACHATUL</u> as well as the north of <u>SAMMAEA</u> continue this tradition to this day.

ATLEAS: Ser. City in KHARKHARADONTIS, in the c north of SAMMAEA, in the far north west of the DUNE SEA. The city is an oddity of nature, surviving in spite of, rather than because of, the terrain around it. Located in the heart of Kharkharadontis, the air itself is inimical, dividing its populace in half – those fortunate or opportunistic enough to possess ACERGENIC breathing apparati and those who suffer the debilitating effects of exposure to the ATRAMENTALLY TAINTED air.

The city exists as the final place of solace along <u>THE SHADOW MARCH</u> before the 1,000-mile stretch to <u>DAEKYN</u>. Situated on the western-most foothills of the <u>DURIAN ESCARPMENT</u> that divides the <u>FLAESCUS</u> from the Dune Sea, the city is filled with religious fanatics whose bodies have betrayed them while undertaking the <u>Shadow March</u>, denying them the ability to complete the pilgrimage or retreat home.

Atleas was funded c. 2970 RM within the northern-most reaches of the KINGDOM OF THE HOLY LAND OF KHARKHARADONTIS by a HALFBLOODED prince of undisclosed origins, though who is thought to originate west of the ACHARKHARAN Mountain. Intrigued by the pilgrims it encountered in the area, it is said to have divined a spring in the Durain Escarpment atop which the settlement was founded. Following its eventual death, opportunists and traders desperate-enough to Set-up shop in Kharkharadontis settled the town, encouraged by the steady stream of pilgrims that made their way through it. Soon, religious fundamentalists followed, leading to a large procession of members of the CHURCH OF THE UNDYING MACHINE arriving there in 3384 RM, many of which remained there, enforcing their rule upon the others; effectively turning the town into a theocracy under the sway of the church. Since then, the place has been oppressive, taxing travellers in return for a degree of shelter.

No <u>SIPHON ENGINES</u> or <u>TECHNARCANE</u> aegis protects the people of Atleas, and the rate of <u>ATRAMENTAL</u> infection, <u>CYCLOCEPHALY</u>, hydrocephaly, <u>AEPATHY</u>, and other degenerative conditions are very common there, with many of its people contracting some form of <u>ATRAMENTAL MALADY</u> before their premature deaths. As a result, few born there live beyond the age of 30 (Pop. c. 1,000).

<u>ATLORIS</u>: Set. Small city in the c south east of <u>VALBAR</u>^(2.), along the course of the river <u>ENGOROT</u> (Pop. c. 12,000).

<u>ATLOTHA</u>: Set. Coastal settlement in the c of the island of <u>ALETARA</u> in the south of <u>LIMOTH</u>^(1.). Its main industry is fishing (Pop. c. 6,200).

<u>ATOKA</u>: Set: Settlement in the west of the tribe of <u>DRAKAINA</u>, in the east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c 3,000).

ATOLLA: Lake in the north east of <a href="https://docs.py.ncb.nlm.ncb

<u>ATON</u>: Geo. Mountain in <u>CUTH</u>. Some ancient sources, including obscure passages from the <u>MYTHOLOGIA ELYDEN</u>, claim that the mountain is the final resting place of the <u>DEMIURGE NERGAAL</u>. Few in Cuth know of this, or believe the myths. See Vol IV: the Mythologia Elyden.

ATORRA: also 'the Monastery of Atorra'. Sup. Str. Grandiose isolated monastery in the far south east of MIRALUL, located in the highlands of the EGETAKH Mountains. It is famed for its great fortified FIRMAMENTAL library, which stood as a final bastion of Firmamentism against the CRUSADES of OSSIEL, which otherwise eradicated SHAPING from Miralul.

Little of the library's original collection survives to this day, though some tattered volumes made their way into the wider world, though Meniscean shapers claim that it has a hidden library that still contains rich material on Firmamental shaping and lore.

<u>ATRAAGOH</u>: Geo. Ind. Rui. Expansive open cast copper mines in the c north west of <u>DURCHAA</u> in the north of the region of <u>ERIHAAS</u>. Founded in 3503 RM, they operated for over 400-years and were amongst the largest copper producers in <u>LLACHATUL</u>. Today the region is silent, its dilapidated refineries and warehouses empty and echoing. Outside, the

old mines are a deep scar of grey spreading south from the refinery, with thick tree cover covering the hills uphill to the north.

At its peak in c. 3800 RM the mines of Atraagoh employed thousands of slaves and operated great machinery to extract copper and the surrounding rock.

The mines were operated by the <u>ATRAAGOH SYNDICATE</u> – a cooperative of three <u>PATRICIAN HOUSES</u> – and the land is still leased to one of them to this day.

ATRAAGOH SYNDICATE, the: Ind. Org. Cooperative of three PATRICIAN HOUSES – CERINTH, DYRANTON, and TRIEMON – that together operated the copper mines in the ATRAAGOH region in the c north west of DURCHAA. The mines were founded after the primogenitor of house Triemon made a claim in the area in 3501 RM after discovering green rocks in the harsh terrain of the northern ERIHAAS in DURCHAA. He entered into a partnership with the more established houses of Cerinth and Dyranton and began mining operations there two years later.

A huge manufactory built along a steep wooded hill that was 20-storeys high and made use of 7 consecutive levels of crushing and sifting to reduce copper ore into a fine substrate that was then heat-blasted to extract copper. Landships were used extensively to transport the refined copper to manufactories and depos where it was exported to <u>ALMAGEST</u>, <u>ASTUDAN</u>, <u>SABIA</u>, and <u>VALBAR</u>.

Copper produced here was largely used to manufacture thin electrical wiring that is still used across the INNER SEA REGION.

ATRAAN: Rui. Remains of an ancient city in the north of LAASKHA, in the region of ALAAS, thought to date back to the days of the ancient Alaasi nation.

<u>ATRACH</u>: Set. Small settlement in the prefecture of <u>BROTRIS</u>, in the west of <u>HOLOLACH</u>^(1.) (Pop. c. 3,200).

ATRAMENTA, the: also 'the Shadow'. Sup. The dark half of the MATERIA OMNA (with the other half being the FIRMAMENT) that originates on the MATERIAL PLANE through the PRIME LACUNA located in the NEAR HEMISPHERE known commonly as the BLACK FOUNTAIN.

The Atramenta was partly used as material in the SHAPING OF CREATION at the hands of the DEMIURGES. Similarly, it can also be SHAPED by WELL-ATTUNED MORTALS, in the form of ATRAMENTISM and other mystical arts. The effects of the Atramenta upon the material plane and ELYDEN are subtle and its domains are that of the material and change, though its influence on Elyden usually takes the form of electricity, and mutation of living matter, both flora and fauna.

In the <u>MYTHOLOGIA ELYDEN</u>, it was created by the <u>DREAMS</u> of <u>THE SHAPER</u>, who churned the <u>SEA OF CHAOS</u> into the two halves of creation – the <u>FIRMAMENT ABOVE AND THE ATRAMENTA BELOW</u>. **See Vol IV:** the Materia Omna.

<u>ATRAMENTAL AILMENT</u>: Sup. Med. Disease that is <u>ATRAMENTAL</u> in origin. Examples of Atramental ailments include <u>AEPATHY</u>, <u>CAGASTRIC FLU</u>, <u>GLANDULAR DISTEMPER</u>, and <u>ST. AGAR'S ROT</u>, amongst others. See Vol II: Diseases and Illnesses.

ATRAMENTAL BOMB: Sup. Tec. Explosive device that uses ATRAMENTAL matter as part of its detonation. Such weapons are particularly devastating as not only do they cause damage through the release of energy, which is typical of any bomb, but also for the rapid release of Atramental forces that cause a more subtle yet no less pervasive damage, which can linger in the area for decades, rendering the affected region uninhabitable and crippling to natural life (be it flora or fauna).

MORTALS have been using the Atramenta in warfare for millennia, but the development of weapons or devices that use the Atramenta, but which can be used by anyone without the need to be a SHAPER has long been a goal of weapons manufacturers. Development of Atramental bombs began in c. 3600 RM by the KORACHANI EMPIRE, though other powers were quick to follow, and research continued for over a century before UMBRA-tipped artillery shells began to be used, which quickly came to wreak havoc on enemy defensive positions. They were employed in small numbers during the WAR OF SUNDERING to devastating effect, in particular the eradication of the city of NUNA.

Testing continued throughout the 38^{th} century until 3727 RM, when the largest ever Atramental bomb test conducted in the north of <u>KHARKHARADONTIS</u> left the now-legendary crater of <u>SHAOJESEH</u>. This,

coupled to the Atramental disaster in <u>UCINDIR</u> that happened in the north west of the <u>UMBRA SOKHAR</u> a few years earlier led to a decline in such testing. After this, such bombs were refined, though only the smallest examples have been used in battle, as most powers are weary of the political impact use of larger examples may have.

Today there are five known nations that have access to Atramental bombs, which are: the <u>HIGH-EMPIRE OF KORACHAN</u>, the <u>LOW-EMPIRE OF SARASTRO</u>, the <u>PARTHISAN REPUBLIC</u>, the <u>ALMAGESTI REPUBLIC</u> and the <u>KINGDOM OF VENTHIR</u>, though it is thought that smaller powers may have access to unknown Atramental bombs.

ATRAMENTAL BUBOE: Sup. Relatively common phenomenon in ATRAMENTALLY TAINTED lands. The buboes take the form of a festering black ball of jelly-like consistency and a hard skin that can be torn relatively easily, that can range in size from a few inches to feet across. In the centre of each buboe is a hardened tumour-like growth that absorbs atmospheric UMBRA from the environment. They are sticky to the touch and can leave skin that contacts them itchy or covered in a harsh rash.

Very little is known about these phenomena, or how they appear and if they are inert or living at all and though attempts have been made at harvesting them, it is very difficult to propagate new examples. It is thought that the buboes are natural versions of the <u>SIPHON ENGINES</u> that proliferate tainted lands across <u>ELYDEN</u>.

It is rumoured that the city of <u>TUGRANA</u> in the <u>REALM OF THE MARKED PALL</u> is situated atop a gigantic Atramental Buboe. **See Vol IV: Supranatural Features**.

ATRAMENTAL FLORET: also 'Ezren's Aezoan'. Int. Sup. Fau. Exotic supranatural entity that is closely tied to the ATRAMENTA and ATRAMENTALLY CORRUPTED regions. It defies methods of categorisation and exists somewhere between flora and fauna, and is commonly described as exhibiting some traits of trees, jellyfish, octopi and flowers.

The Floret is an umbrella-like mass that is tethered to the ground by a nerve bundle that is often confused with the trunk of a tree, and which has gossamer-like tendrils hanging down from its armlets. It releases spores that break down the constituent elements of matter around it, slowly mutating the land in the vicinity of the floret into a contiguous black mulch, which both sustains the floret and becomes a part of it. The floret 'feeds' by absorbing nutrients (phosphates, nitrates, salts, silicates etc.) from this mulch, which is supplemented by organic matter from any fauna that dies within its reach.

Individual florets can grow to massive sizes, with the central umbrella-like mass sometimes reaching diameters of 20-ft. and similar heights, with their immediate zone of influence being hundreds of feet around. They can be found alone or in 'woods' of up to a few dozen individuals in mildly tainted regions, though the <u>FOREST OF SARCOBELIZA</u> remains as a region where Atramental Florets can be found in dense numbers.

The entity was described by the naturalist Ezren during an expedition into <u>KHARKHARADONTIS</u> in 990 RM, and is more commonly known as Ezren's Aezoan due to this.

<u>ATRAMENTAL HEMISPHERE</u>: Sup. Geo. The geographical hemisphere that lies between the <u>BLACK FOUNTAIN</u> and the <u>NULLAMBIT</u>, where the <u>ATRAMENTA</u> is typically believed to hold sway. It is often used synonymously with the term <u>NEAR HEMISPHERE</u>, though the two are not identical terms.

ATRAMENTAL PLAGUE: Sup. Med. An infectious epidemic of ATRAMENTAL origins. This could mean the rapid spread of TAINT, or more specifically, a literal disease that leads to Atramental ailments that spreads much the same as a traditional PLAGUE would. Such plagues are difficult to control, and if measures are not taken to stop it (such as quarantining afflicted individuals, or closing borders) they can spread across nations rapidly, leading to loss of live and negative effects on commerce.

Luckily, instances of Atramental plague are rare nowadays, thanks to increased understanding of how such plagues spread, though uncivilised regions without access to modern medicine may struggle even today.

ATRAMENTAL STEEL: Sup. Ele. Metal alloy (primarily composed of worked iron, with some UMBRA) that lends itself well to manipulation. Some ATRAMENTAL SHAPERS have a great degree control over the substance, and it is used in many different applications.

<u>ATRAMENTAL TAINT</u>: Sup. Geo. Regions of <u>ELYDEN</u> where the presence of the <u>ATRAMENTA</u> is strongly felt. This may be due to proximity to the <u>BLACK FOUNTAIN</u> or due to a powerful nearby <u>LACUNA</u> or <u>LEY</u>, or some other effect that may or may not be related to fluctuations the ARCANE TEMPERS.

Typically, regions of Atramental taint are shunned by most mortals due to their inimical effects on life and health, though they may be of interest to scholars and <u>ATRAMENTA</u>.

ATRAMENTISM: Sup. Mys. SUPRANATURAL act whereby an individual, known as a SHAPER, can manipulate the ATRAMENTA to achieve one of many varied results. The act is reliant on the shapers' distance relative to BLACK FOUNTAIN, as well as other local phenomena, known as ARCANE TEMPERS. See Vol IV: Shaping.

ATRAMENTIST: Sup. Mys. A SHAPER who uses the ATRAMENTA to perform acts of ATRAMENTISM, resulting in SUPRANATURAL acts. The act of Atramentism, much like its counterpart in the FAR HEMISPHERE, known as FIRMAMENTISM, has waned over time, and has been largely superseded by TECHNARCANA.

Atramentists are able to detect <u>ATRAMENTAL TAINT</u> in the surrounding area to a degree, but doing so will expose them to that taint at an accelerated rate, making what many laypeople consider to be a simple act rather difficult and likely dangerous. See Vol IV: Shaping.

ATRAMENTOLOGY: study of the <u>ATRAMENTA</u>.

ATRAMETA: Geo. Harsh sun-kissed land in the south of CAMAU, in the east of EASTERN MENISCEA. The region is under the influence of the FIRMAMENT, causing the air to be unnaturally close and warm, and the light intense and bleaching. More noticeably, it has the effect of calcifying organic matter. The process is very painful and takes perhaps five days to fully kill a human-sized creature, leaving it statue-like. Most die from organ failure before the process is complete, their extremities partially petrified, their skeletons twisted. The place is littered with the semi-petrified remains of all manner of creatures that have attempted to cross its lands.

Strangely, <u>OTHERWORLDERS</u> and early-generation <u>HALFBLOODS</u> seem to be unaffected by this, leading to the founding of an exclusive city, DRASS, which dominates the area.

Confusingly, the name Atrameta is often misunderstood as the facet of the <u>MATERIA OMNA</u> known as the <u>ATRAMENTA</u>, though the two have nothing in common, and the etymology of the name is unknown. Indeed, the region is noted for its Firmamental activity.

ATRAMENTAL RICTUS: Int. Sup. Geo. Grotesque labyrinthine pit in the c north west of KHARKHARADONTIS, said to lead to the Pismire Chamber in the PRISON CARCERI. It is believed to be the final resting place of the mesochthon RETTEN ONARAH, whose influence is said to be responsible for the gruesomeness of the region. It is a tar-like realm, where the rocks are soft and prolonged contact will leave anything stuck to them and eventually absorbed.

The Atramental Rictus is dominated by foul vermin that have been tainted by the <u>ATRAMENTA</u> and amongst them are infamous <u>CESTOIDS</u> – worm-like creatures with debased humanoid instincts that *Set.* them apart from the other inhabitants of the region.

It is one of the most blighted documented regions in <u>ELYDEN</u> and was studied only once, in a <u>KORACHANI</u> expedition in 3331 RM, and relatively little is known of it due to its relative proximity to the <u>BLACK FOUNTAIN</u>, which prohibits any long-term research there.

<u>ATRAMENTAL ROT</u>: *Sup.* Atramental-based wood-rot often found in forested regions, often compared with <u>AEPATHY</u>. <u>VURD</u>, <u>THE ROTWOOD</u>, in <u>KORACHAN</u>, is a noted example of this.

<u>ATRAMENTAL TUBER</u>: Flo. Geo. Large fungus-like growth native to temperate <u>ATRAMENTALLY TAINTED</u> regions of <u>LLACHATUL</u>. They can reach up to 40-ft. in height, and have a honeycomb-like texture, which oozes with a sickly-sweet ichor that attracts insects and small birds, which either get caught in it or which die from the concentrated <u>ATRAMENTAL</u> matter within, in both cases providing the tuber with sustenance.

ATRAMENTITE: Ele. Rare mineral and ore thought to be a remnant from the time before <u>ELYDEN</u> was created, when all matter was concentrated into only two elements – the <u>FIRMAMENT</u> and the <u>ATRAMENTA</u>. The substance is very dangerous and it largely unknown and ignored, though

it has been known to be used in some archaic technarcane engines, though its instability and mutagenic properties made its use in such engineering rare and short-lived.

ATRAMENTOMETER: Sup. Tec. Obj. Device used to accurately detect and measure the degree of ambient umbra in any area, by showing counts of ATRAMENTAL 'events' per second (events in this case being Atramental activity that triggers the devices instruments, as detailed below). The device is typically small and handheld, with a rod-shaped receiver connected to the device by a wired coil. The receiver is pointed to the area or object to be measured and gives a dual reading – both audible and aural.

The principles through which the device works have been known to <u>FIFTH AGE</u> scholars for millennia, though it was only with the development of the <u>GEKN-PRAQ SCALE</u> that the Atramentometer could be used to accurately measure ambient <u>UMBRA</u>.

In its most basic form, the device uses strips of two materials - an Atramentally-sensitive metal on one side (usually specially treated tin) and an Atramentally-inert substance on the other side of the strip. The presence of umbra or Atramental 'events' in the vicinity causes the tin side of the sheet to expand, while the inert side remains unchanged, this causes the strip to curl upwards - the amount it curls upwards is directly related to the level of Atramental activity in the area, and the strip levels out again almost instantaneously once the activity subsides. The device contains many such strips of varying sensitivities which are rigged up to a clicker that makes the distinctive noise whenever an Atramental 'event' has been registered by the Atramentometer. The clicker is linked to a dial that moves as the device detects Atramental activity - the higher the dial moves, the more Atramental activity is detected. The dial shows 'events' in ranges per second, with the more 'events' registered per second being more dangerous. Atramentometers require DISCHARGERS or an electrical source to work.

Today the small device is ubiquitous in any area with <u>ATRAMENTAL CORRUPTION</u> or where Atramental corruption is expected to occur. <u>SOFT</u> and <u>HARDSUITS</u> often have Atramentometers built into them, for instance. Typical Atramentometers are handheld and relatively cheap and simple to produce, leading to their widespread use.

Larger versions also exist that are far more precise or accurate, and these are either fitted to <u>CONVEYORS</u> or take the form of doorways through which people pass prior to giving a readout. Regardless of their size, Atramentometers are known for their distinctive staccato clicking sounds that increase in volume and intensity as the amount of detected umbra increases.

<u>ATRAMMAT</u>: Sup. Med. <u>ATRAMENTAL</u> ailment that is spread through tainted water that leads to sloughing of skin and developing of lesions and tumours. The condition can be treated with <u>WATER OF THE THRONE</u> and surgery, though if left untreated can lead to debilitation and death.

ATRAXA: Fau. Giant spider native to N'RAKH, though also seen with less frequency in surrounding lands, particularly I'THANA and the east of PARAIYA. Individuals can grow to the size of a small pony, and are scavengers with an omnivorous diet, eating fungi, humus, as well as carcasses, the latter of which is their primary diet. They make resinous nests in hollows and caves, and are communal, with nests forming large 'hives' though they are not otherwise social creature, roaming the forest floors and canopies alone. See Vol II: Classification and Taxonomy of Life.

ATREMIA: Set. Settlement in the c north of the <u>PARTHISAN</u> colony of SOTHRA. Its main industry is aluminium mining (Pop. c. 3,800).

<u>ATRETON</u>: Lake in the north of <u>PELASGOS</u> in the <u>CALDERAN</u> Mountains and along the course of the river ISSOS.

ATRICEP: also 'Blackhead mushrooms'. Flo. Bev. Expansive fungi endemic to the north west of NORTHERN SAMMAEA, in the north of THE SURRACH, and surrounding lands including the BAKHRAN STATES, the SIX CITIES region, MARACHA, IZABAL (1.), and the west of SAGITTARIA and EREBETH. The fungi grow in large clusters that are linked by the root systems of surrounding trees. They are characterised by their black heads and are commonly used to brew tea, particularly in the Surrach, where they are served in market side teahouses.

ATRIL: Set. Small city in the west of the territory of QRED^{(1.),} in the west of ALAM BETHYL (Pop. c. 14,200).

ATRIS TA: Set. City in the c north east of KHULL, along the course of the river <u>UPINIS</u>. It is known for its porcelain production and has kilns that are over two millennia old that have been in near-constant use. It produces the coloured tiles that are broken into tesserae for use in mosaic works across Khull (Pop. c. 83,650).

ATROPHY: *Geo.* Region covering 35,000 square-miles in the west of AZAZEM, ruined by over-farming between 1100 – 1500 RM. Its soil is now barren dust, unable to hold roots in place. What was once a highland paradise is now a scabrous land of inimical <u>DUSTSTONE</u> formations.

Scattered about the wasteland are the food manufactories for which Azazem is now renowned; great pipelines pumping <u>DROSS</u> to other regions in the <u>KORACHANI EMPIRE</u>. Despite its apparent lack of worth, these pipelines (often called <u>UMBILICALS</u>) are what keep major cities alive and are valuable military and civil resources; heavily guarded private forces, many of them privately owned by the <u>BASILEIS</u> and <u>ATROPI</u> of Azazemi and Korachani <u>PATRICIANS</u>.

<u>ATROPOS</u>: Plr. '*Atropi*', also '*Atropi Houses*'. *Soc. Pol. Org.* Co-operative of <u>PATRICIAN HOUSES</u> that controls most <u>DROSS</u> manufactories in <u>AZAZEM</u>, with a major presence in the region of <u>ATROPHY</u>.

The Atropi Houses oversee the flow of dross across thousands of miles of pipelines across the <u>KORACHANI EMPIRE</u> to various metropolitan areas, and as a result are extremely rich. Their headquarters are in the Azazemi capital of <u>AGLAIA</u>^(2,), and take the form of an ancient triangular stepped fortress known as the <u>CAMASSIAN STRONGHOLD</u>, after the oldest of the Atropi, House <u>CAMASSIA</u>. The other major Houses that comprise the Atropos are <u>DOUN</u>, <u>HERTURI</u>, <u>ISAA-NEPHI</u>, <u>NETHAYA</u>, <u>SENET</u>, <u>STEFANIA</u> and TINANIA.

Their counterparts in <u>VENTHIR</u> are the <u>LASHESI</u>. See Vol II: Patrician Houses.

ATROPOCHIS: Geo. Arid coastal region in the c south of <u>THETIS</u> in which the <u>FIRMAMENT</u> is strong, affecting the terrain in ways similar to, yet intrinsically different from, the <u>ATRAMENTA</u> in <u>KHARKHARADONTIS</u>. Common to the region are naturally occurring <u>CREANTS</u> of varying forms, amongst them shambling things brought together from the ruins of ancient cultures.

<u>ATROS</u>: See. Small coastal settlement in the c of <u>ARKOS</u>^(1.), overlooking the SEA OF ERIA (Pop. c. 3,000).

ATROTHA: 1. Rvr. Major river in the nation of LIMOTH^(1.), flowing for around 1,020-miles to the south west through the VOTH Valley from various sources, mostly located in the KOTHA ICHOLLIGHA, PEREIDAS and DHEBI Mountains. The river is prone to flooding in later Summer and early Autumn following heavy seasonal rains. Due to this there are few large cities along its banks, but it is known for its vast seasonal fields that produce a great deal of crops and food, much of which is exported to the west.

2. Sea. Small bay off the southern coast of $\underline{\sf LIMOTH}^{(L)_i}$ south of the delta of the eponymous river $^{(L)_i}$

ATROUS MINARET: Int. Rui. Jet black monolith in the south east of MHAROKK, thought to date back to the FOURTH AGE. Little is known of its origins, though divination and limited exploration have revealed that it is hollow, riddled with tunnels and chambers, though most are yet to be penetrated. Today, the city of EBERUK lies at its base, having emerged from camps erected by ancient exploration parties.

<u>ATSHA</u>: Set. Settlement in the c north of <u>TAHALL</u>. Its main industry is the mining of agate and quartz (Pop. c. 5,400).

<u>ATTAH</u>: Rel. religion in the west of <u>THE SURRACH</u>, that emerged from the <u>SAMMAEAN CULT OF RAHANA</u>. The triple seven-pointed star is its symbol. See Vol IV: Religions and Cults.

ATTAK: Set. Settlement in the north of ATARAXIA (Pop. c. 2,000).

ATTANISH: Lan. Language spoken in J'THANA, and BARATHEA, which evolved from the pidgin tongue spoken by slaves of N'RAKH. It borrows many words from the AHEREN tongue spoken in nearby MULCIBER and SIRIPHAGOS, and also inherited other traits from the AANTHA tongue, including some of the click consonants that can be replicated by humans. See Vol II: Languages.

ATTAR: Soc. Pol. PATRICIAN HOUSE with a presence in LAASKHA, MHAROKK, and VAALK. It is one of the major Houses involved in the

IMPERIAL DOMAIN BANK, and has been a part of the banks' operations since c. 2925 RM. See Vol II: Patrician Houses.

ATTAR KOHIR: Set. Small city in the c of EZASUH^(2.), known for its seminaries (Pop. c. 18,000).

<u>ATTAS</u>: Sea. Narrow bay in the far south of <u>TZALLRACH</u>, between the <u>HEBAT</u> and <u>KARARTA</u> Mountains. The bay and its environs are known for their earthquakes and frequent landslides into the water.

<u>ATTEHADAY</u>: Set. Settlement in the south west of <u>PORPHYR</u>, in the region of <u>CARIAISIUS</u> (Pop. c. 3,750).

ATTERKHAT: Lan. Rnk. Catch-all word for many different castes of AANTH in N'RAKH. Most commonly they are a SHAMAN-caste, their bodies largely free of ATRAMENTAL CORRUPTION though displaying signs of favour of the aanth deity MAALKAT, such as errant arms and multiple eyes. The most revered have even sets of arms and eyes, the most ever recorded being four pairs of each on one individual who gave its name to the caste.

ATTESTOR: Soc. Rnk. Caste active in the early FIFTH AGE in the south west of the PORPHYRI PENINSULA. Originally shapers exiled from the ancient nation of ZOLOK, they fled to the south west, where they settled in lands inhabited by barbarians, who they tamed and came to rule as the small empire of SATTAR ISHA.

They grew to be a dynastic caste, each a powerful <u>ATRAMENTAL</u> seer, the greatest of which lived entombed within amplifying engines which granted them potent if obscure future-visions. They came to care little of the present, and became obsessed with learning more and more of the future.

Originally based in what is now the city of Andraphala, they saw it grow from a small cult-centre in c. -200 RM into a thriving metropolis by c. 800 RM, only to see it crumble into obscurity by c. 1200 RM, after which they too would wane.

In c. 2246 RM their descendants would take on the mantle of the Attestors in the city of, <u>USRUT</u>, just to the north of the capital in <u>ANDRAPHALA</u>, becoming advisors to the royal household.

<u>ATTIL</u>: Rvr. Large river flowing south east through the c of <u>SHAZGIN</u> through <u>ETUL</u>, where it empties into the <u>SEA OF ALETA</u>.

ATTIOS: 1. *Lak.* Lagoon in the south of the <u>FREE-ISLES OF PELASGOS</u>. The lagoon has been shrinking in size over the past centuries, and the narrow strait leading into it has grown narrower, from around 4-miles wide as recorded in c. 2800 RM, to under 1-mile today. It is thought that the lagoon will become a lake within a few decades, and the city of Attios^(2.) works tirelessly to keep the strait free of deposition.

2. Set. Major city in the south of the <u>FREE-ISLES OF PELASGOS</u>, overlooking the eponymous lagoon. It is known for its harbour and shipyards, as well as the large market that specialises in the large-scale trade of technarcana and machinery (Pop. c. 403,800).

ATTIR: Sca. Small inland sea in the north west of the SEA OF MARDEN.

The sea is flanked to the north and south by the settlements of ASATTIR and ATTRIMH. It is shallow and close to being completely cut off from the Marden if the sea level continues to retreat.

<u>ATTON</u>: Rvr. River in the south east of <u>ZHARIAH</u>^(2.), flowing south for around 130-miles from sources in the <u>NIARNA</u> Mountains before meeting its termination at the <u>BAY OF BELKIN</u>.

ATTOR: Dem. 'Attori'. Eth. People of the south east of the OLD FOREST. They live in KARKATAN, which is characterised by the taint of the empire's past presence there. A dour people, they understand the fragility of the world and respect nature in all its forms – fair and foul, paying their respect to spirits of life as well as death. The TREE OF KERAS is a sacred object to them.

ATTORA: Set. City in the c south west of THE OLD FOREST.

<u>ATTRA</u>: Set. Settlement in the region of <u>ILLASAN</u>, in the south of <u>JURRAS</u>^(2.), whose primary industry is the growing and spinning of cotton (Pop. c. 8,500).

ATTRAH: (B. 1290 – D. 1376 RM) Soc. Leg. Cultural hero in ABACARDAT.
He survived the <u>UPHEAVAL OF LETHEA</u> and was instrumental in uniting the fragmented states that emerged from the devastation wrought by the earthquake that toppled the <u>UMMIDIAN EMPIRE</u>. The work he

accomplished continued after his death, when in 1401 RM the nation of Abacardat was born, and its capital named <u>ATTRAHASISH</u> in his honour.

He has since gone on to become a well-regarded historical figure, with many exploits (some of them fantastical or categorically false) attributed to him. Today most people know the name as a legendary figure and are unlikely to even know his historical significance in the nation. See Vol II: Legends and Folk Tales.

<u>ATTRAHASISH</u>: Pol. Set. Original capital city of <u>ABACARDAT</u>, named after the legendary hero <u>ATTRAH</u> upon its founding in 1401 RM. Once a coastal city, it overlooked the <u>SEA OF UHBATAQ</u> and had a thriving post where foreign trade was brought into the nation.

The emergence of <u>FAHR'S PLAGUE</u> in 2138 RM saw the city and most other settled areas around the sea strict, their populations devastated. Though it remained capital, this was in name only and it exerted little control over a nation that within a few decades of the plague striking had effectively collapsed – the west was in shambles and the east had blockaded itself away from contact with the west, which had been the nucleus of the plague outbreak. That, coupled with the waning of the Sea of Uhbataq, saw the city wane in power and size over the coming centuries.

The rise of the <u>JAHINN SULTANATE</u> in 2326 RM brought stability to the region and chose the city of <u>ZAWABAH</u> as its new capital, taking over from the ailing Attrahasish, which remains today as a city of little renown. At its peak in c. 1860 RM, it was famed for its splendid harbour overlooking the Sea of Uhbataq, and boasted a population of over 400,000 (Pop. c. 35,500).

ATTRAMA: Lan. Secretive language that is spoken across the INNER SEA. Its origins are unknown, though it was rediscovered in the early years of the KORACHANI EMPIRE, following the discovery of the SCRIPTURE OF SHADOW by the ARCHPOTENTATE MALICHAR. Translation of the language was possible due to a single passage within the Scripture of Shadow that included the same passage in three different languages, one of which was known to the people of KORACHAN, which enabled the unravelling of the tongue.

The language was adopted by shapers and nascent <u>Church of the Undying Machine</u>, though eventually fell out of favour within the latter, and is today spoken almost exclusively by <u>Atramental Shapers</u> as a secret language. Within the Korachani empire it is officially taught in the various <u>Minasteria</u> of <u>Shaping</u>. Elsewhere, it is taught by masters to apprentices, though some exclusive institutions can be found where it is also taught, including within <u>Parthis</u> and <u>Sarastro</u>. In most cases, it is only taught to those who possess the ability to <u>Focus</u> of shape, through the level of secrecy with which its secrets are kept varies greatly from region to region.

Due to the disparate nature of the language's dissemination, individuals who speak it who hail from different nations or cultures may find differences in grammar, syntax, pronunciation, and accents, which means it is largely a written language. Indeed, many Atramental treatises and codices are written in Attrama, which has made the spread of certain Atramental knowledge difficult, as only trained Atramentists understand the language to any degree of competence.

Very few instances of the language have been found from its original context, and they are typically regarding Atramental studies. See Vol II: Languages.

<u>ATTRIMH</u>: *Set.* Coastal settlement in the north west of <u>EZASUH</u>^(2,) in the south of the inland SEA OF ATTIR.

<u>ATTUNEMENT</u>: Sup. Mys. In <u>SHAPING</u>, a state of mind once <u>FOCUS</u>^(1.) has been reached. Shaping of both the <u>FIRMAMENT</u> and <u>ATRAMENTA</u> are only possible once one is attuned. See Vol IV: Shaping.

<u>ATTURYANG</u>: also 'Scionscorpse'. Set. City in the east of <u>CUTH</u> built atop of and carved from the fossilised hill-like body of a gigantic <u>SCION</u>. It is called Ozhiro in <u>KORACHANI</u> (from *ozha hiro*; meaning high-child, or lofty child). The scion's origins and identity are unknown, though it has since become a patron of sorts to the city and its denizens. The stone used in the construction of the city is mined from the heart of the corpse and has strange properties that are unknown elsewhere.

The people of Atturyang also mine a resin-like substance, thought to be the marrow of the <u>SCION</u>, which is treated and smoked as a

hallucinogenic. The drug, known as MARROW, is sold across the east of LLACHATUL (Pop. c. 62,000). See Vol IV: Scions, Children of the Gods.

<u>ATUGUR</u>: also 'Atughur'. Geo. Plains and sparse forest in the north west of <u>LIDEA</u>. The region is known for the many <u>HORSETAIL</u> plants that live there, as well as the scattered mushroom-shaped caprocks that can be found closer to the <u>ORIAN</u> Mountains.

ATUL: Pol. Set. Capital city of AKACHA (Pop. c. 64,500).

ATULAUR: also 'The Hollow'. Geo. Large cavern that dives vertically beneath the badlands of <u>TULRATUR</u>, through a slot canyon. The cavecomplex is intricate and expansive, filled with waterfalls and spectacular chambers. The fossils and corpses of myriad different creatures (many now extinct) can be found here, possibly swept into the depths by seasonal floods. The <u>ATRAMENTA</u> has a strong presence here, tainting the water and affecting the corpses in grotesque ways, rendering their decaying flesh in a mimicry of life.

ATUM: 1. Alc. Set. Small city in the west of the <u>UMBRA SOKHAR</u>, and a protectorate of the city of <u>KADOTA</u>. It was once renowned for its <u>ALCHEMISTS</u>, who studied the effects of the <u>ATRAMENTA</u> on the <u>MATERIAL PLANE</u>, and whose shapers were manipulators of the tainted regions of the Umbra Sokhar. Today it continues its tradition of alchemical research, and its scholars are amongst the most knowledgeable with regards to the Umbra Sokhar (Pop. c. 15,000).

2. Rnk. In the above city^(1,), a rank of scholar that is held in high regard, many individuals of which become individuals of power.

ATUN GOTHATA: Rui. FOURTH AGE AIKLAH ruin in the west of the tribe of <u>JACITTA</u> in the west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>.

<u>ATUNÉ</u>: Set. Small city in the south of <u>SAUA</u> known for its game. It is a common hunting retreat for nobility, who vacation there in autumn to hunt <u>CHITER</u> and deer (Pop. c. 20,000).

<u>ATURALAM</u>: (D. 2781 RM) The disgraced <u>DOYEN-KNIGHT</u> who funded the <u>BROTHERS VENGENT</u> in the ruins of <u>KAND</u> in the west of <u>TARTAK</u> in 2453 RM.

<u>ATVAR</u>: *Mil. Set.* Fortified <u>MULL</u> city in the <u>MULL CITY-STATES</u>, in the TOLIASOR Mountain-chain (Pop. c. 37,300).

<u>ATYS</u>: Rvr. Wetlands in the c of <u>CISNERIA</u>, along the midspan of the course of the river <u>ATYSESH</u>. Atys is a marsh in which is situated the stilt-city of TURIAN.

ATYSESH: Rvr. River in the south of <u>CISNERIA</u>, flowing east for around 500-miles from source in the <u>BLACK MOUNTAINS</u>, before meeting the coast at the <u>SEA OF APHOTIS</u>. At around the midspan of its course, in the lands of <u>AUROREN</u>, it slows to a crawl in flat water-logged lands, which are home to the marshes of <u>ATYS</u>, on which is situated the stilt-city of TURIAN.

<u>AUALAR</u>: Set. Series of small fortified settlements and homesteads in <u>SYNCRASIA</u> in the c north of <u>THE SURRACH</u>. Collectively they are known for their large cattle ranches (Pop. c. 13,000).

<u>AUARCHAN</u>: *Ind.* Manufactory and <u>ATRAMENTAL BOMB</u> research facility in the west of the <u>UMBRA SOKHAR</u>, not 30-miles south of the route of the <u>SHADOW MARCH</u> south west into <u>KHARKHARADONTIS</u>. The post was abandoned on 3804 after studies into Atramental bombs diminished, and remains now, a ruin, sprawling several square miles, with many more tunnels and fortifications.

<u>AUBERGE</u>: Org. Str. Large fortresses belonging to the <u>WHITE LEAGUE</u> that serve as inns, hostels, temples, banks, armouries, commissaries etc. open to League mercenaries in the area as well as customers of the <u>WHITE BANK</u>, who can use the services at a fee. These auberges can be found in most major cities across the <u>INNER SEA REGION</u> and beyond, particularly where the White Bank and/or the White League have a presence.

<u>AUDHUMLA</u>: *Rvr.* Winding river in <u>TETHYSIA</u>, flowing some 2,500-miles east from the <u>PERIEDAS</u>, through the <u>HARITH</u> wetlands, where it meets its parent, the river <u>KALIMM</u> before emptying in the <u>MYMEREAN OCEAN</u>, in four lagoons at its mouth, around which the conurbation of <u>AZHDAHAK</u> is located.

<u>AUDIAN</u>: *Rel. Str. Org.* Monastery in the north west of <u>GNOTH</u>, located on the western-face of the <u>VAGNOSTAN</u> Mountains. The monastery is one of the seven <u>MONASTERIES OF THOUGHT</u>.

AUEREN: Pol. Tribe in the far north of MULCIBER, in the GROWING MOUNTAINS, in the north east of SAMMAEA. It is characterised by highland massifs and verdant valleys and is populated by a belligerent people, commonly referred to as AUERENI barbarians. The barbarians are equipped by SARASTROAN weapon-dealers, whose intent is to keep the region, and the SALT ROAD that passes through it, unstable.

AUERENI: 1. Eth. A warrior-people native to the land of AUEREN, in what are today the roughlands of the far north of the GROWING MOUNTAINS in the north of MULCIBER and the east of SIRIPHAGOS. They were largely wiped out by KORACHANI offensives against them that culminated by c. 490 RM in the plains of BAULDOR, leaving the Imperial intruders without support where their citadels crumbled. A final attack in 529 RM was repelled by Imperial defenders, following which the Auereni were slowly whittled down to near-extinction by 543 RM, their only memory living on in the children of the female breeding-slaves the Korachani settlers kept, though their numbers have been allowed to slowly increase with imperial disinterest in the region.

Today, they are a warlike people whose actions make travel in the area dangerous. They live in familial groups that subsist in a semi-nomadic lifestyle, whose tents and yurts are ready to be taken apart to move on at a moment's notice. They value physical strength and buy cheap firearms from Sarastroan traders, which they use in their raids and attacks. In the past centuries, they have adopted a more sedentary lifestyle, with larger cities appearing in the north east of their territories, and they have become culturally more like the rest of Mulciber. See Vol II: Peoples and Races of Elyden: Ethnicities.

2. Sup. Pol. SHAPER-leaders of the AUERENI people; comparable to CELUREISTS. Historically, they led the Auereni people against the IMPERIAL encroachment between 352 – c. 490 RM, though were killed and driven out of Aueren by 543 RM, never to be replaced.

<u>AUGRASH</u>: Set. Small coastal city in the east of <u>CHEIRA</u> (Pop. c. 13,600).

<u>AUGUE</u>: Rvr. Major river in the south east of <u>BROR</u>^(1,) flowing south from various sources in the <u>LAHAED</u> Mountains, across the nations of <u>GHROND</u> and <u>MOSTUE</u>, before emptying at the <u>GHAYATTAN</u> Coast. Its mid-course is flat and known for its vast wetlands.

<u>AUGUR</u>: 1. Sup. General term used for <u>SHAPERS</u> who can see or predict future events in any manner or degree, often with varying degrees of success as their visions are often subject to biased interpretation. The ability is well-regarded and such shapers have been utilised by rulers and tyrants throughout history.

2. Pol. Sup. Since c. -50 RM, the ruling caste of seer-witches who dwell in the CLOUDY PEAK of VISSIL, in LYRIDIA. The augurs rose to prominence in around -100 RM, when their prophecies and visions caused the population to rally against its leaders in SOLEAS, leading ultimately to the augurs' ascension to power. Despite this, the augurs care little for the TROGLODYTES who dwell in the caves beneath them, choosing to worry themselves with more important things, leaving the leadership of the clans and villages in the hands of the TROGEIN and the BARRIMA.

Amongst the Augurs are nine augur-priestesses, each beholden to a portion of Lyridia, over which they are technically ruler. Though their main role and concern is the age-old ritual of the <u>ABULIA</u>. Each of these nine augurs is linked to one of the sleeping Abulia; the sacred NINE whose restless slumber feeds their visions. One augur is known as the <u>SIBYL</u> and is the uncontested ruler of Lyridia.

Though commonly seen as prophecy, the visions and divination of the augurs are little more than singular glimpses into the myriad potential futures, each of which stands a chance to come to pass following the completion of a path of actions, and it is only the visions of the Nine Abulia that are considered true prophecy, though that does not take away from the augurs' importance in Lyridian society.

AUHT TA': Set. City in the c north west of KHULL. The city is known for its foundries, the bowels of which are hewn within the roots of a butte at the foot of which the city itself is located. A large tower stands on the top of the butte, commanding an impressive view of the surrounding areas. It was once the base of a SORCERER-KING (3) though has since been repurposed into fort of the KHULLAN INQUISITION (Pop. c. 32,000).

<u>AULEAQ</u>: Set. Small city in the east of <u>CHEIRA</u>. Its main industry is silver mining (Pop. c. 12,000).

<u>AULIN</u>: *Rvr.* Originally a river tributary in the c of <u>KORACHAN</u>, terminating at the river <u>KHAD</u> in the city of <u>KHADON</u>. The river was slowly bricked over centuries ago and has now become a part of the city's sewer system. Few know of its history though the old river is still accessible from sewer grills and access hatches across Khadon, following its old course. In parts of the sewer the remnants of store fronts and old facades can still be seen flanking the old river.

<u>AULTA</u>: Set. Settlement in the c north west of <u>LIDEA</u>. Its main industry is quarrying for coal. It is situated along the route of both the <u>SALT ROAD</u> and the RED ROUTE (Pop. c. 8,200).

<u>AURA</u>: Plr. 'Aurae'. Mor. Eth. Caste of <u>GIGANRI</u> common in <u>GNOTH</u> who serve as merchants. They trade with foreign merchants travelling along <u>THE WAY</u> trade-route, who are forced to stop in either <u>OPUSCULA</u> in the c south, or <u>SYNCRETIA</u> in the south east, selling their goods to the aurae, who in turn trade them across Gnoth, before heading to the opposing city to trade them back.

<u>AURADIA</u>: 1. Sea. Bay in the west of <u>RHEA</u>, leading to the eponymous city⁽³⁾.

2. *Rel.* Polytheistic pantheonic religion in <u>RHEA</u> that gained popularity in c. 900 RM, in what was then <u>ARRETOY</u>, becoming prevalent in the entire headland by 1200 RM. Those who worshipped the Auradian pantheon maintained a widespread belief in guardian auras, as well as a pantheon of 23 higher-beings, which were prayed to in times of need, based on their domains.

Auradian became a state-religion in 1392 RM, and gave rise to the so-called Auradian Dynasty, which saw Arretoy transition into the nation of Rhea in 1394 RM. The <u>AURADIAN DYNASTY</u> ruled for 18-centuries, keeping Auradian as its state-religion before being deposed by the <u>HIEROMONARCHS</u>, who brought with them worship of the sun-deity <u>SAEWAL</u>, which saw the Auradian pantheon wane in influence until it had all but disappeared by c. 3300 RM, remaining only as a few <u>MYSTERY CULTS</u> in major cities, particularly in Auradia⁽³⁾.

Its High-temple was the <u>PALACE OF TRUTHS</u>, in the city of Auradia, which is ruined to this day, though remains a major site in the city was a reminder to the region's past. See Vol IV: Religions and Cults.

3. Set. Major coastal city in the east of RHEA. It grew from a modest coastal settlement in c. 2300 RM after the discovery in aluminium in the south west of the DORLEIDON Mountains saw the region become and industrial centre.

The city was the heart of the Auradian polytheism^(1.), and the <u>PALACE OF TRUTHS</u>, the religions' High-temple, was located there. As the <u>HIEROMONARCHS</u> gained influence in the first century of the fourth millennium, the city of Auradia remained the sole outlier of the faith as it lost popularity across Rhea (Pop. c. 170,000).

AURADIAN DYNASTY: Pol. Monarchy that founded the nation of RHEA in 1394 RM atop the ancient monarchy of ARRETOY. The Dynasty ruled from the city of DHERBA in Rhea until 3192 RM, though for a period between c. 1510 – 1590 RM, it was a puppet of PORPHYR. In 3192 RM the Dynasty was deposed by the HIEROMONARCHS, ending 18-centuries of rule.

<u>AURARA</u>: *Ind. Set.* Settlement in the north of <u>KHAMID</u>. Its main industry is ruby mining, and many of its rubies are sold to merchants crossing its borders while travelling the <u>GREAT ROAD</u> trade-route (Pop. c. 13,600).

<u>AUREATE FELLOWSHIP</u>: also 'Mereg Rak eth'. Rel. Religion worshipped in the nation of <u>METHUMN</u>, as well as parts of <u>ADHERA</u>. It is a relic from the early <u>FIFTH AGE</u> and emerged in c. 820 RM in the <u>MEDHAMANNI EMPIRE</u>. Its people worship the sun deity <u>RAKETH</u>, which is depicted as a majestic figure of honey-like skin that radiates golden light.

The Fellowship was founded by <u>TOMMAS OF SAGARIN</u>, a merchant who experienced a profound spiritual awakening following a near-death experience. He dedicated the rest of his life bettering himself so that he could better others – a tenet that became one of the founding principles of the religion that holds true to this day. His egalitarian message resonated with many disenfranchised in a time when the disparity between classed was growing. Small temples were established in major cities that became centres of learning and refuge, much to the chagrin of the ruling imperial house, which for many years attempted to quash the spreading belief, leading to decades of conflict. In c. 895 RM the

ascension of the emperor <u>UMMALIN</u> brought about a profound change to the beliefs of the imperial house, which became accepting of the religion, after which it spread across Medhamann unabated.

The Aureate Fellowship struggled in the wake of the Medhamanni empire's fragmentation in c. 1810 RM, and it failed as an organised religion in c. 1825 RM. However, its teachings remained strong, and its followers carried the faith throughout the subsequent <u>MEDHAMANNI DARK AGE</u>, emerging as a unifying force amid the founding of its child states, including <u>RAMIS</u>.

Today, the Fellowship remains a significant religious institution in Methumn, and its temples serve as schools and libraries where anyone can study, regardless of class and race. Its leaders are known as <u>SOLAR HIEROPHANTS</u>, continuing Tommas' legacy. The Fellowship's annual Festival of Light commemorates his contributions and renews the faithful's vows to live according to the principles of *Rak eth*. See Vol IV: Religions and Cults.

<u>AURMAS</u>: Pol. Set. Ruling city in the tribe of <u>ALLAKAT</u>, in the c of <u>MULCIBER</u>, in the region of <u>HELIOT</u> in the <u>GROWING MOUNTAINS</u> (Pop. c. 60,000).

<u>AURNOLOM</u>: Geo. Parched region in the western reaches of the <u>SOLACHANI</u> desert in <u>SARASTRO</u>, noted for the many buried colossi attributed to the <u>DEFILER KINGS</u> of the <u>SAOSTANAN DYNASTIES</u>.

<u>AUROCHS</u>: 1. Fau. Large grazing bovine creature, common across temperate <u>LLACHATUL</u>, famously used as war mounts in <u>KASPIA</u>. They have been domesticated in many regions, and many different varieties exist, some of which are quite different to untamed wild aurochs. See Vol II: Classification and Taxonomy of Life.

also 'the Bull'. Ast. Con. Constellation in the <u>NORTHERN HEMISPHERE</u>. See Vol: Constellations.

AUROCHS' HEART, CURED: Cui. A delicacy in Western LLACHATUL, particularly AQUARIIA, parts of GNOTH, HOLOLACH, OPHIUSSA, OTINTH, RAONGEN, and SEDISIA. The heart of an AUROCHS is salted and pressed with tin weights over a long period of time to remove moisture. Once dried, it is used as a seasoning and is shaved onto other dishes.

AUROCHS RIDERS: Polk. Rnk. The aurochs of KASPIA are, through breeding and natural mutation, of a stronger build to those of other lands and have been used as mounts since the land was first occupied in this age, c. –1500 RM. By the time of the KORACHANI EMPIRE, the Aurochs Riders were synonymous with the Kaspian royalty, and had adopted the winged aurochs as their standard top and heraldic device; a form of association with TAHIRA, THE WHITE ANGEL.

AURORA AEHATIS: Sup. Phenomenon similar to the POLAR AURORAE, though ATRAMENTAL in origin. It is localised to within around 150-miles of the BLACK FOUNTAIN and other powerful Atramental LACUNAE around ELYDEN, though can often be seen much farther away than that, with strange curtain-like violet shimmering seen in the sky, growing more intense the closer to the lacuna one goes.

The Aurora Aehatis is known to cause <u>AEPATHY</u> and maddening the <u>DREAMS</u> to those nearby. **See Vol IV:** the **Materia Omna**.

AUROREN: For. Geo. Sparsely wooded hills to the east of the BLACK MOUNTAINS, separated from the western-coast of the SEA OF APHOTIS by the ESSEVERAN Plains. They serve as a border between the east of CISNERIA and the west of the ALMAGESTI colonies and were once populated by the so-called TREE-DWELLER culture that emerged in the area in the early FIFTH AGE, inhabiting the monolithic tree stumps of trees cut down during the WAR OF SCOURGING.

<u>AURUM</u>: 1. Sea. Sea to the north west of the <u>SEA OF NARANOR</u>, dividing the east of <u>IMELKOT</u> from the west of <u>AHOPAH</u>. It is relatively deep and is effectively a valley between the <u>KHATAM</u> Mountain and the Ahopahi peninsula.

2. Dem. 'Aurumi'. Ntn. Nation in the south east of MENISCEA, known for its jungles and gilded monuments. The merchant caste known as the UMMALLARIDS originated here between c. 2720 – 3100 RM and are now a powerful political and commercial presence in the south east of Meniscea, and wield supreme power in Aurum. See Vol III: Extant Realms and Nations.

AUSPEX: Plr. 'auspices'. Soc. Rnk. High-born caste and children of the AVENTORS of EHBOT who in 531 RM helped free the region from over a century of warfare. They rapidly came into power, the then ruler EBAEON becoming little more than a pupper to their whims, and whose FIR. Prowess helped maintain a sense of awe and mysticism around them even as they outlawed its use outside their caste to further enforce the illusion. In 622 RM they were instrumental in leading the CUSTODES into control of the region, which became known as ARKOS (1.), after their militocratic noble caste, which came to rule the region.

The Auspices remained as advisors and mystics, adopting the bird, whose flight allowed it to survey the totality of their lands, as their talisman and they became renowned for their heavy feather mantles and ROC-bone staffs.

The Arkos' rule became harsh and ritualised over time, and by c. 2000 most had become tyrannical figures that shunned public life. By 2134 RM the Auspices opposed the Arkos' harsh rule, rallying the majority of the people against their oppressors, though their actions were ultimately rebuked and by c. 2200 RM the vast majority of the Auspices were executed, with the remnants either seeking the solace of their kin the <u>AVENTORS</u> in the <u>EHBOT</u> Mountain, or fleeing into <u>AETHIOS</u> and <u>SIRIPHAGOS</u>.

<u>AUSPICES OF SHADOW</u>: His. Tec. Sup. Obj. Famed <u>IRON MANTLE</u> (complex <u>TECHNARCANE</u> equipment used by <u>SHAPERS</u> to enhance their abilities) wielded by various historic figures within the Korachani empire.

Built in c. 3500 RM, it became infamous amongst followers of imperial politics after being used to good effect in various conflicts with <u>AHKA</u>. It was later used during the reclamation of the colony of <u>CRASSULA</u> in c. 3680, begin used in various conflicts and in defence of imperial beachheads against ARERAQTHI natives.

It was wielded soon after by the <u>ARCHSHAPER TOMYRESS VILKA</u> during the <u>WAR OF SUNDERING</u>, and though Korachan was ultimately defeated in the war, losing its southern territories, her exploits were fondly remembered. Following her death in 3802 RM the mantle was passed down to a line of successive Archshapers, and it saw use in various theatres, including Madour in 3989 and Akina in 4000 RM, and it remains in the latter territory today, in the use of an undisclosed Archshaper.

<u>AUT</u>: Cui. <u>VALUS SALMON</u> that is salted and eaten frozen in thin slivers with salt and pepper. The food is common in western <u>DURCHAA</u>, particularly the city of <u>DAALKATH</u>.

<u>AUTULGA</u>: Set. Coastal city and tributary to the city of <u>ZILION</u> in the west of <u>THE SURRACH</u>, known for its man-made harbours and deep shipyards (Pop. c. 32,200).

<u>AUTH</u>: Geo. Mountain-range in the c of <u>MENISCEA</u>, to the south west of the <u>PTHOSTOTH</u> Mountains, serving as a natural border between the south east of <u>IMEAL</u>, the north west of <u>LAOD</u>, and the north of <u>WESTERN</u> LARISH.

AUTHENTATE: Soc. Pol. Title in PELASGOS and NARTHEL. Synonymous with the more colloquial; lord or master. Land owners, originally nobility though following imperial influence c. 100 RM, became closely linked with the PATRICIANS and COGNATENSIA of IMPERIAL society and as imperial nations became more metropolitan, the title becoming rare, though it has become more common as the empire has waned in strength.

<u>AUTHORS, the</u>: *Rel. Dei.* Ancient worker gods worshipped by the nomadic mystics of <u>MENISCEA</u> known as the <u>KIOLTHA</u> in <u>SHAZGIN</u>, the Wastes of <u>VERMES</u>, and parts of <u>SABAEA</u>. See Vol IV: Religions and Cults.

<u>AUTHOT</u>: Sec. City and surrounding farmsteads spread over a wide area in the central north of <u>JURRAS</u>^(2,). Its main industry is the cultivation of grapes for wine production and it is controlled by <u>PATRICIAN HOUSE SYNOD</u>^(2,) (Pop. c. 23,000).

AUTOCRACY OF ALTHA: see ALTHA.

AUTOCRAT OF SAGITTARIA: also 'the Autocrat of Modob' (B. 1531 RM)

His. Pol. Born in the city of MODOB in THE SURRACH, the son of a merchant-lord with influence in SAGITTARIA. He moved there early in his life with his father, who was amongst those who were manipulating the MEROVICHI DYNASTY. During this time, he was travelling across the

Surrach and came across the $\underline{\text{CODEX OF THE TAL 'IBA}}$, through which he became a powerful $\underline{\text{SHAPER}}$ of both the $\underline{\text{FIRMAMENT}}$ and $\underline{\text{ATRAMENTA}}$.

He returned to Sagittaria in the dying days of the Merovichi Dynasty and used the chaos of this time to his own advantage, rising to power in 1567 RM, becoming known as the Autocrat of Sagittaria. He was destroyed in 2163 RM by a cadre of <u>KNIGHTS-EXILES</u>.

His body was interred within a technarcane engine in the settlement of <u>SOGASSA</u>, where he became a catatonic power known as the <u>INTERMINABLE ONE</u>, eventually worshipped by the people of Sagittaria as a deity.

In 3582 RM a deal was brokered with the <u>LHAUS</u> of <u>KHALHAT</u> and an <u>ITERANT</u> body was created to house his soul and he had a fortified palace built over the town of <u>KESHEL</u>. This secured the unbridled worship of the Sagittarian people until 3612 RM, when an earthquake destroyed the palace and his body, causing the people to question the divinity of their god.

His followers took the iterant body back to Sogassa and managed to inter the iterant body within the technarcane engine there, but the body was too damaged and the stress of the operation left him weak and maddened. His sorcerer-priests now rule the city, which remains independent from Sagittaria.

AUTOCRATIC PENTARCH AND DOMNUS KREIOS, the: m. Per. (B. 3817 RM) Pol. Ruler of the TARAHID ANNEXES in TADARIDA since 3852 RM. Assumed the title DOMNUS in 3862 RM after becoming leader of the religion there.

<u>AUTOCRATIC PENTARCHY</u>: Pol. Chief ruling council of the <u>TARAHID ANNEXES</u>, made up of the <u>PENTARCH</u> and regional representatives. Despite the name, which implies shared leadership between five individuals, there is one ruler, known as the Pentarch – the title being a relic from times when the region was still governed by five rulers.

AUTUMN DYNASTY: see **KOMMEAN DYNASTIES.**

AUTUMN REALM, the: Lan. Name used in reference to ELYDEN that grew in popularity towards the end of the FIFTH AGE and continued to do so following the fragmentation of the KORACHANI EMPIRE and throughout the SIXTH AGE. Other terms that also gained popularity include: the Twilight, and the Wasteland.

<u>AUXITUS BARADAS</u>: (B. 1576 – D. 1632 RM) *Art.* <u>AGLAIAN</u>⁽²⁾ sculptor and artist who is most famed for his sculpture, <u>THE LAMENT OF ST. EARTA</u>.

<u>AVAA</u>: *Geo.* Shale highlands in the south east of <u>SUOR</u>, covering some 6,000 square-miles of land.

<u>AVABA</u>: Set. Settlement in the south of <u>SEDISIA</u>. Its main industry is the production of plum wine (Pop. c. 8,300).

<u>AVADHIR</u>: Set. Small fortified city in the north of <u>GYZHA</u>. It is militarised and guards the border with <u>ELAT</u> (Pop. c. 20,000).

AVAKA: Set. Small city in the north east of KARAKHAS, built around a petrified ship, 175-miles from the coast. None know the true age of the ship, only that it is old, and that its texture is little different to the rocks around it. Despite the mystery that surrounds this artefact, or perhaps because of it, the place has always been one visited by esoteric itinerants, and it is the descendants of these people who now populate the Kasbah around which the city is built.

The city is a crossroads of travel trade and religion, as it lies along the route of the <u>SHADOW MARCH</u>, the <u>SALT ROAD</u>, as well as the <u>TOSLETHI UMBRA PIPELINE</u> and as a result it has steadily grown in size and influence over recent years. Recently, the location has served as a place for rituals dedicated to the deity <u>KHAR'ILLAE</u> following the persecution of its followers by THE <u>KORACHANI EMPIRE</u>.

Blood festivals were held there under full red light of <u>ARAKHAMÉ</u> as recently as c. 2000 RM. It was during such a ritual that a pilgrimage of the Shadow March in 2003 RM came across a large festival. Fanatics on both sides attacked each other, leading to a large battle that left most dead, though ultimately, the more numerous followers of the <u>UNDYING MACHINE</u> were victorious. The bodies of the worshippers of Khar'illae were piled into a pyramid outside the city and burnt as an example to

others worshipping heathen gods. The city dwindled in size following this though slowly grew over the intervening years (Pop. $c.\ 17,000$).

<u>AVAN</u>: Sup. In the study <u>FIRMAMENTAL SHAPING</u>, the <u>SPHERE</u> of earth. Its followers have domain over the earth, though this strength can take many forms.

<u>AVANNIAL</u>: Set. City in the c north west of <u>CEHOPHELA</u>, to the north of the badlands of <u>IMBRIA</u>. It is known for its grain production and in particular, its large stone mills that are turned by giant beasts common to central <u>MENISCEA</u> (Pop. c. 15,000).

 $\underline{AVARA}\!:$ Set. Coastal settlement in the north west of \underline{VAALK} (Pop. c. 6,500).

<u>AVARADA</u>: Rvr. River in <u>MADOUR</u> flowing east for 110-miles from the <u>AVRAN</u> hills before emptying in the <u>SEA OF ACHSHI</u>.

AVARAN: Geo. Hills in VENTHIR.

AVARANOM, TOWERS OF: His. Ast. Str. Group of seven astronomical towers located along the northern face of the VASTAN MASSIF, in the c of SAMMAEA, north of the KARKARMIS Mountain. Dating back to c. 1200 RM, they are now deserted and in a decrepit state, long since abandoned by their nameless creators. At least one of the towers (known as the THOLOTH) is known to have a hemispherical chamber on which are carved the NORTHERN HEMISPHERE'S stars and constellations.

It is thought that there were originally thirteen towers, which were erected by the early <u>FIFTH AGE KIAPHORAN</u> people between c. -300 and -183 RM, though their purpose, if indeed they had any, is unknown

Though far from identical to one-another, all thirteen share certain traits, including the most obvious of which was the use of gigantic horns, each taken from remnants of ancient extinct beasts, which were used as signals, their sounds said to have reached miles all around, easily capable of alerting the region's armies to the presence of enemies.

Over the years most of the towers were toppled or otherwise ruined, and the positions of over half of them are now lost, though the others remain in various states of decomposition, though only one retains its horn.

<u>AVARIGAME</u>: *Rvr.* River in the c north of <u>KAZZAR</u>, flowing south for 220-miles from sources in the south of the <u>ODU</u> Mountains, before meeting the coast at the north of the <u>BAY OF RIPAA</u>.

<u>AVARKA</u>: Pol. Set. Capital of <u>KHAR NADUL</u>. It is home to the harsh theocratic council, known as <u>THE CABAL</u>, that rules over the nation (Pop. unknown).

<u>AVASTI</u>: Rvr. River in the north of <u>AHRISHEN</u> that flows south east for 375 miles from sources in the <u>A SAVI</u> Mountains before meeting with its parent, the river <u>SAVEST</u>.

<u>AVATAR</u>: Mys. Rel. Phil. In many religions and philosophies from across <u>ELYDEN</u>, avatars are a physical manifestation of a greater power, often a divinity. This could be the divinity assuming a material form and literally descending upon the material plane, or <u>POSSESSING</u> a mortal vessel. For instance, the rulers of many monarchies are considered to be avatars of a divinity.

AVATAR, the: 1. Mys. In eastern mysticism, one of four figures, alongside THE HERALD, THE SEER and THE SENTINEL, that form part of an eschatological myth that is said to bring about the end of the FIFTH AGE.

2. Mys. His. In the MYTHOLOGIA ELYDEN, two Avatars are said to emerge once every age as manifestations of the FIRMAMENT and ATRAMENTA. They are able to possess MORTALS, who becomes a vessel to their desires. In the past, the Demiurges ALLAISHADA and RACHANAEL were Avatars of the Firmament and Atramenta, in the guises of SILLAMÉ and UMBÁVGHAR, respectively.

AVATAR ENCARR, the: (B. 2500? – 3721 RM) *Oth.* Extremist HALFBLOOD FIR. SHAPER who became the ruler of TARATI⁽²⁾ in 3013 RM following a bloody coup performed by THE AVATARS against a corrupt Imperial government. His rule was harsh, though brought trade back to the city (most of which, ironically, was with KORACHAN) and relaxed laws regulating shaping, leaving Tarati one of the most liberal cities concerning the Firmament in the ARID TRIPTYCH. Encarr was assassinated in 3721 RM, though details of his death are unknown. Reports of sightings proliferated Tarati in the decades following his death, leading some to believe that the halfblood had not been slain.

AVATAR OF LIGHT, the: Mys. In eastern mysticism, one of four figures, alongside THE HERALD, THE SEER and THE SENTINEL, that form part of an eschatological myth that is said to bring about the end of the FIFTH AGE.

<u>AVATARS</u>, the: Org. Oth. A group of <u>HALFBLOODED</u> extremists in <u>TARATI</u>^(1.) who oppose the somewhat xenophobic edicts of the ruling <u>TETRAN</u>. In 1305 RM, the Avatars openly defied the Tetran, resulting in the <u>KORACHANI EMPIRE</u> (until then the ultimate power in Tarati) abandoning Tarati to the Tetran in 1308 RM.

The Tetran escalated the conflict with the Avatars who, through attacks and raids over the next centuries, crippled the city-state's trade. The group disintegrated over the next decades, though ancestors of its members came together in c. 3000 RM, opposing renewed diplomatic alliances with the Korachani empire. The Avatars executed the entirety of the Tetran in a bloody conflict in 3013 RM, after which they placed their leader – an extremist halfblooded Firmamentist calling himself THE AVATAR ENCARR – in power. Encarr appointed his four closest generals to positions of power in the city-state, and they became known as the Tetran in mirror of the government that had been executed. Encarr was assassinated in 3721 RM, leaving the Tetran in power; a position they maintain to this day.

AVED: 1. Geo. Island off the south western coast of <u>THE SURRACH</u>, south of the <u>UBIQUA</u> delta of the river <u>HATHURAN</u>.

 Mil. Str. Coastal fort on the above island^(1.), guarding the entrance into the <u>UBIQUA</u> delta.

<u>AVEHANA</u>: Set. Coastal city in the south of <u>PERGOST</u>, in the <u>ETHOROST</u> region (Pop. c. 33,000).

AVELLA: Set. Settlement in the c north of <u>SKAROS</u>. Its main industry is the mining of the rare ore <u>PARADROSS</u> (Pop. c. 11,750).

AVENADA: Set. Small fortified coastal settlement on the island of ARRIARA in the west of the <u>CORAL BARONIES</u>. Its people's main diet consists of soft-shelled shrimp that lives in the waters around the <u>SHIBBOTHA</u> and <u>SHIELD ISLES</u>. These are boiled and eaten whole, usually in stews or with legumes, and as a result locals are known for the slight orange-pink tint to their skin (Pop. c. 12,800).

<u>AVENAR</u>: Set. Major coastal city in the north of <u>NORTHERN SIMBARA</u>, forming an important stop along the <u>NACRE ROAD</u> (Pop. c. 320,000).

AVÉNETH, TREE OF: His. Flo. Tree in the east of VÂRR, where many WITCHES were hanged. It is close to the large harbour of MACHORA, where many CRUSADES east had their origins. Over the years these crusades were responsible for the capture of thousands of witches from AHRISHEN and beyond, most of which were brought back to Machora for sentencing, after which they would be hanged from the tree.

A charnel pit not far from the tree still bears the bones of the thousands of witches slain there, the most recent of which are from less than 2 centuries ago. It has a grim reputation, even amongst local Varrans, and people of a sensitive disposition who go there get a strange feeling and feel the need to leave. Many travellers passing close to the area surrounding the tree have disappeared over the years.

<u>AVÉNETHACHAN</u>: Set. Independent city in the north west of the <u>DESOLATION OF ASTUDAN</u>, east of the <u>ALMAGESTI</u> city of <u>APOTEGA</u>, funded by exiled members of the <u>WITCHSLAYERS</u> (Pop. c. 34,000).

AVÉNETHI ORDER: lit. 'Witch hater'. Pol. Org. One of the major SANCTIFIED ORDERS OF THE INQUISITION of the KORACHANI EMPIRE, dedicated to the rooting out of <u>WITCHES</u> and unregistered <u>SHAPERS</u> (specifically those who use the <u>FIRMAMENT</u>) both within and without the empire.

The Order was founded in the city of MULCIBER in NÁRTHEL in 458 RM, emerging from earlier witch hunting groups. It later moved to upper CARCERI beneath VÂRR in c. 1100 RM to be closer to the heathen threat in the north east. From here it launched many crusades east over the years, most notable amongst them the various WITCH CRUSADES, for which it became infamous. It once again moved in 2943 RM, this time to AVLONIA in ALMAGEST. The order evacuated Almagest late in the 3rd millennium during the early days of the WAR OF THE ARTIFEXES, moving to PELASGOS, where it remained until 3943 RM, when the with the

location of its new headquarters never being disclosed to the public, though many believe it to be somewhere in north eastern <u>PELASGOS</u>.

The Order is strictly hierarchal and is organised into various ranks and stations, with the most common being known as <u>WATCHERS</u>^(1.) and <u>SEEKERS</u>, who typically work within and without the empire's borders, respectively. More elite ranks include <u>SENTINELS</u>, and the infamous <u>INQUISITORS</u>, <u>HIGH INQUISITORS</u>, and <u>WITCHFINDER GENERALS</u>, for which the Order is most closely associated. The order also makes use of many <u>ONOCHIM</u> – vat-grown wretches whose sole purpose is to search for specific targets with unerring accuracy.

The Order's emblem is an eye within a triangle – with the eye symbolising its members' watchful gaze of witches, and the triangle symbolising the $\underline{\text{TRIPTYCH}}^{(l.)}$ of the empire.

The Order's present Grandmistress is **ADONICA ASTARTUS**.

AVÉNETHI MARCH: Soc. Rel. In imperial religious customs, the AVÉNETHI Marches are smaller than the monolithic SHADOW MARCH that is organised by THE CHURCH OF THE UNDYING MACHINE. Organised by the Avénethi Order, the Marches are small groups, usually led by a charismatic INQUISITOR, that wander the hinterlands of IMPERIAL society, venturing into heathen lands, attacking small settlements and capturing those they think are consorting with witches. The witches are either executed in ornate rituals (involving the THREE DEATHS when possible) or sold to slavers, or the Inquisitorial Order themselves, who experiment on them.

AVENTOR: 1. Mys. Org. A sect of ANUBIAN ascetics and mystics, whose influence lasted until c. 1000 RM, remaining near-constant in the city-state of RETHKA. In 531 RM three such mystics travelled to the CITADEL MOUNTS of EHBOT, offering their services to the ruling INTERREGNUM there.

As their influence in Anubia waned so did it grow in Ehbot, where they became advisors to its ruler <u>EBAEON</u>, who became little more than a puppet to them. The three Aventors of Ehbot seemed not to age and in their many years in power sired many bastards, some of which became potent <u>FIR. SHAPERS</u> known as <u>AUSPICES</u>. Their other children were exiled into the Mountains of Ehbot where they lived their lives as ascetics, taking their fathers' title of Aventor.

2. Mys. Org. In post-Imperial (after 551 RM) <u>EHBOT</u>, a caste of mystics, their customs evolving from the native <u>ANUBIAN</u> traditions of their Aventor fathers, who in 531 RM helped free the region from a century of war. They became commonplace in the mounts of Ehbot by c. 900 RM, remaining to this day in small numbers. Amongst the offspring of the three ruling <u>ARKOSIAN</u>^(1.) Aventors without <u>FIRMAMENTAL</u> aptitude were forced into exile in the mountain of Ehbot as Aventors; ascetics and mystics who live lives of solitary recluses, practicing the emancipation of life's cycles.

<u>AVERNA</u>: 1. *Geo.* Valley in the west of <u>KASPIA</u>. It is one of few regions in Kaspia where <u>ATRAMENTAL TAINT</u> is prevalent. The valley is dark, its demiboreal plants twisted by the <u>ATRAMENTAL</u> forces at work there. The many glens of this area are filled with ancient tombs and overgrown barrows, around which some claim the <u>VALTHAS</u>, the children of the <u>DEMIURGE TALANTEHUT</u> lie restlessly amid disintegrating ruins.

The region is categorised as a <u>MODERATE THREAT</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

2. *Rvr.* River in the above region. Despite the <u>ATRAMENTAL TAINT</u> on the region around the river its waters are relatively clean, though the area surrounding it is still largely deserted, save for the city of <u>RIMA</u>.

<u>AVHAOGGU</u>: *Int. Str.* Unexplained subterranean temple in the far north of <u>METHUMN</u>, in the <u>AMMASHI</u>⁽¹⁾ peninsula. The temple is hewn from deep rock and is of intricate design, with many branching side temples and anterooms, all of which are linked to the surface via a single unnervingly long steep staircase that links to the surface.

It is believed to be incredibly ancient in origin, and the perfection of the structure (marred only by the decay of time), indicates that it might have been the work of a DEMIURGE or SCION. The lack of any cultural motifs in the structure belies who or what made it.

<u>AVI HAT</u>: Mil. Str. Major fortress in the north east of <u>SARASTRO</u>, guarding a pass across <u>GOR'KHAN</u> Mountains into the north of <u>VENTHIR</u>. Numbers of troops stationed at the fort have increased over the past months, and the fortification itself is undergoing expansion and reinforcement in anticipation of hostilities with Venthir.

AVIENUS HATEH: (B. 1139 – D. 1217 RM) Rel. Cardinal of the CHURCH OF THE UNDYING MACHINE and, from 1190 until his death in 1211 RM, pope, taking the name Aseliel III. His actions and prejudices were instrumental in the eventual appropriation of northern KORACHAN to DVERGAI and other FEY races, by his successor, pope ANGELUS IV, in the culmination of the time known as the PAPAL HERESY.

AVINITIAN: Rvr. Dre. River in the north of the VESPERTINE LEAGUE, flowing lazily north from sources in the DIVEIAN hills, before meeting the coast at the SEA OF ANIPTERRA. A large stretch of the river passes through a DREAMSCAPE, and the water that emerges from it is of an effervescent quality that has many traits shared with alcohol. The effects of the dreamscape wear off soon after leaving it, and attempts to bottle it or otherwise profit from it have been unsuccessful. Those who drink from the water experience a short sensation of giddiness, not unlike being inebriated, though the effects soon wear off.

<u>AVIOSA</u>: Set. Settlement in the c north west of <u>OTINTH</u>. Like most Otinthian settlements, little is known about it due to the nations' insular nature (Pop. unknown).

AVIRAR: Mil. Str. One of three fortresses in ESHIR^(2.) associated with the SABRIYAN STONE (the other two being AKROL and LAUK) restored and expanded by c. 3311 RM after the reacquisition of the Stone in 3203 RM following its rediscovery by the Atramentist Aliqur who used it subjugate part of the south east of Eshir.

The fort is located in the south east of Eshir, and once guarded the entrance in the <u>BAY OF NISHRIR</u>^(1.), though has since found itself some 10-miles from the coast. It was destroyed by a prolonged bombardment by <u>GODSLAYER</u> and <u>KAZZARAN</u> forces in 3514 RM, leading to the annihilation of the attacker's fleet by <u>SHAPERS</u>.

<u>AVITU</u>: Rvr. Major river in the south east of <u>BROR</u>^(1.) flowing east for over a thousand miles through the <u>DOMAINS OF SHAUATAS</u> from sources in the <u>LAHAED</u> and <u>OROGEN</u> Mountains before meeting the coast at the far east of the VAKAR Wetlands.

<u>AVIYEA</u>: *Mil. Str.* Fort in the far west of <u>LIDEA</u>, overlooking the river <u>SHIBBOLETH</u>⁽³⁾, and far eastern <u>MHAROKK</u>.

<u>AVLONIA</u>: Set. City in <u>ALMAGEST</u>, home to a large <u>AVÉNETHI</u> base (Pop. c. 71,000).

<u>AVNSHYL</u>: Set. Small fortified city in the independent region of <u>ANAGAR</u>, west of <u>RAONGEN</u>^(2.) (Pop. c. 18,000).

AVOHAR: Set. Fortified city in the north of the tribe of <u>DRAKAINA</u>, in the east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 25,000).

<u>AVRA</u>: Set. Small city in the c south of <u>SEDISIA</u>. The surrounding lands have small seams of silver, which are mined for use across Sedisia (Pop. c. 20,000).

<u>AVRAHAM</u>: also 'the Alabaster King'. m. Myt. His. Per. In the mythology and ancient history of <u>ELYDEN</u>, eighteenth of the Two-and-Twenty <u>DEMIURGES</u>, whose children were the <u>HUMANS</u>.

Ancient legends and passages of the <u>MYTHOLOGIA ELYDEN</u> often describe him as bearing a 'threefold face', with four eyes, three noses and a large mouth. Some believe that this is symbolic of his changing devotion to different children throughout mythic history, followed by his eventual abandonment of humans.

He sired many <u>SCIONS</u> and had seven sons and three daughters – <u>ASHURAD</u>, <u>IEHOVA</u>, <u>LLACHATRA</u>, <u>MELQART</u>, <u>MENILEK</u>, <u>SHAMATZAR</u>, and <u>TALMESH</u>; and <u>OPHRA</u>, <u>EIINA</u>, and <u>SUSHRA</u> – and also created <u>AZER</u>^(2.), who was born through his sheer force of will, without a mother. See Vol IV: the Two-and-Twenty Demiurges.

AVRAHAM'S LAMENT: Int. Rel. Soc. Religious ritual of penitence undertaken by some members of the fanatical sect of LAZANISM knowns as the PENITENTS OF AVRAHAM. the ritual takes the form of individuals pushing large metal spheres with no goal other than that of causing toil and punishment. The practice originated as a test of endurance meant to show the capabilities of mortals, but rapidly degenerated into little more than acts of self-punishment. Adherents of Lazanism regard them as oddities at best and dangerous fanatics at worst. The hills outside the city

of $\underline{\text{OIZYSH}}$ are filled with hundreds of self-exiles who spend their days toiling, pushing the spheres around.

<u>AVRAN</u>: *Geo.* Hills in the west of <u>MADOUR</u>, forming the eastern-most part of the <u>VARRACHON</u> Mountain.

<u>AVVERENATI</u>, the: Pol. Org. An intra-organisational council (often mistakenly identified as the ruling body of the <u>CONCORDANTIST ORDER</u> of the <u>SANCTIFIED INQUISITION</u>), which convenes in an undisclosed location in KHADON.

The council typically consists of around half-a-dozen to a dozen members, of which the GRANDMASTER of the Concordantist Order (currently SIDION ROUYO, and possibly contributing to the misconception that the council is the ruling body of the Concordantist Order) and one of the members of the COUNCIL OF SEVEN (the government of the KORACHANI EMPIRE) hold permanent positions. Other positions change over time though are typically filled by high-ranking members from across the Sanctified Orders of the Inquisition and other high-ranking members of venerable imperial institutions.

These members present contrasting points of views which together determine the direction that imperial policies will take over the coming political season. The council is incredibly influential, though members rarely agree on a singular course of action.

AVVIRAM: Geo. Region of hilly plains in the north of the <u>TEMPLAR STATES</u>, to the north of lake <u>DORRA</u> – the remnant of an early <u>FIFTH AGE</u> bay that once dominated the region. The Avviram is noted for its terraced hills that have been used for agriculture for millennia, dating back to the <u>FOURTH AGE</u>, though the lowering sea levels have had an adverse effect on the climate, leaving the region more arid than it once was. Most fields here grow <u>TSAMMA</u>, which are a staple in the region.

AWA: Set. Settlement in the c north east of SARASTRO (Pop. c. 7,000).

<u>AWA DELBAR</u>: Mil. Str. Major fort in the west of <u>TRAKIA</u>, overlooking the border with <u>THE SURRACH</u>. Troops stationed in the fort patrol the region.

<u>AWAN</u>: *Ind. Set.* Major manufactory coastal city in the north east of <u>VENTHIR</u>, overlooking the <u>KEMHAB COAST</u>. (Pop. c. 83,000).

<u>AWARAK</u>: Set. Settlement in the c of the <u>SULTANATE OF ABACARDAT</u>, just west of the <u>JAHADAT STATES</u> (Pop. c. 3,000).

AWERBUR: Int. Geo. Region in the c east of the RTHEI desert, renowned for its LODESTONES, which are so bountiful that entire hills and, in some cases mountain break free from ELYDEN'S surface and drift in the still air, in the form of monolithic LODELITHS. The ruins of many fortifications dot the area, thought to date back to the FOURTH AGE.

<u>AWESSU</u>: Set. Small fortified city in the c south west of the <u>BARRIER</u> <u>LANDS</u> (Pop. c. 19,500).

AWTALL: Set. Settlement in the north of TAHALL (Pop. c. 8,000).

<u>AXALA</u>: *Set.* Small city in the c-south east of <u>SABAISA</u>. Its main industry is the mining of iron (Pop. c. 20,000).

<u>AXEUR</u>: *Set.* Fortified coastal city on the island of <u>IREN BARA</u> in the north of the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u> (Pop. c. 37,800).

<u>AXEX</u>: Ast. Brightest star in the constellation <u>OPHIUSUS</u>, forming part of its head.

AXARAD: Set. Settlement in the c south of SERROK. It is situated in the region of BAULAUROCH and is noted for its diamond mines. The mines are government-owned and strict regulations and rules are in place safeguarding the welfare of workers, yet working conditions remain difficult for relatively little-pay (Pop. c. 2,000).

<u>AXIA</u>: 1. *Set.* City in the north of <u>AETHIOS</u>, west of the <u>ARAM</u> Mountains (Pop. c. 40,000).

2. Geo. Region in the north of <u>AETHIOS</u>, dominated by mesas and strange rock-formations.

AXIAL TILT: Ast. The angle between ELYDEN'S rotational axis and its orbital axis, being 22°52'23". Elyden's axial tilt determines the tropical and POLAR CIRCLES, and the length of days and seasons. See Vol II: Physical Characteristics.

<u>AXIALLA</u>: Set. City and major <u>CERUSE</u> producer in <u>ATARAXIA</u>. Its cosmetics are sold to merchants travelling the <u>RED ROUTE</u>, which passe

through the city, finding their way on sale in distant markets around the <u>INNER SEA REGION</u> (Pop. c. 35,000).

<u>AXIRDA</u>: Set. Settlement in the c north east of <u>SERROK</u>, along the traderoute forming part of the <u>ETURED PASS</u> (Pop. c. 4,000).

AXOIHA: Rvr. River in the west of <u>TISARA</u> flowing north east for 290-miles from sources in the <u>ARGENT</u> Mountains before meeting its parent, the river <u>TAIHA</u>. It is known for its highland marshes, close to the settlement of ANUAES.

AXONIN: Sea. Sea in the south west of SAMMAEA, bordered by the nations of AEONAS, BELEGOR, LIEVTHRA, and MACELLARIA. It has a turbulent history of naval and coastal warfare throughout the first millennia of the FIFTH AGE, as city-states and small nations warred against each other for possession of its natural harbours and strategically-important islands.

As sea levels lowered throughout the late 3rd and early 4th millennia RM, this antagonistic culture waned, though the sea remained a hub of different, often conflicting cultures.

<u>AXSUAH</u>: 1. Geo. Region in the south east of <u>AZAZEM</u>. Once known for its lush coastal fields south of the <u>TEKRACHT</u> Mountains, it was leeched of most nutrients centuries ago and is largely abandoned today, its old fields untended and reclaimed by nature, be that what it may.

Shepherds continue a tradition started by their ancestors thousands of years ago and continue to rear their herds here, and its sheep are used to produce <u>AHAROR</u>^(1,) <u>CHEESE</u>.

The region became the centre of a localised civil war in which <u>PATRICIANS</u> declared their independence from <u>KORACHAN</u>, leading to the siege of its capital, Axsuah⁽²⁾.

2. Rui. Abandoned city in the above region in the south east of AZAZEM. In mid-3705 RM, during the height of the WAR OF SUNDERING, the city became the heart of an alliance of disaffected Azazemi PATRICIANS who pooled their resources and fortified their lands, trained their workers, and raised new armies before declaring their independence from KORACHAN. This escalated into a 6-month siege that drew in more Azazemi cities and led to the eventual defat of Axsuah on the 4th of AKORALEN. The city was razed and what remained of its people were repopulated across eastern Azazem.

Today, the region lies forgotten, a blight upon the collective memories of the Azazemi people.

<u>AYA'KA</u>: Sec. Fortified settlement in the c east of the tribe of <u>SUUR'KA</u>, in the north east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. The settlement is a producer of citrus (Pop. c. 5,500).

<u>AYAD</u>: 1. Dem. 'Ayadi'. Ntn. Kingdom in the south west of the continent of <u>LLACHATUL</u>, positioned north of the <u>PARNASIAN</u> Mountains, and south of the nation of <u>RAONGEN</u>^(2.). It is of relatively dry temperate climate, though cool air is drawn from the <u>SEA OF DURAHRAT</u> inland up the vast <u>LIDURNIAN</u> valley, leading to coastal mist and damp air that allows a vast range of flora to survive in the region.

It emerged in 3762 RM following years of civil strife, which eventually led to the collapse of the REPUBLIC OF ELAT (1.). One of its three elected monarchs, QUEEN ATI SEPRIA fled the chaos of the capital with her followers to her ancestral home of ELATHRI, eventually claiming the north of Elat for her own, naming it Ayad, a corruption of the EZASUHI 'Aya Arad', meaning 'new home'. Elat, by then busy fighting a war with another seceding state, GYZHA, could not afford to fight a war on two fronts, and was forced into signing a peace settlement recognising the independence of the two new states, leading to the birth of the PARNASIAN STATES.

Ayad is known in across the <u>SEA OF ORRIDA</u> and the <u>INNER SEA</u> for its matriarchal society, which emerged through contact and trade with Raongen and its much older matrilineal society since the first <u>EZASUHI</u>⁽²⁾ settlers arrived in the region in 3133 RM. Today, young girls who come of age have their pick of men to bed and take multiple partners. Should these relations lead to childbirth, the mother and her family take care of it. Fathers play no role in the upbringing of their direct offspring, but do help raise their relatives' children. Due to the nature of child rearing in Ayad, mothers are not burdened with the sole responsibility of raising children, allowing them to attain positions and ranks of importance in Ayadin culture. Indeed, the elected Monarch of Ayad is traditionally a queen. See Vol III: Extant Nations and Realms.

2. Set. Major coastal city in Ayad^(1.), at the east of the delta of the river <u>DOROPHONOS</u> with a proud naval history. (Pop. c. 119,000).

<u>AYALA</u>: Geo. Mountain in the west of <u>NAARETH</u>, forming a border with the nation of <u>SUOR</u>.

<u>AYAMUR</u>: Set. City in the c north west of <u>JURRAS</u>^(2.), which alongside its twin, <u>AYAMUR</u>, flank the eastern bank of the river <u>EBULLANAS</u> (Pop. c. 63,000).

<u>AYANA</u>: *Geo.* One of many small mountains forming a part of the expansive <u>MENEFIR</u> Mountain chain in the south east of <u>WESTERN MENISCEA</u>, dominating the north east of <u>LANTUA</u>, and serving as a border between it and south east <u>AURUM</u>⁽²⁾.

AYAQIAH: Set. Small city in the east of ZHARIAH(2.) (Pop. c. 16,800).

<u>AYATRA</u>: Rvr. River in the west of <u>THE VORANDINE</u>, flowing south west for 340-miles from sources in the <u>IDREGAN</u> Massif and <u>ZYCHE</u> badlands, before meeting the coast at the <u>BAY OF NURCYA</u>.

AYDA: 1. Sea. Bay in the south west of the <u>SEA OF DANAEL</u>, close to the border between <u>SAGITTARIA</u> and <u>EREBETH</u>.

2. Set. Small fortified city in the north of <u>EREBETH</u>, and main wine-producer in the region of <u>NUCTEMERA</u>. Its harbours trad wine across the west of <u>THE INNER SEA</u> (Pop. c. 16,500).

AYIRIT: Mil. Str. Major fortress in the north of the PARTHISAN colony of ABDAKROS^(1.) on the island of IRUGNA^(1.).

AYULA: Ser. Plains-settlement in the east of <u>TETHYSIA</u>. The region is renowned across <u>EASTERN LLACHATUL</u> for its herds of <u>DHEEZAN</u> (Pop. c. 14,500).

<u>AZADAM</u>: Set. eastern-most of <u>ATARAXIA'S</u> major cities, 95-miles from the border with <u>SKAROSIAN</u> territories south of the <u>BLACK MOUNTAIN</u>. The city is heavily fortified and forms a part of the <u>RED ROUTE</u>, and its troops patrol the routes' passage north, where it crosses the border into Skaros (Pop. c. 78,300).

AZAGH: Geo. Plains to the east of the river <u>TENASAAR</u> along the border with <u>HOLOLACH</u>^(I.) and the <u>MULL CITY-STATES</u>. The plains end in a shallow cliff that forms part of the low canyon that flanks the river for 120-miles.

<u>AZAH</u>: Set. Coastal settlement in the north east of <u>HARITH</u>, in the north east of <u>EASTERN LLACHATUL</u>, named after the <u>OTHERWORLDER AZAHRIA</u> on whose final tomb the settlement is said to have been built. It was one of the first settlements to be founded (in 3605 RM) following the region's independence, and became notable for its many iron mines and its <u>STEELSAGES</u>, though as the regions' mines gave less bounty, the city was allowed to dwindle in size (Pop. c. 1,200).

<u>AZAHAR</u>: *His. Ntn.* Ancient <u>FOURTH AGE</u> empire that dominated the region around the <u>BAND</u> Mountains. And the <u>SEA OF ADUM</u> in the north of <u>LLACHATUL</u>. See Vol III: Extinct States.

<u>AZAHARI</u>: Lan. Language spoken by people around the <u>BAND</u> Mountains and the <u>SEA OF AZUM</u>, including <u>CISNERIA</u>, <u>MASSALAR</u>, <u>ALAM BETHYL</u> and KOLCHIS.

Though it takes the name of the <u>FOURTH AGE</u> empire of <u>AZAHAR</u>, whose culture was pillaged by early <u>FIFTH AGE</u> nations of the region, the language itself has evolved enough from its roots (referred to as <u>ANCIENT AZAHARI</u></u> by scholars) so as to be considered a different language.

Azahari has found its way into many <u>ALMAGESTI</u> dialects, though these are considered regional colloquialisms. See Vol II: Languages.

AZAHARI, ANCIENT: Lan. Language spoken by the FOURTH AGE empire of AZAHAR, whose culture was later pillaged by early FIFTH AGE nations of the region, which would later become CISNERIA, MASSALAR, ALAM BETHYL and KOLCHIS. It is the root of modern AZAHARI. See Vol II: Languages.

AZAHATHAN: *Rui*. One of many ancient gigantic tree stumps, situated in the south east of <u>CISNERIA</u>. The stump has a circumference of some 300-ft. and once formed part of an ancient forest that is thought to have been cut down by ancient industries in the <u>FOURTH AGE</u>.

Early in the <u>FIFTH AGE</u> the stump was hollowed out, and dwellings were built within it, forming the basis of a short-lived culture that died out by around 400 RM. The culture left no written records so little is known of it but is thought to have ranged from the north of present-day <u>ATARAXIA</u>

into $\underline{ALAM\ BETHYL}$ and is known amongst $\underline{KORACHANI}$ historians only as the $\underline{TREE-DWELLERS}.$

<u>AZAHRIA</u>: *Oth.* <u>OTHERWORLDER</u> whose final tomb is in the south of <u>TETHYSIA</u>, atop which the settlement of <u>AZAH</u> is situated.

<u>AZAKKAL</u>: 1. *Geo.* Massif in the north of <u>LLACHATUL</u>, forming the north eastern-most part of the <u>NARAHASAPHAEL</u> Mountains, and serving as the northern border of <u>ALAM BETHYL</u> and the north east of <u>GNOTH</u>. It is home to many lose tribes within the CALLOW HORDES.

2. Rui. Ruins to the north east of the <u>NARAHASAPHAEL</u> Mountains in the north of <u>LLACHATUL</u>, at the edge of the <u>WHITE SHEET</u>. The region was settled throughout <u>ELYDEN'S</u> history, and its most recent incarnation was as a fortress built over the ruins of a <u>FOURTH AGE</u> temple; which in turn stood over a <u>THIRD AGE</u> cairn and a <u>SECOND AGE</u> offering pit, which <u>GNOTHI</u> legends claim was originally the location where the <u>DEMIURGE IALDABAOTH</u> was injured in battle, its blood spilling on the ground.

On that spot was its creativity made manifest – the place has forevermore been a link between the material and Ialdabaoth's memories and <u>DREAMS</u>, and is sought by those <u>SHAPERS</u> who know of the region's lore, though the inhospitable climate and treacherous terrain has made it difficult to find its location.

<u>AZAKETIST</u>: Sct. Coastal settlement in the east of <u>TETHYSIA</u>, in the region of <u>FERATORA</u>, overlooking the <u>SEA OF TRILLOR</u>. Its present-day population is largely descended from the freed prisoners captured by vessels acting on behalf of the <u>MYMEREAN ACCORDS</u> between 2996 – 3523 RM, at which point Tethysia left the accords (Pop. c. 40,000).

AZALASH: Rvr. Seasonal river in the c of the DESOLATION OF ASTUDAN and the major source of the seasonal endorheic lake TOSEFA^(1,). It flows for over 700-miles from sources in the OREXTAR region in SHOTHA. In some years the river flow is not enough to create the lake and the river just peters out in the c of the Desolation.

<u>AZALIOSH IYEDR III</u>: (B. 3863 RM) Pol. Current ruler of <u>MIHARAST</u>, and, by default, the <u>UMBRA SOKHAR</u>. Like his predecessors he makes use of <u>ATRAMENTAL</u> elixirs and <u>SHAPING</u> to prolong his life.

<u>AZAM</u>: Sea. Sea forming the south western-most part of the <u>SEA OF TARAMAR</u>, dividing <u>JURRAS</u>^(2.) in the west from <u>VAALK</u> and <u>ALLASAN</u> in the east. The clean waters of the <u>KARIBAT</u>, <u>LISSA</u> and the <u>RAANA</u> flow into it, making its waters amongst the most affluent of THE INNER SEA.

<u>AZARAOTA</u>: also 'the Dragon'. Ast. Con. Constellation in the <u>NORTHERN</u>
<u>HEMISPHERE</u>. Its name is a corruption of the word Ashterath, which itself is synonymous with the <u>DRACONIC DEMIURGE</u> of ancient history **See Vol II: Constellations**.

<u>AZARIA</u>: *Geo.* Island off the north western coast of <u>SAMMAEA</u>, west of the <u>KORACHANI</u> colony of <u>TAVVARDA</u>.

AZAYEL: Lak. Lake in the c west of NÁRTHEL, along the course of the river LOBKIR

AZAZEM: Dem. 'Azazemi'. Ntn. A vassal nation located south of CENTRAL LLACHATUL, north of the INNER SEA in the coastal basin south of the CHACTHORNYS Mountains, in what was once a region of virgin woodland that was cut down during the FOURTH AGE to make way for farmland. It remains one of the major producers of food in the INNER SEA REGION, with this production geared towards DROSS manufacture.

Its people are descended from a mix of ancient <u>LASCAR</u>⁽²⁾ and Korachani bloodlines and today are known for their sallow skin and dark hair. Traditionally they burnt their dead and worshipped the land, like their neighbours to the north, and were ruled by sacrosanct monarchs from the <u>BASILEID DYNASTY</u>, whose descendants became the <u>PATRICIAN HOUSES</u> of Azazem.

Azazem was the first nation to be taken by the fledgeling <u>KORACHANI</u> <u>EMPIRE</u>, back in 11 RM, though it had been embroiled in Korachani politics for the past decade, allying itself with the rising giant in –1 RM. Imperial conflict with <u>LAASKHA</u> escalated into warfare in 7 RM. Trade pacts with the empire forced Azazem to join the war, which lasted for 8 years, ending with the defeat of Laaskha and its occupation. In 11 RM the Basileid Dynasty became vassals of Korachan, ruling as regents.

It was once a fertile place, soon becoming known as the <u>GARDEN OF KORACHAN</u> after its many productive farmlands. It grew wealthy from its food trade and the export of other resources, which allowed it to become

a hub of art and culture and a centre for the so-called $\underline{DEMIURGE}$ RENAISSANCE between c. 1540 – 1620 RM.

The <u>RENAISSANCE CRUSADES</u> that dominated the Korachani empire between c. 1050-1100 RM against the growing art movement that had brought the <u>DEMIURGES</u> back into public consciousness affected many Azazemi cities, with many creators killed and priceless works of art destroyed.

The monarchy was abolished in 999 RM, replaced with Archpatrician governors with Korachani ancestry, many of which came from the powerful <u>ATROPI HOUSES</u>, who pioneered the cost-effective manufacture of dross, which is now used to keep the huge imperial population of the empire fed.

After many centuries of farming the soil of Azazem was leeched of its nutrients, and it was left a wasteland by c. 1500 RM, its once beautiful fields only capable of supporting withered crops that were of little use other than as fodder or in the dross industry.

In 2976 RM the nation was gripped by a brutal civil war in which a demagogic figure known as the Pariah-KING, turned half the populace of Azazem and regiments of the imperial army against Korachan, in a war that would grip the nation for three years that would shatter Azazem. Though Korachan emerged victorious, it was a pyrrhic victory that left the nation in ruins, its population and much of its eastern cities destroyed. After the war, Korachan secured trade and business in the area by giving away land to patricians, which ensured the slow yet steady repopulation of the nation. The nation now exists in as a feudal vassal of the greater empire, with lands divided amongst Patrician Houses, who in turn divide the land amongst vassals, who work them for them. See Vol III: Extant Nations and Realms.

<u>AZAZEMI</u>: His. Lan. Now-extinct language that was emerging from the earlier <u>LASCAR</u>⁽⁴⁾ tongue in what is now the west of <u>AZAZEM</u> around 4,000-years ago at a time when the <u>KORACHANI EMPIRE</u> was expanding and subjugating its neighbours. It was quelled by the Korachani advance, and was rapidly forgotten, replaced by <u>KORACHANI</u>.

Of interest is the language isolate that is found to the south west of <u>AZAZEM</u>, known as <u>KARAFFARI</u>, which survives to this day. See Vol II: <u>Languages</u>.

AZAZEMI UNDERWORLD: Geo. A vast network of caverns in central AZAZEM that have been invaded by imperial industry; manufactories and dross farms built within them to take advantage of the many fast-moving river that existed underground. Much of the underworld was industrialised, the few natural areas remaining cut off from the surface.

AZAZEMI WINE: see <u>DROSS WINE</u>.

AZAZEMICHAN: Rui. Ruined city in the far north east of OBLEVIS in the east of MENISCEA. It was founded in c. 980 RM during the rule of the DESPOSYNI DYNASTY and was named after the nation of AZAZEM. It was abandoned towards the end of the Dynasty's rule in c. 2900 RM as sea levels left it landlocked, and it was allowed to fall into ruin after that and it lies largely ignored today, its old dockyards lying rusted.

AZEKH: Set. City in the c north west of KARAKHAS (Pop. c. 17,500).z

AZER: 1. His. Ntn. Late THIRD AGE city-kingdom (near what is now ABIMOLOCH in PARTHIS) that was the centre of an urbane people; the most direct of HUMAN descendants of the tribe of the DEMIURGE AVRAHAM, untouched by contact with any other MORTAL PEOPLES. No record of its demise exists, though it is believed to have been destroyed by its own vices, with its people scattering across Elyden during the FADING following the Third Age and the early FOURTH AGE.

2. m. *Mys. His.* In the mythologies and ancient histories of <u>ELYDEN</u>, the divinely-born <u>SCION</u> of the <u>DEMIURGE AVRAHAM</u>, born through divine will with no mother. He was sent to the people of <u>AZER^(1.)</u> in the form of a divine stone, as a guide to steer them away from their self-destructive path. The stone was discarded by the people of Azer, who did not understand its meaning. Angered by their actions, Avraham cast his gaze upon the stone, evoking the great <u>PILLAR OF FLAME</u> (<u>AZORA</u>) from which his son was born complete in <u>MORTAL</u> form. The people of Azer named the messenger after their city and came to worship him above the Demiurge Avraham, leading to the Demiurge's decline. The ideals of Azer became corrupted by the later Fourth Age <u>PHILOSOPHER-KINGS</u> of the land, leading to their eventual demise.

Though some accounts claim he was chaste, others claim that he bore dozens of children with the <u>AZERITES</u>, whose own descendants would go on to populate the <u>PARTHISAN PENINSULA</u>.

He remains a cultural hero to this day, originally seen as the one who enlightened the ancestors of Parthis, allowing them to throw off shackles to the Demiurge Avraham, paving the way for the region's secularism. He is honoured today in the coming-of-age ritual known as the <u>DITARTHA</u>.

The <u>MYTHOLOGIA ELYDEN</u> names him as one half of the divisive <u>MOTHER AND FATHER OF CREATION</u> prophecy, with the other being the scion <u>HAVELRA</u>, who he killed during a chance meeting. He later sought out <u>DURUTHILHOTEP</u> (her father) to whom he confessed his crime, asking for absolution. Duruthilhotep, distraught, told him that he could not. Azer killed himself in front of the Demiurge, initiating a war between the tribes of Duruthilhotep and Avraham, with the latter believing that Duruthilhotep had killed Azer. See Vol IV: Scions, Children of the Gods.

- AZERITES: 1. Also 'Celebrants of the Flame'. Mys. His. In the ancient history of what is now PARTHIS, the Azerites were the people of the THIRD AGE city-kingdom of AZER^(1,). They were gifted a divine stone by the DEMIURGE AVRAHAM in honour of their devotion to him, but they discarded the stone into a pit thinking it evil. Angered by this, Avraham cast his gaze upon the stone, evoking a great PILLAR OF FLAME (AZORA) from which his son AZER^(2,) was born. The people of Azer came to worship the SCION Azer in disregard of their rulers' commands, eventually forsaking Avraham in favour of Azer.
 - 2. O_{TZ} . In more recent times, the word is used in reference to the adherents to the DOCTRINES OF AVRAHAM.
- <u>AZHAO</u>: Geo. Ridge serving as a border between the south east of IZABAL^(1,) and the north west of EREBETH.
- <u>AZHDA</u>: Sea. Sea along the western coast of the <u>MYMEREAN SEA</u>, off the south eastern coast of <u>HARITH</u>. Beaches along this sea are home to many AZHDARCHS.
- AZHDAHAK: Set. Major coastal conurbation in the south of <u>HARITH</u>, built around the mouth of the river <u>AUDHUMLA</u> in the <u>AZHDA SEA</u>. It is very wealthy, and controls most trade crossing the <u>SEA OF HASOTLEPH</u> (Pop. c. 1.250.000).
- AZHDARCH: Fau. Large winged reptilian creature, similar in appearance and lifestyle to a stork. Though it spends much of its life on the ground as a quadruped, it can unfold its large forelimbs (wings) for flight, where it can glide under the force of strong costal winds. It is common along the MYMEREAN coast as well as the south eastern coast of SAMMAEA, and flocks of up to a few dozen of the creature can be seen seasonally crossing ELYDEN, chasing warm climates. See Vol II: Classification and Taxonomy of Life.
- AZGALAR: Fau. Native name for the BEAST OF ARIMASPI.
- AZGOR: Set. City in the c south of <u>Tartak</u>, noted for the noticeable <u>White League</u> presence there. Azgor is truly a city of the League, with many colleges and recruiting grounds; with many relatives and descendants of martyred knights living there. It forms part of the <u>Salt Road</u>, and its <u>Free Companions</u> are a common sight along the traderoute (Pop. c. 85,000).
- <u>AZI'IA</u>: Set. Settlement in the east of \underline{VAALK} , overlooking the \underline{SEA} OF \underline{NUTHEN} (Pop. c. 16,000).
- AZOR: 1. His. Ntn. Ancient FOURTH AGE city-state in the extant south east of PARTHIS, built on the ruins of the far more ancient city of AZER⁽¹⁾. It rose in c. –2900 RM and was ruled by a caste of philosophers (Known as PHILOSOPHER-KINGS) who rediscovered the old AZERITE religion and the PILLAR OF FLAME.
 - 2. His. Set. More recently, a <u>FIFTH AGE</u> city built on the ruins of the older <u>FOURTH AGE</u> ruin after which it is named. The city became prosperous and by 100 RM had become one of the most powerful trade-cities on the southern coast of <u>THE INNER SEA</u>. It was chief amongst <u>PARTHISAN</u> resistors to the expansion of the <u>KORACHANI EMPIRE</u> into its lands, but was besieged in 379 RM, and burnt to the ground the next year, its population killed or enslaved, and the earth salted.

The city was never rebuilt, but a monument, known today as the <u>PEOPLE'S NEEDLE</u>, was built atop its ruin to celebrate its bravery. What

- scattered pilgrims of the old <u>AZERITE</u>^(2.) religion remain still visit the place, which has become a place of religious importance to them.
- <u>AZORA</u>: 1. Also 'the Pillar of Flame'. Sup. Leg. A fiery pillar from which the scion <u>AZER</u> is said to have appeared fully-formed, burning for millennia, slowly solidifying into a crimson-tinted pillar of obsidian, standing on what is now the south east of PARTHIS.

As of 4003 RM the pillar has been observed to have rekindled, with its interior slowly glowing as though it has become molten, with parts of its surface spontaneously catching fire. The significance of this is unknown though mythographers are studying the object. See Vol IV: the Mythologia Elvden.

- 2. *Reg. Org.* In an ancient religion the name given to the <u>PHILOSOPHER-KING'S</u> cult that appeared in the aforementioned region, following the appearance of <u>AZOR</u> over the ruins of <u>AZER</u>.
- <u>AZOSA</u>: Set. City in the ancient state of <u>NAAL</u>, that would in c. 2391 RM become known as <u>AZOSAOTH</u>.
- <u>AZOSAOTH</u>: 1. *His. Rel. Dei.* Ancient <u>FIFTH AGE</u> pantheon of deities, worshipped in the south east of the present-day <u>TARAHID ANNEXES</u>, in the eponymous city-state⁽²⁾. The religions and its pantheon waned as <u>PARTHISAN</u> influence in the region increased.
 - 2. Dem 'Azosaothi'. Set. City-state in the south east of the present-day TARAHID ANNEXES that emerged from the settlement of AZOSA in 2391 RM. The region fragmented into various city-states that over the ensuing years were absorbed by PARTHIS. By c. 2900 RM the ruins of Azosaoth had been resettled, becoming the city of VULKA.

Its people were very religious and it was ruled by a priestly caste who worshipped the pantheon of gods that lent their name to the city-state^(1.).

- <u>AZOTH</u>: Set. Major city in the c south of <u>GNOTH</u>. It is a centre of all the major ascetic schools, and also forms a major stop along <u>THE WAY</u> traderoute (Pop. c. 95,000).
- <u>AZOV</u>: Set. Small fortified city in the north of <u>LAASKHA</u>, in control of five separate gold mines outside of its main walls, all of which are heavily guarded. The city rose in response to the mining and its sole purpose it to serve the many labourers and slaves in their work in the quarries. The city is also home to a large military academy, where Laaskhan military leaders are trained.
 - It forms part of the <u>RED ROUTE</u>, and maintains banks where merchants can trade goods for gold bullion (Pop. c. 16,000).
- AZRIAR: Rui. Petrified city in <u>IAISHA</u>, in the north of <u>LLACHATUL</u>. The once-thriving city, attributed to the <u>DEMIURGE ALLAISHADA</u> and her children, is subject to rumours that mummified <u>ILLIDRAEN</u> could be found in the ruins, though recent explorers have returned from the region empty-handed.
- <u>AZZANA</u>: *Geo.* Island 250-miles off the northern coast of the <u>SULTANATE</u> <u>OF ABACARDAT</u>. It is the largest island of the <u>SUEZHUNI</u> island-chain.
- <u>AZZAR</u>: Gam. Dice game common in nations surrounding the <u>DARK SEA</u>, though to have originated in the <u>NATHI EMPIRE</u>. It is most common in <u>NARTHEL</u> and <u>VENTHIR</u> See Vol II: Games and Pastimes of Elyden.
- <u>AZZARA</u>: f. Myt. His. Per. In the mythologies and ancient histories of <u>ELYDEN</u>, a 2nd generation <u>SCION</u> and daughter of the scion <u>KHAR'ILLAE</u>. One of triplets (the others being <u>CHYLE</u> and <u>RESH</u>), she is only mentioned in passing once in the <u>MYTHOLOGIA ELYDEN</u>, leading some mythographers to believe the birth was apocryphal or misattributed. See Vol IV: Scions, Children of the Gods.
- <u>AZZERIS</u>: Set. Major coastal city in the north west of <u>OBLEVIS</u> and major stop along the <u>BROKERS' ROAD</u> trade route (Pop. c. 132,000).
- <u>AZZI</u>: Set. Major metropolitan area in the east of <u>NAARETH</u>, overlooking the Iapetan Sea. It is likely the Naarethi city with the most cultural differences between men and women most men are regarded as slaves, and perform manual labour in a feudal system where they are owned by their employers, with a chance of purchasing their freedom, not dissimilar to the <u>WORK-SLAVES</u> of <u>KORACHAN</u> (Pop. c. 1,408,000).
- <u>AZZII</u>: Set. southern-most of the three principalities of the <u>CITY OF</u>
 <u>ALMAGEST</u>. It was one of the three original city-states (the others being <u>EPHEMERIS</u> and Almagest itself) that would converge early in the <u>FIFTH AGE</u>, becoming the city of Almagest as we know it today.

B

<u>BA'AKOB</u>: Geo. Plains in the c of <u>SUMA'YA</u>, stretching into the far north east of <u>N'RAKH</u>. The plains are dry and home to much wildlife though parts of them suffer from mild <u>ATRAMENTAL TAINT</u> and have few resources of note, so are relatively undisturbed. The plains were once a hub of industry and civilisation though are today peppered with the ruins of spent mines and abandoned settlements, following the retreat of <u>KORACHAN</u> from the region centuries ago.

<u>BA'ANTAL</u>: 1. Geo. Mountain in the north east of <u>BA'AKH</u>, named after an ancient hero said to be buried there. The mountain is old and rounded and bears signs of ancient use though what resources it once held are long gone.

2. Geo. Hills north of the above region, and centre of <u>KORACHANI</u> industry in <u>BA'AKH</u> before the region was abandoned in 3097 RM. The ruins of many quarries, mills and mines can be found here, as well as disused <u>SIPHON ENGINES</u> that lie silent, their pipelines destroyed.

BA'AKH: Dem. 'Ba'akhi'. Ntm. Nation in the north of SAMMAEA to the west of the DAARKEN GULF, to the east of LIDEA and north of N'RAKH.

The nation emerged in -30 RM following the rise to power of <u>Telraasi</u> mystics – shapers who studied the Atramenta so that they could better oppose it – who united the predecessor nations of <u>Dhea</u> and <u>Dhamatea</u> (the latter of which had been devastated by the <u>Atramenta</u>), with the <u>Atramentist</u> champion <u>Akh</u> becoming their leader. His martyrdom the next year to <u>Atramental taint</u> solidified the new nation led to the unification of Dhea and Dhamatea into Ba'akh (named in his honour), though as his death brought a new semblance of government to the region, so would it eventually lead to its fragmentation. After his death, Ba'akh was divided amongst his 17 lieutenants, and remained so until 318 RM, when the <u>Telraasi</u> council began to wane. In 408 RM they were supplanted by the <u>Merchant-Kings</u>, who were in turn deposed in 634 RM, with the <u>Korachani empire's</u> arrival in Ba'akh.

Ba'akh was the birthplace of the <u>SIPHON ENGINES</u> that have become synonymous with the <u>KORACHANI EMPIRE</u> and during the first millennium of Korachani rule its cities, particularly <u>ORESS</u> and <u>BAALBETH</u> became incredibly wealthy, their <u>TECHNARCANISTS</u> and <u>ATRAMENTISTS</u> pioneers in the field. Though the death of <u>ELYDEN</u> led to the growing instability of the siphon engines and their increasing demands of sacrificial siphons and <u>SOUL-PEARLS</u> led to their downfall, and the diminishing of its cities.

The nation was left to the <u>DOMNITORS</u> in 2732 RM and finally abandoned in 3103 RM, during which much of its northern territories were taken by <u>SARASTRO</u> as part of the <u>SARASTROAN SANCTION</u>, with the south falling to the tyrants of <u>SUMA'YA</u>.

<u>BA'AKH</u>, still a vassal of Sarastro, saw the chaos of the escalating <u>WAR</u> <u>OF SUNDERING</u> (which started with Venthir declaring war on Sarastro), as an opportunity to throw off its shackles. After months of planning, it declared its intentions on the 5th of <u>LIVIALEN</u> 3704 RM, a move that contributed to the <u>SUNDERING OF THE EMPIRE</u>, though it was later retaken by Sarastro on the 13th of <u>SATAVALEN</u> the same year, after which

its parent state began pushing for new Atramental industries there. See Vol III: Extant Nations and Realms.

BA'AKH, RAPE OF: Mil. Pol. His. The massacre of the BA'AKHI people during the BA'AKHI WAR FOR INDEPENDENCE by the armies of IO. Ba'akh had declared its independence from SARASTRO on the 5th of LIVIALEN 3704 RM. KORACHAN and Sarastro responded by blockading its harbours on the 18th of LIVIALEN, with troops landing soon after to reinstate imperial law.

The <u>INNER SEA REGION</u> was thrown into disarray the next month with the destruction of <u>THE INDEFATIGABLE</u>, bringing Korachan and Sarastro to war with each other, causing them to forget about the chaos in Ba'akh. For the next five months, Ba'akh became a war-torn land, with battles fought between three sides — Sarastro and its allies, Korachan and its vassals, and between them, the Ba'akhi insurrectionists. Its ports were being bombarded and its limited armies were losing against its much more powerful enemies.

By <u>Nihavalen</u>, Sarastroan and Ionic had gained the upper hand, and were rampaging across Ba'akh, fending off Korachani attacks in the north as they swept across Ba'akh slaughtering its people and razing settlements. Tens of thousands were taken back to Sarastro as slaves and many more were put to death in great pyres, the smoke of which could be seen from miles away, leaving the beleaguered nation greatly depopulated and unable to defend itself.

Despite the death and destruction, Ba'akhi leaders refused to capitulate, and were eventually deposed by their own people on the 6th of <u>SATAVALEN</u>, after which Sarastroan Vassalage soon followed. This ended the war, after which Ba'akh would become little more than a fortress and staging post to Sarastro, the massacre of its people at the hands of Sarastroan soldiers ignored.

<u>BA'AKHI</u>: Lan. Language spoken in <u>BA'AKH</u> that emerged from the earlier <u>SUTHI</u> language. The language was corrupted by <u>KORACHANI</u> during over 2,000-years of colonialism and is now a mix of the two. See Vol II: Languages.

BA'AKHI RANGERS, ORDER OF: Int. Law. Org. Policing Force in BA'AKH founded in the city of ASISH in 3652 RM to stymy the growing lawlessness in the region. It is largely funded by donations, and rangers enter service voluntarily and earn citizenship after 7 years of service.

They are tasked with patrolling the hinterlands of Ba'akh against banditry and the protection rackets that gad become common, and also help to maintain the <u>UMBRA</u> pipelines and defend them against sabotage and theft. They remain operative today and have grown into a large institution with various branches, and individual rangers mounted atop <u>MONITORS</u>⁽²⁾ are a ubiquitous sight across the nation.

BA'AKHI WAR FOR INDEPENDENCE: Mil. His. A historical conflict that emerged from the earlier VENTHIRI/SARASTROAN WAR and which directly led to KORACHAN joining the conflict, beginning the WAR OF SUNDERING.

Seeing the chaos of the Venthiri/Sarastroan War, <u>BA'AKH</u> declared its independence from <u>SARASTRO</u> (which had been its parent state since the <u>SARASTROAN SANCTION</u> in 3103 RM) and began ejecting its politicians governors from its cities starting on the 5th of <u>LIVIALEN</u> 3704 RM. Korachan, until then forced into inaction during the Venthiri/Sarastroan War due to various defence treaties, was able to act, and began moving forces into Ba'akh alongside Sarastroan forces.

By the end of the month most Ba'akhi coastal cities were the targets of blockages and trade sanctions, which did little to dissuade the Ba'akhi uprisings, which led to Korachani and Sarastroan forces invading.

On the 8th of <u>RACHALEN</u>, Ba'akhi forces seized the Korachani ship <u>THE INDOMITABLE</u>, dragging Korachan into conflict with Sarastro and making Ba'akh an enemy of both. Diplomatic relations across the <u>INNER SEA REGION</u> collapsed, leading to the onset of the War of Sundering and Ba'akh becoming the site of a war on three sides.

By the 26th of <u>NIHAVALEN</u>, Sarastroan and <u>IONIC</u> armies were rampaging across Ba'akh, fending off Korachani attacks in the north and Ba'akhi resistance elsewhere. This time became known as the <u>RAPE OF BA'AKH</u>. Despite worsening public morale, Ba'akhi leaders refused to capitulate, and on the 6th of <u>SATAVALEN</u> were deposed and replaced with Sarastroan sympathisers, who spoke to Sarastroan leaders to begin the peace talks, knowing that vassalage will likely follow. Sarastro accepted the terms of vassalage on the 13th, ending the war, and began rebuilding fortifications there.

The nation had suffered greatly under the past months and its major cities had been reduced to ruins with little in the way of resources. Sarastro used it as a staging ground and a means of controlling the DAARKEN GULF.

<u>BA'ATON</u>: Set. Fortified city in the west of <u>SUMA'YA</u>, overlooking the east of <u>N'RAKH</u>. The city is home to a large military presence, which is responsible for patrolling the N'rakhi borders, and it forms a pivotal part of the <u>SALT ROAD</u>, leading into the lacer enclave of <u>TENELOCH</u> via trade agreements made with <u>SIRIPHAGAN</u> merchant-lords (Pop. c. 20,000).

BA-TO: *Com. Set.* Major coastal city in the south of <u>TZALLRACH</u>, in the <u>BAY OF ATTAS</u>. It's a major commercial area and has large ports, and is famed for its amphitheatre-like marketplace that predates the appearance of the city, and which was used for blood sports by <u>NATHI</u> colonists in the early <u>FIFTH AGE</u> (Pop. c. 62,000).

<u>BAAGON</u>: Set. Small fortified settlement in the c south of <u>THE SURRACH</u>, in the stone desert of <u>THAMAAZ</u>. Its main industry is the mining of borax, which is exported across <u>NORTHERN SAMMAEA</u> and beyond (Pop. c. 8.200).

BAAL: 1. Lak. Fresh-water lake in the c of <u>BA'AKH</u> that takes its name from the legends of ancient <u>THYM</u>. The waters undergo an <u>ATRAMENTAL</u> cycle, fluctuating between tainted and relatively clean every 10-years or so. This is attributed to the mild <u>ATRAMENTAL CORRUPTION</u> of the land of <u>BAALIEL</u>, just to the north.

- 2. Geo. Large natural sinkhole to the west of the lake of the same name. In the early days of <u>BA'AKHI</u> history the pit was used to dump waste <u>UMBRA</u> into following its extraction from the land and air by <u>SIPHON ENGINES</u>. Following the appearance of the <u>KORACHANI EMPIRE</u> in 633 RM <u>ADUMBRAESKI</u> loyal to the empire built extensive pipelines that pumped the umbra north to <u>ORESS</u> where it was processed and shipped north to other imperial cities.
- Mil. Str. Fortress in southern <u>BA'AKH</u>, protecting the city of <u>BAALBETH</u>, from SUMA'YAN attacks.
- 4. Leg. Mythological character from <u>THYMI</u> myth, believed to be a form of culture-hero. He was a tyrant and a perpetrator of atrocities against the foes of his people, though many of these aspects have since been forgotten.

Today he is remembered mostly in <u>LIDEA</u> and <u>MHAROKK</u> as a saviour and protector, and is often compared with the <u>SOUTHERN PALADIN</u>. See Vol II: Legends and Folk Tales.

<u>BAAL DAGON</u>: Geo. Badlands region covering around 30,000 square-miles of land in the west of <u>BA'AKH</u>.

BAALBEC: His. Set. Ancient name for the city of BAALBETH.

BAALBETH: Set. Large city founded in -73 RM on the ruins of the <u>DHEAN</u> fortress known as <u>ALBA</u> (when it was known as <u>BAALBEC</u>), in the north east of <u>SAMMAEA</u>, in what is now the south of <u>BA'AKH</u>.

Abandoned due to <u>Atramental Corruption</u> in c. -105 RM, a cleansing effort was begun by a secretive caste of <u>Atramentists</u> known as <u>Adumbraeski</u> in -92 RM, where the first primitive <u>Siphon engines</u> were constructed, leading to its purification within 2-decades and its resettlement as the city of Baalbeth in -73 RM. The many siphon engines that appeared there led to an accumulation of raw <u>UMBRA</u>, which began to collect outside the city. By c. 1 RM an enclosed aqueduct was constructed to allow the umbra to flow north, where it was poured into a great natural sinkhole known as <u>Baal</u>. By c. 100 RM pipes from other settlements, most notable <u>BATELL</u> were flowing into Baal also.

The city grew rapidly over the coming years, its old siphon engines replaced with more modern equivalents by the Adumbraeski, who in c. 320 RM had finally managed to reunite the 17 fractured states of BA'AKH into a whole, with Baalbeth as its capital. By the time of the KORACHANI EMPIRE'S arrival to Ba'akh in 568 RM, Baalbeth was a major influence in the region, a technologically-advanced metropolis, its Atramentists well-loved citizens whose efforts against the Atramenta marked them out as unique.

Following close to a century of war, Korachan finally conquered Ba'akh in 633 RM and appropriated Baalbeth as its own capital the next year. The Adumbraeski orders suffered a schism, with those corrupted by Korachan on one side and those persecuted by its ICONOCLASTS(2) for opposing the Atramenta on the other. Most of the latter fled the city, scattering to the hinterlands of Ba'akh and LIDEA.

Following decades of tension and small civil rebellions, Baalbeth eventually settled, with many imperial immigrants arriving there by c. 850 RM. This came before a period of Atramental instability, itself leading to the construction in 923 RM of a gigantic siphon engine known as a SIPHON MAGNA - the first of its kind in the empire and influencing no less than 50-miles in all directions, though its hunger for SOUL-PEARLS and sacrificial SIPHONS (a caste of Atramental shaper after which the siphon engines are named) lead to an insatiable hunger for those resources that characterised the city throughout its existence (eventually necessitating the use of the gigantic soul-pearl collected form the MESOCHTHON TASHATARAS that was slain in 714 RM in INTH). It rapidly become one of the cleanest and wealthiest cities in Ba'akh alongside ORESS, which led to yet more immigrants arriving there and by c. 1000 RM it was amongst the largest cities in SAMMAEA, numbering no less than a million bodies. The construction of a huge cathedral was commenced in 1103 RM, finishing finally in 1788 RM. This led to it becoming a centre of religious study as well as the hub of Atramental research it had become renowned for. The umbra collected from its siphon magna was pumped north to Oress, increasing the wealth of both cities, though its hunger of soul-pearls and siphons increased, with many expeditions and CRUSADES launched over the next centuries in the search for more.

The city diminished as the Korachani empire lost influence in the region, and as Ba'akh was abandoned to the <u>DOMNITORS</u> in 2732 RM the city lost its political power to <u>RE'HAIZ</u>, which became home to the imperial offices. Baalbeth itself was stewarded by the few remaining <u>PATRICIAN HOUSES</u> until the empire's complete abandonment of the region in 3097 RM. By then the empire has lost the wealth and resources to maintain the great Siphon engines of Baalbeth and the Atramenta began its encroachment of the city once more, leaving it crippled, its population greatly diminished; something that would continue well past the Domnitors abandonment of Ba'akh.

Baalbeth fell to the armies of <u>SUMA'YA</u> in 3311 RM, and though it managed to restore its great Siphon engine to working strength, it could not sustain the numbers of sacrificial siphons required to keep it working at full strength, denying Baalbeth the chance to grow again. The city was recaptured at great cost by the armies of Sarastro and remains in its hand, heavily guarded from Suma'yan attack. Its Siphon engines have been restored and it is a major producer of umbra, which is once-again pumped north to Oress. Throughout this it has remained a stop along the passage of the <u>Shadow March</u> as well as the <u>Salt Road</u> (Pop. c. 155,000).

BAALBETH, ORDER OF: Mil. Org. a knightly order founded in BA'AKH in 446 RM, following the fall of the Telraasi government there in 408 RM. The MERCHANT-KINGS that rose in their place placed little faith in Telraasi wisdom, which admonished use of ATRAMENTAL substances, and traded UMBRA and UMBRISKA with other nations, most notably HOAMM. The ORDER OF BAALBETH was created by the descendants of Telraasi members who were exiled by the Merchant-kings, and established a fortress in the ancient hold in the LION'S MAW in the far north east of Ba'akh, from where they harassed the flourishing umbra trade north. They survived for roughly 2-centuries, though were hunted by the ICONOCLASTS (2.) and other imperial groups following KORACHAN'S conquering of Ba'akh in 634 RM.

By c. 650 RM they had been largely culled, their fortress in the Lion's Maw destroyed, though the few who remained fled Ba'akh with the exiled members of the Telraas, where they settled a plateau in the northern SHIBOTHA Mountain, establishing the fortress of Telraasa in c. 675 RM. By c. 1100 RM the Order of Baalbeth had become an esoteric institution, its members waning to little more than a few dozen scholars who eschewed the study of the Atramenta in favour of Firmamental research, though they became the subject of LIDEAN attacks in c. 1300 RM, after which their fortress fell into disuse in c. 1450 RM.

BAALIEL: Sup. Geo. ATRAMENTALLY-CORRUPTED region along the border between BA'AKH and SUMA'YA. The region goes through a 10-year cycle, waning and waxing in corruption. The many siphon engines in the nearby city of BAALBETH helps keep this ATRAMENTAL cycle in check.

BAALSHEBETH: Rel. Dei. Common god in the east of THE SURRACH.
Little is known of it outside of the region as its worshippers are insular and do not share their cults' secrets freely. See Vol IV: Deities and Pantheons.

<u>BAARHA</u>: Set. Coastal settlement in the south east of <u>LAASKHA</u>. It originated as a roadside inn and the ancient milestone that it was built against remains there to this day; its old markers chiselled off centuries ago.

The earth surrounding the settlement is very salty and little vegetation grows there, restricting the diet of its people to seafood and aquatic vegetables such as samphire (Pop. c. 4,300).

<u>BAARIN</u>: Rui. Ruined city in the centre of <u>LAASKHA</u>. The city was prosperous, and was a crossroads of trade and culture, but it was abandoned in c. 3500 RM, following the spread of the <u>ATRAMENTALLY TAINTED</u> region of <u>BETHAL</u>. Its people fled to surrounding cities, largely the city of <u>NATHHAL</u> in the north, and the region of <u>KAARAFFAR</u> in the south.

<u>BAASAKHYN</u>: Geo. Cool plains in the north of <u>LAASKHA</u>, known for sparse tree-cover leading to the rocky terrain of the <u>LAASATHEA</u>.

<u>BAATA</u>: His. Set. Historical city in the c of <u>BAATAN</u>^(1.). It emerged as an independent state in 3119 RM after a plague devastated the north of Ahrishen, and eventually became the capital city of Baatan, with its name changing naturally in c. 3400 RM.

<u>BAATAN</u>: 1. Dem. 'Baatani'. Ntn. Nestled between the mountain ranges that divide the <u>ARESHI</u>^(L) Plains from the highlands of <u>TEMUJA</u> in the east of <u>CENTRAL LLACHATUL</u>, Bataan is of a cool temperate climate with relatively dry continental weather.

Baatan emerged from the city of <u>BAATA</u> during a time of plague that swept east across <u>AHRISHEN</u> between 3117 and 3120 RM, leaving the region devastated. The city, which had existed as an independent city-state in the far north of <u>VIRAHAN</u> since around 2700 RM, had grown insular during the time of the plague, and emerged only after Virahan had gained its independence from Ahrishen in 3119 RM, following decades of petitions to the capital in <u>MAHSERTH</u>. Baata had, through the efforts of Virahan, also gained independence, but rather than pool its resources with the larger entity, it chose to remain an independent entity. Over the next centuries it expanded north into the <u>DUIARHI</u> Mountains, founding new settlements and assimilating other small frontier settlements, while remaining an ally of Virahan and <u>TEMUJA</u>, the latter of which it has close cultural ties with.

Its people are largely insular and owe more culturally to Temuja than to Ahrishen, as evidenced by their main language, though most of its people are descended from a mix of Areshi natives, who once populated

the region of extant Ahrishen in the early years of the <u>FIFTH AGE</u>; and <u>KHUDARI</u> migrants, who are the ancestors of Temujans.

Today Baatan acts as a vital link in the trade-route that is the <u>GREAT ROAD</u> and despite its small size, its merchants are well known in Central Llachatul. See Vol III: Extant Nations and Realms.

2. Pol. Set. Capital of the above nation^(1,) that emerged from the earlier city of <u>BAATA</u>. It controls trade between <u>AHRISHEN</u> and <u>VIRAHAN</u>, and <u>TEMUJA</u>, forming an important part of the <u>GREAT ROAD</u> trade-route, where it sees many traders and caravans from both nations crossing its borders. As a result, its mercantile district is well-developed and is very lively, with many taverns, inns and brothels remaining open all day (Pop. c. 708,000).

<u>BAATANISH</u>: Lan. Language spoken in <u>BAATAN</u>, which emerged from <u>AHRISHENI</u>, though which, following its independence in 3117 RM, adapted steadily more from its ancient <u>KHUDARAN</u> culture and language, and today it is more similar to extant <u>TEMUJIN</u> than its Ahrisheni roots.

It developed concurrently with <u>VIRAHANI</u>, though has diverged somewhat since then, taking on even from its neighbour to the north, <u>TEMUJA</u>. See Vol II: Languages.

BAATAR: Rnk. Title (synonymous with the BAGHATUR of AHRISHEN and SAUA, and likely etymologically-linked) bestowed upon prominent FIRMAMENTAL SHAPERS in TEMUJAN culture. The last Baatar was Roekh the Seer, and he was appointed in 3776 RM. As the ONÉSIMUS slowly departed Temuja in the decades following THE WITCH WARS, the title lost favour and fell into disuse.

BAATRA: Set. Farming settlement in the c south of <u>LAASKHA</u>, located in the region of <u>KAARAFFAR</u>. It is a relatively recent settlement, having been founded in c. 3310 RM by settlers and exiles from other settlements, who turned to agriculture centuries later, in c. 3680 RM, following the ecological wasting of farmlands elsewhere in Laaskha (Pop. c. 7,200).

BAAYN: Pol. Sct. Capital city of LAASKHA, known for its expansive artificial harbours and ports that serve the northern coast of THE INNER SEA. It is home to a large CHAPTER (2) of the WHITE LEAGUE and is also a major stop along the SHADOW MARCH and has many hostels, roadhouses, and shrines that cater to PETITIONERS OF THE MACHINE that cross its borders, with many opportunists and hucksters selling CATHADESMIN and false relics to gullible helots and pilgrims press-ganged into marching the holy road.

The region surrounding the city is peppered with expansive <u>MERILL</u> ruins exposed by waning sea levels, with the most impressive being the ancient city of <u>VELQOOM</u> (Pop. c. 2,950,000).

BAAYN, TREATY OF: Pol. His. Mutual defence treaty signed between the KORACHANI client nations of AZAZEM, LAASKHA and VAALTHA on the 18th of RACHALEN in response to Korachan joining the VENTHIRI/SARASTRO WAR following the BA'AKHI commandeering of THE INDEFATIGABLE, which ultimately started the WAR OF SUNDERING.

Though already tied together in a peace treaty under Korachani vassalage, the Treaty of Baayn (named after the city of <u>BAAYN</u>, where the treaty was signed) was a symbolic gesture of the cultural link the three nations shared, solidifying their loyalty towards the empire. Together the three nations appointed <u>ARCHPATRICIAN</u>-general <u>OLYMARIUS FARGIA</u> as supreme general of their armies.

The treaty outlived the War of Sundering, though was ultimately rendered null buy the <u>SARASTROAN</u> annexation of Vaaltha in 3737 RM.

<u>BA-BILU</u>: His. Rel. Dei. Ancient deity native to the c of <u>SAMMAEA</u>. Grotesque idols dedicated to the deity can be found in the <u>WASTES OF SPHYRNIDONTIS</u> and the west of <u>HOGGOTHA ISZ</u> to this day. Worship of the deity is thought to have been common in the region in the middle <u>FOURTH AGE</u>, when the <u>DEMIURGES</u> had diminished into obscurity.

<u>BAB ABELA</u>: Set. Settlement in far south of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>, along the north eastern shore of lake <u>AKASM</u>. It has no land routes linking it to the rest of the nation though maintains a water route via <u>SOLOM</u>, across the river <u>SHIBBOLETH</u>^(3.), as well as the Pnessian settlement of <u>SCORIO</u> (Pop. c. 5,000).

<u>BAB ARAKA</u>: Sect. Small city in the c-south east of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>. It is a major source of granite in the region (Pop. c. 14,000).

- BAB DETHABA: Set. Small city in the c south of the territories of ETHISTONITH in RHINOCOLOURA, to the west of the KADDRAS Mountains. It is a major breeder of camels that are used in trade caravans in the region (Pop. c. 16,500).
- BAB HEBIB: Set. City in the north west of the territories of ETHISTONITH in RHINOCOLOURA. Shepherds taking their flocks in the surrounding hills claim that <u>SERAPIS</u> are preying on their flocks, and the ruling council is trying to scour the lands to rid them of the elusive predators to little effect so far (Pop. c. 45,000).
- **BAB SHEKH**: Set. Settlement in the c-south east of the territories of ETHISTONITH in RHINOCOLOURA. It is a major source of granite in the region (Pop. c. 5,500).
- <u>BABAEA</u>: Set. Small city in the south east of <u>RHINOCOLOURA</u>, along the course of the river <u>DAWWAN</u>. It is an agricultural centre, exploiting the seasonal inundation of the river, growing crops as diverse as sesame and peanuts along the alluvial soils for miles north and south of its boundaries (Pop. c. 16,000).
- BABAEA, LIBRARY OF: Edu. Str. Fort-like mud-brick college in the far south of RHINOCOLOURA, in what was the state of HAZOR when it was constructed in c. 2640 RM. It is an antiquated building and were it not for yearly renovations that patch up weather damage to the mud-walls, it would disappear within decades. Inside, scholars are taught the old oral traditions of the region, as well as the ATRAMENTAL history of the area, particularly the UMBRA SOKHAR.
- **BABAK**: Set. City in the c of the <u>VESPERTINE LEAGUE</u>. It is famed for being the repository of the <u>CITRINE MANUSCRIPTS</u>, which are kept behind lock and key in its fortified library. The manuscripts are only available to view via appointment, though researchers hoping to examine them must agree to be accompanied by guards and curators at all times whilst working (Pop. c. 55,000).
- <u>BABALAS</u>: Set. Settlement in the west of the <u>PARTHISAN</u> colony of <u>ABDAKROS</u>^(1.) on the island of <u>IRUGNA</u>^(1.). Its main industry is copper mining, which has devastated the surrounding hills, bringing chemical overspill to the city, which has left many of its people sickened (Pop. c. 8,200).
- <u>BABAR</u>: Soc. Rnk. Elders in <u>SARASTRO</u> who are often found as court advisors in larger cities or ruling elders of smaller settlements.
- <u>BABEKH</u>: Set. Small city in the c of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>, along the course of the river <u>ABBEN</u>. It is known for its peanut and chickpea cultivation (Pop. c. 13,000).
- **BABI**: Set. Rural settlement in the north east of the tribe of <u>AUEREN</u> in the far north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is situated along a trade-route north into <u>SARASTRO</u> and is more open to foreigners than most other Mulcibian cities (Pop. c. 6,000).
- **BABOUL:** *Set.* Settlement in the north west of <u>TZALLRACH</u>, along the course of the river <u>KEKET</u>. It was founded by outcasts in c. 3430 RM and its people are hard workers, though suspicious of outsiders, particularly government officials, such as tax collectors (Pop. c. 5,000).
- <u>BABULA</u>: *Int. Geo.* Strange rise in the otherwise flat-expanse of <u>SEDOS</u> in the <u>SHEDAMMA</u> region of <u>SOUTHERN SAMMAEA</u>. The area is thought to be all that is left of the mythic <u>BRIDGE OF ETERNITIES</u>, built in prehistory by the <u>DEMIURGES</u> and <u>MORTAL PEOPLES</u> to try and reach a fabled 'creator'.
- <u>BACALUSIA</u>: 1. Geo. Region in the <u>SHAAT LOTHA</u> region in the c north of <u>THE SURRACH</u>, along the course of the <u>IVORY ROAD</u>. The region is named for the plains that slope to the north from the foothills of the <u>VANNAKORDOR</u>.
 - 2. Com. Set. Major trading city in the eponymous region in the c of <u>THE SURRACH</u>, along the <u>IVORY ROAD</u>. It is known for its large caravanserais, colosseum-like markets and many entertainment establishments to cater to the desires of all people passing through. Its markets are famed for their honeyed meats that are served year-round (Pop. c. 280,000).
- **BACATRA**: Set. City in the south of <u>PARTHIS</u>, abandoned in c. 3100 RM following centuries of retreating coastlines. At its peak it boasted a population no greater than 20,000. The ruin is largely shunned today, its buildings slowly crumbling beneath the elements. It is famed for the far older ruins that surround it, dating back to a late FOURTH AGE culture,

- many of which are in better condition than the more recently abandoned structures.
- The old ruins have been the focus of interest across millennia and are a popular destination to those undergoing the <u>GRAND TOUR</u>, amongst others, including scholars.
- BACCAL: Cur. Major currency in the north west of SAMMAEA, originating in the influential mercantile city of BACALUSIA. It rapidly spread through trade across the IVORY ROAD and spread as far West as the PRINCIPALITY OF SEPAHAUNAT, and east to SAGITTARIA and is relatively common beyond that, with moneychangers dealing in the currency not unknown in the KORACHANI EMPIRE. See Vol II: Currency and Coinage in Elyden.
- BACHAN: Set. One of the original SEVEN CITY-STATES of KORACHAN, Bachan is now a city in the central-lower reaches of the Korachani peninsula, and once served as a link to Korachani territories in SAMMAEA. It is now renowned for its shipbreaking yards, though it was once a major military port and shipyard, including during the WAR OF SUNDERING, and it was targeted by the SARASTROAN navy throughout the conflict (Pop. c. 70,000). (Pop. c. 125,000).
- <u>BACHANU</u>: Geo. Pass in the south of <u>KORACHAN</u> across the south of the <u>FATUACH</u> Mountains.
- <u>BACHESA</u>: Pol. Queen of the bandit city of <u>BEZONANT</u>, in the west of the <u>DAENED SULRACH</u>.
- BACHRAD: Lak. Lake in the c of <u>TARTAK</u>, along the course of the river <u>LLIRAD</u>.
- BACKBREAKER: Ohj. Spear wielded by ARIOCH OF MOETIA; Diarch of MOETIA of TZALLRACH. Arioch earnt the right to bear the relic in ritual combat, where be bested competitors from across the nation. By the ancient laws tied to the weapon, he is now its rightful bearer and only someone who defeats him in martial combat can claim it in his place.
- **BADAL**: Set. City in the east of the territory of <u>GELAH</u>, in the south of <u>ALAM BETHYL</u>. It lies south of the northern <u>POLAR CIRCLE</u> and is one of the larger settlements in Alam Bethyl. It is said to lie atop the remnants of an ancient trade route (Pop. c. 47,200).
- <u>BADAYAN</u>: Ind. Set. Major copper mining area and conurbation in the c south west of the <u>SOLEYN TERRITORIES</u>. The area around the conurbation is known for its vast open-cast mines and deforested hills. It has a large <u>SHIE</u> ghetto, which is renowned for its brothels (Pop. c. 18,000).
- <u>BADDER</u>: Set. Major city in the east of <u>NÁRTHEL</u> along the banks of the river <u>DAHAK</u>. It is most known for its university and its ancient astronomical <u>CLOCK</u> overlooking lake <u>DHUDATHA</u>, and it also forms part of the <u>RED ROUTE</u> (Pop. c. 83,000).
- <u>BADDRA OSH</u>: Rvr. Coastal marsh lands in the south east of <u>SUOR</u>. The region is affected by extreme tides and is largely uninhabited.
- **BADH**: 1. Dem. 'badhi'. Ser. City in the far south of the <u>Tarahid Annexes</u>, overlooking the <u>Sea OF Byssos</u>. It is known for its well-preserved ancient gate where a great god-king was said to have died. It is a place of pilgrimage to a group of <u>Halfbloods</u>, known as Badhi^(2.), who are said to be descended from the king. The city is known for its monitor whisperers. (Pop. c. 19,000).
- 2. Oth. <u>HALFBLOODED</u> house thought to be descended from an otherworlder king who once ruled a region occupied by the present-day <u>TARAHID ANNEXES</u>. Many of them undertake a pilgrimage to the city of Badh, said to be the place where the otherworlder king died.
- <u>BADHUR</u>: also 'the Warrior-hospitaller'. f. Myt. His. In the mythologies and ancient histories of <u>ELYDEN</u>, a <u>SCION</u> of the <u>DEMIURGE NERGAAL</u>. She is said to have travelled <u>ELYDEN</u> extensively, bringing remedies to distant people. Her fate remains unknown, though she is believed to have died sometime during the <u>WAR OF SCOURGING</u>. She is the mother of the scion <u>CATHOLICON</u>. See Vol IV: Scions, Children of the Gods.
- <u>BADLANDS</u>: Geo. Specifically, a rocky desert of around 36,000 square-miles in the south of <u>NÁRTHEL</u>, midway along the <u>SARASTROAN</u> border. It is dominated by flat saltpans and scorched plains and jagged rocky pinnacles and is home to <u>DEGENERATES</u>, <u>SERAPIS</u> and sun-worshipping nomads amongst other, non-human life.

BADROL: 1. *Rvr.* River in the south east of <u>ALAM BETHYL</u>, flowing north west for 160-miles from source in the far south of the <u>BAND</u>⁽²⁾ Mountains and the <u>HORSCH</u>⁽²⁾ hills.

2. Set. Fortified coastal city in the far south east of <u>ALAM BETHYL</u>, along the course of the eponymous river^(1,). It is heavily fortified against attack and also houses a large corps of soldiers who patrol the south east of the <u>DAZANI</u>^(1,) headland from <u>ALMAGESTI</u> forces (Pop. c. 48,000).

BADTHIS: Pol. Ser. City and capital. Of the colony of EZHIRAYA⁽²⁾, located in the DEOBRASHIAN headland in the east of MENISCEA, overlooking the inland SEA OF BLAGLA. Though only founded in 4003 RM, it has grown rapidly, replacing the city Ezhiraya⁽³⁾ as capital in 4005 RM. The city is has become a political centre in the region and now has many embassies and diplomatic offices (Pop. c. 43,000).

BAEFIR: Sea. Narrow cold sea to the north east of <u>DURCHAA</u>^(1.), dividing the <u>UTAGHAN</u> Mountains in the west from the <u>MAMMOTH</u> Mountains in the east.

<u>BAEG</u>: *Geo.* Island off the northern coast of <u>TISARA</u>, between the <u>SEA OF GEAUA</u> and the <u>GULF OF USEA</u>.

<u>BAEL</u>: 1. Lak. Lake in the c west of <u>TZALLRACH</u>, along the course of the river BAELLI in the KRISHTUL wetlands.

2. See. Small city in the c west of <u>TZALLRACH</u>, along the course of the river <u>BAELLI</u>. It is a stop along the course of the <u>GREAT ROAD</u> (Pop. c. 18,300).

BAELLI: also 'the Blood River'. Rvr. Major river in TZALLRACH flowing south west for 1,425-miles, from sources in the MASIKA, USIARA, and USSIKA Mountains in the HENDECARCHY of CHLORIS in MALAN before meeting the wetlands of KRISHTUL and eventually emptying into the GULF OF LUSA. It is a major river and has been the centre of culture in Tzallrach for centuries. Its common name, the Blood River, is from the rich minerals found in the water, which give it a reddish tint.

BAELONAE: also 'the Eaters of Souls'. His. Org. Ancient sect native to the wastes just south of the <u>BATEP</u> plains in the south of the <u>VESPERTINE LEAGUE</u>, in the c west of <u>SAMMAEA</u>. They are descended from mortals (their original tribe unknown) who ate <u>SOUL-PEARLS</u>, grinding them up and making a form of flat unleavened bread that they ate in religious rituals. Over time the properties of the soul pearls were imparted to the mortals, changing them.

They grew taller, their spines protruding, their crania bulging. Likewise, their eyes grew large and dark. They ascended beyond the primal shape of their mortal ancestors and become something different.

Today they live tortured lives, the pain of their decrepit and sickly mortal forms outweighed only by the esoteric benefits, of which they share nothing with outsiders. The Baelonae were originally native to the orange wastes of <u>ABAELLA</u>, where they constructed <u>FIRMAMENT</u>-gathering towers atop flat-roofed mesas, though they have since moved away, where they were largely forgotten by mortals.

BAELRA: Set. Fortified coastal city in the south west of IACIO that guards the coastal trade-routes to the east, which lead all the way to KELTH in the far north of TETHYSIA (Pop. c. 32,000).

BAENEK: Lake in the c of <u>AETHIOS</u>, along the course of the river <u>NARRATI</u>. It is named after an ancient king of <u>ETHAND</u>.

<u>BAENSEK</u>: Set. Coastal city in the north of the <u>VESPERTINE LEAGUE</u> overlooking the south of the <u>SEA OF ANIPTERRA</u>. It is a major port and is famed for its deep harbours in which trade ships from across the <u>SEA OF ORRIDA</u> and beyond lay anchor with goods from distant lands (Pop. c. 107,000).

<u>BAERN SPRINGS</u>: Set. Settlement in the east of the <u>HENDECARCHY</u> of <u>AMILLAERE</u>^(1.) in the c of <u>MALAN</u>, in the rugged region of <u>IUKUALL</u>. It is renowned for its great springs, many of which well through the trunks of living trees (Pop. c. 2,200).

BAEROLOLLACH: Flo. Gigantic byzantine tree in the centre of THE OLD FOREST, its massive form visible from the NELCHA and UMBRALA Mountains towering above the already-considerable mass of the RAM'ATHI region of the forest. The tree is thought to be an ancient thing, dating back to the time of the DEMIURGES' first shaping of ELYDEN and is given great religious and philosophical importance in the Old Forest.

The bark of the Baerolollach tree is known to be iron-hard, and sloughed pieces of bark are highly prized for their durability and are used throughout the Old Forest. Its seeds, known as ghost seeds, have translucent skins and long cilia that are used to slow their descent from high branches, allowing them to spread farther, though they are barren and never take root. Some scholars maintain that the gigantic roots that penetrate through the ceilings of some of the PRISON CARCERI'S chambers belong to this tree, including those of the so-called Chamber of Roots.

BAESHA: Set. City in the c of IO, just north of the GHOLA Mountain, nestled on the banks of the river SHAMAR. The city appeared in c. -450 RM following the rise of the IONIC TALPA in the region, thriving under the rule of the IONIC HIERARCHS. The appearance of the VOID APOSTATES and the start in -192 RM of the 7-decade-long conflict known as the APOSTATE WAR left Io crippled, its cities sundered from one another. Baesha was one such city, though its position along the river SHAMAR and the strength of its armies allowed it to prosper as other city-states floundered. In -128 RM it attacked SALOROC, taking one of the Ionic GOLEMS from its hollow-temple and bringing a measure of stability to the region. Following its victories in Saloroc, many surrounding cities became its vassals and by c. -120 RM the region became a nation once more, with Baesha at its heart.

It was not to last long however, for in the wake of war appeared the mystics known as the EXARCHS OF MIRADOR, who in -111 RM managed to construct and animate a number of golems in the city of UR SITH. The Exarchs gained much prestige and rapidly rose to power, attacking and conquering Baesha in -47 RM, where they maintained a strong presence. Within a decade they had taken control of Io and Baesha became home to many hollow-temples to THE VOID.

By the time Io was surrendered to the <u>KORACHANI EMPIRE</u> by the Exarchs in 212 RM, Baesha had begun to show small amounts of <u>ATRAMENTAL TAINT</u>, its crystal-clear waters contrasting wildly with the darkening lands around it. Birth defects had become worryingly common within a century, though the construction of a <u>SIPHON MAGNA</u> there in 603 RM alleviated the problem. Interestingly the city and its environs became home to many <u>CENOBITES</u>, and a large monastery was constructed there in 721 RM. The <u>SECULAR DISSOLUTION</u> of 1393 RM brought more power to the Exarchs, who had largely remained there, and in 1409 they had almost completely relocated there from <u>ETHRA</u> (the capital since 212 RM).

The city saw an influx of immigrants around 2500 RM as the region began to show physical signs of $\underline{\text{ELYDEN'S}}$ inexorable death and various industries faltered, leading to many refugees following. $\underline{\text{PLAGUE}}$ in $\underline{\text{HABAKKUK}}$ in c. 3650 RM led to another influx of people fleeing disaster and the city continued to grow, the pure waters of the river Shamar becoming the centre of many industries that bottled or pumped the water and sold it to other settlements.

After <u>SARASTRO</u> took over Io in 3103 RM, and the region became largely neglected by the <u>REFORMED EMPIRE</u>, Baesha was one of the few cities that continued to thrive, indeed growing as people flocked to it from rapidly dwindling rural areas.

It was besieged by <u>VENTHIRI</u> forces in 3703 RM, and was bombarded at length before ground forces moved in. The fighting was bloody and ground to a prolonged battle of attrition within individual buildings and the rubble-filled streets, ending finally 7-months later on the 13th of <u>AKORALEN</u> with the expulsion of Venthiri forces and their destruction under artillery fire (Pop. c. 192,000).

BAESIN: Geo. Ridge, forming an eastern extension of the GROWING MOUNTAINS in MULCIBER, in the north east of SAMMAEA. The ridge is known for its treacherous terrain and jagged peaks and is known for the ancient AIKLAH rookeries dating back to the FOURTH AGE.

BAETETH: also 'the Black Altar. Rui. Ancient basaltic structure commonly identified as an altar in the north eastern face of the <u>SASTAKAUR</u> Massif in the c of the <u>HOGGOTHA ISZ</u>. Little is known of the structure or the culture that built it, but wild men from <u>PHYRR</u> claim that <u>SERAPI</u> can sometimes be found trekking to the site under the darkness of twin new moons to carry out mysterious rites, which, given their physiological vassalage to sunlight, is strange.

BAGALAT: 1. Rui. Gigantic sprawling MANUFACTORY and ATRAMENTAL refinery in the north east of BA'AKH. It was abandoned in c. 2900 RM.

2. Set. Following the abandonment of the above manufactory^(1.) it was later repopulated by people displaced by the <u>SARASTROAN SANCTION</u> in 3103 RM, its guts stripped for scrap and its furnaces reappropriated for use in its new industries. The city lacks centralised <u>SARASTROAN</u> leadership and is so-far seen as a rogue city, allowed to live-on as long as it does not destabilise the region too much (Pop. c. 32,000).

BAGARAM: also 'Rock of Memories'. Geo. Site of pilgrimage in the north east of <u>THE OLD FOREST</u>, where pilgrims leave messages written on the great boulder. The object is considered holy by locals and is covered in etchings and graffiti. Elsewhere it is worn smooth by the unnumbered hands that have rubbed against it.

BAGATIA: Ser. Caravanserai in the north west of NAARETH, forming part of the EAST ROAD. It exists primarily to serve caravans travelling the road, and its economy is reliant on the business brought to it by massing caravans (Pop. c. 8,000).

<u>BAGASH</u>: Set. Small city in the north east of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>. It is a military centre in the region, and many Rhinocolouran troops are recruited and trained here (Pop. c. 20.000).

BAGHAN: Set. City in the east of SABAISA, overlooking the SEA OF ERENEA. It was once coastal though is now some 10-miles from the coast. It was founded in 3492 RM by the exiled JAHINN ALDEBARRA, who in 3526 RM would go on to conquer the disparate city-states that emerged following the collapse of Sabaisa in 2391 RM. Despite his actions the settlement of Baghan never became an important part of the reborn Sabaisa (Pop. c. 40,000).

BAGHATUR: Sup. Rnk. Title used in AHRISHEN and SAUA (synonymous with TEMUJAN BAATAR), bestowed upon FIRMAMENTAL SHAPERS who have served such place's rulers well.

<u>BAGHKUK</u>: Set. City and surrounding mining-settlements in the c of <u>NAARETH</u>. Its main industry is the mining of gold, which is done by male slaves (Pop. c. 10,000).

<u>BAHA ATEL</u>: Set. Fortified city in the c south west of $\underline{NARTHEL}$ (Pop. c. 38,000).

BAHAC: Set. Small city in the east of NOAVATUR (Pop. c. 62,000).

BAHAL: 1. Also, 'the Free City of Bahal. His. Rui. Ancient free city appearing just south of the SIPYLANA Mountain in c. 1290 RM along what was then the periphery between PARTHIA (now PARTHIS) and the KINGDOM OF OPHAM. Emerging in the wake of KORACHANI occupation of Parthis, it is first mentioned in records in c. 1050 RM, where it is noted as serving passing trade caravans as a caravanserai. It eventually became a sizeable producer of tannic acid as well as leather goods and appropriated many abandoned imperial quarries and open-cast mines to the west, along the wastes of PHYRIGIA. The settlement slowly grew over the coming decades, growing rich from its control of the trade-route that cut through the Sipylana Mountain and sale of ores and precious stones, eventually emerging as a true city in c. 1200 RM, though it would continue to expand, taking control of outlying villages near the Sipylana, becoming known as the Free City of Bahal by c. 1290 RM.

By the time Opham was sundered into two states in 1465 RM, Bahal had become a powerful force in the region, trading with both places, maintaining its independence, though by c. 1510 RM it had begun to diminish. OPHRAMI (previously known as HOLOTHANI) merchants had been present in the city for well over a century, and their influences had begun to take root, effectively tarnishing the ruling household in Bahal. Within a matter of decades many of the Ophrami merchant-houses had largely abandoned their operations in favour of pursuing political careers, becoming advisors to the Bahali household by 1534 RM. The corruption of Bahali ideals continued and in 1542 RM the Ophrami houses inherited Bahal, striking an alliance with Ophram the next year. The alliance would last for 9-years before Bahal willingly became a vassal to Ophram, in 1552 RM.

Its vassalage to Ophram lasted until 2391 RM, by which point it had continued to diminish, becoming little more than a small city administrating the surrounding lands, suffering greatly from the regime

change. By the time the regions' power centre had moved to the great city of $\underline{\text{NAAL}}$ in 2417 RM, Bahal had diminished greatly, becoming little more than a ruin due to shifting trade-routes. Drought and the noticeable corruption of $\underline{\text{ELYDEN'S}}$ lands exacerbated this decline and by c. 2650 RM the city had been abandoned.

2. Set. Present-day city and direct descendant of the ancient city of Bahal, which was abandoned to the increasingly corrupted land in c. 2650 RM. Though under the control of the <u>Parthisan empire</u>, the <u>Tarahid Annexes</u> were growing in influence in the region in c. 3700 RM, and it became a modest caravanserai that re-established the old mountain pass. The caravanserai grew steadily, the old tradition of horse rearing reappearing there (Pop. c. 39,400).

3. *Geo.* Mountain pass in the <u>SIPYLANA</u> Mountain along the border between the <u>TARAHID ANNEXES</u> and <u>PARTHIS</u>.

BAHALALLA: f. His. Pol. Per. (B. 3917 – D. 3988 RM) Granddaughter of King HAALDOS and the third monarch of FALLAROUR, who acceded to the throne in 3949 RM, following the death of her father HAALDOS II. She was succeeded by her daughter HAALALIME in 3949 RM.

<u>BAHANT</u>: *Mil. Str.* Major fortress in the north east of the region of <u>ZAFFRE</u> in the c east of <u>THE SURRACH</u>. Apart from defending the region from <u>CYHLAGHARRI</u> incursions, it is also the centre of a *soulstone* mining operation, controlled by the rulers of Zaffre.

BAHARAK: *Rvr.* Subpolar marshlands in the east of <u>VALBAR</u>, forming the western bank of the river <u>VARAGOD</u>. The marshes lie along a region of discontinuous permafrost and, based on yearly changes in climate, often freeze

<u>BAHARAT</u>: Cui. Spice blend manufactured in <u>LIDEA</u>, specifically in the city of <u>SHONEA</u>. It is popular across much of northern <u>SAMMAEA</u>, and is famed as far West as THE SURRACH.

BAHARI: Set. Small fortified city in the region of <u>TTARTALL</u> in the north east of <u>THE SURRACH</u> (Pop. c. 16,300).

BAHARIYA: *Set.* City in the south of <u>KHAR NADUL</u>, situated at the tip of the <u>KHU ENDAT</u>, overlooking the west of the <u>SEA OF ETAGIRIA</u> (Pop. c. 47,200).

 $\underline{BAHATRA} : \mathit{Set.}$ Small city in the c south west of \underline{SUOR} (Pop. c. 15,750).

BAHATI: Sup. FIRMAMENTISTS in AHRISHEN, VIRAHAN, TEMUJA, KASPIA, and the west of SAUA, known for their conjuring abilities, where regional legends have them summoning spirits and other entities of the OTHERWORLD. Though traditionally thought of as charlatans by IMPERIAL Firmamentologists, it is possible that their skills are tied to the FIRMAMENT and the otherworld, making them potent SHAPERS.

BAHAUR: Fau. Sea-serpent common in the BATHASHAL OCEAN. Though given a singular name by most sea-farers, the creature is in fact thought by naturalists to be many; something the explained disparate features often found on individuals. Adults range in length between 30 and 150 yards, weighing in the region of 60 – 200-pounds. Some specimens bear vestigial forelimbs, though more commonly they are without limbs at all. See Vol II: Classification and Taxonomy of Life.

<u>BAHERG</u>: Set. Settlement in the south east of <u>AETHIOS</u>, along the south eastern shore of lake <u>NURA</u> (Pop. c. 5,000).

<u>BAHHAN</u>: Set. southern-most city in the <u>MULL CITY-STATES</u>, known for its lobster fishing (Pop. c. 13,200).

BAHHAR: Set. Fortified city in the north of <u>NÁRTHEL</u>, close to the border with <u>DACIA</u> and <u>LYRIDIA</u>. The city has swollen over recent years with refugees from Nártheli lands lost to Lyridia, and its population has outgrown its old walls, with a large shanty-town now surrounding it.

BAHIYYA ABERRA: (B. unknown) introspective ascetic OTHERWORLDER that sits in THE TEMPLE OF LIGHT in TULURKRYPH^(2.) in MENISCEA. A dichotomous creature; a thing of both woe and splendour, hope of salvation, and precursor to destruction, she is an aloof being. No IMMORTAL, save perhaps ATHANAMBRO THE GREAT, knows her full purpose.

<u>BAHOUN</u>: Rvr. River in the c south of <u>LIDEA</u>, flowing for 170-miles south from sources in the <u>ORIAN</u> Mountains before meeting its parent the river CISERAN.

BAHMA TORA: Pol. Rel. See SLEEPING QUEEN, THE.

BAHR'S DISEASE: *Med.* Degenerative disease that is thought to be caused by the eating of infected <u>DROSS</u>. Symptoms include headaches, nausea, dizziness, shaking, and uncontrollable laughter.

It was first identified in 3826 RM by the physician Bahr, who found a link between patients aged 20-40 who showed similar symptoms. All were found to have eaten dross from a specific supply, though given the many different parts that make up dross, it was never found what the specific cause was.

The exact cause is still not known today though there have been various outbreaks of Bahr's Disease over the years, including one in as recent as 3974 RM in the city of <u>DEOCHAN</u>.

Consumption of contaminated food is known to slowly build up in the body over time and early symptoms – such as headaches and nausea – are often dismissed due to their common nature and by the time more unique symptoms are experienced, sometimes one or two decades after initial exposure, it is already too late, and only a matter of time until the worst of the symptoms are revealed, by which time death usually follows within months.

It has been recommended that those who died of Bahr's Disease are not reconstituted for use in Dross, though in many areas, food shortages have led to this recommendation being ignored. Many physicians believe that this propagates a vicious circle that will only lead to more outbreaks of the disease. See Vol II: Diseases and Illnesses.

BAHRAIA: Set. City and <u>UMBRA</u> refinery in the south east of <u>TRAKIA</u>. The city is the only major area of manufacturing in Trakia and uses the umbra refined from the region of TUKHRAGHON (Pop. c. 41,400).

<u>BAHRAK</u>: Str. Dam in the c of <u>SARAGOS</u>, constructed in 3623 RM, the dam was never truly completed and collapsed during construction, slaying hundreds and devastating settlements downstream till the coast at the <u>BAY OF NADA</u>. Construction was later abandoned, and the remnants of the building effort remain there, reclaimed by the wild.

BAIRNEA: Set. Settlement in the prefecture of ALITENEA (1.) in the c north of HOLOLACH (1.), known for its boar (Pop. c. 7,100).

BAIYAAR: Rvr. Expansive wetlands in the east of XYRPHAAT^(3,) in what, some 200 years ago was the mouth of the river VARAYA. The retreat of the SEA OF XYRPHAAT^(1,) has left the old mouth of the Varaya 300 miles from the present-day coast, where it has become a vast wetland region, marking the end of fertile lands in the nation, and the start of the so-called Wastes of Xyrphaat^(2,).

BAJULAN: Set. Small city in the east of PORPHYR (Pop. c. 18,000).

<u>BAKARALL</u>: Set. Small fortified city in the c south of <u>TAHALL</u>. It forms a part of <u>THE WAY</u> trade-rote and offers lodging to merchants and travellers passing through (Pop. c. 18,500).

BAKATAN: Set. Small city in the west of the JAHADAT STATES, in the east of SAMMAEA, and capital of one of the twelve States (Pop. c. 20,000).

<u>BAKHA</u>: Flo. Soc. Plant chewed by the people of <u>AHRISHEN</u> that freshens breath and is said to keep teeth clean. See Vol II: Classification and Taxonomy of Life.

BAKHRA: 1. Geo. Mountain in the BAKHRAN STATES.2. Pol. Set. Capital of the BAKHRAN STATES (Pop. c. 1,010,300).

<u>BAKHRAN</u>: Lan. Language spoken in the north of <u>SAMMAEA</u> that developed in the century after the establishment of the coalition of 5 citystates that led to the formation of the <u>BAKHRAN STATES</u> in 3831 RM. It is a relatively modern language and is still changing. See Vol II: Languages.

BAKHRAN COLLEGE OF THE ART: Sup. Edu. ATRAMENTAL and FIRMAMENTAL college in the city of BAKHRAN, in the BAKHRAN STATES. Licences are awarded to those who pass a test in a controlled environment. Unlicensed use is punishable by lobotomization, enslavement or death.

BAKHRAN STATES, the: also, 'the Five States'. Ntn. Young nation in the north west of THE SURRACH, in the north west of SAMMAEA, just south of ERET^(2.). Originating as a coalition of 5 city-states around in c. 3831 RM. The cities prospered under a centralised leadership, quickly becoming powerful. The Bakhran States encompass a total of 180,625-square-miles, ranging from temperate plains and woodland in the north, to Mountainous regions in its c and temperate savannahs in the south, including the river ESSRA that flows west into the SEA OF ESCHATA.

In 4002 RM the Bakhran States became a kingdom following decades of arranged marriages and strategic changes to local laws. <u>LORD KHAGAN</u> became Lord Potentate of the Five States through the arranged marriage between his sons and princesses of the other four states. He stated the divinity of his appointment and through heavily enforced edicts no-one opposed him. Amongst his first political moves was the cessation of trade west with the <u>SIX CITIES</u>, in a move meant to weaken them before a planned invasion west that has not yet taken place. Following this he built the Five States' military and fortified many of its outer settlements, building fortresses across its western borders, which are largely contested with neighbouring states. See Vol III: the Nations of Elyden.

BAKHSAK: Set. City in the c-south east of <u>TARTAK</u>, abandoned in c. 3830 RM following the growth of the <u>ATRAMENTALLY TAINTED</u> region of <u>HOTUTAER</u>.

BAKHUR: Set. Independent enclave city-state within BELEGOR in the south west of SAMMAEA. Thought to have originally been part of the great CUPOLA-CITY, Bakhur splintered from the main city-state in c. 3600 RM, remaining as a separate entity (Pop. c. 54,200).

BAKI: Set. Settlement in the north of ZHARIAH^(2.) (Pop. c. 7,500).

<u>BAKIR</u>: Rel. Str. Rock-carved temple-complexes in <u>IO</u>, along the southern face of the <u>GHOLA</u> Mountain built at the behest of an exiled imperial knight-templar c. 50 RM (Pop. c. 1,500).

<u>BAKKOR</u>: See. Small fortified city in the c south of the tribe of <u>GOROR</u>, in the south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. The city it a major source of aluminium in the region (Pop. c. 11,000).

<u>BAKKOU</u>: *Rui.* Abandoned city in the north west of <u>PARAIYA</u>, with a storied past. It was once the capital of Paraiya, though became a target to the more modern city of <u>SOPORA</u>, and by 3813 RM it had lost a centurieslong struggle with the southern city. It was subsequently sacked by the victorious <u>SULTANATE</u> and was allowed to crumble.

<u>BAKORAN</u>: *His Lan.* Now-extinct language that emerged amongst followers of the tyrant <u>BAKORI LAUR</u> in the remnants of Erasha in the <u>FADING</u> following the <u>FOURTH AGE</u>. The language died out as its homeland waned in power, though some words linger on in extant TARAHAN. See Vol II: Languages.

BAKORI LAUR: 1. Also, 'the Tyrant of Erasha'. Oth. OTHERWORLDER tyrant who, following the WAR OF SCOURGING at the end of the FOURTH AGE, rose to control the city-state of ERASHA (the only true remnant of the Erashan civilisation that fell during the war). The tyrant was a sadistic recluse, taking slaves into his labyrinthine palace never to be seen again. By c. -1310 RM the nation had been reduced to shambles, its economy broken, its people starving. His palace was stormed by slaves and administrators alike, though the tyrant was never found.

2. *His. Arc.* Corroded metallic stele about 100-miles south west of the city of <u>HOLOTHAN</u>, in the <u>ROAHAN ROUGHLANDS</u>. Believed to be erected by the tyrant Bakori Laur^(1.) following the fall of the <u>ERASHAN</u> civilisation in the wake of the <u>WAR OF SCOURGING</u> in the late <u>FOURTH AGE</u>.

<u>BAKREA</u>: Set. Settlement in the prefecture of <u>HOLOLACH</u>^(2.) in the c north of Hololach^(1.), along the course of the river <u>HEMAVAR</u>. It also forms a part of <u>THE WAY</u> trade route (Pop. c. 5,400).

BAKTHRAN: Set. Small coastal city in the north west of the KORACHANI colony of TAVVADRA, in the north west of SAMMAEA. Its main industry is fishing (Pop. c. 15,000).

BAKTRON: Fau. Miniscule organisms, first described in 3963 RM, that exist outside current taxonomical categorisation. They are of many shapes – including spheres, rods and spirals, and are so small that thousands can fit on a pinhead.

They are partially responsible for the preparation of fermented foods, including <u>CHESE</u>, vinegar and wine. See Vol II: Classification and Taxonomy of Life.

BAL MORAH: Rel. Str. Basilica in the city of <u>KORACHAN</u>, named after the canonised tyrant Bal Morah, who terrorised the empire's eastern-most lands in c. 3000 RM, enslaving many heathens in the name of the church.

BALA: Lake in the south of <u>SKAROS</u>, south of the city of <u>BALAAM</u>. Though once fertile, over-industrialisation in the region left its waters chemically poisoned by c.2740 RM, causing many to flee the region.

BALA CTHAR: Set. City on the banks of the river CHIEN in the far south of the LURIUM plains in the south of TZALLRACH. It is characterised by its open-air caravanserais that were once the gateway into KREM, though have now been superseded by the city of HALEB RHOTHL in the south. Today the caravanserais have mostly been converted to orchards where LURIUM grapes are grown and used in the production of fine wines.

The town serves the $\underline{GREAT\ ROAD}$, linking Tzallrach with the east of $\underline{LLACHATUL}$, including western settlements in \underline{TURCAR} and \underline{CUTH} (Pop. c. 41,000).

BALAAM: Set. City in the south of <u>SKAROS</u>, bordering lake <u>SAKAR</u>. It was home of the <u>TYRANT OF BALAAM</u>, and served as the <u>LAASKHAN</u> capital during his governance of the vassal state, at which time the borders of Laaskha stretched farther north.

Due to its vicinity with the Laaskhan border, the city oversees land trade between the nations, with the vast storage yards of its northern districts catering to the caravans and land trains of <u>THE RED ROUTE</u> (Pop. c. 347,200).

BALAAM, TYRANT OF: m. His. Pol. Per. (B. -17 RM – D. 96 RM). Ancient KORACHANI ruler of LAASKHA, given control of the nation following its subjugation by KORACHAN in 15 RM. He made the city of BALAAM, then located in the far north of Laaskha, his capital, and ruled from there with an iron fist until his eventual assassination by a MANTIS^(1.) in 96 RM.

He was swift to deal civil unrest in the north eastern territory of <u>ARPAROH</u>⁽²⁾, by granting citizenship to its people and folding it into greater Laaskha. This was an uncharacteristically shrewd political move that has since been overshadowed by his later descent into sadism and a disregard for the value in the lives of his people.

BALAAMITE HERESIES, the: Int. Rel. His. In the KORACHANI EMPIRE, heresies that took place between 302 – 304 RM in the north of LAASKHA, west of AZAZEM and SKAROS, centred around the city of BALAAM.

Many people had grown insecure as to their futures in the <u>ARCHPOTENTATE MALICHAR'S</u> absence and turned from the then-imperial church to the worship of <u>SETHENYN</u>, a pagan faith that had dominated the area prior to the rise of the empire. It was with much difficulty that the already-struggling empire was able to curtail the heresies, through the actions of its armies, church troops, and forces from the <u>KYONI ORDER</u> of the <u>SANCTIFIED INQUISITION</u>.

BALAH: Set. Settlement in the east of TECHISUN in the south of ARKOS (1.), along the southern shore of lake ARBA (Pop. c. 9,000).

BALAISHIZZIAR: m. Int. Leg. Sup. Per. (B. unknown) legendary ARCHSHAPER active in south east the GROWING MOUNTAINS of MULCIBER. His name is whispered in the region of KATTIHAN with both reverence and fear. Emerging in the mid-37th century RM, he is said to have been a prodigy from an early age, mastering the art of ATRAMENTAL shaping at a relatively young age. His unique affinity lies in the manipulation of stone and earth, a SPHERE that aligns with the volatile mountains of his homeland.

His rise to power began when he single-handedly secured the abandoned fortress of <u>ATESIS</u> in c. 3675 RM, reshaping its crumbling concrete walls into an unrefined yet resilient bastion surrounded by a labyrinthine maze of jagged stone and treacherous cliffs designed to keep people out. This act of shaping earned him the allegiance of surrounding kindreds Mulcibian tribes, who fostered their belief that he was a physical embodiment of their god <u>NEPHTHALONT</u>.

He is a recluse, living in a cavern beneath Atesis, surrounded by stone <u>CREANTS</u>, all of his own creation. He occasionally leads raids into surrounding lands for food and other resources, though considering how long he has been alive has done little of note in the region. However, he fiercely defends his self-built domains, showing no quarter to those who venture too close. He makes sport of those who lose themselves in the labyrinth, shaping its passages on a whim, preventing escape.

His eyes are known to glow red when he shapes, instead of the typical blackening of the sclera when Atramentists FOCUS⁽¹⁾, which is a unique trait that various scholars of Atramentism have desired to study over the years. His followers use this to reinforce their belief that he is Nephthalont reincarnated, and there many amongst them now believe that he was reborn to reunite the disparate Mulcibian tribes.

<u>BALAKH</u>: Set. Settlement in the far north east of <u>KARAKHAS</u>, close to the border with <u>HITTA</u>^(1.). Its main industry is the cultivation of almonds, which is possible due the vast natural aquifers located beneath it (Pop. c. 4,200).

<u>BALAKHAR</u>: Geo. Mountain in the c west of <u>PNESSA</u>, forming the southern-most part of <u>TATRASAN</u> range.

<u>BALAMUN</u>: Rvr. River in the north west of <u>PARTHIS</u>, flowing west for over 300-miles from sources in the <u>BALAUR</u> Mountains before emptying in the <u>GULF OF SORUTO</u>.

<u>BALANT</u>: Set. Major city in the west of <u>PARTHIS</u>, in the north west of the region of ERUTO^(2.) (Pop. c. 96,000).

BALASA: Set. Coastal city in the north east of PELASGOS, home of the Grey Basilica, from which the ECCLESIARCH HALPHAS launched many campaigns. Within its walls is a major seminary of the CHURCH OF THE UNDYING MACHINE. Its name is derived from LYRADEAN traders in ancient times, and it forms a part of the RED ROUTE to this day (Pop. c. 139,000).

BALASAKH: Set. Settlement in the west of Tartak (Pop. c. 8,200).

<u>BALASIA</u>: Set. Settlement in the south west of <u>ZHARIAH</u>^(2.), along the course of the river <u>VENNON</u>, in the region of <u>KUIASH</u>. Its main industry is the mining of iron (Pop. c. 6,200).

BALATA: Set. Settlement in the c north of GIBEAH (Pop. c. 7,300).

BALAUR: 1. Geo. Mountain in the north west of PARTHIS, some 400-miles long. It acts as a border between the east of ERUTO and northern Parthis.
2. Fau. Large terrestrial bird, often compared with dragons, and synonymous with DRAKES. Their chests, necks and tails are covered in iridescent feathers, ranging in colour from green, to blue, to purple, and the rest of their bodies are scaly. Males have a large feathered crest on their heads, with up to seven major feathers. Individuals have a large pygostyle on end of their tails, supporting a large fan of bright feathers that are used for balance and in possibly in mating rituals.

Once numerous in the west of <u>LLACHATUL</u>, the dwindling of their habitats have seen their numbers and range decrease to near-extinction, and they are now restricted to the south of the <u>NARAHASAPHAEL</u> Mountains and the east of the <u>BLACK MOUNTAINS</u>, and possibly dense areas of <u>THE OLD FOREST</u> (particularly in the region of <u>THANT BALAUR</u>). See Vol II: Classification and Taxonomy of Life.

3. also 'the Feathered Beast'. Ast. Con. Constellation in the NORTHERN HEMISPHERE. See Vol II: Constellations.

<u>BALBAH</u>: Set. Small mining conurbation in the south west of <u>MOAH</u>. Its primary exports are iron and quartz (Pop. c. 9,200).

BALBERITH: Fau. Songbird native to KHARKHARADONTIS and the north of SAMMAEA. Large, of bright plumage, its feathers are often used by tribesfolk who share its habitat in their ritual costumes. See Vol II: Classification and Taxonomy of Life.

BALBETH: 1. Sea. Bay at the mouth of the river CHIEN, around 100-square-miles. The metropolis of Balbeth⁽²⁾ dominates the bay, at the end of which is a large lighthouse.

2. Set. Major fortified coastal city in the south west of <u>TZALLRACH</u> that overlooks the <u>TORRENT OF KARROCK</u> and controls the massive natural harbour that houses the <u>Tzallrachi</u> fleet, at the mouth of the river <u>CHIEN</u>. The city is home of the cult of <u>ANATHA BAETYL</u> and it the capital of the state of <u>LURIUM</u>⁽²⁾ (Pop. c. 1,200,500).

BALDACHIN: Set. Major city in the north west of <u>AURUM</u>^(2.). It is a centre of textile production and lends its name to a form of embroidery made with silk and gold thread (Pop. c. 108,000).

BALDRAD: Set. Small city in the c north of RHEA, just south of the CRYING CANYONS. (Pop. c. 38,000).

BALEGLEA: Rvr. River in the west of <u>ELYDEN</u>, in the <u>HENDECARCHIES</u> of <u>MYEIN</u> and <u>STHAMAN</u>. It is convoluted, and known for its many small lakes and tributaries, and flows north and east for over 300-miles from sources in the <u>MEMNIDS</u>, and the <u>KARPAROS</u> Mountains, before meeting its parent, the <u>LAUL EGLEA</u> river.

BALFA: Sea. Bay off the north eastern coast of <u>VALBAR</u>^(2,), to the south west of the <u>SEA OF POLARIS</u>,

BALGED: Geo. Dry area encompassing most of the north of inland BA'AKH. Though dry, the region is far from barren with various types of flora managing to survive here, including ALOES and AGAVES. Such plant life is possible due to the many SIPHON ENGINES that exist in the area. The engines draw the ATRAMENTA towards them, alleviating its effects on surrounding areas, with the resultant slurry processed into UMBRA.

BALHIA: *Ind. Set.* Mining settlement in the c of <u>PARTHIS</u>, along the eastern face of the <u>BALAUR</u> Mountains (Pop. c. 8,800).

<u>BALI</u>: Lak. Lake in the west of <u>MALAN</u>, forming a border between the <u>HENDECARCHIES</u> of <u>MYEIN</u>, <u>AMILLAERE</u>^(1.). It lies along the course of the river <u>BALEGLEA</u>.

<u>BALIMAN</u>: Sea. Sea to the south of the <u>IAPETAN SEA</u>, forming the northern-most part of the <u>MIROVEAN OCEAN</u>. It is bordered to the south west by <u>GIBEAH</u>, to the north west by <u>KHITAI</u>, and to the east by <u>CUTH</u> and RHEA.

BALL LIGHTNING: see **CORPOSANT**.

<u>BALLI</u>: Rel. Set. Temple-city in north west of the <u>CITIZENRY OF THALI</u>, overlooking (Pop. c. 6,500).

BALLOT: Set. Settlement in the c of the tribe of <u>DRAKAINA</u>, in the east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, known for its fire lizard riders (Pop. c. 2,200).

BALLOT COUNT: Pol. Rnk. County rulers in SIMBARA, who serve below the ARCHDUKES in the noble hierarchy of the empire. As their name suggests, they are elected from amongst their peers, a process which has no small amount of accusations of corruption and favouritism placed upon it. Every five years the winning candidates are sword in during a tie-honoured ceremony by their respective archdukes.

BALLOU: Set. City in the c-south east of <u>PARAIYA</u>. It forms a part of the <u>SALT ROAD</u>, and has offices of the <u>SIRIPHAGAN ALLIANCE</u> as well as most major merchant-houses that operate along the route. It is a major agricultural centre and food grown here is often sold along the Salt Road (Pop. c. 31,800).

BALOUT OBRA: Set. Settlement in the c of NOAVATUR. It is known for its large iron quarries, many of which are repurposed from old KORACHANI industries (Pop. c. 7,500).

BALSHADAL: Set. Coastal fortified city in the south of ZHARIAH⁽²⁾, overlooking the BAY OF MAELER. It has recently become a military centre, with trainers being taught here before being sent across Zhariah to train citizen militias.

BALSHAEL: Set. Major city in the c of ZHARIAH(2). It is an industrial centre, with many manufactured goods made there (Pop. c. 112,000).

BALTEA: Set. Settlement in the c of GIBEAH (Pop. c. 8,000).

BAMEGOR: Set. Fortified settlement in the north east of the region of YEPPO in the c east of THE SURRACH (Pop. c. 6,700).

BAMETE: Set. Major city in the c of <u>TZALLRACH</u>, along the course of the river <u>ARELLI</u>. It is the capital of the eastern-most state of <u>NADAIRA</u>⁽²⁾ (Pop. c. 89,300).

<u>BAMOTH</u>: Pol. Administrative district in the <u>CITY OF ALMAGEST</u>. First of the <u>SEVEN-AND-FORTY</u> principalities of the City.

BAMOUTH: Rui. Ancient ruin in the HARÉSHKI CITY-KINGDOM of SYRTIS^(1,). The ruin takes the form of a porcelain-like humanoid head, roughly 15-feet tall. Fragments of a similar substance lie scattered for miles around, leading scholars to believe the head may once have been part of a larger statue.

Little is known of the ruin, or the shape it once took, though it is thought to belong to ancient times and might have been an icon dedicated to a <u>DEMIURGE</u> or <u>SCION</u>.

<u>BAMUSDA</u>: Set. Major city in the c of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>. It is a major industrial centre and one of the most urban cities in Ethistonith (Pop. c. 300,000).

<u>BANAA</u>: Geo. Highland pass south east of the city of <u>DUN KHARR</u>, along the border between the east of <u>ARKOS</u>^(1.) and the south west of <u>SARASTRO</u>, forming a pass between the <u>MENATHI</u> and <u>HAAGEN</u> Mountains in the north and the <u>EHBOT</u> Mountains in the south. The region is relatively flat, though strewn with rocks and boulders and is notable for its dry terrain.

In antiquity, during the first decades of the so-called <u>DEGENERATE EXODUS</u>, this region was one of the few places settled by those fleeing the <u>SHADOW IN THE DESERT</u>, though a stronger defence, mounted largely by the <u>KNIGHTS OF SZAS</u>, in the <u>ARAAHT</u>, saw most of the creatures fleeing from the south west quelled.

The Knights of Szas, supported by other forces, including the armies of Dun Kharr liberated the lands form the <u>DEGENERATE</u> taint, with the last of their kind finally slain in c. -300 RM, their bodies burnt on great pyres. Stone markers were erected throughout the region in warning to those passing that the land had been touched by the <u>ATRAMENTA</u>, and the region remains largely shunned to this day, though the <u>ATRAMENTAL TAINT</u> has since diminished, and remains largely in the area of <u>SORIA KIEL</u>.

<u>BAND</u>: 1. Geo. Large headland in the c north of Llachatul, forming an extension of the <u>BLACK MOUNTAIN</u>, serving to divide the northern reaches of the <u>SEA OF APHOTIS</u> into the <u>ADUM</u> and <u>SEKHEM</u> to the west and east of it, respectively. It is known as <u>HORSCH</u> to the people of <u>ALAM BETHYL</u> and <u>KOLCHIS</u>. The region is rocky and very dangerous with hardy flora that is resistant to the cold and wind.

Geo. Large mountain dominating the eponymous headland to the north east of the <u>BLACK MOUNTAIN</u>. Like the Black Mountain, it is relatively young, dark and very treacherous.

BANESH: Set. Coastal city in the west of <u>OPHAR</u>. It is heavily fortified against attack from <u>CYHLAGHARR</u> and is in control of many warships that patrol the waters of the <u>GULF OF OPHAR</u>^(1.) (Pop. c. 38,000).

BANI HAUL: Set. City in the east of <u>CHEIRA</u>, known for its airship docks, linking it with <u>PORPHYR</u> and <u>SARAGOS</u>. The city is heavily fortified and outsiders are kept on a short leash (Pop. c. 16,000).

BANIN: *Mil. Geo.* Fortress-isle in the <u>SEA OF NUTHEN</u>. The first records of the fortress go back to the early days of the <u>KORACHANI EMPIRE</u>, though it was rebuilt and replaced many times during its history. At its strongest the fortress encompassed the entirety of the island (then no more than 3-square-miles), though the retreat of <u>THE INNER SEA</u> has left the island several times larger now, and a port was constructed in 2854 RM to cater to Korachani ships travelling across the *Sea*.

BANIQ: Set. Settlement in the south east of CHEIRA (Pop. c. 6,000).

BANK: Set. Small city in the c south of ANANTHUL, at the southern shore of lake <u>UNDIANT</u>. It is a major source of coal in the region (Pop. c. 15,000).

BANK OF KORACHAN, the: Com. The largest of three official banks of the KORACHANIEMPIRE, and one of two entities authorised to mint coins and issue new bank notes on behalf of the empire. A controlling interest of the bank is held by the powerful HOUSE MONTANACH, whose PATERFAMILIAS is often a member of council of Archpatricians, if not THE SEVEN themselves.

BANK OF SACRAMAD: see SACRAMAD, BANK OF.

BANKHADAN: Set. Greattown in the east of Temuja (Pop. c. 40,000).

BANKHRII: Set. Settlement in the west of PNESSA (Pop. c. 6,000).

BANNI: m. Pol. His. Per. (D. 3175 RM) A METHUMNI MOUNTEBANK (Methumni diplomats known for their outlandish characters) who played an instrumental role in preventing the nation from fracturing during a period of conflict in c. 3130 RM.

His sharp intellect and charisma caught the attention of the order of Mountebanks, who plucked him from his family at a young age and trained him to become a diplomat. By the age of 18 he was travelling around the <u>AMMASHI</u>^(1,) peninsula on behalf of the <u>VODARCHS</u>, earning the kind of reputation expected from a Methumni Mountebank.

By c. 3125 RM the Vodarchs were struggling to maintain control over the more distant territories of Methumn. Unruly territories threatened to plunge Methumn into a civil war that the Vodarchs were not prepared for. The Mountebanks played a vital role during this period, using their words to placate cities that might have defected. Chief amongst them was Banni, who over the better part of a decade was able to rally many of the most disenfranchised regions and leaders under his banner, ensuring their loyalty to the Vodarchs.

By 3133 RM, Banni's efforts had brought a fragile peace to the nation, narrowly avoiding outright civil war. His success in stabilizing Methumn

earned him great clout within the Vodarchs, becoming a trusted advisor to them, and on 3145 RM he was elevated to their ranks as one of their own, a position he held until his death.

BANT: Dem. 'Bantish'. Ntn. This emirate is located in the east of SAMMAEA, in subtropical lands at the base and south west of the CARCHEMISHI PENINSULA (1). An independent nation since 1305 RM, it emerged from the fracture of the larger Carchemishi nation (3) following the destruction wrought by the UPHEAVAL OF LETHEA, which left coastal cities destroyed and a generation afflicted by amnesia brought on by contact with its churning waters.

Its proximity to the Sea of Lethea has left its coastline relatively uninhabited, though some harbours and ports do exist, mostly safely tucked into estuaries and at the mouths of rivers, where their freshwater counteracts the supranatural traits of the Lethea.

It is ruled by <u>EMIR ARABANT</u>, a fourteen-year-old who inherited the dynasty throne when his father rendered a babbling wreck after being poisoned with waters from the Lethea. His mother rules as regent in his stead, until he comes of age at sixteen. Like all Emirs before him, his body was tattooed with the constitution of Bant when he ascended to the throne, leaving his body covered in barely legible words, the spirit of which he is said to embody.

Traditionally, Bantish settlements are known as kintowers, which are made up of 2-4 extended families that live in a single hollow tower that is surrounded by farmlands and pastures that are tended to by members of the so-called kingroup. When the kingroup outgrows its tower, young families are sent out to found a new tower, that will have the parent tower as a close ally. Today, many kintowers have become obsolete, becoming cities instead, though most rural areas retain the old social structure of the kintowers.

The crescent on its flag symbolises the veil between wakefulness and sleep – a gesture towards the <u>CHURCH OF THE NEPHILIM</u>, in which the spirit-like pantheon is said to communicate with <u>MORTALS</u> through <u>DREAMS</u> – and is representative of the close bonds between church and state. See Vol III: Extant Nations and Realms.

BANTED: *Int. Set.* Small city in the north of KHAMID. It is the centre of ruby mining in the region, and is known for its jewellers, who cut the rubies into presentable shape before being sold to merchants travelling along the <u>GREAT ROAD</u> trade-route, eventually finding their way in distant markets along the route (Pop. c. 15,200).

BANTELLEN: *Rel. Str. Org.* Citadel-monastery in the <u>KARKALNA</u> region of the eastern <u>ERESHKIGAL</u> in the west of <u>KASPIA</u>, belonging to a cadre of <u>LITHISTS</u> who study the <u>FIRMAMENTAL</u> effects of the region.

BANTISH: Lan. Language spoken in BANT. It is descended from CARCHEMISHI and bears many aspects of KORACHANI, which was spoken there by KORACHANI colonists for around a century before the regions' abandonment. Despite their divergence over the centuries, Bantish and KULIGALAN, which emerged in the peninsula at the same time, remain quite similar to this day and it is not difficult for a native speaker of one to understand the other, given time and patience. See Vol II: Languages.

BAOBAR: Flo. Large long-lived trees that live in the south west of SAMMAEA, north of the SEA OF MERCUVIA. They are known for their broad fluted trunks and can grow up to 100-ft tall. Their shape is due to their storage of water through deep-reaching roots, and as a result of this they individuals are spread apart from each other, making baobar forests very sparse. They can live for thousands of years (indeed, the oldest known example, outside the city of SUPRAVISA, is over 4,000 years old). Some varieties have a natural resistance to ATRAMENTAL CORRUPTION, and their sap is cultivated to make topical remedies to Atramental infection. They are known for the TUMOROUS GALLS that are collected and eaten by MORTALS. See Vol II: Classification and Taxonomy of Life.

BAOST: His. Rui. Ancient KHAMIDIAN city in the plains of ASADAN. The city was conquered and resettled by NATHI forces in c. -1100 RM, though was abandoned following local uprisings in c. -400 RM. The fortress was repopulated by Nathi slavers following the rise to power of the ALCHEMY clans in c. -270 RM, though was again abandoned with the disintegration of Nath in the wake of the LION HERESIES.

Following the <u>CATACLYSM OF KHAMID</u> in 101 RM, the entire region was destroyed, leaving only a few sheer-sided island where once the plains

of Asadan had been, though the fortress of Baost was miraculously spared on the island of Asadan, though it was never resettled. The resulting <u>STRAIT OF SAOR</u> remains a major shipping lane, linking the <u>DARK SEA</u>, the <u>SEA OF HAUTIA</u>, and the <u>BOILING SEA</u> together.

BAPHIEL: For. Forest in the north of EDICULE(1.), in the HARÉSHK.

BAPHEMA: His. Rel. Ancient chthonic religion in the HARÉSHK (and earlier, HARA and HARÉSHKA). It emerged in c. -1000, with worshippers who revered the earth as the source and termination of all life. The religion lost prominence in c. 150 RM to the PHYSI cults of TAMAR. Its priests were characterised by their masked visages and black-robes, as well as their dour nature.

The appearance of the <u>ASHKERONI</u> religion in c. 1410 RM saw Baphema lose favour and, it had largely disappeared by c. 1800 RM, replaced by Ashkeron (which itself borrowed many themes from the older faith). The last temple dedicated to Baphema was abandoned to the <u>BLACK CUSTODES</u> in 1781 RM, who later became a hereditary militant rank whose role was to guard the remaining temples to Baphema, maintaining silent vigil over the next centuries before the order died out in c. 2200RM.

BAPHOMET: x. *Myt. His.* In the mythology and ancient history of <u>ELYDEN</u>, ninth of the Two-and-Twenty <u>DEMIURGES</u>, whose children were <u>THE FORGOTTEN</u>.

The figure is recognised as a winged capriform with multiple arms and is commonly depicted as so in iconography. The being rose from the defiance of the Demiurge <u>ABUFIHAMAT'S</u> oppressed worshippers who corrupted their Demiurge and came to worship a corrupted <u>IDOL</u> known as Baphomet.

Following the Demiurge's fall from grace and the loss of their greater divine abilities, Abufihamat was so weakened that it allowed the Idol of Baphomet to usurp it, where it became the ninth Demiurge. Desperate for power, Baphomet sent exocrines and missionaries to foreign lands with idols of itself and great wealth, which it traded for piety. Despite its struggle for power, worshippers amongst its own tribe (now known only as THE FORGOTTEN) lessened over the years and they remain now only in scattered groups secreted in the larger of Elydens' cities, where they worship false idols in MYSTERY CULTS, each of which believed to be the true Idol of Baphomet.

Their only known <u>SCION</u> is: <u>ROHINI</u>. See Vol IV: the Two-and-Twenty Demiurges.

BAPHOMET, IDOL OF: His. Leg. Obj. An ancient and powerful religious artifact, crafted millennia ago by the by the tribe of ABUFIHAMAT. Oppressed to the point of desperation by their DEMIURGE-father, his children took to worshipping the Idol, which through cumulative events came to embody the Demiurge, which was reborn as BAPHOMET, leaving the true Demiurge, Abufihamat, forsaken. Though Baphomet's worship largely died out with the decline of the Demiurges, some small MYSTERY CULTS remain in various cities throughout ELYDEN, each claiming the idol at their heart to be the original Idol of Baphomet.

Though its age is immeasurable, the time of its creation is now part of the great cosmogony of Elyden, inseparable from the story of the Demiurges themselves. Little is known of the original years of mortal life, or the Age, let alone year, of its creation, though its history can be history back to sometime in the midspan of the FOURTH AGE, where it appears in ABERANNI accounts dated to c. -9,500 RM. The artifact was meticulously detailed by the accounts, leaving no doubts as to its authenticity (unless, of course, more than one such idol was constructed...).

It was discovered buried in the ruins of a sunken citadel on the north eastern-face of the <u>AHSOVAA</u> Mountain; better known today as the <u>MOLOTH KHAMMOTHUL</u> that borders the <u>KHARKHARADONTID</u> desert. Indeed, so long ago that present-day searches of the region have failed to locate any evidence of structures; perhaps they have been whittled down to dust in the ensuing millennia.

The idol remained in Aberan, moving over the years from city to city, with its last recorded mention in that nation c. -7200 RM, where it was moved to a safehold in the city of <u>EDERA</u>, close to the present <u>TOWER OF ERETH</u>. The idol next appears in <u>KARTHAN</u>, in an unnamed city along the banks of the river <u>LURA</u> in c. -1850 RM, where it appears in a text

written by an outlawed ATRAMENTIST. Apparently confiscated, the idol later reappeared in the city-state of TIAMAT, north of present-day RHINOCOLOURA, in c. -1750 RM, where it remained as an important religious idol in a great cathedral that was destroyed during the WAR OF SCOURGING; the surrounding plains fused into a thick plane of blackened glass after a FIRMAMENTAL disaster. The Idol was somehow saved, as it resurfaced in c. -500 RM and was taken by Rhinocolouran nomads, where it became a coveted heirloom following the rise of the Rhinocolouran prefectures. In c. 750 RM, after imperial colonisation, the idol was stolen by a SHAPER and was taken to the city-state of PEONA (now MALICHARICHAN) in the north of PELASGOS, until its final recorded sighting in VÂRR, c. 890 RM. The last mention of the Idol in that time is attested to the demented PERIPATETIC shaper Nastanaur, who commented that in his seven-decades-long wanderings of the PRISON CARCERI he came across it, embedded in a great iron sphinx-temple, with a breed of tainted humanoids worshipping it.

No mention has been made of the Idol since that time, though if those final observations are true, it is likely that a vestige of the Demiurge Baphomet lingers on; attestation to the strength of worship.

<u>BARA TOU</u>: Set. Settlement in the c north of <u>PARAIYA</u>, to the west of the <u>GARABA</u> Mountains (Pop. c. 8,000).

<u>BARAAN</u>: Ind. Set. Major mining settlement in the far south east of <u>TEMUJA</u>, to the west of the <u>SWORD HILLS</u>. It is known for its copper production (Pop. c. 16,000).

BARADA: Set. Small city in the south west of TAHALL (Pop. c. 19,000).

BARAHA'YA: Sec. Small city in the c north of SUMA'YA, 20-miles west of lake BAAL (Pop. c. 14,400).

BARAHAD: Set. Settlement in the c of RHEA. It is a centre of logging (Pop. c. 5,500).

BARAK: 1. Geo. Island off the southern coast of LAASKHA.

2. Geo. Region in the south west of <u>LAASKHA</u> that is renowned for its acceptance of the <u>ATRAMENTAL</u> arts. It is the home of many academies devoted to the arts, and is home to the <u>MINASTERIA</u>⁽²⁾ of <u>PENUMBRISTS</u>.

3. Set. City-island in the region of the same name in <u>LAASKHA</u>, home to a great many <u>ATRAMENTAL SHAPERS</u> and technarcanists devoted to the study of the <u>PENUMBRISM</u> (Pop. c. 25,500).

BARAKAVRA: Sup. His. Dei. Ancient SCION, its heritage unknown. The scion's tomb was discovered in FOURTH AGE ruins in the rainforest of INZIVA by the woman BENA, who would go on to use the GODSTONE⁽¹⁾

PRONAOS TESSERA that she discovered in the tomb to unite the disparate people of the surrounding lands, which would go on to found the nation of IMELKA in 1191 RM. See Vol IV: Scions, Children of the Gods.

<u>BARAKIEL</u>: also 'Baraqiel'. (B. unknown) Oth. <u>OTHERWORLDER</u> of destruction. Though his name is recognised across many nations of <u>ELYDEN</u>, little else is known about it, with many believing the being to be apocryphal.

BARAKH: Set. Small city in the c west of the SOLEYN TERRITORIES. Its main industry is logging (Pop. c. 20,000).

BARAMON: Lak. Lake in the north west of <u>KORACHAN</u>, along the course of the river <u>PHAIA</u>.

BARAN OTT: Rvr. River in the c of <u>BANT</u>, flowing south for 215-miles from sources in the far west of the <u>KELLOIL</u> Mountains before reaching the <u>CACOETHEA</u> plains at the coast of the <u>SEA OF LETHEA</u>.

BARANDOS: Set. Trade-city in the north east of CHANDOS (3.), linking it with IPANAH (2.) (Pop. c. 37,400).

BARANT: Set. Settlement in the south east of <u>BANT</u>. Its main industry is the production of a stimulant drug known as <u>CACOETH</u> that is used to invoke rage and mania in those who consume it. The drug is produced from herbs grown along the peripheries of the corrupted region of <u>CACOETHEA</u>, and are sold across <u>ELYDEN</u>, and are commonly used as stimulants in battle and some forms of blood sports (Pop. c. 8,000).

<u>BARAQ</u>: Mil. Str. Major fortress in the east of <u>ROMOREA</u>^(2.), guarding its hinterlands from threats from the east. Patrols originating from the fort are mounted on <u>MONITORS</u>^(2.) and often spend days away on patrol.

BARAQ AQUEDUCT: Arc. Major enclosed aqueduct in the north east of ROMOREA^(2,), crossing the VACIVA desert from sources in the southern

face of the $\underline{STRAMINEA}$ Mountains before reaching its destination, in the capital of Romorea – \underline{IONOL} – over 540-miles distant. It is guarded by various fortresses along the way, including the fortresses of \underline{URRED} and \underline{SUKA} in its two principal sources, as well as the settlement of \underline{RANE} and fort \underline{RODDUN} protecting its midspan.

BARASH KATAAR: Rui. Ancient abandoned metropolis in the wastes south of the <u>CAMMOREAN</u> Mountains to the west of <u>DHOMAAL</u> in the far north of <u>KHARKHARADONTIS</u>. Little is known of the ruin, though it is thought to date back to the <u>FOURTH AGE</u>, predating the <u>WAR OF SCOURGING</u>.

<u>BARASS</u>: Set. Farming settlement in the north west of <u>BASSORAH</u>⁽²⁾. The settlement is built around a half-buried colossus, its features worm by time into a grotesque facsimile of a human face (Pop. c. 7,200).

BARASTUN: Set. Small city in the south of the TARAHID ANNEXES. It was once coastal, though became landlocked in c. 3610 RM, and dwindled greatly in size, its fishing fleets now rusted and rotten, half-buried in the silt of its coast (Pop. c. 69,600).

BARAT: Set. Fortified settlement in the east of <u>THE SURRACH</u>, in the region of KEKHEMM (Pop. c. 6.000).

BARATALL: Set. Major coastal city in the south east of TAHALL. The city controls all trade west of the GATE OF EREBETH, and all merchant vessels seeking to go west need to pay a port-duty before they can do so. Taxation is then confirmed in the city of ALTAN, where vessels need to stop before continuing west. The city is located in a large natural harbour that is well-guarded and protected by the ORDER OF THE GATE (Pop. c. 1,890,000).

BARATHEA: 1. Dem. 'Barathean'. Ntn. Small independent nation in the north of SAMMAEA, between the nations of N'RAKH, SUMA'YA, ARKOS^(1.), J'THANA, and AETHIOS, largely descended from freed and escaped human slaves from N'rakh. and outcasts from BA'AKH and Arkos. It emerged from the same revolts in N'rakh that led to the creation of J'thana, though saw earlier, more frequent, contact with foreign humans than the latter, which likely explains its more cosmopolitan culture. See Vol III: Extant Nations and Realms.

2. Pol. Ser. Capital of the above region and original bearer of the name, to the east of N'RAKH, bordering the shores of lake C'DATA to the west and north east. It is one of few human cities that trades with silk weavers from nearby N'rakh and uses silk to produce fine clothing, which is sold across SAMMAEA and beyond via the SALT ROAD, making the city rich and powerful, a large trade centre in the region, and a crossroads of culture. It is one of the few human cities where AANTHA can be found, albeit uncommonly (Pop. c. 372,500).

<u>BARATHEAN</u>: Lan. Language of the people of <u>BARATHEA</u> that evolved (alongside <u>ATTANISH</u>) from <u>N'RAKHI</u> slave pidgin their ancestors once spoke. It uses some click consonants, which are largely unpronounceable to outsiders. See Vol II: Languages.

 $\label{eq:baraug} \underline{BARAUG} \hbox{: } \textit{Set.} \ \text{Settlement in the north west of } \underline{KASPIA}, \ close \ to \ the \ river \\ \underline{AVERNA} \ (Pop. \ c. \ 6,000).$

<u>BARAUNA</u>: *Geo.* Mountains serving as a border between <u>HADDURATH</u> and the north west of <u>ABACARDAT</u>.

<u>BARAWADI</u>: Set. Settlement in the north west of <u>RHINOCOLOURA</u>, along the course of river <u>RASELETH</u>. It is known for its cultivation of reeds and rice (Pop. c. 6,000).

BARBARIAN KING: KORACHANI name for ARIOCH OF MOETIA. The name is derogatory and intended to draw upon heathen prejudices prevalent in Korachan at the time.

BARBATOS: Pol. His. An ancient king and tyrant of CHEBELDA (present-day SAGITTARIA) who ruled in c. -90 RM, remembered for his ruthless and brutal war crimes against the people of surrounding regions, including the EMERATIANS.

He is known for his four lieutenants who executed his will without question and who it is now thought might have been beholden to him through <u>MAGICKAL</u> means. His eventual unrecorded downfall paved the way for the rise of the <u>MEROVICHI</u> household, which is believed to be descended from one of his four lieutenants.

BARBEA: Set. Major city in the north of the <u>TARAHID ANNEXES</u> (Pop. c. 126,000).

BARBEN: Set. Small city in the west of IO (Pop. c. 12,500).

BARBER: Voc. One whose job is to cut, groom, and style hair and beards, typically belonging to men. In classical times they also acted surgeons and dentists, but as medical science advanced, these roles rapidly became the sole domain of surgeons and dentists, respectively.

In many cultures, including the <u>INNER SEA REGION</u>, barbers are an important cultural link, telling tales and stories, as well as spreading news, particularly to the illiterate who do not consume newspapers. They are also amongst the best places for certain gossip.

BARCHAA: Set. Fortified city in the far south west of <u>DURCHAA</u>^(1.). The city is one of few to trade south with <u>ALMAGEST</u> (Pop. c. 39,800).

BARD ABULIA: His. Obj. Ancient gold-plated idols in the west of LYRIDIA DHAI, where the mouth of the river BINI once met with the SEA OF SPIRES. There were nine idols, each stood near 100-ft high depicted the ABULIA, heads turned towards the heavens, arms outstretched, indicative of the land of LYRIDIA that stood behind them. The idols were toppled by the KORACHANI EMPIRE in c 100 RM following its conquests in the region. Their materials were looted over the years, leaving the bare remains of stone plinths that once supporting them greeting travellers entering Lyridia Dhai from the river Bini.

<u>BARDA</u>: *Mil. Str.* Fortress in the far north of <u>BARATHEA</u>^(1.), guarding the <u>SALT ROAD</u> north into <u>SUMA'YA</u>.

BARGEIST: Fau. Large canid native to the temperate woodlands and scrublands of northern MALAN, particularly the HENDECARCHIES of NHORA, DERAEIA, and CYRENIA. See Vol II: Classification and Taxonomy of Life.

BARGHEANN: Geo. Island off the north western coast of CYHLAGHARR, to the north of the <u>BAY OF SCENEA</u>. It is home to the coastal fortress of <u>GHARAMALH</u>, which is the base of the pirate lord <u>HAYREDHOSS</u> UYHAVEN.

<u>BARGO</u>: Lak. Lake in the far south west of <u>CISNERIA</u>, along the course of the river <u>ARASTA</u>.

<u>BARHAD</u>: Set. Settlement in the region of <u>AHEPPO</u> in the c of <u>THE SURRACH</u>. It is known for its honey production (Pop. c. 7,000).

BARHA'YA: Set. Small city in the north of SUMA'YA, forming part of the SALT ROAD. It is renowned for its hostels, where travellers can rest while on the road (Pop. c. 13,800).

BARIARDA HOZZA: f. (B. 3944 RM) *Pol. Per.* LADY OF THE CABINET of VALBAR^(2.), representing the state of <u>KIGARAD</u>.

BARIRUH: Set. Coastal city in the south west of ELAT (Pop. c. 40,000).

BARKOR: Sct. Coastal settlement in the west of <u>TARTAK</u>. Its primary industry is fishing (Pop. c. 6,800).

<u>BARQEL</u>: (B. unknown) <u>Sup. SHAPER</u> said to be the founder of <u>PARAPEGMISM</u>. Though widely considered to be a legendary figure, Barqel is said to embody the best traits and qualities of the Paragepmists.

BARRA: 1. Rvr. River in <u>CISNERIA</u> flowing east through <u>CISNERIA</u> for around 350-miles from sources in the east of the <u>BLACK MOUNTAINS</u>, before emptying in the <u>SEA OF APHOTIS</u>. For the most part its waters are tainted by the industry and Atramental taint of the area, though the city of <u>MEHOTHATI</u>, at its delta, has water treatment facilities that makes it drinkable, though fails to remove all impurities. Its native name is <u>SAKHAOST</u> and it is only referred to as Barra in <u>ALMAGEST</u>.

2. Set. City in the c north of BASSORAH^(2.) (Pop. c. 33,800).

BARRACEH: Geo. Depression in the c east of <u>THE SURRACH</u>. It is -120-ft. at its deepest. For most of the year it is dry, though following the wet season, rainwater from the surrounding highlands collects there, resulting in a series of endorheic lake that last a few months before slowly evaporating.

<u>BARRAH</u>: Rvr. River in the tribe of <u>EBURUL</u>, in the south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. The river flows east for 228-miles from sources in the south east of the <u>GROWING MOUNTAINS</u>, before meeting the <u>BRINE SEA</u>. Its delta is dominated by mangroves.

BARRAIA: Alc. Sup. Edu. Set. Small city in the c north of AZAZEM, to the north east of the AISHAN Badlands. It is known for its ALCHEMICAL institutes and lies along the course of the RED ROUTE, and many of its alchemical products are bought by merchants during their travels, finding their way for sale around the INNER SEA REGION (Pop. c. 12,400).

<u>BARRAK</u>: Set. District in the south east of the city of <u>ALMAGEST</u>. It was known throughout most of its history as a hub of organised crime. The area was gentrified by c. 3940 RM following a long period of conflict with law enforcement, though the stigma of its previous iteration continues to haunt it.

BARRAK, WEAVER OF LIGHT: (B. c. 3950 – 4007 RM) Sup.

TEMPESTARII whose abilities are limited to the manipulation and creation of lightning, electricity and, unique amongst most ATRAMENTAL SHAPERS, light. Living most of his life in SARASTRO, he served as a registered SET for a decade before defecting and fleeing to TZALLRACH where he lived as a loner.

<u>BARRAKH</u>: Ohj. Ornate master-wrought gunblade carried by <u>ARIOCH</u>, <u>THE DIARCH OF MOETIA</u>.

BARRAN: Set. Settlement in the KORACHANI colony of AMONDOR. Its main industry it the mining of copper (Pop. c. 9,500).

<u>BARRAT</u>: *Geo.* Island-fortress in the <u>IAPETAN SEA</u>, off the eastern coast of <u>SARAGOS</u>.

BARATHIN: Soc. Ind. PATRICIAN HOUSE based in PELASGOS specialising in the manufacture of bespoke heavy industrial vehicles, such as mining vehicles, tractors, and <u>LANDSHIPS</u>. It was famed for constructing the <u>THREE BEHEMOTHS</u> – a series of gigantic open caste mining crawlers that characterised the excesses of industrial mining in <u>CENTRAL LLACHATUL</u> in the 4th millennium RM.

BARRATOR: Soc. Pol. Rnk. In the KORACHANI EMPIRE, a tier amongst the PATRICIAN and administrator classes responsible for the upkeep and maintenance of small settlements. Though traditionally, the barrator would live amongst his subjects, in the latter centuries of the empire's rule they tended to live in fortified citadels from where they would travel amongst the satellite-settlements under their control four times a year with extensive entourages of guards, nobles, tax collectors, sycophants, enforcers and QUAESTORS; where regional matters would be resolved, petitions answered, laws enforced and other matters of state carried out before leaving for the next settlement under their jurisdiction. Those who served under the barrators were called PROCTORS.

BARRENLANDS, the: Geo. Wastelands in the south west of VÂRR. The region was mined during the IMPERIAL occupation there (c. 1100 – 3412 RM), with iron, quartz and granite extensively exploited, but all but spent by the time the imperial DOMNITORS left there in 3412 RM. The area is now a wasteland of spent open-pit mines, immense swathes of tailings, and slag outcrops, the land barren and parched, the course of the river ICHORIA that winds through its lands tainted by chemicals and other waste.

<u>BARRIA</u>: Set. Harbour in the south of the <u>MULL CITY-STATES</u>, along the course of the river <u>BATALL</u> (Pop. c. 39,000).

<u>BARRIER LANDS</u>, the: Dem. 'Yaghukli'. Geo. Ntn. Sparsely-populated region in the north west of <u>NORTHERN SAMMAEA</u>, along the <u>TROPIC OF</u> RAH, to the south of the SEA OF ESCHATA.

Named after the harsh terrain and many mountains that border its territories, the Barrier Lands is not a unified state, but rather a collection of nomads and city-states who collectively call themselves the <u>YAGHUKLI</u> peoples. They claim direct ancestry from the servant caste of the ancient <u>FIFTH AGE</u> kingdom of <u>CHIWENOOL</u>, which collapsed in c. 500 RM, though have since mingled with various other people who emerged after this time, including 15th century <u>KORACHANI</u> colonists, merchants and traders from the <u>EHRENISIAN COAST</u> and <u>THE SURRACH</u>, and, most recently, exiles and itinerants from the deep south in HOGGOTHA ISZ.

With little resource and a climate that was detrimental to the coalescing of disparate cities into a unified nation, the people of the Barrier Lands remained divided, united by their common ancestry, their language, and the diverse family of deities, known as the YAGHUKLI PANTHEON, at the centre of which are three central deities — AHIT, HASHARAN, and SHERTAL— though most states and cities have their own favoured deities.

In c. 1100 RM the charismatic leader known as <u>MMKORO</u> rose to power in the city of <u>HATYÉ</u>, and managed to bring a series of cities in the north east of the extant Barrier Lands under his control. This growing influence led to the formation of the empire of Hatyé, which lasted into the reign

of Mmkoro's son, who bore the same name. He saw the disparate pantheons of his inherited empire and saw in them the root of friction and discord in his people. In 1164 RM he made moves to unify the pantheon, so that all regions, including those outside of the influence of his empire, would come to revere the same deities. This left many people feeling disenfranchised as the gods they had prayed to for generations were suddenly gone, their names stricken from holy texts, their idols toppled, their temples destroyed. Public sentiment soured over the ensuing years until in 1169 RM he was apprehended by a force of religious zealots, and executed by quartering. Parts of his body were sent across the territories of Hatyé and the old deities were brought back to the fore.

This return to the old ways saw the empire fracture after just over 100 years. Though short-lied, Hatyé was pivotal in cementing the cultural heritage of the region, which remains strong to this day despite the myriad differences between the various city states. See Vol III: Extant Realms and Nations.

BARRIM: Plr. 'Barrima', lit. 'hound'. Also 'White-robes'. Mil. Law. The policing-force and soldiers of the AUGURS^(2.) in LYRIDIA, named after the ivory-white robes and bronze full-face masks they wear. Descended from the SVATHI people that once populated the area, the order rose in c. 100 RM in response to VEPARI actions against KORACHAN, which cost Lyridia a quarter of its territories, which were taken by Korachan in 85 RM, later becoming known as LYRIDIA DHAI. The barrima were responsible for keeping the PHYSI religion outside of Lyridian borders. The term 'white-robe' came into common usage around 1000 RM, following clashes between the aristocracy and the Barrima which marked the formers decline.

<u>BARRMI</u>: Soc. Str. Walled district and sanatorium for the mentally ill in the <u>CITY OF ALMAGEST</u>. The entire district is a slum of the lowest worth, for few will live or work there unless they have no other option. It is a major recruiting ground for the Almagesti army, as well as the <u>ALMAGESTI TEMPLE</u>, which seeks individuals to take part in the <u>SHADOW MARCH</u>.

<u>BARROK</u>: 1. Geo. Fertile region in the north west of <u>JURRAS</u>⁽²⁾, known for its perfumeries and flower-growing chateaus.

2. See. Coastal city in the north west of <u>JURRAS</u>^(2.), specialising in the production of perfumes (Pop. c. 18,000).

BARROW-FIEFS: His. Pol. Dating back at least to the dawn of the FIFTH AGE, possibly earlier, the Barrow-fiefs were historically the cultural centres of AHRISHEN. Based around the large familial barrows and stone circles found in the area known as the BARROW HEATHS in the south west of Ahrishen, the Barrow-fiefs evolved over time into city-states. United in the early 13th century of the Fifth Age (c. –200 RM) by the REGENT TAUAM, who was strong enough to claim the HOLLOW KINGDOM, uniting the fiefs, which remained the hubs of settled life in Ahrishen.

BARROW HEATHS: Geo. Expansive area in the south west of AHRISHEN, to the west of lake NAIDA. The region is filled with many barrows so ancient that they have taken on hill-like forms over time. They are sacred in traditional Ahrisheni mythology, though are shunned due to their age, with most thinking that the spirits of the dead who dwell there are likely tainted. Opportunists have periodically taken to looting the contents of these tombs when the original structures are revealed by the elements, though the contents are almost always decayed beyond value.

The Heaths were once an integral part of the <u>BARROW-FIEFS</u> of ancient Ahrishen.

BARSHEEN: Set. TROGLODYTE^(3,) settlement in the north east of SARASTRO, in the western foothills of the JAELA Mountains. It is thought to be the largest such settlement, and is largely ignored by the greater government, but young men are sometimes conscripted into Sarastroan armies, particularly in recent years when relations with VENTHIR have soured (Pop. c. 8,000).

<u>BARUK</u>: Set. Fortified settlement in the north east of <u>THETIS</u>, close to the border with Tethysia (Pop. c. 8,400).

BARUN: Set. Small coastal city in the south east of <u>SABAISA</u>. Its main industry is fishing (Pop. c. 12,000).

BARUR: Set. Fortified settlement in the c of NÁRTHEL, north of the UEFIR Highlands. It was once a centre of gold mining in the region though the mines have long-since fallen into disrepair (Pop. c. 6,200).

BASAAR: Set. Settlement in the north west of HARAPPA(3.), close to the border with the KORACHANI and HOAMMI(1.) territories of NUTHACHAN and SKEIN. Basaar was once a collection of small herding communities, though the region grew more important following the region's separation from MHAROKK in 3754 RM. Increasing tensions with Nuthachan and Skein led to a fortress being constructed in Basaar in c. 3800 RM, around which the settlement slowly grew into a fortified border town. Its population has swollen with merchants and travellers, all drawn by its unique position location (Pop. c. 8,800).

BASAL DEPTHS: Geo. Steep canyon, over 100-miles long, forming part of the larger NDEPHARA system. The Basal Depths are unnaturally deep and appear to have been formed long after the river SPICIA ran dry in the area. The cliff-faces are hewn into doorways and tunnels in which live DEGENERATE SERAPIS shunned even by their own kind, who normally worship the sun, from which they draw strength.

BASALT FORTRESS, the: Int. Mil. Str. Rui. Ancient fortress hewn from the basalt-fields of <u>LIMIN</u> in <u>MECHABET</u>^(1,1) in the north west of <u>PARTHIS</u>. The fortress is now abandoned, whatever existed in the region to necessitate its creation – be it resources, trade-routes or threats – now long gone.

BASHAUL: Rui. Ruined LHAUS ATELIER in the north of KHALHAT.

BASILEA: 1. Sea. Bay along the southern coast of AZAZEM, fed by the river EPHANOSH.

2. *Rui.* Ancient capital of <u>AZAZEM</u> prior to its vassalage to the <u>KORACHANI EMPIRE</u>. The city remained capital until 124 RM, at which point the city of <u>AGLAIA</u>^(2.) was made capital. Basilea remained an important harbour for the next centuries, though as <u>ELYDEN'S</u> seas diminished it found itself becoming permanently landlocked.

Originally situated at the mouth of the river <u>EPHANOSH</u>, the advancing coastline eventually found the city positioned along the course of the river, surrounded by previous tidal plains. Today it is around 35-miles from the coast, and through engineering works has been able to continue operating its docks, and its dry-docks and shipyards continue to be its main industries to this day, servicing merchant and military vessels as well as dross tankers (Pop. c. 53,000).

<u>BASHA</u>: Geo. Highland region in the c north east of the <u>BARRIER LANDS</u>. It is characterised by many fossils of ancient beasts.

BASHIAH: Set. City in the west of ZHARIAH^(2.), in the eastern foothills of the SHAROOK Highlands. Its people are insular, even with other Zharian cities, and are amongst the most fervent followers of the CULT OF THE DREAMING GOD (Pop. Unknown).

BASHINDA: Geo. Region in the far north of the nation of <u>PORPHYR</u> noted for its rich reserves of lead, copper and zinc.

BASHRAEN: Leg. Common figure of folklore and myth in the north east of EASTERN LLACHATUL, and the north east of MENISCEA, where the two continent's meet, particularly in the nations of ABATTUR, MEHITIEL, SATARIEL, and TISARA.

The Bashraen takes the form of a faceless hooded figure with four arms who is said to appear to people who are close to death, typically while despairing, alone, or in pain. Mythologists liken it to a psychopomp, serving as an usher to the otherworld, aiding the spirit in leaving the body, facilitating the process of death.

Most interpret the Bashraen as a benevolent force, aiding those who find themselves alone in their time of need, while other individuals or cultures, particularly in Tisara, believe that the Bashraen is a malevolent force that eats the spirit or brings death to those who were not yet ready for it. See Vol II: Legends and Folk Tales.

BASILEAN: Sup. Rnk. Common term used within the KORACHANI EMPIRE and the INNER SEA REGION in general for SHAPERS of incredible power. The term comes from an ancient line of pre-imperial AZAZEMI monarchs known as the BASILEIDS who were regarded as omnipotent, at least prior to their vassalage to Korachan. The name remained in the public unconscious as a symbol of power, which came to be used for shapers of great power.

Very few shapers could truly be considered basileans, and the term was usually sued for those shapers who not only had the power to level cities, but also a degree of control commensurate to that power. There are at most only a handful of baseileans alive every generation, and likely fewer than that.

The Parthisan term $\underline{\text{DOMINAR}}$ is roughly analogous with basilean. See Vol IV: the Materia Omna.

BASILEID DYNASTY: Also 'Basileids'. Pol. The Sacrosanct monarchic rulers of AZAZEM prior to its vassalage to the KORACHANI EMPIRE in 11 RM, after which the ruling family became governors of the slave-state.

A revolt by the newly-crowned <u>BASILEUS HONORIA</u> in 123 RM saw the capital moved to the city of <u>AGLAIA</u>^(2.) the next year, and much of the Dynasty was culled, with the survivors forced to swear their allegiance to Korachan under the supervision of the <u>CONSULITE</u> himself.

Following this the Dynasty waned in power, with its members held in check by an even heavier yoke. Kept only to act as familiar figureheads to the Azazemi people, they became puppets of the <u>KORACHANI GOVERNMENT</u> and sycophants to the <u>ARCHPOTENTATE MALICHAR</u>.

They ruled until 999 RM, when they were replaced by Korachani-born governors (later to be replaced by archpatricians of the <u>ATROPI HOUSES</u>), though they had dwindled in prestige long before then, having become little-more than a <u>PATRICIAN HOUSE</u> by c. 500 RM.

BASILEUS: 1. Plr. 'Basileids' and 'Basileid Dynasties'. Pol. The heads of the BASILEID DYNASTY in AZAZEM throughout their rule of the nation – both prior to its vassalage to the KORACHANI EMPIRE and for centuries after. The seat of their power, BASILEA (2.), remained the capital of Azazem until 124 RM, though in that time they were relegated to puppets of the ruling state that was keen on placating a populace that might otherwise have become unruly.

When the capital was moved from Basilea to <u>AGLAIA</u>^(2.), the Basileis were allowed to remain in Basilea, where the title has since become synonymous with <u>ARCHPATRICIAN</u>, the original bloodline now diluted to nothingness by the imperial nobility.

2. Pol. Rnk. Noble title/rank in BISBUT. Characterised by their grey robes and bald pates. History of astrology. It is unknown if there is a link with the $\underline{AZAZEMI}$ title.

BASILICA: *Rel. Str.* In the Three Churches of the Undying Machine, a basilica is a church building distinguished by a particular purpose. In most cases this is ceremonial, with certain rituals unique to the site, or alternatively it may be shrine, with a particular relic housed there, making it a site of religious importance, often visited by pilgrims.

BASILICA OF DUSK: see DUSK, BASILICA OF.

BASILCA OF THE GRIFFIN: see GRIFFIN, BASILICA OF THE.

BASILICA OF THE HOLY MAST: see HOLY MAST, BASILICA OF THE.

BASILICA OF THE HOLY RELIQUARY: see HOLY RELIQUARY, BASILICA OF THE.

BASILICA OF KHADON: see KHADON, BASILICA OF.

BASILICA OF KOLRIS: see KOLRIS, BASILICA OF.

BASILICA OF THE HOLY BLOOD: see HOLY BLOOD, BASILICA OF THE.

 $\underline{\textbf{BASILICA OF MALICHAR RISEN}}; \text{ see } \underline{\textbf{MALICHAR RISEN}}.$

BASILICA OF THE RHODANNE HEART: see RHODANNE HEART, BASILICA OF THE.

BASILICA OF THE SNAKE: see SNAKE, BASILICA OF THE.

 $\underline{\textbf{BASILICA OF THE SPINE}}; \text{ see } \underline{\textbf{SPINE}}, \underline{\textbf{BASILICA OF THE}}.$

BASILICA OF ST. MALICHAR RESURRECTED: see St. MALICHAR RESURRECTED, BASILICA OF.

BASILICA OF ST. VALENS: see ST. VALENS, BASILICA OF.

BASILIDIA: Sct. Small city in the west of <u>GNOTH</u>. It is known for its markets and forms a part of the <u>GREAT ROAD</u>. It is also a hub to the mercantile cast known as the <u>AURAE</u> (Pop. c. 12,000).

BASILISK, CHURCH OF THE: Rel. Str. Church in the west of ERUTO, facing the CAMARINAL SEA, named after the land of OPHIUSSA. It was constructed in 905 RM, though was abandoned c. 2950. The religion was based on ancient tribal traditions and was considered uncouth by most

for its base practices and rituals. Today, it serves as a speaking hall and government offices.

BASLITH: See City in the far west of <u>PARTHIS</u>, and home to a large fishing fleet. Its harbour is built from ancient blocks of stone that were left exposed in c. 3300 RM by the receding coastline (Pop. c. 18,000).

BASSANDER: Sea. Sea dominating the northern <u>VAALKAN</u> coastline. The sea is a deep basin, forming an abyss in <u>THE INNER SEA</u> that is far deeper that the majority of the larger sea to its north.

BASSORAH: lit. 'hub of roads'. 1. Sol. Leg. Crossroads traditionally hold great power in IMPERIAL culture (possibly a remnant of PELASGOSI and VÂRRAN) paganism), and are respected. It is common for old settlements in the northern Imperial provinces to have shrines (in the form of chapels or iron idols) in their centre (the towns' crossroads). This custom persisted throughout the reign of the ARCHPOTENTATE MALICHAR, where large cities have such shrines at many intersections, each dedicated to a different aspect of Malichar, the UNDYING MACHINE, or regional saints (in many cases relics of past pagan cultures were imported to the imperial faith). Examples of specific usage include:

2. Dem. 'Bassoran'. Ntn. Located in the west of CENTRAL LLACHATUL, Bassorah is a small landlocked nation with a dry cold-temperate climate, nestled between the nations of SKAROS, ALMAGEST, THE OLD FOREST, and IPANAH⁽²⁾. It is noted for its pleasant terrain that includes sparse woodlands, plains and rocky hills. Of note is a vast network of ancient rock-cut ruts that dot the region without explanation.

It is a relatively recent addition to the nations of Llachatul, emerging from the newly independent Ipanah in the decades following the Dissolution of the <u>KORACHANI EMPIRE</u> that took place in 3705 RM. It spread to occupy disparate lands that have, amongst other things once been: part of the Old Forest, ancient battlefields of the <u>WAR OF THE ARTIFEXES</u>, industrial centres abandoned centuries ago by ailing industries, and occupied by the now-extinct nation of Asibaia, on whose ruins many of its cities have been built.

Like Ipanah, it is a land founded by immigrants and refugees that have resettled the ancient ruins and battlefields of ancient Asibaia, and they have made a name for themselves as traders and merchants, as befits the name of their home, acting as intermediaries between Almagest in the north, Skaros in the west, the Old Forest in the east, and the Korachani empire in the south.

The stereotype of the typical Bassoran amongst the people of Korachan is, at best, that of a moustache-twirling merchant or, at worst, a skulking thief. The truth is far more complex: Bassorah is at a crossroads of cultures, where different religions and beliefs mingle amongst the large markets and their many merchants, leaving its people wiser and somewhat jaded and more world-weary than the typical helot from the Korachani empire. See Vol III: the Lands of Elyden.

- 3. Set. City in the north west of \underline{AZAZEM} . The $\underline{RED\ ROUTE}$ passes through it, bringing trade goods from across the $\underline{INNER\ SEA\ REASON}$ (Pop. c. 32,000).
- 4. *Set.* Fortified settlement in the c south west of <u>PELASGOS</u>. Its main industry is the mining of antimony, and it forms a part of the <u>RED ROUTE</u>, and is known for its stables and mechanics where pack animals and <u>AMBULANTS</u> can be changed and traded (Pop. c. 2,050).
- 5. also 'the Crossroads'. Ast. Con. Constellation in the NORTHERN HEMISPHERE. See Vol. Constellations.

6. also 'the Angel of Crossroads'. Int. Leg. A near-mythical figure that features in legends across the <u>INNER SEA REGION</u>, particularly those whose histories feature subjugation or conquest by the <u>KORACHANIEMPIRE</u>. The angel is known to grant wishes to struggling artists that invoke its name along crossroads, sometimes making a deal, giving the petitioner talent and fame in exchange for control of their SOUL.

These <u>MORTALS</u> reap the rewards of their fame, and as they die, the angel visits them to weight their soul, to see if they truly made use of the gifts they were given. If yes, the soul is sent to the sky to gestate as normal. If not, the angel keeps the soul, which would go on to become a <u>SOULSTONE</u> in its control and possession. The Angel of Bassorah is often depicted as wearing a pearl necklace and having large pearls on its person. See Vol II: Legends and Folk Tales.

<u>BASSORAN</u>: 1. *Rnk. Org. Law.* Crossroad guards that are common in <u>SUOR</u>, and which originated from the <u>KORACHANI</u> superstition surrounding <u>CROSSROADS</u>⁽¹⁾ that was introduced there by Korachani explorers in the late 6th century.

2. Lan. Language spoken in $\underline{BASSORAH}$. It is a mixed language, that borrows heavily from many surrounding tongues, including $\underline{ALMAGESTI}$, and $\underline{KORACHANI}$, amongst others, though its main basis is $\underline{ASIBAIAN}$. See Vol II: Languages.

<u>BAST</u>: 1. Geo. Island off the south western coast of the <u>FREE-ISLES OF PELASGOS</u>, in the <u>SHADOW SEA</u>. It is named after a legendary character from PELASGOSI lore.

2. (1,829-ft.) Geo. Volcano on the above island.

3. $\it{Mil. Str.}$ Sea-fort on the above island. The fortress is a base for vessels that guard the sea trade-routes between the <u>SEA OF SPIRES</u> and the <u>SHADOW SEA</u>.

<u>BASTAR</u>: For. Sparse forest in the c of <u>PARTHIS</u>, to the east of the <u>SIPYLANA</u> Mountains.

<u>BASTARNIS</u>: Set. City in the c of <u>PARTHIS</u>, to the west of the <u>SIPYLANA</u> Mountains in the forest of <u>BASTAR</u>, known for its husbandry and wood production (Pop. c. 16,000).

<u>BASTI</u>: Geo. Dry plains in the north of <u>MHAROKK</u>. The plains are known for their many ancient <u>THYMI</u> ruins, most of which are unrecognizable and half-buried.

BASTION OF AHRISHEN, the: Soc. Nickname for the AHRISHENI general HAMADIN, who was pivotal in fending off KORACHANI attacks during the SCOURGE OF WITCHES. Many monuments, triumphal arches, and statues are now named after him, as are various streets, buildings, streets, and palaces.

BASTION OF SIN NASSIR: Mil. Str. Expansive fortifications that encircle much of the nation of MAENMIST, preventing contact with the outside world. The fortifications are sprawling, covering some 5,000 miles of land, particularly in the south east, along the border with SIMBARA, and the west, along the border with PHYRR. First envisaged in c. 3450 RM, they were constantly under construction for more than three centuries, ending after the outbreak of the WAR OF ECHOES, which partially started due to Phyrran unease at the construction of such a mighty fortress in its neighbouring state.

Most of the nations' workforce and economy shifted dedicated to the monumental feat during that time. The south eastern gate is gigantic and once saw much traffic pass beneath it along the NACRE ROAD, leading to a large vaulted market that is entirely contained within the fortress, with voluminous warehouses, auction halls, and copious quarters for visiting merchants. It was left deserted following the nation's complete abandonment of foreign trade and politics in c. 3930 RM.

Despite their impressive appearance, the fortifications are ill-maintained, with large stretches either close to ruin or effectively unprotected.

BASTION OF STEEL, the: Pol. Str. Monolithic palace of the ARCHPOTENTATE MALICHAR and seat of government within the city of KHADON, in KORACHAN.

The bastion is constructed over the pre-existing <u>HIGH-CITADEL OF KHADON</u>, which itself was constructed on a high bluff some miles outside the ancient city in -106 RM. A beautiful edifice of white marble and buttresses (an innovation of the day), it was a true monument to the strength of the city-state, which controlled trade across the central <u>KORACHANI PENINSULA</u>. It stood unchanged, until the rise of the <u>KORACHANI EMPIRE</u> starting in 1 RM, by which time the self-proclaimed Archpotentate Malichar had united the <u>SEVEN CITY-STATES</u> of the KORACHANI PENINSULA.

Following his absence in 84 RM his children and descendants continued adding to it, turning its interior into a lavish palace while their engineers ensured that the exterior remained well-defended.

The Archpotentate ordered an expansive reconstruction of the High-citadel; effectively burying the older edifice around a far-larger bombastic structure, which would eventually be rebuilt twice, with construction finally ending on the third and final version in 2005 RM, with the placing of the capstone on the ICON OF DOLRUTH, located on its highest cupola. Slaves, degenerates and farmers were used in its construction during

different times of the year to ensure that work continued throughout the year.

The Bastion of Steel is immense and a credit to the arrogance and wealth of the Korachani empire of the day. Rivers were rerouted to accommodate its massive footprint (over 2,000,000-square-feet) which hosts a massive coffered dome with a diameter of over 900-ft. The building is fronted by a 22-columned portico flanked by two large towers at each corner, each topped with a large steel statue: one of Malichar, and another of the UNDYING MACHINE. Inside, the dome is dominated by three concentric tiers of seats in a circular area over 500-ft. in diameter, at the head of which is a massive podium at which would stand the Archpotentate and/or THE CONSULITE around which would be the imperial representatives from across the empire, as well as envoys from the major PATRICIAN HOUSES and members of the CHURCH OF THE UNDYING MACHINE and others.

Behind the dome is a semi-circular interior amphitheatre 400-ft. wide that is used when the Archpotentate is not present or for otherwise less important meetings. A gigantic tiered bell-tower was added to the complex in 2378 RM, and the largest bell of the Korachani empire, known as the BELL OF AGONEPHATOSH, is said to crown its belfry

The city of Khadon grew rapidly around the construction of Bastion of Steel. Each new conquest of Korachan led to increased administrational duties – taxes needed to be collected from the many new provinces and colonies and then processed; legions of administrators, clerks, bureaucrats, scribes, auditors, diplomats, notaries and envoys came to populate the Bastion of Steel, their toil becoming the bloodline of the empire. The city of Khadon grew in size to accommodate the influx of workers as well as the vast numbers of labourers that were contracted or enslaved to aid in its construction. Over the years Khadon itself would grow to such a size as to make it indistinguishable from the Bastion. It was one of the most heavily guarded and fortified structures in all of Elyden, though it was never attacked once in its history.

As the years passed and the Korachani empire grew into a burgeoning institution, corruption became inevitable, both through the complex bureaucracy of the Korachani government and through the politicking of its officials. Edicts and decrees took decades if not centuries to filter down the needlessly complex bureaucratical hierarchy until they reached distant cities, by which time other edicts might have passed. The matter of warfare was even worse: by the time commands reached the legions and they mobilised to counter a threat or move against an enemy's borders, the political situation might likely have changed - the target might have already come under imperial leadership, or might have disappeared years ago. ARCHPATRICIANS siphoned taxes and resources into their own projects, leaving the empire's coffers desperately wanting. This practice reached its apex c. 3000 RM, by which point the empire was overburdened - too many vassal states and colonies, their cities overtaxed and under-funded; its armies stretched to breaking point, unable to cover the thousands of miles its borders covered; its administration antiquated and hindered by an unfathomable hierarchy, weighed down by millennia of custom and stagnancy. The Bastion itself had become a living-ruin by that point, vast portions of its monolithic structure lying abandoned, crumbling, even as new portions were being built. This signalled a time of decline for the Korachani empire; with nations breaking away in the War of the Artifexes and struggles in distant colonies and nations.

Today the Bastion of Steel is ranked by many historians and scholars as one of the MODERN WONDERS of ELYDEN.

BASTION OF SUNS: 1. Sup. Geo. Region in MENISCEA, named after the fortifications found there, where strange supranatural phenomena make it look as though there are 3 suns in the sky. This is an ancient phenomenon first recorded in the <u>THIRD AGE</u> and is still observed to this day.

2. Mil. Str. Fortifications in the above region in MENISCEA. The fortifications are ancient, likely predating the naming of the above region. Little is known of their history, though they are thought to date to the THIRD AGE, if not earlier.

<u>BASTRA</u>: Ser. Small coastal city in the north of the <u>KORACHANI</u> colony of <u>TAVVADRA</u>. The settlement's main industry is fishing, with its exotic

bounties being sent to the homeland in the <u>INNER SEA</u>, where they are enjoyed by discerning nobles (Pop. c. 12,000).

BASTROS: Set. Powerful militocratic city-state in the c south west of SAMMAEA, along the border between the south west of the HOGGOTHA ISZ and the north of PHYRR within the SASTAKAUR Massif. Located in a harsh highland region, the existence of city is only possible through the use of deep stepwells and cisterns, without which its people would perish in a matter of days.

The city-state is somewhat metropolitan, with <u>KERATIN</u>, <u>HALF OGHURS</u>, <u>HUMANS</u>, <u>PLAGI</u>, <u>SHIE</u>, <u>VAPULIM</u>, and amongst its inhabitants, with the former two dominating. A rigid caste-structure controls the city, and certain peoples are bound to specific castes and roles. Half oghurs, known as \underline{HUS} in Bastros, control the wells and by extension control the city and its roughly 6,500 square-mile territories.

Though of harsh laws and strict regimens, the region is well-protected and relatively wealthy with even its slaves (humans, and half-breeds, mostly) living relatively comfortable lives, compared with slaves in the <u>KORACHANI EMPIRE</u>. The city and its environs are considered by Phyrr to be a part of its own territories, but the Sastakaur Massif is so inhospitable that it has been ignored (Pop. c. 36,000).

BAT KING, the: *Leg.* Figure in <u>VAALKAN</u> folklore associated with the tower of <u>MOLOSSUS</u>. Depicted as a grotesque anthropomorphic bat, the creature is extremely territorial and ruthlessly attacks any who venture too close to its lands. See Vol II: Legends and Folk Tales.

BAT YAAD: *Geo.* Major valley in the c south of <u>NAARETH</u> with a tropical savannah climate. It is noted for its wildlife, with large herds of herbivores and the apex predators of the regions – TARRAGONS.

<u>BATA</u>: Lak. Coastal freshwater lake in the far south east of <u>KAZZAR</u>^(2.), close to the mouth of the river <u>FONESA</u>. It was once a bay of the <u>SEA OF ESCHATA</u>, though the retreat of sea levels across <u>ELYDEN</u> left the bay diminished, eventually turned into a lake.

BATADRA: Set. Settlement in the c of EREBETH (Pop. c. 8,000).

BATAGHAR: Set. Mercantile city in the east of the <u>MULL CITY-STATES</u>, close to the border with <u>AHKA</u>. It forms a part of the <u>RED ROUTE</u> (Pop. c. 35,000).

BATAL: Set. Settlement in the south west of THUMAL (Pop. c. 5,200).

BATALL: Rvr. Major river in the south east of the MULL CITY-STATES, flowing south for 335-miles from sources in the SOTTHEA and EBUT SAT Mountains, before emptying into the BAY OF BOKKA.

BATANG UNG: *Geo.* Region of contiguous exposed dykes forming a natural wall, between 80 – 110-ft. high, in the east of <u>CUTH</u>, to the west of the <u>DORLEIDON</u> Mountains.

BATARAMON: Sup. Geo. Dre. ATRAMENTALLY TAINTED region of the NELCHA Mountains, in THE OLD FOREST, stretching south from its southern-face. Many of the rocks here have degenerated into DUSTSTONE, making the region dangerous to travel. In other parts, it has an adverse effect on DREAMS, intensifying their experience, to the point that they cause pain. In rare cases, dreams and nightmares have manifested in twisted but physical images of what was dreamt, as may happen in DREAMSCAPES.

Tales of this effect have travelled far and a few foolish explorers and MONEIROMANCERS have braved the terrain and xenophobic tribes of the Old Forest in search of their dreams, but few have returned to speak of it.

The region is seen by some as evidence of the rumour that a <u>SCION</u> of the <u>DEMIURGE NELCHAEL</u> is found there.

The region is categorised as a <u>MODERATE THREAT</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

BATELL: Ser. City in the north of SUMA'YA, with roots dating back to -311 RM, when it was founded by the ancestor nations of DHEA and DHAMATEA to cement their alliance after a prolonged conflict with lacer in the area. The settlement grew rapidly, assuming the role lost when the caravanserai of ECHA was abandoned in -436 RM following the appearance there of ATRAMENTAL CORRUPTION. With the regions' renaming to BA'AKH after the appearance of the ADUMBRAESKI ATRAMENTISTS. In -29 RM, Batell became one of the first settlements to house a SIPHON ENGINE, which drew latent umbra from the air and ground and filtered it. Pipes were constructed leading around 40-miles

north west in c. 100 RM, where they converged with similar pipes from $\underline{BAALBETH}$ in a great pit called \underline{BAAL} .

<u>KORACHANI</u> explorers coming across the region in c. 240 RM saw the <u>UMBRA</u> pit, recognising the value of the region and its siphon engines, which eventually led to the imperial conquest of the Ba'akh and its occupying of Batell. It was taken by Korachan in 573 RM, where it would later become an administrative centre for the mining and distribution of umbra to the north, a role it maintained until the departure of the <u>DOMNITORS</u> in 3097 RM.

Following that time, Batell diminished in size, which was elevated due its role, though in c. 3300 RM it became a vassal to Suma'ya, (Pop. c. 37,800).

BATEP: also 'the Lost Plains'. Geo. Sun-drenched plains in the south of the VESPERTINE LEAGUE, in the c west of SAMMAEA, thought to be tainted by FIRMAMENTAL forces, rendering navigation of the region nearimpossible. The air here shimmers with electricity, and the stench of ozone is rife, afflicting the entire area, which is noted for what can only be described as mutable geography and temporal anomalies, resulting in such oddities as a journey taking inordinately longer one way than another and noted features shifting unknowingly over time. People can wander for months without ever encountering sign of civilisation. Water here is a rare and valued commodity. Little exists in those bleached wastes, though ruined echoes of ancient towers remain, each topped by archaic refractive engines though to either be the cause of the temporal malady. Or perhaps a long-forgotten solution. Few who discover such ruins can pinpoint their location and, indeed, any form of cartography in these lands is impossible, with the various attempts at mapping the region making madmen of cartographers and they remain a misunderstood

<u>BATHA</u>: *Geo.* Mountain pass in the north of <u>PELASGOS</u>, passing between the <u>BULOPARRI</u> and <u>BATHAKOL</u> Mountains.

<u>BATHAKOL</u>: Geo. Twin peaks in the north of <u>PELASGOS</u>. The entire chain, which goes by the same name, is 380-miles long and, along with the <u>CALDERA</u> highlands, forms the northern Pelasgosi border with <u>VÂRR</u>. Brakhia and Akholia are old names for the mounts.

<u>BATHANAT</u>: Rui. Abandoned crypt at the bottom of a 3-mile-long pit. Its waters are frigid and without purpose, and stretch deep beneath <u>VÂRR</u> into <u>LYRIDIA</u>. Believed to be one of the wonders built by the <u>DEMIURGE VORROPOHAIAH</u>, it is a place of whispered noises, and sepulchral waterways, its only source of light emanating from a single chamber, from which it is said that a decrepit being, possibly a <u>MESOCHTHON</u>, festers, imprisoned by some ancient power.

BATHAR EL: Geo. Region of contiguous exposed dykes forming in the far east of CUTH, not far from the border east with RHEA. The highest of these, close to the coast near the sea of HAMAN, form the base of various Rhean border towers, the largest of which is the SHAM LIMOTH.

BATHASHAL OCEAN: also 'the Great Far Sea'. Sea. Largest singular body of water in <u>ELYDEN</u>, and antipode to <u>THE INNER SEA</u> that divides the continents of <u>LLACHATUL</u> from <u>SAMMAEA</u>. It is bordered by the continents of <u>BROR</u>⁽¹⁾ to its west, <u>MENISCEA</u> to its north, and <u>SAMMAEA</u> to its east.

The Bathashal Ocean is also home to the deepest stretch of water in Elyden, known as the <u>ABYSM OF SHIBBOLETH</u>, and is largely empty, save for a few volcanic islands along its c ridges.

BATHASHALI GYRE: Sea. Sea gyre in the c of the <u>BATHASHAL OCEAN</u>, flowing in a counter-clockwise motion.

BATHIN, BARONESS OF ELIGIA: (B. unknown) Oth. Late-generation HALFBLOOD with human features, famed for her horned crown and herbal and geological knowledge; and ruler of the city of ELIGIA. It is rumoured that she is an ANIMIST or that she possesses some form of expertise that allows her to communicate with spirits. She is often seen in public in the regions surrounding Eligia in VENTHIR, on the back of a large pale horse; her royal mount.

BATHIN: Geo. Salt-wastes in the c north west of the <u>VESPERTINE LEAGUE</u>, in the north of <u>SAMMAEA</u>, south west of <u>KHULL</u>. The wastes were once an inland sea that shaped the economy and culture of early-to-middle <u>FIFTH AGE</u> dwellers of the area, including <u>VESPER</u>⁽²⁾ and <u>UGHTEN</u>⁽¹⁾, both

of which eventually fell due to the devastation caused by the disappearance of the bay.

The dwindling of the bay left a large lake behind in 2251 RM, which disappeared completely in 2315 RM, leaving behind a salty basin, in which <u>MERILL</u> ruins were discovered in 2474 RM, bringing great riches to surrounding cities.

The deserts are most renowned amongst imperial scholars for the monolithic rusted gates known as <u>SATARNICA</u>, that lie half-buried in its sands.

BATHIR: Set. City in the c north of <u>GREST</u>^(1,) in the island-continent of <u>BROR</u>^(1,) (Pop. unknown).

BATHON II OF SUDHA: (B. 3943 RM) one of four ruling <u>TETRARCHS</u> of JURRAS⁽²⁾, based in the city of SUDHA.

<u>BATHOS</u>: 1. Sea. Body of water south of the southern coast of <u>AZAZEM</u>, forming a large inlet some 125-miles long in which were once found many coastal cities, most which now lie in ruins after the death of the sea and its bounty.

2. Rui. Veh. Set. KORACHANI POTENTATE⁽³⁾—class WARSHIP, that was sunk during action against the PARTHISAN navy in 3003 RM, in the south of the BAY OF NAASU, off the south western coast of LAASKHA. The ship was later revealed by waning sea levels, and became the centre of a new scav shanty town that eventually grew into the city of EDECHAN⁽¹⁾, that survives to this day.

BATHRA: 1. Set. Settlement in the north west of <u>JURRAS</u>⁽²⁾, overlooking the <u>ATRAMENTAL REGION</u> of <u>ZOPISSA</u>. The settlement specialises in the production of fabrics woven from threads created from the <u>ATRAMENTAL</u> material quarried in Zopissa (Pop. c. 9,000).

BATHUSH: Set. Settlement in the c north west of ROMOREA^(2,) to the south west of the VACIVA desert. It was founded in c. 3890 RM by outcasts and exiles from the capital IONOL. It became a boomtown in 3903 RM following the discovery of iron nearby, which attracted prospectors and agents of the monarchy's lords. This was short-lived, and the mines barely lasted 50-years before dying out. What remains is a diminished settlement, its people never truly recovered from the death of the iron boom (Pop. c. 2,000).

<u>BATIK</u>: 1. Nou. 'Batikear'. Plr. 'Batikin'. Sup. Org. Mil. Rnk. An order of SHAPERS in the <u>KORACHANI EMPIRE</u>, whose <u>MINASTERIA</u> has been based in the city of <u>AGLAIA</u> in <u>AZAZEM</u> since 3706 RM (It was originally founded in <u>SOLONIA</u> in 1272 RM, though was moved to Aglaia following the <u>SUNDERING OF THE EMPIRE</u>). Its members are <u>ATRAMENTAL</u> shapers whose <u>SPHERE</u> of influence revolves, in various ways, around death.

They originated in the <u>ARID TRIPTYCH</u> in the early <u>FIFTH AGE</u> as the <u>NECROMAGI</u>, individuals whose close link with death allowed them to help individuals mourn the passing of their loved ones by communing with their <u>SPIRITS</u>⁽¹⁾ – either by anchoring the spirit to the body, allowing them to say their final goodbyes, or by cleansing the spirit before its final passing to the <u>OTHERWORLD</u>.

The arrival of the Korachani empire to the region saw the culture that surrounded the Necromagi slowly supplanted imperial culture. This continued until c. 900 RM when the Necromagi finally died out, to be replaced by the *Batikin*.

They are most famous as 'necromancers' and resurrectors of the dead, but to truth is far less fanciful than what legends have built them up to be. Only bodies that have been dead for a maximum of a few hours can be imbued with renewed life this way, and even then, the transformative act can leave the newly-restored body and mind altered and askew. The longer it takes a *Batik* to restore life to a body the greater the change of leaving it irreversible damaged – its brain impaired and its body flawed.

Despite this limitation, most *Batikin* are still capable of great feats. They can lengthen or shorten the time it takes a spirit to leave a body, which can in turn prolong or diminish one's life. Some can even indefinitely anchor a spirit to the body, and while this cannot indefinitely prevent death, it can allow the *Batik* to communicate with the spirit – an invaluable tool in various scenarios.

Less commonly, they can grant a semblance of life to a corpse by drawing its spirit from the otherworld back into its old body. This allows the shaper to more easily communicate with the spirit. Though the older

the body the harder this is to do. Accomplished *Batikin* are able to control bodies that are not yet under the grip of rigor mortis, forcing the possessing spirit to move the body.

The <u>Funerary Cults</u> and the <u>Church of the Undying Machine</u> employ many *Batikin*, who are able to offer solace to grieving families, acting as intermediaries between them and the spirits of the dead. In this capacity they are also able to <u>Exorcise</u> the spirits of those lingering *Int.* their bodies beyond death. Conversely, they can also take such spirits and imprison them in inanimate objects, keeping them tied to the <u>Material Plane</u>.

Some *Batikin* are able to bring life back to necrotised tissue, which is probably their most important economic role today. These *Batikin* are employed by the <u>DROSS</u> industry, where they make sure that the flesh that is to be processed into dross is free of decay and safe to consume. They also work closely with <u>MEDELIARIIN</u> and doctors, cleaning wounds and freeing bodies of infection. They also work amongst law enforcement, questioning the recently dead, or using their skills in decomposition to pinpoint times of death or where certain injuries were suffered.

They are sometimes employed in military battles, bringing back soldiers that have been felled for a few minutes to bulk up the numbers for a final charge or push into enemy lines. This is considered deplorable by many however, as the resurrected bodies spend their last moments in agony, and their last thoughts are of confusion, terror and pain. Despite this, many militaries have made use of them – including Korachan, <u>SARASTRO</u> and <u>ALMAGEST</u>, amongst others. See Vol IV: Spheres and types of Shaping.

2. in <u>NÁRTHEL</u>, <u>SARASTRO</u> and <u>IO</u>, a sect of <u>ATRAMENTAL</u> <u>SET</u>. Their symbol is the hollow iron disk, which symbolises the cycle of life and death, and they commonly wear vestments resembling bandages and funerary wrappings in honour of those they serve. The Batiks of these regions form the upper echelons of the <u>NAUTHANATIOS</u>.

BATRA: Sec. Coastal settlement in the south west of the PARTHISAN colony of SOTHRA(1.) (Pop. c. 7,800).

<u>BATROS</u>: Ser. Fortified settlement in the far west of <u>PELASGOS</u>, along the south western coast of the <u>BAY OF ABERIA</u>. The settlement is built over the ruin of a major manufactory of the same name that was abandoned in c. 2800 RM after raw materials dwindled, forcing it to close.

The present settlement appeared a millennium after the abandonment of the old manufactory, by which time it had crumbled into decay. It is constructed from the recovered materials from the old manufactory. The present-day settlement makes a decent trade in scrap brought to it by vessels, and recovered from the ancient manufactory and (Pop. c. 8,000).

BATTAR: Set. Small city in the west of AYAD (Pop. c. 12,800).

BATTIVAH: Set. Small city in the c north east of the HENDECARCHY of AONIA in the north west of MALAN. It lies along the course of the river ARILLIEN and provides a welcome to stop to those travelling along the AEGISWAY (Pop. c. 18,000).

<u>BATTRIS</u>: Set. Farming settlement in the south of <u>JURRAS</u>^(2.), close to the border with <u>TARTAK</u> and the river <u>KHARAD</u>. It forms a part of the <u>RED ROUTE</u> and is known for its inns and hostels that cater to merchants and other travellers (Pop. c. 18,900).

BATTLE OF BRYNFAEL: see BRYNFAEL, BATTLE OF.

BATTLE FOR EBERUK: see EBERUK, BATTLE FOR.

BATTLE OF KARAFR, the: see KARAFR, BATTLE FOR.

BATTLE OF NATJAL, the: see NATJAL, BATTLE OF.

BATTLE OF THE RED CLIFFS: see RED CLIFFS, BATTLE OF THE.

BATTLE OF THE SHINAR RIVER: see SHINAR RIVER, BATTLE OF THE.

BATTLE FOR TAKUH: see TAKUH, BATTLE FOR.

BATTLE OF THREE GORGES: see THREE GORGES, BATTLE OF.

BATTLE OF TWO WORLDS: see TWO WORLDS, BATTLE OF.

BATTLE OF UTOR: see UTOR, BATTLE OF.

BATTLEWAGON: Tec. War. Veh. Primitive military vehicles that were prevalent in the late 2nd and 3rd millennia RM across the INNER SEA REGION. The originated as beast-crawn armoured carriages and were later developed in to steam-powered vehicles that were superseded by tractors and tanks in the 4th millennium RM.

<u>BATTRA</u>: 1. *Rvr.* Marshes in the south east of <u>JURRAS</u>⁽²⁾, along the course of the river EHATANAS.

2. Set. Settlement in the same region in the south east of <u>JURRAS</u>⁽²⁾ (Pop. c. 9,000).

<u>BATTREAH</u>: Sect. Small coastal city in the north east of <u>GIBEAH</u> (Pop. c. 14.000).

<u>BATTUZ</u>: (D. 1983 RM) *Pol. His.* King of a reunited <u>KARGEMMA</u>, who ascended the throne in 1972 RM upon the death of his cousin, queen <u>ANOQUARIS</u>, who died without an heir.

He was a power-hungry simpleton with a superiority complex, and during his short reign he squandered unthinkable sums on money on frivolous parties and expanding the palace in <u>LERA</u> to a ridiculous size, adding hundreds of lavishly decorated rooms that remained empty.

<u>BATUDRL</u>: Set. Fortified settlement in the c north of <u>CYHLAGHARR</u>, along the course of the river <u>LYSINGR</u> (Pop. c. 6,000).

BATUGHAN II: (B. 3971 RM) current khan of BAATAN.

BATUL: 1. Plr. 'Batui'. Mil. Rnk. Soc. In SAUA, vestal girl, often a direct relative of the ruling DIADON, trained since birth to be a warrior, a champion child; the virginal bearer of the RED BANNER. One Batul is chosen every generation, the old Batui becoming mentors to her, living with her in a secluded monastery in the PHANU Mountain. The Batul (who drops her birth name when she comes of age at 16) is a symbolic being of unity, living an ascetic life, and is regarded as an idol by the people of Saua. Without her much of the unity that exists in Saua would cease.

- 2. Mil. Str. Fortress in the east of SAUA.
- 3. Set. City in the east of SAUA (Pop. c. 14,200).

BATYAE: Sea. Body of water to the east of the <u>SEA OF LYNNAE</u> and south of the <u>ERTHYDEAN SEA</u>, flanking the western coast of the <u>SEPAHAUNATI</u> peninsula. Its waters are relatively shallow, which when coupled with the geological activity of the region, make sea travel in the area treacherous.

BAUATRI: Set. Settlement in the c of <u>Tarati</u>^(1.). Its main industry is agriculture, and it provides food and other provisions for those passing through it via the <u>RED ROUTE</u> (Pop. c. 8,000).

BAUD: Set. City in the region of <u>QATTISYSH</u> in the west of <u>THE SURRACH</u>. It is a major producer of saffron that is used in cuisine across the Surrach and beyond (Pop. c. 45,000).

<u>BAUG</u>: Geo. Hills forming an offshoot to the south east of the <u>BAND</u> Mountains and running towards the western coast of the <u>STRAIT OF</u> ALMAGEST.

BAUGL: Set. OGHUR city in the north east of THE SURRACH. It originated as a CYHLAGHARRI colony, though broke away following years of strife in c. 3895 RM. It is relatively multicultural, with non-oghurs forming a large part of society, albeit a worker-class. It maintains trade with OPHAR as well as Cyhlagharr (Pop. c. 11,000).

<u>BAULANT</u>: Set. City in the c west of <u>SERROK</u>. It is located in the region of <u>KRALVISSRA</u>, and is known for its expansive coal-mines (Pop. c. 22,000).

BAULAUROCH: Geo. Rocky region in the c south of SERROK, noted for its large reserves of diamonds and the many mines that have appeared there to exploit them. The mines are government-owned and strict regulations and rules are in place safe-guarding the welfare of workers, yet working conditions remain difficult for relatively little-pay. Accidents are relatively common-place and though the miners' lives are short and harsh, they are well respected for the wealth that their work brings to Serrok.

BAULDOR: *Geo.* Plains dominating the east of <u>SIRIPHAGOS</u>, between the Citadel Mounts of <u>EHBOT</u>, <u>MULCIBER</u> and the <u>HAAGEN</u> Mountains. The volcanically-formed plains are around 22,000 square-miles in size and have been the site of many battles over the years and the place is littered with the ruin of war, both ancient and new.

BAULLAGORTH: Sup. Geo. Atramentally trainted region in the north east of <u>Parthis</u>, dominated by corroded metallic buttes and mesas, the largest of which, known as <u>Entillia</u>, bears the remains of an ancient fortress that appears to be hewn from the very ores of the mesa on which it rests. Little life flourishes here save <u>RUST SLUGS</u> and other adapted vermin and the sky is near-perpetually overcast.

The region is categorised as a <u>MODERATE THREAT</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

BAURAB: Set. Settlement in the c south west of VENTHIR (Pop. c. 5,000).

<u>BAURDA</u>: Rvr. Waterfall in the c-south east of <u>NAARETH</u>, at the confluence of the river <u>TULAR</u> and river <u>ABASHERA</u>.

BAUSAN: Set. Settlement in the c west of KARAKHAS (Pop. c. 7,500).

<u>BAUSTRON</u>: *Geo.* Dry basin in the south east of <u>ANANTHUL</u>, stretching to the north west of <u>SABAISA</u>.

BAVVERA: Com. Set. Major coastal city in the far north west of NORTHERN SIMBARA, overlooking the SEA OF AMMASH⁽²⁾. Originally little more than a coastal outpost belonging to the NACRE LEAGUE, the sundering of the NACRE ROAD trade-route in c. 3960 RM after the nearby nation of MAENMIST closed its borders saw the Nacre League scrambling to find alternatives to keep trade flowing west and east across the south of SAMMAEA, and shifted part of the land trade to the SEA OF AMMASH⁽¹⁾, bypassing Maenmist and PHYRR, via the ports of CYNDARA in HABOT and Bavvera in Simbara, which became the lifeblood of the route, growing in size, wealth and in influence as a result.

Today, Bavvera is a thriving port city, and is a base to House <u>GALADRAT</u>, which is one of the <u>GRAND HOUSES</u> of the Nacre League, and has become known for its depots, stockrooms, merchant houses and bustling wholesale markets, where goods are sold and trade before being moved from land to sea and vice vera along the route of the Nacre Road (Pop. c. 280,400).

BAWEHEB: *Rui*. Ruined city in the south east of the <u>PARTHISAN</u> colony of <u>VARTA</u>^(1,). It was a major industrial centre in the <u>SELAHIMI</u> empire, though it was eventually deserted by c. 2700 RM, following the collapse of the empire, and remains so to this day. Anything of value was plundered by Varta and surrounding settlements.

BAY OF SNAKES: Sea. Prior to the waning of ELYDEN'S seas, a bay dominating the coastline of present-day OPHIUSSA, reaching around 475-miles inland, to what is today lake PHIO. It was named after the many eels and sea snakes that once lived there, which formed a vital part of early Ophiussan peoples' diets. It slowly waned over the past millennia, eventually disappearing by c. 3300 RM, with silt deposits from the lengthened river MARAGA creating the sizeable XEIAN delta, which remains to this day.

BAY OF SIRENS: Sea. Bay in <u>TETHYSIA</u>. Formidable natural harbours, home to the twin fortresses of <u>MARAT</u> and <u>SALIS</u> and part of its navy.

<u>BAYAND</u>: Set. Settlement in the c north west of Temuja. Its main industry is tanning (Pop. c. 4,100).

BAYARAT: Str. Library in the GREATTOWN of DUARIAHAHN in the south east of TEMUIA, made from the stump of a gigantic tree, measuring around 90-ft. In diameter. The wood has been carved into shelves two storeys high and is surrounded by a stone and stained-glass dome to shelter it from the elements. It is part of the PALACE OF LEARNING and serves to show students how greatness can come of small things, and how time can destroy anything.

BAZEAH: Set. Settlement in the c north west of <u>GIBEAH</u>. Its main industry is the mining of nickel (Pop. c. 8,000).

<u>BAZID</u>: Sca. Enclosed bay off the northern coast of <u>ABACARDAT</u>, forming an extension of the larger <u>AMELEEN SEA</u>. The bay is surrounded by the <u>ENABEIN</u> Mountains, which surround it like a large rim.

BAZRAK: Sct. Coastal settlement in the west of <u>TARTAK</u>. Its primary industry is fishing (Pop. c. 7,000).

BEACON OF EGYNKHOZZ: Sup. Str. Major landmark in the city of KHARAKHARA, in this beacon of ATRAMENTAL energy is controlled and maintained by a cadre of expert PENUMBRISTS. It serves as a navigational tool to travellers and can be seen from miles around, discounting adverse weather. It also acts as a siphon to the worst of Atramental forces in the area, protecting the plagi of Kharakhara from physical corruption. It is similar to the SIPHON ENGINES of the INNER SEA, but is far more sophisticated.

BEAR: Fau. Large therops common to various terrain and climates across all three subcontinents of Llachatul, primarily found in temperate regions. There are various different types of bears, ranging wildly in size and appearance. Evidence suggests that there was a gigantic breed that lived as recently as the early Fifth Age, known as dire bears, though they are now thought to be extinct. See Vol II: Classification and Taxonomy of Life.

BEÁR: Sea. Sea in the east of <u>NÁRTHEL</u>, dividing its eastern coast from the isles of the <u>LATHLOS CHA</u>.

BEAMMIN: Flo. Rare tree that is famed for the remedial properties of its heart-shaped fruit, known as <u>HEARTPOMES</u>. Similar in appearance to <u>OLIVE</u> trees, though larger and more twisted, beammin were endemic to the region of the <u>ARID TRIPTYCH</u>, though are extremely rare today and are thought extinct by most scholars.

Their fruit was withheld from the masses to be enjoyed by nobles and monarchs of the ancient world, possibly serving to mythologise the properties of the fruit far beyond their true capabilities.

A few extant examples are known to remain, largely in private lands, including a grove within the grounds of the royal palace in HETEPHEROPOLIS, the fruit from which is enjoyed exclusively by Queen Hetepheres, though she has been known to gift some seedless variants to guests. See Vol II: Classification and Taxonomy of Life.

BEANNAM: Set. Settlement in the c north of <u>TAHALL</u>. Its main industry is the mining of agate and quartz (Pop. c. 5,400).

BEAST OF ARIMASPI: see ARIMASPI, BEAST OF.

BEATIR: Set. Small city in the south west of KAZZAR^(2.), in KUELLA'S BASIN (Pop. c. 16,300).

BEATA ARRIA VETI: see ARRIA VETI, BEATA.

BEATUS: PIr. 'beati'. Rel. The beati are rare few individuals who have been canonised by one of the Three Churches of the Undying Machine, becoming saints whilst still alive. Such esteemed individuals are often at the epicentre of verified miracles, or are otherwise remarkable individuals that have left their mark on the culture, politics and/or religion of their homes.

Once they have been elevated to beati they become luminaries of the highest order, used by their respective church as figureheads of propaganda. Many are forced to travel with the <u>SHADOW MARCHES</u>, where they spend their days recruiting new <u>PILGRIMS</u> and inspiring existing ones to greater effort. Those with a more political personality may use their infamy to command positions of leadership within their church or government.

The most famous within the <u>KORACHANI EMPIRE</u> is perhaps beata is <u>ARRIA VETI</u>, who healed hundreds of sick people in the slums of <u>ZEPHANICHAN</u> through methods deemed to be divine by the <u>CHURCH OF THE UNDYING MACHINE</u> between c. 3970 and 3990 RM, after which she was canonised, becoming a powerful symbol of the church.

BEAZAR: Set. Settlement in the south west of <u>SARASTRO</u>, known for its coal quarries (Pop. c. 8,000).

BEBAL AND LABEL: Myr. Leg. Twins that figure in MALANI creation myths, often equated with the IVORY and BLOOD MOONS, respectively. They are depicted as dichotomous figures that are in constant opposition of each other, though with Bebal ultimately destined to win. The figures are most popular in the HENDECARCHY of NHORA, where they often feature in art and caryatids. See Vol II: Legends and Folk Tales.

BEBALLIA: see **BRIDGE OF ETERNITIES**.

BEDA: *Mil. Str.* Coastal fortress in the south east of <u>KHAMID</u>, guarding the entrance into the uppermost waters of the <u>RED ISLES</u>.

<u>BEDALOON</u>: Set. Settlement in the south east of <u>CUTH</u>, on the eastern face of the peninsula of <u>HAMMINGHENG</u> (Pop. c. 15,000).

<u>BEDEN</u>: Set. Small fortified city in the north west of the tribe of <u>USAR</u>, in the west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is known for its sulphur quarries (Pop. c. 12,000).

BEDKAN: Set. Settlement in the west of the tribe of <u>EATAN</u>, in the c of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 8,000).

BEDLAM: 1. *Geo.* Chamber in the <u>PRISON CARCERI</u> said to lie beneath the wastes of <u>KHARKHARADONTIS</u>, in the c of <u>SAMMAEA</u>.

2. Set. Purported city, said to be located in the eponymous chamber $^{(1)}$ in the deep reaches of the <u>PRISON CARCERI</u> (Pop. unknown).

BEDRAQR: Set. Settlement in the south west of AQUARIIA, along the course of the river ISARRAA. The settlement maintains a cadre of trained Atramentists whose work is to stop the ATRAMENTALLY TAINTED region of CUSHANUR, located to the south, from spreading (Pop. c. 4,000).

BEFORE MALICHAR: see RM.

BEGAPHILIA: Geo. Region of springs and geysers in the west of the <u>HENDECARCHY</u> of <u>HATON</u> in the north of <u>MALAN</u>.

BEGIA: Set. Fortified settlement in the c north west of the <u>PARTHISAN</u> colony of <u>VARTA</u>^(1,). Trade with <u>LATUROLL</u> is common, and it has several inns and caravanserais where travellers can rest (Pop. c. 6,000).

BEH ZAIDA: Set. Major coastal city in the north west of the PRINCIPALITY OF SEPAHAUNAT in the north west of SAMMAEA. The city is infamous to outsiders due to the large golem-like construct that stands over the city. The golem, named ZAIDA, is regarded as a guardian of the city and it has become a mascot of sorts amongst its inhabitants, and can be seen from most parts of the city and for miles around. The city is largely isolated from the rest of Sepahaunat by the IQEKHABRA Mountains and it is the main city in the small headland west of the Mountains (Pop. c. 80,000).

BEHANTIR: Ind. Set. City in the south east of <u>SKAROS</u>, along the western shore of lake <u>ONNAS</u>. It is an industrial centre, specialising in <u>TECHNARCANA</u> and equipment related to the <u>UMBRA</u> industries (Pop. c. 48,500).

BEHBAT: Set. Fortified city in the east of <u>TARTAK</u>. It has grown steadily in size since the opening of the borders with <u>KHURAUR</u> in 3752 RM after both regions became vassals to Parthis (Pop. c. 29,000).

BEHE D'SARA: *Arc.* Bridge in the west of <u>N'RAKH</u>, some miles east of the city of M'HOTOK.

<u>BEHE M'BATA</u>: Arc. Bridge in the south west of <u>N'RAKH</u>, in the small city of <u>K'TALFA</u>.

BEHEMOTH: *Mil. Veh.* A form of <u>AMBULANT</u> used by imperial forces. Though no two behemoths are identical, most are large land crawlers and weapon mounts with transport capabilities.

BEHISHIA: *Geo.* Plains in the c of <u>PARTHIS</u>, dominating lands east of the <u>BALAUR</u> and <u>SIPYLANA</u> Mountains, covering 120,000 square-miles. The plains are naturally sparsely wooded though large parts have been tamed into fields and pasture, though areas of denser woodland remain common, particularly in the south east.

BEHLOHLON: His. Rel. Shrine and cenotaph in the region of KARKATAN in the south east of THE OLD FOREST dedicated to those killed in conflict with the KORACHANI EMPIRE there. It is a holy place to the VALKAI nomads who travel through the Old Forest, and the nomads pray to the spirts of the dead there.

BEHNEM: 1. Sea. Sea in the north of MENISCEA, to the north of CEHOPHELA, forming a south eastern part of the SEA OF INGALAT.

2. Set. Major coastal city in the north of CEHOPHELA (Pop. c. 90,000).

BEHOLDEN: Mys. It is not uncommon for mortals to find their thoughts or very spirits dominated through POSSESSION by foreign entities – most-commonly spirits from the OTHERWORLD. Though some remain shackled until death, others regain their freedom. It is not unheard of for those who regain their independence to maintain an imprint of the possessing entity's essence or memories. The effects of this differ from case to case, but often involve remnant memories of the dominating entity, or knowledge or some skill that cannot be explained, sometimes making them wise in odd subjects. They often feel alienated around untouched mortals and tend to gravitate towards one another, drawn by unseen links. The city of ROMMORHA, in south western SAMMAEA is such a place.

BEHOLDER: 1. *Mil. Rnk.* TEMUJAN rank, given to the <u>KHANUM</u> responsible for maintenance and defence of the <u>WATCHTOWER OF</u> ARILLIEN.

2. Soc. Pol. Caste in <u>ALAM BETHYL</u> with symbolic ties to sight and prophecy. Where <u>SHAPERS</u> exist in these communities they are almost invariably <u>SEERS</u> or <u>AUGURS</u> of some sort and the eye form a potent symbol in their culture, so much so that it appears on their national flag.

BEHRAAD KHASHAYAR: f. Mil. Pol. Per. (B. 3921 RM) GRANDMISTRESS of the MORÉHAN ORDER of the SANCTIFIED INQUISITION since 3969 RM. She is the first ever female grandmaster of this order (other orders have had female grandmasters in the past), and has had to fight adversity to reach her present rank.

Called the 'living saint' by others in the order (though never within earshot), she is a devout follower of the <u>Church of the Undying Machine</u> and expects her lessers to follow suit. An ultra-orthodox, she abhors idolatry in all forms and works tirelessly to lessen the importance and reverence that many imperial saints and other idolatrous figures have attained over the years.

In an age when the Church of the Undying Machine is struggling to fill its pews and the ranks of the SHADOW MARCHES, her methods are seen as draconian and her personal aspirations of sitting at the COUNCIL OF SEVEN are unlikely to bear fruit given her beliefs and methods.

BEHRUZ: Set. City in the west of <u>KASHAAL</u>. It is known as being the site of ancient astrologer-hunts, where thousands of astrologers and warlocks were slain in a dark period of history. Many of their bones still adorn ancient structures to this day (Pop. c. 42,000).

BEISSAR: Set. Fortified city in the c north west of <u>SABAISA</u>. It forms part of a trade-route that links Sabaisa with <u>ANANTHUL</u> and has a large market (Pop. c. 50,000).

BEK: Geo. Coastal hilltop fortress in the south west of LYRIDIA DHAI, overlooking the STRAIT OF NÁRTHEL, guarding the bay leading to the city of KACHAN. It is said to have been built atop an ancient castle where an oracle once dwelt. Soldiers stationed in the fort claim to see strange things on nights when both moons are new, blaming the spirit of the oracle for them.

BEKAN: Set. Coastal city in the south east of <u>ELEKHID</u>, just west of the island of <u>BHIOGGHOLLU</u>. Its origins lie in the oppression of a persecute people who settled the region in c. 2700 RM (Pop. c. 50,000).

BEKANNUH: Set. Settlement in the north west of AYAD (Pop. c. 4,000).

BEKEAH: Set. Settlement in the c west of <u>GIBEAH</u>. It is known for its blacksmiths and tinkerers, whose traditions go back centuries (Pop. c. 6,000).

BEKEMIR: *Rvr.* Wetlands in the west of <u>AHRISHEN</u>, along the course of the river <u>SARA</u>, to the east of lake <u>GALENDA</u>.

BEKA: Obj. Cui. Amphora-like clay pots that are commonly used as cooking vessels in THE SURRACH. The Beka is taken to a market, where it is filled with meat and fat (or hard dross substitute), grains or legumes, spices, herbs, and seasoning, before being taken to the TARRUGO, where it is sealed and slow-cooked for half a day before being taken back home, where the food is served as a communal event. The Beka is never cleaned and anything left over is recooked with the next days' meal. As a result, most Beka are glossy on the inside from fats and other juices that have been soaked up by the clay from generations of use.

The potters' yards that make these vessels are large and characterised by hundreds of upturned *Bekas* drying in the sun. They are typically painted in bright patterns and colours, usually by the family itself, added to by younger generations as they become chipped.

BEKAPYR: Sea. Bay to the west of <u>SOUTHERN SAMMAEA</u>, forming an eastern extension of the far larger <u>BATHASHAL OCEAN</u>. Its northernmost volume is narrow and tapers over 400-miles, serving as a natural border to the nations of <u>LHACCIDA</u>⁽²⁾ in the west and the <u>SYCHTAN PREFECTURES</u> in the east. Its southern waters border the northernmost isles of the <u>KALISANGELID</u> archipelago.

BEKIAMFOR: Sup. Geo. Firmamental wasteland in the north of <u>ENDUI</u>. It is home to the <u>TREE OF IAVALA</u>.

BEKKI: Mil. Str. Fortress in the south east of <u>SARASTRO</u>, guarding the passage of the <u>RED ROUTE</u> as it heads east into <u>ANUBIA</u>.

BEKKONG: Ser. Fortified coastal city in the far north west of <u>CUTH</u>. It is known for its crabbing, specifically <u>MOONS CRAB</u> (Pop. c. 14,000).

BEKLEAL: Ind. Set. Lumber town in the c of AZAZEM, producing firewood for much of Azazem (Pop. c. 4,600).

BEKSHEGNI: Geo. Island in the south of the <u>PANTHEON ISLES</u>, off the eastern coast of <u>LLACHATUL</u>.

BEKWAAD: Ser. Small isolated city in the north of <u>ZAKRON</u> located in a deep ravine. It exists primarily in the dark along the sides of the ravine, with most structures existing as little more than a façade, with the actual rooms hewn in the bedrock. Bridges link the two sides of the city, and its base has been used as moss and fungi farms for centuries, dominating the terraced floor of the ravine for miles beyond the settlement (Pop. c. 14,000).

<u>BEL AIAN</u>: Set. City in the far north of <u>LLACHATUL</u>, overlooking the <u>SEA OF SUDUNIR</u>. The city forms part of a loosely allied people who populate the region around the <u>POLAR CIRCLE</u> north of <u>THE VORANDINE</u> (Pop. c. 13,000).

BEL QAMMAR: Soc. Org. One of the 17 GRAND HOUSES of the NACRE LEAGUE. The House is based in QARALAM and has a long and storied history, with individuals able to trace their ancestry back for thousands of years to a culture of astronomers. For many centuries the House was famed for the quality of its glass and mirrors, which were used in the manufacture of telescopes. Today the House has branched out into other areas and manufactures weapons and armour used by guards and mercenaries that travel along the NACRE ROAD.

<u>BEL SHEBAL</u>: Set. City in the far north of <u>LLACHATUL</u>, overlooking the <u>SEA OF SUDUNIR</u>. The city forms part of a loosely allied people who populate the region around the <u>POLAR CIRCLE</u> north of <u>THE VORANDINE</u> (Pop. c. 19,000).

 $\underline{BELAGRA}\!\!:$ 1. Sea. Island to the north of $\underline{KASHAAL}\!\!,$ in the north east of $\underline{BROR}^{(L)}$

2. Set. Settlement on the above island (Pop. unknown).

BELAISA: Set. City in the c east of <u>TZALLRACH</u>, west of the <u>ARGENT</u> Mountains. It is a source of good quality granite that is used in municipal structures throughout Tzallrach. The city is surrounded by ancient spent granite quarries, some of which are thought to date back to the <u>THIRD AGE</u> (Pop. c. 47,400).

BELAQ: Set. City in the c of CHEIRA (Pop. unknown).

BELASHAS: *Geo.* Major island in the <u>BHALASSIAN ARCHIPELAGO</u>⁽²⁾ in the <u>PANTHEON ISLES</u> off the eastern coast of <u>LLACHATUL</u>. It was discovered and named by the <u>VENTHIRI</u> explorer <u>BOHMIUS</u> in 1525 RM.

<u>BELATUCADRA</u>: Set. Major coastal city in the c east of <u>LOEGRESS</u>^(1.). Its western reaches overlook the river <u>WYNDOUR</u>, which continues north for a further 25 miles before meeting the coast, and its eastern reaches overlook the coast to the far south of the <u>BAY OF VAULLA</u>.

It is the largest city in Loegress and is its main industrial centre, with various manufactories, most of them situated along the banks of the river Wyndour (Pop. c. 1,180,000).

<u>BELDAT</u>: *Rvr.* River in the east of <u>AQUARIIA</u>, flowing west for 330-miles from sources in the <u>BLACK MOUNTAIN</u>, before joining its parent, the river <u>ISARRA</u>.

BELDCHA: Set. Settlement in the south east of <u>AQUARIIA</u>, known for its cotton production, much of which is sold to merchants passing by during their circuit of <u>THE WAY</u> trade-route (Pop. c. 7,000).

<u>BELDUH</u>: Set. Settlement in the c east of <u>AQUARIIA</u>, along the course of the river <u>ALSHAT</u> (Pop. c. 4,000).

<u>BELEGOR</u>: 1. Dem. 'Belegori'. Ntn. Nation and region in the south west of <u>WESTERN SAMMAEA</u>. Climate/terrain.

History. Knightly tradition to defend again historical <u>CARNYNGAN</u> incursions. Knightly tradition is now long gone, but the 70 noble houses that were born from its crusades against Carnyngan predecessor state are today still strong. The region is now known for its knight-industrialists.

It is ruled by a triarchic council which comprises three seats of power, which, in theory are occupied by representatives from the church, state, and nobility, but all three seats have been ruled by the same household since the rule of triplets (1st born who was a politician, 2nd born who was a general and 3rd born who was a priest. Seats became hereditary under their decree, falling to their direct ancestors over the years. Like many families, there have been periods of conflict and others of prosperity. We are presently in a time of uncertainty with one of the three rulers grasping as possibly fake history to make a claim for all 3 seats. Other two are forced into a loose alliance against the 3rd) in 3728 RM.

See Vol III: Extant Realms and Nations.

2. also 'the Cupola City'. Set. City-state and capital of the Belegor region, thought by KORACHANI travellers to be gigantic and sprawling, the majority of which is subterranean. Its Korachani name is derived from the first sight that greeted imperial travellers when they discovered the region in c. 1630 RM – the many large defensive cupolas that also serve as the only entry into the city.

Belegor is thought by imperial scholars to occupy ancient <u>GIGANRI</u> catacombs, where it survives now as an oddity – a metropolis trade centre, acting as a crossroads of trade linking disparate surrounding regions. Other <u>CUPOLA-CITIES</u> exist in the surrounding region and though unproven, most are thought to link to Belegor, like rodent warrens. Constructed out of concrete and metal, these cupola-cities are extremely well-defended and served by various knightly castes and orders.

The region of Belegor is ruled by a militocratic plutarchy, where elder knights and merchant-lords reign over the many regimented castes that comprise its population. The region is noted for its dichotomous nature, with males fulfilling most roles, and women generally belonging to two castes — either breeders or as an ancient and powerful regulatory body, where they serve as Firmamental law-enforcers (Pop. unknown).

<u>BELENUS</u>: Sea. Bay in the far south of <u>KOMMEA</u>, serving as a partial border between it and <u>CALBIA</u>^(1.).

<u>BELERA</u>: Rvr. Lake in the south of <u>KARGAMA</u>, along the course of the river <u>WOLMASH</u>.

BELERBYRIA: Ser. Independent city in the south east of SOUTHERN SAMMAEA. It is one of few surviving cities that were once part of the nation of THYSHIA, that was destroyed by prolonged volcanic activity culminating in the eruption of the IMENAZZI caldera in 3876 RM. Though most of the nation was displaced, forced into neighbouring states as refugees and migrants, Belerbyria was one of few cities that stubbornly continued, defying the expanding borders of neighbouring nations to remain an independent state.

It has since grown greatly, attracting back many who had originally fled Thyshia, as well as their descendants as the original generation who witnessed the calamity of the eruption of the caldera first hand. It has remained a coastal city and has a thriving port today, that serves as an intermediary to the neighbouring states of YSACYITHAIA and GRAMMATER, who remain at odds over territorial claims along the border of where Thyshia once lied (Pop. c. 79,000).

BELESSA: Set. Settlement in the east of N'RAKH (Pop. unknown).

BELETH: Set. Settlement in the c north west of the <u>VESPERTINE LEAGUE</u>, to the south of the <u>GATE OF SATARNICA</u> (Pop. c. 13,500).

BELFRY OF KAUDOS, the: see KAUDOS, BELFRY OF.

BELFRY OF DHAL EGEDDA: Rui. Str. Ancient PHOL EGEDDAN citadel dating to c. 750 RM, now ruined and abandoned in the c of the emirate of UKOLIST^(1.) in the north east of LIMOTH^(1.). Most of the structure is now destroyed or buried in hard earth, but part of its dome remains visible, the remnants of its seven massive belltowers looming high above the plains. Parts of the buried structure remain accessible and have been partially explored, though large annexes of the structure are thought to remain undisturbed beneath the shallow slopes of the upper VOTH Valley.

BELFRY OF NASHATAGHA: His. Arc. Ancient granite belfry, towering some 200-ft. high, in the northern foothills of the <u>KOTHA TYRAL</u> Mountains in the west of <u>THETIS</u>. It is thought to date to the <u>FOURTH AGE</u>, and despite its age it is well preserved, with dozens of chambers leading up to an empty cupola – whatever gigantic bell that once hung there long-since gone.

BELHEN: Set. Small city in the c south of <u>RAONGEN</u>⁽²⁾. Its main industry is the mining of <u>OMNATITE</u> (Pop. c. 7,200).

BELICANT: Sec. Small city in the south east of BANT. Its main industry is the production of a stimulant drug known as CACOETH that is used to invoke rage and mania in those who consume it. The drug is produced from herbs grown along the peripheries of the corrupted region of CACOETHEA, and are sold across ELYDEN, and are commonly used as stimulants in battle and some forms of blood sports (Pop. c. 18,000).

<u>BELISA</u>: Set. Small coastal city in the north west of <u>TISARA</u>, overlooking the west of the <u>GULF OF USEA</u> (Pop. c. 14,700).

BELISARIUS, the: Veh. Gigantic bespoke ALMAGESTI landship, thought to be the limit of what present-day technologists are capable of creating. It is estimated to weigh around 20,000,000 lbs. and is around 500-ft. long, crawling on dozens of tracks that tear at the earth as it moves.

Built in 3711 RM by <u>HOUSE ARTIFEX</u> in its own yards to be a mobile mining vehicle in, it moved across Ahrishen, not only excavating brown coal but also transporting it to industrial centres where it was sold and moved directly to furnaces and manufactories by conveyor belt. Over the years as the House's businesses changed its role as excavator diminished and it became more of a status symbol. It was refitted and upgraded many times, and by c. 3800 RM it had become the permanents home to a large part of House Artifex, moving from city to city, or merely following good weather.

With a mechanical crew of seven, a permanent armed guard of 20 soldiers, and a household staff of dozens, it remains a marvel of the technologists' art, having inspired many lesser competitors, including various military vehicles that aspire to its grandness. Despite being a civilian vehicle, it was fitted with various artillery, ranging from batteries of 3.7" guns to smaller heavy rifles, and it possesses various firing decks that are accessible to its household guards.

Over the years it has become somewhat of an unofficial symbol of Almagest, though the government clashed with it at various times over ownership of the vehicle. In 3827 RM it was involved in a series of firefights with Almagesti forces using the excuse of trespassing to fire upon it, which ultimately injured many and killed a patrician. Fortunately, a change in government soon after saw the election of new governors who were more favourable to the House, and the landship has since been granted a free pass across Almagest.

BELISARIUS ARTIFEX: m. (B. 3452 – D. 3661 RM) *Ind. Per.* PATERFAMILIA and ARCHPATRICIAN of HOUSE ARTIFEX between 3781 RM and his death. He was a ruthless leader and lobbied hard for the return of House Artifex to its ancestral position of Chancellor of the Republic, though despite his wealth and influence he was unable to accomplish this. Regardless, he led House Artifex to greater prosperity within Almagest and beyond.

Like many in his place he prolonged his life through use of orthoses, <u>ATRAMENTAL</u> drugs and other means, and lived for over two centuries. His eventual death in 3661 RM left his daughter Sardis as <u>MATERFAMILIA</u>^(1,) of the House.

The INFAMOUS LANDSHIP commissioned by his son in 3711 RM was named after him.

BELISHA: Set. City in the c of CISNERIA (Pop. c. 40,000).

BELIT: Set settlement in the north east of <u>VENTHIR</u>. It is one of few major remaining areas in Venthir known for its <u>OPIATE</u> production, most of which is used in <u>HETEPHEROPOLIS</u> (Pop. c. 9,000).

BELKIN: Sea. Bay in the south east of ZHARIAH^(2.).

BELL: Soc. Rel. Cup-shaped percussion instrument that produces a single tone when struck. The study of bells and the practice of ringing them is known as CAMPANOLOGY.

Bells are important objects in <u>KORACHANI</u> (and, later, its vassal states) culture and folklore. This dates back to the before the rise of the empire itself, to the days when the <u>KORACHANI PENINSULA</u> was home to various disparate states, though historians do not know the exact origins of the significance behind the bells.

Bells were once common grave goods used throughout <u>KORACHAN</u>, <u>PELASGOS</u> and <u>AZAZEM</u>, though the tradition was slowly lost after the introduction of DROSS led to exponentially fewer burials taking place.

They carry great meaning within the THREE CHURCHES OF THE UNDYING MACHINE, and many saints are depicted carrying a bell, either in their hands or otherwise as an icon on jewellery. Cenotaphs and memorials often depict bells, and the SKULLS of the dead are engraved with symbols of bells. PETITIONERS OF THE MACHINE often carry bells with them, ringing them as they walk. Most religious festivals also have processions of bell ringers running through streets, and the ringing of church bells is an important part of the day serving to remind slaves and helots to go to mass.

In Korachan, most bells, including those used on government structures, as well as religious ones, are blessed and are considered to be tools of the <u>UNDYING MACHINE</u>, and are regarded with much respect. The sound of a bell is seen as something mystical and it is considered bad manners to speak while a peak is being rung, for instance. People learn at a young age to identify the sounds of different bells and by the time they are children most can differentiate the sounds of church bells, governmental bells, or peals used for special occasions such as weddings, <u>EXECUTIONS</u> or funerals, for instance.

In days before the widespread use of <u>TELEGRAPHY</u> and shaping for rapid dissemination of news, bells were used to spread news across cities. Different patterns of chimes meant different things, and bells could be used to quickly alert people of vague information. This is still used in some far-flung regions or rural areas.

It is believed that bells became synonymous with death following years of their use during funerals, with the chiming later becoming symbols of death. Their appearance in legends and folklore linked with death is also common, including the widespread myth of <a href="https://ghost.new.google.goo

Major producers of bells in the <u>INNER SEA REGION</u> are the cities of <u>CARILLAR</u> and <u>GALETE</u>.

BELL OF AGONEPHATOSH: see AGONEPHATOSH, BELL OF.

BELL CORVEN, the: Leg. Myr Legend in ALMAGEST and SKAROS. The Bell Corven is a hooded AL AKHI covered in bells, sometimes seen on foggy nights on moors and abandoned terrain shepherding the lost. See Vol II: Legends and Folk Tales.

BELL ENGINE, the: Int. Sup. Tec. Semi-mythical TECHNARCANE engine of immense power rumoured to exist in a great fort outside the city of MIHARAST in the UMBRA SOKHAR. Claims as to its purpose vary greatly, and include unfounded claims that it is used to move people through time and/or great distances, or that it acts as a great MAGICKAL amplifier, though the truth is simply unknown. Indeed, it is not even known that this supposed technarcane marvel really exists.

The common name for the engine stems from the supposed shape the engine has.

The rumours possibly stem from odd military activity surrounding the fort, with soldiers and attaches arriving and leaving at strange hours, as well as the many electrical cables that were laid between the city and the fort to provide the latter with a steady powerful power source. To what ends remain unknown.

BELL JELLYFISH: Fau. Amongst the largest known jellyfish, common to the colder waters of south western <u>SAMMAEA</u> and <u>BROR^(1,)</u>. The largest-noted specimens have had bell (body) diameters of more than 20-ft. See Vol II: Classification and Taxonomy.

BELL OF MARTYRS: see MARTYRS, BELL OF.

BELL OF OMENS: see OMENS, BELL OF.

BELL OF ST. MALICHAR: see ST. MALICHAR, BELL OF.

<u>BELL SAMU</u>: *Mil. Str.* Fortress and <u>UMBRA</u> extraction facility in the c of <u>SARASTRO</u>. The fortress is built on the ruin of an ancient <u>SAOSTANAN</u> fort.

BELL SHALLATH: Leg. Geo. In many myths and legends across ELYDEN,
Bell Shallath is the deepest pit of the <u>PRISON CARCERI</u> where
antediluvian beings are imprisoned at the behest of <u>THE SHAPER</u>. Their
true location is unknown, though they are thought to be far beneath the
nation of PELASGOS.

BELL TOWER OF GERRA SHABOTT: Int. His. Rui. Leg. Str. Monolithic bell tower in the plains of eastern PARAIYA, believed to date to the middle FOURTH AGE. A large palace, thought to be a court of law, existed in the place at the time of the bell tower's construction, and the bell tower was likely added later. It survived the FADING, though was toppled by an earthquake in c. 1500 RM, and is now considered one of the WONDERS OF THE ANCIENT WORLD.

BELLAOU: Set. Settlement in the south of <u>PARAIYA</u>. It has little modern industries of note, and most of its people are herders or work in industries related to herding, such as tanning, preserving meat, or producing wool (Pop. c. 3,400).

BELLATOR: *Mil. Rnk.* Common soldiers of the <u>SARASTROAN</u> army. The term can be used for professional soldiers, who serve a 7-year minimum

term before they can consider retiring, as well as slave and conscript troops.

BELLATRIX ANTE: f. Per. (B. 3963 RM) Pol. Present archminister of IPANAH^(2.).

<u>BELLAUA</u>: Geo. Shallow valley in the north east of <u>PNESSA</u> comprising a very slow-moving stretch of the river <u>YAGNOTH PHTHAN</u>, around 390miles long.

BELLAUAN RIDGE: Geo. Expansive rocky escarpment in the c north east of <u>PNESSA</u>. Its rocks are characterised by their bright colours – pink, peach, red, orange, cream and many others – in undulating strata that are clearly visible in eroded cliff-faces. The bones of strange and wondrous creatures are often found half-exposed or at the base of the cliffs.

BELLEN: Sup. Geo. FIRMAMENTAL WASTES in the east of EASTERN MENISCEA, along the border between EASTERN LARISH and the PARTHISAN colony of EZHIRAYA^(2.), where King URSUN had his body interred upon death. Found in a region known for its temporal anomalies, he had a great engine built there where inanimate objects (including deceased bodies) would lie in state, largely unaffected by the passage of time. Much of his nations' fortunes were spent researching and constructing the TECHNARCANE engine and it was finally used upon his death in 3002 RM, and it remains to this day, guarded by Krysan troops.

BELLEPHARA: Geo. Mountain-chain, some 900-miles long, that now serves as a border between the nations of <u>SAGITTARIA</u> and <u>ALKHA</u>. The mountain is very young, steep-sided and rough, its brown-grey colouration and wavy strata common throughout its length.

BELLN, RUNE OF: Sol. In PARAIYA, one of the three cultural runes, around which their culture is formed.

<u>BELLN</u>: 1. *Geo.* Plains dominating the south of <u>PARAIYA</u>, known mostly for its production of mutton and wool, and for the ruined <u>GARRARUS</u> that dot the area. It is a fertile region, and much of it has been converted to agriculture.

2. Soc. Pol. One of three major tribes that lives in the south of <u>PARAIYA</u>. Though traditionally nomadic, the belln have settled down in, largely in the city of <u>TANADOU</u> and <u>NOCTOU</u>, and in some cases have reclaimed the abandoned <u>GARRARUS</u>, hollowing their tiered sides into dwellings.

3. Soc. Str. Large multi-tiered <u>GARRARU</u> in the south of <u>PARAIYA</u> thought to be one of the original ones built by the belln nomads. It is now partially ruined and flooded, ignored by the nomads.

BELLOWS: see BILLIGUN.

BELLREAVA PROLGAPEA: f. Pol. His. Per. (B. 2762 – 2955 RM) the first PROLGAPEAN EMPRESS of SIMBARA, and wife of REXIMAND PROLGAPEA, who was declared emperor of Simbara in 2789 RM. She was beloved by the people and praised for her otherworldly good looks and philanthropic acts, which blinded many to her intelligence and political acumen. She was an avid reader, and founded the IMPERIAL ATHENAEUM AND REPOSITORY in 2823 RM, which remains an acclaimed institution of higher learning to this day. She was a modest SHAPER who used her abilities to create beautiful sculptural works of art, many of which still grace public and private edifices in Simbara to this day.

She ruled Simbara (jointly, with her husband in Simbaran tradition) with a benevolent hand, doing through the adulation of her subjects what other rulers had to resort to tyranny to achieve. Though even so long after her death, political historians continue to find evidence of her courtly manipulations, powers of persuasion, and diplomatic brilliance, which were only matched by her husband's.

The death of Reximand in 2904 RM left Bellreva widowed for the remainder of her days. She never remarried and until her own death 51 years later she wore a black shawl over her courtly clothes in reverence of her husband. She lost the lustre of her youth in this time, and made fewer public appearances, but this only served to reinforce the people's love for her. Upon her own death in 2955 RM a great mausoleum was built for them by their children, known now as the PROLICEUM, in which the two were interred together.

Together, she and Reximand led Simbara from the uncertain days of the SHERRIAN CIVIL WAR into an age of enlightenment, wealth and power that was only matched during their time by the KORACHANI EMPIRE far to the north. They are still remembered fondly today as the PROLGAPEAN

<u>HOST</u>, and their lives and rule are celebrated every springtime, when Simbara is bedecked in white, gold and crimson pennants and banners – their dynastic colours.

<u>BELLS, GHOST</u>: Leg. Legends common throughout the nations of the <u>KORACHANI EMPIRE</u> that share a common motif in which people travelling across wastelands and hinterlands between civilised lands hear distant <u>BELLS</u> chiming eerily, usually presaging a mystical event of some sort. See Vol II: Legends and Folk Tales.

BELLS OF MALICHAR: Soc. Obj. Str. Famed bells in the city of KHADON that perform a peal of three bells, typically indicating some form of activity undertaken by the <u>ARCHPOTENTATE MALICHAR</u>, such as taking important dignitaries, or leaving or arriving from the BASTION OF STEEL.

They have been famously silent for centuries, given the Archpotentate's reclusiveness, but have already pealed twice in recent memory – once on $2^{\rm nd}$ <u>MURDAD</u> 4006 RM, when it was reported that he had stirred from centuries odd ennui, and once again on the $7^{\rm th}$ <u>KORAHALEN</u> 4006 RM when he left Khadon for <u>LYRIDIA</u> to beseech the counsel of the Great <u>SIBYL</u>.

<u>BELON</u>: Set. City in the region of <u>SYNCRASIA</u> in the north of <u>THE SURRACH</u>. It is located 60-miles south of the <u>IVORY ROAD</u>, and trades many goods north with the city of <u>JAZKIA</u> (Pop. c. 31,400).

BELPHAS: 1. Pol. Duchy of the HARÉSHKI CITY-KINGDOM of SYRTIS^(1.).
 Geo. Peninsula between the sea of NOAS and the northern-most reaches of the SEA OF DERAEA.

BELPHEGORIA: Set. City in the HARÉSHKI CITY-KINGDOM of SYRTIS(1.), famed for its coastal citadels, though it is now about half-a-mile from the coast (Pop. c. 45,000).

BELPHETAR: m. Myt. His. Per. In the mythologies and ancient histories of ELYDEN, a SCION and offspring of the DEMIURGES SYBARIS^(1,) and KHARANI, currently imprisoned in the fortress of KABBARA in the nation of KARAKHAS. He was known as a warmonger and had hundreds of mortal banners at his disposal. See Vol IV: Scions, Children of the Gods.

BELRUD: Set. City in the c north of <u>SUOR</u>, along the course of the river <u>LOTAN</u>. Many of its buildings are caped with grotesque copper figures, which are now stained greed from oxidisation (Pop. c. 43,500).

BELTAAL: See Major city in the north of <u>KASHAAL</u>. It is known for its ancient stone structures that are though to date to the <u>FOURTH AGE</u>, many of which have been repurposed into municipal buildings(Pop. c. 74,000).

BELTEMAR: Leg. Per. Infamous OTHERWORLDER that is renowned in western BROR^(1,). The figure appears in the myths and legends of various regions, including GREST, CREPISCULA, and the western DOMAINS OF SHAUATAS, and it is likely that the otherworlder was active in the period during which the legends were first set down.

Despite its notoriety, stories surrounding Beltemar differ from region to region, with it taking the form of a wandering trickster in Shauatas, a shape-shifting 'demon in Grest, and an eerie curious observer in Crepiscula, where it acts a narrator to many other of its myths and legend. See Vol II: Legends and Folk Tales.

BELTI: Cur. Unique currency used in the <u>PANTHEON ISLES</u>. Taking the form of silver crosses of different sizes, all with a hole in the middle, through which coins are often tied onto a length of string. The currency is only recognised by neighbouring nations, and even many of the less urban isles of the Pantheon archipelago do not use the coins, using a barter system and dolphin teeth as currency, though this tradition is rapidly waning and remains only in the most isolated of island-settlements. See Vol II: Currency and Coinage in Elyden.

BELTSAR KOAN: x. Mil. Pol. Per. (B. 3944 RM) grandmaster of the KYONI

ORDER of the SANCTIFIED INQUISITION since 4003 RM. They are a member of the influential mercantile PATRICIAN HOUSE ARRACH^(1.), though forsook their birthright and the riches that went with it for a life in the Order, where they had to fight adversity from other members to earn their promotions and recognition over the years. Beltsar earned respect through exceptional bravery and strategic brilliance in defending against the Siege of ESSOCHAN in 4000 RM.

Relatively new to the rank of grandmaster, many other members of the order have their reservations about their appointment, which

controversially bypassed typical elections, leading to some believing that they were placed in power through nepotism via family connections. Despite this, they are charismatic and beloved by most of their lessors and the Order as a whole.

BELUAN: Ind. Set. Open-caste mine and city in the north of PARAIYA, flanking the river PARA. The mines were founded in 1343 RM, after rich slate deposits were found in the area. When KORACHAN became suzerain of the region it upped production of the slate, increasing the size and output of the mine greatly, until it became a major industrial and political power in northern Paraiaya. It prospered until around 2732 RM, when deposits began to dwindle, leading to its eventual diminishing, and its mines had been largely forgotten by c. 3000 RM.

The nation was left to the <u>DOMNITORS</u> in 2703 RM, who over generations mingled with the native upper-classes of Beluan, becoming known as tyrants. There, they created a new culture that became more removed from the Korachani heartland with each generation. By c. 2980 RM they had divided Paraiya into various territories and were calling themselves the <u>KESHUGHALS</u> (meaning king in <u>PARAIYAN</u>) with a single Keshughal ruling each territory as a sovereign.

The Domnitors were forgotten by <u>KORACHAN</u> and over generations they mingled with the upper-classes of Beluan, forming a ruling caste, which by c. 3800 RM had spread to the rest of Paraiya (giving rise to the SULTAN<u>ATE</u> in 3821 RM, centred in <u>SOPORA</u>).

The large man-made crater outside the city is now filled with icy water, stained blue from chemicals produced during the mining process. Antagonism exists between the people of Beluan and tribe of AREN, who adhere to strict traditions and laws and despise the dilution of their bloodline and the past industrialisation of Beluan (Pop. c. 71,000).

BEM DRASTAS: (B. 3942 RM). Pol. Present JURISPRUDENT of KARGAMA, elected in 4001 RM. He was a high ranked WITNESS in Kargaman society, and is highly-respected amongst both the laity and the ORDER OF WITNESSES.

BEMAH: Set. Major tiered city in the north west of ESHIR^(2.). It is known for its terraced public gardens and aqueducts that bring water to it from the hills of EDERIN (Pop. c. 105,200).

BEMMESH: Set. City in the c north west of <u>TAAN AN</u>, just over 25-miles south of the capital <u>CUR APON</u>. It is a major agricultural centre, and most of its population is made up of small rural communities around the main city, all of which receive their water from a nearby <u>KIRATU</u> and the <u>AQUEDUCT OF CREPHITHISS</u> (Pop. c. 40,000).

BENA: (D. 1216 RM) *Rel.* Prophet from the region of <u>IKOTROD</u> in present-day <u>IMELKOT</u>, who in c. 1180 RM returned from the dense highland rainforests of the <u>INZIVA</u> in possession of the <u>GODSTONE^(1,) PRONAOS TESSERA</u> recovered from the tomb of the <u>SCION BARAKAVRA</u> and her words echoing in her head. She became incredibly influential thanks to her newfound powers and rapidly united the surrounding peoples, becoming empress of the nation of <u>IMELKA</u>, which was founded in 1191 RM.

She died in 1216 RM, having established a powerful nation and a ruling DYNASTY that would go on to rule Imelka for centuries until its collapse in 1809 RM. In life she garnered a reputation for sadism that would become a trait of the dynasty she founded, whose possession of the Godstone turned them into gods amongst men.

Coastal city in the north west of the $\underline{KORACHANI}$ colony of $\underline{AMONDOR}^{(1.)}$. It forms part of the \underline{RED} ROUTE, and leads caravans north into the \underline{MULL} CITY-STATES (Pop. c. 12,000).

BENACHAN: Set. Small coastal city in the north west of the KORACHANI colony of AMONDOR^(1.) (Pop. c. 18,000).

BENALASH: 1. Geo. Rocky region in the west of ANUBIA, encompassing most of the NAAIA basin, and forming the south western-most part of the deserts of Anubia. The remnants of an ancient aqueduct points to the now-dead city of ODISHA that is hidden beneath the sands of the north eastern deserts.

2. *Rui*. Remnants of a large aqueduct litter the eponymous area of the <u>ANUBIAN</u> desert, its size staggering, believed to have drawn water from springs and river from the northern face of the <u>HAAGEN</u> Mountain to the north west. It is thought to have provided water to the now ruined city of <u>ODISHA</u>.

- BENARINA: Sct. Small fortified coastal city in the west of KAZZAR (2.), in the peninsula of <u>UNARALOTT</u>. It was once a stronghold of the <u>GODSLAYERS</u>, though they left the city in c. 3820 RM (Pop. c. 17,000).
- **BENEN**: Set. Settlement in the north of Ahrishen, in the region of $\underline{\text{NEAGARI}}^{(1,)}$. Its main industry is logging (Pop. c. 6,400).
- **BENESH:** Soc. Rnk. Merchant-caste in AHKA. When a young man comes of age, he is bestowed with the title of Benesh, meaning that he can now trade with other family-groups. The Benesh are traders and travellers, rarely staying in a settlement for long, and serve a vital role of spreading wealth and produce amongst the otherwise disparate people.
- **BENET MUVA:** Set. Major coastal city in the far north west of <u>VALA</u>. It is a major mercantile city and is the eastern terminus of the <u>VALARI ROAD</u> as well as the western-most city along the <u>VAEVECTAN TRAIL</u>, making it an important hub of trade (Pop. c. 103,000).
- <u>BENGON</u>: Set. Large city in the east of <u>CUTH</u>. It is a burgeoning industrial centre, with many metal foundries and manufactories (Pop. c. 18,000).
- BENHORAT: Set. City in the c west of GNOTH, along the course of the river ALKAHEST (Pop. c. 140,000).
- **BENISH**: Set. City in the c of <u>ESHIR</u>^(2,). Its main industry is the quarrying of clay from wetlands surrounding the confluence of the river <u>GAPI</u> with the GAMUS.
- BENNANI: Pol. Rnk. Rulers of pre-VENTHIRI independent NÁRTHEL who emerged from the DOMNITORS who were left to rule the land following KORACHANI abandonment of the region in 3699 RM following 8 centuries of rule under the Domnitors. The last decades of Domnitor tenure over the region were marked by a marked change in their habits. They had already begun to abandon imperial customs by c. 3500 RM, and were beginning to form traditions of their own. They married into local dynasties (most of which had waned to hollow lineages, spent by millennia of Korachani subjugation and wanton rape of their resources) to secure their power over the land. By the time Korachan abandoned their land, the Domnitors had not used that name outside of imperial politic for many decades, and had taken on the name of Bennani, which was KORACHA-SVATHI for 'noble'.
- The Bennani ruled until $3800\,\mathrm{RM}$, after which the nation changed to a Parliamentary republic.
- BENTHIC TRENCH: Sea. Geo. Deepest part of the BATHASHAL OCEAN, believed to be over 50,000-ft. deep and over 5,000-miles long. The waters above the Trench have been avoided by mariners for millennia, and various stories and legends have risen around disappearances and unresolved activity in the region.
- BEPHESH, TREE OF: Int. Flo. Large OLIVE tree outside the city of VELTHUR in the east of AYAD. It is claimed by locals to be the oldest living olive tree in ELYDEN. Sources claim it is close to 6,000 years old, dating it to the FOURTH AGE and possibly making it the oldest natural living organism in Elyden.
- **BEQAA**: Lak. Lake in the south of <u>TZALLRACH</u>, along the course of the river <u>CHIEN</u>.
- BERA: Rvr. Lake in the c west of KARGAMA, along the course of the river WOMASH. It has an area of around 1,750 miles, though was once much larger, however changing climate and mortal encroachment saw it dwindle, though there is currently no concern that it will dry up.
- $\underline{\textbf{BERAGOT}}\text{: }\textit{Geo.} \text{ Basin in the c of } \underline{\textbf{THE SURRACH}}\text{. It is dominated by the salty endorheic lake } \underline{\textbf{ZARAZESH}}\text{.}$
- <u>BERAK</u>: Set. Settlement in the c of the tribe of <u>LINARIS</u>, in the south of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is a major source of adamantine in the region (Pop. c. 4,000).
- BERASIEN: Flo. Tropical tree native to the south east of MENISCEA, in ACHAA^(2.), LANTUA, and TAES. It is known for its wood, which burns very slowly and with very little heat, giving off a dim for months or even years, given the quality and conditions. This makes the wood sought after, and berasien trees are cultivated specifically for this, grown in FIRMAMENTALLY-influenced groves, reaching maturity in around 5-years. See Vol II: Classification and Taxonomy of Life.

- <u>BERASEM</u>: Ast. Second of three satellites of the <u>PLANET GNIHLAS</u>. See Vol II: Planets and Satellites.
- BERASSIM BASIN: Lak. Large endorheic basin dominating the north east of KREM, forming the northern-most part of the MO-ORASSIM Mountains. The relative depth of the region, and the seasonal rivers that allow water to flow into it, allow for a high water table that results in many springs and the easy construction of wells. This has allowed more settlements to appear in the region than might otherwise be expected, given the climate.
- <u>BERAUT</u>: Set. Settlement in the south of <u>GIBEAH</u>, situated along the course of the river <u>EBBOARDI</u> (Pop. unknown).
- BERDAIR: Set. Fortified coastal city in the c west of <u>KAZZAR</u>⁽²⁾, overlooking the <u>BAY OF BERDAN</u> (Pop. c. 45,000).
- **BERDAN**: Sca. Bay in the c west of <u>KAZZAR</u>^(2,), forming the eastern-most part of the <u>IGUZZEN</u> lagoon.
- **BERDERA**: For. Tropical forest dominating the coast of the north west of GIBEAH, named by the explorer NAVAH BERDEN in 609 RM. The region is renowned for its gigantic monoliths and granite rock formations that rise vertically from the forest canopy. The region is a source of various plants, medicines and chemicals, cultivated by the locals.
- BERDERAN: Geo. Highlands in the c of GIBEAH, forming part of the border with the east of CHEIRA. They are named after the explorer NAVAH BERDEN, though the name is only used in KORACHAN.
- **BEREBONT:** Rvr. River in the north of RHINOCOLOURA flowing north west for 275-miles from sources in the SIRI RAH Mountains before meeting its parent, the river SHIBBOLETH⁽³⁾.
- **BEREGAME**: Rvr. River in the north of <u>TATAR</u>, flowing west for 280-miles from sources in the <u>BOSPAR</u> Mountains and the <u>TAAREN</u> Hills, before meeting the coast at the GULF OF ESHIRON.
- BEREK: 1. Geo. Island off the eastern coast of <u>TAMAR</u>, belonging to <u>THE</u> HARÉSHK.
- 2. Pol. Southern-most duchy and island of the HARÉSHKI CITY-KINGDOM of EDICULE^(1,). In 807 RM political insurgents were exiled there after the uniting of surrounding lands into HARÉSHKA. Their descendants became slavers and pirates, a tradition that characterises Edicule to this day. Sometimes preying on the Haréshk. In c. 2950 RM it became an ally to Tamar, though in 3563 RM it became part of the Haréshk, and within a few its harbours had grown, becoming famed for their slave markets and massive storage yards.
- 3. Set. Colony of <u>EDICULE</u>^(1.) on an island off the eastern coast of <u>LYRIDIA</u>. The settlement is heavily fortified and serves as a harbour for Edicule's ships (Pop. c. 46,000).
- BEREK, STRAIT OF: Sea. Narrow strait, about 15-miles at its narrowest, in the east of THE HARÉSHK, dividing the mainland from the island of BEREK.
- BEREK HAL: Set. Oas. Oasis settlement in the north west of ANUBIA. The settlement is home to a caste of scholars who study the writings of ancient historians and pass on their knowledge to the next generation. Their lore is well-regarded across the north east of EASTERN SAMMAEA and also parts of southern CENTRAL LLACHATUL, with historians travelling there from the TWIN EMPIRES and beyond to study within its mud fortresses (Pop. c. 2,400).
- BEREKODRA: Rvr. Major river in the south of SERROK, flowing west for 850-miles from sources in the south of the HAMAIADON Mountains before meeting the coast at the Sea of Lethea. Its waters swell seasonally from flood and meltwaters, causing it to spill over its banks, sometimes many miles-so, making it impossible to construct bridges across it.
- <u>BERELIAH</u>: Geo. Island off the south eastern coast of <u>ZHARIAH</u>⁽²⁾, enclosing the <u>GULF OF URDILA</u>.
- <u>BERELLAN</u>: Rvr. River in the north west of <u>RHINOCOLOURA</u>, flowing west from sources in the <u>KARSIGHOR</u> Mountains before meeting its parent, the river <u>SHIBBOLETH</u>⁽³⁾.
- BEREMARA: Geo. Island in the c of the MAIDEN ISLES, off the south eastern coast of MENISCEA.
- BERENGEN ELNATH: (B. 3957 RM) Soc. Pol. Current <u>Archpatrician</u> of <u>House Elnath</u> and ruler of the microstate of <u>Achera</u>.

BERENIT: Set. Settlement in the far south of <u>LIDEA</u>, in the region of <u>GILGAMAE</u>. It forms part of the <u>SALT ROAD</u> and has hostels and inns that cater to travellers passing through (Pop. c. 7,200).

BERENTH, the: *Int. Arc.* Iron obelisk, close to a mile in height, in the south east of <u>GIBEAH</u>, in the <u>BERDERAN</u> plains. The obelisk is carved from a natural iron pillar, with odd designs carved into its surface, indicative of a past use that is ignored or forgotten by the natives. It is clearly of ancient origin, as its size and untarnished nature bear testament to, though little else is known of its history or purpose.

<u>BEREPHASS</u>: For. Rainforest in the east of <u>SERROK</u>. Over the past centuries it has been subjected to large-scale logging, which has led to the expansive desertification of the region and leeching of its soil.

BERESH: Set. Fortified settlement in the north of the tribe of <u>JACITTA</u>, in the c of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 4,000).

BERET: Sca. Bay in the south west of CHEIRA, overlooking the larger SEA OF KHURSA. Its southern-most waters are fouled by the ATRAMENTALLY TAINTED region of EXITUS. Despite its distance from the heart of the SEA OF LETHEA, its waters are heavily-afflicted by the amnesic qualities the region is known for, and there are some settlements along its northern shores where the water is refined into the drug known as LETHE, particularly in the city of BERETUGI.

<u>BERETLIS</u>: Sct. Settlement in the south east of <u>AETHIOS</u>, just south of lake <u>EMAHOM</u> (Pop. c. 5,000).

BERETRA: Set. City in the south of the <u>SYNHODOS PLATEAU</u> in the c <u>JURRAS</u>^(2.) (Pop. c. 17,500).

BERETTI: Rvr. River in the west of <u>AETHIOS</u>, flowing east for 430-miles from sources in the <u>ANCHIAUS</u> Mountains before meeting its parent, the river <u>SHIBBOLETH</u>⁽³⁾. The river flows through the <u>ATRAMENTALLY TAINTED</u> region of the <u>BLEEDING PLAINS</u>, which turns the water to a thick ichor that does not flow, allowing only a trickle of largely untainted water to escape into the Shibboleth.

<u>BERETUGI</u>: Set. Small coastal city in the south west of <u>CHEIRA</u>. It is known as a manufacturer of the drug <u>LETHE</u> (Pop. c. 18,000).

<u>BEREV</u>: Sea. Bay in the south of the <u>SEA OF ESCHATA</u>, to the north of the <u>BARRIER LANDS</u>. Like most seas of <u>ELYDEN</u> it has shrunk over the past centuries, and was once much larger, reaching as far south as the GHARAD desert.

BEREVELINTEA: *Sup. Str.* Strange concrete structure in the heart <u>KORACHAN</u>. Built in 2222 RM, it is a brutalist structure, interpreted as a temple by some, or a monument by others.

Its purpose is unknown by most, though it is in fact a powerful <u>ATRAMENTAL FOCUS</u>^(2.) that has been used in experiments and research. Potent <u>TECHNARCANE</u> engines are hidden beneath the structure and house the <u>CHOIRS</u> of <u>ATRAMENTISTS</u> that sometimes gather there to work together. Many of these choirs dabble in energies they cannot hope to control, and often lose their lives or minds to their hubris.

<u>BEREVOON</u>: Set. Small coastal city in the north of the <u>BARRIER LANDS</u> in the north west of <u>NORTHERN SAMMAEA</u>. It controls the entrance into a nearby lagoon (Pop. c. 36,000).

BERGIMUS: Set. Settlement in the c south west of KOMMEA. Its main industry is copper mining (Pop. c. 6,500).

BERGIOA: Set. Settlement in the c south of <u>TISARA</u>, in the <u>LHANA</u> highlands. Its main industry is mining, specifically sulphur and gypsum, and three large pit mines surround the settlement (Pop. c. 7,20).

BERGAMUN: Set. Small city in the c north of <u>VAALK</u>, to the west of the river <u>STORAGH</u>, accessible across the natural Storagh bridge.

<u>BERGUISE</u>: Set. Settlement in the c north of <u>TISARA</u>. Its main industry is agricultural (Pop. c. 6,000).

<u>BERIA</u>: Set. Settlement and harbour in the north west of <u>THUMAL</u>. It forms a part of the <u>RED ROUTE</u> (Pop. c. 32,600).

<u>BERITH</u>: Sca. Sea off the eastern coast of <u>SABAISA</u>, forming the northern-most part of the <u>SEA OF ERENEA</u>.

BERITH DRAGOON, INTIMIDATOR OF KAELRATH: (B. –92 RM)

Oth. HALFBLOOD prince of NÁRTHEL, later Dragoon of KAELRATH'S

KEFP.

BERIZ: Rui. Ruined farming conurbation in the region of ATROPHY in western AZAZEM. Prior to c. 3000 RM it was a major agricultural centre in the vassal state, controlling hundreds of square miles of surrounding fields and farmlands, with dozens of satellite villages and hundreds of fortified farmsteads, silos, and granaries. Though, like much of Azazem, these lands eventually abandoned due to mismanagement and changing climate. The region is famed for its voluminous GLASSHOUSES, in which various crops, mosses and algae were grown for the fledgeling dross industry.

BERIZ GLASSHOUSES: Rui. Abandoned arboretum in the region of BERIZ in western AZAZEM, comprising dozens of large wrought ironframed glasshouses and surrounding farmlands. Abandoned hundreds of years ago amid the collapse of the agricultural trade in Azazem following millennia of mismanagement and climate change, the glasshouses have been allowed to decay and have since been partially buried by floodwaters. Hints remain of surrounding settlements and manufactories, though for the most part the region has been reduced to rusted frames and shattered glass, and it is rumoured that there are miles of forgotten tunnels beneath the ruins, where archaic dross was once produced.

Travellers avoid the region, though those that pass from here hear noises coming from the ruins at night – possible signs of <u>AL GHULS</u> or <u>DEGENERATES</u> dwelling there.

<u>BERKA</u>: *Set.* Fortified coastal settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>EDICULE</u>^(1.), on the island of <u>BEREK</u> (Pop. c. 5,600).

BERLENE: (B. 2177 – D. 2219 RM) *Art.* <u>LAASKHAN</u> composer, famed for his light compositions.

<u>BERMION</u>: Soc. Pol. One of seven ruling <u>CLANS</u> in <u>CISNERIA</u>, whose emblem is the sabre-toothed deer, who embodies speed, and is a guardian to mothers. The others are <u>DISLMA</u>, <u>GYSTAR</u>, <u>HOMMAL</u>, <u>KRAKYR</u>, <u>KRISLOR</u>, <u>SKULFUR</u>.

BEROIDDA: Set. Major city in the c south of <u>THE VORANDINE</u>, in the south of the <u>BOTH RATHO</u> plains. It is noted for its agriculture, and it is surrounded by miles of farmlands and arable fields (Pop. c. 66,000).

BERRAN: Geo. Rugged highland area in the north east of <u>JURRAS</u>(2), and the south west of the <u>BERRIAS</u> Mountains.

BERREM: Rvr. Major river in BELEGOR in the south west of WESTERN SAMMAEA.

BERRIA: Set. Settlement in the c south west of <u>JURRAS</u>^(2.). Its main industry is agriculture, and it forms a part of the <u>RED ROUTE</u> (Pop. c. 5,000).

BERRIAS: Geo. Mountain-range dominating the north east of JURRAS^(2.).

BERSERKER-MAGE: His. Sup. Soc. A caste of FIRMAMENTISTS that emerged in the now-extinct Sashellan⁽²⁾ culture of ancient Vesper, now in the north of the Vespertine League. The custom emerged from the earlier caste of Blood Champions, whose drug-fuelled duels served to settle disputes in neighbouring settlements. Extended use of the herbal drug Mullen eventually caused users (and their offspring) to display often uncontrollable bursts of Firmamental energy, which were slowly harnessed and used in ritual combats.

The berserker-mages proved pivotal in deterring the <u>KNIGHTS OF ST. MALICHAR</u>, who invaded the <u>EHRENISIAN COAST</u> in 1434 RM, though their sacrifice effectively ended their tradition, leading to a dwindling of this cultural milestone, which had to effectively start from scratch with the death of its practitioners during the war.

The Sashellan people were later absorbed by Vesper expansion in c. 2400 RM, and the berserker-mages were drafted into its armies, where they came to be used as terror troops, wreaking havoc amongst enemy forces. This incarnation of the berserker-mages was weaker than those seen in Sashell but they were more disciplined and better trained. They were used in battle against INGHULL, where once more, they were wiped out alongside the entirety of the Vesperi armies by the SORCERER-KINGS(3.) RASHAPH, who killed himself while shaping, causing the earth in a 25-miles to explode, causing untold devastation. This effectively ended the berserker-mage tradition. Though the herb can still be found in the north of the Vespertine League, it is no-longer consumed as it once was and it is unlikely that any now remain who inherited the Firmamental side-effects of its use.

<u>BERUKETH</u>: Set. Fortified settlement in the c of <u>THETIS</u>, in the <u>ARHAHANU</u> valley, to the east of the <u>RTHEI</u> desert (Pop. c. 3,800).

BERUSS: Rui. Abandoned tin mine in the north of present-day VENTHIR, though it part of KORACHANI-controlled NÁRTHEL when it was in use.

BERUTON: Set. Small fortified city in the north of SUMA'YA, along the north western shore of lake BAAL. A temple outside the city is only ever used during an important winter festival (Pop. c. 13,000).

BESALA: Set. Settlement in the c west of SEDISIA (Pop. c. 7,400).

BESAPHTO: His. Pol. SURUTURI colony in the west of the PANTHEON ISLES. It was abandoned in 2781 RM as Surutur left the archipelago.

BESESAAR: Geo. Island in the KORACHANI colony of UKOBACHAN. It's eastern-most point is home to half of the city of Ukobachan, with the other half across the 4-mile strait on the western-most part of the island of Ukobachan.

BESH Set. Major fortified city in the south west of SUOR, along the course of the river LOTAN. It is a major agricultural and industrial centre (Pop. c. 120,000).

BESHER AD: Set. City in the south east of SUOR, at the mouth of the river ISH EBBEN. It is known for its large shipyards (Pop. c. 40,000).

BESHIN: Set. Mining settlement in the east of <u>KHULL</u>. Its main industry is quarrying of hematite and azurite, which are used to make red and blue pigments, respectively. The industry has been working continuously since the time of the <u>SORCERER-KINGS</u>^(3.) (Pop. c. 5,800).

<u>BESPAD</u>: *Rvr.* River in the north east of <u>AETHIOS</u>, flowing east of 400-miles from sources in the <u>SESAM</u> and <u>ARAM</u> Mountains before meeting its parent, the river <u>NARRATI</u>.

BESPOKE BIRTHING: *Int. Sup. Soc.* A colloquialism used in states and territories where <u>TRANSMORTALITY</u> is common. It describes the act of parents engineering the traits of their children before they are born. The term is also used in a more industrial scale, where birthing <u>ATELIERS</u> and manufactories manipulate the bodies before birth to promote certain traits (strength, toughness, compliance, etc.).

The acceptance of bespoke birthing varies from state to state, and individual to individual. It is most common and accepted in <u>PARTHIS</u>, where fleshwrighting is relatively common, as well as <u>MACELLARIA</u>, in the far south west of <u>SAMMAEA</u>. It is commonly practiced in the ateliers and manufactories of the <u>KORACHANI EMPIRE</u>, and though its rich and powerful have access to bespoke birthing, it is not as common as in Parthis. The practice has waned in <u>SARASTRO</u> following the <u>SUNDERING OF THE EMPIRE</u>, when its ruler, <u>SATHEP THE RISEN</u>, proclaimed it immoral and perverse to challenge the natural laws in such a manner. Though not outlawed, the memory of this proclamation runs deep and is more than enough to discourage bespoke birthing in Sarastro. People living in vassal states and dependencies of Sarastro might be more accepting of the practice, though it remains uncommon.

BESSIA: Set. Settlement in the c of <u>AZAZEM</u>, in the north of the <u>AAORA</u> Mountains that is responsible for the extraction of raw <u>ALUMINIUM</u> and beryl, as well as their refining, which produces bauxite tailings (Pop. c. 8,500).

<u>BESSIA NU</u>: *Geo.* Pass in the c of <u>AZAZEM</u> crossing the eastern reaches of the <u>AAORA</u> Mountains.

BESTCOHER: Sup. SPHERE of FIRMAMENTAL SHAPING, whose users can affect and alter the thoughts of animals. See Vol IV: Spheres and types of Shaping.

<u>BESTIA</u>: Com. Set. Major trade city in the south of <u>SARAGOS</u>, along the passage of the <u>EAST ROAD</u>. It is close to the border south with <u>NAARETH</u> (Pop. c. 45,000).

BESDIT: *Ind. Set.* Settlement in the north of <u>KHAMID</u>. Its main industry is the mining of rubies, many of which are sold to merchants travelling along the <u>GREAT ROAD</u> trade-route, eventually finding their way in distant markets along the route (Pop. c. 9,000).

<u>BESYL</u>: Rvr. Major river in the c north east of <u>PNESSA</u>. It flows for some 1,050-miles south from sources in the <u>TATRASAN</u> Mountains and <u>LEKKUK</u> Highlands before meeting the coast at <u>GULF OF SAURIAR</u>. It was once known for its expansive and fertile river delta, but this was left dry

with the retreat of the \underline{SEA} OF \underline{SUPPA} , between 2500 – 3000 RM, which is now known for its salty plains.

<u>BESTUM ATHO</u>: Vol. <u>PELASGOSI</u> incunabulum dating to 132 RM, detailing many of the oddities that were beginning to appear as a result of imperial use of the <u>ATRAMENTA</u>. In its pages are detailed various <u>TAINTED</u> fauna, flora, and terrain.

BET SHARAZZUR: Set. Once great city in the north of TAES in the far south east of WESTERN MENISCEA. It has declined greatly over the past centuries in the wake of the nation falling under the yoke of the ONEIRODYNIC EMPRESS in 3675 RM, with its industry-based economy waning following a decline in the raw materials required for it to function. The heart of the city is dominated by a sprawling multi-annexed manufactory that supports the majority of the populace, which live, work and die beneath its prison-like walls. Chemical waste leeches from its base, polluting the city, as smoke belches from its gigantic pylon chimneys.

At its height in c. 3760 RM, it boasted a population of some 1,800,000 people, around half of them slaves, though today it is a fraction of that size, with its peripheries lying in ruin, populated by <u>DEGENERATES</u> and destitutes. Despite its diminished size, it remains one of the most industrious cities in Taes and is at the heart of its manufacturing centre. It was once coastal though is now situated along a large coastal flat that sees it become landlocked during low tides. A series of canals and tidal dams safeguard its ports, and it is a stopping point along the <u>VAEVECTAN TRAIL</u> (Pop. c. 129,000).

<u>BETA</u>: 1. *Geo.* Small mountain in the north of <u>EREBETH</u>, north east of the capital of BETENATH.

2. *Geo.* Pass in the north of <u>EREBETH</u>, between the Beta Mountain in the north and the <u>KENUNIT</u> range in the south.

<u>BETAGHA</u>: Geo. Mountain in the c of <u>KEPHUAAN</u>, between the <u>GARDAGHIN</u> and <u>MAO SAGHI</u>, to the west and east, respectively.

BETAHAL: Geo. Dry plains in the far north of THE SURRACH, east of the IAZKIAN plains.

BETALA: 1. Geo. Hills in the south west of LYRIDIA DHAI.

2. Set. Settlement in the south west of <u>LYRIDIA DHAI</u> that forms a link along the <u>RED ROUTE</u> (Pop. c. 6,000).

BETEL: Ast. The shoulder of the constellation <u>NEPHILIA</u>.

BETENATH: Pol. Set. Capital of the nation of EREBETH (Pop. c. 858,000).

BETENATHI: Lan. Creole language spoken in <u>FREBETH</u> since the departure of the <u>KORACHANI EMPIRE</u> from its territories, becoming its most commonly-spoken language, above <u>CALLISTEAN</u> and <u>KORACHANI</u>

Though spoken in various places as differing dialects during the Korachani occupation of Erebeth, it was never an officially-recognised language, being secondary to Korachani, and discouraged by authorities.

With the departure of Korachan from Erebeth in 3698 RM the local populace was quick to reinstate Callistean, teaching it to children in schools, and with many older people willingly learning it also. This left the lower classes without a formal way of learning the language, and as a result the unofficial patois that had been previously been spoken became more prevalent, taking on more and more Callistean as time went on.

Today it is a mix of Korachani with an increasing Callistean influence. It is largely spoken in marketplaces, manufactories, and wherever the lower classes are predominant. See Vol II: Languages.

BETHAL: Sup. Geo. ATRAMENTAL desert in the c of LAASKHA, covering about 2,500 square-miles in a basin between the SUTTRA hills to the north, CAALUA to the west, and the ARCANTHEA Mountain to the south east. It is a region withered by the Atramenta, and is now of barren earth and lose dust-like soil. The area was, until c. 3490 RM, rolling grasslands.

The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

BETHAR: also 'the Necropolis City'. Set. Major city and capital in the north of the HENDECARCHY of HATON, in the c north of MALAN. It is built along a flat plateau forming the northernmost part of the JHALOSS Highlands and is known for its expansive necropolises, many of which are millennia old and still in use by wealthy families (Pop. c. 241,000).

BETHER: Alc. Set. Small city in the c west of <u>GNOTH</u>, along the north western shore of lake <u>IMAGA</u>. It is a centre of medical and <u>ALCHEMICAL</u>

research and is known for its hospitals and expeditionary doctors, who travel around Gnoth, offering their services in exchange for accommodation and food. They are a relatively well-known sight in nations neighbouring their homeland, and are recognised by the white staff they carry (Pop. c. 14,400).

BETHET: Geo. Small mountain in the north east of <u>SAMMAEA</u>, forming a natural border between the south of <u>I'THANA</u> and the north of <u>AETHIOS</u>.

<u>BETHOL</u>: Geo. Hills in the c east of <u>TAHALL</u>, forming part of the <u>DHAKALL</u> range.

BETHYLAN CIVIL WAR: Pol. His. Civil war in ALAM BETHYL that started in c. 3450 RM as a result of the increasingly tyrannical and self-serving rule of the <u>SORCERER</u>^(2,) dynasty that had ruled the region for centuries. Civil unrest and uprisings in <u>SA RETH</u> led to martial law being declared in 3453 RM, which ultimately only led to fighting in the streets between the downtrodden and the <u>WARDERS</u> and their forces.

The fighting continued for years, bringing chaos to the capital, allowing more distant territories to descend into lawlessness as the attention of the sorcerers turned to their own survival. This exacerbated the situation, and well-established cities far from the capital, such as BOTHUAR and DUATHAS, were able to break away from the waning grip of sorcerers, rallying the revolutionaries under a singular banner by 3473 RM, allowing them to march on Sa Reth, but what was thought to be a sure victory stretched into a protracted war that was only won through great sacrifice and the betrayal of a sorcerers by one of their own in 3482 RM.

The surviving sorcerers were ousted and the lands of Alam Bethyl divided into eight (later nine) territories, and the FEDERAL ASSEMBLY formed to rule over the land. The sorcerer caste was not eradicated, but laws were passed limiting the power they could wield, and they remain today in mostly rural areas, where their ritualistic traditions are more accepted. The warders caste, which once existed solely to protect the sorcerers, was allowed to die out but was reintroduced in 3562 RM as a policing force against sorcerers, after the introduction of laws designed to limit their power and influence.

<u>BETRA</u>: *His. Arc.* Limestone colossi in the c of <u>LAASKHA</u>, south of the <u>ATRAMENTALLY TAINTED</u> region of <u>BETHAL</u>. The colossi are half-buried in <u>DUSTSTONE</u> formations and are now damaged beyond recognition, though when they were first discovered by <u>KORACHANI</u> explorers in c. 450 RM, they were intact, their foundations not yet fractured.

<u>BETRAOST</u>: Rvr. River in the north east of <u>CISNERIA</u>, flowing for 380-miles from sources in the east of the <u>BLACK MOUNTAINS</u>, before emptying in the <u>SEA OF APHOTIS</u>.

BETTECHOT: Set. Small fortified city in the east of RHEA, known for its many honey-producing hamlets. The honey's properties are derived from rhododendron flowers, and was once used in religious rituals. Though this is no-longer the case, the honey remains a delicacy and is sold across ELYDEN to connoisseurs and gourmands (Pop. c. 6,000).

BETTYL: 1. Pol. Geo. Western province of PORPHYR.

2. Set. City in <u>PORPHYR'S</u> western province of the same name, which became capital in 1607 RM. It is known for its <u>SKYSHIP</u> ports, which are used to link the west of Porphyr with the east, via <u>LEMEGETHAS</u> and <u>NYSHAB</u>. It also maintains a route with <u>SARAGOS</u> (Pop. c. 2,809,000).

BETUL OLLA, TEMPLE OF: Rel. Str. Shrine in the south east of the RTHEI desert, visited by ATHATI nomads.

BETUR: Set. Conurbation in the c west of AZAZEM, originally comprising seven distinct settlements whose borders have now merged and are now different districts of one city. It is a major dross manufacturer and relies on offal and other biological waste from the city of VAULIAR to its east (Pop. c. 34,800).

<u>BEUSTRIS</u>: (D. 1762 RM) *Pol. His.* Queen of <u>KARGEMMA</u>, who acceded the throne in 1721 RM, ushering in an age of expansion that lasted until the end of her son's reign. The islands of <u>ROHDIN</u> and <u>EDDÉ</u> were settled under reign, and Kargemman armies marched west, south and east, on various campaigns to expand the kingdom's border.

BEVERESS: Sea. Bay off the eastern coast of SAMMAEA, bordering CHEIRA, SERROK and PORPHYR.

BEYOON: Set. Fortified city in the far north east of <u>Krem</u>. It is part of a trade-route east into the north west of <u>THETIS</u> (Pop. c. 38,000).

BEZOAR: Fau. Lumpy mass found in the stomachs of animals. Though largely worthless they are sometimes used in the creation of jewellery. In some cases, the bezoars of certain fauna may be valuable, particularly in the case of those found within DREAMSCAPES or in regions that are ATRAMENTALLY- or FIRMAMENTALLY-ACTIVE.

BEZONANT: Set. Bandit city in the far south east of the Surrach, in the west of <u>ATRAMENTALLY TAINTED</u> region known as the <u>DAENED SULRACH</u>^(1.). Its raiders are known to penetrate as far West as the caravanserai of <u>KALAI</u>, as well as east into <u>KHALHAT</u>. It is ruled by <u>QUEEN BACHESA</u>, who is feared across her lands, and is known for its <u>SOFTSUIT</u>-wearing raiders (Pop. c. 42,000).

BEZZAYA: Set. City in the south east of the <u>PRINCIPALITY OF</u>
<u>SEPAHAUNAT</u>. It is known amongst the people of Sepahaunat as the site of an epic ancient pitched battle (Pop. c. 40,000).

BEZZIR: Com. Pol. Rnk. Powerful merchants in the REFORMED EMPIRE OF SARASTRO whose members control various stretches of the SALT ROAD and the RED ROUTE. They arose in ARGEA amid the chaos that followed the SUNDERING OF THE EMPIRE, replacing the remnants of PATRICIAN HOUSES and trade consortiums that had lingered in the region by 3731 RM.

Since then, they have held a monopoly on trade in Sarastro and its vassals, working closely with the IMPERIAL DIWAN. Indeed, many high-ranking Bezzir find their way into the council of the Imperial Diwan, where they work to secure the future of their class.

<u>BHAAD</u>: Sea. Large bay off the western-coast of <u>THE SURRACH</u>, forming the eastern-most part of the <u>SEA OF ESCHATA</u>. Its waters are largely free of the <u>ATRAMENTAL TAINT</u> that plagues the larger Sea.

BHAADA: 1. Geo. Peninsula in the south west of THE SURRACH, to the south west of the <u>UBIQUA</u> delta.

2. *Mil. Set.* Militocratic city-state in the far west of <u>THE SURRACH</u> in the north west of <u>SAMMAEA</u>. The city-state controls the eponymous peninsula and surrounding archipelago overlooking the <u>BAY OF BHAAD</u>, its ships dominating trade around the sea (Pop. c. 130,000).

<u>BHABHECH</u>: Set. Small fortified city in the east of <u>OTINTH</u>. Like most Otinthian settlements, little is known about it due to the nations' insular nature (Pop. c. 12,750).

BHAEL: Set. City in the far north of <u>LLACHATUL</u>, overlooking the <u>SEA OF SUDUNIR</u>. The city forms part of a loosely allied people who populate the region around the arctic circle north of <u>THE VORANDINE</u> (Pop. c. 52,000).

BHAELPH AGH: Set. City in the far north of <u>LLACHATUL</u>, overlooking the <u>SEA OF SUDUNIR</u>. The city forms part of a loosely allied people who populate the region around the arctic circle north of <u>THE VORANDINE</u> (Pop. c. 7,000).

BHAER PHANULLURGH: Flo. For. Alien 'forest' of gigantic phallic fungus-like growths in the hinterlands of eastern ALTHEA in the continent of BROR (1.). Each of the growths stands around 20-ft. high with a diameter of around 4-ft., tapering at the tip. The 'forest' covers an area of around 12,000 square-miles, and though it sparsely-covered, there are still thousands of individual growths. The air surrounding the 'forest' is hot and humid, and the ground is covered in the ruin of ancient trees and plants, that lie unrotting despite the passage of time, their carcasses slowly feeding the extant 'forest'.

The area has not been studied by scholars from the Near Hemisphere, so little is known of it, other than third hand accounts from sea merchants and other travellers.

BHAKEMLIA: Sup. Geo. Expansive region of <u>ATRAMENTAL TAINT</u> in the far east of <u>ADHERA</u>, crossing the border into <u>HOGGOTHA ISZ</u>. It is known for its fleshy coral-like growths that spew <u>SHADOWISPS</u> into the air that float gently to the north west, rendering even lands unaffected by the taint uninhabitable.

The region is categorised as $\underline{\text{DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}$.

BHAKK: Set. Farming settlement in the region of <u>SYNCRASIA</u> in the c north of <u>THE SURRACH</u>. Its main industry is cattle ranching (Pop. c. 10,000).

BHAL ATTON: Set. Major city in the south east of ZHARIAH⁽²⁾, along the course of the river ATTON, forming a part of the national trade route. It was founded as a coastal city, though the lowering of ELYDEN'S seas and

the movement of the course of the river Atton have found it landlocked, some 15 miles from the coast. Its southern territories are prized arable farmlands situated in a fertile river delta (Pop. c. 380,000).

BHAL DURH: Set. Major city in the north of <u>ZHARIAH</u>^(2.). It was originally coastal, though waning sea levels have left it some 17-miles from the coast today. It is linked to the <u>SEA OF ERENEA</u> by a system of locks and canals that lead to the costal port of <u>BHALABURR</u> (Pop. c. 183,400).

BHAL FALKIAH: Set. Major city in the south west of SHEZALIAH, overlooking a salty lake. Its people are thought to be adept in BIOMECHANICS (Pop. unknown).

BHAL SEVAIAH: Set. Major city in the south east of Zhariah⁽²⁾, just upstream of the delta of the river <u>SEVAIAH</u>. It's an industrial city with many factories (Pop. c. 2750,000).

BHAL ZHARIAH: Pol. Ser. City and capital of ZHARIAH⁽²⁾, which takes its name from the city and region. The government collapsed in 3913 RM, following decades in instability in the wake of war with SIMBARA. It is situated along the banks of the river VENNON, and is known for its canals and locks, with different stretches of its waterways controlled by influential gangs that claim loyalty to the various political families and foes of warlord RHOZHADEN from across Zhariah. This has made the capital a dangerous place despite the efforts of law enforcement and agents of Rhozhaden at controlling the city (Pop. c. 371,000).

<u>BHALABURR</u>: Set. Coastal city in the north west of <u>ZHARIAH</u>^(2.), linked to the larger city of <u>BHAL DURH</u> by a 17-mile system of canals and locks (Pop. c. 18,000).

BHALASSIA: 1. Geo. Long peninsula forming part of the PANTHEON ISLES, attached to the mainland of EASTERN LLACHATUL via various isthmuses, most of which are controlled by settlements.

2. Geo. Archipelago in the <u>PANTHEON ISLES</u>, off the eastern coast of <u>LLACHATUL</u>, stretching south east for 900-miles from the eponymous peninsula. The largest and eastern-most of the isles in the Bhalassian Archipelago are <u>MARAD</u> and <u>BELASHA</u>.

<u>BHALIRIN</u>: Set. Major coastal city in the north east of <u>ZHARIAH</u>^(2.), overlooking the entrance into the <u>SEA OF ISTHIS</u> (Pop. c. 128,000).

BHALLURA: Set. City in the south east of ZHARIAH^(2.) (Pop. c. 77,000).

BHANAMAL: Geo. Large valley in the east of the SOLEYN TERRITORIES, leading south from lake <u>PURRI</u> to the coast and the mouth of the river <u>MEREN SIN</u>.

BHANAQ SADA: Set. Coastal city in the east of CHEIRA, overlooking the SEA OF MOSASA (Pop. c. 43,000).

<u>BHANN</u>: *Geo.* Mountain in the c-south east of <u>AHRISHEN</u>, forming an extension of the larger ASHER Mountain.

<u>BHARAERACHI</u>: also '*Transient*'. Fau. <u>ATRAMENTAL</u> creature of lightning, born of the Atramenta. Very little is known of such. Creatures as they are rare and still considered mythical amongst many cultures.

BHAR: Rvr. River in TEMUJA flowing for 300-miles south east from the ILLIGARHI Mountains before meeting it tributary, the river AIHANE.

<u>BHÄR-BOG</u>: also 'Bhär-bog'. Geo. Expansive open land in central <u>AHRISHEN</u>, some 65,000 square-miles in size. The place is pastoral, with many scattered small settlements.

Prior to the retreat of the seas, it would have been a tidal plain, though is now a seasonal wetland (fed by melted snow in summer and rainfall in winter) and salt-grass meadows, where sheep are allowed to graze.

BHARR, THE LIZARD: Mys. In TEMUJAN SPIRITUALISM, the TUTELARY SPIRIT of the sun. See Vol IV: Religions and Cults.

BHARSHAET MAGOS, TEMPLE OF: Int. Sup. Str. Ornate floating structure in Western Tulurkryph, in Firmamentally tainted lands in the far west of ZOHAK. A constant stream of water (its source unknown) flows down into the waters of the OGYGIA.

<u>BHASMATH</u>: Geo. Plains in the c west of <u>GNOTH</u>. It is known for its chalky stone and interesting wind-worn rock formations.

BHATHAN: His. Rui. Ancient buried city in the north east of <u>SKAROS</u>, thought to predate even the old lascar⁽³⁾ ruins of the early <u>FIFTH AGE</u>. The city was a network of linked buildings that are now mostly buried and filled with hard sand, making excavation tedious, but not without its rewards.

BHATHAIA: Geo. Region in the south east of SAGITTARIA, including the north eastern-facing peninsula that divides it from ALTHA⁽²⁾. The region is heavily fortified against CYHLAGHARRI incursions and slave-raids. The region is largely unpopulated due to this threat. It was once the site of the small early FIFTH AGE kingdom of CHEBELDA.

<u>BHATOYUN</u>: Set. Settlement in the c of <u>IACIO</u>. Its main industry is rubber production (Pop. c. 10,000).

<u>BHEID</u>: *Lak.* Lake in the south of <u>GREST</u>^(1.), in the west of the island-continent of <u>BROR</u>^(1.). It forms part of the course of the river <u>CONS</u>.

BHEKRRAL: Set. Settlement in the east of NASTAL (2.) that emerged in c. 3750 RM to cater to the many expeditions and travellers that were arriving in the region to loot and explore the ruins of BRAXIA (Pop. c. 2,500).

<u>BHEMAH</u>: Mil. Tec. Class of Imperial warship. It is named after the patron saint of <u>VENTHIR</u>.

<u>BHEMMAN OGNASH</u>: (B. 3951 RM) Pol. Tithe-baron and present ruler of <u>SKAROS</u>.

BHEN: Set. City in the c of CHEIRA (Pop. unknown).

<u>BHINIYAN</u>: Set. Small city in the c west of the <u>SOLEYN TERRITORIES</u>. It is major producer of food in the area (Pop. c. 13,000).

BHIOGGHOLLU: Geo. Small rocky island off the eastern coast of ELEKHID, revealed in c.3882 RM. Early explorations of the island revealed rock-hewn catacombs covered in mysterious scripts that have thus far evaded translation. The island reeks of rotting fish, and few are those to have gone there since its discovery, though fishermen approaching it say that the retreat of the <u>ROILING SEA</u> has revealed more caverns and crypts, from which emanate even worse stenches and noises.

<u>BHOR</u>: Set. Small city in the of east of <u>SEDISIA</u>, overlooking the <u>BAY OF TASHI</u> (Pop. c. 13,000).

BHORGHAR: Com. Set. Major mercantile city in the south west of the MULL CITY-STATES, along the course of the river <u>TRALL</u>. It is a part of <u>THE WAY</u> trade-route (Pop. c. 82,000).

BHOTHALL: Geo. Barren dry region in the interior of SAMMAEA, to the west of KHARKHARADONTIS, in the far north of HOGGOTHA ISZ. Ruins of ancient settlements dot the region, including the remnants of a large settlement that is thought to have been an early FIFTH AGE trading hub. Today the area is largely deserted, and what few mortals live there are nomads that sometimes camp in the old ruins.

BHUMHODA: Set. Small fortified city

BHYATISH: Set. City in the c of <u>CHTHYRID</u>, and one of the oldest surviving <u>DVERGAI</u> cities in the region. It is the principal supplier of food to the city of <u>BRMYIR</u>, via subterranean vaults and passages (Pop. c. 36,000).

<u>B'ITU</u>: Soc. Str. Silken/woven tower in the east of <u>PARAIYA</u>, just west of lake <u>ATATU</u>, though originally part of north western <u>N'RAKH</u>. The tower and its troops were pivotal in keeping <u>KORACHANI</u> soldiers and explorers out of N'rakh between c. 1000 – 1200 RM. The tower is now shunned and it has since been abandoned and now finds itself in eastern Paraiya, its webs and organic architecture dead and fossilised.

<u>BIANNA</u>: Set. Fortified settlement in the north east of <u>ARKOS</u>^(1.), along the course of the river <u>THANAUR</u>. It was originally a religious site, though that significance has been lost over centuries as the settlement grew into a trade hub along the <u>SALT ROAD</u>, and it is now known for the many inns and hostels that serve merchants travelling the road (Pop. c. 8,000).

<u>BIATAN</u>: 1. Geo. Island off the north western coast of <u>KORACHAN</u>, south of the BAY OF LALLEH.

2. $\it{Mil.Str.}$ Fortress on the above island^(1.) in the north west of $\it{KORACHAN}$, guarding the $\it{BAYOFLALLEH}$.

<u>BIBEA LASCIVEA</u>: Rel. Vol. Religious textbook that is used by members of the Cult of Volupis. Though the hedonistic religion is largely contained to the far west of <u>SAMMAEA</u>, copies of the book have made their way as far north as the Inner Sea, where they have been condemned by the <u>CHURCH OF THE UNDYING MACHINE</u> for their lewd depictions of pornographic and sadistic vignettes, which has, of course, made it highly sought after by collectors of the macabre.

BIDDEN: Set. Coastal settlement in the north west of <u>KORACHAN</u>. The settlement is noted for its many fish farms located less than a mile offshore (Pop. c. 11,000).

<u>BIDEKIN</u>: also 'birdman' or 'al akhi'. Lan. Mor. Common name in Korachan for the <u>AL AKHI</u>.

<u>BIDIKE</u>: Rel. Str. Temple in the c south of <u>TZALLRACH</u>, to the east of the region of <u>ODONTWE</u>. The temple is dedicated to <u>ANATHA BAETYL</u>.

<u>BIELOST</u>: also 'the White Sea'. Sea. Body of Water in the north of <u>LLACHATUL</u>, dividing <u>SABIA</u> from <u>KASPIA</u>.

<u>BIGHESS</u>: Geo. Island-chain in the middle of the <u>SEA OF LISASSA</u>, 110-miles west off the mainland of the <u>FREE-ISLES OF PELASGOS</u>.

BILA: Lagoon in the south of <u>RHAMIA</u>, connecting the <u>SEA OF ACHSHI</u> to the capital in <u>FASCIA</u>. The lagoon is shallow and generally only barges or flat-hulled vessels can reach the capital. The city of <u>PECRA</u> accepts sea trade and moves goods north to Fascia on barges across the lagoon.

<u>BILBIR</u>: Set. Fortified city in the south of <u>KAZZAR</u>, in the south east of the region of <u>ADIMINIA</u>. It is a military centre to the <u>GODSLAYERS</u> and many soldiers from here are sent to the fortress of <u>ITRI</u> in the south.

<u>BILLAL OF VEPAR</u>: (B. 3948 RM) *Pol.* Current ruler of the republic of <u>COTHON</u>, and one of three rulers of the <u>TRIPARTATE UNION OF LYRIDIA DHAI</u>, alongside <u>SEMMARA OF TERARA</u> and <u>IHUMESH OF COTHON</u>.

<u>BILIAL</u>: Set. Settlement in the south west of <u>THE SURRACH</u>, at the periphery of the <u>KNAGHTA</u> Salt Flats in the region of <u>SÛR GHATH</u>. Its main industry is the excavation of brine from wide pits that surround the settlement for miles around (Pop. c. 7,200).

<u>BILLIGUN</u>: also 'bellows'. Mus. Woodwind instrument with a bellows that is placed under one's arm and is operated by raising and lowering the arm, filling an air reservoir. The instrument itself is manipulated through two chanters – reed pipes that are played like flutes that change the flow of air, producing a distinct sound.

The instrument is ancient and accounts of it have been found in <a href="Months Entrangle-Entran

BIMARIA: Sea. Strait off the eastern coast of Sammaea, linking the Sea of Lethea in the west with the Sea of Erenea in the east. It is bordered by the Porphyri peninsula to the north and the Uhbataqi headland to the south and is famed for the radically differing levels of its sea bed, with the north west being shallow, and noted for its many small islands and reefs; and the south east being much deeper. The shallow north western portion acts as a dam of sorts between the Sea of Erenea to the east and the Sea of Lethea to the west, effectively stopping the waters of the Lethea from mixing with those of the Erenea, containing its amnesiac traits to its relatively concealed basin.

BIMARID CROWN: Pol. The government system of SHEZALIAH, in which two regents rule. Typically, siblings, spouses, cousins, or other close relatives a new regent is chosen by the remaining regent following the death of the second. The tradition dates back to the birth of Shezaliah, when two brothers co-ruled to popular acclaim.

<u>BINAN</u>: Set. Settlement in the east of <u>TRAKIA</u>, just north of the harbour of <u>KAMRIAN</u> (Pop. c. 4,000).

BINI: Rvr. Major river in LYRIDIA and LYRIDIA DHAI, flowing west for 1,250-miles from sources in the CARTIGA, KYTHI, ETTHI, PYREA and PLALEPH Mountains before emptying in the SEA OF SPIRES. It deposits a lot of sediment, making the Sea of Spires rich in nutrients.

BINIAN: 1. Rvr. Fertile delta of the river BINI in the west of LYRIDIA DHAI.
2. Sec. Settlement in the above region that supplies TERARA with grain and barley (Pop. c. 2,200).

BIOMACHINERY: Sup. Secretive ATRAMENTAL art that manipulates flesh to create organs that function little like machinery, and which are used in marriage to TECHNARCANA in perverse engine. Little is known of this 'art' and even less is known of the people and cultures that practice it. Though it is said that individual scientists have dabbled in this grotesque art across ELYDEN, there are fewer whispers of it being practiced in the south east of the SAMMAEAN nation of SHEZALIAH.

BION: Geo. Large creek to the north of the central-most peninsula of the CITY OF ALMAGEST. Part of the creek is now vaulted, with the BRIDGE DISTRICT constructed over it.

<u>BIONACHA</u>: Plr. 'Bionachin', lit. 'flesh weaver'. Tec. Rnk. In the <u>KORACHANI EMPIRE</u>, <u>LOCUMNI</u> and <u>TECHNARCANISTS</u> (not necessarily <u>SET</u>) who specialise in the cosmetic and functional modification of the body.

BIOPSIST: Tec. Rnk. Specialists in the fields of CLONING, FLESHWRIGHTING, and BIOMACHINERY, who specialise in taking tissue samples and, more specifically, are trained in grafting of flesh and making formulas to facilitate such operations. They extract tissue samples for use in the labs by the LOCUMNI and others. Tissues and liquids gathered in this way are blended with processed refined UMBRA in exercises that are as much byzantine rituals as they are experiments in science. The concoctions thusly created are stored in glass/steel phials and used in various circumstances, most commonly restorative or temporarily enhancing tinctures, usually delivered intravenously or by imbibing.

Many biopsists make heavy use of these tinctures and after years of constant use, their bodies are no longer what they once were, corrupted beyond recognition. The more they use such drugs, the more dependant they become on them, creating a vicious cycle that requires them to search farther and farther afield for ways to keep their bodies working, their minds sane.

<u>BIOUYISH</u>: Geo. Expansive grasslands to the east of the <u>SEA OF KRIHIEK</u>, in the south of <u>SAMMAEA</u>. It is dominated by the <u>GRASSLANDS</u> FEDERATION.

BIRAMA'S NEEDLE: (3,050-ft.) *Geo.* Natural rocky pillar in the c of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>, rising for over 1,000-ft from the south west of the <u>NABERIN</u> desert. At the base of the pillar is a ruined ancient <u>HAZORIN</u> fortress dating back to c. 700 RM, abandoned in c. 1080 RM.

<u>BIRANTA</u>: *Geo.* Massif in the far east of <u>THE SURRACH</u>, to the south of the <u>GAMIGAHUA</u>, and north of the <u>ISKAHA</u> Massifs.

<u>BIRDMAN</u>: Soc. Cliffside egg-hunters who rappel down cliffs or use flying machines to reach secretive birds' nests. Some eggs can fetch high prices at market auctions. They are common in many cliffy areas with diverse birdlife, especially in LIDEA.

<u>BIRDUN</u>: 1. Sea. Small bay in the far north of the <u>SULTANATE OF ABACARDAT</u>, forming a part of the <u>SEA OF MORRAKH</u>. Its waters are relatively clear and clean, and are not affected by the amnesic qualities of the larger <u>SEA OF LETHEA</u>.

2. Set small fortified coastal city in the far north of the $\underline{\text{SULTANATE OF}}$ $\underline{\text{ABACARDAT}}$ (Pop. c. 13,000).

 $\underline{\textbf{BIRDUR III}}\text{: (B. 3909 RM) } \textit{Pol.} \textit{Current } \underline{\textbf{VITYAZ-THANE}} \textit{ of } \underline{\textbf{SABIA}}\text{.}$

BIRIAN: Set. City in the c of HARAPPA (3.) (Pop. c. 24,000).

BIRIGAN CASTLE: Rui. Rel. Str. Ancient fortified catacomb built in the hinterlands of the eastern <u>KORACHANI PENINSULA</u>, over 25-miles north west of <u>DAKHACAIA</u>. It was constructed by a patrician over two millennia ago specifically to serve as a cemetery for members House <u>MILIMORDA</u>.

Hundreds of people have been buried there over the years, most of them in individual or familiar crypts. The fortress was updated and expanded over the years, though has been abandoned for centuries, following the dwindling of the family and its eventual moving to LAASKHA. Its courtyard is the crux of various tunnels, crypts, ossuaries and chapels, many of which remain locked and unexplored.

<u>BIRINI</u>: Set. Settlement in the north of <u>CISNERIA</u>, in the eastern foothills of the <u>DIVUMMA</u> Mountains (Pop. c. 3,600).

<u>BIRKOD</u>: Set. Settlement in the c south of the <u>SULTANATE OF</u>
<u>ABACARDAT</u>, west of the border with the <u>JAHADAT STATES</u> (Pop. c. 4,000).

BIRMAAD: Set. Coastal settlement in the east of <u>HARAPPA</u>⁽³⁾. It forms a part of the <u>RED ROUTE</u> (Pop. c. 7,200).

BIRQA: Set. Small city in the east of the <u>SULTANATE OF ABACARDAT</u>, at the eastern foothills of the <u>ZANBAURI</u> Mountains. Its main industry is the quarrying of aluminium (Pop. c. 10,800).

<u>BIRTH PRIEST</u>: Rel. Rnk. Amongst the <u>INTELLIGENTSIA</u> and patrician classes of the <u>KORACHANI EMPIRE</u>, birth priests were representatives of

the <u>Church of the Undying Machine</u> who would oversee births to ensure that the <u>Undying Machine</u> blessed and welcomed its new subjects to <u>ELYDEN</u>.

<u>BIRUN</u>: Set. Fortified dune-city in the region of <u>ALMAGEST</u>, known for its high walls and other protections against dust-dunes of the <u>ARTUL AKAEL</u>. The city is built around a productive diamond mine and is well-defended and fortified by <u>PATRICIAN HOUSE SATINA</u> (Pop. c. 32,000).

BIRUTH: Set. Small city in the west of ANDILUTH (Pop. c. 14,500).

BIS: Rui. Set. Ruined stone city in the frozen wastes of KHOLAMOR, c. 450-miles west of the RYOGENI SEA, in the far east of RAONGEN^(2.). The city is expansive, covering some 400 square miles and is built to a repetitive grid with narrow streets and identical square single roomed structures, each filled with rusted machinery, and vacuum chambers, most of which are broken or decayed beyond recognition. The rooms are linked in clusters of eight, each cluster of which is linked to the rest by a series of pipes, which lead to subterranean chambers that have thus far prove impossible to penetrate, though farsight has shown a cavernous chamber beneath the city with yet more machinery. Mummified remains of unnumbered thousands of humanoids litter the area, with the possibility for many more buried beneath the permafrost.

Some claim that a $\underline{\text{DEMIURGE}}$ was responsible for this, though there is little proof.

BISBUT: Dem. 'Bisbutian'. Ntn. A nation in the north of SAMMAEA, occupying the north eastern-most headland of the PARTHISAN peninsula, Bisbut has been a vassal of Parthis since 2861 RM. The land is dominated by mountains along its coast and southern border, between which are grasslands dominated by wild horses and other animals.

It emerged in the mis-6th century from a schism within the <u>PENGARI</u> monarchy, which culminated in its secession in c. 580 RM. A decade of war followed as Pengar attempted to reclaim it, but it remained independent until its eventual vassalage to Parthis.

Following this it enjoyed healthy sea trade centred around its then-capital, <u>SUVAYA</u>, which dominated the small yet busy inland <u>SEA OF ABRAS</u>. Like so many coastal cities, it was crippled by waning sea-levels that saw the inland sea reduced to a lake by 3000 RM, by which point the capital had been abandoned, moved to the industrial centre of <u>AMUAR</u> instead, which is now renowned across the Inner Sea as a place of architectural beauty, commonly known as 'the Silver City' after its brilliant white marble palaces.

Today it is a centre of farming in the <u>PARTHISAN EMPIRE</u> and is known for its livestock and horse rearing and its harbours remain busy, despite the continued withdrawal of <u>ELYDEN'S</u> seas. See Vol III: Extant Nations and Realms.

- <u>BISELA</u>: 1. Geo. Region of mud volcanoes along the western coast of <u>ALMAGEST</u>, to the south east of the <u>SEA OF SEKHEM</u>, just south of the border with <u>KOLCHIS</u>. The region covers an area of around 300-square miles and is largely ignored due to geological unpredictability.
 - 2. Set. Small fortified coastal city along the western coast of <u>ALMAGEST</u>, to the south east of the <u>SEA OF SEKHEM</u>, just south of the border with <u>KOLCHIS</u> (Pop. c. 11,600).
- **BISHOP:** 1. Rel. Rnl. Title and rank within both the <u>Church of The Undying Machine</u> as well as the <u>Reformed Church of Sarastro</u>. Bishops are in charge of a particular <u>DIOCESE</u> within a larger territory that is under the jurisdiction of an Archbishop.
 - Oth. Type of <u>HALFBLOOD</u> known to be of few words. They rarely speak, yet are consummate observers, and wardens of the highest degree. See Vol II: Classification and Taxonomy of Life.

BISHOP ADEREN ON BASSORAN: also 'St. Aderen'. (B. 389 – D. 465 RM)

Rel. BISHOP of the CHURCH OF THE UNDYING MACHINE who between 421 and 437 RM wrote a series of religious texts that would go on to be called the LEADEN SCRIPTURES. They were ratified by the church in 511 RM after the ARCHPOTENTATE MALICHAR himself cited them during a public address, though they later fell out of favour. He was canonised in 792 RM and is now more commonly known as St. Aderen.

BISHOP VIATIAN RHAGOBALE: (B. 3454 – D. 3612 RM?) Rel. BISHOP of the DIOCESE of RAALO in AZAZEM between 3501 and his disappearance under mysterious circumstances in 3612 RM. He was considered by many to be a scholar first and a priest second, and was later

found to have embezzled Church funds to finance private expeditions to ancient libraries and ruins, with the intent of uncovering texts regarding the study of <u>ALCHEMY</u>, a subject with which he was obsessed.

He amassed a sizable private collection of artefacts and texts from the digs and expeditions that he funded over the years. Amongst them were ancient alchemical <u>LHAUS</u> texts that are now believed to have granted him prolonged life.

He disappeared under mysterious circumstances after having ruled the Diocese of Raalo in Azazem for 111 years – a long time by any measure. Though it is not uncommon for wealthy individuals to attain long life through various artificial means, this was still an uncharacteristically long time. Some claim that he was abducted by lhaus spies for using the secrets of <u>KLADOS</u> without their consent. Others claim that he fled from his religious obligations to begin a new life somewhere else, where he was unknown.

A popular legend in Azazem is that he continues to rule the church there, using different guises, though there is little proof of this and most learned people consider this fancy at best. Another rumour is that of secret repositories across Azazem where his treasures are located – a notion granted a modicum of plausibility, due to a cache of artefacts discovered in a family estate in 3708 RM related to the study of alchemy that was thought to have belonged to Viatian.

<u>BISHOP NECROMANCER, the</u>: see <u>Archbishop Magnus Belisarius</u> <u>of Caldera.</u>

BISKALLA: Set. Coastal city in the north of BISBUT (Pop. c. 102,000).

BISMUTH: Pol. Set. Capital city and Palace in <u>GNOTH</u>. The city, like most other major Gnothi cities, is characterised by white halls and wide circular towers topped by low bronze domes. (Pop. c. 432,000).

BISURA: Set. Settlement in the west of <u>JURRAS</u>⁽²⁾, to the east of the region of <u>ISMERIA</u>. The settlement's main industry is mining its bismuth-like rocks that are sold along the <u>RED ROUTE</u>, which passes through it (Pop. c. 4,500).

<u>BISUS</u>: Set. Small city in the north of <u>ANDILUTH</u>, near <u>BYSSOS</u> (Pop. c. 15.200).

BIT: Cur. Common coinage in the KORACHANI EMPIRE and the SOCIALIST REPUBLIC OF ALMAGEST, as well as other regions where the Korachani empire was once of influence, including many former colonies. The term was first used in ALMAGEST, and soon spread to the rest of the empire through trade along THE INNER SEA'S coasts, rapidly replacing the empire's iron-based currency.

The word and its usage are derived from the old Almagesti word *bith*, which meant 'wealth' (the word bith is sometimes still used by Almagesti patricians as a pet name for themselves). The word was in turn derived from a more primitive word, *baet*, 'to trade, or barter', as was the custom of the ancient Almagesti people.

Bits are ceramic-covered tin heptagonal coins, perforated and indented so they can be broken into quarters; which are used as smaller denominations. The ceramic on most bits is chipped and worn away, revealing in better detail the designs on the tin background – often incorporating icons and images of the Archpotentate or the <u>UNDYING MACHINE</u> on one side and angels, significant dates and architectural pieces on the other. Slang – common amongst the work-slaves – names bits as flies and quarter bits as fleas. See Vol II: Currency and Coinage in Elyden.

<u>BIT</u>, <u>ALAMI</u>: *Cur*. Currency used in <u>ALAM BETHYL</u>. It is of little value outside the land. See Vol II: Currency and Coinage in Elyden.

<u>BIT, ALCHIARAN</u>: Cur. Main currency, descended from the currency of the <u>ALCHIARAN DYNASTY</u>, which is used in <u>KAZZAR</u> and <u>TATAR</u>. See Vol II: Currency and Coinage in Elyden.

BIT, AMMASHI: Cur. Currency used in the AMMASHI⁽¹⁾ peninsula, specifically by the AMMASHI FREE-ISLES, AMMESH, HABOT, KEPHUAAN, and TAAN AN, and is recognised in METHUMN, some markets in PHYRR, as well as amongst various moneylenders along the NACRE ROAD. See Vol II: Currency and Coinage in Elyden.

BIT, CALBIAN: Cur. Main currency of <u>CALBIA</u>(1.). It was first minted in 3948 RM and emerged from the <u>TETHYSIAN BIT</u> that is used in <u>KOMMEA</u>. See Vol II: Currency and Coinage in Elyden.

BIT, IPANATHI: Cur. Main currency of IPANAH⁽²⁾, first minted in 3824 RM. See Vol II: Currency and Coinage in Elyden.

<u>BIT KERRACHI</u>: *Cur.* Currency of <u>KERRAS PELLN</u>, first minted in 3903 RM. See Vol II: Currency and Coinage in Elyden.

<u>BIT, KOLCHISI</u>: *Cur*. Currency used in <u>KOLCHIS</u>. See Vol II: Currency and Coinage in Elyden.

<u>BIT, KORACHANI</u>: Cur. Currency used throughout the nations, vassals and dependencies of the <u>KORACHANI EMPIRE</u>. Originating in the city of <u>BITYN</u> in <u>ALMAGEST</u>, from which the currency takes its name, it is possibly the most circulated currency in Elyden, having reached its peak in c. 3000 RM, when then empire was at its largest extent.

The Bit is divided into four different denominations – the Bit, which is the most valuable; the Hept; the Falk (commonly known as a Fly); and the <u>SKUD</u> (commonly known as a <u>MAGGOT</u>), which is the lowest value.

All coins bear the Sigil of the <u>COUNCIL OF SEVEN</u> on one side, and various images and profiles of the <u>ARCHPOTENTATE MALICHAR</u> on the other. In antiquity, many coins bore an image of the <u>UNDYING MACHINE</u>, but an edict passed in 2295 RM declared it unfit for the image of the imperial deity to appear on coinage, so all such images were removed. Such coins bearing the image of the Undying Machine are now valuable amongst collectors as most were destroyed following the edict. See Vol II: Currency and Coinage in Elyden.

BIT, OPHIUSSAN: Cur. Main currency of OPHIUSSA. See Vol II: Currency and Coinage in Elyden.

<u>BIT, SALOROCIN</u>: Cur. Main currency of <u>SALOROC</u>. See Vol II: Currency and Coinage in Elyden.

<u>BIT, SARAGOSI</u>: Cur. Currency of <u>SARAGOS</u>, first minted in 2132 RM. See Vol II: Currency and Coinage in Elyden.

BIT, TETHYSIAN: Cur. Currency of TETHYSIA and its vassals, including KOMMEA. See Vol II: Currency and Coinage in Elyden.

BIT, VESPEN: Cur. Main currency of the north of WESTERN SAMMAEA, prevalent across the EHRENISIAN COAST and neighbouring lands. It is the official currency of KHULL, TAL ZHAAN, KARGAMA, ESHIR, the TEMPLAR STATES, as well as most of the VESPERTINE LEAGUE, and is recognised far away, with coins even finding their way in the trade routes of the INNER SEA REGION.

The currency originated in the trade routes of inner VESPER^(2,) in c. 1800 RM and spread from there through the many merchant caravans that travelled the region. It became the main currency of KHULL in c. 2950 RM. See Vol II: Currency and Coinage in Elyden.

<u>BIT, VORANDI</u>: Cur. Currency in <u>THE VORANDINE</u>, introduced by the <u>UNITED VORANDI COUNCIL</u> in 3996 RM. Some distant regions continue to use older currency as the Council struggles to mint enough new money to distribute across the nation. See Vol II: Currency and Coinage in Elyden.

<u>BITAMMA</u>: Dem. 'Bitamman'. Geo. Desert in the west of <u>SAMMAEA</u>, crossing the <u>TROPIC OF RAH</u>. The desert is expansive, reaching over 650-miles west to east and varying between 200- and 100-miles high, north to south, tapering the closer to the GULF OF ARIDA it gets.

The desert is known for its gullies and desiccated <u>UMBRA</u> formations, which are remnants of ancient deposits brought to the surface through the erosion of soft <u>DUSTONE</u> in the region. The destruction of <u>UMBRISKA</u> processors in the nearby city of <u>SABRIM</u> in 3340 RM led to an exodus of refugees into Bitamma, the descendants of whom still populate the foothills of the RHAII Mountain to this day.

The region is categorised as a $\underline{\text{LEAST CONCERN}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}.$

<u>BITAN</u>: Sea. Bay in the north west of <u>TARTAK</u>, overlooking the <u>SEA OF BYSSOS</u>. The bay was formed following the retreat of the Sea's waters, lengthening the course of the river <u>KHRAD</u> by some 40-miles.

<u>BITEOS</u>: *Ind. Set.* <u>SKAROSIAN</u> <u>ADAMANTINE</u> mining settlement in the region of <u>ADAMATI</u>, north of the <u>STRAIT OF SKAROS</u> (Pop. c. 3,200).

<u>BITH</u>: *Ind. Set.* Lead mines in the c north west of <u>ATARAXIA</u> (Pop. c. 5,100).

 $\underline{BITHAAT} \hbox{: } \textit{Geo.} \ Island \ south \ of the island \ of \ \underline{KHEMET} \ in \ \underline{KHAMID}.$

 $\underline{BITHOA} : \mathit{Set.}$ Settlement in the north west of \underline{TISARA} (Pop. c. 8,000).

<u>BITHYN</u>: 1. Lak. Lake in the c west of <u>ALMAGEST</u>, fed by the river <u>NAHMOL</u> and <u>NAHLA</u>.

2. Set. Settlement in the west of ALMAGEST. (Pop. c. 3,800).

BITTER SEA, the: Lak. This chemically active and salty lake, of about 55,000 square-miles dominates the western-most expanse of the SULTANATE of ABACARDAT in the east of SAMMAEA, west of the SEA OF LETHEA, and is thought to be the lowest point on ELYDEN'S surface after explorers of the area noted the constant declination of the land dividing it from the SEA OF LETHEA.

The <u>ARCHPOTENTATE MALICHAR</u> wandered here before returning to the KORACHANI EMPIRE during his ITINERARY.

The Bitter Sea was once part of the Sea of Lethea, though it is postulated that the lowering of Elyden's coastlines over the past few millennia caused the coastline to retreat, leaving the Bitter Sea in its wake. This explains the high salinity of its waters. Further evidence of this is the ruined city of <u>LAEKLA</u>, 325-miles west of the lake, which has docks, ports and quays overlooking the shallow plains to its east – what was once the western-most extent of the Lethean coastline.

<u>BITUAH</u>: Rvr. Major river in the south east of <u>BROR</u>^(1.) flowing east for a thousand miles through the <u>DOMAINS OF SHAUATAS</u> from sources in the eastern face of the <u>LAHAED</u> Mountains before meeting the coast at the far east of the <u>VAKAR</u> Wetlands.

<u>BIUMUABU</u>: *Geo.* Hills in the north west of <u>SAMMAEA</u>, serving as a partial border between the <u>PRINCIPALITY OF SEPAHAUNAT</u> and <u>ENITH</u>.

<u>BIUN</u>: Set. Small coastal city in the of <u>SEDISIA</u>, along the <u>IANNARAN</u> peninsula (Pop. c. 15,000).

BJIRAN: Set. Small city in the north east of the island of <u>ARCHAEDON^(1.)</u>. It is one of the major harbours on the island and is known for its deep port (Pop. c. 13,900).

BLACK ALTAR, the: see BAETETH.

BLACK CATHEDRAL, the: Rui. Frozen abandoned cathedral in the deserted town of HACAT in the ARTUL AKAEL in ALMAGEST. It was abandoned with Hacat in c. 2700 RM, following a change in the route of THE SHADOW MARCH. Until then the cathedral was a popular destination to pilgrims, who flocked, despite the cold, to see the incorruptible body of ST. SAASTA, though following its sudden corruption in 2653 RM, the church lost credibility and was allowed to rot by the CHURCH OF THE UNDYING MACHINE, which ceased funding, allowing the cathedral and the town to decay.

BLACK CRAB: Med. Common term for cancer, very common in the KORACHANI EMPIRE which, when combined with the generally bad conditions of its settlements, is of great contribution to the Empire's high mortality rate.

BLACK CUSTODES: His. Rel. Rnk. Guardians of the temples of BAPHEMA. The last active temple closed in 1781 RM following the slow death of the faith, though the black custodes remained active, guarding the temples from looters. The Templars are thought to have died out in c. 2200 RM.

BLACK FAUN: Rnk. Bounty hunter of unknown origins operating across c. LLACHATUL, known to have ORTHOSES legs. He is large, thought to be altered, if not wholly INCEPTED, in a birthing vat. Though not part of any institution, he hunts persons of interest across the EMPIRE and beyond, bringing escaped fugitives to justice, rarely asking questions as long as he receives any bounties that he believes should rightfully be His.

BLACK FOUNTAIN, the: Sup. Geo. Wellspring and PRIME LACUNA of the ATRAMENTA, located in the wastes of DAEKYN, in the south of KHARKHARADONTIS, in SAMMAEA, pinpointed at: 8°57'33"S 27°56'20"W It is both counterpart and antipode to the TRUE MENISCUS of the FIRMAMENT in Meniscea.

The Inner-most part of the Black Fountain is an inimical hellscape known as the <u>ABYSMAL MARROW</u>. Farther out from the Abysmal Marrow is the lightning-wracked <u>PENUMBRA</u>^(1.), which stretches outwards for around 100-miles.

BLACK GARDEN, the: Int. Flo. Str. Poi. Botanical gardens in the city of ANUBIS that are tended to by the SHADOW DANCERS on behalf of the ABYSSAL TEMPLARS. The gardens are renowned for their many poisonous varieties of plants. Hemlock, Lily of the Valley, black lotus and drakeroot are all grown there and cultivated by the Dancers for use in their assassinations. The garden is well-guarded and entry is barred to all without the express permission of the Templars.

BLACK MOUNTAIN, the: also 'NORETANAS' Geo. Long mountain-chain over 2,000-miles long, forming the eastern-most reaches of WESTERN LLACHATUL. The mountains are named after their dark colour and their sheer ruggedness, which make them near-unassailable in most areas.

BLACK OBELISK, the: see MITA AGHRA.

BLACK POISONWOOD: Flo. Poi. Woody herb common across the INNER SEA REGION, whose flowers are deadly to those who ingest them. They are cultivated, and the flowers are made into a poison that is commonly found in market places, intended for pest control, though it has a reputation for being used for other, less savoury activities. See Vol II: Classification and Taxonomy of Life.

BLACK REGENT, the: (B. 3957 RM). Pol. Real name Sareska, she is the ruler of the city-kingdom of EDICULE^(1,) in the HARÉSHK.

<u>BLACK RIM</u>, the: *Geo*. Common term within the <u>KORACHANI EMPIRE</u> for the MOLOTH KHAMMOTHUL Mountain.

BLACK RIVER, the: Rvr. River in the north west of <u>SARASTRO</u>, named after the battle of <u>CARULA</u> during the <u>KORACHANI SIEGE OF SARASTRO</u>, in which the <u>LIBRARY OF CARULA</u> was looted, its volumes drowned in the nearby river, which for months after ran black with the ink from their pages.

BLACK SNOW: Sup. Poi. Phenomenon relatively common in the KORACHANI EMPIRE, especially in areas of high industrialisation. Soot and smoke from manufactories mix with forming snowflakes, creating a polluted snow that is mildly poisonous. The ATRAMENTA is sometimes also to blame for such snows.

BLACK WALL, the: Geo. Coastal cliffs in the south of SAUA, around 100-miles long, overlooking the SEA OF URAN and the BAY OF GITHKA.

BLACKENED SUN, the: Int Leg. Myt. Sup. His. Various independent texts, many of them now codified in the MYTHOLOGIA ELYDEN, tell of a distant calamity in the early-to-mid FOURTH AGE, during which the sun darkened, becoming a black disk in the sky, plunging ELYDEN into an icy darkness for three days and nights.

Many died across Elyden amid the resultant chaos and suffering, though as people were losing hope amid rapidly dwindling temperatures, the sun flickered for three seconds and was rekindled. It took years for life to return to normal, but over centuries and millennia the event became immortalise in the myths and legends of disparate people, and can still be found in various legends from across Elyden today, with most people recounting them blissfully unaware of the true events that inspired them.

We do not know what caused it, though at the time many were griped by religious fervour, believing it to be a punishment or curse for some global sin. Others claim that it was the first death spasm of the sun, and many eschatological writers have predicted more frequent such occurrences over the years, though none have happened so far.

BLACKSILK SPIDER: Fau. Large arachnids, with a leg span of almost 3-ft. that live in Atramentally Tainted lands across Llachatul and the north of Sammaea. Their abdomens are large and misshapen with nodules that are thought to absorb Atramental taint, keeping them safe, and use them to spin silk that turns hard and shatters. See Vol II: Classification and Taxonomy of Life.

BLADDER EEL: Fau. Large aerial eel-like <u>DICHAGOR</u> that glide through the air in wet and cliffy areas in the east of <u>LLACHATUL</u> and the western-coast of <u>MENISCEA</u>, where the effects of the Firmament are at the right balance for them to flourish. See Vol II: Classification and Taxonomy of Life.

<u>BLADE, the</u>: also '*Chogornd*'. (12,400-ft.) *Geo*. Peak in the <u>REGHAN</u> Mountain in the north west of <u>STOLAS</u>, known for its treacherous blade like rocks.

BLADED STAFF: Rel. Obj. Rank of station carried by priests of KATHISIS.

BLADED THRONE, the: Pol. The throne of the capital citadel in EDICULE⁽³⁾, in the <u>HARÉSHK</u>. Brought to Edicule with other spoils of war from the north of <u>NÁRTHEL</u> in 3265 RM. The then-regent was taken with the stark appearance of the metallic throne and took it as her own, where it became an heirloom of sorts, remaining in place to this day; the seat of power of an Imperial dynasty that has forsaken its crumbling empire, setting its own roots in the area.

BLAGLA: Sea. Small inland sea in the east of MENISCEA, in the north of the PARTHISAN colony of EZHIRAYA (2.). It has a narrow opening leading

to the greater <u>SEA OF LYNNAE</u>, and has been steadily shrinking over the past millennia.

BLANESCHI WALLIA: (B. 1875 – D. 2928 RM) Art. AZAZEMI poet known for penning A CORONACH TO ELYDEN.

BLEACHED SHELF, the: Geo. Chalky steppes south of the city of RAS in the east of THE SURRACH. It is known for its chalky soils and salty wastes. A trade-route between KALAI and Ras passes through the Shelf, though it is not heavily-guarded.

BLEEDING PLAINS, the: Sup. Geo. Expansive ATRAMENTALLY TAINTED region, around 60,000 square-miles in size, dominating a large swathe of land between the UMBRA SOKHAR and the river SHIBBOLETH (3.), in the west of AETHIOS. The region appeared in c. 1000 RM, in what is now known as the SLOECRUX, and has slowly expanded since then, its easternmost periphery getting dangerously close to the river Shibboleth.

What should be a fertile savannah is instead a barren, cracked wasteland, with <u>ATRAMENTAL</u> ichor seeping through to the surface, tainting the land. The region is entirely inhospitable to normal life, though has attracted <u>WEIRDLINGS</u> from the West as well as grotesques and degenerates. Other flora and fauna are either corrupted or adapted to such life. A single known structure, a <u>FOURTH AGE</u> fort known as the <u>ADUMBRAESK</u>, is known to exist on the eastern periphery of the plains, predating the tainted region's appearance.

There is some debate amongst scholars as to the effects on the river Shibboleth, should the expanse eventually reach it, and Its eastern-most reaches are protected by further expansion by an array of <u>SIPHON ENGINES</u> known as the <u>SIPHON WALL</u>.

The region is categorised as $\underline{\text{DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}$.

BLIND FORTRESS, the: 1. Pol. Protectorate of around 5,200 square-miles off the south western coast of <u>CUTH</u>. The Fortress was known as <u>IRKALLA</u> in ages past, and lithographs found on subterranean monoliths tell of a race that lived and died there, who bore the same name as their homeland.

The Blind Fortress is recognised by Cuthi legend as a place of death, uninhabited until c. 100 RM, when Cuthi settlers landed on the rock when it was still an island Almost immediately, construction of a great citadel began, which over the years would go on to become a grand tiered fortress occupying a great hill the size of a city. Today it is a monolithic star fortress occupying seven levels, each of which holds hundreds of buildings, stores and businesses.

The island became part of the Cuthi mainland in c. 3300 RM, though this brought little change to life, other than a seasonal overland link to the mainland.

Despite the presence of the large fortress, the population of the island remained small and rural, and it is believed to have been left deserted at least three times to either disease or predation <u>SUORI CHORSAIRS</u> (most notably in 1404 RM, where the entire populace outside of the citadel was wiped-out or taken as slaves). Following slow repopulation, an agreement was made with Cuth, which offered the people of the Blind Fortress protection in return for certain trade-obligations and undisclosed religious commitments, which some occultists believed were related to the island history and suspected link with the <u>DEMIURGE NERGAAL</u>.

2. Mil. Set. Great city-citadel located some 20-miles inland on the peninsula (once island) of the same name (1.). Construction began c. 100 RM after <u>CUTHI</u> immigrants settled the then-deserted lands. Construction has continued, almost forcibly, over the island tumultuous history, its people rising from near extinction many times to continue building the citadel, which is now a star fortress, occupying seven levels, each of which contains hundreds of buildings, stores and businesses.

Its people are insular and make little contact with outsiders, and few know the true secrets of the citadel, with some scholars believing that unnatural rites to the dead <u>DEMIURGE NERGAAL</u> take place there (Pop. c. 280,000).

<u>BLIND GOD</u>, the: *Rel. Dei.* The deity of the <u>ABACINIC</u> religion, said to have been martyred in <u>IDRIIS</u> in c. 900 RM, and whose most devout of followers blind themselves to be able to view the world as the Blind God once did. See Vol IV: Deities and Pantheons.

BLIND KNIGHTS, ORDER OF THE: Rel. Rnk. In TETHYSIA, a caste of ritually blinded monks who travel from settlement to settlement, accepting alms and administering prayers and benedictions. They were excommunicated from the CHURCH OF KATHISIS in 3103 RM for their divergences from the faith, as it had become, though they were subsequently pardoned and allowed to continue operating.

<u>BLOOD</u>: Med. Sup. The blood of most MORTAL peoples is considered to have supranatural properties, the study and manipulation of which have led to various breakthroughs throughout history within the fields of <u>ALCHYMY</u> (the creation of the first <u>HAEMONCULI</u>), <u>BLOOD MAGICK</u>, and <u>FLESHWRIGHTING</u> (<u>CLONING</u> and <u>PALINGENESIS</u>). Indeed, many ancient people (as well as no small number of extant cultures) believe that blood is divine, and that it (alongside the <u>SPIRIT</u>(1.)) forms part of the link between the mortal people and their gods.

Large-enough quantities of blood (such as what might be shed during a battle or massacre) have been observed to have an almost- supernatural influence on the MATERIAL PLANE. For instance, there have been multiple independent observations made throughout history of CREANT-like beings spontaneously rising amid the wreckage of bloody battles where the blood of thousands of individuals coalesces into a gory scabrous being. Despite this, the phenomenon is disputed by many scholars, though others claim that the same principles that gave birth to the first haemonculi and clones can also be applied to these strange occurrences, though it is likely that such events can only take place in areas where the ARCANE TEMPERS are of a specific nature or flux. One can only guess at the unknown experiments that have been conducted through the ages of ELYDEN, which might have led to the discovery of blood magick and related practices.

The reason for these various traits of mortal blood is unknown. Some with access to deep knowledge and forgotten myths have postulated that the blood of mortals is gifted with a spark of divinity, possibly imparted by the <u>DEMIURGES</u> of old, but there is no way of knowing for sure.

Blood has been culturally important in various regions across the Ages, and remains so today in <u>KARAKHAS</u> and <u>KHURAUR</u>, where the <u>SCION</u> KHAR'ILLAE is revered as a saint or deity.

BLOOD PEW: Law. Soc. Torture devices once used to punish convicts within the <u>BLOOD STATES</u>. They have largely fallen out of favour today, and were banned in <u>KARAKHAS</u> in 3654 RM, but remain common in Khuraur and less metropolitan areas.

The pews were wedge-shaped and people were laid down on them heads down, feet up diagonally, which let the blood go to their heads. They would be left like this for many hours or days and in some cases were left to die.

The devices have their origins in ancient blood-rites, in which sacrificial victims were strapped to them before having their throats slit. The blood was collected and used in magickal rituals to KHAR'ILLAE and for FLESHWRIGHTING.

BLOOD STATES, the: Pol. Lan. Collective name for the nations of KARAKHAS, KHURAUR, HITTA, KERRAS PELLN, and sometimes UKHARTH.

BLOOD, TEMPLE OF: Rel. Str. In KARAKHAS, name given to the worshippers of the deity KHAR'ILLAE who escaped persecution by the ORDER OF ICONOCLASTS^(1.) during the SCOURGE OF ICONS by making secretive pacts with the CHURCH OF THE UNDYING MACHINE. As in all rituals involving Khar'illae, blood sacrifices are common.

BLIND TOWER, the: His. Rui. Old KORACHANI citadel in the c north of the UMBRA SOKHAR wastes in SAMMAEA. It is a relic of imperial colonialism from a time when the SHADOW IN THE DESERT was not as pronounced as it is today.

It was once used to guard the now-abandoned trade-route between KITHALOI in KARAKHAS, and NOAVATUR in the far south east of KHARKHARADONTIS. The tower was abandoned in c. 2100 RM following years of struggling with SIPHON FILTERS to keep it free of corruption. Its abandonment signalled the start of the waning of the trade-route linking Korachan with its colony in Noavatur, which by then had become an independent nation.

BLISSFUL REST, the: Rel. Mys. In the teachings of the THREE CHURCHES
OF THE UNDYING MACHINE, the Celestial Rest is a part of the RESTLESS

<u>SLEEP</u>. It is a place of peaceful repose reserved only for the <u>SOULS</u> of those who lived selfless lives of obedience to their masters and the <u>MACHINE</u> dwell.

In contrast to the Infernal Ret is the INFERNAL REST.

BLOOD CHAMPIONS: His. Soc. Ancient tradition amongst the people of SASHELL (2.) in the north west of SAMMAEA, (now a small part of the north of the VESPERTINE LEAGUE) where individuals would consume the herbal drug MULLEN in large quantities over a long period of time, which had the effect of increasing their aggression and inured them to pain. Emerging in c. 1250 RM, these individuals became famed champions of the disparate family groups, who fought each other to settle disputes in the place of larger conflicts, earning them the name blood champions.

It was later discovered that the drug had the side-effect of acting as a <u>FIRMAMENTAL</u> conduit, allowing those who consumed it in large amounts to harness powerful firmamental bursts, which eventually replaced the blood champions, forming a caste of <u>BERSERKER-MAGES</u> instead. This ability increased among the offspring of those who had consumed the drug in large quantities, which allowed for a caste to emerge within the Sashellan communities.

BLOOD HETERODOXIES, the: His. Period of uprising and civil strife in KARAKHAS that dominated the tenure of the DOMNITORS there, beginning in c. 2945 RM and ending in 3478 RM, with the signing of the COVENANT OF KHURAUR. Though word of the civil war known as the WAR OF THE ARTIFEXES that erupted the KORACHANI EMPIRE in 2947 RM was slow to reach SAMMAEA, the CENSORS could not completely stifle the spread of news. When news of the war arrived in Karakhas, a land already known for its dissent, the people rose against the imperial occupiers there, beginning what became known as the Blood Heterodoxies.

Though the empire's military might was concentrated in the north at the time, the escalating dissent in Karakhas necessitated the diversion of forces, and a single <u>STEEL LEGION</u> was moved there in 2973 RM to police the region alongside the beleaguered <u>IRON GUARD</u> corps. Martial law was declared in 2976 RM, after which public <u>EXECUTIONS</u> and torturing became common-place. Most opposition ceased at that point, though at the cost of the people's freedom.

This only caused further unrest, which culminated around Dekana in c. 3008 RM, reaching a crux in 3012 RM with guerillas storming the governor's fortress and overthrowing the imperial administration there. The subsequent years saw the guerillas instilling their own militocracy in Dekana and extending their influence to other cities in the nation, effectively pushing out most imperial resistance by c. 3020 RM. Thousands of imperial expats, Patrician houses, and immigrants were executed or exiled, with natives instated in their place.

The next decades were filled with fighting and civil war as the new regime clashed with imperial supporters and, eventually, imperial forces (now freed from the conflict in Almagest which had ended in 3014 RM), which were slowly able to retake the nation, finally reclaiming Dekana in 3043 RM, but the unrest never died down, particularly around Dekana, which became a hotbed of terrorist activity and near-constant fighting in the streets. In 3112 RM the nation was left to a combined force of Domnitors and imperial forces, who enacted martial law, but they still struggled to maintain control, eventually seeing the nation fragment into many small demesnes controlled by opportunistic warlords.

The single regiment of the Steel Legion, known as the 'Anvil of Steel', was stretched thin, its resources barely managing with containing the populaces emotions which were always close to boiling point. A large part of the regiment was based in <u>LATERITIA</u>, most of its troops in the city of <u>KHURAUR</u>, defected, burning its imperial banners and joining the masses. In a short and largely bloodless coup in 3203 RM, the defectors ceased and fortified Khuraur, subjugating the surrounding lands, gathering their people against the imperial might.

Korachan could not afford to displace many troops to the region for fear of uprisings elsewhere, so the defected region was allowed to fester, its MANUFACTORY producing more troops and equipment (the manufactory of Khuraur was one of the few in SAMMAEA with STEELWOMBS sophisticated-enough to produce new LEGIONNAIRES), where it rose to prominence, expanding west into TARTAK and east into

Karakhas; the Lateritian barbarians joining their cause and repopulating the 'liberated' cities.

During this time, the <u>BIOMECHANISTS</u> and <u>TECHNARCANISTS</u> of Khuraur were ordered to alter the biologies of the new Legionnaires produced, to allow them to reproduce with humans. This process was largely discouraged elsewhere due to the difficulties in producing stable offspring, but Khuraur was partially successful, with around 15% of offspring born to a legionnaire parent being healthy simulacra of their male father, minus <u>OCCLUSIONS</u>. As the original generation of Legionnaires lessened in new-borns due to war, these new-born so-called 'freemen' were raised to be a noble caste who could breed true; their descendants the future rulers of Khuraur.

Khuraur prospered under the old Legionnaire's leadership, the fertile lands around it cultivated, one manufactory converted to the production of food; its people were well-fed and content, trading technology with Tartak and JURRAS⁽²⁾, which both prospered for a time.

In 3243 RM, Korachan dispatched three newly-created legions south with the sole purpose of securing Karakhas and Khuraur. All-out war had engulfed Karakhas by 3245 RM, with <u>PARTHIS</u> aiding Khuraur. The conflict was bloody, with territories changing hands many times, and Korachan withdrew with the signing of the Covenant of Khuraur in 3478 RM, leaving Karakhas smaller and fractured in three – two Korachani states and Khuraur: a free nation that would in 3752 RM become vassal to Parthis.

BLOOD MAGICK: *Mys.* An alternative form of <u>MYSTICISM</u> that exists wholly without the realms of <u>SHAPING</u> through the <u>FIRMAMENT</u> or <u>ATRAMENTA</u>. It is thought to be a more primal, carnal form of magick that echoes the birth of the first <u>MORTAL PEOPLES</u>, and has no links with the <u>OTHERWORLD</u>, and is thought to be entirely the product of the MATERIAL PLANE.

Blood magick falls into different categories, often known as houses, the most common of which are <u>KATAMEK</u>, <u>UZRANA</u>, and <u>DEKISRAMEK</u>, which represent poison, longevity, and transmutation, respectively.

The practice is believed to have links with the <u>SCIONS</u> and children of the <u>DEMIURGE KHARANI</u>. See Vol IV: Other Forms of Mysticism.

<u>BLOOD MAGUS</u>: Plr. 'Blood magi. Mys. One who practices <u>BLOOD</u> MAGICK.

BLOOD MOON, the: see ARAKHAMÉ.

<u>BLOOD RAINS</u>: Sup. Relatively recent phenomena documented in lands across <u>ELYDEN</u>, first recorded in <u>KARAKHAS</u> in 4001 RM. The phenomena are largely inexplicable to scholars and scientists, and can only be explained as rains of pure blood, likely a result of the <u>DEMIURGES</u>' torpid nightmares.

The blood is anathema to life, polluting the soil and affecting flora and fauna, sickening things and making them aggressive. In Karakhas the rains are collected and drunk in offerings to <u>ARAKHAMÉ</u>, despite the debilitating effects on their bodies. A particular caste, known as <u>HURHEKH</u>, has arisen from this practice.

BLOOD SCALES: Obj. Soc. Common symbol and within KARAKHAS and KHURAUR used to denote justice. An associated saying, paraphrased as 'weigh their blood on the scale', means two people, no matter their different social standing, wealth or notoriety, are fundamentally the same. As a result, scales are often seen in pewter necklaces or carvings on capstones across the aforementioned regions.

BLOOD OF MALICHAR, the: Leg. Belief common in the KORACHANI EMPIRE and its dependencies that the BLOOD of the mortal ARCHPOTENTATE MALICHAR, collected before his death and eventual rebirth as an OTHERWORLDER, possesses various miraculous abilities.

Many regions have their own version of the legend, though most share a similar root. The most universally-accepted version of the story is as follows:

Even before his rebirth as an otherworlder, the Archpotentate Malichar had garnered a reputation as a figure of divine importance, with his unearthing of the <u>SCRIPTURE OF SHADOW</u> and subsequent proselytising the lands of the <u>INNER SEA</u> the worship of the <u>UNDYING MACHINE</u>. As a result, many worshippers began attributing miraculous happenings to him outside of his suite of Atramental abilities. After an injury in

battle in 63 RM, it is said that three vials of his blood were collected, becoming relics with no less than fourteen churches across the empire claiming to be in possession of one of them, with most claimed to be the source of miraculous events, including healing and resurrections.

Despite there being more churches that claim ownership of the relics than there are relics themselves, there are in fact many more claimants than that, including various apocryphal stories that people across the empire believe. The CHURCH OF THE UNDYING MACHINE does little to deny these claims for it strengthens the power of the Church amongst the laity.

There are other more extreme claims revolving around blood collected from Malichar following his rebirth as an otherworlder, including its use to make <u>CLONES</u> (with some believing that the <u>STEEL LEGIONNAIRES</u> via <u>PALINGENESIS</u>) were made though these are largely assumed to be false. See Vol II: Legends and Folk Tales.

BLOOD SPORT, the: also 'Yo-Hamavada'. Gam. Soc. Though the term blood sport can be used for any form of sporting activity that involves bloodshot, in this instance the term specifically refers to the KARAKHASID sport of yo-hamavada (literally, the blood sport). It involves two teams of 7-players each who score points by throwing a ball into a small target with their hands.

It is very much a contact sport and there are few rules, with players encouraged to punch, kick, and tackle opposing players to gain control of the ball. Injuries are common and fatalities are not unknown. Though use of weapons is prohibited, players find ways of circumventing this rule, using knuckledusters and other 'equipment' that they interpret as being essential to their work. It is incredibly popular in Karakhas, KHURAUR, and surrounding regions, where it is played on special occasions, including festival days where patron saints are celebrated. The fans of winning teams celebrate by parading a statue of their patron saint around the city, while denouncing the losers. See Vol II: Games and Pastimes of Elyden.

BLOOD SWORD, the: His. Obj. Famed KARAKHASID heirloom blade, crafted in 1233 RM by the tyrant NOMROS following his victories in quelling the SABISSILIAN REVOLTS. It is commonly believed to have been crafted from iron that was ATRAMENTALLY extracted from the blood of 1,000 subjugated rebel and dissidents, as a message to deter further revolts. It remains a very prominent and famed historical artefact, and is claimed to have been in the possession of PATRICIAN HOUSE SALAMIA, one of the more influential Houses in all of Karakhas, since the 34th century.

Over the years various unfounded qualities and traits have been attributed to the sword, including that it exsanguinates those hit by it, and that its wielder is granted unnaturally long life. More likely (though still unfounded) is the claim that it has become a powerful <u>FOCUS</u>^(2,) of (blood magic) in the years since its forging.

BLOOD TEMPLE: Rel. Str. Places of worship in KARAKHAS, KHURAUR, and to a lesser extent JURRAS^(2.) and HITTA. Dedicated to the CULT OF KHAR'ILLAE, each such temple is overseen by a HAEMAGOGUE and various acolytes and priests.

BLOOD OF VALA: Mys. Ele. The fifth element in GNOTHI MYSTICISM.

BLOODFINCH: Fau. Small bird (SUDEK) small birds common in arid to temperate regions of northern SAMMAEA, known for their parasitic lifestyles, where they feed off the blood of larger creatures by using their beaks to form a wound, from which they consume blood. They are typically solitary, but during droughts may form large flocks, terrorising herds. See Vol II: Classification and Taxonomy of Life.

BLOODROOT: Flo. Cui. Root vegetable common in the south east of Sammaea, mostly found in KHAR NADUL, HANNAH, and QARALAM. It grows a large flesh-coloured tuber that is eaten in various forms, though which is most commonly boiled or sliced and fried. It is named after the deep red juice that it produces, which is also used as a dye.

BLOODSAP TREE: Flo. Tree from the acacia family native to the south east of BROR^(1.), most commonly in the <u>TIAMOLDORAN CITY-STATES</u> and the <u>DOMAINS OF SHAUATAS</u>, where they grow to great size and can be found in sparse yet expansive forests. It is known for its thick ichorous sap that was once used in ancient rituals, where it was dried and burnt, though these practices are largely forgotten today. In truth, the sap is

mildly <u>FIRMAMENTALLY</u>-active and its smoke acted as a <u>FOCUS</u>^(2.) to <u>SHAMEN</u> and other shapers. See Vol II: Classification and Taxonomy of Life.

BLOODSTONE: lit. 'blood moon stone'. Also 'hamalasch'. Ele. Rare ore thought to be extraterrestrial in origin, possibly remnants of meteorites from the moon ARAKHAMÉ, or possibly deposited there by the DEMIURGE KHARANI, or their daughter, the SCION KHAR'ILLAE (though these occurrences may not be mutually exclusive). The stones range from a deep brown to a rich red in colour and are commonly filled with iron oxides and other impurities, that add to their perceived value. The stones are either polished and used in jewellery and fine art, or otherwise refined through a lengthy and costly process. The resultant pure bloodstone is a powerful insulator and is used in manufactories and DISCHARGERS. In antiquity bloodstones were important in various supranatural rituals and were particularly coveted by KERATIN SHAMEN.

Legends common to lands where bloodstone is common contend that the stone, much like the <u>BLOOD MOON</u>, is known to alter the mood of anyone close by, though such claims have not been corroborated by scholars who list the ore's properties as purely mundane.

BLOODTHORN: Flo. Poi. Woody perennial found in THE OLD FOREST and in small numbers in VÂRR, RHAMIA and AZAZEM. Its sap is poisonous and the natives of the region of AMDUKA in the Old Forest ingest it, inuring themselves to it. It is commonly used to envenom weapons. See Vol II: Classification and Taxonomy of Life.

BLOODY EXCOMMUNICATION, the: Pol. His. Period in PARTHIS between 3735 – 3792 RM. Normally secular, the nearby appearance of the scion KHAR'ILLAE in KARAKHAS, reborn as an OTHERWORLDER, caused a great religious revolution in the region, drawing people from all around the north of SAMMAEA. In Parthis, this revolution saw individuals born and raised in a strong secular region seeing first-hand the strength and charisma of a powerful religious ruler, causing them to forsake the ways and turn to her worship. Thousands of individuals gladly faced the penalty of exile in exchange for the change to worship the reborn scion.

The period lasted close to six decades and was only quelled through a vigorous 'witch hunt' buy the Parthisan authorities, that left much of the populace embittered and distrustful of its rulers, something that remains in many areas to this day.

BLOODY-HANDED ONE, the: *Mys. His.* Common epithet by which the <u>DEMIURGE KHARANI</u> was once known.

BLOODY HAND, ORDER OF THE: Pel. Mys. Org. In VAALK, group of mystics interested in the teachings of the SCION KHAR'ILLAE – specifically a pair of ancient clay stelae on which are etched the experiences of Khar'illae, as passed down through the Ages. The group was founded in 2921 RM by the halfblood SARAIA THE DERELICT. Acolytes of the Bloody Hand follow these guides to the letter, including methods of combat and execution directly attributed to the scion Khar'illae.

BLOODY STELAE, the: Rel. Obj. Mys. His. A pair of ancient clay stelae on which are etched the teachings and experiences of the <u>SCION KHAR'ILLAE</u>, as recorded by his followers over the Ages. The stelae and teachings were lost for centuries though following their rediscovery in 2917 RM in the <u>VORAKAN HIGHLANDS</u> in <u>VAALK</u>, their ideas were reborn, particularly in the studies of the <u>ORDER OF THE BLOODY HAND</u>, a sect that arose following the stelae's rediscovery by Saraia the Derelict.

BLUE EYE, the: Str. Lighthouse and once-coastal tower in the south of AQUARIIA, once guarding the entrance into the northern-most reaches of the SEA OF LIAKARRA and the lagoons of TABERNACEA. The tower was located on an island though the retreat of the Sea of Liakarra left it landlocked, and it is now 35-miles from the coast, abandoned and near-collapse.

The eye after which it is named was once used to reflect light across entrance into the sea of Tabernacea, and is long since-gone, taken by CYHLAGHARRI raiders in c. 3400 RM, and now crowns the PALACE OF TYRAGHON in CYHULIR.

BLUE HORSETAIL: Flo. These interesting plants are usually found in waterlogged soil, and are often seen in many waterlogged areas around ELYDEN. Blue horsetails are very primitive and reproduce via spores, similar to fungi. They are made up of conspicuously jointed rushes with spokes of short, soft blue-green pine-needle-like leaves radiating from each joint. Blue horsetails grow to heights of around 20 feet, and are often

found in very dense patches, though, because of their shapes, even dense areas do not constrain line of sight very much.

Blue horsetails are very common in areas where they are found, though rarely seen elsewhere. They are particularly common in <u>MALAN</u>, the far east of <u>EASTERN LLACHATUL</u>, and the west of <u>MENISCEA</u>. See Vol II: Classification and Taxonomy of Life.

BLUE MOUNTAIN, the: Geo. Mountain in the south east of <u>SAUA</u>, named after their dark rocks and the fog that covers their north eastern face. The mountain is seen as a spiritual haven and is a place of withdrawal for those on the <u>PATH OF THOUGHT</u>. The Blue Mountains are held to be the birthplace of many <u>OTHERWORLDERS</u>, and their plentiful meres are considered places of enlightenment.

BLUE TEA: Bev. Caffeinated drink that is popular in cafes and dockside eateries in central MENISCEA, particularly around the SEA OF LARISH^(1.). It is so-named after the colour it takes on after the tea leaves and petals are left to soak. See Vol II: Beverages.

BM: see RM.

BO AMMIEL: Pol. Set. Capital city of MEHITIEL (Pop. c. 780,000).

BOACHAN: Set. City in the north east of <u>AZAZEM</u>, just south of the <u>ULLATAR</u> region. It is famed for its <u>AMBER MONKS</u> – the bodies of ancient monks encased in <u>AMBER</u>-like resin (Pop. c. 37,400).

<u>BOAHEN</u>: Set. Fortified city in the far south east of <u>MOAH</u>. Little is known of the city and its people, though they do form a citizen ley to protect against possible incursions from <u>KHARKHARADONTIS</u>, to the south (Pop. c. 40,000).

BOAMUTT SARLA: (B. 3951 RM) *Pol.* Current <u>PROLOCUTOR</u>^(2,) of the <u>TATARAN</u> Republic Council.

BODARAGH: Rui. Ruined city in the south west of SABAISA, in the PORPHYRI PENINSULA. Founded by the ATTESTORS in c. 850 RM, it was once a great port, the city and much of the nation. Fell into ruin in c. 1300 – 1400 RM following the drying of the river ANDRAS. What remains of the once-proud city are now the decrepit descendants of its founders – a caste of ATRAMENTAL seers known as Attestors – who cling to the past even as they grasp to view the future. Local folklore maintains that they had full knowledge of the city's coming demise yet they did nothing, so engrossed by the more distant future were they.

BODHAMAL: See. Fortified coastal city in the far east of <u>LOEGRESS</u>^(1.). It is known for its large port (Pop. c. 42.000).

<u>BODIILÉ</u>: 1. Also 'Bodiilé crystals'. Ele. Tec. Crystalline material found in small volumes in <u>EASTERN MENISCEA</u>, particularly in the hills surrounding the <u>LAODDANAN</u> Mountains in the south west of <u>XYRPHAAT</u>⁽³⁾, eastern <u>LAOD</u>, and northern <u>ENDUI</u>.

Crystals are formed in high pressure under <u>FIRMAMENTAL</u> influence, and are valued electrical conductors. This property makes them useful in the manufacture of <u>TECHNARCANE</u> engines. Due to their fragile nature, they can only be worked by Firmamentist engineers^(2.), who are prized in the technarcane industries in the <u>FAR HEMISPHERE</u>.

2. Also 'Bodiilé engineers'. Sup. Tec. Voc. Firmamental engineers who are able to work the fragile bodiilé crystals (1.) that are found in <u>EASTERN MENISCEA</u>. They are able to manipulate the crystals, making them capable to withstand the rigours of demanded of them by the <u>TECHNARCANE</u> industries they are used in. This makes bodiilé engineers a vital part of many industries in Meniscea, and their services are highly valued. See Vol IV: Spheres and types of Shaping.

BODIILÉ ENGINEER: see BODILLÉ (2.).

<u>BOG YOON</u>: also 'the Alabaster Palace'. Int. Rui. Solitary structure in the middle of the <u>CAUAT</u> badlands area in <u>CUTH</u>. Bog Yoon is an alabaster structure dating back to the <u>FOURTH AGE</u> of Life, and is now ruined.

BOGGHUL: Lak. Lake in the c west of CHEIRA, forming a part of the flow of the river RGULLAUR, itself a tributary of the far larger YAHNOTH PHTHAN.

<u>BOHAL AND TRISIMON</u>: (B. 3493 – D. 3702 RM) *Phil.* Famed conjoined twin philosophers from <u>GNOTH</u>. Together they reformed the path of

 $\underline{\rm ESHUROD}$ and amassed a cult of followers who still study their tenets, over 300-years after their deaths.

BOHMIUS: (B. c. 1498 – 1561 RM) <u>VENTHIRI</u> explorer whose legendary voyage, amounting to some 40,000-miles, saw him travel around most of *Elyden*, becoming a cultural hero who is remembered across the Inner Sea to this day.

BOHMIUS ISLE: Geo. Island located roughly in the centre of the MAIDEN ISLES midway between the SEA OF NARANOR and the BATHASHAL OCEAN. It was documented by the explorer BOHMIUS in 1527 RM during his expedition of the GREAT FAR SEA.

In the years since its discovery, the slow withdrawal of <u>ELYDEN'S</u> seas, coupled with the active expansion of the volcanic rock have seen it expand greatly in size, though its surface remains of little value at present. It is now considered one of the more significant landmasses within the

BOHMIUS ROCK: Geo. Small volcanic island forming a part of the MAIDEN ISLES documented by the explorer BOHMIUS during his expedition of the GREAT FAR SEA in 1527 RM. The island is situated midway between the SEA OF NARANOR and the BATHASHAL OCEAN and is now some 16-square miles in area.

BOIACHAN: Rui. Abandoned city in the DORUK region, in the east of AZAZEM. It was once a prosperous city, and centre of vast grazing lands where large herds of AUROCHS once dwelt, but the change of the plains into the dustbowl that is known today as the herds die off and the city falter by c. 1800 RM.

It was revitalised centuries later by government-funded <u>TEMPESTARII</u> <u>SHAPERS</u>, who worked to improve the climate in the region. Their actions resulted in the <u>DORUK CALAMITY</u> of 3088 RM, which sealed the fate of Boiachan, washing it away in unprecedented floods.

BOIL, TEMPLE OF THE: Rel. Str. Shrine in the wastes of KHARKHARADONTIS. It once formed part of the SHADOW MARCH though was abandoned in c. 3395 RM following the corruption of surrounding lands that led to the temple becoming infested with tumorous growths that gave it its present name.

Today, it is guarded by an exocrine who tends to the structure and makes potions and tinctures from the boils that plague the structure.

BOILING SEA, the: Sca. Eastern-most region of the DARK SEA, south of the BROKEN LANDS off the western-coast of TZALLRACH. Named after the devastation caused there following the CATACLYSM OF KHAMID in 101 RM, which wreaked havoc with the geology of most of KHAMID, causing parts of the coastline to ooze with molten rock that burst into steam when meeting the water. This caused the coastline to slowly expand. Though this growth has lessened over time, it is still observed to this day.

The Boiling Sea was the worst of these places, with lava flows continuing to this day. Many hydrothermal vents appeared on the sea floor following the Cataclysm, heating the waters, killing off most of its sea-life. It has cooled somewhat over the millennia though some regions of the sea are literally boiling hot, steaming to this day.

<u>BOKA</u>: Set. Settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>EDICULE</u>^(1.), known for its fine marble and sculptors. The hills outside the settlement are riddled with warren-like caves, which locals claim are infested with <u>GRUAIMIN</u> (Pop. c. 14,500).

BOKENAT: 1. Geo. Hills and roughlands forming the northern part of the eponymous duchy, in the HARÉSHKI CITY-KINGDOM EDICULE^(1.).

2. *Pol.* Duchy of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>EDICULE^(1.)</u>. The duchy is situated south of the <u>SACHAR</u> highlands and is commonly recognised for its rolling hills and roughlands, often known as the Bokenat.

BOKHAR: Set. Major coastal city in the north west of <u>KASPIA</u>, in the lowlands of the <u>TAGHAIRM</u>, overlooking the <u>SEA OF BIELOST</u> (Pop. c. 60,000).

 $\underline{\underline{BOKHOK}}$: Geo. Island almost 200-miles off the south western coast of CUTH.

<u>BOKKA</u>: Sca. Bay, south of the mouth of the river <u>TENESAAR</u>, to the south east of <u>HOLOLACH</u>^(1.), and the south west of the <u>MULL CITY-STATES</u>. Its waters are largely sterile.

<u>BOKKARIS</u>: Gco. Mountains in the south east of <u>LLACHATUL</u> serving as a border between the east of <u>IACIO</u> and the south west of <u>SURUTUR</u>.

BOKKEA: Sea. Body of water in the north of the SEA OF URAN, dividing it from the SEA OF DERAEA. Its waters are deeper than those of the Deraea, and most vessels tend to navigate close to the eastern coast, along the shore of the CARIAN⁽²⁾ headland.

BOKKEA, STRAIT OF: Sea. Strait leading into the SEA OF BOKKEA, from the SEA OF URAN. The strait is around 25-miles long and controls traffic in and out of the seas.

<u>BOKKORON</u>: (D. c. -870 RM) *Pol.* Warlord who between c.-900 and the time of his death was able to unite the disparate <u>TRIBES OF AD</u>, managing to repel <u>SERAPI</u> attacks from the east. He was also instrumented the creation of the cob wall known as DAR CINNRA.

<u>BOKSAR</u>: Set. Coastal settlement in the far south west of <u>TARTAK</u> (Pop. c. 14,000).

BOLAN: Flo. Plr. 'Bolans'. Tree common to THE OLD FOREST. Bolans have an average height & circumference 300 ft., and little foliage; preferring open areas with plentiful sunlight. Their trunk is brittle (reproducing constantly, with dead bark falling to ground) and often filled with cavities, which are home to many different creatures, including birds, small mammals, reptiles and amphibians. The resources they offer (dead wood, cork, food [fruit and animals who depend on it] and water) draw humans to them, with the trunk of a hardy bolan commonly becoming the centre of a settlement. Religious structures are often built inside them. See Vol II: Classification and Taxonomy of Life.

BOLECH: Set. City in the c south of SARAGOS (Pop. c. 40,000).

BOLET: Set. Settlement in the c of THE VORANDINE (Pop. c. 4,000).

BOLGIA: Sup. Geo. Major network of surface caves in the south west of SAMMAEA, along the border between southern MAENMIST and the north west of NORTHERN SIMBARA. It is famed for its deep ATRAMENTAL output, which led to weak formations which were likely responsible for the caverns' formation when duststone slowly eroded, leaving hollows and tunnels.

It is believed by many to lead into the far reaches of the <u>PRISON</u> CARCERI.

BOLILOT PEAKS: Geo. Sheer-sided central peaks of the GROWING MOUNTAINS in MULCIBER, stretching for around 350-miles from Suur'ka in the north, to the NECROPOLIS OF CHARYBDIS in the south. The Peaks are difficult to traverse, and act as a natural buffer between the tribes of SALARNA, EATAN, and JACITTA in the west, from INDAAR, and ALLAKAT in the east.

BOLL DA: Rvr. Coastal wetlands in the north west of HOLOLACH^(1.), in the prefecture of ALITENEA^(1.), at the mouth of the river VARASSAI. The wetlands cover some 350 square-miles, parts of which are mildly ATRAMENTALLY TAINTED. The large variety of wildlife either avoids such regions or are adapted to them.

BOLLARDS OF VOHN: Int. Str. Series of 4-ft. tall bollards of an indeterminate ore in the far south west of ABRAXA. There are tens of thousands of these bollards arranged in a long row that goes on for miles. They are pitted and corroded though are otherwise rooted to the spot, with attempts at excavating or extracting them all ending in failure, leading some to believe that they are deeply embedded or otherwise connected to each other underground.

It is unknown who erected them and how old they are, though the nature of their construction has led some scholars to indicate they are tens of thousands of years old, and possibly created by a <u>DEMIURGE</u> or SCION.

BOLTUH: Mil. Str. Major fortress in the north west of AQUARIIA, guarding THE WAY trade-route that crosses the border between Aquariia and GNOTH.

BOMAH: Rvr. River forming a border between southern <u>SKAROS</u> and northern <u>LAASKHA</u>, flowing for 250-miles before its confluence with the larger river <u>LLORTHA</u>.

BOMAS: Set. Coastal settlement in the east of CANNOS (Pop. c. 7,200).

<u>BOMMER</u>: Set. Small city in the east of <u>KEPHUAAN</u>, close to the border with <u>AMMESH</u>. It maintains a trade route with the Ammeshi city of <u>AHEMMA</u> (Pop. c. 18,200).

BOMOLOCHUS: 1. Soc. In many cultures across the KORACHANIEMPIRE, particularly the northern provinces within LLACHATUL, those who follow a school of thought that advocates contrarianism and comical (often acidic) satirism expressed through oratorical observationism and physical comedy in what became known as GRAND MASQUERADES. Outlawed by the Imperial administration and hunted down by the BUREAU OF CENSORS, they nonetheless operated in society's fringes. Though viewed by the masses of plebeians as a relief from everyday life, they were in fact drawing attention to the perceived injustices and inequities imposed by imperial life. Though destroyed as an organised group (often referred to as a guild or, less formally; a sodality) during the eradications of 3924 RM, not all individuals could be rooted out, and many remain as wanderers or 'wise-men' dwelling in cities' underbellies, where their presence can never be fully nullified. Many also invariably find their way to the CARNIVALS OF RUST that travel around the INNER SEA.

2. also 'the Jester'. Ast. Con. Constellation located along the equator. See Vol II: Constellations.

BON SHADDA: Set. Small city in the east of AHKA, positioned along the course of the river SASHAT. The city, like many in Ahka, has suffered under the war with KORACHAN. It is strategically important due to its steel mills and manufactories, which have been targeted by Korachani troops (Pop. c. 19,600).

<u>BONACH</u>: Set. Settlement in the east of <u>GNOTH</u>. It is known for its <u>FIRMATITE</u> mines (Pop. c. 5,000).

BONE MINER: also 'Boner'. Ind. Soc. Those who mine the supranatural bone-formations in the region of <u>OSSIKEHONA</u> in the c east of <u>THE</u> SURRACH.

<u>BONEFIELDS</u>, the: Geo. Desert region in the east of the <u>DESOLATION OF ASTUDAN</u>, to the west of <u>TEMUJA</u>, characterised by grey-blue pillars of stone, shards of bone and igneous black rock formations that resemble giant glass-like flowers. The area is dotted with the <u>FOURTH AGE</u> remnants of an expansive pitched battle.

BONE-PITS: Soc. Rel. Pits used in funerary rituals in PRE-IMPERIAL agnostic

VAALK, which require bodies to be burnt after death. The burning is said
to release the personality of the individual, leaving the body an empty
husk that is seen as useless, having performed its job of containing the
personality in life. Bodies burnt this way are discarded into specificallybuilt pits (many of which link to deep caverns or, metaphorically, the
underworld), that house the remains of thousands upon thousands of
dead. When these pits are filled up, they are burnt from within to further
cleanse the Material Plane from the taint of the physical bodies.

Though the bone-pit tradition is an old one, dating back to the early <u>FIFTH AGE</u>, it is one that has survived relatively intact. Where it originated as a way of separating the personality form the spent vessel, it became (following the rise of the Korachani empire in Vaalk c. 20 RM) an economical way of disposing of the dead in a post-paganistic society.

BONNGAS: Set. Small city in the far north of PNESSA, close to the border with MULCIBER and the tribe of DATHOA. It is a major mercantile city, trading goods between Pnessa and Mulciber (Pop. c. 20,000).

BOOK OF DEEDS: Rel. Vol. Book that is important across the various cults that worship the God-king NEPHTHALONT in the GROWING MOUNTAINS of MULCIBER. The book was penned by the Nephthalont between 600 – 650 RM and forms the basis of the cult of personality that they founded. The original copy of the book is kept in the shrine of ABRAS (3.) in the city of TIAL ESH in the south west of Mulciber, though copies, many of which are over a millennium old, are common across Mulciber.

Young men study the religious book and must recite a passage from it when they turn 15, during a <u>COMING-OF-AGE RITUAL</u>. The passage becomes a mantra that the individual abides by for the remainder of his life. If he is found to be in opposition of this mantra, certain statutes are taken away from him by the church.

BOOK OF GATES: Car. Vol. An atlas of ELYDEN, first published in 236 RM in PELASGOS, and reprinted many times following the rise of the printing press in c. 500 RM. The atlas was as accurate a description of Elyden as possible at the time, though its main purpose was in cataloguing the regions of the world that were affected by the ATRAMENTA and the FIRMAMENT, rendering them in detail and with as much information as

possible. The *Book of Gates* has been updated sporadically throughout the ages; the most recent edition of which was published in <u>ALMAGEST</u> in 3701 RM.

BOOK OF KINGS: Pol. Vol. Royal ledger in the SOLEYN TERRITORIES. When a new MAHANTKHAI is sworn in he signs his name in the Book of Kings in SOLYENI CUNEIFORM, and pierces his palm with a pointed thimble, allowing his blood to drip onto the book. The book dates back to the 1328 RM, when the first Mahantkhaj, RAHANKHEN I, rose to power, and it is an expression of the KWEI philosophy that dominates the region.

BOOK OF LAMENTATIONS, the: Rel. Vol. One of many holy books within the religion of the CHURCH OF THE VOLUTE in NAARETH. It was written by ST. AMALINDA in 1134 RM scant days before her death from AEPATHY.

BOOK OF LOST SUNS, the: Rel. Vol. An ancient religious codex penned in <u>CUTH</u>, which is still observed by the followers of the <u>TWIN CHURCHES</u> OF CUTH to this day. See Vol II: Books of Elyden.

<u>BOOK OF RACHANAEL, the:</u> Rel. Vol. Holy book and religious scriptures of the <u>Church of the Undying Machine</u>. It is written in three parts:

The first is comprised of doctored excerpts from the <u>MYTHOLOGIA</u> <u>ELYDEN</u> and the <u>SCRIPTURE OF SHADOW</u>.

The second was penned by the <u>ARCHPOTENTATE MALICHAR</u> prior to his death, as he disseminated the teachings of <u>RACHANAEL</u> and the *Scripture of Shadow*, leading to the solidifying of the <u>CHURCH OF THE</u> UNDYING MACHINE as the only true religion of the Korachani Empire.

The third part is known as the <u>GOSPELS OF THE FOURTEEN</u>, which were penned by the followers of Malichar following his mortal death and eventual rebirth as an <u>OTHERWORLDER</u>. The <u>Book of Rachanael</u> was updated and altered many times until 385 RM, at which point Malichar himself declared it complete and sacrosanct after making amendments to it.

<u>BOOK OF TERATHA</u>, the: Rel. Vol. Codex holy to the <u>CULT OF THE WHITE MOON</u> penned in -943 RM by the halfblood prophetess <u>LARA</u>. The codex was the result of seven visions experienced under the influence of the full <u>IVORY MOON</u> over the course of 3-years (between -946 and -944 RM) and was an attempt to unite the many disparate cults that had appeared in <u>DHEA</u> over the years, which had resulted in a diglossia of faith. Following the death of Lara in -831 RM, the *Book of Teratha* was considered a holy relic, and was housed in the <u>HIGH-TEMPLE OF TERATHA</u> in <u>ORA</u>⁽³⁾, until the settlements' plunder by <u>CONTHIAN</u> armies in -813 RM, at which point the book was lost, believed looted.

BOOK OF THE WARS OF THE ARCHPOTENTATE, the: His. Vol.

Large iron-bound tome originally penned during the ARCHPOTENTATE'S absence in 302 RM, in NICARIAH, SKAROS. At the time the notion that the Archpotentate might be dead was not unthought, and the Book of the Wars of the Archpotentate was created as a form of homily to the military genius that was Malichar, detailing his victories and tactics. Following his return in 339 RM, the tome became less popular though was still taught in military circles and following the widespread appearance of the printing press in c. 500 RM, was used in military academies at the behest of Malichar himself, who had the anonymous author of the Book canonised in 503 RM.

BOOL: Rui. Arc. Ruined <u>KARKADANNI</u> statue in the north west of <u>ELEKHID</u>. The statue, some 30-feet high before its destruction, once depicted a karkadanni warrior standing triumphant. The structure is now shattered, its scattered parts lying half-buried in the scrub of the area.

BOOTHER: see **KEVERAN GOAT**.

BOPHOGH: *Eth.* People common in the north west of <u>SAMMAEA</u>, in <u>SAGITTARIA</u>, <u>IZABAL</u>⁽¹⁾ and the north east of <u>THE SURRACH</u>. They are descended from a late <u>FOURTH AGE</u> empire that existed in the region.

BOPHRAS: Alc. Set. City in the c west of <u>SKAROS</u>, with a long history related to <u>ALCHEMICAL</u> research. Its roots go back to the early centuries of the <u>FIFTH AGE</u>, before <u>KORACHANI</u> influence in the region and has survived in various iterations over the millennia (Pop. c. 36,000).

BOPHURA: Rvr. River in the east of <u>VENTHIR</u>, flowing from the <u>KAUIN</u> Mountains east to the south of the <u>SEA OF SHAIB</u>.

<u>BORA</u>: (16,010-ft.) *Geo.* Peak in the east of the <u>MARMARA</u> massif, in the north east of <u>ALMAGEST</u>.

BORADA: Set. in the of Ammesh (Pop. c.).

BORADARIA: 1. Set. City in the c south west of <u>KEPHUAAN</u>. It is a centre of industry, and is known for its pyrite processing foundries (Pop. c. 42,000).

2. *Set.* Settlement in the c north west of <u>TAAN AN</u>. It is an agricultural centre and lies along the course of the <u>AQUEDUCT OF CREPHITHISS</u> (Pop. c. 3.800).

<u>BORAGH</u>: *Geo.* Cave system in the north west of <u>KOMMEA</u>, in the north eastern face of the CINDATH Mountains.

BORALAKH: Geo. Valley in the south east of KHARKHARADONTIS, heading south into the east of HOGGOTHA ISZ, and KHAR NADUL and HANNAH. It carries cool upland air from the c of Kharkharadontis into these regions.

BORATADA: Set. Small city on the island of <u>IREN BARA</u> in the north of the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u> (Pop. c. 16.000).

BORATAKA: Rvr. Coastal wetlands in the west of AMMESH.

BORATEA: Set. Settlement in the prefecture of $\underline{BROTRIS}$ in the c of $\underline{HOLOLACH}^{(L)}$ (Pop. c. 4,800).

BORATIA: Set. Small city in the c east of AMMESH, between the URARAGHI and MEL SAGHI Mountains (Pop. c. 14,500).

BORDER MOUNTAINS, the: Geo. Mountains surrounding TEMUJA'S northern, western and southern borders – the ILLIGARHI, ENEARHI, and DUIARHI, respectively. The mountains are rugged in the south, where they form the highest part of the SALKHAN Massif and are more navigable in the north, where they form the southern range of the far-older ERESHKIGAL. The range takes its name from the Temujans who see the mountain as the borders of their ancestral home; effectively limiting themselves to the lands within the mountain, which serve as a natural border.

BORDER TOWER: Mil. Str. Large towers erected in SAUA around the boundaries of the lands of the FIVE-AND-SIXTY LANDLORDS. In times of unrest, they have been centres of defence, whilst in times of peace they are bulwarks to merchants and travellers, becoming the centres of small settlements.

BORDERGUARD: 1. Mil. Rnk. Caste of protectors in the FOREST KINGDOMS of MALAN, entrusted by the HENDECARCHS to maintain the borders between the Eleven Kingdoms. Originally drafted from the second eldest child of each of the Hendecarchs in c. 2182 RM, all subsequent Borderguards came from their descendants.

2. Also 'aegisuar'. Mil. Pol. Faction of the IMPERIAL administration, loosely affiliated with the IRON GUARD, dedicated to maintaining the borders of Imperial nations and ensuring border taxes are paid. Splintered from the Iron Guard in 534 RM.

BOREA: Set. City in the south west of <u>KASPIA</u>, deep within the <u>LILTHAOST</u> forest, and situated along the course of the river (Pop. c. 110,000).

<u>BORETARA</u>: Set. Settlement in the south west of Ammesh, in the foothills of the <u>BORRAGHI</u> Mountains. Its main industry is the mining of quarry, and it controls vast tracts of land that have been dedicated to its extraction on an industrial scale (Pop. c. 8,600).

BORMANA: Set. Settlement in the west of TISARA, nestled between the Argent Mountains and the LAESHU Massif. It was built around a series of natural springs that drew prospectors to it, but the springs dried up centuries ago and the settlement now relies on deep wells to draw its water (Pop. c. 8,000).

BOROABA: See. Small city in the c south of RHINOCOLOURA, along the course of the river SHIBBOLETH⁽³⁾ (Pop. c. 18,000).

BOROCHAN: *Ind. Rui.* Abandoned <u>KORACHANI</u> coal-mining colony in what is now the east of <u>RHINOCOLOURA</u>. It was founded in c. 620 RM and operated largely unchallenged until 800 – 900 RM, when it was abandoned due to decreased yields and increased costs to maintain. Over the years the open-cast mine was appropriated by <u>NEANDARAN</u> and later Rhinocolouran industries, though only scraps of coal remained, hardly

worth the cost of operations, and the pit has lain silent and empty for over a millennium.

BOROK: Set. Coastal city in the east of the tribe of EBURUL in the south east of the GROWING MOUNTAINS of MULCIBER (Pop. c. 34,000).

BOROKHA: Rui. Ruined city in the north east of <u>VÂRR</u>. It was abandoned in c. 3500 RM following the waning of the <u>SEA OF PROPONTIS</u> left it landlocked after many years of thriving sea trade. Its ruin is being slowly consumed by the plains, and is shunned.

<u>BORONA</u>: Set. Major coastal city in the north west of <u>TISARA</u>, overlooking the south of the <u>SEA OF IALCUS</u> (Pop. c. 140,000).

BORRAGHI: *Geo.* Low mountains in the south west of <u>AMMESH</u>, in the south west of the <u>AMMASHI</u>^(1.) peninsula. It is the source of most of the nations' deposits of coal, which are mined at an industrial scale.

BORSAL: Set. Settlement in the far south west of <u>BASSORAH</u>^(2,). It forms a part of the <u>RED ROUTE</u>, and is noted for its many caravanserais, hostels and markets (Pop. c. 9,200).

<u>BORSAUA</u>: *Geo.* Coastal highlands in the north west of the <u>INTERURBAN</u> STATES.

<u>BORTA</u>: Set. City in the north east of <u>ZOHAK</u>. It has close ties to the <u>ORDER OF THE MENISCUS</u> and is located close to the <u>FIRMAMENTALLY TAINTED</u> lands that are linked to the <u>TULURKRYPH</u>^(I.) wasteland (Pop. unknown).

<u>BORUI</u>: (B. 989 – D. 1061 RM) *Pol.* Son of <u>BRUI</u> and second monarch of the <u>KATOBRAGHAN MONARCHY</u>^(2,).

<u>BORUS</u>: Rvr. River in the c north of <u>ALLASAN</u>, flowing for 130-miles from sources in the west of the <u>SOLON HIGHLANDS</u>, before meeting its parent, the river CTHONA.

<u>BOS</u>: Rvr. River in the north east of <u>AQUARIIA</u>, flowing west for 455-miles from sources in the <u>NIRSHAAD</u> and <u>SITULA MOUNTAINS</u> before meeting its parent, the river ISARRA.

BOS LEGYNURA: Sup. Geo. ATRAMENTALLY TAINTED region in the KORACHANI colony of UKOBACHAN. It is known for its DUSTSTONE expanses and lattice-like rock-formations.

The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI INSTITUTE OF ATRAMENTAL STUDIES</u>.

BOS-CHTA: Set. Small city in the c north west of SERROK (Pop. c. 17,200).

<u>BOSAGH</u>: Set. City in the north west of the <u>MULL CITY-STATES</u> (Pop. c. 35,500).

BOSARA: For. Boreal forest in the south of the nation of VALBAR(2.).

BOSAYON: Set. Small city in the c of KREM (Pop. c. 6,750).

<u>BOSI</u>: *Rvr.* River in the c south of <u>TZALLRACH</u>, flowing for 320-mile north west from sources in the <u>KARARTA</u> Mountains before meeting its parent, the river <u>USSAMA</u>, itself a tributary of the river <u>ARELLI</u>.

BOSPAR: Geo. Low rocky mountain dominating the c of \underline{TATAR} in the north of $\underline{SAMMAEA}$.

<u>BOSRAN</u>: Rvr. River in the east of <u>SARASTRO</u>, flowing west for 250-miles from sources in the north west of the <u>KHO INNOR</u> Mountains before meeting its parent, the river <u>SOLONA</u>.

BOSTA: Rvr. River in the east of <u>KORACHAN</u>. Its waters are largely polluted from the industries of long-abandoned settlements along its waters. Only one tributary, the river <u>SSAPHA</u>, remains healthy and the city of <u>SSAPHACHAN</u> is situated on its eastern bank.

<u>BOSTHAR</u>: 1. Rvr. Delta in the nation of <u>TOAHN</u> in the north west of the island-continent of Bror^(1.).

2. Set. Small city in the above region^(1.) in the nation of <u>TOAHN</u>. It is constructed on stilts and its people are experts at catching eels (Pop. c. 12,200).

BOSUWEN: Set. City in the c south of KREM, in the MO-ORASSIM Mountains (Pop. c. 32,000).

BOTHA NTIGHA: Mil. Rnk. Elite military forces in <u>SURUTUR</u> drafted from children of the ruling <u>YALOLIAC REGIME</u> who are not born albinos. They are abandoned by their parents and contact with them is shorn. They are considered elite forces and are well-trained in the city of <u>CATHAB</u>.

BOTHAHARKUSH: Geo. Mountain range in the east of KHARKHARADONTIS, to the north of NOAVATUR. It is known for its

- corrupted peaks and impressive <u>DUSTSTONE</u> formations that are being constantly reshaped by acid rains and harsh winds of the region.
- <u>BOTHAMMAT</u>: *Mil. Str.* Fortress in the region of <u>CATAFLAQUE</u> in the north of the <u>UMBRA SOKHAR</u>, situated along a rise in the northern foothills of the <u>CATON</u> Mountains.
- <u>BOTH RATHO</u>: *Geo.* hills in the c of <u>THE VORANDINE</u>, forming the eastern foothills of the <u>IDREGAN</u> Massif and the <u>ZYCHE</u>.
- **BOTHTOTHA:** *Set.* Small city in the east of <u>XYRPHAAT</u>⁽³⁾. Its people take part in an ancient ritual hunt that has largely died out elsewhere (Pop. c. 18,200).
- BOTHUAR: 1. Pol. Geo. One of nine territories of ALAM BETHYL, sharing a border with GNOTH, AQUARIIA and CISNERIA. It is a hub of commerce, with merchants trading south with Aquariia regularly. It is the south western-most territory of Alam Bethyl and is its only territory that is entirely situated south of the northern POLAR CIRCLE, and as a result is amongst the most densely-populated of Bethylan territories.
 - 2. Pol. Set. Major city in the south west of Alam Bethyl and capital of the above territory^(1,).
- **BOTOL OTT**: *Rvr.* River in the c of <u>BANT</u>, flowing south for 175-miles from sources in the far east of the <u>CARCHEMISHI MOUNTAINS</u>^(1.), before reaching the coast at the lagoon of <u>TIDDIN</u>.
- <u>BOTRASSAR</u>: Set. Small city in the contested lands of <u>UTIMAN</u>, in the c of <u>PORPHYR</u>. Its people practice an ancient form of mysticism that is thought to be based on extinct philosophies of the <u>IROTHANI</u> people who dominated the region in past ages (Pop. c. 17,300).

BOTTLED LIGHT: see FALSELIGHT.

- <u>BOTTRIS</u>: Set. Small city in the north of the prefecture of <u>SONTADRIS</u>^(1.) in the south of <u>HOLOLACH</u>^(1.). It forms a part of <u>THE WAY</u> trade-route, and offers lodging to merchants travelling across its borders (Pop. c. 12.300).
- BOTUM: Plr. 'botums'. 1. Pol. Rnk. Royal title in ancient CHARAMA (present-day TZALLRACH).
- 2. Pol. Rnk. Noble title in ancient TZALLRACH and, prior to the CATACLYSM, also KHAMID. Due to the martial cultures in which Botums lived, and their position as the daughters of NOMARCHS, they were traditionally warrior-princesses, who served in the military before they were granted true royal status amongst their people.

Though the title is largely defunct today, some Anarchs of Tzallrach have appointed their daughters as Botums, though this is an oddity rather than the rule.

- **BOUCHAN:** 1. *Geo.* Island off the south east coast of MADOUR.

 2. harbour on the above island^(1.) (Pop. c. 8,200).
- **BOUIKA:** Set. Harbour on the south west of <u>TZALLRACH</u>, at the mouth of the river <u>NATHER</u>^(1.) It exists to ship processed and raw iron north to the <u>TZALLRACHI</u> metropolises along its western-coast (Pop. c. 6,000).
- <u>BOUNNA</u>: Set. Settlement in the south west of the <u>PARTHISAN</u> colony of <u>ABDAKROS</u>^(1.) on the island of <u>IRUGNA</u>^(1.). Its main industry is copper mining (Pop. c. 6,200).
- BOUSH: Geo. Island to the south of the MULL CITY-STATES.
- **BOUVIN**: Rvr. River in the west of <u>TISARA</u>, flowing north for 205-miles from sources in the <u>THARORAT</u> Mountains before meeting its parent, the river <u>CARPUNDIA</u>.
- BRAGADEAH: Set. Coastal settlement in the south of <u>GIBEAH</u>. Its main industry is logging (Pop. c. 6,800).
- <u>BRAAGOSH</u>: Set. City in the north of <u>DURCHAA^(1,)</u> It is known for its large <u>FLESHMILLS</u> and cloning <u>ATELIERS</u>, which are geothermically-powered. It is controlled by three <u>PATRICIAN HOUSES</u> with vested control in the industries in the city (Pop. c. 38,000).
- <u>BRAAL</u>: Ast. Con. Seven-star constellation in the <u>NORTHERN</u> <u>HEMISPHERE</u>. See Vol II: Constellations.
- BRAAT: 1. Set. Settlement in the region of <u>THAMAAZ</u>, in the south of <u>THE SURRACH</u>, along the course of the river <u>BRUD</u> (Pop. c. 18,000).
 - 2. Set. City in the north west of $\underline{ROMOREA}^{(2.)}$. It forms a part of the \underline{IVORY} \underline{ROAD} . It is known for its large open-air market and its caravanserais (Pop. c. 47,200).
- BRACA: Set. Settlement in the c north of KASPIA (Pop. c. 7,000).

- BRACER OF THE HAWK: His. Obj. Culturally important relic in KHAMID from the days of ancient Khamid, some 3,700 years ago, though many claim that it dates back to the FOURTH AGE. It is made of FIRMAMENTALLY-treated solid gold and takes the form of a bulky bracer in the form of a stylised hawk. It once also bore a small pearl-like stone which was a powerful Firmamental FOCUS (2.), though this was destroyed centuries ago during a short period when the Bracer was lost, vastly limiting its previous abilities.
 - It is believed to have been crafted and wielded by the <u>SCION ARAMMU</u> to lead the beleaguered remnants of <u>IFIRMIANS</u> in the <u>WAR OF SCOURGING</u>. It was lost during the <u>FADING</u> and resurfaced in the <u>DARK SEA REGION</u>, where it became an important cultural heirloom in Khamid, where it remains to this day.
- BRACER OF THE HAWK, GUARDIAN OF: Soc. Pol. Rnk. A ceremonial rank within the social hierarchy of KHAMID that is granted to a loyal and experienced member of its armed forces (often the SLAYERS), who is entrusted with guarding the valuable object known as the BRACER OF THE HAWK a culturally important artefact of great age, value and renown. The Guardian is also entrusted with carrying the banner of the royal household in times of war. The present Guardian of the Bracer of the Hawk is the princess NEFRATIR of LAHNEF.
- <u>BRACHAD</u>: Lake in the far south east of <u>TARTAK</u>, along the course of the river <u>AALARAD</u>.
- BRACHII: Geo. Rough highland area, about 90-miles long, in the HARÉSHKI CITY-KINGDOM of ALAMUT.
- BRADAN: Set. Fortified settlement in the <u>URTAN LEAGUE</u>, to the south west of <u>IZABAL</u>^(1.) (Pop. c. 20,000).
- <u>BRAENA</u>: Mil. Str. Fortress in the north west of <u>KORACHAN</u>, guarding trade-routes upstream along the river <u>PHAIA</u>. The fortress emerged from a city that lay along the banks of the river, though it has since fallen into ruin, now outside the fortress's walls.
- <u>BRAGAK</u>: settlement in the west of <u>GNOTH</u>, in the region of <u>ALKAHEST</u>, along the shores of river <u>PURUSA</u>. It is known for its iron and pyrite mines (Pop. c. 4,000).
- <u>BRAGEST</u>: Set. Fortified settlement in the south east of <u>ETUA</u> (Pop. unknown).
- BRAGGADOCIO: Plr. 'Braggadoci'. Soc. Rnk. Fully initiated member of the KORACHANI organised crime syndicate known as THE HOUSEHOLD.
- BRAGGAY: 1. Lak. Historic lagoons in the c of present-day CUTH, populated in the early FIFTH AGE by a fishing people with expert knowledge of shipbuilding, specialising in catamarans, and harpooning. In c. -500 the people of the Braggay lagoons would mingle with immigrants from the destroyed city of AD PIYAN, whose descendants would go on to found Cuth. The lagoons have since disappeared following the wane of ELYDEN'S seas.
 - 2. Geo. Present day coastal salt plains where the lagoons of Braggay^(1.) were once located. The region is peppered with the ruins of the ancient Braggay people, abandoned in c. 1000 1200 RM, when the lagoons first started drying up due to the waning of <u>ELYDEN'S</u> seas.
- BRAGUA: Sea. Body of water in the north west of BROR^(1.), bordering the nations of Bror ^(2.) and <u>KASIHAAL</u>. It is known for its deep waters.
- BRAGUAN CROCODILE: Int. Fau. Giganti crocodile native to coastal saltwaters in the SEA OF BRAGUA, off the coast of northern BROR^(2.) and the western KASIHAAL. Individuals can grow to over 50-ft. long and they are a menaces to fishing and other industries, and are typically hunted on sight. They are belligerent and easily startled and have been known to attack and overturn ships. See Vol II: Classification and Taxonomy of Life.
- <u>BRAGHA</u>: Set. Settlement in the north of the <u>MULL CITY-STATES</u> (Pop. c. 9,000).
- **BRAH**: Set. Settlement in the c west of AHKA, known for its apples, grown in lava-rich soil from MT. VRAMATHIS (Pop. c. 5,500).
- BRAHAIN: Geo. Barren, largely uninhabited rocky highlands in the north of SAUA, bordering TEMUJA and THE SCHISM that divides the two lands. Many smooth boulders dot the region, remnant of an ancient glacier that once covered this part of the land, as recorded in THEBAER'S 'Retreat of the Ice'. AUROCHS pass across here moving south into Saua for winter.

BRAHAN: 1. Sup. Geo. ATRAMENTALLY TAINTED region in the north east of KORACHAN covering some 30,000 square-miles. The area is relatively flat, though rises slightly in the centre, allowing the river CHANI and ICHORIA to bypass it. The Atramental taint is slight, and allows short periods of sojourn, though there is little of value there save the strange root-system of KORZDA.

The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES</u>.

2. Set. Small city in the west of $\underline{DURCHAA}^{(1.)}$. Its main industry is the mining of $\underline{METEORE}$, and the snaking columns of $\underline{CONVEYORS}$ carrying raw ore out of the city are a common sight (Pop. c. 17,200).

BRAHIM: 1. Geo. Island off the western-coast of TZALLRACH.

2. Set. Settlement on the eponymous island off the western-coast of TZALLRACH. Prior to the CATACLYSM OF KHAMID the settlement was a great metropolis, known far and wide for its fine limestone and marble monuments and great palaces. It was known for its philosophers and warriors. Today it is a diminished city on the edge of 50-ft. cliffs overlooking the SEA OF VENTHA (Pop. c. 7,800).

BRAHMIN: 1. Plr. 'Brahma'. Pol. Rnk. Originally MALANI scholars devoted to the law, though the term now embodies a wider variety of roles, including bureaucracy and diplomacy, and they are relatively common in larger cities, though serve as political leaders and judges in smaller settlements. Those who can call themselves brahma are typically respected members of Malani society.

2. Sup. Rnk. The term is also used in <u>TETHYSIA</u> where it retains some of its original meaning. Such brahma are mostly academics; theologians and <u>FIRMAMENTISTS</u>. The Tethysian tradition of brahma likely stems from Malani diplomats visiting the region centuries ago.

BRAHTA: Soc. Rel. waypoint along THE SHADOW MARCH in the north of MHAROKK, passing through the ATRAMENTALLY TAINTED region of THAT, where many failed CENOBITES reside, which is overseen by a caste of UNTOUCHABLES. The waypoint is protected by a SIPHON ENGINE, and the tainted cenobites serve as a warning to those going to the holy land, urging pilgrims to renew their faith and the revere the Undying Machine, whose blessings are said to protect those undertaking the March. Many abandon the road and turn back north here when the horrors of what they can expect become apparent. Such pilgrims can expect to be rounded up by slavers and sold to manufactories as slaves.

<u>BRAINNE</u>: 1. Lak. One of seven major lakes in <u>KOMMEA</u>, collectively known as the <u>SEVEN MAIDENS</u>⁽¹⁾, situated in the c north east of the kingdom.

2. Dei. Rel. Myt. One of the <u>SEVEN MAIDENS</u>^(2.) of <u>KOMMEAN</u> myths. She is most commonly associated with autumn and death, and is an eschatological figure in Kommean myths, having been killed by <u>AINE</u>. She is the twin of <u>RAEHIA</u> and is self-reviving, being born in the warm embrace of Aine, only to be killed by her again. See Vol IV: Deities and Pantheons.

BRAK: Set. City in the west of <u>TARTAK</u>. It is home to the oldest tavern in Tartak, which is said to have been the site of the founding of the now defunct militant <u>ORDER OF THE BROKEN CREST</u> (Pop. c. 20,000).

BRAKASH: Set. Settlement in the west of <u>SARAGOS</u>, in the eastern face of the <u>LEONTA</u> Mountains. It is known for its aluminium mines (Pop. c. 6.000).

<u>BRALA</u>: Set. Settlement in the north of <u>CHTHYRID</u>, leading north into the Old Forest (Pop. c. 7,400).

<u>BRALOS</u>: Ind. Rui. One of the first major manufactories in the <u>KORACHANI EMPIRE</u>, located in the west of <u>PELASGOS</u>, south of the <u>BAY OF ABERIA</u>. The manufactory was a mainstay of Korachani industry, and only closed down in c. 3400 RM, following the dwindling of local resources that once fed its massive foundries. It was once coastal, though it today landlocked, its rusted girders painting the surrounding land orange, poisoning fauna and flora. It is shunned by most.

<u>BRAMIA</u>: Set. Fortified settlement in the far north east of <u>SEDISIA</u> (Pop. c. 6.000).

<u>BRAN</u>: Bev. Alcoholic beverage, distilled from <u>ALOE</u>, common in <u>GATHA</u> and many nations across the north of <u>SAMMAEA</u> and south of <u>LLACHATUL</u>. The first primitive examples of the drink found in Korachan

date to around 160 - 180 RM, though it thought to have been developed independently elsewhere before this. See Vol II: Beverages.

BRANAT: Geo. Island off the southern coast of GYZHA, forming part of the chain known as THE CAPRICORNS.

BRANCHBRAIDING: also 'Chimileen', and 'rootbraiding'. Arc. Fau. A once-common vocation in classical MALAN that was seen across its architecture, where individuals, known as CHIMILEEN in MALANI (which roughly translates to branch or root braider) manipulate the limbs of living trees (both roots and branches), particularly the CHIANIOR tree, into desired shapes and forms. Through branchbraiding, the Malani people have been able to create rigid structures such as bridges, pillars, towers, and even fortifications, all out of living trees that become stronger with age.

In antiquity, the art of *Chimileen* was the domain of skilled <u>SHAPERS</u> who were able to achieve miracles unimaginable today – entire buildings, edifices, and monuments, many of which still remain to this day. Over time, their skills were passed on to non-shapers, who were able to mimic many of their accomplishments through time and patience.

The original form of branchbraiding that was accomplished by skilled shapers was lost over the years due to the training needed, and only a few shapers live in Malan today who know the art, though there is a growing desire to revive the tradition. Most branchbraiders alive today are not shapers and they spend the majority of their time tending to extant structures rather than creating new ones.

BRANCHRABBIT: Fau. Small THEROPS, resembling a rabbit, that lives in low branches of tress, spending most of its life in the canopy. It is relatively common in SAUA, the east of AHRISHEN, MALAN, and the south of TEMUJA. See Vol II: Classification and Taxonomy of Life.

BRANCHMAIDEN: see DIAORESS.

<u>BRANT</u>: Ser. Settlement in the c of <u>BISBUT</u>, known for its horses and breeders (Pop. c. 6,800).

<u>BRANNON</u>: Set. Settlement in the north of <u>LOEGRESS</u>^(1.), along the course of the river <u>FYNDOUR</u>. It is known for its sheep herding and mutton, and is surrounded by miles of bucolic farmlands (Pop. c. 5,000).

<u>BRANWYLL</u>: *Rvr.* River in the north of <u>LOEGRESS</u>^(1.), flowing east for over 250-miles from sources in the <u>VOULLOR</u> Mountains, before meeting its mouth at the <u>SALDHUIN</u> wetlands.

BRARELL: Set. City in the east of the HENDECARCHY of LONAR in the south west of MALAN. Its main industry is agriculture (Pop. c. 28,000).

BRAS: (D. 2809 RM) Pol. His. The last crowned king of KARGEMMA, before the abolition of the monarchy. He acceded in 2761 RM, during a time of war dominated by sporadic EHRENISIAN CRUSADES launched by KORACHAN against the region, as well as attacks launched by the KHULLAN INQUISITION. He was a competent military ruler, though was burdened by an increasingly unruly populace, who had grown weary of the conflict of their time. Like his predecessors, he delegated much of the day-to-day governing of the kingdom to the UNITED ASSEMBLY, though nevertheless grew weary of ruling, and died just two days before the signing of a peace treaty ending the war with Korachan. His son KARABRAS acceded him, but was assassinated on the day of the peace signing, symbolising the people's wishes to end the monarchy — a sentiment that was honoured with the abolition of the monarchy, allowing the United Assembly to become the official government.

<u>BRASTAS</u>: Set. City in the prefecture of $\underline{\text{TERECHANT}}^{(1.)}$ in the east of $\underline{\text{HOLOLACH}}^{(1.)}$ (Pop. c. 31,800).

<u>BRAT EDRAN</u>: Geo. Mountains in the north of <u>KOMMEA</u>, forming a part of the greater <u>HOLLOW COASTLINE</u> chain.

BRATH: Set. Settlement in the prefecture of <u>HOLOLACH</u>^(2.) in the west of Hololach^(1.). The settlement was once much larger though rebellion centuries ago saw it later diminish, and its people still carry the stigma of their ancestor's ancient actions (Pop. c. 3,500).

<u>BRATOD</u>: Rel. Str. Monastery of the <u>CHURCH OF THE VOLUTE</u> in the south of <u>NAARETH</u>. It is one of few producers of banana wine that is consumed by <u>MATRIDULES</u> across the nation.

<u>BRATON</u>: Soc. Ind. <u>PATRICIAN HOUSE</u> based in the city of <u>LAAGROTH</u> in the western-coast of <u>LAASKHA</u>, that specialises in heavy industries, manufacturing ships for the <u>KORACHANI</u> navy, as well as large merchant vessels. It owns shipyards and shipbreaking yards, across the western-coast of Laaskha and <u>SKAROS</u>, thus securing its influence on the full circle of life of a ship. See Vol II: Patrician Houses.

BRATREA: Set. Settlement in the prefecture of <u>HOMREA</u> in the c south of <u>HOLOLACH</u>^(1.) (Pop. c. 4,500).

<u>BRATTAN</u>: Mil. Str. Fortress on the island of <u>TORAL</u> in the prefecture of <u>SONTADRIS</u> in the south east of <u>HOLOLACH</u>^(1.), guarding entrance into the <u>SEA OF BOKKA</u> from the south and west.

BRATTOY: Set. Fortified coastal city in the south of IACIO (Pop. c. 40,000).

BRATUIL: *Geo.* Mountain in the prefecture of <u>ALITENEA</u> in the north east of <u>HOLOLACH</u>^(1.), forming part of the <u>TOLIASOR</u> Mountain range.

<u>BRAXIA</u>: Rui. Ancient stone necropolis in the east of <u>NASTAL</u>⁽²⁾, in the c east of <u>WESTERN SAMMAEA</u>. It is thought to have been a place of repose to nobility and royalty attracting looters and explorers. The nearby settlement of <u>BHEKRRAL</u> emerged to cater to these expeditions.

BRAY: Sup. Mor. Ill-regarded bestial MORTALS with capriform features. They live in highland regions in the c of MENISCEA, particularly the UTULLTAR and SABARAAN Mountains. They are gifted with a rudimentary intellect and are quick to laugh, though can be unpredictable and ill-tempered. They prey on small groups of travellers and are reviled by most, though a few have been known to serve as adept mountain-guides across the Sabaraa — their knowledge of their surroundings and sure-feet making them well-suited to the role. The eerie chittering laughter that echoes across the Sabaraan mountains on nights when both moons are new is often attributed to bray. See Vol II: Classification and Taxonomy of Life.

BREA: Sca. Bay dominating around 300-miles of the northern coast of <u>JURRAS</u>⁽²⁾.

BREAN EEL: Fau. Eels commonly found in the Bay of Brea and surrounding waters along the northern coast of <u>JURRAS</u>⁽²⁾, where they are a staple part of the diet, fetching high prices in markets farther away. See Vol II: Classification and Taxonomy of Life.

BRECHA: Set. Fortified settlement in the region of <u>NUCTEMERA</u> in the north of <u>EREBETH</u>, known for its wines (Pop. c. 7,000).

BREDA: 1. Geo. Plains in the west of the KORACHANI PENINSULA. Ancient records show that they were once known for their terraced fields, where various grains and orchards produced food for a fledgling empire. Today they are bereft or mortal influence, and their fields have long since been reclaimed by nature, be that what it may.

2. *Rvr.* River in the west of the <u>KORACHANI PENINSULA</u>, flowing west from the <u>FATUACH</u> Mountains into the <u>BAY OF TUUNA</u>.

BREDACH: 1. Set. Settlement in the west of SEDISIA. It originated as a KORACHANI settlement forming part of the colony of OHDURTAR in c. 2400 RM. It spent close to a century abandoned following the empire's retreat from the region in 2671 RM (Pop. c. 8,000).

2. Mil. Str. Fortress in the west of <u>SEDISIA</u>, overlooking the region of <u>ATILIPHO</u>.

BREDOS: Mil. Str. Fort in the west of <u>CHANDOS</u>⁽³⁾. It was built by House Chandos⁽⁵⁾ during the <u>WAR OF SUNDERING</u>, though was never used. It is home to most of the state's armed forces today.

BREGA: Str. Lighthouse in the prefecture of <u>HOLOLACH</u>^(2.) in the west of Hololach^(1.). The lighthouse overlooks the entrance to the <u>BAY OF AMATRRA</u>.

 $\underline{BREKK}\!:$ Mil. Str. Large coastal fort in the north east of the $\underline{SAMMAEAN}$ nation of $\underline{ENITH}\!.$

BRES: Geo. Island in the c east of LOEGRESS (1.), south of the BAY OF SIDI.

BRESHUA: Set. City in the c north west of GIBEAH. Its main industry is logging (Pop. c. 30,000).

<u>BRETRAN</u>: Geo. Reef in the west of the <u>CORAL BARONIES</u>, in the south west of <u>SAMMAEA</u>, between the waters of the <u>MANNAL ITRUSH</u> in the west and the <u>IHEDROUR ITRUSH</u> in the east. It is particularly shallow and has claimed many vessels over the years, many of which remain, only half submerged today.

BRETTA: Geo. Headland in the west of HOLOLACH^(1.), west of the capital, overlooking the SEA OF MARDEN. The headland is 17-miles long from a fork in the river HEMAVAR to the river PROPOR. At its highest point the headland is 740 ft. from sea level and is home to fort ROTTAN, which guards the entrance into the river Hemavar.

BRIAR KNIGHT: also 'Bush Knight'. Leg. Mar. Org. Knights in TETHYSIA who swear loyalty to the GOD-KING and protect the hinterlands and outback regions of their vast nation, where the organised law enforcement found in more densely-populated areas is non-existent.

They emerged in c. 3100 RM as a series of itinerant monks who followed the God-king and began helping pilgrims and travellers. Over time their order grew more organised, and by c. 3300 RM they had established <u>LANGUES</u>^(2.) in various cities across Tethysia. It was not until c. 3480 RM that they became officially recognised by the church of <u>KATHISIS</u>^(1.). Until then they received funding through alms and donations from wealthy benefactors to whom they would serve as spies and mercenaries – practices that are rumoured to persist to this day.

They patrol outback roads and isolated pathways, protecting them from banditry and smuggling. They are named after the underbrush that is common where the radiation originated, in the c of Tethysia.

BRICOM: Set. City in the north east of CHEIRA (Pop. unknown).

<u>BRIDESMAIDENS</u>: 1. *Geo.* Large island chain off the northern coast of the <u>PREPOTENCY OF THREPHO</u>, south of the <u>SEA OF CHHMAR</u>.

2. Religious militant order of female spies/assassins who refer to themselves as acolytes, who live on the island of <u>YIDRI</u> in the larger Bridesmaidens chain^(I.) in the <u>PREPOTENCY OF THREPHO</u>. The order was established centuries ago by a legendary warrior-priestess who, after years serving as a headhunter in the city of <u>TUGO</u>, became a hermit on the island of Yidri. She attracted a slow stream of followers over the years who studied her teachings, becoming the first practitioners of the <u>UERGGETIN</u> martial art, which survives to this day.

There are only ever 14 acolytes in total, though most of them are typically away on assignment, which can take them across the <u>WOLD</u> rainforest or beyond, in the pursuit of their quarries, who can range from politicians to heretics and anything in between. They wear a distinctive large brass disc on their forehead, each of which bears unique bass relief work. They wear these proudly despite the subterfuge that is inherent in their work.

Despite their deplorable vocation, they are regarded with fear and respect by the people of Threpho. Their garb (long linen bandages wrapped around their bodies, dyed in various dark colours) and accoutrements make for distinctive figures and they relish in the effect their presence has on others who know of them.

BRIDGE OF ILNEVEJ: Str. Large bridge in the west of the HENDECARCHY of MYEIN in the south west of MALAN. It is an expansive root bridge spanning a deep canyon over the river DUR. The first mention of the bridge dates back to c. 2200 RM, making it one of the oldest continuously used BRANCHBRAIDED bridges in Malan. It is also one of the largest and most impressive examples of this fine art.

BRINE SEA, the: also 'Haidu Mort, yo'. Sea. North western-most tip of the ROILING SEA, forming a bay between the SOLEYN TERRITORIES and SUOR. It is characterised by its relatively shallow salty waters and is bordered by land from the west to the east, and shallows and reefs to the south, granting it few safe passages to the Roiling Sea beyond.

<u>BRISTLECONE PINE</u>: Flo. Pines that grow in subalpine terrain in the c north of <u>WESTERN</u> and <u>CENTRAL LLACHATUL</u>. See Vol II: Classification and Taxonomy of Life.

BRIUSH: Ser. Coastal settlement in the north of JURRAS⁽²⁾ overlooking the BAY OF BREA. Its main industry is fishing, and its fishing fleets are known for their skill in navigating the treacherous currents and shallow seas of the region, bringing in hauls of fish, shellfish, and the prized BREAN EEL, which is sought after in markets across northern Jurras and farther away across the INNER SEA (Pop. c. 7,800).

BRIDES OF MALICHAR: Rel. Org. Religious sisterhood whose members devote their lives to the serving the <u>ARCHPOTENTATE MALICHAR</u>. The order was founded by the <u>ABBESS KIREA</u> in <u>HIALIA</u> in 330 RM, a few years before the Archpotentate's return to <u>KORACHAN</u>, in the wake of her experiencing prophetic visions of his return.

Originally sceptical of her visions, she became a religious phenomenon almost overnight once work of the Archpotentate's rebirth and return to the empire reached Korachan. Her sisterhood was immediately funded by the CHURCH OF THE UNDYING MACHINE, and immediately became inundated with young women seeking to service in the order. It grew rapidly and by c. 350 RM had spread to most major cities in Korachan, spreading to other nations under its vassalage by c. 500 RM, gaining a large following in rural (north eastern) AZAZEM.

The order rapidly became more extreme in its outlook, with sisters coming to follow ascetic doctrines and leading lives of seclusion. Most monasteries located in cities were closed by c. 1130 RM, being relocated to more isolated areas away from densely settled areas. The canonisation of St. Kirea in 792 RM further cemented the legitimacy of the order, bringing it new wealth. The tradition of religious prophecies remains strong within the sisterhood, with many sisters claiming to have received visions throughout its history, garnering further attention and notoriety.

It was around this time that sisters began conducting ceremonies where they wedded themselves to the Archpotentate. Almost identical to traditional marriage ceremonies based on local customs, these became recognised by the CHURCH OF THE UNDYING MACHINE as legally binding, making the sisters married in the eyes of both church and state.

The sisterhood survives through church funding and generous donations from wealthy benefactors, and over recent centuries has garnered a reputation for religious extremism, with rumours of flagellation and other self-punishment of an obscene nature becoming rampant amongst prophytes (sisters who have been within the order for at least five years), in the hopes of triggering visions. This has led to a decrease in new recruits, forcing the sisterhood to adopt new measures such as adopting foundlings and accepting abandoned girls.

BRIDGE OF DESPAIR: immense subterranean bridge in the Chamber of Sorrows in the PRISON CARCERI, beneath the northern coast of VAALK. The bridge is said to be close to 200-miles long, with the bottom of the chamber immeasurably deep.

BRIDGE DISTRICT: Geo. Set. Large district of the CITY OF ALMAGEST, known for its foundation of arches and deep vaults that span the BION creek. The first bridge over the creek was constructed in 842 RM and structures immediately began to be constructed along its length. Over the years more bridges were constructed, and by 2000 RM there were 11 bridges in all, most with some form of structure adorning them. One housed governmental offices, and another was a manufactory, with most others having disparate residential structures on them, most of which had been built without permits, leading to a ramshackle appearance.

New bridges were built linking one bridge to another and new structures appeared to fill in the gaps between then until by c. 2300 RM much of the creek had been largely covered, with narrow high-walled voids leading directly to the cold waters below. New structures continued to be built, some of them 'underground' in the shadow of the buildings above, clinging to the columns and arches that supported the district above, and others replacing entire blocks as old structures were demolished to make way for newer apartment blocks and high-rises.

In $3024\,RM$, less than a decade after gaining independence, a large part of the district collapsed into the Bion, leading to the deaths of thousands. The district was rebuilt from the ground up, with more sturdy foundations that were tailor-made to accommodate structures at all heights, from the sea level all the way to the street level hundreds of feet above.

Today the subterranean levels of the district have formed a labyrinthine expanse of official as well as illicit-built sub-bridges, walkways and gantries, with shanties and slums appearing between them. There has been little effort to police the area, and an illegal port and harbour have appeared there, becoming parts of every-day life in the region. Many of the people living in the subterranean parts of the Bridge District consider themselves to live outside of the laws of the City of Almagest, and refute the authority of city officials, even stealing electricity and water from the law-abiding citizens above.

BRIDGE OF ETERNITIES: also 'Beballia'. Myr. His. In the mythology and ancient history of ELYDEN, a major event detailed in the MYTHOLOGIA ELYDEN, and various corrupted and fragmentary forms in ancient histories and mythologies across Elyden.

The Bridge of Eternities was constructed by the <u>DEMIURGES</u> in the <u>SECOND AGE</u> to bring them closer to <u>THE SHAPER</u> following their chastisement after corrupting <u>ELYDEN</u> and the <u>IMMORTAL PEOPLES</u>⁽¹⁾ that ultimately gave birth to the <u>MORTAL PEOPLES</u>. The mortals serve as the workforce, toiling in their millions to bring about the great desires of the Demiurges.

<u>ARIMASPI</u> and <u>TALANTEHUT</u> secretly opposed this and with the help of The Shaper stopped the great ritual, dooming it to failure. In his anger The Shaper cursed the mortal peoples with <u>DIFFERENT TONGUES</u> to sow confusion and distrust – never again would the mortals be able to work together in such a manner.

Arimaspi was granted the epithet of <u>KING OF KINGS</u> in honour of his work in stopping the ritual. See Vol IV: the Mythologia Elyden.

BRIDGE OF KAELLARA: Str. Leg. Old FAE bridge in the woods of south western SKAPAR in the GAP OF ST. PRIMASA in the far east of SKAROS, positioned atop a FIRMAMENTAL LEY close to the border with BASSORAH^(2.), which brings it closer to the OTHERWORLD, and is also said to attract fae creatures to it. The region is shunned by the Skarosian people due to superstitions and fears related to the fae. See Vol II: Legends and Folk Tales.

BRIDGE OF VALAMIR: see VALAMIR^(1.).

BRIMSTONE: Ele. Sulfuric mineral with a greasy texture and a pungent odour. It is highly flammable, burning slowly with a blue flame, and dissolving as it burns. The substance is sticky when burning and was used in great quantities in battle, where projectiles covered in brimstone would be hurled at enemy forces and cities.

It was mined extensively in what is today <u>KARGAMA</u> along the <u>EHRENISIAN COAST</u>, making the region wealthy, though it is found in large quantities across <u>ELYDEN</u>.

BRINGER OF SUN AND ROT: Myt. His. Common epithet by which the DEMIURGE NERGAAL was once known.

BRIZEIU: Set. Settlement in the south west of <u>RAONGEN</u>^(2,). Its main industry is the mining of <u>OMNATITE</u>, which is processed in the city of <u>SINVERU</u> in the south east (Pop. c. 7,400).

BRMYIR: Set. Fortress-city and capital of the nation of <u>CHTHYRID</u>. Despite estimates, its true population numbers are unknown, and some political scholars believe it may harbour millions of dverg in deep catacomb-cities that may stretch down for miles (Pop. min. 260,000).

BRMYIRID: Geo. Mountain dominating the east of <u>CHTHYRID</u>. The mountain is old, and its peaks are worn down and crumbling. The capital city, <u>BRMYIR</u>, is named after the mountain.

BROCHITTER: Geo. Craggy mountain-range in the c south west of THE SURRACH, forming the south east border of SÛR GHATH.

BRODWYN: *Set.* Major city in the c west of <u>LOEGRESS</u>^(1.), along the course of the river <u>TAHUDUN</u>. It is a vital part of the main Loegrean trade-route (Pop. c. 280,000).

BROG KOHIR: Sct. City in the south east of <u>AYAD</u>. It is a major source of marble (Pop. c. 13,000).

<u>BROGAR</u>: Rui. Abandoned city in the prefecture of <u>BROTRIS</u> in the south east of <u>HOLOLACH</u>^(1.). The settlement was abandoned in c. 3400 RM as the retreat of the <u>BAY OF TOLAR</u> became too costly to maintain. The land around the ruin as a vast salt field from the bay's retreat.

BROKEN CREST, ORDER OF THE: His. Mil. Org. Historical militant order that emerged in the west of <u>TARTAK</u>^(1.) in c. 425 RM in response to the regions' subjugation by <u>KORACHANI</u> forces and the sacking of its namesake city^(2.).

The order takes its name from the great marble crest of the city of Tartak that was shattered by besieging Korachani forces, which was taken by the order's founder Beros, who spent his later years defying the Korachani occupation of his home, inspiring others to follow in his steps. The order grew in power and size, becoming a major disruption to Korachani subjugators until their eventual departure in 927 RM.

Following this the crest was restored and placed atop the ruin of Tartak, with a shrine built around it. The shrine remains to this day and is visited by those who seek to honour the hardships of their ancestors.

BROKEN LANDS, the: also 'the Broken Isles'. Geo. The western-most reaches of the devastation wrought by the CATACLYSM OF KHAMID,

encompassing present-day north western <u>TZALLRACH</u>, though at the time the region was part of <u>KHAMIDIAN</u> lands.

Originally comprised of rolling plains, the region is now a series of sheer-sided island, the largest of which is 110-miles long, off the western-coast of Tzallrach.

The north western-most part of the Broken Lands is home to the <u>AMBER MINARET</u>, a college where the <u>ATRAMENTAL</u> and <u>FIRMAMENTAL</u> arts are studied and scrutinised.

- BROKEN ONE: 1. Common vernacular used to describe the corrupted offspring of clean parents. Most widespread in the cities of the KORACHANI EMPIRE, where such births are relatively common. They are more commonly referred to as DEGENERATES.
- 2. Myt. His. Common epithet by which the <u>DEMIURGE VORROPOHAIAH</u> was once known.
- BROKEN SEA, the: also 'the Sea of Pelasgos'. Sea. Named after the hundreds of isles that divide the waters west of the PELASGOSI mainland. To unseasoned mariners the Broken Sea is like a labyrinth of coves and deadends and twisted coastlines. Maps of the region are valuable, with accurate maps of the region even more-so.
- BROKERS' ROAD: Com. Geo. Major trade route dominating the south of EASTERN MENISCEA, beginning in the city of ALIBASDUR in LAOD and heading south across PHUT, EASTERN LARISH, EGINAZ, OBLEVIS(2), and DHA NAR, where it ends at the city of TAMREF. It was used by brokers of the OBLEVISH EMPIRE(1.), who travelled across the peninsula while working for the emperor, and retained the name even after the collapse of the empire.
- <u>BROKEZS</u>: Geo. Island off the eastern coast of <u>NOAVATUR</u>. It is the only place where the herb known colloquially as <u>STEEL STAFF</u> is found, and many people brave the island's cliffs to retrieve specimens.
- <u>BROMAA</u>: Fau. With traits common to boars and <u>MONOCEROUSES</u>, though far larger than both. They are native to the east of <u>SAMMAEA</u>, and range from <u>ETHISTONITH</u> to <u>CHEIRA</u>, and are dominant in the rainforests of <u>WAELMIGH</u> See Vol II: Classification and Taxonomy of Life.
- <u>BROMACHID</u>: 1. Geo. Escarpment in the west of <u>LYRIDIA DHAI</u>, close to the coast with the <u>SEA OF PROPONTIS</u>.
 - 2. Sup. Geo. <u>ATRAMENTAL WASTES</u> dominating the eponymous region, rendering the rock into fragile <u>DUSTSTONE</u>. Rockslides and cave-ins are relatively common and the region is shunned by most.
- BROND: Rui. Abandoned settlement in the south of the region of QATTISYSH in the west of THE SURRACH. It was destroyed by BAKHRAN bombardments and taken by state troopers in 4004 RM. It was since retaken by Qattisyshi troops and later abandoned. Today it had been reduced to rubble, surrounded by abandoned trenches and the wrecked war machines of both sides. Opportunistic scavengers and looters brave the wastes, though it is otherwise ignored by both sides' armies.
- BRONEA: Geo. Island about 50-miles off the south eastern coast of SAMMAEA, in the SEA OF LERAMUGH.
- <u>BRONTEA</u>: Set. City in the <u>TARAHID ANNEXES</u>, along the course of the river <u>TELILASH</u>. It is a major mercantile power in the area and forms part of the <u>PARTHISAN ROAD</u> trade-route, and ships leave its harbours go around Parthis with trade goods (Pop. c. 1,068,000).
- BRONZE KING, the: Dei. Rel. God commonly worshipped in the region of DAAZ in THE SURRACH. Is thought to have links with the more ancient AZER. See Vol IV: Deities and Pantheons.
- BROR: Dem. 'Brori'. 1. Geo. Wedge-shaped island-continent in the south of the FAR HEMISPHERE, notable for being the only island-continent in ELYDEN and the only major landmass to solely occupy the SOUTHERN HEMISPHERE. The name is an imperial transliteration of the native word for the people first encountered by IMPERIAL explorers there in 1303 RM. URAL is a major deity.
 - 2. Ntn. Nation in the eponymous continent, first encountered by the imperial explorer <u>VREGL</u> in 1303 RM. The nation widely known abroad for its trench and near-surface tunnel system. Nothing is known of the great architectural feature's origins, though it was likely built for defence in an ancient war.

Many of its cities connect to these tunnels, though there are also hundreds of isolated tunnels that have since ben repurposed. Others are

- stumbled upon during mining or construction works, with others being used by cults, criminals, <u>AL GHULS</u>, <u>DEGENERATES</u>, or the destitute. See Vol III: Extant Nations and Realms.
- BROSZAN: Dem. 'Broszi'. Settlement in the far north of SABIA, known for its METEORE mines. Local legends claim that the meteore was placed there by one of the FROSTBLOOD as a prize to those who would dedicate their lies to hard work and toil. (Pop. c. 4,000).
- **BROT**: Dem. '*Brori*'. Settlement in the region of <u>KATURUSH</u>, in the west of <u>THE SURRACH</u>. It is known for its pomegranate groves (Pop. c. 8,000).
- BROTARUH: Dem. 'Brori'. City in the east of ELAT. Its main industry is the mining of tin. It originated as a watering hole, and later developed into a caravanserai from which emerged the first mines in c. 3621 RM (Pop. c. 40 000)
- <u>BROTHA</u>: Set. Coastal city in the east of the emirate of $\underline{\text{LIMOTH}}^{(2.)}$ in the c of Limoth^(1.). It forms a part of the main internal trade-route of the <u>EMIRATES</u> and serves as a link between the capital of the emirate of $\underline{\text{NIMALO}}^{(1.)}$ and the seat of power of the $\underline{\text{SUPREME LEADER}}$ in $\underline{\text{LIMOTHEA}}^{(2.)}$ (Pop. c. 32,000).
- BROTHYS: Geo. Arc. Cavern located in a rocky scarp the south of the NEHNAXIAN Desert that is noted for its early MORTAL architecture. The cavern was hewn by ancient mortals who possibly used it for religious or burial purposes. The walls of its inner-most sancta are covered in thousands of skulls belonging to various mortal peoples, indicating a cosmopolitan culture surrounding the cavern. Little is known of the culture responsible for the caves.
- BROTHERHOOD OF THE VIRTUOUS WARD: Int. Pol. Org.

 Venerable order of foundling knights active in ABATTUR, TISARA, MEHITIEL, and SEDALLIA, founded in secrecy in 2399 RM in the city of VEKHMORRH in Mehitiel. Very little is known of the orders' founding, for its brothers operated in the shadows over their first centuries, and were only discovered in c. 2500 RM, but they are thought to have been sworn to guard over a deep secret that none outside their ranks know of.

They are recruited from orphans across the aforementioned nations at a young age and indoctrinated into the ways of the order, which is areligious and not tied to any known government or organisation. Its leaders, if it even has any, are unknown and its members are incredibly protective of their ways, going out of their way to assassinate anyone they believe to be in possession of knowledge of their inner workings.

Some believe that the Brotherhood controls the Tisaran government and that its current ruler, * is a puppet to the organisation.

BROTHERS VENGEANT, the: Org. Splinter CHAPTER^(2.) of the WHITE LEAGUE funded by the disgraced DOYEN-KNIGHT ATURALAM in the ruins of KAND in the west of TARTAK, 2453 RM. The Brothers Vengeant dedicated their short lives to opposing the KORACHANI EMPIRE, though they had distanced themselves from the rest of the White League.

The Brothers Vengeant were dissolved by the White League in a massive siege in Kand in 3913 RM. A few scattered chapters remain, wandering the north of <u>SAMMAEA</u> as warriors-for-hire, but they are no longer as feared as they once were.

- BROTRIS: 1. Rvr. Wetlands in the prefecture of Brotris in the c of HOLOLACH^(1.), along the course of the river RUAVAR, 10-miles west of ILLCHRIS.
 - 2. Pol. One of eight prefectures in $\underline{HOLOLACH}^{(1,)}$, controlling the c south west of Hololach, controlling the plains of $\underline{EDUMMAR}$ and lands to the east. Its controlling city is $\underline{ILLCHRIS}$.
- 3. Rui. Ruined city in the c West of HOLOLACH(1.) and once centre of the eponymous prefecture. The city was flooded in c 3600 RM, which led to disease wiping out most of the population, which never recovered. Within a few decades, the population had largely moved to upstream to LILCHRIS, which later became the prefecture's major city, or downstream to TOLIRANEA. The city slowly dwindled over the next centuries and was officially abandoned by 3950 RM, though remains populated by brigands and bandits who prey on ferries moving trade goods downstream to Toliranea.

BROUVID SUTT II: m. (B. 3928 RM) *Pol. Per.* LORD OF THE CABINET of VALBAR^(2.), representing the state of OLBRI^(1.).

BROVAAS: Sec. Coastal settlement in the west of VAALK, overlooking the SEA OF FOR. Its main industry is cheesemaking, and it is known for its soft CHEESES that are made using sheep rennet and milk, and which are cured in shallow caves that maintain constant temperatures (Pop. c. 4,200).

BROWN SEA, the: Sea. Sea along the central western-coast of PELASGOS, known for its contamination; the result of foul effluvium from the many MANUFACTORIES in the area. The sea is notable for its thick colour, the oily sheen of its surface and its general lack of life and, where that life exists, the corruption it takes.

BROWN WATERS, the: Sca. Part of the BROWN SEA, off the south western coast of the FREE-ISLES OF PELASGOS. This area of the sea is singled out for its discolouration caused by chemical runoff from manufactories. However, as most heavy industries in the region have waned, the waters have started to return to normal, though the name remains.

BROX: Oth. Type of HALFBLOOD, usually with bird-like features or attributes. They are known for their blood fetishes. See Vol II: Classification and Taxonomy of Life.

BRSEA: 1. Geo. Island in the south of the SEA OF MIROVEA, just off the north western coast of BROR^(1.). The islands' western coast borders the SEA OF RAETUMA, an ATRAMENTALLY-ACTIVE sea with thick lifeless waters that have left much of its lands wasted, their rocks brittle and unable to support life.

2. Set. Main city-nation on the western coast of the eponymous island. Its inhabitants have been collecting the dried tidal remains of the <u>ATRAMENTALLY-ACTIVE</u> sea since before the first imperial explorers encountered the region, where they distil them into a crude fuel that has sustained the city and allowed it to prosper. Its people follow an ancient philosophy the name of which translates as <u>THE ONE SOUL</u> (Pop. c. 105,000).

<u>BRUADA</u>: Sup. Dre. Set. Settlement in the north west of <u>NASTAL</u>⁽²⁾ in <u>WESTERN SAMMAEA</u> that is famed for its ephemeral nature and supranatural flux between two states due to being located within a powerful <u>DREAMSCAPE</u> that waxes and wanes irregularly.

Normally the settlement is little different to any other of the region, with its people going about their business normally. However, the dreamscape that surrounds the settlement waxes and wanes in power in an uneven cycle that has thus far proved difficult to anticipate. When the influence of the dreamscape reaches a crux (perhaps once every 2 – 3 years, though shorter and longer intervals have been recorded), the settlement undergoes a drastic change, with its structures growing decrepit and corrupted, and the attitudes of those living within also changing, becoming less constrained by societal norms and laws. NIGHTMARE CREATURES spawned by the dreamscape prey on the MORTALS caught outside during this time of change, posing a very real and clear danger to society. These periods can last between hours and a few days and have been devastating in the past.

Like other dreamscapes, Bruada is believed to be linked to the <u>DREAMS</u> of a powerful being – possibly a <u>SCION</u> or <u>DEMIURGE</u> or some hitherto unknown being – whose sleep-cycle causes changes in the dreamscape, which spill over onto the <u>MATERIAL PLANE</u> and the settlement itself.

The people of Bruada continue to live there despite the danger due to the wealth they have accrued from mining <u>DREAMSTONES</u>, which are thought to have been created from the presence of the nearby dreamscape. To protect themselves, the people of Bruada have implemented a series of hand-cranked sirens that are operated by spotters drafted from citizens who work shifts looking out for signs of imminent changes from high towers. The siren call alerts all people who, by law, must drop what they are doing to seek shelter to protect themselves from the changes wrought by the dreamscape (Pop. c. 4,800).

<u>BRUAN</u>: Lake in the c west of <u>AHKA</u>, forming part of the course of the river GORIA.

<u>BRUD</u>: *Rvr.* River in the west of <u>THE SURRACH</u> flowing for 1,070-miles from sources in the <u>STRAMINEA</u> Mountains and emptying into the tainted waters of the <u>NAMEGHA</u> Mountains in the <u>BAY OF BHAAD</u>.

BRUI: (D. 1021 RM) *Pol.* Elected emperor of the <u>KATOBRAGHAN REPUBLIC</u> who refused to hand over powers back to the Republic at the end of his term, remaining emperor until his death in 1021 RM. His son Borui

followed his father, beginning the Katobraghan monarchy, which remained until its ousting in c. 1320 RM, following a military coup.

BRUKKAR: *Dei. Rel.* God worshipped by the <u>MULLS</u> of the <u>MULL CITY-STATES</u>, in the c south of <u>LLACHATUL</u>. It is thought to be a corrupted form of the <u>SCION BUKAVAH</u>. See Vol IV: Deities and Pantheons.

BRUKKARISM: Rel. Religion of the MULL CITY-STATES, in which the god BRUKKAR is worshipped. See Vol IV: Religions and Cults.

BRUS: Rui. Abandoned iron mine in the south west of PELASGOS.

BRYNDUOR: Set. City in the c south west of KOMMEA (Pop. c. 31,600).

BRYNFAEL: Set. City in the c south west of KOMMEA. The fields just south of the city were the site of a great pitched battle, known as the BATTLE OF BRYNFAEL, where the warlord TORRVAN defeated the forces of CARADRON II in his conquest of LOEGRESS⁽¹⁾. Shifting borders since then saw Brynfael become a part of Kommea in c. 3920 RM (Pop. c. 45,000).

BRYNFAEL, BATTLE OF: His. War. Pitched battle that took place between invading forces from GLYNNED^(2.) and ENAELLON^(2.) defending against them, outside the city of BRYNFAEL in 2583 RM. It was a part of the conquest of unification led by the warlord TORRVAN, during which he made use of large units of well-trained arquebusiers that not only invalidated king CARADRON II'S mastodon shock troops, but decimated them, allowing Torrvan's knights and other mounted forces to gain the advantage, ending the battle.

Caradron II was killed during the battle, and his son, who was his second-in-command, was forced to swear fealty to Torrvan. Following this Enaellon was folded into the territories of Glynned, after which it was renamed <u>LOEGRESS</u>^(1.) in 2588 RM after the fabled land of Praettanian myths.

<u>BUACHAN</u>: Mil. Set. City in the far south west of <u>KORACHAN</u>. It is a military centre and base to a navy fleet and army transport ships, and is linked to the major fortress of <u>AGOSTAN</u>, 45-miles east. It is also a major stronghold of the KYONI ORDER of the SANCTIFIED INQUISITION.

It is also home to the <u>MINASTERIA</u>^(2.) of <u>PROVACTARIIN</u>, an ill-regarded aspect of Korachani <u>SHAPING</u> that forcibly recruits <u>SHAPERS</u> who failed their studies in other Minasteria and brainwashes them into being suicidal shock troops for the Korachani military. Few people in Buachan know the full story of the Minasteria they host in their city (Pop. c. 42,000).

BUAPHOS: *Law. Set.* Small fortified coastal city in the west of <u>SKAROS</u>. It is home to a large prison that is carved into the hard rock of the peninsula it is built on (Pop. c. 1,200).

<u>BUARA VIGRA</u>: Set. Major city in the c-south east of <u>CHEIRA</u> (Pop. c. 110,000).

<u>BUARKHA</u>: Rui. Mil. Str. Ruined fortress in the east of <u>NOAVATUR</u>, dating back some 3,000-years to the time of the <u>KORACHANI</u> conquest of the region. It is abandoned and largely forgotten today.

<u>BUARSA</u>: Set. Small city in the region of <u>HANNASTRA</u> in the c east of <u>THE SURRACH</u> (Pop. c. 18,000).

BUCCELARIA: Set. Small fortified city in the north of the <u>UMBRA SOKHRA</u>. It maintains a tentative trade-route with the south of <u>KARAKHAS</u>. It dates back to around 1100 RM, and was once a major caravanserai along the <u>NOAVATURI TRAIL</u> (Pop. c. 18,000).

<u>BUCESAAN</u>: also 'Fane of Bucesaan'. Rel. Str. Ancient temple in the far south west of <u>KEPHUAAN</u>. It is famed for its large dome, which now lies ruined and abandoned, reclaimed by nature. Little is known of its roots, and opinion is divided as to whether it dates to the time of the <u>FIFTH AGE AMMASHI</u>^(3,) empire or an earlier culture.

<u>BUDATTI</u>: *Rvr.* River in the south west of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>, flowing north west for 200-miles from sources in the <u>SARASAN</u> Mountains.

<u>BUESRA</u>: For. Boreal forest straddling the border between the south east of <u>DURCHAA</u>^(1,), the north of the <u>DESOLATION OF ASTUDAN</u>, and the north west of <u>SABIA</u>.

<u>BUHUR</u>: *Set.* Settlement in the north west of <u>TEMUJA</u> (Pop. c. 75,500). <u>BUHUR</u>: *Pol. Rnk*. Title amongst hereditary caste-leaders of the <u>AANTH</u> in <u>N'RAKH</u>. <u>BUILL</u>: Lake in the south west of <u>LOEGRESS</u>⁽¹⁾, serving as a partial border with the far north east of <u>TETHYSIA</u>. It is the main source of the river <u>TUARVEN</u>.

<u>BUKAVAH</u>: *m. Myt. His. Per.* In the mythologies and ancient histories of <u>ELYDEN</u>, a long-deceased <u>SCION</u> of the <u>DEMIURGE SYNCHTHONITH</u>. He is worshipped in a corrupted from by the <u>MULLS</u> of the <u>MULL CITY-STATES</u>, where he is known by the name <u>BRUKKAR</u>. See Vol IV: Scions, Children of the Gods.

<u>BUKHARA</u>: Set. Major city in the north west of <u>SUOR</u>, along the course of the river <u>ISH RATA</u>. It is a centre of trade west with the <u>SOLEYN TERRITORIES</u> (Pop. c. 42,500).

<u>BULLAHRA</u>: Set. Settlement in the region of $\underline{\text{TXEDEK}}$ in the far east of $\underline{\text{THE SURRACH}}$ (Pop. c. 83,000).

BULLATA: also 'the Blistered Desert'. Geo. Desert in the north east of ANUBIA, to the west of the AHSET Mountains known for its spherical dark rocks that protrude from the sands, giving rise to the name Blistered Desert. The region is known to be ATRAMENTALLY-ACTIVE and VENATHI legend claimed it to be a window into the underworld.

Until 2821 RM the region was kept under control by <u>SIPHON ENGINES</u> constructed and maintained by the city of $\underline{\text{URUM}}$, though an unfortunate accident left the city and most of the siphon engines destroyed, allowing the $\underline{\text{ATRAMENTA}}$ to reclaim Bullata.

Now hundreds of decrepit siphon engines dot the area, the ruins of settlements and processing plants surrounding them.

The region is categorised as $\underline{\text{HIGHLY DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}$.

<u>BULOPARRI</u>: Geo. Massif in the c of <u>PELASGOS</u>, nestled between the larger <u>CALDERA</u> and <u>BATHAKOL</u> Mountains.

<u>BULOS</u>: Geo. Highland region in the c of <u>PELASGOS</u>, and natural continuation of the <u>BULOPARRI MASSIF</u>, extending to its east for some 110-miles.

<u>BULUM</u>: Set. Settlement in the c south of the <u>SULTANATE OF</u>
<u>ABACARDAT</u>. Its main industry is arable farming, and it is known for its carob groves, from which syrup and pulp that are used in cooking are produced (Pop. c. 5,000).

<u>BUNBUYUNON</u>: Set. Settlement in the north of <u>KREM</u>, just south of the <u>OSAWEL</u> arm of the <u>ARGENT</u> Mountains (Pop. c. 4,000).

<u>BUNDA</u>: Set. Settlement in the north east of <u>AQUARIIA</u>, along the course of the river <u>BOS</u> (Pop. c. 8,000).

<u>BUNDI STAFF</u>: Soc. Sup. Common accourtement of the <u>SHAMANISTIC</u>
<u>SPHERE</u> in the <u>RADNOR</u> region of <u>AETHIOS</u>, said to complement the shaman's abilities, like a <u>FOCUS</u>.

<u>BUPHAGA</u>: Set. Settlement in the west of <u>LYRIDIA</u>. Its primary industry is cattle rearing (Pop. c. 7,800).

<u>BURAK</u>: Rvr. River in the west of <u>KORACHAN</u>, flowing beneath the city of <u>KHADON</u>. The river once flowed west besides the city, though over the years construction and regrading of streets have resulted in most of the river being built over, and it now flows within vaulted cisterns beneath the city, now serving as part of its sewers.

<u>BURASAFTA</u>: Set. Settlement in the east of <u>AETHIOS</u>, to the south of the region of <u>ACTANORS</u>. It is known for its large cattle ranches (Pop. c. 8,000).

BURASSIA: Set. Small city in the north of ALTHA. It was once coastal, though the diminishing of THE INNER SEA left it landlocked by c. 2,000 RM. It has since become a major producer of honeycomb (Pop. c. 96,000).

BURDALANE HALL: Arc. Vestibule in the SEPULCHRAL PALACE in DAEKYN.

BUREBISTA: (B. 3953 RM) Mil. Pol. General and present ruler of DACIA.

<u>BURENIANA</u>: Set. City in the east of <u>NOAVATUR</u> that is controlled by its five largest guilds – the tanners, artisans, merchants, technologists, and agriculturalists (Pop. c. 40,000).

<u>BUREN</u>: Set. Settlement in the west of <u>TAMAR</u>, along the course of the river <u>KORNA</u> (Pop. c. 17,500).

<u>BURKAN</u>: Geo. Mountain-range in the north east of <u>LIDEA</u>. The region of <u>AMANTHEA</u> to its north west is said to be the origin of the Amantheans. <u>BURKANNA</u>: Set. City in the c east of <u>KHURAUR</u>. It is famed across <u>THE INNER SEA</u> for its <u>FREESTONE</u> mines and the industry that revolves around their finishing and exporting. It forms a part of the <u>SALT ROAD</u> and freestone ornaments and statues made there find their way across <u>ELYDEN</u> as a result (Pop. c. 328,000).

<u>BURKHAN</u>: *Mil. Str.* Fortress in the c west of <u>KORACHAN</u>, around 40-miles south west of the city of <u>KHADON</u>. It guards the trade-route south west to the city of <u>KORACHAN</u>.

<u>BURLAK</u>: Lan. Imperial slang for <u>MANUFACTORY</u> labourers with little or no skill.

BURNET DOLLS: Leg. Soc. Obj. Rustic dolls common in the east of ALMAGEST and SKAROS, the north of AZAZEM, and BASSORAH^(2.). as well as in IPANAH^(2.). They are made from twigs and mud and are fashioned in the vague form of a humanoid, often with offal hidden in their centre. The dolls were traditionally left as 'offerings' to the FAE beings and woodland spirits that dwell in the wooded regions to the east and north of the above areas, around the peripheries of the OLD FOREST, in the hope of satiating their appetites for mischief.

The practice is less common today than it once was, and has fallen into obscurity in most regions, though the more rural and isolated settlements that are closest to wooded lands, particularly along the <u>FAEROAD</u>, still practice the activity, though in most cases the dolls now remain as simple dolls, with their original purpose (and their offal centre) now forgotten. See Vol II: Legends and Folk Tales.

BURNING HEART, the: Rel. Religion practiced across various nations in BROR (1.), including GHROND, KRENN, and the south of KASIHAAL. The Burning Heart in the religions' name is a reference to the mummified heart of the OTHERWORLDER ZHAKELHAAB, which it sought out upon its rebirth in 2384 RM. Both the heart and its chest burst into flames as soon as the otherworlder picked it up, causing the HUMANS that looked upon it to cower in reverence and awe. Those humans became the otherworlders' first apostles, who spread word of religion across eastern Bror. See Vol IV: Religions and Cults.

BURNING SHADOW, the: Rel. Org. Sect of the CHURCH OF THE UNDYING MACHINE that rose around 4000 RM, centred in NÁRTHEL though also found in southern PELASGOS and parts of SARASTRO. The sect largely eschewed technarcane teachings in preference of pure ATRAMENTAL asceticism and more classical SHAPING.

BURNING SHADOW, CATHEDRAL OF THE: Rel. Arc. Cathedral and head of the sect of the BURNING SHADOW in the south of NÁRTHEL. It was constructed in 3725 RM, where it was intended to be a point of pilgrimage for worshippers of the Burning Shadow, though within a few decades a thriving community named UMBAR (a corruption of the IMPERIAL word for shadow) had grown around it, making it one of the largest settlements in NÁRTHEL. The church was consecrated in the name of the CHURCH OF THE UNDYING MACHINE, and the followers of the Burning Shadow were expelled from the region.

<u>BURRAK</u>: *Ind. Set.* Small city in the east of <u>SERROK</u>, in the <u>BEREPHASS</u> rainforest. Its main industry is logging.

BUSEN: Mil. Str. Fort in the north of SAUA.

BUSH KNIGHT: See BRIAR KNIGHT.

BUSHDEAR: Set. City in the far north west of GIBEAH, at the mouth of the river KHEBOU. The city was once home to a large naval base, but the growth of the delta as the sea levels retreated led to its abandonment in c. 3820 RM (Pop. c. 40,000).

<u>BUSINESS CHITS</u>: Bus. Obj. Ind. Many self-employed <u>FREEMEN</u> and businesses make use of thin stamped tin discs, known as chits or cards, that they hand out to patrons or prospective customers. This includes an address and contact information for future reference, and also serve as free advertising. Each chit is usually only a few inches, and the writing is embossed on it. Many foundries in larger cities across <u>ELYDEN</u> exist solely to manufacture these tin discs in large numbers.

<u>BUSTAN</u>: Set. Settlement in the south west of <u>AHKA</u>, overlooking the pass south into the <u>MULL CITY-STATES</u>. It has a large <u>MULL</u> population and is known for its large open-caste iron-mines that are worked by slaves. It forms a part of the <u>RED ROUTE</u> (Pop. c. 35,000).

- BUSTRA: His. Soc. One of many early FIFTH AGE cultures that emerged in the south of the PORPHYRI PENINSULA, in what are now the east of Ananthul and the west of Sabaisa, between c. -1000 100 RM. See Vol III: Extinct States.
- <u>BUTA</u>: R_{VT} . Small river in the north of <u>PARAIYA</u>, flowing north into its parent, the river <u>SHIBBOLETH</u>⁽³⁾.
- BUTAR: Pol. Geo. Region in the c north of SARASTRO, comprising the central part of the DELOMIG plains. The region is known for its government-operated diamond mines and was a source of wealth to Sarastro for many years, though most of its mines had been abandoned by c. 3200 RM, their treasures fully-exploited.
- <u>BUTEN</u>: Set. Small fortified city in the far east of <u>VIRAHAN</u>, close to the border with <u>BAATAN</u>⁽¹⁾. It lies along the course of the <u>GREAT ROAD</u>, and is noted for the many merchant caravans that pass through its large gates (Pop. c. 16,000).
- BUTHARIS: also 'the City of a Thousand Names'. Set. City in the c of PARTHIS, with an ancient history. It is commonly known as Bukarish, Butarrhid, Turashik, Bhut Harria, and Bukharan within the KORACHANI EMPIRE, amongst many others. Today it is home to the REPUBLIC COLLEGE AND HOSPITAL OF PLASTIC SURGERY (Pop. c. 32,500).
- <u>BUTIR</u>: Set. Coastal settlement in the far south east of the region of <u>KHURTAE</u> in the <u>OKKHAMI PENINSULA</u> in the eponymous nation. It is known for its fishing (Pop. c. 7,000).
- <u>BUTO</u>: *Pol. Set.* Capital city of <u>SURTUR</u>, overlooking the <u>SEA OF CHALDEA</u>. The city is dominated by a large violet crystalline monument, whose origins and materials are unknown (Pop. c. 674,000).
- $\underline{BUTON}\!:$ Geo. Cave network in the southern-face of the \underline{RATAH} hills in the ESHAMIL Mountains in HOLOLACH $^{(1.)}\!.$
- <u>BUTTRESS TREE</u>: Flo. Tree with large buttress-like root structure, similar to the <u>NEAGARI</u>^(2.). See Vol II: Classification and Taxonomy of Life.
- <u>BUVITA</u>: Set. Fortified city in the c south west of the tribe of <u>ESSERIS</u> in the c-south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 25.000).
- BUYANA: Set. Small city in the north of KOLCHIS, in the region of SHUK RAZHA. Its main industry is the processing of raw meteore which is mined in the surrounding region. The city is located in the geothermal area of NOLKOSH, and as a result its climate is far warmer than would otherwise be the case, though it is still a frigid land, with well over a month of darkness in winter (Pop. c. 16,200).
- $\underline{BVAGHAR} : \textit{Set.} \ Settlement in the c of the $\underline{MULL\ CITY\text{-STATES}}$, known for its limestone quarries (Pop. c. 7,300).$
- BYLETH: 1. Rvr. Wetlands in the c of <u>GNOTH</u>, forming the south eastern shore of lake <u>ALOGIA</u>. It was once home to various settlements and workshops that were devoted to the study of <u>ALCHEMY</u>, many of which are now ruined.
 - **2.** Alc. Mys. Tec. <u>AlcHemical Atelier</u> in the c of <u>GNOTH</u> in the above region. It was once a major centre of alchemical research, though was abandoned after it began sinking into the surrounding wetlands.

- **BYRIS**: 1. Sca. Coastal sea off the north western coast of <u>LLACHATUL</u>. The region known as <u>THE VORANDINE</u> overlooks the Sca. The sea is somewhat deep, which was left the coastline altered little in the wake of <u>ELYDEN'S</u> diminishing seas. It is very fertile and is famed for its <u>EVOLAM</u> kelp, which is extremely important in many <u>ATRAMENTALLY-BASED</u> procedures, including <u>CLONING</u> and <u>FLESHWRIGHTING</u>.
- Geo. Rocky rugged peninsula in far west of <u>LLACHATUL</u>, south of the sea of the same name, inhabited by a tribal culture known as the ANAGARI.
- **BYSAGHIKON**: Set. Small city in the c south west of <u>NOAVATUR</u>. It was founded by an exiled poet and its main industry is now logging (Pop. c. 12,000).
- BYSAMMA: Sea. Bay and south eastern-most part of the SEA OF BYSSOS.

 Despite its relatively narrow span it is relatively deep, like its parent Sea.
- BYSSAN GYRE: Sea. Sea gyre dominating the c of the SEA OF BYSSOS, in the north west of the INNER SEA. The gyre is partially responsible for the powerful winter surges and storms that wrack the northern coast of the ANDILUTHAN plains.
- BYSSIAN STATES, the: Lan. Ntn. Common name for a series of states that dominate the south western shores of the <u>SEA OF BYSSOS</u>, including <u>ANDILUTH</u>, <u>KHALHAT</u>, <u>MOAH</u>, and <u>TRAKIA</u>. Though the regions' histories are linked, there is little reason for this naming convention other than their respective locations and relatively small sizes.
- BYSSINA: For. Damp forest south of the <u>CARCAENT</u> Mountains in <u>MALAN</u>, across the north east of <u>STHAMAN</u> and the south of <u>AMILLAERE</u>. The forest is noted for its many hanging mosses and air roots that thrive in the damp air.
- BYSSOS: Sea. Large inland sea over 550,000-square-miles in area, dividing TARTAK from TRAKIA. The sea is accessible only from the 5-mile-wide STRAIT OF GATH, which leads into the SEA OF TARAMAR (itself forming a part of the far larger INNER SEA).

The sea is very deep for its size and has become increasingly salty over the years, due to the narrowing of the Strait of Gath, which will likely close off entirely in the future unless a remedy is engineered.

BYSTRA: Rvr. Major river and tributary of the river SHIBBOLETH⁽³⁾, with its source in the tribal territories of CHRIL in the c of the GROWING MOUNTAINS of MULCIBER. It passes through the territories of ATEVEGOS and ILLPHAGOS, before crossing the border west into RHINOCOLOURA, before meeting its parent, the river DAKHAN.

BYTHA: Mil. Str. Fortress in the c west of RHAMIA.

- BYTRA: 1. Sea. Bay in the far east of the STRAIT OF NÁRTHEL.
- Set. Coastal city in the far south west of <u>LYRIDIA</u>, in the far east of the present-day <u>STRAIT OF NÁRTHEL</u>. The city appeared in c. 3900 RM, taking advantage of the silting and final closure of the Strait of Nárthel in 3757 RM.

The city, and its twin <u>ALYCTA</u> in the south east of Lyridia, are the nations' main harbour and source of trade and form an important route along the <u>RED ROUTE</u> and it has grown incredibly fast since its founding. To maintain order the city employs a brutal method of <u>EXECUTION</u>, in which it exsanguinates those sentenced to death (Pop. c. 1,035,500).



<u>C'KHAMAR</u>: *Lak*. Large lake in the south of <u>N'RAKH</u>, bordering <u>AETHIOS</u> along the course of the river <u>SHIBBOLETH</u>^(3.).

<u>CAALEA</u>: Geo. Mountain in the c west of <u>LAASKHA</u>, and source of the river <u>ASHARPAR</u> to the north and <u>SAMAPAR</u> in the south. It is a relatively young formation, composed largely of limestone formations that have been carved by wind and water over time.

<u>CAALUA</u>: 1. *Geo.* Small mountain in the c west of <u>LAASKHA</u>, forming an eastern extension of the <u>CAALEA</u> Mountain Its foothills are known for their fine limestone, which has been carved through water erosion into interesting formations. Where the terrain levels off in the south, the limestone is mined in some quantity.

2. (10,240-ft.) Geo. Highest peak of the eponymous mountain range.

<u>CAAME</u>: Set. Settlement in the c north of <u>LAASKHA</u>, lying along both the course of the <u>SHADOW MARCH</u> and the <u>RED ROUTE</u>. Its main industry is agriculture, and it provides food to merchants and <u>PETITIONERS OF THE MACHINE</u> (Pop. c. 11,200).

<u>CABAHA</u>: Set. Small city in the c north of the <u>BARRIER LANDS</u>, noted for the beautiful natural stone arches and badlands that surround it. The city itself is built into the side of an escarpment, with citadels and minarets protruding from the spine of the escarpment (Pop. c. 17,000).

<u>CABAL</u>, the: Pol. Org. The government of the nation of <u>HANNAH</u>, based in the city of <u>KORINT</u>. It is a theocracy and rules as a council.

<u>CABAS KASSAR</u>: Set. City in the c south west of <u>PORPHYR</u>, along the main trade-route crossing the nation. It is a major recruiting city for the nation's military (Pop. c. 50,000).

<u>CABBAIA</u>: *Pol. Set.* Capital city of <u>ABRAXA</u>^(2.), located roughly in the centre of the nation. It is built around and atop the remnants of an ancient monolithic stone structure, which in many places now serves as the foundations of extant structures (Pop. c. 110,000).

<u>CABIENA</u>: Geo. Rugged highlands that serve as a border between the north east of <u>ABATTUR</u> and the west of <u>MEHITIEL</u>. It is of undulating form, with jagged peaks and spines of grey stone that grow increasingly jagged as the terrain slopes down to the east.

It is known for the many ancient rock-cut catacombs in it western reaches, which are believed to belong to an early <u>FOURTH AGE</u> non-human <u>MORTAL</u> culture.

<u>CABINET, the</u>: Pol. Org. The government of <u>VALBAR</u>^(2,) since 3943 RM, following the earlier dissolution of the previous government, known as the <u>PLUTOCRATIC CABINET</u>, after years of unease caused by ecological disaster following the massed eruptions of the geothermal vents of ESZALA years earlier.

It is made up of a coalition of five states that together bear the name of Valbar. The government is ruled by six cabinet members, known as the LORDS AND LADIES OF THE CABINET — one representative from each of the five states, and a sixth honorary representative from ALMAGEST, in honour of the close links the two states share, who serves as chairperson. To deter favouritism and corruption the capital is moved to a different city across the five states every seven years, during the same elections that determine the new Cabinet members. Those eligible to vote are lawmakers, industrialists, religious leaders, merchants, and important freemen from each of the five states.

<u>CABOTESIA</u>: Com. Set. Major trade city in the north west of <u>SABAISA</u>. The city originated around 1500 RM as a simple caravanserai serving trade linked <u>PORPHYR</u> and <u>ANANTHUL</u> with Sabaisa. It is known for its deep wells and semi-subterranean settlements, and most structures are

built around a central courtyard. Even its vaulted markets are underground, to keep the air as cool as possible. Today it is a bustling city that forms the centre of a thriving trade-route that links the three nations. It is operated by the <u>SULTANATE</u> and is well-funded and protected (Pop. c. 130,000).

<u>CABIA</u>: *His. Arc.* Ancient monument in the c north of <u>GNOTH</u>, along the spine of the <u>SOLUN HIGHLANDS</u>.

<u>CACEPHA</u>: 1. Rvr. Shallow marshlands dominating the east of <u>CHEIRA</u>, where various rivers flowing south from the Zoiquago Mountains collect before flowing west and then east before emptying into the <u>SEA OF MOSASA</u>. Cacepha is covered in a thick fog that hugs the bases of the cypresses that are common in the region. The place is dark, and desolate and little in the form of civilisation can be found there, save a few small familiar tribes living in the branches of the great trees, or solitary occultists.

2. Rvr. River in the east of <u>CHEIRA</u>, fed by smaller tributaries with sources in the <u>ZOIQUAGO</u> Mountains. It flows for 430-miles to the coast, at the SEA OF MOSASA.

<u>CACHARIA</u>: Set. Eastern-most of the <u>TETRARCHY</u> cities in <u>JURRAS</u>⁽²⁾, situated along the course of the river <u>EURRTOS</u>. The region is rife with <u>FIRMAMENTAL</u> storms, which tear at the cliffs of the <u>SYNHODOS</u>. As a result, its walls are incredibly thick and it maintains a cadre of well-trained registered <u>FIRMAMENTISTS</u> who control the storms (Pop. c. 80,000).

<u>CACOETH</u>: Dru. Stimulant drug produced in small quantities in <u>BANT</u> from herbs cultivated in the corrupted lands of <u>CACOETHEA</u>. The region is waterlogged and has taken on the amnesic traits of the <u>SEA OF LETHEA</u>, resulting in feelings of rage and mania in those who eat flora or fauna from the region. A particular herb, similar to a <u>HORSETAIL</u>, is famed for the extreme effects it induces in those who consume it, and it is cultivated and dried into a drug that is sold across <u>ELYDEN</u>. Its main use is as a stimulant in battle, though it has other use, including in sports. See Vol II: Drugs and Addictions.

<u>CACOETHEA</u>: Rvr. Geo. Waterlogged coastal plains dominating the c coast of <u>BANT</u>, in the east of <u>SAMMAEA</u>, overlooking the <u>SEA OF LETHEA</u>. Its soft earth is <u>ATRAMENTALLY TAINTED</u> and infused with the amnesic traits of the waters of Lethea, making it inhospitable to mortals – mortals who consume flora and fauna from the region are gripped by a terrible mania. Some settlements on the peripheries of the plains cultivate herbs that are known to amplify these effects, and sell them as drugs.

Traditionally, Bantish warriors from this region could consume these herbs before charging into battle.

It is thought that the qualities inherent in its soils are a result of the <u>UPHEAVAL OF LETHEA</u>, which saw a massive tsunami move north east across the Sea of Lethea in 1303 RM. This tsunami found a bottle-neck in the north west of Lethea, and when it struck the south western shore of what was then the nation of <u>CARCHEMISH</u>⁽³⁾ it travelled miles inland, saturating the earth, leaving the entire region uninhabited to this day.

The region is categorised as $\underline{\text{LEAST CONCERN}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}.$

<u>CACOFA</u>: Rui. Mil. Str. Fortified pit in the south west of <u>FRET</u>⁽²⁾ in the north west of <u>SAMMAEA</u>. The fort is ancient and crumbling, with little left of substance. It is thought to guard the maw-like pit within it, which is said to lead into a solitary cavern of <u>CARCERI</u>. Others say that it was built to stop whatever was within the pit from getting out. Though not

<u>ATRAMENTALLY TAINTED</u>, the region is shunned by most and those who venture close to it are said to get a great sense of unease.

<u>CACOSADIA</u>: Rel. Str. Hermitage in the c south of <u>CISNERIA</u>, located in the steep hills of the eastern <u>BLACK MOUNTAINS</u>. It is populated by a caste of monks who observe <u>THEREON</u> as singular deity, eschewing the seven aspects made popular by Cisnerian culture, returning instead to worship of a more primal being. Blood sacrifice and ritual cannibalism are common amongst these monks, who choose their sacrifices from nearby settlements. Such offerings are made seasonally during rituals of great religious significance.

The hermitage itself is fortified and its monks are well-regarded by the people of Cisneria as a link to their more primal past.

<u>CADARIEL</u>: Rvr. River in the c of <u>GNOTH</u>, flowing south west for 700-miles from sources in the <u>SOLUN</u> and <u>SARKID</u> Highlands.

<u>CADDA</u>: Set. Fortified settlement in the region of <u>SURDA</u> in the c east of <u>THE SURRACH</u>. It is a major place of learning for <u>ATRAMENTISTS</u> (Pop. c. 9,000).

<u>CADDIS</u>: Set. City outside <u>GÂTHA</u> in the south east of the <u>DESOLATION</u>
<u>OF ASTUDAN</u>. The city is located around 10-miles to the north west of the city of Gâtha, and its purpose is largely the manufacture of food for the larger city (Pop. c. 10,000).

<u>CADERE</u>: Sct. Metropolis-state in the far west of <u>SAMMAEA</u>, south of the <u>SEA OF LYNNAE</u>, overlooking the shallows of <u>YMEA</u>. The place was, even in the years before the decline of the natural realm, populated by a mongrel race descended from the interbreeding of <u>HUMANS</u>, <u>KERATIN</u> and <u>PLAGI</u>.

They are strong of body and unlike any other found elsewhere, considered by many to be paragons of the mortal condition. They are possessed of an androgynous beauty, their grey-white skin polished and without blemish, their eyes said to be without emotion, yet capable of drawing despair and sorrow out of those they look upon. But for all their physical mystery, it is their alien conscience that most characterises them amongst foreigners; for they are a sadistic people who delight in psychological torture and the belittling of other mortals, who they consider beneath them and hunt on a regular basis. They despise OTHERWORLDERS as aberrations and mistakes of the natural world and go out of their way to kill them, sometime journeying thousands of miles east of their home in search of a quarry, when captured, the otherworlders are taken to the arenas of their home, where they are publicly tortured and humiliated in increasingly decadent ways. Halfbloods are pitied for the sullying of their otherwise pure mortal blood, though otherwise receive treatment no different to others.

The city's natives are vastly outnumbered by slaves of every description and enjoy lives of hedonistic luxury, worshipping <u>VOLUPIS</u> in depraved public rituals. The city itself is, despite its depraved character, lavishly decorated and strictly partitioned with a myriad of overlapping districts based on station and wealth. Movement between wards is restricted, as is entry to non-natives. Few outsiders have visited the city as a result of this (Pop. unknown, believed to be upwards of 500,000).

<u>CADI</u>: Set. Major city in the north of the <u>HENDECARCHY</u> of <u>STHAMAN</u> in the c of <u>MALAN</u>. It is an integral part of the Malani trade route known as the <u>AEGISWAY</u>, and has many warehouse and inns where travellers can rest. It was once a centre of <u>FIRMAMENTISM</u>, though this slowly died out following the fall of <u>LARAM</u>^(I.) and the region's integration with the new Malani <u>FOREST KINGDOMS</u> after 2075 RM (Pop. c. 40,000).

<u>CADMIA</u>: Set. Small city in the c of <u>GNOTH</u>, along the course of the river <u>NEPHOT</u> (Pop. c. 13,800).

<u>CADRIANT</u>: 1. *Geo.* Pass in the north of <u>THE SURRACH</u>, crossing the <u>NGHALLEAL</u> Mountains.

Mil. Str. Major fort in the north of <u>THE SURRACH</u>, close to the border with CYHLAGHARR.

<u>CADUCA</u>: Set. City in the c of <u>THE SURRACH</u>. It is a major manufacturer of medicines in the Surrach, some of which are <u>ATRAMENTAL</u> in origin (Pop. c. 45,000).

<u>CAE VEDTI</u>: (C. 1687 RM) Art. <u>KORACHANI</u> composer famed for his <u>DIRGE OF THE MARTYRS</u> in D Minor. It was his last completed work before his death in 1687 RM.

<u>CAE VERTHI</u>: Mil. Str. Fortress in the west of the <u>UMBRA SOKHAR</u>. It once guarded trade caravans travelling between the <u>KORACHANI EMPIRE</u> and <u>NOAVATUR</u>. Though the route dwindled, the fort remained in use, patrolling the Umbra Sokhar, protecting it from bandits and other threats, preventing them from moving farther north.

<u>CAEDRA</u>: Set. Small fortified coastal city in the north west of <u>OD</u> <u>MEGINNAS</u>^(1.). Its main industry is fishing (Pop. c. 16,800).

<u>CAEL</u>: Set. Settlement in the far west of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>SYRTIS</u>^(1.), overlooking lake <u>ERDEN</u>. Its main industry is fresh-water fishing, and salmon roe is a local delicacy, which is sold at great profit to merchants passing by during their circuit of the <u>GREAT ROAD</u> (Pop. c. 5.000).

<u>CAELL EN WAYR</u>: also 'Temple of the Throne'. Rel. Str. Temple in the north east of <u>LOEGRESS</u>^(1.), in the westernmost foothills of the <u>HOLLOW COASTLINE</u> Highlands. It was constructed on the site where the <u>AETHERIAL THRONE</u> was unearthed, to commemorate the discovery. An order of templars, known as the <u>WAYR MORR</u>, was founded in 3203 RM to guard the temple.

<u>CAELMONT</u>: Soc. Pol. <u>Parthisan Patrician House</u> that in c. 3480 RM colonised the island of <u>Jiridun</u> (now <u>Od Meginnas</u>⁽¹⁾) alongside Houses of <u>Selvarshi</u>, <u>Taelis</u>, <u>Tendari</u>, and <u>Valtaris</u>. Together, those Houses formed trade arrangements with the local government of Jiridun, marrying into each other and with local nobles to secure power. This allowed the Houses to settle the land, taking over overlooked industries that were of importance to Parthis.

In 3597 RM House Valtaris orchestrated a ruthless culling of its household, including House Caelmont, where many ancillary parts of the House were either sent to Parthis or other far-flung corners of Elyden, effectively castrating them of power and denying the House the privilege of inheriting any of the holdings of the family. This was a damning act that earned the PATERFAMILIA of House Valtaris the enmity of House Caelmont and the other Houses, and it is thought that he was responsible for many mysterious deaths and disappearances, but it ultimately paid off and by 3630 RM the family tree had been sheared down to size, consolidating the power amongst a handful of individuals, and ultimately serving a death knell to the House Caelmont and the other Houses with which it had once been allied. See Vol II: Patrician Houses.

<u>CAER DURN</u>: Set. Small coastal fortified city in the far north of <u>LOEGRESS</u>^(1.), on the island of <u>VELDAR</u>. It is built around a 2,000-year old fortress that was once located on a small rocky island. Waning sea levels in the ensuing years saw the rock expand to the island of Veldar (Pop. c. 15,000).

 $\underline{\text{CAER LANAZ}}$: Rui. Ruined castle on the island of $\underline{\text{BRES}}$ in the north of $\underline{\text{LOEGRESS}}^{(1)}$.

<u>CAER SIDI</u>: 1. Myt. Pol. Set. Major city and capital of <u>LOEGRESS</u>^(1.) since 2612 RM, when the warlord <u>TORRVAN</u> united three disparate territories under his banner following close to two decades of war.

It grew naturally following the coronation of Torrvan, emerging from the pre-existing castle^(2.) that dates back to the <u>FOURTH AGE</u>. The city grew organically over the next centuries to cover most of the steep hill leading up to the eponymous castle, and today many structures hang precariously to the edge of the cliffs overlooking the <u>BAY OF SIDI</u>.

Many of the myths and legends that surround castle Caer Sidi have become corrupted over time and are now also associated with the city itself, despite it postdating the construction of the castle by at least 6-millennia.

With the rebirth of the <u>OTHERWORLDER TAELLANNIR</u> in 3139 RM the city became a more spiritual place, with large temples and open-roofed forums built with lines of sight to the pinnacle of the castle and the <u>AETHERIAL THRONE</u> beneath it, where people could congregate and practice rhetoric and revere their living deity (Pop. c. 231,000).

2. Mil. Pol. Str. More specifically, the <u>FOURTH AGE</u> castle around which the aforementioned city⁽¹⁾ later emerged. The castle was once a formidable sight, with three keeps nestled behind concentric thick high walls that made it impregnable to land attack. It stood on a mighty promontory overlooking the <u>BAY OF SIDI</u>, which takes its name from the castle itself.

By the <u>FIFTH AGE</u> the castle had already deteriorated following millennia of neglect, but it was appropriated by the <u>GALABRIAN</u> culture, and was used as a stronghold for centuries, becoming the centre of rule for its monarchs until the collapse of their kingdom in c. 250 RM. The castle was abandoned after this and soon fell into ruin once more, the more recent restoration and additions being of inferior quality and deteriorating more rapidly.

It was periodically inhabited by generals and would-be kings, including the tyrants of <u>MOTTANIA</u>⁽²⁾, between c. 1200 and c. 2588 RM, though they cared little for its upkeep and entire annexes of the structure were allowed to crumble throughout their tenure.

It was <u>BESIEGED</u> by the warlord <u>TORRVAN</u> in 2586 RM, following his conquest of neighbouring lands, and it was taken after two years of desperate fighting – the final territory to fall to Torrvan, signifying the success of near two-decades-long campaign. Torrvan set about restoring the castle, and held his coronation there in 2612 RM, after which it became the seat of power to the monarchy and, later, <u>THE TAELLANNIR</u>, whose <u>AETHERIAL THRONE</u> was moved there. A city rapidly appeared around the castle, growing into a large capital.

The castle is shrouded in legend, and is believed by many to have been purposely built atop an <u>OVERLAY</u> with the <u>OTHERWORLD</u>, where ancient <u>SHAPERS</u> and <u>ANIMISTS</u> could practice their art in halls deep beneath the castle. Some say that the overlay was more than just that, and that the castle was built to guard a gateway to realms beyond <u>MORTAL PLANE</u>.

<u>CAER SIDI, SIEGE OF</u>: *His. War.* Siege of castle <u>CAER SIDI</u>^(2.) in <u>MOTTANIA</u>^(2.) that took place between 2586 and 2588 RM. It served as the culmination of the war of conquest undertaken by warlord <u>TORRVAN</u> of <u>GLYNNED</u>^(2.), which had led to his prior securing of Glynned and <u>ENAELLON</u>^(2.).

The siege lasted for two years and ended with victory for the attacking forces, after which king <u>FAEGRIN</u> of Mottania was captured and imprisoned.

<u>CAELMOR</u>: Set. Small city in the north of <u>LOEGRESS</u>⁽¹⁾, along the course of the river <u>NYNWAR</u>. It is famed as the birthplace of <u>TORRVAN</u>, the first king of Loegress, and exact location of his birth – now little more than a hillock – is remembered as a national shrine (Pop. c. 17,600).

<u>CAERAN III</u>: (B. 3893 – D. 3975 RM) *Pol.* King of <u>CARIA</u>⁽⁴⁾, and the High-king of <u>THE HARÉSHKI CITY KINGDOMS</u> until his death in 3975 RM, after which his son, <u>CAERAN IV</u> was crowned High-king.

<u>CAERAN IV, HIGH-KING OF CARIA</u>: (B. 3951) *Pol.* King of <u>CARIA</u>^(4.), and the <u>HIGH-KING</u> of <u>THE HARÉSHKI CITY KINGDOMS</u>, of the house of <u>SINISED</u>. He became king in 3975 RM.

<u>CAEROS</u>: *Mil. Str. A* solitary coastal citadel in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>CARIA</u>⁽⁴⁾, overseeing the <u>GREAT ROAD</u> and overlooking the <u>MALAIKA</u>, across from the mouth of the river <u>SARA</u> (Pop. c. 2,800).

<u>CAESEPILIA</u>: Set. Major mercantile city in the far south of <u>CHAUTULA</u>. It Is an important stop along the <u>VAEVECTAN TRAIL</u> (Pop. c. 231,000).

<u>CAESURA</u>: 1. *Geo.* Region in the c of <u>THE SURRACH</u>, east of the <u>GHUZZ</u> Mountains.

2. Set. Main city of the eponymous region in the c of <u>THE SURRACH</u>, it is located at the edge of a 15-ft high cliff, which in antiquity served to defend the city from attack (Pop. c. 42,000).

<u>CAETHAZ</u>: For. Forested area in <u>MECHABET</u> to the north west of <u>PARTHIS</u>, covering some 30,000 square-miles, the southern part of which is noted for its varied flora and fauna, which are often tainted by the <u>SHADOWISPS</u> that travel on the air in this region.

<u>CAFFER</u>: Set. Settlement in the north of <u>SAGITTARIA</u>, known for its salt gatherers. It lies along the course of the <u>IVORY ROAD</u>, close to its northern-most termination in <u>CAMACA</u> (Pop. c. 5,000).

<u>CAGAMOSIA</u>: Set. Fortified city in the north west of <u>SABAISA</u>, close to the border with the south east of <u>PORPHYR</u>, and it is a centre of trade with its neighbour (Pop. c. 50,000).

<u>CAGASTRIA</u>: Sup. Geo. <u>ATRAMENTAL WASTES</u> in the south west of <u>THE SURRACH</u>, in the region of <u>THAMAAZ</u>, north of the <u>STRAMINEA</u> Mountains. It is a disease-ridden place said to fall under the sway of the moons' cycles. It has existed since recorded memory began and is one of the oldest Atramental regions in the Surrach, if not beyond. Little of it

has been explored but it is not believed to contain any ruins or locations or interest. Its western-most reaches have been exploited by <u>EPHREK</u>, which has six satellite settlements, each of which extracts raw umbra for its use in research and industry.

The region is categorised as a <u>MODERATE THREAT</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

<u>CAGASTRIC FLU</u>: *Med.* Common <u>ATRAMENTAL AILMENT</u> that is contracted in humid areas of <u>ATRAMENTAL CORRUPTION</u>, resulting in the coughing up of a thick black phlegm. If left untreated it can lead to a deterioration and eventual collapse of the lungs. Continued exposure to the corrupted region will exacerbate symptoms and speed up the progress of the ailment. Cagastric flu is believed to be contagious through the phlegm and spit, as well as airborne droplets. See Vol II: Diseases and Illnesses.

<u>CAGE</u>: Soc. Lan. In the urban slang of <u>KORACHAN</u> and specifically the <u>CITY</u> <u>OF ALMAGEST</u>, a term denoting cities or large buildings. It often refers to the prison-like nature many apply to such places.

<u>CAGERUNNING</u>: also 'driving'. Soc. Physical activity common to dense urban areas, particularly large sprawling cities, such as <u>MAKHARA</u> and <u>ALMAGEST</u>. In its most general form, the practice involves getting from place to place using the quickest most direct way, while also using as little energy as possible.

The activity originated in c. 3200 RM in the imperial city of <u>KHADON</u>, within courier circles as a means of delivering objects as quickly as possible, and is now common amongst pick-pockets and spies.

<u>CAGHARTIATH</u>: Myt. His. In the mythologies and ancient histories of <u>ELYDEN</u>, a scion of the <u>DEMIURGE NYARLOTH</u>, thought to be buried in the north east of <u>SARASTRO</u>. See Vol IV: Scions, Children of the Gods.

<u>CAGORER</u>: Set. Major city in the west of <u>CHEIRA</u>, and capital city of the fifth prefecture of Cheira (Pop. c. 50,000).

 $\underline{\textbf{CAHETAN}} : \textit{Set.} \ Major \ city \ in \ the \ c \ north \ west \ of \ \underline{PNESSA}, \ along \ the \ course \\ of \ the \ river \ \underline{BESYL} \ (Pop. \ c. \ 60,000).$

CAHIANA: Set. Fortified city in the north of RHAMIA (Pop. c. 61,000).

<u>CAHOMM</u>: Set. Settlement in the west of <u>ELEKHID</u>, on the eastern bank of lake <u>CIHURR</u> (Pop. unknown).

<u>CAIA</u>: Soc. Noble house that emerged in the south of present-day <u>PNESSA</u> in c. 2860 RM. It rose in influence between c. 2905 – 2950 RM, becoming a ruling power by the end of that period, replacing the old order and establishing what became known as the early modern Age of Pnessian history as it dominated over the region.

House <u>NEANDER</u>, a ruling family whose members were exiled from <u>RHINOCOLOURA</u> and some of which settled the north of Pnessa in c. 3470 RM. Their descendants would\go on to challenge House Caia, with their efforts culminating in 3493 RM, with the relatively bloodless coup of the northern-most of Pnessian cities, where the <u>HMMEN REGIME</u> is established. Members of the House of Caia in the north were killed, their heads sent south. Pnessa was essentially sundered in two, with the north becoming known as the <u>NEANDERINE CITIES</u>. This severely weakened the rule of House Caia, though the two regions continued to live on together

<u>CHEIRAN</u> missionaries entering Pnessa between c. 3650-3700 RM brought with them word of the <u>CHURCH OF THE PROPHET OF THE EMPYREAN</u>, which slowly gained roots there and spread due to its popularity with the ruling House of Caia.

In 3959 RM the Hmmen Regime succeeded in toppling the house of Caia in an overnight revolution that was decades in the making. The monarchy was overthrown and members of House Caia were executed, ending the line.

<u>CAIGG</u>: (180-ft.) Rvr. Expansive waterfall in the south of <u>AETHIOS</u>, at the confluence of lake <u>EMAHOM</u>, where the river <u>APENATI</u> meets its parent, the river <u>RASELETH</u>. The waterfall is considered one of the most beautiful sights of the natural world and is a source of great pride to the people of Aethios.

<u>CAILLIDAR</u>: Set. Small city in the far east of <u>ABATTUR</u>. Its main industry is the breeding and training of mastodons, which are used across the nation as beast of burden and sometimes mounts for its <u>EPONNAN</u>

mounted rangers. The city lies along the course of the <u>EGETAKHAN ROAD</u> trade-route

CAIM: Rvr. For. Expansive cypress wetlands in the c north west of GNOTH.

<u>CAINEN</u>: Geo. Large sandstone hill in the east of <u>ANUBIA</u>, along the <u>TROPIC OF RAH</u>, just north of the desert of <u>SLAAN</u>. The many natural caves at its base have been used by nomads as tombs for centuries, with crude mummified remains of tribal leaders still interred within the nichelike recesses. The feature is used by nomads of the area for navigation.

<u>CAINIA</u>: Set. Settlement in the c of <u>GNOTH</u>. It is known for its expansive coal quarries (Pop. c. 7,000).

<u>CAIRN HILLS</u>: Geo. Region in the c east of <u>AHRISHEN</u> noted for its hundreds of dense small hillocks, that are remnants of an ancient culture that possibly dates back to the middle of the <u>FOURTH AGE</u>. Over the years, some of the mounds have been destroyed or intentionally broken into, and some have revealed the buried bodies of ancient warriors, clad in rusted armour and weapons. Nothing is known of these people.

<u>CAIRNS OF DALFUN</u>: *His. Arc.* Ancient cairns outside the settlement of <u>DALFUN</u>, in the north of <u>AHRISHEN</u>, in the far east of the region of PELADA.

<u>CAIRWYN</u>: Rvr. River in the north east of <u>EASTERN LLACHATUL</u>, which flows east from sources in the <u>DONN</u> Mountains in the south of <u>LOEGRESS</u>^(1.), eventually serving as a border between Loegress and <u>KOMMEA</u> before meeting its parent, the river <u>LYNNFAEL</u>.

<u>CAITARA</u>: Set. City in the south east of <u>ELEKHID</u>, along the course of the river <u>IUDIVRA</u>. Its main industry is the manufacturer of the resin known as manna. Production of manna is shrouded in secrecy and outsiders are not allowed in the city (Pop. unknown).

<u>CALACOM</u>: Set. Small fortified city in the north east of the tribe of <u>RAOSI</u>, in the north of the GROWING MOUNTAINS of MULCIBER (Pop. c. 13,500).

<u>CALASH</u>: Set. Settlement in the c south west of <u>ERET</u>⁽²⁾, famed for its horse whisperers and trainers (Pop. c. 11,200).

<u>CALBIA</u>: 1. Dem. 'Calbian'. Ntm. Small independent kingdom to the south east of <u>KOMMEA</u> in the north east of <u>EASTERN LLACHATUL</u>. It was settled in 3921 RM by the so-called <u>HOLLOW PRINCE RICFREID</u> who first appeared in in Kommea in c. 3900 RM, claiming to be a prophesied <u>SCION</u> and possibly a descendant of the autocrat, <u>CUNOMAGLIO</u>, come to herald a new golden age.

Initially, he was welcomed with open arms made into a figurehead of the nation, enjoying great privilege and responsibility, despite remonstrations from the <u>TETHYSIAN</u>-backed monarchy, but when a string of specific events mentioned in the prophecy failed to come true, he was villainised and persecuted alongside his loyal followers, who fled to the city of Calbia⁽²⁾ in the south of Kommea in 3921 RM, where they were still welcomed.

He established a new government there and within 30-years the region had become largely self-sufficient, cutting ties with the rest of the nation. The people of Kommea had a strong cultural identity and the events that had led to Ricfreid being exiled remained as a stain on their identity and the people of Calbia⁽²⁾ became outcasts among their own kind, and in 3946 RM the city was finally excommunicated from the nation, allowing its people to establish an independent kingdom under the control of Ricfreid, who became monarch.

The kingdom remains today, its people outcasts amongst their own ancestors. Ricfreid is its autocratic ruler, and he lives in opulence amid the adulation of the people who have slowly been indoctrinated to believe his cult of lies, and they are fiercely loyal to him. He discourages travel out of the kingdom out of fear of people being exposed to the truth, but his followers are so blinded by propaganda that that is unlikely even if it were allowed to happen. See Vol III: Extant Nations and Realms.

2. Pol. Ser. City and capital of the small independent state of Calbia^(1.), in the north east of <u>EASTERN LLACHATUL</u>. The city itself dates to c. 2200 RM, though has been capital of new young kingdom since its founding in 3921 RM. It is perched atop a large steep hill, whose northern, western, and southern faces end in unassailable cliff.

It remains the seat of the Calbian monarchy to this day, and its name it thought to be derived from the ancient <u>FIFTH AGE</u> state of <u>GALABRIA</u> (Pop. c. 87,000).

<u>CALCANTHIA</u>: Set. City and region in the north of <u>GNOTH</u>, known for its fine limestone quarries (Pop. c. 17,500).

<u>CALCATRICE</u>: Fau. Animal (<u>DICHAGOR</u>) appearing like a winged snake, around 4-ft. long, found in wooded regions to the north east of the <u>ARGENT</u> Mountains in <u>ABATTUR</u>, <u>TISARA</u>, northern <u>TETHYSIA</u>, southern <u>SATARIEL</u>, and western <u>MEHITIEL</u>, as well as parts of eastern <u>MALAN</u>.

It is thought to be a creation of the <u>DEMIURGE ASHTERATH</u>, and is the emblem of the <u>HENDECARCHY</u> of <u>NHORA</u>, where it is most common. It often features in the heraldry of the aforementioned states, in particular Abattur, where it is a national animal and semi-domesticated, often seen accompanying <u>SHAPERS</u>. See Vol II: Classification and Taxonomy of Life.

<u>CALCHODON</u>: Set. Fortified city-state located in the north west of <u>ROMOREA</u>^(2.) in the north <u>SAMMAEA</u>. Though located within Romorean territories it is considered an independent entity, with close political ties to the Romorean royal family, through which it is allowed to remain independent. Its wealth comes from taxing mercancy leaving the city, and it provides cheap accommodation and storage to merchants, as well as various entertainments and vices (Pop. c. 76,500).

<u>CALDERA</u>: Set. City in the north east of <u>KORACHAN</u>. One of the original <u>SEVEN CITY-STATES</u>, its manufactories, processing plants and trade yards were once the pride of <u>KORACHAN</u>, but they declined with the decay of <u>VÂRRAN</u> mines and quarries. The city is now mostly empty, its manufactories deserted and hollow. Crime is rife, with the only legitimate business coming from the taxation of trade that moves up and down the river <u>ICHORIA</u>, and east into Vârr. The remnants of the <u>ORDER OF THE CIMMERIAN SANCTION</u> remain in the city, where they have become a powerful force alongside the <u>MORÉHAN SANCTIFIED ORDERS OF THE INQUISITION</u>, which moved there from Nouvar in 2963 RM (Pop. c. 47,000).

<u>CALDERAN</u>: Geo. Rugged mountain about 325-miles long, acting as a border between the north west of <u>PELASGOS</u> and the east of <u>KORACHAN</u>.

<u>CALDERAN NU</u>: Geo. Pass through the <u>CALDERAN</u> Mountains linking the north east of KORACHAN with the north of PELASGOS.

<u>CALEB DHUR</u>: Int. Arc. Dog-faced colossus in the east of <u>SIRIPHAGOS</u>, possibly dating to the late <u>FOURTH AGE</u> or early <u>FIFTH AGE</u>. Little is known about the culture that created it, and it is used by merchants as a landmark to aid in navigation, and is often used as a base camp by caravans.

<u>CALEBA</u>: Rui. An immense now-toppled dog-headed colossus in the north east of <u>SIRIPHAGOS</u>. An immense concrete plinth bears an inscription in a time-faded, alien script.

<u>CALEGLAAS</u>: Dem. 'Caleglaasi'. Region in the west of <u>VAALK</u>, between the <u>BELL OF OMENS</u> and <u>EGORA</u>, home in c. 2700 – 2900 to tribal 'barbarians' who rose against civilisation in the region, moving slowly north, and were fought off by <u>ST. MELARHUR</u> in 2877 RM. They were finally quelled in 2902 RM. The region remains, relatively empty, its few settlements populated by their descendants.

<u>CALENDAR</u>, <u>AHRISHENI</u>: Cal. Complex non-linear calendar system in <u>AHRISHEN</u>, originating in 1305 RM. The culmination of a period and the subsequent commencement of a new one is not a regular thing, and is overseen by a rigid caste called the <u>KELEDAGAZ</u> who control the marking of years and holidays. Changes in periods are typically the deaths and ascensions of new rulers and/or great political or natural events.

Ahrishen is currently in the 29th year of its 73rd period. See Vol II: Different Calendar Eras.

CALENDAR, KORACHANI: see MACCABEAN CALENDAR.

<u>CALENDAR</u>, <u>PARTHISAN</u>: Cal. Main calendar observed in <u>PARTHIS</u> and most of its colonies and foreign territories. Currently in the year 1461 RP, it was founded in 2546 RM following <u>ARSACYN I'S</u> accession to position of emperor. See Vol II: Different Calendar Eras.

<u>CALENDAR</u>, <u>TEMUJAN</u>: Cal. The <u>TEMUJAN</u> calendar is relatively simple, and is divided into 4 'months' of 90 days each. Between each month is a festival, marking the solstices and equinoxes, three of which are 1-day long, and one, the <u>SOLSTICETIDE FESTIVAL</u>, is 2-days long. A leap year occurs every 7-years, adding an extra day to the Solsticetide Festival, making it 3-days long. See Vol II: Different Calendar Eras.

- <u>CALENDAR OF SAINTS</u>: also 'Menologion'. Cal. The many saints of the <u>CHURCH OF THE UNDYING MACHINE</u> and the <u>REFORMED CHURCH OF SARASTRO</u> are each assigned a day of the year (due to the number of saints many days are assigned more than one saint). Such days are traditionally important feast days with more famous or important saints assigned to them, and are celebrated those who share that saint as their patron.
- <u>CALETOS</u>: Set. Small city in the c north west of <u>KOMMEA</u>, along the eastern bank of the river <u>LUGHBRAEN</u>. Directly opposite it on the other side of the river is the city of <u>LERO</u>. Together, they are known as the <u>TWIN CITIES</u> (Pop. c. 13,300).
- <u>CALIGA</u>: Rvr. River in the west of the <u>UMBRA SOKHAR</u> wastes, flowing for 275-miles from sources in the <u>SAHODOM</u> Mountains before meeting its parent, the river <u>SPICIA</u>, at lake <u>KADOTA</u>.
- <u>CALIGO MARSHES</u>: Rvr. Fetid marshes along the course of the river <u>CALIGA</u> in the west of the <u>UMBRA SOKHAR</u> wastes.
- CALISIN: Set. Settlement in the north west of GYZHA (Pop. c. 8,000).
- <u>CALIX</u>: 1. Geo. Crater in the north east of <u>SALOROC</u>, measuring 2-miles in
- 2. Set. Settlement on the edge of the above crater, known for its meteoric iron mines (Pop. c. 7,200).
- <u>CALIX HODARA</u>: Rui. Arc. Ancient ruined cenotaph in the wilderness in the c of <u>SABAISA</u>, east of the <u>HERE</u> Mountains. It is thought to date back to the <u>FOURTH AGE</u>, though it heavily weathered and overgrown.
- <u>CALIXARAN</u>: Geo. Hills and sloping plains dominating the north of <u>SALOROC</u>. The region is dry in summer, though explodes with life in winter as heavy rains water the region, increasing the scope of the river SCYTHEA.
- <u>CALLA</u>: 1. Also the Unknown Tomb. Rel. An ancient tomb in the c west of <u>VAALK</u>, that various scholars attribute to differing sources. Before the <u>KORACHANI EMPIRE'S</u> arrival in Vaalk (then <u>VALKA</u>) it was thought to be the tomb of a great warrior, though exocrines bringing the imperial faith into Vaalk later claimed that an imperial <u>OTHERWORLDLY</u> saint died there, bringing the venerated location into the fold of the <u>CHURCH OF THE UNDYING MACHINE</u>. The area is now a favourite amongst pilgrims on <u>THE SHADOW MARCH</u> returning from <u>KHARKHARADONTIS</u>.
- 2. Set. Settlement in the c north west of <u>GNOTH</u>, close to the westernmost reaches of the <u>AEARN WETLANDS</u> (Pop. c. 3,000).
- <u>CALLANDRA</u>: 1. Geo. Mountain pass in the south west of <u>CISNERIA</u>, crossing the <u>BLACK MOUNTAINS</u>, linking the valley of <u>LIENE</u> with the main territories of Cisneria. The pass crosses a valley dividing the mountain which is known for its curious stifling of sounds.
 - 2. Set. Settlement in the south west of $\underline{\text{CISNERIA}}$, guarding the eponymous mountain pass across the $\underline{\text{BLACK MOUNTAINS}}$ (Pop. c. 1,000).
- <u>CALLER</u>: Soc. Rak. In <u>GNOTH</u>, a caste of <u>GIGANRI</u> who sing the emotions of the natural world they herald the dawn, lament the coming of night, celebrate solstices and so on.
- <u>CALLIS</u>: *Cur*. Currency in <u>EREBETH</u>, first minted in 3704 RM, after the abandonment of the region by the <u>KORACHANI EMPIRE</u> 6-years before. See Vol II: Currency and Coinage in Elyden.
- CALLISTEA: Lan. Native name of EREBETH.
- <u>CALLISTEAN</u>: Lan. Native language of <u>EREBETH</u>. Though originally suppressed by its <u>KORACHANI</u> subjugators, it remained in use in black-markets and by those who opposed the occupation. In its place the use of <u>KORACHANI</u> was enforced, remaining in use throughout Korachani subjugation of the region.

The retreat of Korachan from the nation in 3698 RM, saw a concentrated effort at reintroducing the language as a symbol of the regions' independence. It was taught to children in schools, with many elderly people willingly learning it in their homes, until by c. 3840 RM it was in common usage, though Korachani begrudgingly remains a common language, particularly amongst the common folk who are unable to formally learn Callistean.

As a result, a simplified creole of Callistean and Korachani, known as <u>BETENATHI</u>, has developed, becoming the common form of communication, dominating marketplaces and the slums of Erebethian cities. See Vol II: Languages.

<u>CALLOW HORDES</u>, the: also 'the Lost Demesne'. Eth. Ntn. Technobarbarians that inherited the old <u>ALMAGESTI</u> colonies of <u>AGNERIST</u> in the far east of <u>RAONGEN</u>^(2.) in the north of <u>LLACHATUL</u>, north of the <u>NARAHASAPHAEL</u> Mountains. Outside Raongen, particularly in Almagest, the Callow hordes are more popularly known as the <u>LOST</u> DEMESNE.

The hordes are belligerent and constantly harassing the borders of the above regions, including <u>Valbar</u>, though are as likely to war amongst themselves. It is thought by various nations that they are equipped and funded by <u>Almagest</u>, <u>Korachan</u>, or even <u>Sarastro</u>, to cause dissent amongst their own territories, though no nation has openly admitted this.

They are mostly nomadic, concentrated around the <u>AZAKKALIN</u> Massif, though they do have a few cities which are in a tenuous alliance, though internecine war between regions is not uncommon. Largest of these is the city of <u>ATHAZAGORA</u>, along the <u>RYOGENI</u> coast.

They worship false deities whose roots lie in the colonisation of the area by <u>HOUSE ARTIFEX</u> around a millennium ago, and they revere technology as holy, having lost all knowledge of its functionality. A caste known as <u>MACHINE-MONKS</u> who 'maintain' the rusted machinery that the people of the Callow Hordes worship.

- <u>CALLOVIA</u>: *Rel. Rui.* Ancient near-obliterated temple-system in the <u>SYNHODOS PLATEAU</u>^(2,) in the c of <u>JURRAS</u>^(2,). Metal tablets unearthed there in 3121 RM led to the rise of the Jurrasi Synhod caste, which was partially responsible for the over a few decades before the departure of KORACHAN from the region.
- <u>CALMAN</u>: Wea. Heavy cleaver-like sword that is common amongst many nihilistic groups across the <u>INNER SEA REGION</u>, including the <u>DESOLATI</u> and <u>ABYSSAL TEMPLARS</u>, and others. Largely symbolic of their Tenets, the blades are intentionally left crude and unfinished and are ground to a sharp edge on a grinder. When actually used in combat they can be terrifying weapons, as much used to defeat the enemy psychologically as they are to cause physical harm.
- **CALODIA**: Ast. Star that is worshipped by the people of **ZINGE**.
- <u>CALOG</u>: *Geo.* Highland badlands in the territories of the tribe of <u>RAOSI</u> in the north east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>.
- <u>CALPURNIA</u>: 1. Lak: Lake in the c south west of <u>RAONGEN</u>^{(2.),} forming a part of the <u>TAHONG</u> drainage basin. It lies along the path of the river SOSHALL
- 2. Set. City in the c south west of <u>RAONGEN</u>^(2.), on a peninsula protruding north into the eponymous lake (Pop. c. 37,700).
- <u>CALU</u>: also 'the Tower'. Ast. Con. Constellation along the equator. See Vol II: Constellations.
- <u>CALUN</u>: Set. Settlement in the c south of <u>HOLOLACH</u>^(1.), 8-miles west of <u>LO SAVAN</u>. The people of Calun collect salt from the l. in expansive saltpans that surround the settlement (Pop. c. 5,000).
- <u>CALYX</u>: Set. Settlement in the south of <u>ARKOS</u>⁽¹⁾, close to the <u>PASS OF</u>
 <u>CATAS</u>. The settlement is known for its mercenaries who have been fighting in the south for generations and are experts at mountainous warfare against the people of <u>MULCIBER</u> (Pop. c. 6,000).
- <u>CAMACA</u>: 1. *Geo.* Region in the north east of <u>SAGITTARIA</u>, and home to the current government.
- 2. Set. City and, since 3751 RM, capital of <u>SAGITTARIA</u>. The city has grown tremendously since that time, and is rapidly becoming the largest city in the region as people migrate there from other cities within Sagittaria. It was originally known for its silk production, and though the industry remains, it has diminished since growing into a metropolitan area. It is the northern-most major stop along the <u>IVORY ROAD</u>, and receives trade from as far away as <u>TARTAK</u>, over 3,500-miles south west (Pop. c. 1,009,800).
- <u>CAMARA</u>: Geo. Island in the north east of the <u>CORAL BARONIES</u>, in the south east of <u>SAMMAEA</u>, in the <u>BAY OF LEPHET</u>. It is the largest island of the Coral Baronies, and is home to most of its people. Between c. 3500 3700 RM the island increased greatly in size as atolls and sandbars merged to form the coastal plains of <u>CAMOROUR</u> and the <u>SAESPITOSE</u> spit
- <u>CAMARIAN</u>: Geo. Reef in the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u>, in the north eastern waters of the <u>IHEDROURITRUSH</u>.

<u>CAMARINAL</u>: 1. *Sea*. Sea in the south west of the <u>INNER SEA</u>, dividing the <u>CYHLAGHARRI PENINSULA</u>^(1.) from the <u>PARTHISAN HEADLAND</u>. It is named after an ancient <u>THRACIAN</u> tyrant^(2.).

2. (B. c. 1050 - 1175 RM) *His. Pol.* Ancient tyrant from the west of <u>THRACE</u>.

<u>CAMASSIA</u>: *Soc. Pol.* Major <u>PATRICIAN HOUSE</u> around the <u>INNER SEA</u>
<u>REGION</u>, with a major presence in <u>AZAZEM</u>, and in particular the capital city, <u>AGLAIA</u>^(2.).

House Camassia emerged in c. 1720 RM from one bloodline of an emeritus <u>ARCHPATRICIAN</u>-governor of Azazem and went on control many waning farmlands, which by then had become unproductive and which were being sold off for cheap. The House made shrewd agricultural decisions that saw it using what would have otherwise been considered waste matter, allowing it to not only maintain control of its lands, but also expanding them. In c. 2110 RM it constructed the first iteration of the <u>CAMASSIAN STRONGHOLD</u> outside Aglaia.

In c. 2400 RM it independently developed a primitive form of <u>DROSS</u> that revolutionised the manufacture of animal feed, making it incredibly wealthy. It rebuilt and expanded its stronghold over the following centuries, from where it developed one of the first forms of modern dross in c. 2578 RM. This kicked off a new revolution in food production for <u>MORTALS</u>, saving an empire from starvation and disease and growing unimaginably rich in the process. Though House Camassia originally used strongarm tactics to dissuade rivals from copying what it believed to be its own invention, by c. 2610 RM it instead formed an alliance of other dross manufacturers – now known as the <u>ATROPI HOUSES</u> – to capitalise on their innovations, using arranged marriages and business acquisitions to legally gain control of other dross-manufacturing houses, securing its position as chief manufacturer of dross to the KORACHANI EMPIRE.

As befits such a storied House, its members have garnered a reputation for eccentricity (with various legends and myths emerging around them, including immortality and reprehensible activities) and spending on a level even most other patricians can only dream of. Over the past centuries, many members of the House have become increasingly reclusive, with some younger members never having left the confines of their ancestral home, the <u>CAMASSIAN STRONGHOLD</u>, which also serves as the headquarters of the Atropi Houses.

<u>CAMASSIAN STRONGHOLD</u>, the: Soc. Pol. Str. Major fortress in the city of <u>AGLAIA</u>^(2,) in <u>AZAZEM</u>. It is the ancestral home of <u>HOUSE CAMASSIA</u> and also serves as the headquarters of the <u>ATROPI</u>.

The structure is monolithic, measuring almost a mile-long, though it is technically various separate bastions and forts connected as one. It originated as a simple citadel built in c. 2110 RM, which has been reconstructed and renovated various times over the years, though it is rumoured to still remain intact and solitary, buried deep within the vaulted interior of the extant structure.

Much of the present structure is dedicated to the administration of the Atropi Houses, though various annexes remain in use exclusively by house Camassia, whose members have become increasingly reclusive, their near-endless wealth allowing them to do as they please.

<u>CAMAU</u>: Dem. 'Camauan'. Ntn. Nation in the south east of <u>EASTERN MENISCEA</u>. It is known for its animalistic pantheon of deities, which is thought to have originated in the strange animal corpses found in lake <u>VASSAGO</u>.

The nation was formed in 3821 RM following the arbitrary partition of the larger parent state of <u>SHUTIAZ</u> by the retreating <u>OBLEVISH EMPIRE</u> into two – Camau and <u>EGINAZ</u>. In the year 4005 RM its government committed mass suicide during a session of parliament in an event that remains unresolved and which has become the centre of various conspiracy theories in the <u>UZAGANDAR</u>. See Vol III: Extant Nations and Realms.

<u>CAMBER</u>: For. Coastal forest in the north west of <u>EZASUH</u>^(2.), to the east of the city of <u>ASATTIR</u>.

<u>CAMBIA</u>: Rui. Mid FIFTH AGE ruin in the north west of <u>PARAIYA</u>, in the <u>KAURCAN</u> region. It was, as recently as two centuries ago, a major industrial city, though following the change in regime in 3813 RM and the moving of the capital to <u>SOPORA</u>, it began to wane, with many people moving to the south east. It was eventually abandoned in c. 3200 RM.

<u>CAMBIUM</u>: Sup. For. Sparse <u>ATRAMENTALLY TAINTED</u> forest in the c-south east of <u>KHARKHARADONTIS</u>, forming the western-most part of the <u>WAELMIGH</u> rainforest. Its trees are unique to the region and their wood is soft and pale, and their leaves fleshy and maroon in colour, giving them the appearance of giant branching fungi. Their pulp is poisonous and absorbs ambient <u>UMBRA</u>, allowing them to survive in the region.

They are thought to be a relatively recent addition to the area, and explorations of western Waelmigh in 2831 RM made no mention of such flora. They reproduce through sporogenesis, and their spores can travel vast distances on prevailing winds, and saplings have been recorded in regions as far away as <u>NOAVATUR</u> and <u>RHINOCOLOURA</u>.

<u>CAMEHAN</u>: 1. *Lak*. Lake in the south east of <u>KHITAI</u>. It was once a large bay, used by <u>KORACHANI</u> invaders as a harbour. The lowering of <u>ELYDEN'S</u> sea levels saw the bay changed into a lake in c. 3100 RM, leaving many coastal settlements in the region cut-off from the *Sea*.

2. Ser. City in the east of KHITAI. Originally founded as a KORACHANI colony in c. 2430 RM to mine iron, it was once known as Camechan. The Korachani rulers were forced out of the city in 2789 RM, becoming the first region of Khitai to govern itself, as the rest of the nation was fighting its Korachani oppressors.

Korachani architects designed the city to be coastal, but it was left landlocked by c, 3100 RM, and the surrounding bay became a lake that is today linked to the sea with a series of canals. Its main industry is logging (Pop. c. 45,000).

<u>CAMENHI</u>: Set. Settlement in the c west of <u>PORPHYR</u>, along the main national trade-route (Pop. c. 7,000).

<u>CAMERANIA</u>: Geo. Expansive cave-system in the c south west of <u>THE SURRACH</u>, south of the <u>MISHANOS</u> Mountains and south west of the <u>GHUZZ</u> Mountains that leads to the vast <u>CHAMBER OF CHAINS</u> in the PRISON CARCERI.

<u>CAMERANIA</u>: Geo. Expansive cave-system in the c south west of <u>THE SURRACH</u>, south of the <u>MISHANOS</u> Mountains and south west of the GHUZZ Mountains.

<u>CAMION</u>: Tec. Veh. Large vehicle, usually used for transporting goods and supplies.

CAMMEA: also 'Kommea'. Lan. KORACHANI name for KOMMEA.

CAMMOREA: 1. Geo. Large mountain-chain in the north of SAMMAEA, some 2,500-miles long, forming the northern border of the KHARKHARADONTID desert, where it flanks the south of the ANDILUTHAN SHELF and TARTAK, where it serves to keep the worst ATRAMENTAL CORRUPTION out of the settled lands of Sammaea. Earthquakes and landslides are common, particularly along the southern face of the mountain, leaving the plains directly south of it, shattered and strewn with treacherous boulders.

2. Eth. Ethnic group in the north of <u>SAMMAEA</u>, south of the <u>SEA OF BYSSOS</u>, who emerged in the early <u>FIFTH AGE</u> around the Cammorean^(1.) Mountains, after which they are named. They spread to the north and in c. -1000 RM, settling lands west of the Byssos, where their descendants would go on to found the nations of <u>ANDILUTH</u>, <u>TRAKIA</u> and <u>MOAH</u>.

<u>CAMMOREAN PARABLES</u>, the: Soc. Leg. Series of legends found by <u>IMPERIAL</u> explorers along the northern face of the <u>CAMMOREAN</u> Mountain in the early days of <u>KHARKHARADONTID</u> exploration c. 80 RM. The parables are etched in various disparately-found ten-foot-high granite slabs in an ancient yet easily decipherable script, each of them speaking of a hellish place where nightmarish beings torture the guilty. Some say the tales are parables of morality, though other scholars claim they speak of a time in <u>ELYDEN</u> when such creatures roamed the deserts of <u>KHARKHARADONTIS</u>. The first such tablet was found at the base of mount Cammorea in the north of Kharkharadontis; from which the parables' names as a whole are derived. See Vol II: Legends and Folk Tales.

CAMMOREAN SHADOW, the: Sup. Geo. ATRAMENTALLY TAINTED region dominating the c and north western-reaches of the CAMMOREAN Mountains, to the east of the SEA OF UGOLOTH, in the far north of KHARKHARADONTIS, occupying the north eastern-most reaches of the Free Land of TRINITANIA (1.), stretching as far north into the south of TARTAK. The corruption is moderate to faint, and is only of danger to those who remain there for a prolonged period of time. Caravans

undertaking the western-most stretch of the <u>SALT ROAD</u> cross here, through established routes that are protected by <u>SIPHON ENGINES</u> and other technarcane devices.

The taint is believed to date back to <u>ATRAMENTAL</u> attacks against the empire of <u>KARTHAN</u> during the final days of the <u>WAR OF SCOURGING</u>.

The region is categorised as a <u>MODERATE THREAT</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES</u>.

<u>CAMMORI</u>: Lan. Native tongue of the nomads who live in the northern foothills of the <u>CAMMOREAN</u> mountains, dating to the middle <u>FIFITH</u> AGE, and descended from OLD CAMMORI.

The present-day language of <u>CARDAMATHIAN</u> is descended from it. See Vol II: Languages.

<u>CAMMORI</u>, <u>OLD</u>: *His. Lan.* Early <u>FIFTH AGE</u> language from the <u>CAMMOREAN</u> region of northern <u>SAMMAEA</u>, that originated from the late <u>FOURTH AGE EXAHARIAN</u> tongue. It has been replaced today by <u>CAMMORI</u>. See Vol II: Languages.

<u>CAMBAR</u>: For. Jungles in the south west of <u>WESTERN SAMMAEA</u>, straddling the border between the south east of <u>ABRAXA</u>⁽²⁾ and the north west of <u>CARNYNGA</u>.

<u>CAMBION</u>: also 'the Cambion'. Leg. Myr. Rel. In the religion and myth across <u>LLACHATUL</u> in contemporary times, a deity loosely recognised by many <u>HALFBLOODS</u> as a patron. The halfblood Cambion was martyred during the last of the <u>ANTHROPEIDOS CRUSADES</u> in the <u>BATTLE OF TWO WORLDS</u> in 151 RM in the name of fellow Halfbloods persecuted in the early days of the <u>EMPIRE</u>, before they were assimilated into its echelons. Since then, many halfbloods the world-over have paid tribute to the memory of the halfblood at the point of its death in the north west of <u>NÁRTHEL</u>, near the <u>STRAIT OF NÁRTHEL</u>, elevating it to godhood. See Vol II: Legends and Folk Tales.

<u>CAMELOPARD</u>: also 'Ghazal' in <u>PARAIYA</u>. Fau. Herbivorous ungulate, slightly smaller than a horse, with a longer neck, common in many wild areas throughout the drier climates in <u>LLACHATUL</u>, and the north of <u>SAMMAEA</u>. See Vol II: Classification and Taxonomy of Life.

<u>CAMEROCH</u>: Geo. Area of wooded badlands in the north west of <u>THE OLD FOREST</u>, known as the region in which the <u>TREE OF AGEN</u> is located. The region covers around 27,500 square-miles and is characterised by tall crumbling stacks covered in a tangle of vines, fleshy creepers and banyans, which in many cases keep the stacks in place. The valleys between the stacks are thick with vegetation and plant litter making the region very difficult to navigate.

Growth of flora and fauna in the region is directly influenced by the Tree of Agen, growing faster and more aggressively, though many creatures that spend their lives in the area find their lifespans shortened by the vigour of life there.

It is shunned by most in the Old Forest due to its infamy as the home to the Tree of Agen, and is guarded by the \underline{SIDHE} – a caste of $\underline{DERUWEIDS}$ who mutilate their bodies to more resemble the Tree of Agen.

<u>CAMOROUR</u>: Geo. Coastal plains in the south east of the island of <u>CAMARA</u> in the north east of the <u>CORAL BARONIES</u>. It was formed between c. 3500 – 3700 RM due to the lowering of sea levels and remains largely barred due to the salinity of its soil, though it has become a haven to wildlife.

<u>CAMORRA</u>: also 'the Hidden City'. Set. City in <u>SARASTRO</u>, on the southern-face of the <u>OTINDHAR</u> Mountain; a sanctuary to those still faithful to <u>HAGE</u>, where the deity is worshipped in its true incarnation and not the corrupted deity that the <u>CHURCH OF THE UNDYING MACHINE</u> fashioned it into (Pop. c. 3,200).

<u>CAMOTHUR</u>: Geo. Expansive river basin in the west of the <u>AMMASHI</u>^(1.) peninsula through which flows the river <u>TAMANTI</u>. The basin is characterised by savannahs and sparse woodlands and is largely unpopulated and is a refuge to wildlife. The largest city in the basin is <u>EHBREDA</u>, which lies at a sharp bend where the river <u>VERTANDI</u> meets the Tamanti.

<u>CAMPANOLOGY</u>: Soc. The study, art and craft of <u>BELL</u>-ringing. Bell-ringing is a common pursuit across the <u>INNER SEA REGION</u>, and particularly within the <u>KORACHANI EMPIRE</u> and its dependencies and independent states that were once part of Korachan, so-much-so that

even then travelling in the wilderness one may hear the sounds of bells carried on the wind, from solitary towers, crossroad chapels, and other isolated structures.

Hand bells are used extensively on the <u>SHADOW MARCH</u> by priests to rally <u>PETITIONERS OF THE MACHINE</u>, and the sound of bells across cities where the <u>UNDYING MACHINE</u> holds sway has become ubiquitous, calling people from all walks of life to prayer.

Many superstitions have emerged surrounding campanology, including the belief that they can be rung by spirits in times of turmoil, and that they can be used to keep evil spirits at bay.

<u>CAMWAÉH</u>: Set. Settlement in the south east of <u>KOMMEA</u>, in the south east of the <u>HOLLOW COASTLINE</u> (Pop. c. 7,200).

<u>CANAM</u>: Geo. Grass and scrubland in the north west of <u>LYRIDIA</u>, west of the hills of <u>ARRAPHA</u> and <u>ESTIA</u>. The region is home to wild horse herds, and many surrounding small settlements train and breed them for various needs.

CANAPHRAN: Mil. Org. Plr. 'Canaphrani'. Caste of itinerant 'knights' in the INNER SEA REGION, common to both the HIGH- and LOW-EMPIRES, as well as the PARTHISAN REPUBLIC, and, less commonly, the ALMAGESTI REPUBLIC and the KINGDOM OF VENTHIR. They are warriors, often veterans of state service or retired mercenaries, who have taken a vow to whatever authority they see fit (commonly a god, sovereign, or state, or even an individual) to uphold said authorities' laws and morals, though the manner in which they do this is largely unregulated.

Typically, they are sponsored by or under the patronage of a powerful benefactor — a <u>PATRICIAN</u>, prince, high-ranking government or church official, for instance. These patrons equip, feed and house the canaphran, who furthers their reputation through his deeds. This motive usually serves to regulate the actions of canaphrani, who will lose their patronage should their deeds be contrary to the objectives of their patrons.

The canaphrani travel across their appointed lands, be they local or more far-ranging, looking to further the cause of their chosen authority and patron, and challenging those who would oppose them. Due to this they are perceived by many as being similar to the knights-errant of classical tales, though the analogy is often overly simplified. In many cases they can be little more than enforcers and bullies of their patron, though notable paragons of the Canaphrani ideal have emerged in various regions, particularly <u>LAASKHA</u> and <u>SKAROS</u>, where a tradition of honourbound Canaphrani has led to them becoming highly respected there.

There exists little to unify individual Canaphrani and even those devoted to the same cause will differ wildly in appearance and character. Some hark back to the classical image of knights and may refuse to use firearms or other ranged weaponry, though others will have no such compunctions, equipping themselves with the best technology their patrons can afford.

People's perception on them varies by region and individual, and some regard them as exemplars of honour, where others denounce them as little more than vigilantes at best to state-sponsored bandits at worst. Laws regarding Canaphrani also differ from place-to-place, with the <u>KORACHANI EMPIRE</u> having no laws specific to them, but being cautious of their actions – it is not unknown for an infamous Canaphran to be hunted down and brought to justice, for instance.

The name is derived from an ancient caste of nomadic mercenaries common in \underline{VAALK} in the early Fifth Age. Due to this 'ancestry' Canaphrani are largely distrusted in Vaalk.

<u>CANATA</u>: Set. Settlement in the c-south east of <u>TAMAR</u>, just east of the <u>BAY OF CANATAUR</u> (Pop. c. 8,000).

<u>CANATAUR</u>: Sca. Deep bay in southern <u>TAMAR</u>, along the <u>HARMACHIS</u> coast. Its shore has changed little over the years due to its deep waters and the settlements there are amongst the oldest coastal settlements in Tamar.

<u>CANATH</u>: Set. Fortified coastal city in the north east of <u>SKAROS</u>, close to the border with <u>ALMAGEST</u>. Its main industry is watchmaking, and it is a major stronghold of the <u>KYONI ORDER</u> of the <u>SANCTIFIED INQUISITION</u>, and forces based in the city patrol the border (Pop. c. 40,000).

<u>CANATON VALLALAR</u>: (B. unknown). *Pol.* Present speaker of the Republic Council of <u>GNOTH</u>. Very little is known of him as what little

dealings the council has with foreign nations is through envoys and diplomats.

<u>CANCELLARII</u>: sing. 'Cancellarear'. Soc. Rnk. In the <u>KORACHANI EMPIRE</u>; administrative rank held in most imperial settlements of sizeable population (normally 10,000 or more). They are law-givers and maintainers of edicts, and oversee the local militias and law-enforcements that act beneath the <u>IRON GUARD</u>. They are often members of the <u>SANCTIFIED ORDERS OF THE INQUISITION</u>.

<u>CANCRINE COAST</u>: Geo. Largely uninhabited coastal region in the east of PORPHYR.

<u>CANDAN</u>: *Pol.* Influential <u>PATRICIAN HOUSE</u> with a large influence in the city of <u>ALMAGEST</u>. The current governor of the city of Almagest is <u>VAHANDAR CANDAN</u>.

<u>CANDAULUM</u>: Set. City in the south east of the <u>TARAHID ANNEXES</u>, close to the coast of the <u>SEA OF ORKA</u> (Pop. c. 15,000).

<u>CANDRON</u>: 1. Tec. Series of <u>SIPHON ENGINES</u> located along the northern border of the tainted region of <u>HOTUTAER</u> in <u>TARTAK</u>.

2. Sup. Tec. $\underline{\text{UMBRA}}$ pipeline in the c of $\underline{\text{TARTAK}}$ that runs for 375-miles to the city of $\underline{\text{SAHIM}}^{(2)}$ in the north.

<u>CANEM HALAT</u>: *Geo.* Small mountain acting as a border between AHRISHEN and LYRIDIA.

<u>CANESCA</u>: Sup. Geo. Expansive <u>FIRMAMENTAL WASTELAND</u> in the north east of <u>SAMMAEA</u>, covering some 17,000 square-miles across the border between the far north west of <u>ELEKHID</u> and the tribe of <u>ESSERIS</u> in the east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. One of few Firmamental wastes in the region, Canesca is renowned for its bleached landscape and arid climate.

<u>CANI</u>: 1. *Geo.* Mountain pass between the mountains of <u>BETHET</u> in the south west and <u>NAKARRA</u> in the north east, connecting the east of J'THANA with the west of SIRIPHAGOS.

2. Ser. Mining settlement to the south west of the $\underline{NAKARRAN}$ Mountains in the north west of $\underline{SIRIPHAGOS}$. Its main industry is the mining of tin (Pop. c. 6,000).

<u>CANIOS</u>: Set. Settlement in the north west of the tribe of <u>ATEVEGOS</u>, in the west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 2,000).

<u>CANKERBLOOM</u>: Flo. Large plant with fleshy leaves that produces a single large red flower that drips tar-like ichor. The plants grow up to around 3-ft. in height and are common in the south east of <u>SAMMAEA</u>, being most common in <u>ZHARIAH</u>^(2.), <u>SHEZALIAH</u>, and <u>QARALAM</u>, and they thrive in regions of <u>FAINT ATRAMENTAL CORRUPTION</u>.

The tar that drips from the flower is actually a form of nectar that is rich in <u>UMBRA</u> that it filters from the soil and air around it that has a sickly-sweet stench, not unlike that of a corpse, that is used to attract pollinators.

This tar is collected and is used to make a concentrated poison that has been used since antiquity to taint large volumes of water, particularly during sieges. When dried and turned into a powder the tar burns with a thick dark smoke, which when inhaled is debilitating in the short term (coughing, fits, seizures) and leads to <u>ATRAMENTAL AILMENTS</u> in the long term, with the most infamous symptoms being the liquefication of eyes and persistent thickening of saliva that makes swallowing next to impossible. The poison is commonly used against pests and vermin, though its use against <u>MORTALS</u> is not unheard of. See Vol II: Poisons and Venoms.

<u>CANNOS</u>: Nm. Nation in the north east of <u>Bror</u>^(1.). The region was originally thought to be uninhabited due to the noticeably-absent signs of civilisation on the surface. The dry climate and <u>FIRMAMENTAL</u> activity reinforced this theory. Its south easternmost lands lie in the rainshadow of the <u>LAHAED</u> Mountains and are inhospitable to <u>MORTALS</u>. See Vol III: Extant Realms and Nations.

<u>CANON LAW</u>: Law. Form of punishment introduced to <u>ASSEER</u> by <u>DRERLLATAR FARISÛN</u> in 1677 RM that takes an avenging form, with punishments taking a similar form to the crime. It remains in effect to this day and is effective with little enforcement, so long as punishments remain harsh and there remains the threat of apprehension and sentencing.

<u>CANOPIA</u>: also 'the Mausoleum City'. Set. Once mortuary-city in the c north west of <u>ANUBIA</u> where the <u>LOST ONES</u> prepared their dead for inhumation. The place is now a ruin, swallowed by the white sands of the <u>MOLACHARI DESERT</u>, only its black spires and archaic arches protruding from the sand in memory of what once was.

Some remains exhumed from the ruin indicate that the city may have had a small <u>IROTHANI</u> population.

<u>CANOPIC ENGINE</u>: His. Soc. Tec. In ancient history, the great mechanical repositories used by the <u>IROTHANI</u>, into which their spirits were interred once their fleshy mortal bodies were deemed too weak to carry on the task. They are similar to the <u>SOUL-ENGINE</u>^(1.) created by the <u>DEMIURGE NYARLOTH</u>, but of far cruder design. In many cases they came to be worshipped by lesser <u>MORTAL</u> peoples that inherited their lands, in a form of <u>ARCHAEOLATORY</u>.

<u>CANOPUS</u>: *Geo.* Ore desert to the west of the <u>SABARAAN</u> Mountains in the south east of <u>SHAZGIN</u>. The region is known for its brilliant bronzebrown rocks and large gold deposits, and its northern part has been mined by Shazgin for years.

<u>CANOTHA</u>: Rui. Picturesque deserted city in <u>TETHYSIA</u>, on the banks of a now-dry branch of the river <u>AUDUHMLA</u>.

<u>CANOTO</u>: *Set.* City in the c north west of <u>ALMAGEST</u>, along the course of the river <u>DANUR</u> (Pop. c. 43,000).

<u>CANTHUS</u>: Set. Fortified settlement in the south of <u>QATTISYSH</u> in the west of <u>THE SURRACH</u>. It was once a thriving city with a healthy metallurgical industry, but it was heavily bombarded during the <u>BAKHRAN STATES</u>' first attacks against the area in 4003 RM (Pop. c. 9,200).

<u>CANTICATONA</u>: Geo. Low mountains in the c of <u>LOEGRESS</u>^(1.), stretching from the eastern face of the <u>VOULLOR</u> Mountains to the coast west of the <u>BAY OF ERMAE</u>^(1.). The mountains are ancient, possibly even more-so than the Voullor and are shattered and well-worn, smooth from untold hundreds of millennia of exposure to the elements.

<u>CANTICLE OF WORMS</u>: Mys. Vol. Ancient mystic texts unearthed in the ruined <u>TEMPLE OF TALLAS</u> in the <u>RAOGON</u> forests in central <u>CUTH</u> early in the <u>FIFTH AGE</u>. The texts detail the conquests and plagues of the <u>SCION TALLAS</u>^(2.) and are likely copies of an original written by one of his followers of lieutenants. It details the forms of plagues and diseases and their symptoms and the number of people killed by them and in what places. It also chronicles the passage of the sun across the skies, including the times of sunrises and sunsets, and uncommon solar activity across a specific period of the <u>THIRD AGE</u>, as well as noting events of agricultural importance, such as droughts and blights.

Ironically, what was intended to be a celebration of the exploits of a sadistic demigod eventually spread across $\underline{\text{ELYDEN}}$, becoming the basis for many cures and ways how to deal with a variety of diseases and plagues. It is unknown where the original texts are situated, but copies and transcriptions have found their way across Elyden, with versions kept in libraries in $\underline{\text{KHADON}}$ and $\underline{\text{TETHRA}}$, amongst others.

<u>CANTICLES OF STEEL AND SHADOW</u>: *Rel.* Set of seven hymns that are sung during masses of the <u>CHURCH OF THE UNDYING MACHINE</u> in KORACHANI cities.

<u>CANTIFORA</u>: also 'the Tree Bastion'. Mil. Str. Major coastal bastion in the south west of <u>LANTUA</u>, in the south east of <u>MENISCEA</u> made from <u>FIRMAMENTALLY</u> hardened roots that have been <u>SHAPED</u> in situ. It is the paragon example of this form of architecture, and one of few military examples employed by the Lantuan people. The natural pliability of the roots, coupled with the Firmamental hardening make for structures that are as tough if not more so than traditional fortifications.

<u>CANTILLA</u>: *Ind. Set.* Manufactory-city in the east of <u>SARAGOS</u>, along the course of the river <u>TAARFA</u>. It is known for its caste of chanting <u>TECHNOLOGISTS</u> (Pop. c. 38,000).

<u>CANYON</u>, the: Soc. Geo. Slang term for a narrow street in the <u>CITY OF ALMAGEST</u>, accessible to the docks of the central peninsula by steep steps. It was once known for its noble palaces, though these have since been converted to inns, hotels, taverns, cabarets, concert halls, brothels etc. Many echoes of its previous incarnation still exist in the arched doorways, niches with statues, plaques, and architecture of the area.

- <u>CAPHAE</u>: Set. Major coastal city in the east of <u>KASPIA</u>. It is one of the largest cities in Kaspia, and is also a major industrial centre and has a large harbour (Pop. c. 632,000).
- <u>CAPITONA</u>: Set Settlement in the north of <u>CISNERIA</u>, in the southern foothills of the <u>DIVUMMA</u> Mountains. It is one of few places in the region that continues to extract and process umbra, under the aegis of the city of <u>SUDIVA</u> (Pop. c. 8,000).
- <u>CAPPAGANA</u>: *Mil. Str.* Fortress in the south of <u>EREBETH</u> in the region of <u>THANATOS</u> that scours the region for <u>SOULSTONES</u>.
- <u>CAPRICORNS</u>, the: Geo. Island-chain off the south western-most coast of GYZHA, in the west of LLACHATUL.
- <u>CAPRIOTE</u>: Rel. Clo. Conical pointed hat that is commonly worn by various ranks within the <u>THREE CHURCHES OF THE UNDYING MACHINE</u>. It is common amongst more fanatical <u>VOTARIES</u> and <u>SECTARIANS</u>, who often wear them while undergoing the <u>SHADOW MARCH</u>. Various ranks of clergy also wear them with their faces entirely covered, particularly during holy day processions.
- <u>CAPRIZANT</u>: 1. For. Forest dominating 400-miles of coastline in the north west of the <u>PRINCIPALITY OF SEPAHAUNAT</u>, west of the <u>IQEKHABRA</u> Mountains. It is known for many earthquakes and geysers, as well as a few volcanoes, mostly dormant.
- 2. (9,040-ft.) *Geo.* Active caldera in the c north west of the <u>PRINCIPALITY OF SEPAHAUNAT</u>. It has been studied by volcanologists, but little is known of its patterns. The hollow is near-constantly filled with magma, which at times is known to erupt. Its last major eruption was in 3642 RM, when it levelled miles of forest all around it.
- <u>CAQDA</u>: Set. Coastal settlement in the far south east of <u>CHEIRA</u> (Pop. c. 4,000).
- <u>CARACAL</u>, the: Geo. Region of savannah dominating the c east of <u>VECTIS</u>.
 It is the eastern-most region of the vast plains that dominate that area of <u>WESTERN MENISCEA</u> and is a popular spot for <u>LANDSKIFFS</u>.
- <u>CARADAR</u>: Set. Settlement in the far east of <u>ABATTUR</u>, in the region of <u>VRESSELA</u>. Its main industry is the mining of <u>SUNSTONE</u>, which are highly <u>FIRMAMENTALLY</u>-active, making their extraction extremely dangerous. The sunstones are refined in the manufactories of <u>AINE</u>⁽³⁾, to the west (Pop. c. 5,000).
- <u>CARADAS</u>: 1. Sea. Bay in the west of <u>TATAR</u>, to the east of the <u>GULF OF</u> <u>ESHIRON</u> Its waters are heavily polluted from the many manufactories of the nearby city of Caradas^(2,).
 - 2. Set. Major coastal city in the west of <u>TATAR</u>, overlooking the Bay of Caradas⁽¹⁾. It is a major industrial city and its coastline is dominated by manufactories (Pop. c. 178,000).
- <u>CARADRON II</u>: m. *His. Pol. Mil. Per.* (B. 2532 D. 2583 RM) king of the historic kingdom of <u>ENAELLON</u>⁽²⁾ who was killed by the warlord <u>TORRVAN</u> during his unification campaign in the region that led to the founding of the kingdom of <u>LOEGRESS</u>⁽¹⁾ in 2588 RM. He was killed in the Battle of Brynfael, in which Torrvan forced his son, who was acting as his second-in-command, to surrender Enaellon.
- <u>CARALAR</u>: Set. Settlement in the c north west of <u>KULIGALA</u>, in the c of the <u>CARCHEMISHI PENINSULA</u>^(1.), in the east of <u>SAMMAEA</u>. It is a major source of onyx gems, for which the region is well-known (Pop. c. 8,000).
- <u>CARAMILO</u>: Cui. A pastry sweet consumed by the people of <u>ABACARDAT</u>, the <u>JAHADAT STATES</u>, <u>KHAR NADUL</u>, <u>HANNAH</u>, and <u>QARALAM</u>. It is made from carob syrup and the pastry is laced with carob flesh.
 - It originated in Abacardat as a food reserved for religious festivals related to the <u>JAHINNID FAITH</u>, and was taken south by merchants travelling the <u>NACRE ROAD</u>.
- <u>CARANARA</u>: Geo. Soc. Region in the south east of <u>SARASTRO</u>. It has a reputation for its dour, unwelcoming people, whose ancestors were criminals and undesirables that were exiled here from cities and civilised areas across Sarastro. Without aid or recognition from the empire they were forced to make their own existence in the uncompromising region, and their descendants carry the bitterness of these founders to this day.
- <u>CARANARA</u>, <u>PILLAR OF</u>: Arc. Large granite pillar in the south east of <u>SARASTRO</u>, erected in 2937 RM to mark the north western-most extent of the region of <u>CARANARA</u>, where criminals, heretics and other

- undesirables were exiled to for many centuries, between c. 2850 3300 RM.
- <u>CARAYAN</u>: Set. Settlement in the c west of <u>RAONGEN</u>^(2.) in the southern face of the <u>ERIVOINE</u> Mountains. Its min industry is <u>UMBRA</u> extraction, which is reached by drilling deep beneath the <u>ATRAMENTALLY TAINTED</u> region of <u>ALVELM</u>, some 70-miles west (Pop. c. 5,200).
- <u>CARCAENT</u>: Geo. Sharp-ridged mountain-chain forming a part of the border between the <u>HENDECARCHIES</u> of <u>STHAMAN</u> and <u>AMILLAERE</u>^(1.) in <u>MALAN</u>. It forms one of the westernmost extensions of the <u>ARGENT</u> Mountains and covers some 85,000 square-miles, including surrounding foothills.
- <u>CARCANET</u>: Set. Major city in the south of <u>PORPHYR</u>, dominating a 15-miles stretch of lake <u>MEHMAS</u> (Pop. c. 100,000).
- <u>CARCASS</u>, the: Sca. Common name for the waters of the far south east of the <u>DARK SEA</u>, around the denser ruins of ancient <u>KHAMID</u>. These waters are treacherous, covered in shallow reefs and the wrecks of ships that wandered into the area. Rocks and ruins fill these waters, most of them lurking just beneath the surface, waiting to destroy passing ships.
- **CARCERI**: see PRISON CARCERI, THE.
- <u>CARCHEMA PASS</u>: Geo. Pass in the east of <u>BANT</u>, cutting across the east of the <u>CARCHEMISH MOUNTAINS</u>⁽²⁾, linking the north and south east of Bant.
- <u>CARCHEMISH</u>: 1. Also '*Karkhemisti'*. Geo. Peninsula in the west of the <u>SEA</u>
 <u>OF LETHEA</u>, separating the main body of water from the smaller <u>FLAMING</u>
 SEA.
- **2.** *Geo.* More specifically, a 700-mile plug that forms the backbone of the same landmass serving as a border of sorts between the lands of <u>KULIGALA</u> and BANT.
- **3.** *His. Ntn.* Early- to mid-<u>FIFTH AGE</u> nation dominating what is today known eponymously as the Carchemishi peninsula^(1.), in territories now made by the nations of BANT and KULIGALA.

The nation emerged in c. 1220 RM, after the <u>KORACHANI</u> colony that had occupied the peninsula for the previous centuries departed in c. 1150 RM, after decades of troubles with natives and the sheer distance from the central empire became untenable. Cultists worshipping the so-called <u>LIVING NIGHTMARE</u> proved to be troublesome to pilgrims travelling to the famed <u>CRADLE OF THE ARCHPOTENTATE</u>, with their attacks often leading to bloodshed and outright conflict.

A garrison was maintained around the Cradle, though the rest of the nation was abandoned, without handing over administrative duties to the INTERREGES or PRECEPTORS, as was usually the case when Korachan departed a region. Many native slaves were freed, and the last Korachani ships left the peninsula in 1153 RM.

The native populace slowly reclaimed its lands, overpowering the garrison that held the Cradle of the Archpotentate and toppling the TEMPLE that had been built around it in c. 1200 RM, and within a few decades the nucleus of a singular nation had emerged, centred around the city of ONOMA BANT. These people called themselves Carchemishi.

The nation was short-lived, however, and internal corruption, coupled with the return of Korachani fanatics intent on reclaiming the peninsula, and the devastation caused by the <u>UPHEAVAL OF LETHEA</u> in 1303 RM, led to its government's fragmentation and an eventual schism into two distinct cultural centres – <u>BANT</u> in the west and <u>KULIGALA</u> in the east – in 1305 RM. See Vol III: Extinct States.

- <u>CARCHEMISHI</u>: His. Lan. Language of the <u>CARCHEMISHI</u> people that inherited the <u>KORACHANI</u> colonies of Carchemish following their abandonment in c. 1150 RM. The language divided in two by c. 1500 RM into <u>BANTISH</u> and <u>KULIGALAN</u>. See Vol II: Languages.
- <u>CARCNI</u>: Set. Major coastal city in the far north east of <u>IMEAL</u>, close to the border with western <u>ARERAQTH</u>. It lies just south of the northern <u>POLAR CIRCLE</u> and is a major port known for its ambergris and perfume production (Pop. c. 120,000).
- <u>CARCOSA</u>: His. Rui. Expansive ancient ruins buried in the plains of <u>ESTIA</u> in the east of <u>LYRIDIA</u>. The ruins are thought to date back to the <u>THIRD AGE</u>, possibly earlier. As expected from their age, the ruins are badly decayed, though frequent landslides in the region have been known to expose well-preserved ruins that have been buried for millennia.

Local legends claim that a mythical figure, known as the <u>GERENT OF AMBRA</u>, inhabits these ruins, cursed to wander them for eternity.

<u>CARCUS</u>: Set. Settlement in the north of <u>SKAROS</u>. Its main industry is aluminium mining (Pop. c. 5,000).

<u>CARDAMATHIA</u>: Set. Major city in <u>ANDILUTH</u>. During the storm season, when the <u>ANDILUTHAN SHELF</u> is wracked by massive waves that make travel across it close to impossible, people flock behind its walls, doubling its population (Pop. c. 48,000 summer, c. 165,000 winter).

<u>CARDAMATHIAN</u>: Lan. Predominant language in the <u>BYSSOS</u> region of northern <u>SAMMAEA</u>, to the north of the <u>CAMMOREAN</u> Mountains. It is descended from the earlier <u>FIFTH AGE CAMMORI</u> tongue and emerged in the plains around the city of <u>CARDAMATHIA</u>.

It is spoken by the people of <u>ANDILUTH</u>, <u>TRAKIA</u> and <u>MOAH</u>. See Vol II: Languages.

CARDILAGA: 1. Sea. Bay in the far north east of PORPHYR.

2. See. Small coastal city in the far north of <u>PORPHYR</u>, in contested lands claimed by <u>UTIMAN</u>. It is a major link to <u>SERROK</u>, and part of the traderoute north, where gold mined in Utiman is traded north for much-needed food and supplies (Pop. c. 17,000).

<u>CARDINAL WASTES</u>: *Geo.* Region of expansive rocky terrain in the c of <u>ELEKHID</u>. It is thought that the region was a badlands about a millennium ago, but changing climate saw it covered in the <u>WAELMIGHI</u> rainforest, its buttes and canyons and mesas hidden beneath a carpet of foliage and epiphytes. The few <u>IMPERIAL</u> explorers who have seen it report a place of primal beauty unknown to the denizens of the empire.

<u>CARET</u>: Set. Small city in the east of <u>SABAISA</u>. In 3601 RM the city was destroyed in an <u>ATRAMENTAL</u> explosion of undisclosed origin. It was later rebuilt, though some of the original ruins remain to this day, and the scattered remains of black fused sand serve as reminders to the tragedy. Its main industry was and remains pyrite mining, which is largely why the city was rebuilt (Pop. c. 17,400).

<u>CARIA</u>: 1. Sea. Bay in the north of the <u>SEA OF URAN</u>, forming a border between the <u>HARÉSHKI CITY-KINGDOMS</u> of Caria^(4,) and <u>MEDES</u>.

2. Geo. Mountain and peninsula around 180-miles long in the south of the <u>HARÉSHK</u>, dominating the main peninsula of the City-kingdom of Caria^(4,).

- 3. Rvr. River in the <u>HARÉSHKI CITY-KINGDOM</u> of Caria⁽⁴⁾, flowing south east for around 70-miles, before meeting the <u>BAY OF VALD</u>.
- 4. *Pol.* One of the 8 <u>HARÉSHKI CITY-KINGDOMS</u>, and home to the <u>HIGH-MONARCH</u> ruler of all of the Haréshk. Its coastline is longer than those of the other seven Haréshki states combined, and has a powerful navy that operates from the city and its satellite harbours.
- 5. Pol. Main duchy of the <u>HARÉSHKI CITY-KINGDOM</u> of Caria^(4.). Its shield bears a stylised mountain and the devouring <u>DRAKE</u>; in reference to its mountainous namesake^(2.) and the dragon depicted by the <u>ASHKERONI</u> religion.

6. also 'the Silent City' and 'the High-city'. Pol. Set. Capital city of the <u>CITY KINGDOMS OF THE HARÉSHK</u>. Notable for its large walled capital, it is the southern-most of the eight Haréshki City-kingdoms and home to <u>HIGH-KING CAERAN IV</u> and the royal house.

Situated along the river Caria⁽³⁾, just south east of the foothills of the Carian Mountain⁽²⁾, the city began life as an unassuming settlement in c. 300 RM, taking its name from the mountain. By the turn of the first Millennium RM the region had become a famed artisan centre, the village giving birth to as many a dozen small satellites, which became known as the conurbation of Caria. Khamidian traders in Lanneas saw an increased demand in their object d'art, and the region quickly became wealthy, with Caria itself growing greatly in size, becoming a large town by c. 1200 RM. Today it is a major stop along the Great Road traderoute, with large markets lying in the shadow of its great citadel, where goods from across the Inner Sea Region are traded.

The city's crest as an angel, fashioned after the <u>OTHERWORLDER ANAHERA</u>, who is considered a patron saint, and features heavily in its heraldry and architecture (Pop. c. 1,806,000).

<u>CARIAISIUS</u>: For. Jungles dominating the south of <u>RHEA</u>, between the <u>DORLEIDON</u> and <u>BOKKARIS</u> Mountains the jungles are not thought to be virginal, and instead grew following clearing of much of the rainforests that previously dominated the area. Only the c-most part of the region is

dense-enough and to be considered a rainforest, and it is largely uncivilised.

<u>CARIELA</u>: Rui. Ruined city in the c south of <u>OSSIEL</u>. It seceded from Ossiel in 2850 RM during the height of the nation's crusades against shapers and their allies. It was destroyed, levelled, and the earth salted as a message to other settlements that were disillusioned. It remains a ruin to this day.

<u>CARILLAR</u>: *Mus. Ind. Set.* City in the north west of <u>VÂRR</u>. While Vârr was still under <u>KORACHANI</u> control, the city was a major producer of <u>BELLS</u> and home to many celebrated <u>CAMPANOLOGISTS</u>, and though that industry has dwindled to only a few family businesses, its foundries remain operational, constructing machinery parts which are now traded west into Korachan and north west into <u>CHTHYRID</u> (Pop. c. 81,000).

<u>CARIOUNS</u>, the: Soc. Mountain-men, trappers and hunters common in the <u>BLACK MOUNTAINS</u> in the west of <u>CISNERIA</u>. They exist largely outside the cultural and political structures of the civilised parts of the Kingdom, living off the land, using their skills to navigate the wilderness, hunting and trapping, selling pelts and meat at the settlements they encounter.

<u>CARIOUS WASTES</u>: Geo. Harsh highland region in the c west of <u>CISNERIA</u>. It is sparsely populated, with few large cities, though is home to a loose caste of mountain-men, trappers and hunters, collectively known as <u>CARIOUNS</u>.

<u>CARMAR</u>: Geo. Highland ridge in the north of <u>AZAZEM</u>, forming an extension of the southern <u>CHACTHORNYS</u> Mountains.

<u>CARMATHAN</u>: Pol. Geo. Political region crossing the border between the <u>HENDECARCHIES</u> of <u>NHORA</u> and <u>DERAEIA</u> in the north east of <u>MALAN</u>. It dates back to a time before the unification of Malan by the <u>LADY AEGIS</u>, and even before the rise of the Hendecarchies as we know them today, and is named after an ancient <u>FIFTH AGE</u> ethnicity that was known for its pale skin and occasional birthmarks that looked like the scars people who have been struck by lightning bear. These people were slowly absorbed by more numerous people amid the growth of the first <u>FOREST KINGDOMS</u>, and are now lost amid the homogenised population of Malan. Individuals are still born in this region and surrounding areas displaying the tell-tale signs of this ancestry, though few know enough of history to identify them.

<u>CARMILI</u>: Rvr. Major river in the c south west of <u>RAONGEN</u>⁽²⁾, flooring north east for almost 1,000-miles from sources in the <u>ZEHINE</u> and <u>ERIVOINE</u> Mountains in the north and the <u>URAHASH</u> Massif in the south.

<u>CARNASSADON</u>: Fau. Large bulky carnivore native to the east of <u>WESTERN LLACHATUL</u>, particularly in lands east of the <u>BLACK MOUNTAINS</u>, such as <u>ATARAXIA</u> and <u>AHKA</u>. They are known for their undiscerning eating of the entire body of their prey, including bones and fur. They are powerful and belligerent, measuring some 12-ft. long and weighing up to 2,400 lbs. though primarily predators, they are not averse to scavenging when the opportunity arises.

Their aggressive character has put them at odds with mortals for many years though they are today largely restricted to rural and wilderness areas, living in sparsely wooded hills and rocky areas, not far from water sources. See Vol II: Classification and Taxonomy of Life.

<u>CARNASUS</u>: 1. *Geo.* Massif in the west of <u>AHKA</u>, forming an eastern part of the <u>SOTTHEA</u> Mountains. It is known for its jagged deep karst formations that make its northern face near untraversable.

2. Ind. Set. Iron mines in the west of AHKA (Pop. c. 4,200).

<u>CARNAT</u>: Geo. Low coastal region in the north east of the <u>BARRIER LANDS</u>, in the north west of <u>NORTHERN SAMMAEA</u>. Ancient lava flows have turned the coast into a dark dust that dominates the region.

<u>CARNETABAEL</u>: Geo. Expansive desert to the north of the <u>STRAMINEA</u> Mountains in the south of <u>THE SURRACH</u>. The region is rocky, dry and receives little if any rainfall in a year. It is largely uninhabited.

<u>CARNATHA</u>: Set. Metropolis in the north east of <u>ABATTUR</u>, to the west of the <u>CABIENAN</u> Highlands. It is known for its labyrinthine streets, which in many cases stand on the roofs of lower structures along hillside. It is a stop along the <u>EGETAKHAN ROAD</u> (Pop. c. 800,000).

<u>CARNIFEX</u>: Rnk. In the <u>KORACHANI EMPIRE</u>, a class of executioner that is governed by the <u>ORDER OF THE CARNIFEXES</u>. Their typical method of

EXECUTION is by an oversized cleaver-like sword and due to the weight of the weapon most carnifexes are hulking figures, with SKAROSIAN GIANTS being favoured for the role.

<u>CARNIFEXES</u>, <u>ORDER OF</u>: Org. Order of <u>EXECUTIONERS</u> in the <u>KORACHANI EMPIRE</u>. The order appeared following the creation of the <u>IRON ANGEL</u> in 1241 RM and is similar to the <u>ORDER OF LICTORS</u>, though differs in one important aspect – it is answerable only to the <u>ARCHPOTENTATE MALICHAR</u>. The order has stood continuously since its inception some decades after the creation of the Iron Angel and maintains only seven members at any time, the leader of which is the <u>IRON ANGEL</u> itself.

Members are drawn from the various imperial institutions and beyond, and can be of any race, including HALFBLOODS, OTHERWORLDERS or manufactured beings such as SICTHAINEN TECHNA. (It is even rumoured that a SCION once served as a CARNIFEX). Little else is known of the order, including its base of operations.

<u>CARNIR</u>: Soc. Str. Private fort, owned by <u>HOUSE LLANA</u>, maintained on condition that it also patrol the entire region of north eastern <u>PELASGOS</u>.

<u>CARNIRII</u>: Plr. 'Carniriin'. Also <u>BIONACHA</u>. Sup. Rnk. <u>ATRAMENTISTS</u> who are adept at manipulating flesh. The associated <u>MINASTERIA</u>⁽²⁾ is located outside the region of <u>NICASSA</u>⁽¹⁾ in <u>MHAROKK</u>, the land of its original founding, in the <u>KRANDAC</u>: a fortress whose sprawling dungeons and <u>ATELIERS</u> are filled with the tortured braying and howling of its experiments. See Vol IV: Spheres and types of Shaping.

<u>CARNIVALS OF RUST</u>: *Int. Ent. Art. Org.* Troupes of actors and performers that travel around cities of <u>CENTRAL LLACHATUL</u>. They were at their peak between c. 3000 – 3500 RM, though can be found travelling from settlement to settlement today.

Their satirical shows emerged in the city of <u>ALMAGEST</u> in c. 2830 RM. They rapidly escalated into sensationalist and grotesque parodies of the rituals of the <u>CHURCH OF THE UNDYING MACHINE</u> and imperial culture, though they went largely unpunished until their shows began to take on a more satirical aspect, acting as scathing commendatory of the moral decay of the city's government and the overall corruption and decay of the natural world. The informal Order of the Carnival of Rust (which held some degree of power in many districts of the city) was eradicated in a systematic campaign that lasted for two decades from 3503 – 3524 RM, culminating in a street-battle in <u>LOWER ALMAGEST</u>, which left thousands dead, and the order leaderless, its few remaining troupes scattered.

The carnivals slowly spread south east to the south of Central Llachatul, where they carefully travelled from town-to-town in rural and isolated regions where they could leave their mark on more impressionable people far from the attentions of the IRON GUARD and the SANCTIFIED ORDERS OF THE INQUISITION. They remain today, though never reached the perverse heights that led to their persecution.

Perhaps the most famed of the extant troupes if the <u>CARNIVALE OF</u> <u>SORROWS</u>, which has distanced itself from the tenets of its founding order, though which remains infamous for its shows.

<u>CARNIVALE OF SORROWS</u>: *Int. Ent. Art. Org.* Founded in 3964 RM by the sinister yet charismatic <u>SHAPER</u> Bethelal, the Carnivale of Sorrows is a single troupe within the larger <u>CARNIVALS OF RUST</u> that travels in an erratic loop across <u>AZAZEM</u>, putting on performances that culminate in ludicrous violence involving unwilling audience participation.

Performances appear friendly and joyous on first impressions, but spectators may soon realise that things are amiss. The nature of the performances becomes more sinister and uneasy as time goes by, and some displays may turn out to be downright frightening or harassing to those watching, who become unwitting victims of increasingly violent japes and pranks. Accidents are not uncommon and savage animals may 'escape' during performances and maul spectators – all intentionally, of course.

The troupe often abducts people it encounters on the road – particularly solitary travellers – and uses them in their next performance, where audience members believe them to be members of the troupe. These unfortunate individuals are often killed on stage in farcical performances that are satirical in nature, making fun of the CHURCH OF THE UNDYING MACHINE, THE SEVEN or the ARCHPOTENTATE MALICHAR himself, drawing nervous laughs from the audience.

<u>CARNIVALE TECHNARCANE</u>: *Tec. Org.* Loose cadre of rogue <u>TECHNOLOGISTS</u> and <u>TECHNARCANISTS</u> in <u>PARTHIS</u>, who construct large automatons and travel across Parthis showing their creations. This is likely a form of countercultural movement that is against the <u>FLESHWRIGHTING</u> industries that have become so prevalent of late, trying to show the simplicity of technarcana.

<u>CARNIVEAN</u>: Soc. Holiday celebrated in <u>KARAKHAS</u> and <u>KHURAUR</u>, on the date of the spring equinox. The two nations observe different rituals in relation to the feast, though rituals in which blood is venerated are common. The feat originated as a more macabre festival, when a child (typically the offspring of someone politically important, and often conceived specifically for the purpose of the ritual) would have been sacrificed, with the blood drunk by the congregation. Today, the blood is symbolic (or so priests tell foreigners...), and is usually dyed water or wine.

<u>CARNOSE CLIFFS</u>, the: Geo. Expansive region of cliffs in the south of <u>CISNERIA</u>, along the southern-face of the <u>BLACK MOUNTAINS</u>. The cliffs are known for their flesh-colour, from which the name is derived.

<u>CARNOSE WASTES</u>: *Int. Sup. Geo.* flesh fields in the east of <u>KHARKHARADONTIS</u> that are infested with giant maggots and flies that subsist on the putrefying flesh. Their main carnivore in the area is the <u>KHARKHARADONTID AUK</u>.

<u>CARNYNGA</u>: Dem. '*Carnyngian*'. Ntn. Nation in the south west of <u>WESTERN SAMMAEA</u>. Climate/terrain.

It emerged from the predecessor state of <u>EMON KARYN</u> that was itself founded by cultists, who were the sole survivors of a persecuted people. Their descendants were a war-like people who raided north across the <u>SEA OF ABRAXA</u>^(1.) and attacked east and south into <u>BELEGOR</u> and AFONAS.

Today it is known for its steam technology, which is amongst the most 'advanced' of the region – though still centuries behind the <u>INNER SEA REGION</u>. Its people are fiercely independent have resisted outside interference, particularly from colonialist powers from the Inner Sea Region, for many centuries. See Vol II: Extant Realms and Nations.

<u>CAROAH</u>: Set. Settlement in the c east of <u>BANT</u>, in the c of the <u>CARCHEMISHI PENINSULA</u>^(1.) in the east of <u>SAMMAEA</u> (Pop. c. 6,800).

<u>CAROR</u>: Set. Coastal settlement in the south east of <u>TERION</u> (Pop. c. 7,200).

CARORIN: Flo. Cui. Large melon-like fruit that grows in warm temperate regions of south-western SAMMAEA, including AMMESH, HABOT, MAENMIST, NORTHERN SIMBARA, and PHYRR. Individual fruit can grow to around 3-ft. long and are oval in shape, with a scabrous brown/red skin. When broken these fruit reveal fibrous flesh that can be teased out and dried to be turned into incredibly durable rope or fabric. They are cultivated in large numbers for the textile industry and their fibres are traded along the NACRE ROAD, though are of little use as food. See vol II: Classification and Taxonomy of Life.

<u>CARPHIS</u>: Set. City in the east of <u>RHINOCOLOURA</u>, which originated from the abandoned <u>KORACHANI</u> colony of <u>MARCHOSIA</u>. Historically, it was renowned for its gold quarries, which were heavily guarded by imperial forces. Over time the gold yields have dwindled, and it now specialises in producing jewellery and object d'art, much of which is traded east across the <u>SALT ROAD</u> with <u>MULCIBER</u>, specifically the tribe of <u>ILLPHAGOS</u> (Pop. c. 38,000).

<u>CARPHONIAN HOLLOWS</u>: Geo. Major vertical cave system in the far south west of <u>OPHIUSSA</u>. The region is dangerous to travel and is largely uninhabited.

<u>CARPUNDIA</u>: Rvr. River in the west of <u>TISARA</u>, flowing north for 490-miles from sources in the north western face of the <u>ARGENT</u> Mountaiins, before meeting the coast at the <u>BAY OF ADEL</u>.

<u>CARRION FAIR</u>, the: *Org.* An entrepreneuring land-ship that moves across the <u>KORACHANI EMPIRE</u> and beyond, generally within the continent of <u>LLACHATUL</u>. The fair takes the form of a carnival that collects bodies donated to it, whether it's humans, livestock or otherwise, and creates dross from them, which is used to create exotic recipes, often with ingredients from distant regions.

<u>CARTH</u>: *Rui*. Ruined city in the south west of <u>KAZZAR</u>, dating to the early <u>FIFTH AGE CHIWENOOL</u> civilisation.

<u>CARTIGA</u>: Geo. Craggy mountain-range across the border between the east of <u>LYRIDIA</u> and the south of <u>AHRISHEN</u>, for around 300-miles. It is old and crumbling, with landslides common during winter months, making travel across the range treacherous. It is home to scattered <u>TIKBALANG</u> tribes, which live largely in its western-face, in the region known as <u>IPPARAN</u>.

<u>CARULA</u>: Set. City in the c north west of <u>SARASTRO</u>, built over the ruins of an ancient city-state, where the <u>SARASTROAN DYNASTIES</u> were born. It was the site of a large pitched battle and, later siege during the <u>KORACHANI SIEGE OF SARASTRO</u> in 231 RM, where it was captured by the empire and the contents of its famous library destroyed, earning the <u>BLACK RIVER</u> its name.

In c. 1400 RM it became a major <u>UMBRA</u> processing centre, receiving raw umbra from the plants in <u>ACATEA</u>. The city is also home to <u>PATRICIAN HOUSE ZAFEED</u>, whose main manufactory is located there (Pop. c. 79,000).

<u>CARULA</u>, <u>LIBRARY OF</u>: Edu. Str. Library in <u>CARULA</u>, in the north west of <u>SARASTRO</u>, known from ancient times to be a repository of knowledge. The library was razed by the <u>KORACHANI EMPIRE</u> in 231 RM during the <u>SIEGE OF SARASTRO</u>, leading to millennia of history and knowledge being destroyed.

<u>CARY</u>: *His. Rel.* Ancient mountain-top temple, in the <u>RULA-CHACL</u> peak in the <u>HAMAIADON</u> Mountains in <u>SERROK</u>, overlooking the border with <u>CHEIRA</u> and the <u>WAELMIGH</u> rainforest beyond. It is home to a monastery where ascetics of various faiths live together, learning from each other and seeking enlightenment. Though in most cases those of differing faiths are at odds with one-another, the norm here is collaboration and harmony, echoing the ideals that many in Serrok would strive for.

The monastery is remote and near-inaccessible, and few are those who would go there willingly.

<u>CASARA TA'</u>: Set. Coastal settlement in the north of <u>KHULL</u>, at the mouth of the river <u>DHARNAR</u>, overlooking the <u>BAY OF KALLAR</u>. Its main industry is fishing, and, like many coastal cities in Khull, it is famed for its fish sauce (Pop. c. 6,300).

<u>CASATRA</u>: Sct. Coastal settlement in the far north west of the <u>KORACHANI</u> colony of <u>TAVVADRA</u>, in the north west of <u>SAMMAEA</u>. Its main industry is fishing (Pop. c. 8,000).

<u>CASHAN</u>: Set. Coastal settlement in the south west of <u>KHITAI</u>. It is known for its stilt-architecture, designed to protect its people from the extreme tides in the area. Its main industry is salt panning, which is collected in gigantic pans outside the settlement (Pop. c. 6,000).

<u>CASSAI</u>: 1. *His. Str.* An ancient tower erected on the south eastern shore of lake <u>C'DATA</u> in <u>ARKOS</u>^(1.), where it flows into the river <u>FALX</u>. Built in c. 850 RM to guard against <u>AANTH</u> attacks that were growing increasingly common, the tower began to attract refugees and other people from the surrounding areas, so much so that by c. 950 RM a small settlement had appeared around the base of the tower. As the conflict with <u>N'RAKH</u> waned, the tower fell into disuse and was later adopted by the city's government as a political structure, where its government was located.

2. Set. City in <u>ARKOS</u>^(1.) that emerged from a tower built there to defend against increasing <u>AANTH</u> attacks in the region^(1.). The city grew prosperous from trade south with <u>GELHANA</u> and later <u>I'THANA</u>. In 1237 RM ancient <u>PLAGI</u> ruins were found buried not far from the walls of the city, which scholars attributed to an ancient <u>FOURTH AGE</u> empire that is said to have dominated the area around the <u>DAARKEN GULF</u>. The remains of thousands of human bodies were found there, many of them with decayed iron manacles – the remnants of executed <u>LOMATHAAN</u> slaves; the ancestors of the Arkosian people. The site was consecrated by the <u>AUSPEXES</u> and a great temple built over the area, which became a place of pilgrimage to many.

Trade remained healthy over the years, particularly as human dominance in N'rakh increased, with a close link forged with its people. After the aanth were deposed in c. 2100 RM, Cassai found itself under

the dominance of its merchant lords, abdicating from Arkos in 2300 RM, scant years before <u>SARASTROAN</u> attacks devastated the region. Its western position saw Cassai spared direct effects of the attacks though trade suffered and it diminished over the years. Political uprisings in N'rakh in c 2900 RM saw Cassai return to Arkosian control, though by then it had become little more than a small settlement, a waypoint along the trade-route of the river <u>FALX</u>.

The fragmentation of Arkos following the collapse of Korachan saw the settlement grow, with taxation of travel along the <u>FALX</u> bringing much needed money into its coffers (Pop. c. 32,000).

<u>CASSIA</u>: 1. Geo. Headland in the south of <u>AZAZEM</u>, west of the <u>SEA OF BATHOS</u>^(1.).

2. Geo. Plains in the south of LAASKHA.

3. Set. Small conurbation in the c south of <u>AZAZEM</u>, known for its fruit production and berry wine (Pop. c. 3,200).

4. f. Myt. His. Daughter of the <u>SCION DENDYDRIS</u>, herself daughter of the <u>DEMIURGES ACHAIAH</u> and <u>ARIMASPI</u>. Cassia is one of three known siblings (the others being <u>OKSHANA</u> and <u>IPOMEA</u>), who inherited their mother's divine affinity for trees, which granted them great strength and long-life so long as the sun shone on them and they were in the presence of trees.

Cassia was the most outgoing of her siblings, and appears in the most passages in the <u>MYTHOLOGIA ELYDEN</u>, and sired no less than four children of her own, who are believed to have been the main source of most descendants of the bloodline alive today. She passed away in <u>CENTRAL LLACHATUL</u> in the mid <u>THIRD AGE</u> as a queen of a small demesne from whose ruins the later <u>NAHORIAN</u> empire. See Vol IV: Scions, Children of the Gods.

CASSIA, THE HOLLOW ONE: (B. 1720 RM) Sup. A NULL born in the VÂRRAN city of DAHUT some years before it was flooded by the breaking of the STEEL CATARACT. She is a solitary being, itinerant and incredibly sad. Despite her social distance and aloofness, she enjoys the vibrance of city life, and has spent her life travelling from city to city both within and without KORACHAN, writing about her experiences. Spent many decades c. 3200 RM in ALMAGEST with the pansophic Dhaia, who catalogued her writings in the seven-volume epic 'My Travels; or the Unending Life of an Itinerant Null. Following her stint in Almagest she disappeared for some centuries, which biographers and scholars say she spent in solitude in KHARKHARADONTIS, her hollow body immune to its corruption. Next sighted in 3721 RM in TEIRA, where she spent years with the REGENT HETEPHERES as her guest and personal fablist. Her stories enjoyed great success with the queen, who had her elevated to the rank of vizier until 3812 RM where her restless nature forced her to quit the VENTHIRI court, leaving behind a legend of magnificent stories. Though still believed to be alive, Cassia has not been seen since 3915 RM in the vicinity of the MARMARA Massif in AHRISHEN, where she was living as an ascetic.

<u>CASSIAN MALACHUS</u>: m. (B. 3321 – D. 3418 RM) *Art. Per.* Famed <u>PELASGOSI</u> composer who wrote music while under influence of SALARAN – a drug that induces LUCID DREAMING.

His works were noted for their haunting dreamlike natures, and his later compositions were notorious for their truly ominous and disquieting natures. He died by a self-inflicted gunshot wound while lucid <u>DREAMING</u>.

<u>CASSINA</u>: Set. City in the north of the <u>TARAHID ANNEXES</u>, in the region of <u>SADIATTHA</u> (Pop. c. 38,000).

<u>CASSIRA</u>: Set. Settlement in the c north west of <u>THE VORANDINE</u>, along the course of the river CASSIRADA (Pop. c. 8,000).

<u>CASSIRADA</u>: *Rvr.* River in the west of <u>THE VORANDINE</u>, flowing west for 270-miles from sources in the <u>IAPEGRAN</u> Massif before meeting the coast at the <u>SEA OF BYRIS</u>.

<u>CASSIS</u>: For. Sparsely wooded region in the south west of <u>LAASKHA</u>. It is one of the few expansive woodlands that remain in Laaskha. <u>FIRMAMENTAL</u> influence in the region leaves the wood brittle once cut, though it burns with a harsh strong light, making it useful in some industries.

<u>CASSITUL</u>: Set. Small fortified city in the north east of <u>CISNERIA</u>, overlooking the border with the western-most <u>ALMAGESTI</u> territories (Pop. c. 17,000).

<u>CASSOMYARA</u>: (B. 3862 RM) *Pol.* Current Arch Matriarch of <u>NAARETH</u>, based in <u>KAURNAKAR</u>.

<u>CASTAAL</u>: Soc. Series of prisons in the south of <u>KHITAI</u> constructed within <u>LODELITHS</u>, most of which are large-enough for one or two cells and no more than a few people on them at any time (more than this and they will descend to ground level due to the weight).

The lodeliths – perhaps numbering a hundred, scattered over several dozen square-miles – are heavily vegetated and chained to the <u>HOTHAGHOL</u> region, and are protected by male guards stationed on the ground. The prisons are home to <u>SHAPERS</u> who were sentenced to life imprisonment by the judges of Khitai.

<u>CASTAFAR</u>: Set. Major city in the north of <u>ABATTUR</u>. It lies along the passage of the <u>EGETAKHAN ROAD</u> trade-route (Pop. c. 62,000).

<u>CASTAR</u>: Set. Farming settlement in the south of <u>KETESH</u> (Pop. c. 1,200).
<u>CASTELLANIA</u>, the: Pol. Str. Old hilltop keep in the centre of <u>DEOCHAN</u> in <u>KORACHAN</u>, dating back to c. 1100 RM. Today it is home to a regiment of the <u>IRON GUARD</u>.

<u>CASTINUS OORYPHAS</u>: (B. 3943 RM) *Pol.* Current ruler and emperor of HOAMM.

<u>CASTLE DONPAL</u>: Rui. Ruined castle in the far south west of <u>AZAZEM</u>, overlooking the <u>SEA OF TYRSIS</u>. It appears to be ancient, though is in fact only 500 years old, and was constructed by an eccentric <u>PATRICIAN</u> who was enamoured with ancient romantic fiction. Following his death, the <u>HOUSE'S</u> assets were sold on and the castle was allowed to fall into ruin, where it is now a popular holiday destination to Patricians doing their <u>GRAND TOUR</u>.

<u>CASTRA MARI</u>: Mil. Str. Island fortress in the south west of the <u>FREE-ISLES OF PELASGOS</u>, to the south east of the <u>RUSTED ISLES</u>. Originally a simple sea fort built on a spit of rock in the south of the rusted Waters built by late <u>GERICIANS</u>, it was appropriated by the <u>KORACHANI</u> navy in c. 800 RM, after which it became a stronghold, with a small port where ships could resupply.

Lowering sea levels saw the fort lose its strategic importance but the fort was added to over the years, as the island it was built on grew. It became one of the largest modern naval forts in the INNER SEA, and it remains in use to this day, home to the Free-isles' main navy.

CATACHI: PIr. 'catachis'. Mor. Myr. His. One of the original Two-and-twenty MORTAL PEOPLES, and the children of the DEMIURGE DOPELLANICH. They are thought by most to now be functionally extinct, though memories of them live on in the rare congenital defect that results in GEMINATES. Indeed, it is only through corroborated records, including various sources of the MYTHOLOGIA ELYDEN that they are even known about today.

The ancient histories of <u>ELYDEN</u> describe them, much like their Demiurge parent, as dualistic beings. Twin births were the norm, somuch-so that their culture revolved around the sacred bond between siblings, who in many respects were regarded as a single person sundered between two bodies. Pair bonding – both platonic and sexual – between siblings was common. Conjoined births were less common, yet celebrated. Such siblings were considered to have been chosen by Dopellanich, an honour that bestowed a measure of prestige upon their families, which allowed them to be inducted into a prestigious priestly-caste if they sowished.

Conjoined twins usually took the form of a symmetrical four-armed body (one pair smaller than the other, below it, often considered vestigial and bedecked in jewels amongst the wealthy) and a single head with two faces, one facing left, the other right.

Contrary to twin births, single births were pitied and considered as weak. Such unfortunates tended to live hollow lives of ridicule, and were often forced into self-imposed exile, which often saw them travelling to human lands, where they could easily blend in due to their physical similarity. There were slight differences though – their craniums were slightly larger, their fingers long and delicate.

Little is known of their history, but they are considered to be extinct today, though the geminates of <u>VARU</u> are thought to be descended from unions between ancient catachis and humans. They are remembered now as expert artisans of mirrors and practitioners of a forgotten form of

shaping, known as <u>SPECULOMANCY</u>, that used mirrors to trap a person' essence. See Vol II: Classification and Taxonomy of Life: *Sicthain*.

<u>CATACHIS</u>: Set. Major city in the south of <u>ARKOS</u>^(1.) along the banks of the river <u>THAUR</u>. The city emerged from a tower there in c 3520 RM, following massed slave raids against the region, takin in refugees. It established close relations with <u>SIRIPHAGOS</u> in return for its rich platinum reserves, which ensured its continue growth.

Today has grown into a major political centre and has overtaken in the capital of <u>DUN KHARR</u> in importance, with many offices having been moved there. It is likely only a matter of time before the capital is moved to Catachis permanently. The presence of the <u>SALT ROAD</u> trade route through the city is brining trade and culture to the city, further cementing its position as the hub of life in Arkos (Pop. c. 192,000).

<u>CATACHTHON</u>: Lan. Myt. Leg. Ntn. Common name in <u>NORTHERN SAMMAEA</u> for the legendary buried city that is known in <u>KORACHANI</u> lands as <u>SEPELITIA</u>.

<u>CATACLYSM</u>, the: Sup. His. A historical calamity that occurred c 101 RM (or 91 RM by some accounts) in ancient <u>KHAMID</u>, destroying the majority of its southern Kingdom, most notably the rocky region known as the <u>PHARANX</u>. Known for its many sinkholes and large limestone caverns and subterranean lakes, which are believed to have collapsed in the event, leading to a major influx of water, flooding the regions now known as the <u>BROKEN LANDS</u>, the <u>CARCASS</u>, Pharanx, and the <u>BOILING SEA</u> in the process.

The resultant coastlines were reduced to molten rock in places, oozing into the newly-formed seas. The region known as the Boiling Sea became known for the hydrothermal vents that appeared in rents along the sea floor, giving it its name.

Though there is little proof, a powerful <u>FIRMAMENTAL</u> ritual is believed to be the cause of the disaster, and the <u>HIERONÉSIMUS MARDUK</u> the man behind it, though the details are unknown.

CATACLYSM OF KHAMID: see CATACLYSM, THE.

CATACOMBS OF COSTANTIA, the: Int. His. Rui. Leg. Ancient catacombs in the eastern wilderness of THE SURRACH, thought to date to the FOURTH AGE. They are expansive and rival most present-day metropolises in size, and many scholars believe they may have once supported a population in the hundreds of thousands.

The catacombs are split across multiple levels, each of which has its own ventilation shafts, flood pits, communal living quarters, private chambers, places of worship, and massive granaries and stores. Nothing is known of their history or what culture was responsible for their construction.

Today the catacombs are largely collapsed, with large portions walled up by CHEGRINTISH soldiers in the early FIFTH AGE, possibly to dissuade their use by bandits and outlaws. They are now considered one of the WONDERS OF THE ANCIENT WORLD.

<u>CATACOMBS OF GHAUC</u>: *Rui. His. Str.* Ancient catacombs in the south west of <u>ROMOREA</u>^(2.). The catacombs are ancient and dominated by a large vestibule in which stands an alabaster statue of a <u>SPHINX</u>. Little else is known about the structure, though it is believed that it was intended as the final repose of sphinxes.

<u>CATADROMA</u>: Set. City in the north of <u>AHRISHEN</u>, along the course of the river <u>AVASTI</u>. Its main industry is logging, though its people are also known as expert hunters and trappers (Pop. c. 14,800).

CATAFLAQUE: Ind. Set. Major city in the north of the <u>UMBRA SOKHAR</u> wastes, in the north of <u>SAMMAEA</u>. Like most cities in the Umbra Sokhar, it has a metropolitan populace, with <u>HUMANS</u>, <u>ETHERI</u>, <u>PLAGI</u>, and <u>SHIE</u> all calling it home. Despite this, it is known for its distrust of outsiders and xenophobia of foreigners. It operates numerous zinc and lead mines in the surrounding lands, which it trades with other regions, through official trade chargers that allow foreign merchants within its walls (Pop. c. 150,000).

<u>CATAN</u>: *Mil. Str.* Coastal fortress in the <u>HARÉSHKI CITY-KINGDOM</u> of CARIA^(4,), overlooking and guarding trade across the SEA OF BOKKEA.

<u>CATARCH</u>: Pol. Rulers of the city-state of <u>ABBATOS</u> in the east of <u>SAMMAEA</u>.

<u>CATALLAST</u>: *Ind. Set.* Settlement in the c of <u>PARTHIS</u>, to the east of the woodlands of <u>BASTAR</u>. Its main industry is purifying the waters of the river <u>DEDEIMUN</u>, and making mineral water (Pop. c. 8,100).

<u>CATALLOR</u>: Set. Small city in the prefecture of <u>HOMREA</u> in the c south of <u>HOLOLACH</u>^(1.). The city is known for its frequent expeditions into the <u>ATRAMENTALLY TAINTED</u> region of <u>CATOTANAEL</u>, with men wearing asbestos and lead-lined <u>SOFTSUITS</u> suits journeying into the tainted lands in search of Atramentally-adapted creatures known as <u>PSILKA</u>. The psilka are killed for their musk glands, which are used in a fragrance that's common to the area and exported across <u>THE INNER SEA</u>, where it is a famed perfume amongst nobility (Pop. c. 14,100).

<u>CATAMA</u>: Rvr. River in the c of <u>TAMAR</u>, and tributary of the river Mesisa.
<u>CATAS</u>: Geo. Mountain pass along the <u>NAKARRA</u> Mountains linking <u>SIRIPHAGOS</u> and the <u>ARKOSIAN</u>^(1.) trade-capital of <u>CATACHIS</u>. It sees a lot of traffic, most of it heading south and north along the <u>SALT ROAD</u>.

<u>CATAZZ</u>: Set. Settlement in the north east of <u>ELEKHID</u>. Its main industry is the mining of lapis (Pop. c. 4,000).

<u>CATECHISM OF SHADOWS</u>: Soc. Rel. Religious ritual practiced by faithful of the <u>CHURCH OF THE UNDYING MACHINE</u> whilst undergoing <u>THE SHADOW MARCH</u>, in a plaza outside the city of <u>DACIA</u>. The ritual takes place once a year in winter, and attracts many pilgrims.

<u>CATECHUMEN</u>: Soc. Rel. In the <u>KORACHANI EMPIRE</u>, those work-slaves and child-labourers who buy their freedom and seek a life within the <u>CHURCH OF THE UNDYING MACHINE</u> and begin their studies of the imperial faith.

<u>CATEPHAN</u> *Pol. Rnk.* Politicians of <u>HOAMM</u>⁽¹⁾, who rule over a distinct tract of land throughout their 7-year tenure, after which they are given a modest farmstead and land to work themselves.

<u>CATHA</u>: Set. Small city in the far north east of <u>PELASGOS</u>, though it was considered part of <u>VÂRR</u> until the <u>KORACHANI EMPIRE'S</u> abandonment of the region. The city exists primarily as a stop along both the <u>SHADOW MARCH</u>, ferrying pilgrims across the <u>SEA OF SPIRES</u> from the river <u>GORGELAN</u> into <u>LYRIDIA DHAI</u>, as well as forming a stop along the <u>RED ROUTE</u> (Pop. c. 11,000).

<u>CATHAB</u>: Set. Coastal city in the east of <u>SURUTUR</u>. It is home to a large military academy where unwanted children of the <u>YALOLIAC REGIME</u> are sent for training before being recruited by the <u>BOTHA NTIGHA</u> (Pop. c. 42,000).

<u>CATHADEMACH</u>: Plr. 'Cathademachi'. Ind. Rel. Church-owned workshops in nations that revere one of the <u>THREE CHURCHES OF THE UNDYING MACHINE</u>, that sell fetishes, icons, idols and other church-sanctioned services, such as <u>CATHADESMIN</u>, <u>EXECRATIONS</u>, and saintly <u>STAMPS</u> to the faithful.

<u>CATHADESM</u>: Plr. 'Cathadesmin'. Soc. Rel. Thin lead sheets used in the <u>CHURCH OF THE UNDYING MACHINE</u> in the <u>KORACHANI EMPIRE</u> on which protective prayers and curses are inscribed by <u>GRAPHOMISSAS</u> and which are sold in Church-owned workshops known as <u>CATHADEMACHI</u> and are a lucrative business in larger imperial cities.

The sheets are made of lead and the ink is derived from the tree galls of tainted trees that grow in the <u>FOREST OF PSALMS</u>.

Following the <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM and the subsequent emergence of the <u>HIGH-</u> and <u>LOW-EMPIRES</u>, cathadesmin lost popularity in the latter, while becoming more central to the Church in the north, where they were attached to the skin of sinners with hot wax.

<u>CATHAGO</u>: Pol. Set. Capital-city of <u>LIDEA</u>. Founded in 978 RM after the original capital, <u>MENIAASOS</u> was abandoned to the <u>INTERREGES</u>, it was constructed over the ruins of an ancient settlement, the weathered remains of a stepped pyramid at its centre, levelled, its crumbling sunbaked bricks recycled and used in the creation of the new city, which eschewed classical architecture in favour of its occupying <u>KORACHANI</u> designs, which required granite and metal to be imported from the north.

Throughout imperial rule Cathago saw a heavy <u>IRON GUARD</u> presence, something which became common throughout Lidea, with martial patricians and other military commanders (particularly <u>LIACHANI</u> natives) trained in its prestigious military academy and rising through the ranks and achieving important ranks in the city's administration, which

eventually led to the kratocratic structure that still dominates its politics, even after the fall of the Korachani empire.

Today it forms a vital part in land trade in the north of <u>SAMMAEA</u>, and both the <u>SALT ROAD</u> and <u>RED ROUTE</u> pass through it, and it sees trade from across the <u>INNER SEA REGION</u> and beyond (Pop. c. 829,700 RM).

<u>CATHANIS</u>: Set. City in the c south of <u>KARAKHAS</u>, just outside the <u>ATRAMENTALLY TAINTED</u> region of <u>TESCORA</u>. Though it possesses a heavy <u>DEMIURNE</u> presence, who are responsible for the large <u>DISCHARGER</u> batteries that receive electricity from the many stations situated around Tescora, the city is more renowned for the large archaic <u>SIPHON ENGINE</u> at its centre and the vast numbers of pilgrims that travel there along <u>THE SHADOW MARCH</u>. The engine serves to maintain a semblance of normalcy to residents within the city walls, even as the more fervent of pilgrims (many of them <u>CENOBITES</u>) travel south to test their worthiness within the region of Tescora. It also forms a part of the <u>SALT ROAD</u> (Pop. c. 83,000).

<u>CATHAVAND</u>: Geo. Active volcano in the north west of <u>NOAVATUR</u>, along the eastern face of the OEIKITH Mountain.

<u>CATHEDRAL</u>, the: Int. Str. Bev. Cui. Famous tavern in the upper trade district of the city of <u>KORACHAN</u>. It is named after its spectacular baroque furnishings and architecture, which are akin to an ornate cathedral. Indeed, it was constructed in 2933 RM by the same craftsmen who were responsible for the creation of many churches and shrines that are scattered around the city. It is famous across the <u>KORACHANI EMPIRE</u> and is considered by many to be a shrine to good food and drink, and it is frequented by the nobility and <u>FREEMEN</u> alike. It has a large common area downstairs, and has private rooms in the two stories above, which are rented out for all types of functions and events.

<u>CATHEDRAL OF ASHKERON</u>: Rel. Str. Largest of the many holy buildings dedicated to <u>ASHKERON</u> in the <u>CITY KINGDOMS OF THE HARÉSHK</u>. Rebuilt in c. 3220 RM from the ruins of a castle felled almost three centuries earlier in civil uprising, it stands on a crest along the <u>HRYG RIMS</u>, where a small settlement grew at its feet by c. 3400 RM, catering mostly to pilgrims and the monks and clergy who reside in the cathedral and its many crypts and mountain chapels.

<u>CATHEDRAL OF HATALA</u>: Rel. Str. Major cathedral in the city of <u>SATHA</u>, in the south of <u>ALMAGEST</u>. It is home to the relic known as the HAMMER OF HERESIES.

<u>CATHEDRAL OF IRON AND SHADOW</u>: Rel. Str. Large cathedral located within the <u>BASTION OF STEEL</u> in <u>KHADON</u>, <u>KORACHAN</u>.

<u>CATHEDRAL SHIP</u>: *Int. Rel. Veh.* Large slave ships employed by the <u>THREE CHURCHES OF THE UNDYING MACHINE</u> that ply the waters of <u>ELYDEN'S</u> seas.

The ships are named after the cathedrals that crown their backs, which are filled with <u>EXOCRINES</u>, missionaries and <u>VOTARIES</u> who proselytise to any they encounter, and who search for people to convert, taking those who don't as slaves for their churches. Many of these slaves are press ganged into service within the <u>SHADOW MARCHES</u> to fill out their ranks, with most eventually dying as PETITIONERS OF THE MACHINE.

CATHEDRAL OF ST. AALISSA OF THE MARTYRED: Rel. Str. Large cathedral in the city of KORACHAN, in KORACHAN. Construction began in 1983 RM and ended 231 years later in 2214 RM, based on designs by imperial architect VITHIMRIS HUNACH. It is famed for its brick dome of heptagonal cross-section. The dome is 490-ft. high and 210-ft. wide and is notable for its double shell, between which are staircases and secret rooms leading upwards to the uppermost cupola. In 2758 RM it was discovered that an Org. was meeting in secret within the dome and was apprehended by the iron guard, who guards it to this day.

CATHEDRAL OF ST. MALICHAR: see St. MALICHAR, CATHEDRAL

CATHEDRAL OF THE WOMB: Rel. Str. A large structure in the city of DASK in the south east of MHAROKK, which is as much a MANUFACTORY of the BIOMECHANISTS' art as it is a place of worship, particularly amongst the BIOPSISTS, PALINGENETISTS, and FLESHWRIGHTS that populate Mharokk

Above, it is dominated by a large dome, around which are situated dozens of smaller chapel-<u>ATELIERS</u> and crypt-workshops. Beneath it is a

network of ancient laboratories, that form a labyrinthine network of niches, each of which is home to birthing vats and STEEL WOMBS of preserved examples of the CLONER'S and fleshwright's art. Local legend persists that the mysterious IRON ANGEL was constructed within the now-lost manufactories beneath the present-day cathedral.

<u>CATHOLICON</u>: m. Myt. His. Per. In the mythologies and ancient histories of <u>ELYDEN</u>, a feather-maned <u>SCION</u> of the <u>DEMIURGE ARIMASPI</u>, whose mother is the scion <u>BADHUR</u>. He is the half-brother of the scion <u>DENDYDRIS</u>.

He learnt at an early age that the natural world hid antidotes and panaceas that were of value to mortals, and he spent his days travelling through the fecund lands created by his father and beyond, searching for natural elements that had curative properties. He became a custodian of an <u>ANCIENT LIBRARY</u> that served as a repository of cures and panaceas that was later named after him, and which survived well into the <u>FOURTH AGE</u>, continuing his legacy.

He disappeared in the <u>THIRD AGE</u> while travelling in distant lands and was never heard of again. See Vol IV: Scions, Children of the Gods.

<u>CATHOLICON</u>, <u>LIBRARY OF</u>: *Int. Leg. Rui*. Ancient <u>MORTAL</u>—built repository of cures and antidotes collected from across <u>ELYDEN</u> over millennia of explorations.

Ancient legends maintained that the <u>DEMIURGE ARIMASPI</u> was responsible for creating a cure to every affliction, poison, or venom imaginable, hiding it somewhere in Elyden where mortals might be able to find it. These cures were often difficult to find, lying hidden in the blood of unassuming creatures, or the leaves of rare plants in distant lands.

Ancient mortals understood the value of these cures and established repositories where they could be stored, even if the associated ailments had not yet manifested. A notable example of such a repository was the Library of Catholicon, which was built by early mortals with the guidance of the SCION CATHOLICON, and which remains today in the far south east of HOGGOTHA ISZ, in the badlands of OGGDU, though it is ruined and few, if any, of its treasures remain of use to mortals. It is also surrounded by SERAPI settlements.

Contemporary accounts state that the Library was in use well into the <u>FOURTH AGE</u>, though is no longer mentioned after c. -400 RM, indicating that something happened to it before then.

<u>CATHOSS</u>: Set. City in the c of <u>LIMOTH</u>^(1,) to the south of the river <u>ATROTHA</u>^(1,). Like many cities in the region, it receives a large influx of people late in Summer, as farmers and other agriculturalists from around the river Atrotha move south to escape the flooding of the <u>VOTH</u> Valley. They spend the Autumn there before returning north.

The city was once a major source of iron in the days of the early years of Limothan culture in c. 1500 RM, though were spent by c. 1700 RM (Pop. c. 42,000).

<u>CATHULSO</u>: Geo. Region of geothermal activity in the c north west of <u>ALMAGEST</u>, surrounding the environs of the capital city <u>ALMAGEST</u>, south east of the <u>SEA OF SEKHEM</u>, and the north east of the <u>STRAIT OF SAECULA</u>. The region is known for its many bubbling mud springs and geysers.

<u>CATLAS</u>: Geo. large hook-shaped peninsula in the south of <u>ACHRABAL</u>, in the south west of <u>SOUTHERN SAMMAEA</u>. It is linked to the mainland by a narrow isthmus, along which the capital city <u>ASARRAF</u> is located.

<u>CATOA</u>: Lan. Pol. Set. Original name for the city of <u>SKAROSIA</u>, present-day capital of SKAROS.

<u>CATON</u>: Geo. Mountain-range in the c north west of the <u>UMBRA SOKHAR</u> wastes. It has been a source of lead and zinc for many centuries, and most such mines are operated by the city of <u>CATAFLAQUE</u>.

<u>CATOPTRA</u>: Set. Settlement in the c south west of <u>AHRISHEN</u>, along the southern shore of lake <u>NAIDA</u> (Pop. c. 7,400).

<u>CATOPTROMANCY</u>: *Mys.* A form of mysticism and occultism, where the practitioner is said to divine the unknown through the use of mirrors. For the most part such claims are thought to be the boasts of charlatans.

<u>CATOTANAEL</u>: Geo. Region of <u>ATRAMENTAL TAINT</u> in the prefecture of <u>HOMREA</u> in the c south of <u>HOLOLACH</u>^(1.). The region covers 2,500 square-miles and is populated by many small creatures that are relatively resistant

to the taint, including <u>PSILKAS</u>: small fauna that are captured by the people of Hololach for their musk glands.

The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

<u>CATOUA</u>: Sca. Equatorial sea in the south east of <u>MENISCEA</u>, just north east of the <u>SEA OF ASEER</u>. The sea is notable for its shallow shores and extreme tides. The sea was far larger in c. 1000 RM, reaching over 100-miles inland of its present coastline, though has since rapidly diminished due to <u>ELYDEN'S</u> waning sea levels. It is thought that if this trend continues, the sea may well disappear within a few hundred years.

<u>CATOUH</u>: Sea. Rui. Sunken ruins off the south eastern coast of <u>ACHAA</u>, in the <u>SEA OF CATOUA</u>. The remnants of the structures were first revealed by the retreat of the sea of Catoua's coastline between c. 1200 – 1700 RM are clearly very ancient, with faded, coral-encrusted cuneiform script that is indecipherable today. Their architecture is strange and their rocks, from which the structures are hewn, possessing a strange soapy texture.

CATRACHI: 1. Mys. Rnk. A caste of mystics emerging from SOLACHAN in c. 3600 RM. They were most widespread around the ruin known as the ALTAR OF HAAGENTI, establishing a ramshackle settlement there in c. 3680 RM, though traders arriving there in 3722 RM found the place deserted, all trace of the settlement gone. The Catrachi spread to outlying regions over the next decades, and records show the extent of their travels to include FARAVAR, DUNKHARR, RETHKA and SIRIPHAGOS, the latter of which saw them become permanent fixtures there in 3814 RM. They became most influential in eastern ARKOS⁽¹⁾, and by c. 3840 RM had re-settled the ruins of DUN SVARR, renaming the resultant citadel Catrachi.

The Catrachi are fervent worshippers of the <u>SCION S'HITH</u>, claiming to be his descendants, and they are not quiet in their goal of restoring life to its withered husk, though they reveal little secrets to outsiders, such as the location of the scions' body, if even they know such things.

2. Set. City-state appearing over the ruin of <u>DUN SVARR</u> in 3840 RM. The settlement was founded by immigrants from the region of <u>SOLACHAN</u> in southern <u>SARASTRO</u>. These immigrants are open in their claims of birthright; that they are direct descendants of the <u>SCION S'HITH</u>. By 3960 RM the city-state had become one of the most influential in the region, rising above the remnants of the old <u>ARKOSIAN</u>^(1.) nation (Pop. c. 11,200).

<u>CATTLE PLAGUE</u>, the: Med. Debilitating plague that struck <u>CENTRAL LLACHATUL</u> in c. 3750 RM that killed immense numbers of cattle and weakened many slaves and labourers (mostly those that lived in close contact with such fauna). The disease included massed haemorrhaging of infected blood.

The Cattle Plague is thought to be one of the main contributing factors to the longevity of the so-called <u>Dark Age</u> of the <u>Korachani empire</u>.

<u>CAUAT</u>: Geo. Badlands in the c of <u>CUTH</u>. They were once known for their limestone mines, but the region is now largely abandoned.

CAULAEM: Geo. Ash-dunes in the c of AZAZEM.

<u>CAURTULL</u>: Set. Small city in the c north of <u>JURRAS</u>^(2,) and home to a <u>HARBINGER</u> stronghold (Pop. c. 18,000).

<u>CAUST</u>: Set. Settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>ALAMUT</u>, known for its tanning and skilled leatherworkers (Pop. c. 6,700).

<u>CAVAKHANA</u>: Set. Small city in the south of <u>KARAKHAS</u>, where the elite <u>JANISSARIES</u> known as <u>CAVAKHI</u> are trained (Pop. c. 19,000).

<u>CAVAKHI</u>: Soc. Slave caste in <u>KARAKHAS</u> that serve a major part in the region's military, forming an elite cadre of <u>IANISSARIES</u>. They are trained in the city of <u>CAVAKHANA</u>.

CAVE OF CRYSTALS: see THAENILLA.

<u>CAVE OF DREAMS</u>: also 'Do Ssala id. Geo. Large cavern in the <u>HARÉSHK</u>, known for its spectacular floating menhir. The menhir actually a powerful <u>LODESTONE</u> that is held in place with heavy chains that are calcified solid. It is around 150-ft tall and is ancient, likely placed there by a <u>FOURTH AGE</u> culture. It is covered in <u>FIRMAMENTAL</u> runes that glow and shimmer with warmth and is situated above a powerful <u>FIRMAMENTAL LEY</u> marker.

Part of the cavern above the menhir collapsed, acting as a skylight that allows the rising sun of the summer solstice to strike the tip of the menhir.

Though its origins and purpose are unknown, it is venerated by a sect of local druids who understand its power.

<u>CAVE OF WHISPERS</u>: also '*Mima*'. *Geo.* Small cave in the south west of IACIO, on the southern coast with the MYMEREAN SEA.

<u>CAVERN-EPIC</u>: Art. A form of <u>AL AKHI</u> literature common throughout the region of <u>STOLAS</u>. Hundreds upon hundreds of verses of the al akhi runic script are carved on hewn-cavern walls in a continuous dialogue, describing vignettes and parables from their myth and worship of <u>MERKABH</u>.

<u>CAVERN OF SUSURRUS</u>: Geo. Tec. Vast cavern in the east of <u>CHEIRA</u>.

There is only one passage that leads to the innermost depths of the cavern and it is long, winding and narrow, and many have died trying to reach the fabled inner chamber, which is alive with mechanical rumblings. The passage was widened in c. 3260 RM with explosives, allowing entry to the inner chamber, which is vast and filled with archaic <u>TECHNARCANE</u> machinery, still alive, still clicking and whirring, its purpose and source of power unknown.

So many have died trying to access the chamber and since its discovery that locals have come to regard the place as evil, cursed, or the <u>MATERIAL</u> manifestation of hell, and it is given a wide berth by most.

Since the passage was widened reports of disappearances and mysterious deaths in the wilderness surrounding the cavern have greatly increased, leading to speculation that there was life of some kind trapped in the depths.

<u>CAVERNS OF REDEMPTION</u>: Soc. In the <u>PRISON CARCERI</u>, a place of self-chastisement amongst the tribe of <u>VORROPOHAIAH</u>. Those who feel themselves unworthy of their <u>DEMIURGE</u> father chain themselves within the great arches of this chthonic prison, where they wait for 21 beats of the <u>UNSEEN DRUMS</u>. If they are still alive after that point, they are let free, considered redeemed in the eyes of their father. They go on to be influential advisors in their communities.

The caverns are thought to be located within the same chamber as the capital city of <u>PANDAEMONIA</u>, about 200-miles north of the city.

<u>CAVIAR</u>: Fau. Cui. The roe of certain fish. This is eaten by many cultures, though it is most common in the north of <u>MENISCEA</u>, particularly along its great rivers of <u>CEHOPHELA</u>, <u>IMEAL</u> and <u>THANO</u>, where it is a common food, and exported across <u>ELYDEN</u> as a delicacy at great profit.

<u>CAVII</u>: Set. City in the <u>ZOHELETHI BASIN</u> in the c south of <u>PARTHIS</u>. It is one of the largest centres of <u>ENGINE RACING</u> in Partis, with a large arena where <u>FREEMEN</u> from across the <u>EMPIRE</u> travel to see the top races compete (Pop. c. 41,500).

<u>CAVIR</u>: Set. Settlement in the west of <u>TARTAK</u>. Its main industry is the cultivation of cotton (Pop. c. 4,500).

<u>CAVROT</u>: 1. *Pol. Geo.* One of the nine kingdoms of <u>ELALLIA</u>, located in the south east of the nation.

2. Pol. Ser. Large city and capital of the kingdom of Cavrot⁽¹⁾ in the south west of <u>ELALLIA</u> (Pop. c. 124,200).

<u>CAYIYTH</u>: also '<u>ANCESTRAL TOKENS</u>'. Arc. Soc. Monuments erected to mark the passing of the dead in <u>MALAN</u>. The tradition dates back to the precursor kingdom of <u>AMILLAERE</u>⁽²⁾ and is now found across all of Malan.

<u>CAYIYTH NELACHALLA</u>: Arc. Pol. A pair of colossal <u>ANCESTRAL</u>
<u>TOKENS</u> in the south east of the <u>MEMNIDS</u>, marking the far south western border of the <u>HENDECARCHY</u> of <u>MYEIN</u> with <u>LONAR</u> in western <u>MALAN</u>. The statues take the form of caryatids, their once <u>MORTAL</u>-like features weather-worn and discoloured.

CAZHA: Set. TAMARAN city with a bloody and rich FIRMAMENTAL history. By -350 RM the city rose near the mouth of the river KORNA, rapidly becoming ambitious, conducting much trade with LYRADEA and other foreign nations, which led to its suzerainty of Lyradea in -303 RM. It was destroyed in 102 RM following the CATACLYSM OF KHAMID though was repopulated by Tamarans 100-years later after the region was devastated by PLAGUE. In 811 RM the city became home to a caste of Firmamentists known as the CAZHANS, which came to rule Tamar, subjugating its people until their ousting in 1319 RM.

The city remained outgoing, becoming a centre of trade in Tamar rivalling <u>ARRAGA</u> (later <u>ARAGOSH</u>) in the north, avoiding ties with the <u>KORACHANI EMPIRE</u> where possible, though in c. 1525 RM the

<u>AVÉNETHI SANCTIFIED ORDERS OF THE INQUISITION</u> marched into the city, confiscating what remained of its Firmamental lore. Though the diminishing of <u>ELYDEN'S</u> seas left it some miles from the coast, though thanks to its position along the river <u>KORNA</u>, remained a centre of trade in the region.

Following the <u>SUNDERING OF THE SHADOW</u>, Cazha subjugated satellite towns, becoming an autocratic city-state, extremely protective of its lands, opposing of its Tamaran and <u>LYRIDIAN</u> neighbours (Pop. c. 41,000).

<u>CAZHANS</u>: Sup. Rnk. <u>FIRMAMENTAL</u> caste that originated in <u>THAMAR</u> with the discovery of ancient Firmamental texts in c. 750 RM. They returned to the city of <u>CAZHA</u>, the texts and artefacts were examined by the scholars of the city, leading to the rise of the Cazhans in 810 RM.

They implemented their knowledge in agriculture, though records do exist of them using the Firmament to aid them in battle. They first served as advisors to the Thamaran government in 811 RM and it is believed that over the coming decades they become the true power of the nation, controlling the nation in the form of the LORD-AGRICULTURALISTS. In 843 RM they deposed the Thamaran meritocrats, who openly came to serve them and they became ruthless leaders. In c. 900 RM they began sending emissaries west and north, where select individuals were taught their Firmamental secrets in return for wealth and political rights.

Their stronghold in the city of Cazha was attacked by <u>LYRIDIA</u> in 1103 RM. This led to the populace rising against them in 1108 RM. The following centuries were dominated by civil strife and unease with outlawed partisan groups dedicated to destroying the Cazhans; a feat they finally managed in 1319 RM, when the last of the Cazhans was killed (though rumours abound that some survived after that time, fleeing to the west and north). This was the dawn of a new age, after which the region became known as <u>TAMAR</u>.

<u>CAZLA</u>: Set. Coastal city in the c south of <u>IAISHA</u> (Pop. c. 80,000).

<u>C'DATA</u>: lit. 'the Womb of Life'. Lak. Lake in the east of <u>N'RAKH</u>. The lake is positioned at the crossroads of four nations (N'rakh, <u>BARATHEA</u>^(1.), <u>J'THANA</u>, and <u>ARKOS</u>^(1.)), and as such, it sees much traffic, particularly across the lake to the river <u>FALX</u>, which ultimately leads it to the <u>INNER SEA</u>.

<u>C'DRANA</u>: Mil. Str. <u>N'RAKHI</u> coastal fortress on a peninsula in lake <u>C'DATA</u>, south east of <u>THE QUEEN'S CITY</u>.

<u>CECROPIA</u>: Geo. Region in the <u>PRISON CARCERI</u>, beneath thought to lie beneath the north west of <u>AHRISHEN</u>. The region is known for its <u>UNSEEN DRUMS</u>, which can sometimes be heard in the surface world on otherwise-silent nights.

<u>CEDANTUQ</u>: 1. Rui. Abandoned caravanserai in the far south east of <u>KHARKHARADONTIS</u>, close to the border with <u>ABACARDAT</u>

2. *Rui.* Fortified settlement just outside the eponymous ruined caravanserai, in the far south east of <u>KHARKHARADONTIS</u>. The settlement is insular and not as open to trade as the old caravanserai war, and it is thought that the caravanserai was destroyed by forces sent forth from the settlement and its environs, who now prey on trade between the region of <u>FURAKISH</u> and <u>ABACARDAT</u>.

<u>CEDAR GATE, the</u>: Arc. Gateway leading into the <u>GREATTOWN</u> of <u>DUARIAHAHN</u>, in the c east of <u>TEMUJA</u>. The gate is gilded in bas-carved bronze reliefs detailing this history of the region.

CEEROPIA: 1. His. Ntn. FOURTH AGE nation in the north of LLACHATUL, in what are now SABIA, the north east of the DESOLATION OF ASTUDAN, the south west of PERGOST, and parts of KASPIA. Its ruins dot the wilderness of those areas, particularly the area of the Desolation known as the BONEFIELDS, and many cities and fortresses have been built over their ruins, in many cases, using the remaining masonry in their construction – such as the Pergosti fortress of DHAMA IKH.

The later <u>FOURTH AGE</u> nations of <u>ELDRIA</u> and <u>SAKKHRIA</u> rose from its ashes, eventually giving way to Kaspia and Sabia.

2. Rui. Expansive ruins covering the northern reaches of the <u>DESOLATION OF ASTUDAN</u>. The ruins are half-buried in the permafrost north of the canyons of <u>IGGSOTHOS</u>, with only the crumbling peaks and minarets of the largest structures still visible.

<u>CEEROPIAN</u>: His. Lan. Now-extinct language spoken by the people of the early <u>FOURTH AGE</u> nation of <u>CEEROPIA</u>. See Vol II: Languages. <u>CEGANE</u>: also 'the Sanctuary States'. Dem. 'Ceganan'. Ntn. Nation in the south west of <u>SAMMAEA</u>, to the west of the <u>SEA OF ADAMASTOR</u>^(1.). It is of a temperate, cool climate, and is humid in the north, with rainy winters and mild summers. Its northernmost territories are rocky and its southern lands are forested, known for their diversity of life.

Its common name, the Sanctuary States, dated back the aftermath of the fragmentation of the NEPHINE empire (that occupied the north and centre of the extant SYCHTAN PREFECTURES and most of Cegane) in c. 3180 RM. The result of a brutal civil war that followed the assassination of its ruling household, it saw many ethnic groups that had been protected by the old imperial house persecuted and slaughtered. Those who could fled to the rocky north, where they established allied polities that were able to defend themselves against the chaos of the war, later solidifying into the so-called Sanctuary States in c. 3300 RM, which would themselves form the united union of Cegane in 3485 RM.

It is known for its honey and superstitious people. See Vol III: Extant Realms and Nations.

CEHOPHELA: Dem. 'Cehophelan'. Ntn. Expansive inland empire dominating the c and west of the continent of MENISCEA. It is ruled by the OTHERWORLDER SAPHAHAKH who in c. 2845 RM completed their century-long unification of the nine nations of Cehophela, which had emerged in c. 1900 RM following the death of the TAQUELLANE EMPEROR and the resultant collapse of his earlier empire. A long period of war followed within the region of JOAPHASAR, which ended in 2921 RM with its destruction during a botched attempt at HEXCRAFT against Cehophela, which would eventually absorb its ruined territories, which now make up its south western-most extent.

The nation was once considered a major world superpower, though the past centuries have seen its power wane, with its grip on many of its far territories loosening in recent decades. The south west of the nation maintains a strong traditional FIRMAMENTAL tradition, which was brought there by MIRALULI refugees fleeing persecution from OSSIEL. Today, its eastern territories lie on the ruin of the FOURTH AGE empire of JORINDHIA.

Its people follow the <u>AQQARADIAN</u> religion, which was introduced by Saphahakh in c. 2500 RM and which supplanted the older animistic religion of <u>SEPU</u>, which survives to this day amongst scattered rural communities largely within the <u>LOWER CITIES</u>. See Vol III: Extant Realms and Nations.

<u>CEHOPHELAN PLATEAU</u>: Geo. Major geographical feature dominating the c south of <u>CEHOPHELA</u> and the north of <u>SEDALLIA</u>, known for its highland and rocky regions. It is sparsely inhabited though is believed to be rich in mineral resources so small industries can be found peppered across its yest expanse.

<u>CELAENA</u>: 1. Sup. Geo. <u>ATRAMENTALLY TAINTED</u> region in c north west of <u>CYHLAGHARR</u>, covering some 2,600-square-miles. Any mortal, even the hardy <u>OGHURS</u> of Cyhlagharr, that wanders within the region grows sick over a period of a few hours, its body growing weak and rapidly degenerating, withering and dying if exposed for less than a day.

The land in this region is riddled with hollows; the rock reduced to brittle duststone beneath which are reserves of <u>UMBRA</u> that seep out, further tainting the region. The skies above Celaena are dark and peppered by violet lightning that poisons the air.

The region is categorised as $\underline{\text{EXTREMELY DANGEROUS}}$ by the $\underline{\text{KORACHANI INSTITUTE OF ATRAMENTAL STUDIES}}.$

2. Rvr. River just south of the above $region^{(1.)}$ in the c north west of $\underline{CYHLAGHARR}$, flowing for 400-miles north west from sources in the $\underline{GRCAUTHAIRM}$ massif, emptying into the north east of the \underline{SEA} OF $\underline{IMERRIL}$.

CELEBI: (tfelebi) Soc. Rnk. Noble title in TETHYSIA, roughly equivalent to that of PATRICIAN in the west. The rank has religious and royal connotations, and most Celebi families gained their rank by appointment of the Sovereign, with their descendants allowed by ancient dictate to bear the title. This can be stripped at the discretion of the sovereign or by the OFFICE OF THE PRIME MINISTER, though such measures are usually taken in extreme circumstances.

CELEBRANTS OF THE FLAME: see <u>AZERITES</u>.

CELEBRANTS OF THE THRONES: Rel. Org. A sect of fanatics within the KORACHANI EMPIRE obsessed with the twofold Thrones of the Empire, bordering on idolatry. While the CHURCH OF THE UNDYING MACHINE rarely admonished idolatrous beliefs, those who put more faith in the Thrones than those who sat upon them were excommunicated from the Church in 3812 RM, those who remained losing favour and influence.

<u>CELEHAOS</u>: Set. Small city in the c west of <u>GNOTH</u>, along the eastern shore of lake <u>IAMTI</u>. <u>GIGANRI</u> merchants travelling along the <u>GNOTHI</u> ROAD pass through the city during their circuit of Gnoth (Pop. c. 14,000).

<u>CELESTIAL ANCIENTS</u>: *Myt. His.* In the <u>MYTHOLOGIA ELYDEN</u>, the first <u>OTHERWORLDERS</u> observed during the early years of the <u>FOURTH AGE</u>. Almost all tales and recordings of the Celestial Ancients describe them as the: 'night sky given form, their skins shimmering with starlight'. See Vol IV: The Afterlife and the Spirit.

<u>CELESTIAL HEARTH</u>: Myr. His. Astral location where the <u>DEMIURGES</u> are said to have forged their creations before <u>ELYDEN</u> was created. This is thought to be within the constellation of <u>NEPHILIA</u>. See Vol IV: the Mythologia Elyden.

CELESTIAL WRAITH: see **EMPYREAN SPECTRE**.

<u>CELICEA</u>: Set. City in the c of <u>EREBETH</u> known for its <u>OLIVE</u> oil production (Pop. c. 45,500).

<u>CELICIA</u>: Rui. Ancient ruined temple in the forests of northern <u>CHLORIS</u> in the south west of <u>MALAN</u>, thought to date back to the ancient <u>SEITHALAN</u> empire. It was dedicated to Siella, and once formed an important part of Seithalan culture, though is now crumbled and largely overgrown, ignored by the people of Chloris.

<u>CELUREA</u>: Lake in the east of the <u>HENDECARCHY</u> of <u>AMILLAERE^(1.)</u> in <u>MALAN</u>, forming a part of the course of the Laul Eglea river. It has hundreds of sources from around the <u>NIYAN</u>, <u>FATHMMA</u>, and <u>CARCAENT</u> Mountains, which account for its size.

<u>CELUREISM</u>: Sup. A <u>SPHERE</u> of <u>FIRMAMENTISM</u>, whose <u>SHAPERS</u> are able to manipulate weather I various ways. It is roughly analogous with the <u>ATRAMENTAL TEMPESTARII</u>. See Vol IV: The Materia Omna: Spheres and Types of Shaping.

<u>CENAYO</u>: Set. Major city in the c of <u>IMEAL</u>. It is a popular stop along the <u>SOVEREIGNS' ROAD</u> trade route (Pop. c. 75,000).

<u>CENGUISSE</u>: Dem. 'Cenguissan'. Ntn. Nation in the south west of <u>SAMMAEA</u>, overlooking the <u>SEA OF KRIHIEK</u>. See Vol III: Extant Realms and Nations.

<u>CENLIS</u>: Set. Settlement in the nation of <u>IRUGNA</u>^(2.). Its main industry is the mining of rare fire agates, many of which are turned into jewellery in the city of <u>ITORATRA</u>, to the north (Pop. c. 7,200).

CENOBITE: Rel. Org. Rnk. In the CHURCH OF THE UNDYING MACHINE of the KORACHANI EMPIRE, a caste of devoted acolytes who seek out ATRAMENTALLY TAINTED lands to test their devotion to the UNDYING MACHINE. Most cenobites become corrupted by such exposure, and are deemed unclean by the church, sentenced to a life of solitude in crossroad chapels across the empire as a form of castigation. These chapels are known as Cenobite NICHE CHAPELS

Those who survive the corrupting experiences unharmed become known as MINCORRUPTIBLES, and are believed to be blessed by the Undying Machine with a power over the ATRAMENTA that few could match. Such individuals hold political strength quite different to anything else in the Korachani empire and many become powerful demagogues to the masses or influential members of the ARÂTHUAHI SANCTIFIED ORDERS OF THE INQUISITION. Others choose to volunteer in the DIACONIA,

<u>CENOTAPH TO THE DIASPORA</u>: Mil. Arc. Monument in c. Sarastro, just north of lake Ahi Eh. It commemorates those slain and exiled during the <u>DIASPORA OF EXIS</u> that took place between 2783 – 2974 RM following the cities of <u>HAGRADEA</u> and <u>MORULAURGO</u> separated from Sarastro, forming the <u>HOLY STATE OF HAGRADEA</u>.

<u>CENOTAPH TO ELYDEN</u>: Int. Str. Massive domed structure a few miles north east of <u>DEOCHAN</u> in <u>KORACHAN</u>. Its exterior is brutalist and dominates the skyline for miles around and is visible from the city of Deochan, and is dominated by gigantic steep steps that lead to a copperclad hemisphere, now stained green from verdigris. Its interior is more impressive, being a perfect hollow sphere, the surface of which is painted in an accurate depiction of <u>ELYDEN'S</u> surface. The globe is painted with <u>ATRAMENTALLY</u>-sensitive pigments that allow <u>SHAPERS</u> to leave marks on it, which is useful for tracking the movements of armies, or tracking relations between nations. A large stepped platform rises from a small tunnel at the base of the sphere, leading to the centre of sphere, affording a perfect viewpoint of the structure's interior.

Designed by the <u>HALFBLOOD</u> architect <u>SHADRACH OF ALBEGNO</u>, the cenotaph was intended to show people the slow degeneration of <u>ELYDEN</u> over time, though was appropriated by the government upon its completion in 698 RM for use in council meetings where it is often visited by <u>THE SEVEN</u>. It is otherwise open to the public by appointment against a donation, where it has become a popular destination to <u>PATRICIANS</u> and FREEMEN.

CENOTAPH OF THE LAST SPHINX: Mil. Arc. Memorial and tomb in c southern VENTHIR, in the scrub forest of ASEON. It dates back to the FOURTH AGE and was erected by surviving allies of the fallen SPHINXES at whose side they fought. The monument takes the form of a stylised sphinx, though it is now damaged and weathered, its features indistinct and covered in vines and mosses.

CENOTAPH OF SO-SKAR: Arc. Large triumphal arch in the north of VAALK overlooking the BAY OF SALTRA. It is named for a venerated general whose exploits are commemorated in bronze inscriptions on the arch.

CENSORS, BUREAU OF: Pol. Org. Large agency in the KORACHANI EMPIRE, the purpose of which is to seek out dissenters, outlawed cults and other heretical groups that might be of danger to the stability of the empire, and to censor material that may be considered sensitive to the imperial cause. Originating in c. 940 RM, one of its first major tasks was to quell the distribution of the book known as THANICA'S GUIDE TO HORRORS, which described various ONEIRIC CREATURES encountered in ber travels

Towards the latter days of the fourth millennium RM, the organisation became embroiled with the many heretical groups that came to plague imperial cities, most notably the <u>Church of the Discordant Deity</u>, and it now works closely with the <u>Moréhan</u> and <u>Arâthuahi</u> Orders of the <u>Sanctified Inquisition</u> who are called in to deal with matters of a more martial nature.

CENTRAL BOTANICAL GARDENS: Flo. Str. Large rooftop glasshouse dominating the penthouses of the CENTRAL REPUBLIC HOUSE on the central peninsula in the CITY OF ALMAGEST. The gardens are world-famous, and are known for their SOCIETY of revered botanist-explorers who secure flora and fauna from across ELYDEN in the name of the Gardens.

Portions of the glasshouse where tropical flora are displayed are warmed through an intricate system of geothermal piping.

CENTRAL HEMISHPERE: Car. Term common around INNER SEA REGION, representative of the classical hub of civilisation, around the Inner Sea and surrounding regions. Though it uses the term hemisphere, the region denoted by the term does not translate to a full hemisphere. Conversely, in this context, the remainder of ELYDEN, known as the FAR HEMISPHERE constitutes well over half of Elydens' territories.

CENTRAL LLACHATUL: see <u>LLACHATUL</u>, <u>CENTRAL</u>.

CENTRAL LLACHATULI ALLIANCE, the: Pol. Org. Intergovernmental alliance made up of some free CENTRAL LLACHATULI nations, mostly intended as a means of countering the predations of KORACHANI states that bordered them to the west, along the INNER SEA. The Alliance was created in 3804 RM in response to religious CRUSADES against so-called free nations in central LLACHATUL, including the devastating SCOURGE OF WITCHES, which between 3714 – 3811 RM led to the deaths of thousands of FIRMAMENTISTS and many more innocents.

The Alliance was first proposed by <u>AHRISHENI</u> politicians decades before the Scourge of Witches prompted its eventual creation, but due to inaction and lack of a uniting event, nothing came of it immediately. The Alliance was formed during a meeting of diplomats from Ahrishen, <u>THE HARÉSHK</u>, and <u>SAUA</u>, who met in the city of <u>MAHSERTH</u> in 3804 RM, to

discuss how the incessant <u>KORACHANI</u> attacks could be quelled. They agreed on enacting defence treaties, trade relations and other political gestures that serves to empower them against attentions from the west. Other nations would join and leave over the years and the present Alliance is made up of the Ahrishen, <u>MALAN</u>, Saua, <u>TEMUJA</u>, <u>VIRAHAN</u>, with the recent abandonment of the alliance by the Haréshk causing concern across the remaining members.

CENTRAL SAMMAEA: see NORTHERN SAMMAEA.

CENTURY PLANT: Flo. These strange plants are an extremely rare variety of <u>AGAVE</u> native to the dry plains of <u>HAMSHEN</u> and <u>HALOLAN</u> in the north west of <u>VENTHIR</u>, though which have over the past millennia found their way across <u>THE INNER SEA</u> to other lands with similar terrains and climates, most notably <u>KARAKHAS</u> (where a heady perfume called <u>ASSIR</u> is made from them) and lands to the north west of the <u>SEA OF BYSSOS</u>. Like all agaves, the century plant has large, thick and fleshy leaves, which are good for storing considerable quantities of water. They are spiked, particularly at the tips, and grow to a mass of about 10 feet in a large cluster around the base of the plant. The century plant flowers once every 70 – 90 years (despite its name). Before it flowers, a large thin stalk grows upwards, often reaching heights of 50-ft. The flower, which contains male and female reproductive organs grows on the top of this stalk and is usually a brilliant fiery red, tipped with yellow.

Due to their relative rarity and slow speed of reproduction, century plant flowers can fetch very high prices. See Vol II: Classification and Taxonomy of Life.

<u>CENTRAL REPUBLIC HOUSE</u>: Str. A major structure on the central peninsula in the <u>CITY OF ALMAGEST</u>.

<u>CEPHANIA</u>: See. Small city in the c. of <u>AQUARIIA</u>, along the course of the river <u>ISARRA</u>. It is known for its rice production (Pop. c. 18,000).

<u>CEPHAS</u>: Geo. Mountain-chain in the east of <u>NAARETH</u>, forming an extension of the <u>IROTHA</u> Mountains.

<u>CEPHYLIA</u>: Soc. Set. Tribal 'conurbation' in the west of <u>PNESSA</u>. Its people practice a form of facial scarification and employ trepanning to release their spirits, which are then said to accompany then as guardian spirits, akin to <u>FAMILIARS</u>. The city once formed part of the <u>NOAVATURI TRAIL</u>, a major trade-route that once linked the nation of <u>NOAVATUR</u> with <u>KARAKHAS</u>, though by c. 1800 RM growing <u>ATRAMENTAL TAINT</u> in the <u>UMBRA SOKHAR</u> led to the, which until then had relied on passing trade, to wane in size (Pop. unknown).

<u>CERATOA</u>: Geo. Region in the far southern coast of <u>SAMMAEA</u>, located within the <u>SYCHTAN PREFECTURES</u>. It is wracked by harsh coastal winds blown in from the <u>SEA OF SAMMAIDU</u>. The region's bare metamorphic rock has been hewn by the winds over many centuries into a polished landscape of seamless shards and ledges. No significant flora or fauna exist here

<u>CEREN SIBALLA</u>: (B. 3928) *Pol.* Current queen of <u>MHAROKK</u> to whom the 49 <u>PREFECTS</u> are answerable to.

<u>CERINTH</u>: Soc. Pol. <u>PATRICIAN HOUSE</u> with holdings in <u>DURCHAA</u> and <u>VALBAR</u>. It was once a part of the <u>ATRAAGOH SYNDICATE</u>, which operated extensive mines in the region of <u>ERIHAAS</u>. The mines fell silent in c. 3945 RM after copper in the area reserves dwindled. See Vol II: <u>Patrician Houses</u>.

<u>CERMAIT</u>: Mil. Str. Major fortress in the far south west of Tisara, guarding the valley leading into northern <u>TETHYSIA</u>. It is home to a legion of <u>TUATHA HADRI</u>, who patrol the long border shared between the two nations.

<u>CERUSE</u>: Soc. Skin-whitening cosmetic primarily made up of water, vinegar and lead. It is in demand amongst the nobility around the <u>INNER SEA</u>. <u>ATARAXIA</u> is a major producer.

<u>CERULEA</u>: Lak. Major lake dominating the east of the <u>HENDECARCHY</u> of <u>AMILLAERE^(1.)</u> in the c of <u>MALAN</u>. It is surrounded by the <u>NORABOSK</u>, and is said to be ancestral home of the <u>SPHINXES</u>. Ancient sphinx bones are often dredged up from its depths, and it is not uncommon for municipal structures to display them proudly. The lake features heavily in the myths and folklore of the ancient kingdom of Amillaere^(2.) and is well-known in the rest of Malan.

<u>CERUNEREA</u>: Mys. Sca. Forking sea in the east of <u>EASTERN MENISCEA</u>, bordered to the south by <u>EASTERN LARISH</u>, the west by <u>ENDUI</u>, and the north by <u>TAHOMIA</u>. It is known for its quicksilver-like sheen and faint <u>FIRMAMENTAL</u> properties, and it is distilled for use in Firmamental industries, particularly in Tahomia.

<u>CERVILL</u>: Str. Bastion along the northern walls of <u>UCHRON</u>, in the city-kingdom of <u>DANILAT</u>, in the <u>HARÉSHK</u>.

CERYNIAN DYNASTY: see **KOMMEAN DYNASTIES**.

<u>CESASHIB</u>: *Rvr.* River in the west of <u>AETHIOS</u>, flowing east for 190-miles from the east of the <u>ANCHIAUS</u> Mountains before meeting its parent, the river SHIBBOLETH⁽³⁾.

<u>CESSILA</u>: Set. Settlement in the north of <u>THE SURRACH</u>, close to the border with <u>EREBETH</u> (Pop. c. 6,000).

CESTOID: Fau. Foul worm-like beings that inhabit and 'rule' the tainted region known as the <u>ATRAMENTAL RICTUS</u> in the c north west of <u>KHARKHARADONTIS</u>. Cestoids take the form of large flat-worms, around 5 – 8-ft. long, with gaping mouths and spindly arms that end in serrated bifurcated digits, comparably to the forefinger and thumb of most mortals. Little is known of them, and our only present-day knowledge comes from a single <u>KORACHANI</u>-led expedition into the Atramental Rictus that took place in 3331 RM, which documented them and their 'city', <u>VERMICULA</u>, at a distance. It is unknown if they can truly be considered to be mortals, or if they have any discernible culture.

<u>CESTUS</u>: Set. Coastal city in the south west of <u>THE SURRACH</u>. It is known for its beloved <u>SHIE</u> queen, who was once an acclaimed gladiator from the city of <u>DAYLAM</u>, who won her freedom and united outcasts who followed her, eventually funding the city of Cestus in c. 3820 RM. It has grown steadily since then and, though the queen has lain down her weapons, she still commands great respect from her followers (Pop. c. 35,900).

<u>CESURA</u>: Set. Coastal settlement in the north of <u>VENTHIR</u>, overlooking the <u>BAY OF SURAR</u>, in the <u>DARK SEA</u>. The settlement is relatively small and recent, funded by missionaries of the <u>CULT OF THE SPHINX</u>, in c. 3850 RM, which maintains a large shrine in the region (Pop. c. 5,200).

<u>CETECIA</u>: Geo. Headland in the north east of <u>PARTHIS</u>, and its eastern-most point. The region is covered in terraced fields, frequent sparse copses, and rocky terrain.

<u>CETECIS</u>: Set. Metropolitan city in the north east of <u>PARTHIS</u>. The city was the site of the fall of an old dynasty, cultural parts of which remain alive to this day, setting it apart from much of Parthisan culture (Pop. c. 28,000).

<u>CETHLEN</u>: Set. Coastal settlement in the south east of <u>CALBIA</u>^(1.) (Pop. c. 4,800).

<u>CH'TASSA</u>: Set. Settlement in the north of <u>N'RAKH</u>, along the course of the river <u>SICERAN</u> in the marshes of <u>N'KHOSSA</u>. It is one of the few outgoing N'rakhi cities and, alongside <u>DANFUSA</u>, allows foreign trade into <u>LIDEA</u> via the <u>SALT ROAD</u>, even guarding many caravans across the north east as they head to and from the border with Lidea and the city of <u>PERESIA</u> (Pop. c. 17,500).

<u>CHA HO</u>: *Mil. Str.* Fortress in the c south of <u>SAUA</u> overlooking the mouth of the river <u>TAKRE</u> and the border with the <u>HENDECARCHY</u> of <u>LONAR</u>, in MALAN.

<u>CHAALIAL</u>: Set. Settlement in the west of <u>LAASKHA</u>, appearing there in c. 3650 RM following the disappearance of the bay of <u>ASHARUTH</u>. It became a prominent city with the slow migration of <u>THE SHADOW MARCH</u> west towards the new coastline and remains now as a city that supports the hundreds of thousands of pilgrims that pass through it every year, and its harbours receive all manner of goods that they might need (Pop. c. 15,000).

<u>CHACAKOT</u>: Set. Settlement in the south east of <u>RHEA</u>. It is known for its cotton production (Pop. c. 4,000).

<u>CHACEZASH</u>: f. Mys. Per. (B. 3958 RM) <u>KHURAURI</u> esotericist born into old wealth who spent her days curating a personal library of esoteric and mystical writings, which culminated in c. 3990 RM with her acquisition of the writings of the mystic <u>ORCI NARAIMAN</u> who over two centuries earlier had founded the <u>ANAGOGIC ORDER OF ZABRASSANA</u>. She studied his writings and learnt of a building Naraiman had designed in the city of

<u>TUALAR</u>. She moved into the expansive penthouse suite, relocating her library there. She would disappear into obscurity over the next few years buying what fragments of his writings she could from collectors across the <u>INNER SEA REGION</u>, which she meticulously reassembled, studying them at length. Little is known of her fate, and some now believe that she is dead.

<u>CHACTHORNYS</u>: Geo. Rough, inhospitable mountain-range around 500-miles long that acts as a natural border between <u>AZAZEM</u> and <u>THE</u> OLD FOREST.

<u>CHADARATI</u>: (B. 3938 RM) *Pol.* Present <u>MAHANTKHAJ</u> of the <u>SOLEYN</u> TERRITORIES.

<u>CHADBHARR</u>: *Mil. Str.* Major fort in the far south of the <u>SOLEYN</u> <u>TERRITORIES</u> and centre of the nations' southern military forces.

<u>CHAHACH</u>: Rui. Ind. Massive ruined open-cast mine in the c of <u>PERGOST</u>. It is abandoned and now reclaimed by nature; its half-mile deep pit filled with brilliant blue water.

CHAHINAN: Set. Settlement in the c east of NOAVATUR (Pop. c. 4,800).

<u>CHAI IM</u>: Set. Settlement in the c north of <u>LIDEA</u>. Its main industry is the cultivation and exportation of spices (Pop. c. 5,600).

<u>CHAIN OF CASSIS</u>, the: Str. Monolithic <u>ADAMANTINE</u> chain, each link 30-ft wide, south of <u>CASSIS</u> in the south of <u>LAASKHA</u>, running across the peninsula of <u>RAAHEN</u> for some 70-miles. The rusted chain dates back as far as any records mention, and is likely a relic from the times of the <u>DEMIURGES</u>, its purpose unknown.

<u>CHAIN MASK</u>, the: Soc. Rel. Veils made of delicate chainmail worn by the priests of the <u>MACHINEHEAD</u> in <u>DURCHAA</u>^(1.).

<u>CHAINED GOD, the</u>: Rel. Religion prevalent in the nation of <u>SEDISIA</u> in the south west of <u>WESTERN LLACHATUL</u>, though which throughout history has been worshipped by various people, including <u>VETHRANDA</u> (present <u>OTINTH</u>), amongst others.

The deity is thought to be a corruption of the <u>UNDYING MACHINE</u>, that came to be worshipped by mercenaries in the south west of Llachatul in c. 1500. Originating as the <u>TEMPLARS OF THE MACHINE</u>, they were the army of the <u>HOLY LAND OF RACHANAEL</u> – a colony established by the <u>CHURCH OF THE UNDYING MACHINE</u> in what is today Otinth in 777 RM – and following the expulsion of the Holy Land of Rachanael from the region in 1241 RM some of the templars remained behind, becoming mercenaries, selling their services in the west of Llachatul. A particular sect amongst them turned to the worship of a corrupted depiction of the Undying Machine in their desperation. By c. 1500 this corrupted idol, which they carried with them in their travels, became known as the Chained God, and its worship slowly spread via trade to Vethranda, gaining a foothold as a mystery cult in various areas.

Belief in the Chained God became the state religion of Vethranda after three years of religious turmoil that ended only in 1645 RM. The Church of the Chained God brought a power shift, and the monarchy of Vethranda became puppets of the religious leaders, who in 1662 RM took full control, leading to the death of the royal family and the rise of the theocracy. In 1911 the city state of HAII deposed the ruling theocracy in the east of Vethranda and would go on to found the nation of Sedisia some decades later. Though the Theocracy of the Chained God was no longer in control of Sedisia, the religion remained strong, and while it was eradicated from Vethranda (later Otinth), it continues to be worshipped in Sedisia.

The dogma of the Church of the Chained God is nihilistic and maintains an entropic view of materialism, which is shunned. Its worshippers have a bleak outlook on life and are seen as sour by outsiders. See Vol IV: Deities and Pantheons.

<u>CHAIRMAN</u>: Soc. Rnk. Name given to bearers of sedan chairs and litters in the region of northern <u>SAMMAEA</u> to the south of the <u>SEA OF ORRIDA</u>, including the <u>VESPERTINE LEAGUE</u>, <u>KHULL</u>, the <u>TEMPLAR STATES</u>, <u>KARGAMA</u>, <u>ESHIR</u>^(2.), and parts of the <u>TATAR</u>, <u>KAZZAR</u>^(2.), and the <u>BARRIER LANDS</u>.

Members form a singular caste that is recognised across all the above states, and though they are looked down upon by most that use their services, they are considered a respected part of their societies and are not considered part of the lower classes. They maintain links with each

- other across all these territories, making them very knowledgeable on the region in which they operate.
- CHAKAT: Set. Small city in the west of TARTAK (Pop. c. 14,000).
- <u>CHAKIN OTT</u>: Rvr. River in the west of <u>BANT</u>, flowing south for 280-miles from sources in the western <u>CARCHEMISHI MOUNTAINS</u>^(2.), before meeting the coast at the <u>FLAMING SEA</u>.
- <u>CHALARAD</u>: Set. Major coastal city in the south east of <u>AKACHA</u>, overlooking the <u>BAY OF LAIKHE</u>, in <u>SOUTHERN SAMMAEA</u>. It is known for its large port and drydocks (Pop. c. 120,000).
- <u>CHALCEDIZ</u>: Set. Major city in the nation of <u>IRUGNA</u>⁽²⁾, along the course of the river <u>MAIOSHAR</u> (Pop. c. 92,000).
- GHALTEANS: Mys. Rnk. BRORI^(1,1) itinerant mystics, who inherited an ancient tradition of mysticism and MAGICKAL teachings from ancient ancestors. They call no one land home and instead wander across their island-continent, never truly welcomed by anyone, who begrudgingly use their services during funereal rituals and in upkeeping various other traditions.
 - Some scholars believe that their ancestral lands were in what is now <u>SABOMOR</u>, as many Ghalteans stop there in ancient ruins to lay wreaths of baubles they collect in their travels.
- <u>CHALDEA</u>, <u>GATES OF</u>: *His. Str.* Pylon-gate supposedly liberated from the <u>AMANTHEANS</u> by the <u>HERO OF A THOUSAND BATTLES</u>, built in the western cliffs of the <u>CARTIGA</u> Mountain, overlooking the plains of <u>ESTIA</u> in <u>LYRIDIA</u>.
- <u>CHALICATA</u>: Geo. Low ancient mountains in the south of <u>WESTERN SAMMAEA</u>, serving as a border between <u>LIEVTHRA</u> in the north, and <u>MACELLARIA</u> and <u>EPHATTA</u> in the south. The southern-face of the mountains are entangled by a complex and ancient region of <u>ATRAMENTAL CORRUPTION</u> known as the <u>GERASHEND WEBS</u>.
- <u>CHAMAR</u>: Set. Small isolated city in the west of <u>VÂRR</u>, in the hills in the northern face of the <u>ADALLA</u> Mountains. Were it not for its bountiful subterranean aquifers, the settlement would not exist, though it has become one of the major producers of quality limestone in Vârr. The stone blocks are moved south along the river <u>ADARIA</u> (Pop. c. 10,400).
- CHAMBER OF AGONIES: Geo. Expansive hollow in the PRISON CARCERI, beneath the western-coast of HOLOLACH^(1.) in LLACHATUL. The chamber is noted in 'AN ABRIDGED LEXICON OF THE DEPTHS: BEING IN PART A GUIDE TO THE MADDENING ABYSS as being a place where ROPOHAII inquisitors would torture dissenters and heretics, their flayed skins hung up from stalactites and root-frames, fluttering in the sourceless winds of Carceri.
- <u>CHAMBER OF CHAINS</u>: Geo. Large cavern in the <u>PRISON CARCERI</u>, believed to lie beneath <u>THE SURRACH</u>, in the north west of <u>SAMMAEA</u>. It is known for its multitude of chains, some gigantic, each link the size of a house; and others minute, barely indistinguishable from thread. They hang down from the hidden ceiling and sway gently in a sourceless breeze.
- <u>CHAMBER OF DIRGES</u>: Mus. Geo. Expansive hollow in the upper reaches of the <u>PRISON CARCERI</u>, beneath the north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. Within are large choirs of dirgists who sing constantly. Their singing echoes throughout the chamber, causing it to reverberate loudly. The sound carries for hundreds of miles across the tunnels, and is used as a navigational tool by ropohaii merchants and travellers.
- <u>CHAMBER OF LAMENTS</u>: Geo. Expanse in the far south west of the <u>PRISON CARCERI</u>, and one of its southern-most recorded reaches. The chamber is home to the <u>LIBRARY OF HADHUR NEB</u>.
- <u>CHAMBER OF OFFERINGS</u>: *Geo.* Expanse within the <u>PRISON CARCERI</u>, located beneath the northern-most reaches of the <u>UMBRA SOKHAR</u>, in the north of <u>SAMMAEA</u>. The cave is noted for its large number of temples, where offerings to <u>VORROPOHAIAH</u> and various scions and saints of the <u>ROPOHAII</u> religion are made by pilgrims.
- <u>CHAMBER OF THE PLAINSLEAGUE</u>: *Pol. Str.* Main structure of the governing body in <u>TEMUJA</u>, in the <u>GREATTOWN</u> of <u>DUARIAHAHN</u>. It is

- known as the tomb of $\underline{\text{MAGHORA}}$, the uniter of the Temujan tribes from c. 600 RM.
- <u>CHAMBER OF ROOTS</u>: Geo. Large chamber in the <u>PRISON CARCERI</u>, said to reach from the north west of <u>KORACHAN</u> all the way through the <u>OLD FOREST</u>, close to the border with <u>ALMAGEST</u>. The chamber is famed for accounts of those who have travelled within it, where gigantic roots, larger than the trunks of most trees are said to hang down from a ceiling that is beyond sight.
- CHAMBER OF SOL ERRAMI: Geo. Ancient labyrinthine burial chamber located in the c east of <u>TULURKRYPH</u>^(2.), in the south of <u>WESTERN MENISCEA</u>. Ancient accounts described it as a veritable treasure-trove of riches, though by the time of its rediscovery in c. 2234 RM it had been emptied, with only the sole preserved body of the <u>IMPERATOR TIZOPHON</u> remaining.
- <u>CHAMBER OF SOLITUDE</u>: Geo. Major hollow in the far north east of the <u>PRISON CARCERI</u>, beneath the region of <u>PERGOST</u>. Many caverns are said to lead into this region of Carceri, which is very close to the surface.
- <u>CHAMBER OF SORROWS</u>: Geo. Immense chamber in the <u>PRISON CARCERI</u>, beneath the <u>INNER SEA</u> and the north of <u>VAALK</u>. It is home to the monolithic <u>BRIDGE OF DESPAIR</u>, which is said to be 200-miles long, spanning a near bottomless depth.
- CHAMBER OF STARS: Geo. Expansive hollow in the PRISON CARCERI, beneath the region of HATHAMOTH, in the far north of KHARKHARADONTIS, south of the border with the UMBRA SOKHAR. The cavern is relatively close to the surface, and is noted for its many shafts and tunnels that lead to it the surface, from which it gets its name.
- <u>CHAMBER OF TEARS</u>: Geo. Large expanse in the <u>PRISON CARCERI</u>, said to lie beneath the caverns of <u>AKER</u> in the far east of <u>RAONGEN</u>^(2.), close to the border with <u>GNOTH</u>. It is purported to be home to one of the largest underground seas of Carceri, which it believed to be fed by the waters of the river <u>PISHONA</u>.
- <u>CHAMBERS OF THE DISHONOURED</u>: *Rui. Arc.* Large vestibule hewn into the western foothills of the <u>BAND</u>^(2.) Mountains in the east of <u>KOLCHIS</u>. It is magnificently scaled, making some scholars question if it was made by humans. It is flanked by two columns of <u>SPHINX</u>-like statues, most of them weathered and broken beyond recognition, and leads to three steep hewn tunnels that lead to chthonic temples, each illuminated by a single narrow shaft that only lets in direct sunlight one day of the year thought to have been the summer solstice when it was built, but which has since changed due to the passing of time.
 - The structure was once claimed by an insurgent general during a time of political uncertainty in c. 3420 RM, but has since been abandoned, and wealth it may once have contained looted long ago.
- <u>CHAMUEL</u>: Set. Fortified coastal city in the south west of the <u>HENDECARCHY</u> of <u>CHLORIS</u> in the south of <u>MALAN</u>. It forms a part of the <u>GREAT ROAD</u> trade-route and has close links with <u>KHAMID</u>, with which it frequently trades (Pop. c. 32,500).
- CHANAGATH: Set. Small city in the south west of IACIO (Pop. c. 14,000).
- <u>CHANANEL</u>: Set. Edu. Settlement in the c north of <u>SARASTRO</u>. It is isolated and known for its cool dry subterranean libraries and scholars who transcribe ancient texts. Though appointed by the court of <u>SATHEP</u> to keep records, it is thought that the bibliosophs and curators of its libraries also maintain their own repositories of books that have been outlawed by its ruler (Pop. c. 3,200).
- <u>CHANAOSATI</u>: Geo. Inimical volcanic region in the north of <u>TAAN AN</u>, within the <u>ACCA HOAL</u> Basin. It is known for its wretched sulphuric air, fumaroles, geysers and hot pools, all of which contribute to a hellish environment, where the temperature is too hot for <u>MORTALS</u> to comfortably withstand. The terrain is undulating and rocky, and known for its stone arches and deep gullies, all of which are treacherous, and the entire region is ignored by mortal peoples.
- <u>CHANASAAR</u>: Geo. Island in the <u>KORACHANI</u> colony of <u>MELHUMBRA</u> off the north western coast of <u>SAMMAEA</u>.
- CHANDAN TODR: m. Per. (B. 3955 RM) Mar. Rnk. Current GRAND KNIGHT UNSHACKLED of the ORDER OF THE SUNDERED SHACKLE. Born to indentured servitude on a fishing trawler, he rose through the ranks, becoming a first mate by the age of 18, and captaining a ship by the age

of 21. He was singled out by knights of the Order off the western coast of the <u>CAMARINAL SEA</u>, and a case was made to buy his freedom so that he could be trained in the ways of the Order. He initially refused, but less than a year later his ship ran aground and some members of the crew were killed as a result. He lost his vessel and was demoted, after which he began to drink, leading to his owner selling him on.

He was bought by the Order and immediately freed on condition that he train amongst them for a year. He did, and rapidly regained his confidence, becoming a <u>KNIGHT UNSHACKLED</u> in 3979 RM, taking command of a frigate that plied the waters of the <u>INNER SEA</u>, hunting slaver ships. He was voted to the council of the Order in 3988 RM and became Grand Knight Unshackled 8-years later in 3996, which he remains to this day.

His tenure has been marked by an increase in martial action, particularly against slavers and pirates around the Inner Sea, clashing more than once with <u>CYHLAGHARRI</u> pirate fleets and the pirate lord HAYREDHOSS UYHAVEN.

<u>CHANDATOY</u>: Set. Coastal settlement in the south of <u>IACIO</u>. It is known for its mahouts and <u>MASTODON</u> trainers. Its mahouts are held in high regards and are employed across the south east of <u>LLACHATUL</u> (Pop. c. 10,000).

<u>CHANDOS</u>: 1. Rvr. River in the small nation of Chandos⁽³⁾, in <u>LLACHATUL</u>, flowing for 242-miles from sources in the <u>EHRANDEAN</u> Massif, before meeting its parent, the river <u>LLORTHA</u>.

Lak. Lake forming part of the course of the above river^(1.) in Chandos^(3.).
 Pol. Geo. Small state in the c of <u>LLACHATUL</u>, occupying a 15,000 square-miles area along the border between the northern border of LAASKHA and the southern border of SKAROS.

A citadel was founded by the eponymous (5.) <u>PATRICIAN HOUSE</u> in around 3035 RM amid the aftermath of the <u>WAR OF THE ARTIFEXES</u>. Though a scattering of villages had existed in the area for millennia, home to shepherds and pious prospectors, the appearance of house Chandos changed the area, bringing new trade-routes through the mountain pass, linking Laaskha and Skaros. This led to the formation of a city that soon grew prosperous by trading and mining granite.

House Chandos refused to pledge to the <u>KORACHANI EMPIRE</u> during the <u>WAR OF SUNDERING</u>, silently retreating within its citadel. The bureaucracy of war meant that Korachan did not learn of this inaction until after the <u>SUNDERING OF THE EMPIRE</u>, whereupon it cut ties with the house, leading to the eventual independence of the region, which was formally recognised in 3718 RM. It would later become a vassal-state of the empire in 3872 RM, and controls the surrounding lands to this day. See Vol III: Extant Realms and Nations.

- 4. Set. Large citadel and surrounding fortified city that controls the surrounding area, between $\underline{LAASKHA}$ and $\underline{SKAROS}.$ It is famed for its large crypt and ostentatious sepulchres, which have grown to rival the city in size, and are well-guarded from looters, though parts of it are collapsed and rumoured to be home to \underline{ALGHUL} (Pop. c. 373,000).
- 5. Soc. Pol. PATRICIAN HOUSE based in the south of SKAROS and LAASKHA, with long-lasting ties to the mortuary cults of the KORACHANI EMPIRE. It controls the vassal-state of Chandos^(3,) between Laaskha and Skaros, which took on its name, though has been a vassal to Korachan since 3872 RM. See Vol II: Patrician Houses.

CHANDURTERESH: Rui. Rel. Ancient temple-city in the north east of KORACHAN. Funded in c. 5 RM, after the rise to power of the ARCHPOTENTATE MALICHAR, it rapidly became a religious centre with a large steel-clad temple to the UNDYING MACHINE appearing there in c. 50 RM. It was home to the traitor ARREKAN, who in c. 75 RM, having grown disillusioned with the tenets of the imperial faith, had gathered a following about him and opposed the materialism that Korachan came to embody. His actions would ultimately lead to his exile on the isle of Hoamm and, later have an influence upon the SCHISM WARS that afflicted the imperial church until 367 RM.

Following the end of the Schism Wars and the reaffirmation of the CHURCH OF THE UNDYING MACHINE, the town of Chandurteresh was destroyed, an idol to the Undying Machine erected on the same spot from the smelted remains of its once-great temple. The idol remained a place of pilgrimage to the end of the Korachani empire.

<u>CHANI</u>: Rvr. River in the north of Korachan flowing east from various sources in the <u>AKAGHA</u> and <u>ADALLA</u> Mountains for 580-miles before meetings its parent, the river Ichoria. Its natural course has been interrupted at many points by dams, leading to the creation of two major artificial lakes – <u>ATALON</u> and <u>VRUON</u>.

CHANIKHOR: lit. 'place of the shelf'. Myt. Geo. His. Artificially-constructed region, covering an area of around 1,000-square-miles in the north east of KORACHAN, south of the ADELLA Mountains, and north of the river CHANI. Though Korachan is filled with wastelands and barren regions aplenty, Chanikhor is noted for the strangeness of its design; obviously hewn from the foothills of the Adalla Mountains, the region is a marvel of design, with massive steps and shelves leading inexorably upwards to the peak, 13,990-ft high. In effect the entire region appears as though cubes have been extracted from the surface of the mountain, rendering the appearance of random steps, their grey-brown edges smooth. Though the decay of aeons is easily apparent, they are relatively unmarked by the elements or life in general, though the region is replete with lichen and mosses.

Little knowledge exists of the place, with no first-hand accounts existing of its creation. Most records date back to the early <u>FIFTH AGE</u>, when settlers arrived to the region, seeing it for the first time. A Single stella was found inside the <u>PRISON CARCERI</u> by imperial explorers in c 1500 RM, detailing the region, indicating that the <u>DEMIURGE VORROPOHAIAH</u> may have been responsible for its creation; though its purpose (if indeed purpose it has) is unknown.

<u>CHANNEA</u>: Set. Settlement in the c north of <u>LIDEA</u>, known for its mining of brown coal (Pop. c. 5,800).

<u>CHANRAT</u>: 1. Myr. A great behemoth in the myths of ancient <u>GERICIA</u>.
2. Tec. Veh. Ind. His. One of the so-called <u>THREE BEHEMOTHS</u> – gigantic crawling vehicles designed for industrial scale open caste mining. Chanrat was the first to be manufactured, which was built in 2960 RM and sent to the <u>VHALOID</u> plains of in <u>ALMAGEST</u> prior to the outbreak of the <u>WAR</u> OF THE ARTIFEXES.

It remained in use for centuries after, but was destroyed in c. 3680 RM by persistent $\underline{\text{SCAVEN}}$ attacks, who reappropriated it as a mobile fortress, though rumours say it broke down in c. 3994 RM and was later looted for parts.

CHANTING PRISON, the: see KABBARA.

<u>CHAOS</u>, <u>SEA OF</u>: also 'the Ananth'. Myt. The primordial matter from which all of creation; the <u>FIRMAMENT</u>, the <u>ATRAMENTA</u>, the <u>MATERIAL PLANE</u>, all mortal life and all else, was created, either through the <u>DREAMS</u> of <u>THE SHAPER</u> or later <u>SHAPING</u> by the Two-and-Twenty <u>DEMIURGES</u>.

Little is Known of the Sea of Chaos, but it is still thought to exist outside of the influence of the Firmament and the Atramenta and is thought to be an utterly alien realm, where chaos holds sway. See Vol IV: the Mythologia Elyden.

CHAOTIAN RIFT, the: major FIRMAMENTAL LACUNA in the c north west of CEHOPHELA, in MENISCEA. It is the second-most potent Firmamental Lacuna, after the TRUE MENISCUS, and has a range of influence of around 500-miles, within which mortal life is incapable of unaided survival and which endemic flora and fauna are highly adapted to the harsh conditions.

Cursory explorations of its peripheries late in the 3rd millennium RM have revealed expansive stone ruins, indicating that it is a relatively recent phenomenon.

<u>CHAPEL OF DACHAAS</u>: *Rel. Str.* Chapel in the <u>MANUFACTORY</u> city of <u>HUARANAT</u> in <u>SKAROS</u>, notable for its stained cartwheel windows. Following the abandonment of the manufactory and its subsequent ruination and later re-emergence as a settlement, the chapel remained a thriving place of worship for the region's survivors.

<u>CHAPEL OF THE PACT</u>: *Rel. Str.* The oldest extant chapel dedicated to the <u>CHURCH OF THE UNDYING MACHINE</u> in <u>AZAZEM</u>, in the city of <u>AGLAIA</u>^(2,). It replaced an older temple to a long-forgotten entity in 13 RM, just 2-years after the nation's vassalage to the <u>KORACHANI EMPIRE</u>.

The Chapel is small and is now used for private worship by <u>PATRICIANS</u> and freemen, and it forms the unofficial centre of the Old City, which, despite the city's development in the ensuing millennia, remains as a reminder of what ancient Aglaia looked like.

CHAPEL OF THE SHROUD: Rel. Str. Chapel within the ALMAGESTI TEMPLE (2.) in the CITY OF ALMAGEST, where the relic known as the EBON SHROUD is kept in a lavish gold and ebony reliquary, which attracts members of the Almagesti Temple (1.), who undertake a pilgrimage there to venerate it. An order of ascetic monks and nuns, known as the ORDER OF THE EBON SHROUD, dwell in a monastery besides the Chapel, devoting their lives to prayer and veneration of the artefact.

CHAPEL OF ST. MALICHAR OF KULIGALA: Rel. Str. Chapel of the CHURCH OF THE UNDYING MACHINE situated in an area of the HOLY PRECINCT that is dense with places of worship. It is home to a relic of the empire's history – a shawl that was used to cover the ARCHPOTENTATE MALICHAR'S otherworldly body by his followers when he was newly reborn in KULIGALA. It is located in a glass-fronted reliquary, within the altar stone of the chapel, and masses continue to be celebrated daily.

CHAPEL OF ST. REEDRA, CHAINED: Rel. Str. Chapel in the west of KHADON, in the nation of ELYDEN. It is dedicated to ST. REEDRA, who was martyred by chaining very early in the history of the KORACHANI EMPIRE. The chain, now over 4,000-years old, is brittle and rusted solid, and is kept now as a relic above the ossuary where St. Reedra's bones are kept. The chapel is not as famous as others in the capital or indeed the empire itself, but it remains a place of pilgrimage to many, who come to revere the remains.

There are claims that those who pray over the chains seven times a day for seven days in a row will have those prayers answered, and though many across <u>KORACHAN</u> believe that their prayers were answered in this way, most remain sceptical.

CHAPEL OF KALHUR: solitary chapel in the north east of SKAROS. The chapel stands in the apex of a mile-wide crater in the middle of the SKAROSIAN PLAINS, just outside the reach of the ANOMOFERROH. The chapel forms part of THE SHADOW MARCH and is renowned for the vast reliquaries it has, in which are displayed ORTHOSES and BIOMECHANA of martyrs and the departed faithful. One corridor, seventy-seven paces long, contains the prosthetic limbs of those faithful to the church who have died or been killed by the EMPIRE'S adversaries, and hang in their hundreds like a grotesque trophy-wall, a streaming parchment attached to each by a sanctified wax seal; the story of their bearer scrawled upon them. Those who have died on previous Shadow Marches with ORTHOSES or biomechanical implants or augmentations have such remnants brough here in future Marches; where their story can be read by others.

<u>CHAPEL OF NIBBIA</u>: *Rel. Str.* Chapel 3-miles south east of the city of <u>NIBBIA</u>, in the south of <u>AHRISHEN</u>. It is notable for its use of humanoid bones in its architecture and is one of the larger examples of its kind in <u>LLACHATUL</u>.

CHAPEL OF THE UNDYING MACHINE FREED: Rel. Str. The first church erected in the name of the <u>UNDYING MACHINE</u> in the nation of <u>KORACHAN</u> following his freeing by the <u>ARCHPOTENTATE MALICHAR</u> in 338 RM. It is no great cathedral, but rather a simple chapel built on the site of the present-day <u>BASTION OF STEEL</u>. Though other more lavish, prestigious, and larger churches would later be erected in <u>KHADON</u> alone, this one remained important to Malichar and though officially it remains a public chapel dedicated to the Undying Machine Freed, unofficially it is frequented by no-one, lest Malichar decide to pray here, which he is want to do from time to time.

It has since been completely surrounded by the monolithic Bastion, though remains in its original form, hidden out of sight, beneath the monolithic edifice, almost forgotten.

<u>CHAPTER</u>: 1. Soc. Rnk. In <u>KARAKHAS</u>, the common name used for <u>PATRICIAN HOUSES</u>, particularly those with roots in other nations.

- 2. Org. Within the WHITE LEAGUE, the word used to describe an area of jurisdiction and its associated armies.
- 3. Com. Org. Branches and the zone of economical jurisdiction of the WHITE BANK, across the INNER SEA REGION and beyond.

<u>CHÂR MATHI</u>: native name for <u>TZALLRACH</u>. The name was chosen by <u>KING HIKARE</u>, the first <u>ANARCH</u> of a union of the four states of <u>CHARAMA</u>.

<u>CHARA</u>: 1. Geo. Only major route cutting across the south of the <u>ARGENT</u> Mountains between <u>TZALLRACH</u> and the <u>TURCAR</u> desert, leading eventually into <u>TETHYSIA</u>.

2. *Mil. Str.* Fortress in the east of <u>TZALLRACH</u>, protecting the above pass^(1.) across the ARGENT Mountains.

CHARAKIN: Fau. Giant lamprey-like fish, once common to the coastal waters of the Seas of SUDUNIR, ERTHYDEA, ANIPTERRA and ORRIDA. Though reduced in numbers due to the death of ELYDEN'S seas, it is an adaptable creature and voracious predator. Its round mouth is ringed in hundreds of needle-like teeth, and once it grabs a hold of a creature it will not let go, even in death. Those bitten generally die from blood loss. See Vol II: Classification and Taxonomy of Life.

CHARAMA: Dem. 'Charaman'. His. Ntn. Early FIFTH AGE culture that emerged in the south east of CENTRAL LLACHATUL, in the east of present-day KHAMID and coastal TZALLRACH. It was populated by a group of people known as the AMADIANS – descendants of FOURTH AGE cultures that had been obliterated by the WAR OF SCOURGING. They would go on to form the Charama culture, whose people became expert fishermen, and whose settlements spread from present-day KHAMID to the HEBAT mountains. To the south, the KINGDOM OF NATH was emerging as a major power in what is today the region of the ARID TRIPTYCH and by around -600 RM had established colonies along the Charaman coast, with conflicts ensuing between Amadian natives and colonists. Nath would falter during the LION HERESIES that saw major slave revolts in its Charaman territories. This led to its collapse in around -190 RM, by which time most of its Charaman colonies had been abandoned, allowing the Charaman people to expand.

By around 50 RM the <u>ASANATE DYNASTIES</u> has grown to fill in the void left by Nath, eventually forming the <u>VENATHI EMPIRE</u>, and by 132 RM it was in control of present-day <u>SARASTRO</u>, <u>NÁRTHEL</u>, <u>TARATI</u>^(1.) and <u>NAARETH</u>, and when the so-called Lion King <u>LABAISINGH</u> came into power he had in his sights the lands of Charama, which he wanted to reclaim, to restore the ancient Nathi kingdom's territories. He spent his reign in war against Charama, squandering the riches of Venath in a war of attrition that cost him his life in 151 RM. His death at the hands of the 'Barbarian' king <u>FICHIM</u> propagated the collapse of Venath, allowing the people of Charama to evolve.

As <u>Queen Hetepheres</u> built the kingdom of <u>Venthir</u> from the ruin of Venath, a new power rose in the north, and a line of <u>Botum</u>⁽¹⁾ kings emerged in Charama in c. 320 RM, which by then had become known as the <u>Charath Crown</u>. See Vol III: Extinct States.

<u>CHARAMANI</u>: Lan. Native language spoken in <u>Châr MATHI</u> (<u>TZALLRACH</u>). It shares an alphabet with <u>VENATHI</u>, and though the two languages share a common root (<u>NATHI</u>), they have since evolved into two distinct tongues with little in common today save a shared script. Charamani has since taken on many traits of the native <u>AMADIAN</u> language. See Vol II: Languages.

CHARATH: also 'the Charath Crown'. Dem. 'Charathi. His. Ntm. Extinct kingdom in the south east of CENTRAL LLACHATUL that by c. 320 RM had inherited the lands of CHARAMA following decades of war with the VENATHIEMPIRE. The death of the Venathi king LABAISINGH in 151 RM by the Charaman champion FICHIM propagated the collapse of Venath, allowing the people of Charama to evolve, allowing the BOTUM(1.) kings to emerge as the dominant force, giving rise to the Charath Crown, which expanded both north and south, assimilating most AMADIAN culture, including the cultural motif of the lion, which remains a powerful TZALLRACHI symbol to this day.

The line of Botum rulers ended in 779 RM, and the region went into decline after that. By around 1100 RM it had stabilised into four states — MOETIA (1.) in the west, NADAIRA (2.) in the east, KHUN (2.) in the north, and LURIUM (2.) in the south. The kingdom of CHÂR MATHI would emerge in 2101 RM, with the NOMARCH HIKARE'S successful union of the four states though political manipulation. See Vol III: Extinct States.

<u>CHARINA</u>: Set. City in the south west of <u>OPHIUSSA</u>, a few miles from the coast (Pop. c. 38,000).

<u>CHARNEL HILL</u>: also 'Vysiach'. Geo. Hill in the c north of <u>ETUA</u> in the north west of <u>NORTHERN SAMMAEA</u>. It bears remnants of ancient sacrificial practices and is littered in the sun-bleached bones of animals and mortals.

<u>CHARTERIST</u>: Soc. Rnk. A social class in <u>PARTHIS</u> roughly equivalent to a merchant middle class. So-named after the charter they are granted by the republic to trade and operate businesses, Charterists are an essential part of life in Parthis, operating its many markets, harbours, trade routes and houses, and as well as small businesses across the empire.

CHARYBDIS: Sup. Rui. Large necropolis in the c of the GROWING MOUNTAINS of MULCIBER, just south of the BOLILOT PEAKS, in the north east of the tribal territories of ITTRA. It is thought to be one of the longest active necropoli in ELYDEN, with recorded use dating back to the early FOURTH AGE, around 19,000-years ago, when they were used to house exsanguinated mummies embalmed by keratin tribes. Some of these original bodies are thought to remain.

Few make their home in the region, and it is today known to be mildly <u>ATRAMENTALLY ACTIVE</u>. The cycles of death are not always as they should be here, and bodies thought without life are not always so. Otherworlders are known to congregate here, blind to any mortal life that may stand before them.

<u>CHASMA DRACONA</u>: Arc. Bridge spanning the narrowest part of the <u>STRAIT OF NÁRTHEL</u>, around half-a-mile wide, originally connecting <u>LYRIDIA</u> in the north with <u>NÁRTHEL</u> in the south. Before the Strait of Nárthel silted up this was the only way across the waters.

Though the bridge dates back to the <u>FOURTH AGE</u>, both sides were heavily fortified and manned at various times throughout the <u>FIFTH AGE</u>, taxing those wishing to cross it and defending it against attack, though with the drying up of the strait and the appearance of multiple permanent natural crossing points, including the land beneath the bridge itself, by c. 3500 RM, the importance of the bridge lessened, until it was abandoned by both sides.

<u>CHATASH</u>: Rui. ancient ruin to the west of the <u>BLACK MOUNTAIN</u>. The ruin takes the form of a four-form face, carved into the bare rock of a natural granite pinnacle.

<u>CHATERESTRE</u>: Pol. Rnk. Administrative speaker in the <u>KORACHANI</u> <u>EMPIRE</u>.

<u>CHATHADHAA</u>: Geo. Region of discontinuous permafrost in the north of <u>DURCHAA</u>^(1,), to the west of the <u>UTAGHAN</u> Mountains.

<u>CHATHAIA</u>: Set. A city and fortress belonging to the <u>WHITE LEAGUE</u> in the north of the <u>ATHORHU</u> delta in the south east of <u>PARTHIS</u> (Pop. c. 120,000).

<u>CHATHO</u>: (9,800-ft.) Geo. Volcano in the tribal territories of <u>INDAAR</u>, in the east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is active, though eruptions are rarely of an impact on life in the region.

<u>CHATOYANT</u>: 1. Geo. Coastal region in the far west of <u>THE SURRACH</u>, in the north west of <u>SAMMAEA</u>, along the coast of the <u>SEA OF ESCHATA</u>.
2. also 'the Iridescent City'. Set. Coastal city in far west of <u>THE SURRACH</u>, in the north west of <u>SAMMAEA</u>, along the mouth of the river <u>ESSRA</u>. The main industry in Chatoyant is pearl diving, and the creation of object d'art made of nacre, which is also used in architecture across the region. It is also known for its misanthropic nobility and the elaborate costumes they wear that feature large pearl-covered headdresses (Pop. c. 130,000).

<u>CHATTELSERF</u>: Sup. Tec. In the <u>KORACHANI EMPIRE</u>, a form of <u>HAEMONCULUS</u> common in <u>MANUFACTORIES</u>. They are primitive <u>CLONES</u> with <u>TECHNARCANE</u> grafts and <u>ORTHOSES</u> used to aid in their duties. They are often part of the machinery of the <u>MANUFACTORY</u>, without any form of locomotion; never sleeping, and receiving sustenance by catheter. Countless specialist forms exist and no two are alike.

<u>CHAUTULA</u>: Dem. 'Chautulan'. Ntn. Nation in the east of <u>MENISCEA</u>, south of the <u>BAY OF PANOTIA</u>. Its climate ranges from tropical inland to the south to subtropical savannah in the north, and is divided into two general regions – the level plains of the north and the rocky inland wooded region in the south.

The nation's economy revolves around the mining of <u>BLOODSTONES</u>. It emerged in c. 2204 RM following decades of strife following the disintegration of its precursor state, <u>VAEVECTA</u>^(1,1) in c. 2140 RM. It has been ruled by a line of <u>ONEIROMANCERS</u> since 3489 RM, who act as regents to the catatonic <u>CHIMAERA</u>, interpreting its <u>DREAMS</u>. Over time

the regents have ruled as though they were the true line, putting less importance in the dreams and visions of Chimaera. See Vol III: Extant Realms and Nations.

<u>CHAYAN</u>: Mil. Str. Major coastal fortress in the north east of <u>THE VORANDINE</u>, overlooking lake <u>TAHONG</u>, guarding it from possible incursions from the north.

<u>CHAZANASH</u>: also 'the Corpse Chazanash'. Int. Ancient petrified skeletal remains of an unidentified beast in the savannah of <u>SKERETT</u> in the west of <u>NASTAL</u>⁽²⁾. The bones are blackened and worn smooth by the elements, and are thought to date back to the earliest days of life in <u>ELYDEN</u>, when the <u>DEMIURGES</u> yet shaped the <u>MATERIA OMNA</u> to create lifeforms of their own choosing. Local legends claim that the bones are sentient, watching over the night sky surrounding them.

<u>CHEBELDA</u>: now-extinct early <u>FIFTH AGE</u> kingdom that was ruled by king <u>BARBATOS</u>, whose capital was close to the extant city of <u>ENTIOIA</u>. Between c. -100 - -90 RM he marched against what is now the region of <u>BHATHAIA</u>, subjugating its people under his rule. The kingdom was relatively short-lived though, and it crumbled following Barbatos' death, with the descendants of one of his lieutenants eventually forming the <u>MEROVICHI DYNASTY</u> which would rule the region from 129 RM.

<u>CHEEDARAN</u>: also 'the Wastes of Cheedaran' Geo. Flo. Badlands in the c of the <u>DESOLATION OF ASTUDAN</u>, dominated by steep-sided mesas and plateaus. Though a cursory glance would show the region as little more than a dark badlands, close examination will reveal that the mesas are in fact the petrified stumps of gigantic trees – a grim reminder of a sprawling monolithic forest that once existed here, though to date back to the <u>FIRST AGE</u>, and which are thought to have been created by the <u>DEMIURGE ARIMASPI</u>.

<u>CHEESE</u>: Cui. A dairy product made from the milk of various animals, including <u>AUROCHS</u>, buffalos, cows, goats, and sheep, amongst others. It can be found across <u>ELYDEN</u> and most nations and regions have their own varieties, made in particular ways or with specific ingredients.

Of note is the <u>ONEIRIC</u> ability that some cheeses, particularly creamy blue varieties, possess. For millennia <u>MORTALS</u> have known that these cheeses induce vivid <u>DREAMS</u> in those that consume them in large volumes, allowing <u>ONEIROMANCERS</u> to more easily work with them. Some can even act as <u>FOCI</u>⁽²⁾ to oneiromancers that consume them. It is believed that the moulds and <u>BAKTRONS</u> that grow on such cheeses may themselves be responsible for the effects. <u>AHAROR</u>^(1,1) cheese, produced in the south east of <u>AZAZEM</u>, is the most famous of these oneiric cheeses, and it is produced there in large quantities for distribution across the KORACHANI EMPIRE.

CHEGOL: Geo. Large pit in the north east of the tribe of SUUR'KA in the north east of the GROWING MOUNTAINS of MULCIBER. It originated as a KORACHANI FREESTONE mine in c. 420 RM, but was vacated soon after, with imperial abandonment of the region. In c. 800 RM a gigantic SOULSTONE was found there. The fate of the soulstone is unknown, though legend of its discovery remains common to this day, and the pit, now overgrown and largely reclaimed by nature, has seen many opportunists attempt to find soulstones, with little success. The pit is thought to be the final resting place of a scion, possibly descended from the DEMIURGE TALANTEHUT, which adds further mystique to the otherwise uninhabited area.

<u>CHEGRINT</u>: Dem. 'Chegrintish'. His. Ntn. Early <u>FIFTH-AGE</u> empire in the north west of <u>SAMMAEA</u>, occupying what is today <u>THE SURRACH</u> and built largely on <u>LAETIAN</u> ruins. The empire appeared in c. -1000 RM. It was unified by the so-called <u>POTENTATE HAABHUS</u>, whose descendants ruled Chegrint until c. 900 RM, before its eventual collapse and fracture into five different regions in c. 980 RM.

Its rulers were known as the <u>PAUPER KINGS</u>, though such accounts all come from after the collapse of the empire, and the name was most likely bestowed in a derogatory manner, used by those who followed it to diminish their accomplishments.

Today it is little more than scattered ruins, either reclaimed by the Surrach, or rebuilt as the foundations for present-day cities. See Vol III: Extinct States.

<u>CHEGRINTISH</u>: Lan. Language spoken by the early <u>FIFTH AGE</u> empire of <u>CHEGRINT</u>. It eventually gave way to <u>SELAHIMI</u>, which in turn evolved

into $\underline{SAVIUDI}$, which remains the dominant language in the region today. See Vol II: Languages.

<u>CHEIANA</u>: Geo. Island in the south west of the <u>MAIDEN ISLES</u>, off the south eastern coast of <u>MENISCEA</u>.

CHEIRA: 1. Dem. 'Cheiran'. Ntn. Nation in the east of SAMMAEA, south east of PNESSA, west of GIBEAH, and north of SERROK. It is one of the largest nations in ELYDEN, in terms of the area it encompasses and is dominated by the WAELMIGHI rainforest, which covers the far east of Sammaea, at the base of the PORPHYRI PENINSULA in the south to the GROWING MOUNTAINS OF MULCIBER in the north. It has coastlines overlooking three distinct bodies of water – the SEA OF KHURSA in the south west, the ROILING SEA in the north east, and the MIROVEAN OCEAN in the east. Its busiest harbours are those overlooking Mirovea.

Cheira became an independent nation after millennia under the ironclad rule of the <u>Waelmighi Dynasties</u>. Their fall in 3337 RM, led to the rise of the so-called <u>Sorcerer-Kings</u>, who would go on to rule for over three centuries, until they were deposed in 3702 RM by the <u>Church OF THE Prophet OF THE Empyrean</u>, which then became the ruling power in Cheira until 3798 RM, when great religious upheaval brought chaos to the entire region. This ended in 3803 RM, when a new secular government, made up of representatives from the various unions and guilds across Cheira, took over. It rules to this day.

Cheirans are hard-workers and experts at cultivating crops, and they are renowned for their terraced gardens and their exotic flowers. They are also skilled mariners and adept at navigating and fishing its coastal waters, which they do in larger catamarans. Traditionally, Cheirans would live in larger family groups or up to 20-30 individuals who would live on such a boat, returning to land only to sell their catches and resupply. This lifestyle has dwindled over the years, though remains a way of life in many settlements.

It is divided into twelve prefectures, each of which is overseen by a prefect elected from the dominant unions and guilds in the particular area. Each of the Prefectures has its own government, which acts in relevant autonomy from the capital, though representatives are sent to the People's Hall in MENITAB to sit at the council. See Vol III: Extant Nations and Realms.

2. Geo. Region to the east of <u>WAELMIGH</u>, just north of the equatorial line, well-known as the seat of power of the historical ruling caste of <u>SORCERER-KINGS</u> who ruled over the <u>WAELMIGHI DYNASTIES</u>. Overlooking the <u>SEA OF MOSASA</u>, most of its coastal people fish its waters with large catamarans on which extended families live, only touching ground to sell their catches, all the way south to the peninsula of <u>XENIA</u>.

The region is covered in the ruins of ziggurat-like structures from which the Sorcerer-kings once ruled until c. 3700 RM, when they were ousted and replaced by the present-day republic.

3. *Pol. Set.* Major city in the east of the eponymous nation, and capital city of the second prefecture of Cheira. The city was once is coastal, though is now some miles from the sea, though it remains along the course of the river <u>CACEPHA</u> and maintains large docks where catamarans that ply their trade in the waters of the <u>SEA OF MOSASA</u> can lay anchor (Pop. c. 49,000).

<u>CHEIROAH</u>: lit. 'power unknown'. Plr. 'Cheiroahin'. Sup. Rnk. Sorcerer-caste prevalent in <u>PRE-IMPERIAL KORACHAN</u> and <u>VÂRR</u>, enjoying their crux in the <u>KORACHANI PENINSULA</u> around the time of the <u>ARCHPOTENTATE MALICHAR'S</u> ascension to power, between -20 and 1 RM.

The Cheiroahin were augurs of unscrupulous natures who emerged in c. –300 RM as immigrants from the south east who settled the area in north eastern Korachan, around what would later become the city-state of <u>CALDERA</u>. Distrusted by the Korachani people, they revelled in the unease their sorcerous ways elicited and they grew around the river <u>ICHORIA</u> as a small state. By c. –200 RM their notoriety and powers of augury allowed them to gain entry into the then-forming city-states, where they offered their services to those who would talk with them. Over the years their power increased and by the time the <u>SEVEN CITY-STATES</u> of Korachan were established, individual cheiroahin held the ears of most rulers. Their corruption was an open secret and most distrusted them, suspecting a hidden agenda, though none opposed them, for those in power only grew more powerful under their auspices. By the time of Malichar's birth in -41 RM, the Cheiroahin were rulers of Korachan in all

but name, their lands in Caldera abandoned, their homes now in the cities' noble quarters and courts.

In –7 RM, the Cheiroahin were challenged by the merchant-prince Malichar, who condemned their treachery and corruption. He was sentenced to death by their court, but challenged them and won. Walking free, he united the seven city-states against the Cheiroahin and deposed them in –2 RM, executing their leaders and sending their relatives to the hinterlands of the north west, where they travelled until settling <u>SKAROS</u> and <u>ALMAGEST</u>.

Little is known of their fates in those lands, for records of their existence are sparse, largely lost in the tumult of the rise of the Korachani empire in Skaros and Almagest. Though chroniclers agree that their banishment from Korachan in -2 RM corresponds with a rise in the <u>Atramental</u> arts in Skaros and Almagest c. 50 - 100 RM.

<u>CHEIROPTER</u>: Fau. Horse-sized reptile notable for the vestigial membranes between its forelimbs and legs and the sail running down its back. The skin membranes are useless (though some scholars believe they are used to regulate temperature), and tend to be coloured in males. Though omnivorous, the creatures are sluggish and spend most of their days in the sun, largely immobile, though they exert large amounts of energy in small bursts. See Vol II: Classification and Taxonomy of Life.

CHEMISTER: also 'chymister'. Sup. Edu. A scholar who is skilled in chemistry, and who studies the properties and composition of matter, as well their reactions with each other. The field emerged from the earlier study of <u>ALCHYMY</u>, which diverged in c. 900 RM leading to modern <u>CLONING</u> and <u>FLESHWRIGHTING</u> on one hand, and chemistry on the other.

CHEMISTERS, ORDER OF: Ind. Edu. Org. KORACHANI guild that oversees the operation and trade of all CHEMISTERS and ALCHYMISTS within the Korachani empire. It emerged in c. 950 RM in the PELASGOSI city of OCTIRA, following the lifting of the 100-year licence monopoly that the IMPERIAL COLLEGE OF FABRICATED INCEPTION had on the inception of HAEMONCULI and other CLONES following the outcome of the CHEMISTERS' WAR that ended in 823 RM.

In 1567 RM it absorbed the ailing <u>KORACHANI GUILD OF CHYMYSTERS</u>, taking over its guildhalls and <u>ATELIERS</u>, and becoming responsible for the issuing of chemisters licences, and the exclusive importation of ingredients and equipment used by those in the field.

It remains active today, and is one of the largest businesses and institutes in Octira, contributing much to the region's economy.

CHEMISTERS' WAR, the: Int. Sup. His. Historical period within the KORACHANI EMPIRE that is considered to have taken place between 786 and 823 RM. The conflict has its origins in the rapid spread across the INNER SEA REGION of the techniques behind the creation of HAEMONCULI, which were first produced on an industrial scale by the IMPERIAL COLLEGE OF FABRICATED INCEPTION in the MHAROKKIN city of EBERUK in c. 740 RM.

Different <u>ATELIERS</u> and guilds across the empire and beyond were quick to reverse-engineer and replicate the method, then claimed ownership and proprietorship of the newly-developed techniques and processes, causing the Imperial College to retaliate, sending agents and spies to rival ateliers to stop production and destroy their equipment if possible. This escalated into what became known as the Chemisters' War.

Various competing factions and schools of thought (including <u>ALCHYMISTS</u>, <u>ATRAMENTISTS</u> and <u>FLESHWRIGHTS</u>) found themselves at odds with each other, and by c. 823 RM, events had escalated, and the largest factions – Including the <u>KORACHANI GUILD OF CHYMYSTERS</u>, the <u>CONFRATERNITY OF NATURAL TRANSMUTATION</u>, and the Imperial College o Fabricated Inception, amongst others – were employing gangs to sabotage their rivals' work, with events slowly escalating over the years.

Originally, the conflicts were restricted to the manufactories and ateliers of the rival forces, though over the years these activities became more extreme, with gang fights often spilling over into public spaces of Korachani cities, particularly in Eberuk and surrounding ateliers in Mharokk, and other cities north of the INNER SEA, where nascent cloning industries had appeared. A brawl in Eberuk in 818 RM caused the IRON GUARD to become involved, leading to THE COUNCIL OF SEVEN increasing security in the cities involved, which helped to curtail the

spread of hostilities until the groups were forced into an armistice of sorts in 823 RM, with the Imperial College of Fabricated Inception winning the exclusive right to issue licences to ateliers across the empire to manufacture haemonculi for 100-years, after which other guilds and factions would also be allowed to do the same.

<u>CHENAT</u>: Set. Settlement in the west of <u>TARTAK</u> along the course of the river <u>KHARAD</u>. The settlement appeared around a series of <u>SIPHON ENGINES</u> and manages to survive on water filtered through their use. (Pop. c. 8.000).

<u>CHEODAI</u>: Set. Settlement in the c of <u>KASPIA</u>. Its main industry is trapping and hunting, and furs made here make their way across Kaspia, as well as west, where they are sold to <u>GÁTHAN</u> merchants, eventually making their way far south in the <u>INNER SEA REGION</u> (Pop. c. 3,300).

<u>CHEOPS</u>: Set. Settlement on the island of <u>PHARU</u> in <u>KHAMID</u> (Pop. c. 7,200).

<u>CHERMADIA</u>: also 'City of the Stone'. Ind. Set. Independent mining-city in the c south of <u>WESTERN SAMMAEA</u>, east of the <u>TALENTARI</u> Mountains, in the hinterlands of <u>SYNCHTHONITHA</u>.

The city is situated on a gigantic free-standing rock that is believed to have once been a meteorite. Were it not for the valuable iron ore deposits beneath the stone the city would never have been founded, as there are few other resources in the region and it survives only through deep wells that are accessed through pumps that work constantly to provide the populace of the city with enough water to survive. Its people are allies of Synchthonitha (Pop. c. 37,400).

<u>CHESTUS</u>: *Mil. Str.* <u>ALMAGESTI</u> garrison in the far north of the <u>VALBARAN</u> <u>PENINSULA</u>, overlooking the <u>SEA OF POLARIS</u>. Almagest has controlled the garrison since 3977 RM, three years after the signing of the <u>VALBARAN DEFENCE PACT</u>.

<u>CHETHA</u>: 1. Geo. Cliffs in <u>MECHABET</u>, to the north east of <u>PARTHIS</u>, overlooking the <u>SEA OF ERUISA</u>.

2. Rvr. Narrow wetlands in <u>MECHABET</u>, to the north east of <u>PARTHIS</u>. It covers some 6,000 square-miles, and is noted for its large buttressed cypresses and mangroves.

<u>CHEVETINE CITY</u>, the: Pol. Set. Royal city serving as the nucleus of the capital city <u>NABERIZ</u>, in the south of <u>AKHELIZ</u>. It is home to the royal palace and grounds, as well as various governmental buildings and municipal structures and major temples. The city is surrounded by a large stone wall, and is famed for the two gigantic fig trees that serve as the GATEWAY into it.

<u>CHHMAR</u>: Sea. Sea off the western-coast of <u>WESTERN SAMMAEA</u>, primarily the nation of <u>RAHENG</u>.

CHIANIOR: Flo. Large trees endemic to rocky areas of central and north eastern MALAN. They are known both for their malleable yet strong roots, which are adapted for clinging to and seeking water in rocky areas, as well as their twisting branches and expansive canopies and needle-like leaves. The Chianior has been at the centre of the art of CHIMILEEN (branchbraiding) for millennia, where living trees are manipulated into various shapes and forms, becoming integral to the regions' architecture and culture. See Vol II: Classification and Taxonomy of Life.

<u>CHIARO</u>: Rui. Abandoned settlement and manufactory in the north west of <u>PELASGOS</u>. The manufactory was abandoned following centuries of productive use, following the silting of the river <u>AESOPA</u> which fed its industry, and its landlocking following the retreat of the <u>GULF OF LEMAS</u>, in c. 3300 RM.

<u>CHIAVALLE</u>: Geo. Mountains in the c south west of <u>RAONGEN</u>⁽²⁾, forming a northern extension of the expansive <u>URAHASH</u> Massif.

<u>CHICORY</u>: Fau. Plant that grows wild across temperate-warm regions of <u>MENISCEA</u>. It forms an important part of cuisine in many regions, perhaps most important of which is its use in <u>CHICORY TEA</u>, which is made from the roots.

<u>CHICORY TEA</u>: Bev. Beverage common in the south east of <u>MENISCEA</u> made from <u>CHICORY</u> root. Crops for the beverage are mostly cultivated in <u>PHUT</u>, <u>EASTERN LARISH</u>, <u>CAMAU</u> and <u>EGINAZ</u>, and it is mostly enjoyed around the Seas of <u>LARISH</u>^(1.) and <u>SIPARIA</u>.

<u>CHIEF HUNTSMAN</u>: *Pol. Rnk.* Administrative rank in <u>XYRPHAAT</u>, in <u>EASTERN MENISCEA</u>. The Chief Huntsman is in charge of granting

hunting licences (including personal hunting and industrial scale hunting, such as whaling and game culling). The title is ancient, dating back to c. 2600 RM, when the role was known as the chief falconer, who served as a trusted lieutenant to the <u>MAHIR</u> in charge of messaging and providing meals and protection to the Mahir.

<u>CHIEN</u>: *Rvr*. River in the south of <u>TZALLRACH</u>, flowing for 625-miles, from sources in the <u>LITANI</u> and <u>HEBAT</u> Mountains before emptying into the <u>TORRENT OF KARROCK</u>.

CHIEN DA, the: Rel. Dei. In the polytheistic religion of ANATHA

BAETYL (1.) in TZALLRACH, a sun deity worshipped by many. His tenets are
strength and power over darkness. Chien Da, also embodies a cyclical
nature of life and entropy – the material is not forever; life decays, gives
way to new life. Similarly, Chien Da as the sun is a cyclical deity – night
gives way to day, but over the longer span of time, it too is a decaying
power that will be extinguished by death, after which a new form of life
will rise. See Vol IV: Deities and Pantheons.

<u>CHIEN DA, TEMPLE OF THE</u>: Rel. Str. Largest of the <u>TZALLRACHI</u> Ziggurat temples dedicated to their sun deity <u>CHIEN DA</u>, located within the city of <u>BALBETH</u>.

<u>CHIEN RAPIDS</u>: Rvr. Course of the river <u>CHIEN</u> that goes on for some 65-miles, known for its rapids and waterfalls, making it impossible to navigate.

<u>CHIGOTER</u>: Sup. Geo. Region of <u>ATRAMENTAL TAINT</u> in the c south west of <u>ELEKHID</u>, in a basin at the meeting point between the <u>YANAVASH</u> and <u>NARAVASH</u> Mountains. The corruption stunts growth of flora and fauna, and also leads to mutations.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}.$

<u>CHILA</u>: Rui. Ruined city in the far south of <u>DURCHAA</u>^(1.), west of the extant city of <u>BARCHAA</u>. Once a <u>THYTHIAN</u> settlement, it was destroyed in c. 1460 in a prolonged war with <u>KORACHAN</u> that eventually saw Thythia dissolved, its territories divided between <u>ALMAGEST</u> and Korachan. Little remains of the city to this day, and it is littered with the bones of the dead.

<u>CHILAGRIA</u>: *Mil. Str. Org.* Fortress of the <u>SENTINELS OF ARIMASPI</u>, located in the north west of <u>IDRIIS</u> on the island of <u>ISEA</u>, built around the <u>TREE OF SHARHAM</u>. It is a stone and concrete star fort covered in vines, whose bastions have been converted to gardens and apiaries.

The fortress is a place of repose to agents, who can sleep and eat there, as well as train and rearm themselves before lengthy stays in the field, which can last for up to a year in some cases.

All members of the Sentinels of Arimaspi must report to the fortress at least once a year to be debriefed by the seven members of the assembly.

<u>CHILD EMPEROR</u>: (B. Unknown) *Pol.* The ruler of <u>OPHAR</u> since 3119 RM.
Following millennia of awaiting the prophecy laid down by the <u>OTHERWORLDER</u> known as the <u>STEWARD</u> in accordance with the tenets of the <u>CHILD'S ADVENTISM</u> after the fulfilment of an ancient prophecy.

Prior to the Prophecy's fulfilment over 1,000 prospective children were elected to the rank of Emperor, with each being deposed upon its 8th birthday when the criteria of the prophecy remained unfulfilled. These so-called false emperors were buried in the <u>NECROPOLIS OF THE FALSE EMPERORS</u>, a few miles north west of the capital city of <u>OPRET</u>⁽³⁾.

<u>CHILD-MONARCH</u>: Soc. Pol. Title of the ruler of the Kingdom of <u>CISNERIA</u>. Each of the noble <u>CLANS</u> of Cisneria has a representative member in the ruling council that watches over the Child-monarch, trying to sway their choice of an aspect of the deity <u>THEREON</u> that the Monarch must make upon reaching the age of 17. The Child-monarch is then baptised under the aegis of this aspect, and appoints a successor from children who turned one that spring, who will rule for the next 17-years.

The clan associated with the chosen aspect will ascend in importance over the next child-monarch's tenure, becomes the ruling clan, as it were, until he next Child-monarch chooses a new patron and appoints their successor at the age of 17.

Once the Child-monarch appoints a successor, they will disappear into the <u>BLACK MOUNTAINS</u> to seek enlightenment, becoming a saint of the pantheon. As a result of this, most pregnancies are planned, so that the birth takes place as close to the Spring equinox as possible. Though it is

not strictly the case, most monarchs are chosen from healthy children – male or female – who are born on the equinox itself.

The current child-Monarch is <u>ARRAN SONNELSSON</u>, and he is 15, rapidly approaching the age when he is expected to choose an aspect of Thereon.

<u>CHILD-PRINCE</u>, the: (B. Unknown) *Pol.* Ruler and god of <u>AHRISHEN</u>, appearing there in 3752 RM, rising to power in 3763 RM. Lake <u>EIONIA</u> is a holy place to the Child-prince. It is thought that the Child-Prince is an OTHERWORLDER.

<u>CHILD'S ADVENTISM</u>: Rel. A prophetic religion whose origins lie in the early centuries of the <u>FIFTH AGE</u>, when an <u>OTHERWORLDER</u> known as the <u>STEWARD</u> brought word of 'the Child' to <u>OPHAM</u> in c. 608 RM, which was then under <u>KORACHANI</u> control. Originally little more than parables and retelling of old <u>ERASHAN</u> tales and myths, the religion truly formed in c. 800 RM with the story of the child emperor forming its core. The legend spoke thusly:

'A child shall arise who, on the passing of its 7th year, will unite Opham and all surrounding lands into a glorious enlightened empire, ending wars and bringing prosperity and joy to its people'.

As a result, followers of the Child's Adventism scoured the land for children who were elected to emperor. If, by their 8th birthday, the prophecy had not been fulfilled, they were deposed and the next candidate elected in their place, starting the process from scratch.

The Steward became a powerful figure as the religion took hold, its closest followers rising to positions of influence within the institution, with many amongst them finding their way into the ruling council of Opham. By 835 RM all councillors were members of the church and the Steward became its head. The council was disbanded and the Steward elected regent to an empty throne that awaited the arrival of the prophesised child emperor, while seekers brought potential children to Opham.

The Kingdom of Opham ended in 1465 RM, after the neighbouring states of $\underline{\text{OLNNAD}}^{(1.)}$ and $\underline{\text{HOLOTHAN}}^{(1.)}$ usurped its trade-routes. What was once Opham became known as the $\underline{\text{CHILD'S REALM OF OPHRAM}}$, and the traditions of the Child's Adventism continued to be honoured throughout tumultuous times and the rise and fall of surrounding city-states.

Finally, in 3119 RM, all conditions of the prophecy were finally fulfilled. Word of this spread across the land, reaching as far east as the SEA OF BYSSOS. There was much rejoicing, and the Steward oversaw a great ceremony in which it took the child into an ancient temple that had been constructed millennia past just for this day. Though two entered, only one emerged – the CHILD EMPEROR, its body bearing traits of the Steward, its eyes filled with all the wisdom and experience of the otherworlder. None know fully what happened in the temple, but since that day, the Child Emperor has ruled a united Ophram, which is now known as the CHILD'S REALM OF OPHAR. See Vol IV: Religions and Cults.

<u>CHILD'S COURT</u>: Pol. The government of <u>OPHAR</u> since 3119 RM, following the ritual performed by the <u>OTHERWORLDER</u> known as the <u>STEWARD</u> in accordance with the tenets of the <u>CHILD'S ADVENTISM</u> after the fulfilment of an ancient prophecy.

The government is made up of a bipartisan system, with a priestly upper-caste ruling alongside an elected meritocracy, above which rules the CHILD EMPEROR as a divine being. The Child Emperor's is considered law, though is unconcerned with the mundane matters of state, which are delegated to the Child's Court.

<u>CHILD'S ESTUARY, the</u>: *Pol. Str.* Palace in the <u>A SAVI</u> Mountains, in <u>AHRISHEN</u>, where the <u>CHILD-PRINCE</u> was baptised at the point where the <u>FOUR WINDS</u> are said to exist at once. The main source of the river <u>SAVEST</u> lies beneath the palace.

CHILD'S REALM OF OPHRAM: see OPHRAM.

CHILDREN OF KHAR'ILLAE: Mys. MYSTERY CULT common in many cities across the INNER SEA where its presence can pass unnoticed. Its members worship KHAR'ILLAE as a deity above the UNDYING MACHINE and advocate the use of force (literal and otherwise) and passion. Nights when the BLOOD MOON is full are sacred, and those coinciding with new IVORY MOON doubly so. The ORDER OF THE BLOODY HAND is often linked with its activities and has been cited as an originator of the cult.

<u>CHILDREN OF MALICHAR</u>, the: Soc. Rnk. Colloquial name given to those recruited by the <u>ORDER OF PROSELYTISERS</u>. Not to be confused with the true children of the <u>ARCHPOTENTATE MALICHAR</u>, the DESPOSYNI.

CHILDREN OF RACHANAEL, the: Rel. Org. Radical religious cult of the CHURCH OF THE UNDYING MACHINE, centred in the AMBER FORT, in the independent city of RARADCHAN. It evolved from exocrines and those faithful to the CHURCH OF THE UNDYING MACHINE that chose to remain in THE SURRACH following the KORACHANI empire's retreat from the region in c. 2400 RM. Their views became more extreme as they became cut-off from the HEARTLAND. Hey maintain their rule of the region surrounding Raradchan to this day and are xenophobic, allowing few outsiders (mostly merchants, out of necessity) to enter their city. See Vol IV: Religions and Cults.

<u>CHILDREN OF THE SEVEN-EYED GOAT:</u> see <u>SEVEN-EYED GOAT</u>, <u>CHILDREN OF THE</u>.

<u>CHILDREN OF THE SHADOW</u>: Lan. Sup. Med. Common term around the <u>INNER SEA</u> for those afflicted by <u>AEPATHY</u>. Specifically in reference to those who survive its debilitating effects.

<u>CHILDREN'S WAR, the</u>: *Myt. His.* Ancient mythic war that took place between the <u>SEEDBORN</u> (*ASICTHAIN*) and <u>GODSBORN</u> (*SICTHAIN*) peoples of ancient <u>ELYDEN</u>, mentioned in passing in various passages of the <u>MYTHOLOGIA ELYDEN</u>.

Though referred to as a war this is likely conflated, and probably existed as various isolated pockets of conflict as the mortals spread, encroaching on the well-established lands of the godsborn peoples, leading to friction and eventually conflict.

Already inferior in numbers, most of the godsborn involved in these conflicts likely suffered great losses, leading to their eventual diminishing across Elyden. See Vol IV: the Mythologia Elyden.

<u>CHILIARCH</u>: Mil. Rnk. Generals of the <u>SURUTURI</u> military once known as generals of one-thousand.

<u>CHIMAERA</u>: Rel. Dei. Antediluvian being worshipped by the people of <u>CHAUTULA</u>, <u>VAEVECTA</u>^(2.), and <u>VECTIS</u> (and, to a lesser extent, <u>AHOPAH</u>, whose people now largely worship <u>ISTAR</u>^(1.)). It was originally worshipped by the heretic prophet <u>GHASSERAN</u> in ancient <u>VAEVECTA</u>^(1.) during a time when its founder and ruler Istar was worshipped as a godking.

Ghasseran was tried for his crimes and sentenced to being drawn and quartered. Belief in Chimaera slowly spread after this, with various mystery cults appearing across Vaevecta. These cults found a new lease of life amid the chaos that followed the death of Istar, uniter and ruler of Vaevecta, with many of the various petty kingdoms that emerged from its fall following their own version of the deity, leading to dozens of conflicted cults that remain so to this day despite the coalescing of the petty states into the nations of Chautula, Vectis, and Ahopah, as well as a small successor state to Vaevecta, whose worship of Chimaera remained strongest.

Chimaera is regarded as an unknowable ancient being, who was present during the rise of the <u>MORTAL PEOPLES</u> aeons ago, which is why the various cults impart different traits to it in a bid to make it more relatable, though priests are careful not to anthropomorphise the deity too much. It is a bearer of deep knowledge and harbours secrets great and small and accepts new secrets as part of prayers, through which it increases its wisdom.

It is kept alive through archaic <u>TECHNARCANA</u> that marries its desiccated body with ancient machinery that is tended to by an army of technarcanists. Little is known of its history or its whereabouts during the trial of Ghasseran. Some believe that the deity is an <u>OTHERWORLDER</u> that whispered secrets to Ghasseran before its rebirth, paving the way for its return to the <u>MATERIAL PLANE</u>, though there are no records of it prior to its internment within the engine that now sustains it. See Vol IV: Deities and Pantheons.

<u>CHIMAERA SOCIETY</u>, the: Int. Org. Organisation that seeks to create the perfect <u>MORTAL</u>, with various traits drawn from other mortal beings whilst maintaining a 'normal' <u>HUMAN</u> appearance. It is believed that various experiments have already been carried out by the Chimaera Society over the years, though their success or failure is unknown due to its secretive nature.

The society maintains a clubhouse in the city of <u>ALMAGEST</u>, though it is thought to have lodges in other major cities across the <u>INNER SEA REGION</u>, as well as access to various laboratories and <u>ATELIERS</u> where it carries out experiments, also. Members greet each other with a particular handshake that is unknown to outsiders (with false handshakes sometimes used to weed out impostors).

<u>CHIMERAE</u>, the: Org. Eunuch assassins based in the city of <u>LATHAKSE</u> in <u>EGINAZ</u>, in the south east of <u>MENISCEA</u>. The assassins operate in lands surrounding the seas of <u>SEA OF LARISH</u>^(1.) and <u>SIPARIA</u>, where no target is too small or large of renown. They are famed for their ritualistic cannibalism, during which they cook and consume the livers of their targets, through which they believe to absorb part of their memories and skills. Some people also claim that they possess shape-shifting abilities gained from their particular diet, though this is disputed.

CHIMILEEN: see BRANCHBRAIDING.

<u>CHIMON</u>: Lak. Large lake in the east of <u>PELASGOS</u>, in the highlands east of the <u>BATHAKOL</u> Mountains. It is largely fed by the river <u>ACHTHOS</u> and leads into the river <u>ELISSANAS</u>.

<u>CHIRA</u>: Lak. Salty endorheic lake in the south of <u>LYRIDIA</u>, and a remnant of the now dry <u>STRAIT OF NÁRTHEL</u>.

<u>CHIREA</u>: 1. Geo. Hills in the west of <u>PELASGOS</u>, along the southern-face of the <u>CALDERAN</u> Mountains and the western-face of the <u>BULOPARRI</u> MASSIF.

2. Rvr. River in the west of <u>PELASGOS</u>, flowing for 166-miles from the <u>THAUMAS</u> ridge, before joining with its parent river <u>TRIKHOLL</u>.

<u>CHIRONA</u>: Mil. Str. Fortress in the north of <u>OPHIUSSA</u>, situated atop a rise in the <u>ANNEAMAL</u> forest, overlooking the border with <u>GNOTH</u>.

<u>CHIRURGEON</u>: Med. Voc. Rnk. In the <u>KORACHANI EMPIRE</u>, surgeons, often adept at flesh-manipulation and <u>BIOMACHINERY</u>. They are typically higher-ranked <u>FLESHWRIGHTS</u>.

CHIT: Cur. Common name for currency, including:

1. currency in the <u>KORACHANI EMPIRE</u>. See Vol II: Currency and Coinage in Elyden.

2. currency in the state of $\overline{\text{TRAKIA}}$. See Vol II: Currency and Coinage in Elvden.

<u>CHITERA</u>: Fau. Plr. 'Chiter'. Large quadrupedal omnivorous <u>THEROPS</u>, with powerful mastiff-like forelimbs and a branching calcified crest protruding from their head. They have flat bear-like faces with snub noses and wide mouths filled with sharp teeth that are used for eating nuts, tubers and bark, though which are also adept at eating meat. They are most common in <u>AHRISHEN</u> and <u>MALAN</u>, though are also indigenous to <u>LYRIDIA</u>, the <u>HARÉSHK</u> and the north of <u>SAUA</u>. See Vol II: Classification and Taxonomy of Life.

<u>CHITI</u>: also 'the Red Pillar'. Int. Geo. A natural needle-like stone formation, rising over a mile in the middle of the <u>RTHEI</u> desert. The needle serves as a navigational tool to the <u>ATHATI</u> nomads of the area. Its base is jagged and tiered, home to an ancient red marble altar around which lie birch bark inscriptions; always fresh, unmoving.

CHITLAME: Fau. FIRMAMENTALLY-TOUCHED felid native to the savannahs in the south east of WESTERN MENISCEA – primarily VALA, CHAUTULA, VECTIS, and the south east of SHAZGIN. They have long gangly limbs and a hunched back that tapers down to their hips. Their faces are akin to those of cheetahs though their backs, necks and shoulders are covered in calcified plates and thick skin. See Vol II: Classification and Taxonomy of Life.

<u>CHIVAYOON</u>: Geo. Geothermal region in the c south of <u>DURCHAA</u>^(1.), within which its capital city^(2.) is built.

<u>CHIWENOOL</u>: Dem. 'Chiwenan'. His. Ntn. Early <u>FIFTH AGE</u> kingdom that existed between c. -350 – c. 500 RM along the <u>TROPIC OF RAH</u>, in the <u>KAZZARAN</u>⁽¹⁾ peninsula in the north of <u>WESTERN SAMMAEA</u>. Little records exist of this culture, though the people of <u>TATAR</u> and Kazzar⁽²⁾, who inherited its lands, consider its people as careless and overly-concerned with the dealings of their deities. Most of what we know of the

latter days of Chiwenool come from a series of lead plates found in the ruins of $\underline{\text{TADEROOKH}}$, that depict rampant abuse of slaves and the lower classes by shapers and their sycophants. It also detailed the practice of making $\underline{\text{FLOROANAN}}$ $\underline{\text{BODIES}}$ – a form of $\underline{\text{CREANT}}$ – through $\underline{\text{ATRAMENTAL}}$ mean.

The fragmentation of Chiwenool led to the formation of the more pragmatic <u>SETTARS</u>, who were famed stonemasons and engineers.

Today all that remains of Chiwenool are scattered ruins and disparate cultures that are descended from it. The nations of Kazzar^(2,) and Tatar both emerged from Chiwenool and the north west of <u>BARRIER LANDS</u> lies in territories that it once controlled. See Vol III: Extinct States.

<u>CHIWEN</u>: *His. Lan.* Now-extinct language spoken in the <u>CHIWENOOL</u> empire. The language of <u>YAGHUK</u>, spoken by the people of the <u>BARRIER LANDS</u>, is based on its alphabet and retains many words and etymologies. See Vol II: Languages.

<u>CHLORIS</u>: Pol. Third of the <u>HENDECARCHIES</u> of the <u>FOREST KINGDOMS</u>, located in the south of <u>MALAN</u>. Its capital is the city of <u>ARIRDA</u>, and it is ruled by the <u>HENDECARCH ANARGUL XYLIA</u>.

The kingdom is of a temperate-hot climate, with its southern regions made up of grasslands, which give way to sparse woodlands and the steppes of <u>EGEAHAR</u> in the north, and eventually mountains in the north east (including the <u>MASIKA</u>, <u>USIARA</u>, and <u>USSIKA</u>) in the north (near the border with <u>STHAMAN</u>) to thick forest, whilst in the east, it is dominated by rough terrain that forms the c western reaches of the <u>ARGENT</u> Mountains known as <u>USIARA</u>.

<u>CHMEL</u>: Set. Small fortified city in the region of <u>SABURRA</u> in the c of <u>THE SURRACH</u> (Pop. c. 12,400).

<u>CHODAH</u>: 1. Geo. western-most peninsula in the nation of <u>EZASUH</u>^(2.).
 <u>Ceo.</u> 320-mile-long mountain-chain dominating the west of <u>EZASUH</u>^(2.).

<u>CHODENRII</u>: Nou. 'Chodenrear'. Plr. 'Chodenriin'. Sup. Org. Rnk. An order of <u>SHAPERS</u> in the <u>KORACHANI EMPIRE</u> whose <u>MINASTERIA</u>(2.) has been based in the city of <u>CLOTHO</u> in <u>KORACHAN</u> since 3308 RM. Its members are <u>ATRAMENTAL</u> shapers whose <u>SPHERE</u> of influence involves plant matter.

Chodenriin tend to be more subtle than other imperial shapers. They are not as a flashy as <u>INCENDIARIIN</u> or as ubiquitous as <u>TECHNARCANIIN</u>, and it is likely that, given the Korachani empire's lack of regard for the natural world, they are simply not given the same degree of importance that the shapers of other Minasteria are awarded. However, they remain an important part of imperial life, and without their intervention most large imperial cities would simply starve.

Their most important role lies within institutions such as the MINASTERIA OF AGRICULTURE and the ATROPI HOUSES, where they work to improve crops to make them easier to maintain, more resistant extreme weather, shorten growing times, and perhaps most importantly, produce greater yields. They also work in the DROSS industry in a similar role. Apart from this they also take a hand-on approach, often working with TEMPESTARIIN overseeing the growth of crops.

They also work as arborists in places of wilderness as well as city gardens and parks, nurturing the green spaces, weaving nature into the very fabric of cities. They often work as curators and landscapers of private stately gardens, shaping trees and bushes into wondrous shapes and forms. They also work hard to keep weeds and other dangerous or invasive plants (such as the dreaded <u>ASAPHODELIA</u>) from encroaching on settled lands, destroying roots and spores so that they cannot regrow.

Chodenriin are not as widespread in the military as some other shapers, but they are vital for clearing dense woodlands and underbrush, helping armies march more quickly. Some Chodenriin can tap into vast subterranean networks of fungi, using them as a means of rapid communication eschewing the use of more intrusive TECHNARCANA-based machinery that is more delicate and more easily intercepted by enemies.

They can manufacture various objects and goods from living plantmatter. Anything from woven shields or armour to river-spanning bridges, all imbued with greater hardness.

They are adept at identifying, extracting and manipulating chemicals (including poisons) derived from plants, and many *Chodenriin* have an innate ability to correctly measure and detect such chemicals, making

them important in the pharmaceutical industry (As well as potentially cunning manufacturers of poisons. Similarly, they can detect such substances in an individual and using their powers to extract them, nullifying their effects.

There are many other roles that a *Chodenrii* can accomplish, but the empire's disinterest in matters of the natural world prevent them from excelling in these roles. Indeed, it is likely that their equivalents in foreign lands who remain more connected with the natural world have a far vaster repertoire of skills at their disposal. See Vol IV: Spheres and types of Shaping.

<u>CHOIL</u>: Geo. Cave-system in the south east of <u>GNOTH</u>, along the north eastern-face of the <u>HARKONNA</u> Mountains and the north western-face of the HAKKA Mountains.

<u>TAHALLI</u> legends claim the caverns are rich in diamonds, though this cannot be proved due to two major Gnothi fortresses in the region, which only reinforces the belief amongst foreigners.

<u>CHOIR</u>: Sup. In the art of both <u>FIRMAMENTAL</u> and <u>ATRAMENTAL</u> and <u>SHAPING</u> common vernacular used to describe grand acts that commonly require multiple shapers to maintain concentration for a long time. Choirs usually take place in large groups and over extended periods of time, often at a detrimental effect to those involved. These grand rituals require many participants due to their great desired effects. See Vol IV: Shaping.

<u>CHOIR UNSEEN</u>: Lan. Oth. Vernacular common within the <u>KORACHANI</u>
<u>EMPIRE</u> for the <u>OTHERLIFE</u>, specifically the host of spirits that dwell within the <u>OTHERWORLD</u>.

<u>CHOLE</u>: Ele. Poi. Coke-like substance that is derived from sooty deposits made in regions that are dominated by <u>MANUFACTORIES</u>. Over millennia the soot and ash released from these structures has deposited and compacted into chole, which has various uses, including being turned into a poison and, in small quantities, as a soil-additive.

<u>CHONENO</u>: also 'the Crater Plains'. Geo. Savannah in the south east of MACELLARIA in the south of WESTERN SAMMAEA. The region is named after the thousands of large ant mounds that dominate it. Measuring some 10 – 20-ft. Wide, the craters are each home do hundreds of giant ants that grow to around 6" long. The surrounding plains are busy with ANTS gathering plant matter, and clashes between ants from different mounds are not uncommon, with soldier ants guarding their home mound from invasions.

CHONENO ANT: Fau. Giant ants, measuring some 6" long, that populate the CHONENO savannah in the south east of MACELLARIA. The bites of these ants are a known irritant, and the jaws of their soldier ants carry a particularly devastating pinch. While individual bites are merely irritating, dozens can lead to swelling and temporary paralysis, which massed bites sometimes leading to death. See Vol II: Classification and Taxonomy of Life.

CHONUM: Geo. Large hillock in the plains of ARAAHT in the north west of ARKOS⁽¹⁾. The hillock is a remnant of a darker time in the regions' history where, under the rule of the LORDS OF THE MOUNTS, the city of SZAS opposed the influx of refugees fleeing the waxing of the so-called SHADOW IN THE DESERT that was engulfing KHARKHARADONTIS. By c. -400 RM the corruption of those beings fleeing north east into the CITADEL MOUNTS had grown to the extent that they were no longer recognisable as humans. Carrying ATRAMENTAL MALADIES with them, they became a threat to the Citadel Mounts, and Szas began to hunt them down across the ARAAHT, burning their bodies in great mounds – the largest of which became Chonum.

It is estimated that the mound saw no less than 20,000 bodies burnt on it. Forsaken following the end of the <u>KHARKHARADONTID EXODUS</u>, nature was allowed to reclaim it and now it remains as little more than a hillock, its dark history unknown to most.

<u>CHORHYST</u>: Sup. Geo. <u>FIRMAMENTALLY ACTIVE</u> region dominating the west of <u>ACHAA</u>^(2.), in the south of <u>MENISCEA</u>. The region is the largest known deposit of <u>LODELITHS</u>, causing the landmass to actually rise upwards, as though ripping away from <u>ELYDEN'S</u> surface. This known as the <u>CHORHYST PHENOMENON</u>.

<u>CHORHYST PHENOMENON</u>: *Sup. Geo.* Massive Firmamental effect in the south of <u>WESTERN MENISCEA</u>, dominating the western regions of <u>ACHAA</u>^(2.), though it extends north, affecting the south of

 $\underline{\text{TULURKRYPH}}^{(1)}$. The phenomenon is thought to affect a combined land area of around 405,000 square-miles.

The phenomenon has the consequence of lifting affected territories skyward, effectively peeling entire geological formations upwards from the water's surface. This has left a gigantic overhang in the west of Achaa with an area of around 300,000 square-miles overlooking the SEA OF IPERIA. The waters beneath this overhang are dangerous as unaffected boulders sometimes crash down into the Sea. Also, the constant influence of the Firmament has the effect of making the waters of the seas of Iperia and the ASEER churn, making navigation there difficult, and technarcane devices unreliable to use.

The regions affected by the phenomenon are notable for the high-concentration of <u>LODESTONES</u> found within their mass: a likely explanation for the phenomenon.

<u>CHORISTER</u>: Sup. Rnk. Specifically, a name given to <u>SHAPERS</u> who take part in acts of shaping that require a group. Choristers are usually accomplished shapers, who join forces with similarly-talented individuals to achieve results that would be out of their grasp otherwise.

They are common in <u>ABACARDAT</u>, where they are Atramentists, often working with technarcane engines to keep the worst of the amnesic effects of the <u>SEA OF LETHEA</u> at bay.

<u>CHORSAIR</u>: Soc. Rnk. In <u>SUOR</u> and other lawless coastal regions outside of the <u>KORACHANI EMPIRE</u>, bandits and pirates that have preyed on the people of <u>NAARETH</u>, the <u>SOLEYN TERRITORIES</u> and eastern <u>MULCIBER</u>.

CHOSEN OF MALICHAR, the: Soc. Mil. The SEVEN CHAMPIONS; the FOURTEEN APOSTLES and SEVEN-AND-FORTY DISCIPLES chosen by the ARCHPOTENTATE MALICHAR following his rise to power between 7 – 14 RM, during the conquests of AZAZEM and LAASKHA.

<u>CHOTLI</u>: Rvr. River in the west of <u>KORACHAN</u> and tributary of the river <u>PHAIA</u>. It flows for 70-miles from the south eastern foothills of the <u>OTHACHA</u> Mountains.

CHOUNAL: Geo. 1. Peninsula in the south west of NÁRTHEL.

2. Mountains in the far south west of the above peninsula $^{(1.)}$, in NÁRTHEL.

<u>CHRANDA</u>: 1. (91-ft.) Rvr. Waterfall in the west of <u>CHANDOS</u>⁽³⁾, close to the eponymous city⁽²⁾.

2. *Set.* City in the west of <u>CHANDOS</u>⁽³⁾, linking the region with the city of <u>ASAHUR</u> in <u>LAASKHA</u> (Pop. c. 35,500).

<u>CHRESTA</u>: Lake in the c west of <u>GNOTH</u>, along the course of the river MARAGA.

<u>CHRIL</u>: Pol. Geo. Tribe in the c of <u>MULCIBER</u>, in the <u>GROWING MOUNTAINS</u>, in the north east of <u>SAMMAEA</u>. It is amongst the more rocky and uneven regions of the <u>GROWING MOUNTAINS</u>, with the spine of the Mountains forming its eastern-most border, beyond which are volcanic lands. It is most known to outsiders for the <u>ATRAMENTAL WASTELAND</u> of <u>ULESSMAL</u> that dominates its eastern-most expanse, and the undying beings that litter the scree-filled foothills of the Growing Mountains.

<u>CHRISM</u>: Set. Settlement in the region of <u>SHAAT LOTHA</u> in the c north of <u>THE SURRACH</u>. It is situated atop a region of concentrated <u>ATRAMENTAL TAINT</u>, and it extracts the <u>ATRAMENTA</u> for use in industry throughout the region (Pop. c. 8,000).

<u>CHRITHA</u>: Set. Small settlement in the south west of the <u>TEMPLAR STATES</u>, close to the border with <u>TALZHAAN</u>^(1.). It is known to trade with the small state and has close relations with its <u>SORCERER</u> rulers (Pop. c. 15.500).

<u>CHRNITACHAGRS</u>: Sup. Geo. <u>ATRAMENTALLY TAINTED</u> mud-marsh in the c south west of <u>CYHLAGHARR</u>, dominated by fumaroles. The region, consisting of some 10,000-square-miles, is inhospitable to mortal life and is shunned by the oghurs of Cyhlagharr.

<u>CHROMATIC REEF, the</u>: *Geo.* Reef off the eastern coast of <u>LLACHATUL</u>, to the north west of the <u>BHALASSIAN ARCHIPELAGO</u> (^{2,1}) in the <u>PANTHEON ISLES</u>. It is named for the brightly coloured corals and fish that dwell there.

<u>CHRONICLERS OF EPOCHS</u>: Org. Sages of the <u>ORDER OF LORE</u>, who originated in <u>KHAMID</u>, and who now live on a few isles in the <u>BROKEN</u> LANDS. They chronicle the passing of ages, and their knowledge spans

the entirety of mortal life on <u>ELYDEN</u>, though few outside the order know of them

CHRONICLES OF THE OLD EMPIRE: Vol. Seven-volume historical treatise exploring the early centuries of the KORACHANI EMPIRE, penned by the KYONI historian ALERON MOREN. First published in Khadon in 3951 RM, it has never been out of print and has been translated into many languages. It is considered the definitive work on early imperial history, though has its detractors who claim he ignores some less illustrious facets of the wars of conquest, focusing instead on triumphs and propaganda.

<u>CHRYSALIA</u>: Geo. Expansive cave system in the west of the tribe of <u>DATHOA</u>, in the west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. The caves are old and were home to ancient mortal communities, who took shelter in them in the <u>FADING</u> following the <u>FOURTH AGE</u>. Their descendants would go on to found the nation of <u>ALLUCITA</u>.

<u>CHRYSAPHIUS' PATRICIANS</u>: *Vol.* A reference work published every 5-years, describing, in detail, all of the established <u>PATRICIAN HOUSES</u> and their genealogies, heraldries, and relations, as well as business holdings and lands, and any changes that may have taken place since the last edition was published.

CHRYSELEPHANTOS, TEMPLE OF: Int. Rui. Ancient FOURTH AGE colossus in the east of PELASGOS, depicting a seated SHIE in finery. The statue is large – almost 100-ft.tall and is thought to have been housed in a temple that was destroyed long ago. The statue is black and gold, with its skin made of sheets of ivory that have blackened with age and golden drapery and jewellery, most of which has been stolen, revealing bare stonework underneath. Little is known of the shie that is depicted in the colossus, though it is likely that it was a ruler of some kind.

<u>CHRYSE</u>: Leg. Geo. Fabled island of gold off the eastern coast of <u>TETHYSIA</u>.
See Vol II: Legends and Folk Tales.

<u>CHTHACHI</u>: lit. 'earth creature'. Myr. Fau. Chthonic creatures common in many myths and legends around the <u>KORACHANI EMPIRE</u> and the <u>INNER SEA</u>, some of which involve creatures and beings that were worshipped as deities during the <u>FADING</u> of the <u>FOURTH AGE</u> before the coming of the <u>UNDYING MACHINE</u>. The term originated in ancient <u>PELASGOS</u>, where the word chthon meant dead spirit.

<u>CHTHAEITICATH</u>: 1. *Myt. Geo.* Mythical underworld of <u>N'RAKHI</u> myth. Some scholars link the myth with the legends of the <u>DEMIURGE SYNCHTHONITH</u>, citing the myth as evidence for the existence of the Demiurge and its <u>SCIONS</u>, the so-called <u>CHTHONIC CREATURES</u>.

2. Geo. Large mesa in the c north of <u>N'RAKH</u>. Its base is peppered with shallow caves and neolithic designs.

<u>CHTHONAUT</u>: Lan. Rnk. Voc. <u>KORACHANI</u> word for spelunkers and chthonic explorers who are obsessed and/or fascinated by the subterranean world and who seek out caves and hollows, and often spend months if not years underground. They are largely self-sufficient and are adept at living off the deep land. They are also experts at navigating <u>ELYDEN'S</u> 'shallow' cave systems (so-named not because they do not link with the <u>PRISON CARCERI</u>), though others may be drawn by the dark chthonic realm of VORROPOHAIAH.

They are most common around <u>VÂRR</u> and <u>CENTRAL LLACHATUL</u> (which have the most entrances to the Prison Carceri), and in <u>SYNCHTHONITHA</u> and <u>GRARNEÂST</u> (which lie above the <u>IRON MAZE OF</u> DHARGUSHAN).

<u>CHTHONIC</u>: Geo. Pertaining to the deep places of <u>ELYDEN</u>, especially in relation to mythology and cosmogony. To those cultures that know of its existence, <u>CARCERI</u> is often seen as the epitome of the chthonic ideal.

<u>CHTHONIC CREATURES</u>: Myt. His. The scions and offspring of the <u>DEMIURGE SYNCHTHONITH</u>. The term is used collectively, to refer to the scions physically born to Synchthonith, as well as the chthonic creatures she shaped into existence during the <u>FIRST AGE OF SHAPING</u>. See Vol IV: Scions, Children of the Gods.

<u>CHTHONIC GATE</u>, the: Myr. His. Str. Ancient mythical monolithic gateway that is believed to be in the far south of the <u>SAMMAEAN</u> continent, beyond the <u>ACHARKHARAN</u>, though its true location remains disputed to this day.

It is said to be carved into the entirety of a mountain-face, believed to be the work of the DEMIURGE SYNCHTHONITH. The place is known only from the words and visions of OTHERWORLDERS and seers and none are confirmed to have ever seen it.

It is considered to be one of the <u>NINE WONDERS OF THE ANCIENT WORLD</u> by most historians.

CHTHONIC TEMPLE: His. Rel. Str. A temple in the north of KHARKHARADONTIS, carved out of a peak in the mountains of KUL, which is now mostly buried beneath the DUNE SEA. Explorations of the area have revealed little of the innermost chambers and corridors. Some believe that it was constructed by DVERGAI in the THIRD AGE, and that its design may be attributable to the DEMIURGE SYNCHTHONITH.

<u>CHTHONITHON</u>: 1. His. Ntn. Ancient state in the east of present-day PARTHIS.

2. also 'the Predecessor'. Ast. Con. Constellation located in the <u>SOUTHERN HEMISPHERE</u>. The sky around the constellation is known for its many shooting stars. See Vol II: Constellations.

<u>CHTHYRID</u>: Dem. 'Chthyrid'. Ntn. <u>DVERG</u> realm to the north of the nation of <u>KORACHAN</u>. The region is of a cool-temperate climate, with cold misty winters and mild dry summers. The entire nation is situated atop the highland plateau of <u>THRAL</u>, to the north of the <u>RHAECHA</u> Mountains, and it is known for its rocky terrain.

The people of Chthyrid are known for their catacomb-like structures and cities that are known as HYPOGEUM. Though many in Korachan believe that they live deep underground, they in fact live close to the surface, with skylights providing light for their abodes and greenhouses. The Chthyridi are very insular and xenophobic, though maintain relatively modern <a href="https://doi.org/10.1007/jec.2007/jec

The nation is old, dating back to 1217 RM, when it was granted to imperial-dwelling expatriated dverg and other <u>FAE</u> creatures following the <u>PAPAL HERESY</u>. The act was a political move to rid the empire of what was considered at the time to be undesirable peoples, and was largely successful with many thousands of dverg and other <u>MORTALS</u> abandoning Korachan and settling in the highland region around the <u>BRMYIRID</u> Mountains between c. 1217 and 1300 RM.

Its territories slowly expanded north into the south of the <u>OLD FOREST</u> over the ensuing centuries, attracting more disenfranchised peoples throughout this time, with many integrating with the dvergai hypogea as other founded new surface settlements, though over time these too would adopt the dverg tradition of digging down. Between these settlements the Chthyridi constructed various subsurface fortresses (collectively known as the <u>UNDERHALLS</u>), beneath which they linked their cities with great tunnels. They found veins of ore and gems, and dug deep shafts and mines that made little impact on the surface, keeping their industries secret from the watchful eye of Korachan. Tailings and waste material were deposited in voluminous hollows they encountered in their chthonic explorations, which are believed to be linked to the <u>PRISON CARCERI</u>.

As its industries increased, so did its population and Chthyridi ambassadors fostered tentative relations with their neighbours, including Korachan to the south, and they began trading ore for food and other needed resources. Korachan saw the wealth of assets that Chthyrid had available and early in the 33rd century moved its armies against it, leading to a protracted conflict now remembered as the NINETY-NINEYEAR WAR or, less commonly, the CHTHYRIDI WAR.

For decades Korachani armies struggled against the dogged Chthyridi defences, whose subsurface fortresses offered unparalleled protection against artillery and afforded their own troops various hidden exits through which they were able to harass imperial army camps and movements. The war ended in Korachani defeat in 3307 RM, which allowed Chthyrid to rebuild its lands.

The next centuries were marked with tentative growth and trade with surrounding lands, with positive relations made with the Old Forest, $\underline{\text{IPANAH}}^{(2)}$, and $\underline{\text{VARR}}$ following its abandonment by Korachan to the INTERREGES.

The nation grew confident in its wealth and prosperity, giving rise in c. 3450 RM to a succession of belligerent tyrants that are now remembered as the THRYION DYNASTIES. By c. 3600 RM they had started orchestrating anonymous slave raids into their old allies' territories. The

SUNDERING OF THE EMPIRE left Korachan in a state of chaos and its military decimated, enticing the tyrants into aggression that escalated into various periods of strife between the two nations, between c. 3710 – 3750 RM, in which slave raids were turned almost exclusively towards Korachan.

The period ended with the deposing of the Thryion Dynasties in 3766 RM and a peace treaty was signed with Korachan the next year, not only ending hostilities between the two nations but also Chthyridi slavery altogether. See Vol III: Extant Nations and Realms.

<u>CHTHYRIAN</u>: Lan. Language spoken in <u>CHTHYRID</u>. It emerged following the <u>PAPAL HERESY</u> from a mix of <u>KORACHANI</u>, <u>UMMUSH</u> loanwords, and the <u>DVERGR</u> tongue that had become common in Korachan. Over the years it has leaned more heavily towards it dverg roots, and today has largely left its human imperial roots behind. See Vol II: Languages.

CHTHYRIDI WAR: see NINETY-NINE YEAR WAR.

<u>CHUACYLL</u>: See. Small city in the far north west of <u>SERROK</u> (Pop. c. 12.800).

CHUADA: Set. City in the east of CHEIRA (Pop. unknown).

<u>CHUCALA</u>: *Rvr.* River in the c south west of <u>CHEIRA</u>, flowing for some 270-miles from various sources, before emptying into its parent, the river <u>YAHNOTH PHTHAN</u>.

<u>CHUDAHUL</u>: *Lak*. Lake in the north east of <u>CHEIRA</u>, forming a part of the flow of the river <u>METAGHALA</u>.

<u>CHULAT</u>: Geo. Badlands in the south east of <u>THE SURRACH</u>, to the south of the region known as the <u>BLEACHED SHELF</u>, just north of the caravanserai of KALAI.

CHULLIA: Rel. Dei. Primitive nature deity that is worshipped in households across the CITIZENRY OF THALI. Though worshipped as a collective entity that embodies the totality of nature (where it is written with a capitalised C), the name is also given to individual nature SPIRITS (3.) that make their home around nature and natural places and objects, such as trees, rocks, mountains, rivers, pools, and so on (in which case it is written with a lowercase c). Following the spread of industrialisation in Thali, chullias are now also attributed to places such as water refineries, quarries, mines and so on. It is commonly accepted that there are millions of chullias dwelling under each rock, tree, pool, etc. but there are also considered to be different facets of the same singular chullia – the many are the one and the one is the many.

This belief system is a very provincial practice that dates back to the early days of the <u>FIFTH AGE</u> following the <u>FADING</u>, and though more formalised and modern religions have since risen, the widespread collective belief in chullias is unlikely to ever be eradicated.

Many scholars and theosophists from the <u>INNER SEA REGION</u> have equated chullias with <u>FAE</u>, though there are notable differences, chief amongst them being the widespread belief that all chullias are in fact different aspects of the one true chullia. See Vol IV: Religions and Pantheons.

<u>CHUMBRAIA</u>: Rui. Current name for the once-fortified city in the north west of the <u>UMBRA SOKHAR</u>. It was once a fortified outpost of the empire, though due to the encroachment of the <u>SHADOW IN THE DESERT</u>, it was abandoned in c. 2840 RM after decades of trying to abide the advance with SIPHON ENGINES.

The SHADOW MARCH once passed through the city, which served as hostelry to pilgrims, though the route has since moved away from the ruin, which is said to be haunted by WEIRDLINGS and degenerates and other creatures of the ATRAMENTA, which skitter across empty streets and lurk behind concrete buttresses. Chumbraia is the name given to it by ETHERI nomads, who shun the place. Its original name as now lost to time.

2. *Mil. Str.* Coastal fortress in the south east of the <u>SOLEYN TERRITORIES</u>, named after the island it overlooks.

<u>CHURCH</u>: *Rel. Str.* 1. Religious structure common across most religions in Elyden, though they may go by different names.

2. <u>KORACHANI</u> churches (including cathedrals and chapels) point to the <u>SEPULCHRAL PALACE</u>. Because of this, most churches tend to point to

the south, south west and south east, depending on their location relative to the Sepulchral Palace.

CHURCH OF ARAK: see ARAK, CHURCH OF.

CHURCH OF ASHKERON: see ASHKERON, CHURCH OF.

CHURCH OF THE BASILISK: see BASILISK, CHURCH OF THE.

<u>CHURCH OF THE CHAINED GOD, the</u>: see <u>CHAINED GOD, THE</u>. See Vol IV: Religions and Cults.

CHURCH OF CLEANSING: see CLEANSING, CHURCH OF.

<u>CHURCH CONFRATERNITIES</u>: *Int. Rel. Soc. Org.* Laity clubs in nations that worship the <u>THREE CHURCHES OF THE UNDYING MACHINE</u>, whose members organise saintly festivals, and aid parishioners in rituals such as marriages and funerals. Each confraternity has a <u>CONFRATERNAL HALL</u> where members gather and socialise.

The Confraternities form an important part of the social life and culture of the settlements in which they are found, and larger cities may have multiple confraternities, each dedicated to a different saint or aspect of the <u>UNDYING MACHINE</u>, with members of rival Confraternities commonly competing against each other. These rivalries may escalate into generational feuds and gang culture that become pervasive across the settlement.

In the <u>KORACHANI EMPIRE</u> most members of the Church Confraternities are <u>VOTARIES</u>, and they take on leadership roles within the organisation, filling roles such as chairs, treasurer,

CHURCH OF ETAMOSIS: see ETAMOSIS, CHURCH OF.

CHURCH OF EZROKAHAELL: see EZROKAHAELL, CHURCH OF.

<u>CHURCH OF THE HOLY SWORD</u>: see <u>HOLY SWORD</u>, <u>CHURCH OF</u> THE.

CHURCH OF THE IRON DEITY: Rel. See IRON DEITY, CHURCH OF THE.

CHURCH OF KATHISIS: see KATHISIS(1.).

CHURCH OF KENGRAD: see KENGRAD, CHURCH OF.

CHURCH OF THE MEEK: see MEEK, CHURCH OF THE.

CHURCH OF THE NEPHILIM: see NEPHILIM, CHURCH OF THE.

<u>CHURCH OF THE OTHERWORLDER</u>: see <u>OTHERWORLDER</u>, <u>CHURCH OF THE</u>.

CHURCH OF THE PROPHET OF THE EMPYREAN: Rel. See PROPHET OF THE EMPYREAN, CHURCH OF THE.

CHURCH OF THE RIVER TREE: Rel. See RIVER TREE, CHURCH OF THE.

CHURCH OF THE SHADOW TRIUMPHANT, the: see SHADOW TRIUMPHANT, CHURCH OF THE.

 $\underline{\text{CHURCH OF ST. BATHYRTUS}}\text{: see }\underline{\text{St. BATHYRTUS, CHURCH OF}}.$

CHURCH OF ST. HERODEUS: see ST. HERODEUS, CHURCH OF.

<u>CHURCH OF ST. URBICUS MARTYRED</u>: see <u>St. Urbicus Martyred, Church of</u>.

CHURCH OF THE UNDYING MACHINE, the: see UNDYING MACHINE, CHURCH OF THE.

<u>Church of the Undying Machine (SARAGOSI)</u>: see <u>Undying Machine, Church of the (Saragosi)</u>.

CHURCH OF THE UNDYING MACHINE (SUORI): see UNDYING MACHINE, CHURCH OF THE (SUORI).

CHURCH OF THE UNCHANGING GOD: see UNCHANGING GOD, CHURCH OF THE.

CHURCH OF THE VOLUTE: see VOLUTE, CHURCH OF THE.

CHURCH OF THE WELKIN SKY: see WELKIN SKY, CHURCH OF THE.

CHUROTH: 1. Int. Geo. Glass plains in the south east of KHARKHARADONTIS, to the north west of HADDURATH. The plains are renowned for their beauty and were first encountered by a NOAVATURI expedition in 1183 RM, and were fully documented by KORACHANI explorers in the KHARKHARADONTID UNDERTAKING of 1261 RM, and was painted by the artist SHERTUR PECE in 1268 RM, becoming famous across the empire and it is today one of the most well-known regions of Kharkharadontis, if only through his accounts and depictions. However, common knowledge of the region fails to mention that the plains are

deadly to flying creatures, that crash into it, and a great many scavengers and predators make their homes there. During the wet season when nearby rivers break their banks, the plains glimmer for miles around, and are said to be quite beautiful.

2. Rui. Now-abandoned <u>KORACHANI</u> outpost, established in 1268 RM following the arrival to Churoth^(1,) of the <u>KHARKHARADONTID</u> <u>UNDERTAKING</u>. A settlement appeared around it, and it became notorious for its executions. Following its abandonment in c. 1499 RM due to increased <u>ATRAMENTAL</u> activity in the area, all that remained of it were its many gibbets and the barely decayed bodies of its last victims, which are said to haunt the region to this day.

<u>CHURRALEI</u>: Set. Caravanserai in the south of <u>KREM</u>. A trade-route leads south into the <u>CUTHI</u> city of <u>GIRAYA</u> (Pop. c. 7,200).

<u>CHURTASH</u>: Set. Settlement in the east of the tribe of <u>ATEVEGOS</u>, in the west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is known for its daredevil paragliders who jump off the cliffs of the <u>SATATLEG</u> ridge (Pop. c. 4,000).

CHUSSA: (B. 3963 RM) Present chairwoman of the URTAN LEAGUE.

<u>CHUTA</u>: Set. Small fortified city in the west of the <u>SOLEYN TERRITORIES</u>, and part of a trade-route linking Soleyn with <u>MULCIBER</u>. It is known for its small <u>SHIE</u> ghetto (Pop. c. 8,350).

<u>CHUTTUR</u>: Set. coastal city in the <u>KARAXHANES</u> region in the south eastern mainland of the <u>PANTHEON ISLES</u> (Pop. c. 48,000).

<u>CHYLE</u>: f. Myt. His. Per. In the mythologies and ancient histories of <u>ELYDEN</u>, a 2nd generation <u>SCION</u> and daughter of the scion <u>KHAR'ILLAE</u>. One of triplets (the others being <u>AZZARA</u> and <u>RESH</u>), she is only mentioned in passing once in the <u>MYTHOLOGIA ELYDEN</u>, leading some mythographers to believe the birth was apocryphal or misattributed. See Vol IV: Scions, Children of the Gods.

<u>CHYMRA</u>: Ind. Ser. City in the far south west of <u>GNOTH</u>. It is an industrial centre and has many foundries where raw ore is worked into ingots ready for use or export (Pop. c. 36,300).

<u>CHYPRE</u>: 1. Geo. Small coastal region in the west of <u>THE SURRACH</u>, known for its orange cultivation.

2. Set. Major city in the eponymous region in the west of <u>THE SURRACH</u>. It is known for the vast orange groves outside its walls and its busy harbour (Pop. c. 50,000).

<u>CHYRS</u>: 1. Sea. Reef off the western coast of <u>THE VORANDINE</u>, west of the island of <u>KEYUSH</u>^(1,). It is known for its many eels and sea otters.

2. *Mil. Str.* Coastal fortress on the western coast of the island of <u>KEYUSH</u>^(L) in the west of <u>THE VORANDINE</u>, overlooking the eponymous reef. It dates back to c. 1560 RM, and was constructed on an atoll by <u>KORACHANI</u> colonisers. The atoll eventually became part of the mainland following retreating sea levels, and it was appropriated by the Vorandi people and expanded Today it serves as a lookout, keeping an eye on the western horizon.

<u>CIAN</u>: Set. Settlement in the c north west of <u>TISARA</u>, in the north eastern foothills of the <u>ARGENT</u> Mountains (Pop. c. 5,800).

<u>CIDASUS</u>: scholar who studied neolithic ruins in c. 2330 – 2360 RM. And found mention of the DEMITHO SHOSHATHANI.

<u>CIEMBAS</u>: also 'the Wretchlands'. Sup. Geo. <u>FIRMAMENTALLY TAINTED</u> region in the south east of <u>LOEGRESS</u>, just north east of the <u>ENAELLON</u> badlands. The region is noted for its strange appearance and grotesque terrain, in which large grey boulders, some of them hundreds of feet wide, are suspended in the air and held together by a thick tangle of green fleshy vines. The vines are pliable but immeasurably strong, and the entire region sways and undulates in a strange pulsing rhythm, seemingly in defiance of the combined weight of the boulders and of the vines themselves.

The entire area of the Wretchlands is around 1000 square-miles and is some 300-ft deep at its deepest spot, completely obscuring the natural terrain beneath. It is shunned by mortal life, though various creatures make the place home.

It is unknown what led to the region taking on this appearance and though some have postulated that it might be influenced by the <a href="https://docs.nctappear.com

<u>CIHURR</u>: Lak. Lake in the west of <u>ELEKHID</u>, forming part of the course of the river <u>YAGNOTH PHTHAN</u>.

<u>CIRCUS ARCANE</u>, the: Org. Travelling performing group that operates around <u>THE INNER SEA</u>. It is much like a normal circus though is famed for its performers, many of whom are shapers, as well as the supranatural creatures that travel with them.

The circus first appeared in c. 2800 RM and remains in operation to this day. There are no less than 12 different troupes travelling across the Inner Sea at any time, and all are owned and operated by the <u>PATRICIAN</u> HOUSE of SAMAR.

<u>CIRRAN</u>: Set. Fortified settlement in the south west of <u>TRAKIA</u>, known for its lemon groves (Pop. c. 7,200).

<u>CIMMERIA</u>: 1. *Lak.* Underground lake in the <u>PRISON CARCERI</u>, beneath and east of the BULOPARRI MASSIF in the c of PELASGOS.

2. Set. City, forming part of the <u>PRISON CARCERI</u>, close to the above lake. Though largely subterranean, the city has an exit to the surface world, east of the BULOPARRI MASSIF in the c of PELASGOS (Pop. unknown).

CIMMERIAN PALACE: *Int. His. Str.* Ancient basalt palace in the south east of <u>SAMMAEA</u>, over 2,000-miles west of the <u>SEA OF LETHEA</u>, close to the ephemeral shores of lake IBRAOBAL.

CIMMERIAN PALL: Sup. Geo. Region of Atramental Corruption in the north east of Pelasgos, close to the entrance to city of CIMMERIA (2.).

The region is riddled with <u>DUSTSTONE</u> formations and <u>SHADOWISPS</u>, and is shunned by most.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ Institute of Atramental Studies.

CIMMERIAN SANCTION, ORDER OF THE: Pol. His. Order in PELASGOS founded in 87 RM by an unidentified DESPOSYNI, following the ARCHPOTENTATE MALICHAR'S disappearance. They were self-appointed defenders of the ATRAMENTA during the REIGN OF THE EMPTY THRONE, ensuring that it remained a power in the KORACHANI EMPIRE. The order became a powerful entity, akin to the VÁMAN SANCTIFIED ORDER OF THE INQUISITION, in upholding the strength and sanctity of the Atramenta. Their members despised SHAPERS, often seeking them out in single combat to slay them.

The order voluntarily disbanded itself following Malichar's return to power in 339 RM, though its members maintained the orders' ethos (possibly at Malichar's own behest), passing it on to their descendants, where the order supposedly returned to life as a MYSTERY CULT in c. 720 RM in the west of KORACHAN, centred around the city of CALDERA.

CINDATH: Geo. Mountain in the north east of <u>EASTERN LLACHATUL</u>, in the east of <u>LOEGRESS</u>⁽¹⁾, crossing the border into western <u>KOMMEA</u>. It is known for its vast yet shallow crisscrossing cave system that dominates its north eastern face, known as the <u>BORAGH</u>.

<u>CINERIA</u>: 1. *Lak*. Lake in the far north west of <u>THE SURRACH</u>, in the <u>BAKHRAN STATES</u>. The lake is notable for its dull waters, which reflect the grey peaks of the surrounding Mountains, most notably the CINERIOUS Mountains.

2. Set. City in the far north west of <u>THE SURRACH</u>, on the southern shore of lake Cineria^(1.). It is known for its sizeable <u>LODESTONE</u> mines, about 2-miles west of the city limits, and they are amongst some of the largest outside <u>MENISCEA</u> (Pop. c. 20,000).

3. *Geo.* Pass to the west of lake Cineria^(1.), between the Cinerious Mountains to the north and the <u>BAKHRAN</u> Mountains^(2.) to the south.

<u>CINERIOUS</u>: Geo. Small mountain-range in the far north west of <u>THE SURRACH</u>, forming an extension to the north of the <u>BAKHRAN</u> Mountains the range is known for its grey peaks.

<u>CINNABAR WASTES</u>, the: Sup. Geo. Unattributed supranatural wastelands in the far north east of <u>Krem</u>, along the border with <u>RTHEI</u>, that features heavily in certain passages of the <u>MYTHOLOGIA ELYDEN</u>. The region is known for its odd properties.

It is said that the Cinnabar Wastes was once home to an edifice of singular beauty and purpose, crafted by a <u>DEMIURGE</u> aeons before the <u>FIRST AGE OF MORTAL LIFE</u>, from a substance that is as yet unclassified. Over unnumbered millennia this great edifice fell victim to the ceaseless battering of the elements and the inevitable crawl of continents, and it crumbled, becoming buried and forgotten, but the deep red ore from

which it was made seeped into the earth, changing not only the colour of the soil there, lending the region its name, but also changing its properties. The dust of the Wastes imbues those who consume it a closeness to the MATERIA OMNA that is unmatched across Elyden. The effects are intense and taxing on the body, often leading to seizures, comas, and even death.

Attempts have been made over the ages to capitalise on this phenomenon, and the city-state of <u>ACACINNATH</u> came close, by breeding herbs that grew in the dust, ultimately inheriting its properties, but the venture failed, with the effects just too unstable and powerful to harness. A few rare individuals survived ingesting the resin of such plants, and their descendants went on to fund the nation of <u>CUTH</u>, and they remain in power to this day as the powerful <u>ACACINNATHI DYNASTY</u>.

The region is categorised as <u>HIGHLY DANGEROUS</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES</u>.

<u>CINNAMOLOGUS</u>: Fau. Bright bird common to the <u>SPICE ISLES</u> and often seen along the costs of <u>SURUTUR</u> and <u>IACIO</u>. The bird is closely linked with the cinnamon tree, eating its fruit, and making nests from shards of bark that they strip off the trees themselves. See Vol II: Classification and Taxonomy of Life.

<u>CINORROUS</u>: For. Small man-made forest outside the <u>STEEL PALACE</u> in <u>ALMAGEST</u>, and is used as hunting grounds by the city's nobility.

<u>CIRCASTRA</u>: Set. Small city in the c of <u>THE VORANDINE</u>, in the north of the <u>IDREGAN</u> Massif. It is a stronghold of the <u>GODSMEN</u> (Pop. c. 13,000).

<u>CIRCLE</u>, the: Str. Org. A private club in the city of <u>ALMAGEST</u> that is exclusive to <u>PATRICIANS</u>.

Many influential people are members, including politicians, magnates, industrialists, scholars, and theologists. Membership is by invitation, and new members must be sponsored by three existing members who must vouch for them, maintaining the exclusivity of the club. It is believed that many important deals of a political, economic, and personal nature and struck here.

<u>CIRCLE OF THE SAN</u>: Soc. Obj. Culturally-important location to the <u>SAN</u> nomads of the <u>EHRENISIAN COAST</u>. It is located in the south west of <u>KHULL</u>, and an artificially formed basin, shaped like a small crater, at the centre of which was once a large statue, which has since been destroyed.

The circle is visited by thousands of San in late winter, where they congregate in time for the Spring equinox, which they celebrate together before going their separate ways.

Though located in Khull, the Circle and lands immediately surrounding it are considered San territory, following an accord reached between the two people centuries ago.

CIRCLE SQUIRES, the: Org. Militant order in TZALLRACH with roots dating to the days of the VENATHI EMPIRE, and the circle of lieutenants of LABAISINGH. Its members can be found in ranking positions within the Tzallrachi military and amongst its elite soldiers.

CIRCLET OF THE LADY: Rel. Obj. Circlet awarded to the prophetess LADY MAELARTA in 1342 RM, which she wore until her death along the SHADOW MARCH in KHARKHARADONTIS in 1361 RM. She was canonised in 1522 RM and is now a patron to those undertaking the Shadow March, and the circlet was passed down to EXOCRINES who followed in her footsteps. Its last bearer was GROMORA OF KORACHAN.

CISNERIA: Dem. 'Cisnerian'. Ntn. A near-landlocked kingdom in the far east of WESTERN LLACHATUL, to the west of the SEA OF APHOTIS, next to a politically unstable region that is contested between the SOCIALIST REPUBLIC OF ALMAGEST, independent PATRICIAN HOUSES, ESSEVERA, bandits, and Cisneria itself, over rich UMBRA reserves.

A relic of <u>FOURTH AGE</u> tribal social structures only now embracing industrialisation, Cisneria is a land wholly under the sway of its monarchy and elective system, which are major aspects of everyday life. The seven Clans clamour to curry favour with the <u>CHILD-MONARCH</u>, influencing their decisions. This is all in the hope of swaying the Child-Monarch's appointment of a 7-year-old successor who will rule for the next decade when the current rules steps down at the age of 17. Their successors' Clan will gain great influence, and will directly shape the culture and economy over the next 10-years.

The Clans worship different aspects of the bestial deity <u>THEREON</u>, and are ruled by <u>SHAPERS</u> (traditionally <u>SHAMEN</u> and <u>ANIMISTS</u>) who claim

lineage to this god, said to be a <u>SCION</u> of the <u>DEMIURGE ARIMASPI</u>. Their religion is maligned amongst outsiders for its practice of sacramental cannibalism, which is thought to be symbolic of their deity's deeds. On feast days willing volunteers are sacrificed, and their bodies consumed raw. Their skeletons are clad in elaborate jewelled armour which are placed in open crypts within their Clans' territories, where their families, honoured by the sacrifice, may commune with them.

Traditionally, miscarried children are also consumed by the parents, and upon death, the elderly are also eaten by family members. Eating the vessel is said to bring one closer to the spirit of the deceased, forming a connection. Despite this deep-rooted custom, many are now moving away from the practice as the Kingdom and its merchants encounter foreign customs. The people of Cisneria seek no acceptance from outsiders, and propagate myths and misinformation, including spreading the belief that their rulers are skinshapers able to shift into bestial forms, which remains a commonly-held belief outside Cisneria.

These practices and Cisneria's slow acceptance of industrialisation paint it in a negative light internationally. The turn towards industrialisation is a contentious issue amongst the elder Clan rulers, who use the example of Almagest and <u>KORACHAN</u> as what can happen when people turn to the natural world as a means of exploitation.

The capital, in <u>VELVERDA</u>, is rife with politicking, as the Clans devote great time and resources in the hopes of swaying the decisions of the monarch – both in the choice of successor, as well as the aspect under whose auspices the kingdom will be ruled. Due to its insular nature, very little is known of its history.

It became a target of Korachani colonisation in c. 1750 RM, most of which was conducted by its child states of <u>ALMAGEST</u> and <u>SKAROS</u>. The incursions were centred around region of <u>ESSEVERA</u>^(1.), which was rich in umbra reserves. This led to a long period of conflict that ended in c. 1800 RM with Almagest gaining control of the region, which has since become an independent demesne that remains contested by the three cultures today. Though Korachan was unsuccessful in spreading its culture in the region, its language, did gain a foothold, leading to the n corruption of the Azahari tongue into <u>CISNERIAN</u>, which to this day has many Korachani loanwords and corruptions. See Vol III: Extant Realms and Nations.

<u>CISNERIAN</u>: Lan. Language spoken by the people of Cisneria. It emerged from the earlier <u>AZAHARI</u>, though was corrupted by imported <u>ALMAGESTI</u> and <u>KORACHANI</u> languages following years of conflict and contact with imperial colonisers in c. 1800 RM. See Vol II: Languages.

<u>CISSONAR</u>: See. Small city in the c west of <u>ABATTUR</u>. It is situated along the main internal trade route of the nation and is a crossroads of trade and culture, famed for its large circular market (Pop. c. 18,200).

CISTERN OF KACHALILLA: Rui. Ancient abandoned cistern in the c west of KORACHAN, predating the rise of the KORACHANI EMPIRE. It was discovered during the laying of a dross pipeline in 3288 RM and was extensively excavated in the centuries following this, with various FOURTH AGE artefacts being recovered. It is sprawling in size, stretching for some 10 square miles and is divided into various sections which are linked by multiple levels of tunnels and viaducts, with roots dangling down from their roofs, some of them centuries old. There are hundreds of wells and shafts that link the cistern to the surface, though most are now destroyed, built over or ruined, and few people know of the structure that lies beneath their feet.

<u>CISTERN OF MÉAT PUDON, the</u>: Int. Str. Ancient subterranean aqueduct crossing the <u>OKKHAMI</u> Mountains^(1.) in the east of <u>SAMMAEA</u>, linking the cities of <u>DA ARAE</u> and <u>OROAEGH</u>, in Okkham and Pnessa, respectively.

The cistern itself is a wondrous feat of engineering and dates back to the early <u>FOURTH AGE OF LIFE</u>. It extends beneath the mountain at a perfectly level plane for 235-miles, and has thus far survived major damage, despite its age. The waterway is illuminated by shafts hewn through the natural rock that allow a degree of sunlight to penetrate the darkness, though the c-most part of the cistern, for a distance of some 50-miles is utterly dark and ships need their own source of illumination.

The cistern is well-travelled, with trade moving up and down its length, linking the disparate nations together.

CISTERN OF NERGAAL: Arc. Monolithic ancient sewers in the north west of KREM, thought to date back to the FOURTH AGE and an unnamed metropolis. The once-sprawling stone city above it is now ruined, overgrown and reclaimed in nature, and barely recognisable for the vast metropolis it once was.

Beneath, however, the cistern is largely intact, sprawling for miles like an underground labyrinth. Large chambers are still filled with water, travelling west from unnamed sources. Elsewhere, dry chambers lead to collapsed tunnels, vaults and other architecture. Only parts of the edifice have been explored, and it is thought to be infested by <u>AL GHULS</u> and other degenerates. Some believe that it may be linked to the depths of the <u>PRISON CARCERI</u>.

Despite the name attributing the construction to the <u>DEMIURGE NERGAAL</u>, there is little evidence supporting this and its origins are unknown, likely predating the <u>ACACINNATHI EMPIRE</u> that dominated the region in the end of the FOURTH AGE.

Many historians contend that the Cistern should be included in a revised list of WONDERS OF THE ANCIENT WORLD.

CISTERNS OF CONSANIS: His. Arc. Rui. Ancient cisterns, likely made by MORTALS over a prolonged timespan in the late THIRD AGE. The cisterns are gigantic, their walls and columns hewn to geometric perfection, with deep aqueducts that travel for miles upon miles, and intricate pneumatic pumps that lifted water from its deep reservoirs effortlessly. The cisterns were regarded as a feat of mortal engineering, and were likened by many to be cathedrals of the deep earth.

They were at the centre of a great Third Age metropolis that had faltered by the end of the <u>FOURTH AGE</u>, the ruins of which were repopulated by humans in the <u>FIFTH AGE</u>, and renamed <u>LLAT</u>. The Cisterns were destroyed by a careless act of rage in 3923 RM when the <u>SHAPER KALLAIR PHAER</u> levelled the city in a single monumental explosion of <u>FIRMAMENTAL</u> energy that resulted from an uncontrolled display of the <u>LIGHT UNDYING</u>. Today the city of Llat is cratered, its buildings collapsed into the destroyed hollows of the Cisterns beneath.

The site is considered by those who know about it to be worthy of inclusion amongst the <u>WONDERS OF THE ANCIENT WORLD</u>, though few know of it and its present state makes it difficult to appraise.

CITADEL MOUNTS, the: 1. His. Ntn. (c. -1190 – 352 RM). Early Fifth Age nation that once existed around the AMRAOT, to the south of the DAARKEN GULF. At its peak, the Citadel Mounts' territories encompassed all lands around the SEA OF ERIA, stretching around 200-miles inland. Descended from the UHLSAATI people who faltered against the predations of MULCIBER and its marauders, the people of the Citadel Mounts developed their own distinct culture, with their main cities (the native word for which was Dun; roughly interpreted as 'fort hall') hewn from and built around the large mesa-like formations of the KOHOD Mountain that dominated their eastern territories. The nation faltered under the gaze of the KORACHANIEMPIRE, which began its slow blockade of its lands in 264 RM, forcing the LORDS OF THE MOUNTS to surrender under the threat of starvation in 352 RM, after which point it became known a Korachani colony known as EHBOT – the imperial name for the Kohod Mountains. See Vol III: Extinct States.

2. Geo. ancient name for what are today the <u>AMRAOT</u>, <u>TIPHEROT</u>, and <u>EHBOT</u> Mountains in the north east of Sammaea, surrounding the <u>SEA OF ERIA</u> to the south of the <u>DAARKEN GULF</u>.

<u>CITADEL OF DUSK</u>: Mil. Str. Eastern-most citadel in <u>TEMUJA</u>, looking out over the <u>SWORD HILLS</u> to the <u>HENDECARCHY</u> of <u>CYRENIA</u>, in MALAN.

CITADEL OF DUST: also 'Higmih Surbeil'. Mil. Str. Walled citadel in the dust-plains of the south west of AZAZEM, after which it is named. The citadel was originally constructed in 902 RM, and repaired in 1720 RM, where it was linked to a MANUFACTORY below ground, becoming its main access point. Food pipelines lead out of the citadel, going mostly west, towards the city of BAAYN. Its great portcullis is busy with the passage of transport AMBULANTS.

<u>CITADEL OF THE WANING MOON</u>: Mil. Str. Large fort on a small sickle-shaped island (from which it gets its name) some 30-miles off the <u>SARASTROAN</u> coast, in the <u>SEA OF TIAMA</u>. CITADEL OF RUIN: Mil. Str. Fortress in the south west of NÁRTHEL, dating back to the times of the ancient AMNATHI KINGDOM, though heavily renovated by KORACHAN during the time of tensions with the VENATHI EMPIRE. At the time of the Venathi king LABAISINGH THE STRONG'S death in 151 RM, the Citadel of Ruin was the western-most of the line of fortifications known as the JAELAN REDOUBT.

Its original name now forgotten, the place was abandoned c. 1000 RM and was allowed to rot, the slow cankerous decay of its skin into rust rendering the land around it dead, its flora and fauna stunted and decrepit.

<u>CITADEL OF THE SEVEN</u>: *Pol. Arc.* Large minaret within the <u>BASTION OF STEEL</u> in <u>KHADON</u>, <u>KORACHAN</u>, that is the seat of power of the <u>COUNCIL OF SEVEN</u>, and home to the hall where they convene amongst themselves, away from the larger Parliament Chambers where representatives from the <u>LEAGUE OF PATRICIANS</u> petition them.

The citadel is home to personal quarters of the Seven, where they may retreat in lieu of leaving the Bastion for their personal abodes; as well as communal areas, a kitchen, guard rooms, and its own power generator. The citadel also has personal guards that accompany The Seven, as well as standing guards that form a part of the Bastion Army.

CITIZEN LEVY: Mil. Pol. Military practice in KOLCHIS, where those who reach the age of 16 must serve a minimum of 3-years in the military, typically serving as patrols along the border with ALMAGEST and assisting the full-time navy and armies. Those who serve the full 3-years are granted citizenship, which in turn bestows various rights and privileges. Many serve for longer than the 3-year minimum or go on to join the navy or army full-time.

<u>CITIZENRY</u>: 1. Soc. In the <u>KORACHANI EMPIRE</u>, the middle-classes. Though not exactly synonymous with <u>FREEMEN</u>, the terms are often used interchangeably.

2. Soc. Common term used in the <u>CITIZENRY OF THALI</u> to describe its people.

CITIZENRY OF THALI: Dem. 'Thalian'. Ntn. Large democratic empire in the south west of <u>SAMMAEA</u>, rivalling the empire of <u>KORACHAN</u> at its height. Its name is derived by the relatively just laws and political system that has ruled unchanged for centuries, and it has been described by the few imperial explorers to travel there as the closest thing to a utopia <u>ELYDEN</u> can hope to possess.

At its heart is the mythic *City Undying*, <u>THALI</u>, a relic of the first mortal days that not only survives to these dark days, but remains untarnished, one of the largest and healthiest populations in Elyden.

The Citizenry of Thali is well-known amongst scholars for its polytheistic belief-system (though other belief systems abound, including <u>AELORANISM</u> in the north), with all deities forming part of a greater pantheon, known as the Disc (though each enjoys dominion in differing regions). It is a powerful democracy with harsh, well-implemented laws used to maintain order and its cities are truly metropolitan, being home to not only humans but <u>GIGANRI</u>, halfbloods, and dverg, amongst other races. Slavery exists and is common, though in a heightened form that puts to shame the free lower-classes of many nations around the <u>INNER</u> SEA.

In many ways, Thali is an antiquated place that still practices ancient customs and maintains outdated beliefs. Its people tend to shun contact with distant realms (amongst which it classifies the lands around the Inner Sea), though land trade through middle-men is not unheard of, especially through NASTAL⁽²⁾.

It was not affected by the lowering of sea-levels as badly as other regions, which helped Thali solidify into the Citizenry of Thali in c. 2400 – 2600 RM. The region is now famed for its community kitchens, which form a vital part of its culture and religion, feeding those who are unable to fend for themselves. See Vol III: Extant Realms and Nations.

<u>CITHAERON, KING OF SYRTIS</u>: (B. 3957 RM) *Pol.* Present ruler of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>SYRTIS</u>^(1.).

<u>CITHARA</u>: Set. Small city in the c of <u>SABAISA</u>. It is known for its production of harps and other stringed instruments (Pop. c. 12,000).

CITRINE MANUSCRIPTS, the: His. Rel. Vol. Ancient FOURTH AGE religious texts discovered in a cave in the CITRINE PLAINS in the west of the VESPERTINE LEAGUE, thought to have been written before the WAR

<u>OF SCOURGING</u>. They were sealed in pots with wax and buried in sand in the caves, leading historians to believe they were hidden there and never recovered.

Their discovery in 1175 RM played a large role in expanding our knowledge about ancient history. The Manuscripts contained meticulous timelines going back to the middle <u>THIRD AGE</u>, including kings lists and other details that are now considered paramount to our understanding of the ancient world.

The texts were translated over hundreds of years and are now housed in the library of <u>BABAK</u>.

<u>CITRINE PLAINS</u>: Geo. Expansive dry plains in the c of <u>WESTERN SAMMAEA</u>, to the north of the <u>OTHALANT Massif</u>, stretching across the border between the east of the <u>CITIZENRY OF THALI</u> and the west of the <u>VESPERTINE LEAGUE</u>.

The plains are arid, though farther to the north they become more fertile, with sparse scrub and grasslands dominating the east of the Citizenry of Thali and the c of the Vespertine League. The plains are home to the entity known as <u>GATHANOTHA</u>.

<u>CITY KINGDOMS</u>: See <u>HARÉSHK</u>, <u>CITY KINGDOMS OF THE</u>.

CITY-ENGINE OF UNNYARHIAL, the: Int. Tec. Geo. Ancient machinery in the deepest bowels of the ABYSM OF BARATHRUM, in the PRISON CARCERI, far beneath the far north of KHARKHARADONTIS. The machinery is expansive, covering several square miles, and is fused with the stone, covered in layers calcified growths and stalagmites from eons of water dripping onto it. Thousands of rows of vacuum tubes and binary cogitators are linked together into an archaic engine, the purpose of which is unknown to modem mortals whose minds cannot fathom the scale of the machinery in its entirety.

It is now considered one of the <u>NINE WONDERS OF THE ANCIENT</u> <u>WORLD</u>, though it remains one of the least explored of the wonders due to its exotic location.

CITY OF THE ABYSM: see HADAL.

CITY OF AGES: see OLNNAD.

CITY OF ANGELS: see <u>HAEGORN</u>.

 $\underline{\textbf{CITY OF ASHES}}\text{: see }\underline{\textbf{GRAROW}}\text{.}$

CITY OF AVATARS: see TARATI(2.).

<u>CITY OF THE BLUE MOON</u>: Set. Fabled lamasery believed to exist in the west of the <u>OKKHAMI MOUNTAIN</u> range in the eponymous nation, in the east of <u>SAMMAEA</u>. Mentioned in ancient <u>FIFTH AGE</u> accounts and myths from the region, it has since passed on to legends common across most cultures across <u>ELYDEN</u>, with fact becoming indistinguishable from myth.

In most accounts, it is a place of wise loremasters, who drink from a <u>FIRMAMENTAL</u> font that grants them long life and great wisdom, though they have removed themselves from the affairs of <u>ELYDEN</u>.

Its exact location is unknown, and if the Okkhami people know of it they seem to do their best to keep such knowledge away from outsiders (Population unknown).

CITY OF BRASS: see DAAZ.

<u>CITY OF BRIDGES</u>: see <u>NASTHONO</u> <u>CITY OF COLUMNS</u>: See <u>DALATH</u>.

CITY OF THE DEAD: Int. Rui. Necropolis in the north of the HOGGOTHA ISZ, in a level plateau in the eastern foothills of the KARKARMIS Mountains. It was buried beneath sand for millennia, and was revealed in c. 1500 RM, after which it was examined by explorers from the north. The city was expansive, probably with a population in the hundreds of thousands, all of which died suddenly without explanation. It is possible that a natural disaster or a magickal calamity or ritual were to blame for the deaths. Their skeletons remain in situ today, in the places where they were killed millennia ago.

CITY OF DESPAIR: see IBBLIS.

CITY OF DREAMS: see SAKORAMAND.
CITY OF THE EYE: see DEACANIA.
CITY OF HERALDS: see IODPHI.
CITY OF IDOLS: see TRACHIA.

CITY KINGDOMS, the: see HARÉSHK, CITY KINGDOMS OF THE.

<u>CITY OF KINGS</u>: see <u>KAKAHAL</u>. <u>CITY OF LIGHT</u>: see <u>LUCCITARIA</u>.

CITY OF PARADISE: see AABAR QAREM.

CITY OF PEARLS: see MARACHARL.

CITY OF PRIESTS: see ACHAD.

<u>CITY OF REAVERS</u>: see <u>ITH MINOS</u>. <u>CITY OF REFUGE</u>: see <u>LYRA SHAMON</u>.

CITY OF SACRIFICE: see HECATOMB.

<u>CITY OF SIGHTS</u>: colloquial name for <u>SOLEAS</u>, in honour of the <u>AUGUR</u> tradition that marks the city.

CITY STACK: see PILLAR.

CITY SUSPENDED, the: see **ILAHA**.

<u>CITY OF THE STONE</u>: see <u>CHERMADIA</u>.

CITY OF THIEVES: see <u>YEGG</u>.

CITY OF TOWERS: see ORAASKHA.

CITY OF TWO NATIONS: see KAFANNU (4.)

<u>CITY OF WELLS</u>: see <u>QANAT</u>. <u>CITY OF WORMS</u>: see <u>NYRIX</u>.

CITY THAT ISN'T, the: see DYANOOTH.

<u>CIVAT</u>: Set. Small fortified city in the region of <u>YTTRIA</u> in the c of <u>THE SURRACH</u>. It is positioned along the course of seasonal rivers that appear in the region, feeding water to lake <u>ZARAZESH</u> for a few months every year. It is known for its gigantic twin cannons, weighing 20-tonnes and measuring 19-ft. Long. They remain operational and in-use to this day (Pop. c. 19,000).

<u>CIXO</u>: Set. Settlement and surrounding plantations in the far south of <u>SURUTUR</u> known for its cultivation and preparation of cinnamon (Pop. c. 8,200).

<u>CLADE</u>: Soc. Extended family groups amongst the <u>DVERGAI</u>. Large clades are comparable to towns or even cities, in the case of extended groups. A clade is usually led by the eldest surviving ancestor, with an inner cadre made up of their most direct descendants.

<u>CLADE LORD</u>: also 'Maharal'. Pol. In the latter days of <u>LHAUS</u> culture in the north of <u>SAMMAEA</u>, the scattered rulers of the lhaus race. The Clade Lords were creatures who, much like their <u>DEMIURGE</u> father <u>IALDABAOTH</u>, were obsessed with achieving immortality through constructs known as ITERANTS and KLADA.

<u>CLAIRAUDIANT</u>: Sup. Rnk. A <u>SHAPER</u> who performs acts of <u>CLAIRAUDIENCE</u>. In the <u>KORACHANI EMPIRE</u> they are known as <u>PROCULIN</u>.

<u>CLAIRAUDIENCE</u>: Sup. Rnk. SPHERE of <u>SHAPING</u> where the <u>SHAPER</u> is able to hear and speak at a great distance. The act is made easier if the target is also a shaper, in which case, a two-way channel may be established. This ability may be amplified through the use of <u>TECHNARCANA</u>, including <u>IRON MANTLES</u>⁽²⁾ and <u>HEART ENGINES</u>. Many shapers capable of clairaudience are also capable of <u>CLAIRVOYANCE</u>, though this is not necessarily the case.

<u>CLAIRSENTIENCE</u>: Sup. Rnk. <u>SPHERE</u> of <u>SHAPING</u> where the <u>SHAPER</u> is able to sense emotions and feelings at a great distance. This ability may be amplified through the use of <u>TECHNARCANA</u>, including <u>IRON MANTLES</u>⁽²⁾ and <u>HEART ENGINES</u>.

Some clairsentients are unable to detect emotions and feelings at a distance, but are instead able to pick up remnant auras, emotions and memories from touching objects or people. This is also known as PSYCHOMETRY.

<u>CLAIRSENTIENT</u>: Sup. Rnk. A <u>SHAPER</u> who performs acts of <u>CLAIRSENTIENCE</u>. In the <u>KORACHANI EMPIRE</u> they are known as <u>PROCULIN</u>.

<u>CLAIRVOYANCE</u>: Sup. Rak. <u>SPHERE</u> of <u>SHAPING</u> where the <u>SHAPER</u> is able to see at a great distance. This ability may be amplified through the use of <u>TECHNARCANA</u>, including <u>IRON MANTLES</u>⁽²⁾ and <u>HEART ENGINES</u>. Many shapers capable of clairvoyance are also capable of <u>CLAIRAUDIENCE</u>, though this is not necessarily the case.

<u>CLAIRVOYANT</u>: Sup. Rnk. A <u>SHAPER</u> who performs acts of <u>CLAIRVOYANCE</u>. In the <u>KORACHANI EMPIRE</u> they are known as *PROCULIN*.

<u>CLAMANT</u>: Set. City in the c north of the <u>UMBRA SOKHAR</u>, in untainted lands between the <u>MARASMUS</u> and the <u>ABCESS WASTES</u>. It is known for its caste of military <u>SHAPERS</u>, who make up an elite force in its armies. It once formed part of the trade-route linking <u>KITHALOI</u> with <u>NOAVATUR</u> (Pop. c. 42,500).

<u>CLAN</u>: 1. Pol. Rnk. Ruling noble houses in the Kingdom of <u>CISNERIA</u>. There are many such clans, but seven amongst them are considered to be the high-clans, whose influence extends to the rule of the <u>CHILD-MONARCH</u>. The seven High-clans are <u>BERMION</u>, <u>DISLMA</u>, <u>GYSTAR</u>, <u>HOMMAL</u>, <u>KRAKYR</u>, <u>KRISLOR</u>, <u>SKULFUR</u>.

<u>CLAND</u>: Soc. Set. <u>OGHUR</u> settlements, formed of extended family groups. Leadership is by kratocracy, with duels and brawls common to resolve rulership dispute. A matriarchal culture pervades clands (with the worship of a semi-divine fertility goddess, <u>ISHATA</u>), and is thought to be a throwback to ancient fertility cults that existed in the early centuries of the <u>FIFTH AGE</u> on the <u>KORACHANI PENINSULA</u>, before the rise of the EMPIRE.

<u>CLAR</u>: Alc. Set. Fortified settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>MEDES</u>. Its people are known as misanthropes, and its <u>ALCHEMICAL</u> libraries are noted throughout the Haréshk, though viewing is forbidden to most. The alchemical products are sold to merchants passing through the settlement during their route of the <u>GREAT ROAD</u>, with many finding their way across the <u>INNER SEA REGION</u> (Pop. c. 6,800).

<u>CLARISARAEN</u>: Set. Major city in the c south west of <u>RAONGEN</u>^(2.), and the second-largest city in the <u>INDUSTRY</u> (territory) of <u>TAERIN</u>^(1.). It is situated along the southern shore of lake <u>QILI</u> (Pop. c. 1,204,000).

CLASSICAL PLANET: see PLANET, CLASSICAL.

CLASSICAL AMMASHIN: Lan. See AMMASHIN, CLASSICAL.

<u>CLASSIS OF KORACHAN</u>, the: Soc. Pol. Group of elders (commonly <u>PATERFAMILI</u>) within the hierarchy of the <u>CHURCH OF THE UNDYING MACHINE</u>, following the church's fracturing in two after the <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM.

<u>CLAVESIGNATI</u>: Int. Rel. Mar. Org. Fanatical troops of the <u>KHULLAN INQUISITION</u>. Using the key as their icon, they symbolically protect the tenets of the inquisition and act against its enemies, also serving to spread <u>KHULLAN</u> propaganda.

They first appeared in c. 2775 RM, when they were used as elite troops in the Khullan Inquisition's campaign of extermination against the SORCERER-KINGS (3.) and worshippers of pagan deities, and they have remained in use since then. The slow spread of the CHURCH OF THE SHADOW TRIUMPHANT across KHULL during the early 4th millennium RM, saw the Khullan Inquisition officially convert in c. 3575 RM. Following this time, the Clavesignati (most of whom had already been fervent members of the Church of the Shadow Triumphant for some time) became increasingly fanatical in their religious fervour.

They are recognised by their baroque antiquated armour, which they favour over more modern military garb, as well as the golden key iconography that adorns their tabards and banners.

<u>CLAVIS</u>: Oth. Form of <u>OTHERWORLDER</u> that commonly serves as guides, filling the conventional role of otherworlders in imperial culture. See Vol II: Classification and Taxonomy of Life.

<u>CLAY LEGION</u>, the: Int. His. Rui. Archaeological site beyond the north of the <u>NEHNAXIAN</u> Desert in the c of <u>TETHYSIA</u>. Traces of life size clay statues were found relatively often throughout the <u>FIFTH AGE</u>, mostly by shepherds, some of whom would come across shards while walking with their animals. More rarely, merchants would bring a near-complete clay statue depicting a warrior or servant to the crossroads city of <u>TANITH</u> with words of many more fragments on the edge of the Nehnaxian Desert.

The <u>CELEBI</u> Till al Sar heard of these rumours in 3999 RM and decided to mount an expedition to the desert in the hope of unearthing more. It took him years to gather more information and to collect the funds and resources to do so, but finally a great archaeological party <u>Set.</u> off from Tanith in 4002 RM to excavate the region known as <u>MESSIA</u>.

After three years, excavations struck the foundations of what turned out to be a massive funerary complex in which are thought to have been buried tens of thousands of life size clay statues depicting soldiers of various rank, station and armament, as well as servants. Furniture, objects and weapons of myriad description, as well as scroll with a complex script, were all found buried with them, many in secret chambers that were initially missed. Hundreds of largely intact statues were extracted from the site and moved to Lysiteas where they were studied. Attempts were made to unravel the script that covered many of the objects, but to no success. Most of these initial statues were sold by Till al Sar to collectors across ELYDEN, until this was forbidden by the OFFICE OF THE PRIME MINISTER, with an edict stating that the statues were a part of Tethysian history and belonged in Tethysia in a museum where all could view them. The MUSEUM OF MESSIAN ANTIQUITIES was inaugurated early in 4007 RM, and it is filled with lavish displays, showing the restored objects and statues.

Excavations are ongoing to this day, with archaeologists noting that no living remains have been found – no skeletons or bone fragments or shards, and the nature of the culture that constructed the vast temple and created the thousands of statues remains a mystery. The site is constantly guarded against theft by military personnel, and anyone caught looting is sentenced to death.

<u>CLEANSER</u>: Sup. Rnk. Beak-masked <u>ATRAMENTAL SHAPERS</u> in <u>OPHRAM</u> that emerged to deal with the growing <u>ATRAMENTAL TAINT</u> in surrounding regions, such as the HOGHSOTHAMON.

CLEANSING, CHURCH OF: Rel. Religion appearing in c. -300 RM in the CITADEL MOUNT of DUN SZAS following the appearance of the KNIGHTS OF SZAS in response to the increasing numbers of DEGENERATES and ATRAMENTALLY-DISEASED moving through the ARAAHT from the south west. The church was a direct result of the growing distrust of the ATRAMENTA and the misanthropy of the Citadel Mount of Dun Szas, and was actively encouraged by the Knights of Szas, which by then had grown quite influential in the city, to the point that by 55 RM the lords of the Knights of Szas had come to rule city and religion alike, and sundered the city from the rest of the Citadel Mounts.

Fanaticism was rife amongst its members, with self-harm encouraged by some radical sects as way to maintain faith and strength against the Atramenta. Though popular in Dun Szas the religion never spread far, gaining a small following in the region of <u>GELHANA</u>. Though it was recognised by the other Citadel Mounts, it never held much weight in the regions' other cities.

The Church was eventually destroyed by <u>KORACHANI ICONOCLASTS</u>^(1.) in the decades following imperial arrival to the Citadel Mounts in 352 RM, though it was resurrected millennia later in a corrupted form in c. 2,500 RM by a plutocratic <u>FIRMAMENTAL</u> caste that supplanted the ousted merchant lords following the drying up of trade in the region. The resurgence did not survive <u>SARASTROAN</u> attacks on the city in c. 2800 RM. See Vol IV: Religions and Cults.

<u>CLEDDORA</u>: Rui. Veh. Wrecked <u>PARTHISAN</u> ship in the deep waters of the <u>MAIDEN ISLES</u> in the <u>BATHASHAL OCEAN</u>. It sank during a storm in c. 2200 RM and is believed to have been carrying a great treasure at the time.

<u>CLERIA</u>: Set. Settlement in the north west of Pelasgos, famed for its <u>CLEROMANCERS</u>, which form a large part of its cultural heritage. It lies along the <u>SHADOW MARCH</u>, where its many cleromancers do their best to attract the attentions of impressionable pilgrims (Pop. c. 2,850).

<u>CLEROMANCY</u>: *Mys.* Form of divination through casting of lots or bones. Typically, this is a seen as charlatanism, but some individuals use supranatural talents or <u>SHAPING</u> to achieve positive results. The practice remains common in various communities, with many settlements having an occultist who practices such forms of divination. It is most common in Pelasgos, Vârr, Lyridia Dhai and Lyridia, and was named after the <u>PELASGOSI</u> settlement of <u>CLERIA</u>, which was a traditional example where the practice was popular.

<u>CLÍDNA</u>: Set. Settlement in the west of <u>LOEGRESS</u>^(L), along the south eastern shore of lake <u>RUWETH</u> (Pop. c. 6,200).

CLIFFWARDEN: Mil. Rnk. Military title and rank in KASPIA.

<u>CLIFFS OF BERDEN</u>: also 'Beren'. Geo. Expansive cliffs in the east of <u>SAMMAEA</u>, to the north west of the <u>SEA OF LETHEA</u>. Named after their discoverer, <u>NAVAH BERDEN</u>.

<u>CLIMATE</u>: a way of measuring the average pattern of temperature, rain, humidity, atmospheric pressure, wind and other meteorological variables in a given region over long periods of time.

The theory of climate was first proposed in 3992 RM by PHIRUN KAMERATHIS, a PELASGOSI scientist who noted that certain regions across <u>ELYDEN</u> share similar conditions, which were coined climate.

<u>CLIVHASS</u>: Set. Coastal settlement in the west of the <u>PANTHEON ISLES</u>, in the region of <u>KARAXHANES</u> (Pop. c. 4,000).

CLOAK OF MYKRAS: Myt. His. Obj. The DEMIURGE ACHAIAH was commonly depicted in the MYTHOLOGIA ELYDEN as wearing a robe or cloak of fungi, vines and thorns, which was said to change appearance with the seasons, as well as her mood. Though depicted as an item of clothing, it is thought to have been part of her; inseparable from her body, at least until her persecution by ASHTERATH led to her being changed into the TREE OF AGEN. See Vol IV: the Mythologia Elyden.

<u>CLOCKWORK WARDEN</u>: Tec. Clockwork constructs commonly crafted in <u>PELASGOS</u> to serve as guardians of cities and other locations. Deep within each such clockwork warden is a <u>LARVA</u>, which is capable of observing the world around it through the <u>ATRAMENTA</u>. A caste if <u>SHAPERS</u> works with these clockwork wardens, and are able to view the world through them at a distance, allowing them to rapidly switch views between different wardens from the comfort of their precinct barracks.

CLOEAS: Set. Small city in the north west of TISARA (Pop. c. 12,500).

CLONE: also 'Umbran'. Sup. Tec. Artificially-born creature created through use of TECHNARCANA, made by various nations and organisations across ELYDEN, most notably the KORACHANI EMPIRE and PARTHIS, though they are far from being the only ones. By far the most common clones were the STEEL LEGIONNAIRES of the Imperial army, though various other varieties of clones, such as HAEMONCULI and HAGHOUERS, have existed throughout the ages.

The first true clones were <u>INCEPTED</u> in imperial <u>ATELIERS</u> in the north of <u>KHARKHARADONTIS</u> in c. 2290 RM following centuries of study and experimentation following the creation of the first <u>LARVAE</u> in 2123 RM.

Clones are made from <u>ESSENTIAL SALTS</u> derived from donor bodies that are used to grow germ organs and bespoke bodies at an accelerated rate, which are sutured together before gestating in a <u>VAT</u> prior to their eventual <u>INCEPTION</u>.

A clone's purpose in life is paramount to its design both before and during gestation, and its body and mind are meticulously engineered by LOCUMNI, BIOMECHANISTS, and TECHNOLOGISTS to maximise relevant strengths and minimise (where possible) weaknesses. For instance, clones intended for use in battle were designed primarily as warriors, so had powerful and tough bodies, and simple minds intended to accept and carry out orders with minimal problems.

The one common trait with most clones is that they degrade quickly, which is one of the disadvantages over <u>PALINGENESIS</u>, another similar process, that produces more durable specimens that are less prone to rapid decay. While they may be strong, their bodies generally age at an alarmingly fast rate, giving rise to all manner of biological complications and deformities. They are born adults, their bodies having undergone an accelerated growth in artificial vat-like wombs, fed with amniotic fluids and <u>ATRAMENTAL</u> substances as they gestate. The degradation usually happens between 7 – 12 years after the clone is born, and euthanasia is the most common form of action once symptoms begin (Steel Legionnaires are a notable exception to this, and they are known to live for centuries, if they do not perish in battle first).

It is not unheard of for the elite and wealthy (royalty, <u>ARCHPATRICIANS</u>, <u>ARCHSHAPERS</u>, etc) to have clones of themselves made. These are kept for emergencies, and are used for organ and blood donations if needed. Such clones are kept in stasis in vats until needed, and are a lucrative, if a niche, business across the Inner *Sea*. This means that some of <u>ELYDEN'S</u> most powerful aristocracy are extremely old.

Clones are distrusted due to cultural stigma that has been allowed to fester for many generations. The <u>Church of the Undying Machine</u> and the government fears them for reasons that are unknown to the

general populace, and after centuries of this bigotry pervading imperial culture, it has become endemic to most of its people whose attitudes may range from indifference at best, to distrust, hatred, or sheer loathing at worst. Those of more stable dispositions may simply ignore them, though others may spit on them, or actively try to cause them harm. A rare few may pity them, though most will simply regard them warily.

CLONE'S CENOTAPH, the: Arc. Cenotaph outside the city of KHADON in KORACHAN, dedicated to all the STEEL LEGIONNAIRES and CLONES that gave their lives for the KORACHANI EMPIRE throughout its history. It was erected in 3274 RM following the death of many clones against PARTHISAN forces during the liberation of TARTAK over a century earlier.

The cenotaph is the largest and most famous of many such memorials scattered across the empire, many of which are now decrepit or covered in graffiti. The Clone's Cenotaph is in better condition and is tended to by volunteer, and it is a site of pilgrimage to many MANUMITTED CLONES.

<u>CLOTANNA</u>: Rvr. River in the south of <u>TISARA</u>, flowing south from sources in the Rotten Mountains of <u>VOULLOR</u> into the north of <u>TETHYSIA</u>.

<u>CLOUD SCULPTING</u>: Fir. Mys. FIRMAMENTAL-based art form mostly practiced in <u>MENISCEA</u>, where clouds of vapour are solidified and used in art and sculpture. These forms are not permanent, though when expertly crafted can still last years. The nations of <u>LANTUA</u> and <u>AURUM</u>^(2.) are famed for this, with the city of <u>LAHUL</u>, which is high in the <u>MENEFIR</u> Mountains.

CLOUDLANDS, the: see ATANEEDUSH.

CLOUDY COAST, the: 1. Geo. southern coast of HOLOLACH^(1,), comprising the entirety of the coastal <u>HOLIASOR</u> Mountain-range. The clouds in the name actually refer to the mist that forms when cool water-filled air descends from the mountain to meet warm air carried north from SAMMAEA and is very common occurrence.

2. common name in the KORACHANI EMPIRE for HOLOLACH (1.).

<u>CLOTHO</u>: Set. City in the north west of <u>KORACHAN</u> (originally the south east of <u>AZAZEM</u>), renowned for its larvae <u>VIVARIA</u> and <u>DROSS</u> processingplants.

It traces its history back to c. 150 RM, where it quickly became an agricultural hub for many centuries. As Azazemi productivity was killed by over-harvesting and increased use of the <u>ATRAMENTA</u>, Clotho was abandoned in 930 RM. The newly-risen <u>PATRICIAN</u>-lord In Clotho bought large tracts of land in the area in 2406 RM, transforming the place into the largest <u>MANUFACTORY</u>-vivarium in the north of the <u>INNER SEA</u>, after which it became absorbed by western Korachan.

It has been the base of the $\underline{\text{MINASTERIA}}$ of $\underline{\text{CHODENRIIN}}$ since 3706 RM (Pop. c. 372,000).

<u>CLOVEN TOR</u>: also 'Thotath'. Geo. Prominent geological feature in <u>AHRISHEN</u>. Local legend has it that this uniquely-shaped natural monolith came in the path of a belligerent giant who struck it with a great axe, cleaving it in two – a story from which the present-day name is derived.

<u>CLYDDOR</u>: Set. Coastal settlement in the east of <u>LOEGRESS</u>^(1.), overlooking the <u>BAY OF ERMAE</u>^(1.). It is famed for its heavy winds that blow in from the north east (Pop. c. 7,300).

<u>CLYNEM</u>: Set. Small fortified city in the south west of <u>CHRIL</u> in the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 3,500).

<u>CLYRTH</u>: Rvr. River in the north west of <u>KOMMEA</u>, flowing south east for 150-miles from sources in the <u>CINDATH</u> and <u>THUILOR</u> Mountains before meeting its parent, the river <u>LUGHBRAEN</u>.

<u>CLYSIS</u>: Set. Conurbation in the c east of <u>PELASGOS</u>, famed for its asphalt 'quarries', which scrape seep asphalt from the surface of the nearby <u>AENAN OIL SANDS</u> (Pop. c. 6,500).

CNASSENIA, CRUCIBLE OF: Geo. Large shallow crater in the north east of KHULL, in the north west of SAMMAEA. It is around 30-miles wide and has existed for longer than any records from the region, and likely dated back to the SECOND AGE. There are traces of ancient mining works, possibly dating to the FOURTH AGE, though there are no extant industries in the region, which is considered to be of little value by the Khullan people.

COALAHIR: Set. coastal settlement in the far north of <u>ELAT</u> (Pop. c. 6.000).

<u>COCHELON</u>: Fau. Giant snail native to lake <u>ELRI</u> and other temperate freshwater lakes in the <u>NORTHERN HEMISPHERE</u>. It is amphibious and is around 6 – 8-ft long with a large hard shell. See Vol II: Classification and Taxonomy of Life.

<u>CODEX OF ASHKERON</u>: Art. Vol. A great allegorical epic penned by various <u>HARÉSHKI</u> prophets between c. 1400 – 1800 RM. The codex and the tenets it espoused are likely contributing factors to the cultural strength of early Haréshki immigrants.

CODEX OF THE TAL 'BA: Sup. Vol. ATRAMENTAL and FIRMAMENTAL treatise on the nature of ELYDEN, and the MATERIA OMNA, originally penned in the LIGHTHOUSE OF ALTAN in TAHALL in c. 700 RM. Its author unknown, the codex is likely a collection of observations made by skilled DICHORA. It has spawned many an imitator, some cursed by the tome to overreach themselves, others becoming powerful Dichori themselves. It is thought that ARESTAS EVERTAN is in possession of such a copy.

CODEX ARCANUM: Alc. Mys. Sup. His. Vol. One of the six EUDALEON

CODICES, and perhaps the most infamous, detailing subjects of a more esoteric nature. It goes into detail regarding the nature of the MATERIA OMNA, the PRIME LACUNAE, and the natures of the ATRAMENTA and the FIRMAMENT. Of interest is perhaps the most comprehensive early FIFTH AGE treatise on the fundamentals of SHAPING, and SPHERES, with various essays and postulations regarding the reasons why MORTALS are able to manipulate the Atramenta and the Firmament the way they do. There is much discourse regarding ALCHEMY and the philosophical and material quest for transmutation, with past works in the field by other alchemists all catalogued and either praised or criticised.

Most of the sheets, which were only compiled after Eudaleon's disappearance in 1438 RM, were written in mirrored text in cyphers that changed from page to page, using various inks that were only visible under certain spectra of light, with different inks used randomly on different words, which altogether made the act of compiling of a reliable transcript incredibly difficult. Indeed, the fractious history of the volume, which changed ownership many times over the years, during which it was moved from library to library, meant that the first unified attempts at public translations were only made many centuries later.

It was unbound sometime in the 24th century and the contents were eventually divided, which is where a reliable history falls apart. The separate parts likely spread across the <u>INNER SEA REGION</u> following this, though in c. 3300 RM sheets began to be tracked down by members of <u>HOUSE USHAR</u> at great cost. This feat purportedly took centuries and untold money to complete, though rumour in literary circles claims the Codex Arcanum had been procured in its entirety by c. 3600 RM.

The estate where it was housed was destroyed in 3697 RM, and there is no mention of the Codex following this time, and many literary historians believe that the Codex was either destroyed or lost during this time. Copies and facsimiles occasionally appear for sale, though their authenticity is sketchy at best.

There are many rumours about other less well-known contents of the volume, including dark magicks, demonic summoning, animism, necromancy and early <u>PALINGENESIS</u>, amongst other more vile and obscure subjects.

<u>CODEX DEOCHAN</u>: Mys. Sup. His. Vol. One of the six <u>EUDALEON</u>

<u>CODICES</u>, focused on subjects such as mechanics, engineering and geometry, with many designs for inventions that were far ahead of their time.

The codex is now in the possession of the <u>MUSEUM OF ANCIENT ARTEFACTS</u> in <u>TETHRA</u>, <u>PARTHIS</u>, where it is held under lock and key, away from public scrutiny.

<u>CODEX ELDORIA</u>: Pol. His. Vol. <u>KOMMEAN</u> records chronicling all its rulers since the founding of the <u>ABBARUDIAN DYNASTY</u> in 3172 RM.

<u>CODEX LIORNIS</u>: Mys. Sup. His. Vol. One of the six <u>EUDALEON CODICES</u>, detailing the geography and physics of the <u>MATERIAL PLANE</u>. It is divided into three sections, the first being a comprehensive world atlas, showing the extent of mortalkind's knowledge of the <u>ELYDEN'S</u> lands and waters during the early 2nd Millennium RM. The second section details theories

and phenomena related to geography, including the motion of rivers, the growth and decay of mountains, amongst many others, as well as the first <u>FIFTH AGE</u> mention of the possibility of lowering sea levels. The third section details a comprehensive index for all the locations depicted in the first section.

The Codex is named after its most longstanding owner – <u>PATRICIAN HOUSE LIORNIS</u>, though has since changed hands many times over the years, and it is now believed to be in private ownership.

<u>CODEX MISHUR</u>: Mys. Sup. His. Vol. One of the six <u>EUDALEON CODICES</u>, focused on the study of <u>ONEIROMANCY</u>, <u>DREAMS</u> and the <u>DREAMWORLD</u>. It was instrumental in standardising various practices related to the field of Oneiromancy in the <u>KORACHANI EMPIRE</u> and the <u>MINASTERIA</u> (2.) of <u>SOMNIARII</u> still makes use of some of its teachings to this day.

The Codex is named after one of its more infamous owners, though its present whereabouts are unknown. Good quality reproductions can be found in institutions of higher learning across the <u>INNER SEA REGION</u>.

<u>CODEX RATHANASA</u>: Mys. Sup. His. Vol. One of the six <u>EUDALEON</u>
<u>CODICES</u>, focusing on religion and theological teachings. Little is known of its true contents as the codex was destroyed by the <u>CHURCH OF THE UNDYING MACHINE</u> in 1443 RM for its heretical and blasphemous contents. Various reproductions have surfaced over the years, though the authenticity of their contents remain doubtful.

<u>CODEX TECHNARANA</u>, <u>the</u>: Tec. Vol. A comprehensive collection of technarcane treatises, histories and blueprints crafted and compiled by the techno-historians of the <u>AIWAHAN ORDER</u> of the <u>SANCTIFIED INQUISITION</u>. It is kept within the main library of its <u>LANGUE</u>⁽¹⁾ in MALICHARICHAN and it is forbidden for outsiders to view it.

CODEX VAERDEN: also 'the Vaerden Codices'. Mys. Sup. His. Vol. The largest of the six <u>EUDALEON CODICES</u>, split into two volumes, the Codex Vaerden details the natural history of the <u>INNER SEA REGION</u> in the first volume, and the rest of the known world of the day in the second. Despite its many inaccuracies, it serves as a relic of what our understanding of the natural world was three millennia past and how much has changed since then, particularly the flora and fauna that have died out.

The Codex has been housed in the <u>Khadon Museum of Natural</u> HISTORY since 3189 RM thoughts not available for public viewing.

<u>CODUS CEVIR</u>: *Int. Sup. Dre. Str.* Oneiric fortress-palace in <u>TAES</u>. It is part of a blasted marsh-like <u>DREAMSCAPE</u> that plays host to a single living creature – the <u>ONEIRODYNIC EMPRESS</u>, ruler of Taes. Though this is his residence, the true administrative centre of the nation is the city of <u>SWEVEN</u>.

<u>COELA</u>: (16,084-ft.) *Geo.* Highest peak of the <u>COELIS</u> Mountains in <u>THE</u> OLD FOREST.

<u>COELIS</u>: also 'the Tainted Peaks'. Geo. Mountain-chain in the west of <u>THE OLD FOREST</u>. The Mountains are dark, and seem to attract storm clouds which haunt its peaks all year-round, lightning making glass of its highest peaks. The place is shunned despite the legends and history that are said to surround it. Its highest peak, which glints sinisterly under the full light of day, is called COELA.

<u>COELLA</u>: Set Settlement in the region of <u>YTTRIA</u>, in the c of <u>THE SURRACH</u> (Pop. c. 8,000).

<u>COELRA</u>: Set. Major coastal city in the south west of <u>LIEVTHRA</u>. Many districts of the city are built atop high vaults which were originally designed to negate coastal flooding (Pop. c. 520,000).

<u>COGENT</u>: Pol. Rnk. Rank within the <u>SANCTIFIED ORDERS OF THE INQUISITION</u>, specialised in apprehending the guilty for questioning by the <u>INTERROGATORS</u>. Cogents are typically recruited from <u>ACCENSORS</u> who have proven themselves in the field, and many go on to become Interrogators in their own right, or even <u>INQUISITORS</u>.

<u>COGNATE</u>: 1. Dem. 'Cognatensia'. Soc. Pol. In the <u>KORACHANIEMPIRE</u>, elite <u>PATRICIAN HOUSES</u> that can trace their roots back to a common ancestry in Korachan, making the family line at least 4,000 years old. Influential and of great power, there are no more than twenty base families, though over time and dilution of blood, many more family names (not all of which are officially recognised) now exist. The most respected cognates still reside in Korachan.

2. Soc. Formerly, a name given to those of relatively high station in the KORACHANI EMPIRE who forsook the cities for life on the road, where they lived as pilgrims of the Machine. Recognised by their rust-red robes and often metal accourtements, such cognates usually group together in small parties, travelling a never-ending circle across THE SHADOW MARCH, visiting holy sites and preaching to the 'unknowing' (those of lesser station who have not fully devoted themselves to the UNDYING MACHINE).

The <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM left the cognates sundered, with most remaining in the <u>HIGH-EMPIRE</u>.

COGNATENSIA: see COGNATE 1.

<u>COGNIGRAPH</u>: also 'thought recorder'. Tec. Obj. Sophisticated <u>TECHNARCANE</u> engine that is capable of transcribing the thoughts of anyone linked to it onto hard wax cylinders, which can then be played back on <u>PHONOGRAPHS</u>. The machine is in truth a <u>HEART ENGINE</u> in which is interred a larva with <u>TELEPATHIC</u> abilities, who is able to view the thoughts of those linked to the engine, whispering what it sees into a phonograph recorder, that preserves the transcript on wax cylinders.

<u>COGNITARII</u>: Nou. 'Cognitarear'. Plr. 'Cognitariin'. Also 'psychonaur', 'thought jockey', and 'telepath'. Sup. Org. Mil. Rnk. Order of <u>SHAPERS</u> in the <u>KORACHANI EMPIRE</u>, whose <u>MINASTERIA</u>⁽²⁾ has been based in the city of <u>HESHIACHAN</u> in southern <u>LAASKHA</u> since 3177 RM. Members of the order are <u>ATRAMENTAL TELEPATHS</u> whose <u>SPHERE</u> allows them to interact with and manipulate the thoughts of <u>MORTALS</u>, rendering them an indispensable part of society.

Despite their importance across society, such shapers are not as common as others, and therefore they are highly prized, with recruiters from the <u>ORDER OF PROSELYTISERS</u> as well as directly from the Minasteria travelling across the empire, working closely with the <u>SANCTIFIED ORDERS OF THE INQUISITION</u>, searching for individuals who show promise in this <u>SPHERE</u>. Due to the power and influence such a shaper may bring to their surroundings, *Cognitariin* can be found in various roles across the Korachani empire.

Of note is the important distinction between memory and thought, and though most laypeople think that the two are linked and that a *Cognitarii* can interact with both, though the truth is that they are distinct facets of the mortal brain. Typically, it is the *LETHEIIN* who can manipulate memories. Also, those who have mastery over the thoughts of animals are typically classified as *MYGALURGEN* instead.

Most commonly, they are encountered as telecommunications officers working in areas that are not yet connected to the TELEGRAPHY network – so they might be found in distant cities or in military outposts, where they work by relaying messages to a *Cognitarii* stationed in another post, and so on, until the message reaches a telegraphy office, where it can then be sent to the intended recipient. Some *Cognitariin* are also gifted with a form of telepathy that allows them to communicate with people with whom they do not share a language. This communication is rudimentary at best, but simple concepts and emotions can be conveyed, making them valued diplomats and ambassadors who are able to transcend even the most alien of cultures and languages.

They are also found as mental healers and therapists, offering solace to troubled mortals. They also make for incredibly effective teachers, using their abilities to plant concepts and theorems directly into the minds of their students, enriching the learning experience considerably.

They are also invaluable assets in the world of politics and commerce, where they can easily discern the true intentions of diplomats and negotiators, ensuring that alliances and trade agreements are founded upon genuine trust. This talent is also of great use in the realm of law enforcement, where they can be found as specialised roles within the IRON GUARD and Inquisition, where they serve as interrogators and torturers. Due to this pervasive role, many have come up with various tactics to combat the intrusive nature of *Cognitariin*. Some people train themselves to fortify their thoughts for external influence, while others have designed TECHNARCANE defences that anyone can use to protect themselves.

Cognitariin sometimes disguise themselves as OCCULTISTS or PROGNOSTICARIIN and use their abilities to read the thoughts of their clients to falsify predictions. This use of their abilities is widely condemned, with Minasterial agents hunting down those abusing their

powers in this way. They can also be enchanters, making people believe that they are seeing or otherwise experiencing something that is categorically unreal. This considered a specifical sphere by many and not all *Cognitariin* are capable of enchanting people in this way.

In the theatre of warfare, *Cognitariin* serve as psychic spies, infiltrating enemy ranks by extracting vital information through their telepathic abilities, often making use of <u>IRON MANTLES</u> or <u>HEART ENGINES</u> to work at a long range. They can be of great use in a leadership role, where they boost the morale of soldiers by allaying their fears and doubts, guiding them with inspiring words crafted for each mind. Conversely, they can sow confusion in the minds of their enemies, creating diversions that can turn the tide of battle. Even without the appropriate time to study the thoughts of their enemies, a cursory look at their auras can reveal much about their intentions, which is useful in uncovering hidden motives. See Vol IV: Spheres and types of Shaping.

<u>COGRO</u>: Geo. Region of dense silt in the c-south east of the <u>TEMPLAR STATES</u>, in the far east of the <u>SIDIRION</u> hills⁽²⁾. It is all that remains today of an ancient river that once flowed north through the <u>VIMBRA</u> canyon.

<u>COHEAS</u>: Set. Fortified city in the far south west of <u>TISARA</u>, along the course of the river *. It is the main administrative and cultural centre of the entire region and (Pop. c. 45,000).

<u>COHENTA</u>: Ser. Small coastal city in the far north east of <u>SABAISA</u>, overlooking the <u>SEA OF ANDAFAR</u>. Its main industry is fishing (Pop. c. 13,000).

<u>COHORT</u>: also 'gunknight'. Marshals of the <u>CORAL BARONIES</u>. They are deputised by their respective baron and are entrusted to protect their barony. Many of them are skilled mariners, working catamarans; where others are skilled rider.

The nickname gunknight stems in their time-honoured use of firearms, with many favouring paired revolvers, which often hae highly decorated grips – ivory, mahogany, scrimshawed bones, and other materials are all common. The term was once used pejoratively, though has since become a mark of honour and the cohorts have referred to themselves as gunknights for many years now.

<u>COJI</u>: Geo. Island off the far south western coast of <u>RAONGEN</u>⁽²⁾. The waters surrounding it are filled with <u>EVOLAM KELP</u>.

<u>COL OSSA</u>: Com. Set. Mercantile city in <u>TZALLRACH</u>, situated along the river <u>LIATHAR</u>. It is a major source of trade with settlement in the north and east of Tzallrach, and forms a part of the <u>GREAT ROAD</u> (Pop. c. 47,300).

COL: Lak. Lake in the south west of AMMESH.

<u>COLDOR</u>: Rvr. River in the south west of <u>AMMESH</u> that flows south east before emptying into the <u>BAY OF TIRIL</u>.

<u>COLDPEAK</u>, the: (8,200-ft.) Mil. Str. Citadel in the far north of <u>SABIA</u>, 200-miles north of the <u>POLAR CIRCLE</u>. The fortress guards against incursions from <u>DURCHAA</u>^(1.) and its troops patrol the region of <u>TOPORAN DOR</u>.

<u>COLES</u>: *Rvr.* River in the c south of <u>AHRISHEN</u>, in the Levantine region, flowing north west for 100-miles from sources in the <u>BHANN</u> Mountains, before meeting lake <u>AMATIDA</u>.

<u>COLESONIA</u>: Com. Mil. Ser. Large city in the c south of <u>AHRISHEN</u>, overlooking lake <u>AMATIDA</u>, and forming part of a land trade-route south with <u>THE HARÉSHK</u>. It has a large harbour, where trade goods are placed on barges and sent north across the expansive canals and waterways of Ahrishen, primarily via the <u>PANOIDAN</u> canal⁽²⁾.

It originated as a fortress that one guarded lake Amatida, though grew as trade with the Haréshk increased, though it maintains a heavy military presence, which is tasked with guarding the <u>LEVANTINE</u> region (Pop. c. 82,000).

<u>COLLECTIVE UNKNOWN</u>, the: *Int.* MORTAL history that is so ancient that it has been forgotten. Some scholars include the events of the <u>FIRST</u> to <u>FOURTH AGES</u> in this designation, reasoning that the vast majority of if intelligent life on <u>ELYDEN</u> is unaware of and unconcerned with such ancient history.

It is postulated that most of mortal history now lies in the Collective Unknown, and that the vast majority of mortalkinds' history now lies forgotten and buried. If one were to gather all of recorded history and knowledge from all known cultures and civilisations, it would represent a miniscule fraction of the totality of mortal history. Put more simply, mortals are believed to have been created hundreds of thousands of years ago and we only have reliable records going back the past 5,000-6,000-years. The events and people of the other 350,000-years have since been forgotten – these unremembered deeds and histories are what makes up the Collective Unknown.

Some scholars believe that mortals can tap into the Collective Unknown via the act of <u>DREAMING</u> or some acts of <u>SHAPING</u> such as <u>ONEIROMANCY</u> and <u>TELEPATHY</u>.

<u>COLLEGE OF ANATOMY</u>: Edu. Str. Major medical college in the city of <u>KORACHAN</u>, in the west of <u>KORACHAN</u>. It is famed for its museum of anatomical oddities, and many of the bodies on exhibit bear signs of <u>ATRAMENTAL</u> and <u>FIRMAMENTAL</u> corruption.

<u>COLLEGE OF CONSTELLARS</u>: *Edu. Ast. Mys.* Major school in the c south of <u>KOLCHIS</u>, in the eastern fringes of the <u>MARINVYAAL</u> forest, where many <u>CONSTELLARS</u> are trained. The college is well-guarded and fortified and maintains its own private forces that patrol the campus and grounds, which are extensive and well-maintained.

COLLOARA: Sup. Sea. ATRAMENTALLY TAINTED sea within the north east of the BATHASHAL OCEAN, some 300-miles south east of the CORAL BARONIES. The waters within its reaches are tinted black and is of a jelly-like substance that is inimical to most life, though some aquatic fauna has adapted to life within its unique expanse. It remains unknown how the water of the Colloara remains in place and does not drift along the WESTERN KALISANGELID CURRENT, though Atramentists continue to study it.

The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES</u>.

<u>COLLOSSA</u>: Sec. Small city in the west of <u>EASTERN LARISH</u>, known for its odd layout and architecture – for the entire settlement is built on a steep rocky hill that is strewn with gigantic boulders. Structures have been built around and over these boulders over many years, with many tunnelling into the rocks themselves. In many places streets pass beneath the boulders, which can be hundreds of feet long. In other areas, boulders may have been hewn into bridges (Pop. c. 17,000).

<u>COLLYBISCA</u>: Fau. Sluggish amphibian common to shallow aquatic and wetland regions in humid warm regions of north western <u>SAMMAEA</u> and are most common in <u>RAHENG</u>, <u>ABRAXA</u>, the <u>MAUNURIN TRIBES</u>, and wetlands in the <u>CITIZENRY OF THALI</u>, <u>SATHAII</u>, and the <u>VESPERTINE</u> LEAGUE.

They are related to <u>SALAMANDERS</u> and are known for their very wide and flat bodies and half-moon-shaped heads with wide mouths that are typically used to eat insects and small fish. They are famed for their bright colours, which vary greatly by regions and which always stand out against their surroundings. Many also have poisonous hides, some of which are extremely deadly to some mortals. Interestingly, keratin and shie are largely immune to this poison. See Vol II: Classification and Taxonomy of Life.

COLOSSI OF KHARON: Art. Arc. Two triumphant statues built in c. 400 RM by the PHAROANTS in success of their campaigns, celebrating the eastern-most reaches of the ancient KHAMIDIAN territories. Following the CATACLYSM in c. 100 RM, the colossi were buried by sand, stranded on a sheer-sided island 30-miles west of the TZALLRACHI coast.

A small trading settlement known as <u>KHARON</u> exists at their feet, most structures built from marble recovered from area, and a single cliff-port links it to other settlements in the <u>BROKEN LANDS</u>.

<u>COLOSSI OF ROMOREA</u>: Arc. Impressive stone colossi commissioned by king <u>MALIHAE IO SGIROUT</u> of <u>ROMOREA</u>^(2.), celebrating both his and his ancestors' accomplishments. The tradition was passed on to his descendants and continues to this day.

COLOSSI OF SHADHPAR: Leg. Rui. Ancient sandstone colossi in the c west of the SASTAKAUR Massif in the north of PHYRR. Little is known about them other than unreliable third hand accounts and scholars from the INNER SEA REGION have never studied them in detail. Most were destroyed by previous cultures and what remains of them are largely ignored under the regime of the IMPERIARCH.

One of the more persistent legends in Phyrr speaks of a lone traveller who, trapped by a dust storm in a deep canyon saw ruined statues shift

positions under the cover of darkness. Few have linked the legend with the very real colossi in the Sastakaur region, which is now used to scare children not to venture out at night.

<u>COLOSSUS</u>: Art. Arc. A gigantic bass carving and fortress located in <u>SABIA</u>, carved into the eastern face of the <u>NATTRANEN</u> Mountains believed to be the work the <u>DEMIURGES</u> of antiquity.

COLOSUS OF ABUSIBOR: Rui. Ancient colossus in the c north west of DURCHAA^(1,), just south of the continuous permafrost line. It is around 20-ft. high and depicts a grotesque faceless being with three pairs of arms a gaping vaginal maw in its chest and membranous wings, seated on a throne, all made from a single monolithic black stone, of possibly cosmic origin.

Whatever culture was responsible for its creation is unknown, and it cannot be dated, though some explorers who have studied them believe that they are not as ancient as some believe, dating them to after the rise of the KORACHANI EMPIRE.

<u>MORTAL</u> bones (possibly <u>HUMAN</u>), many of which bear marks of cutting, litter the base of the colossus, indicating that sacrificial rituals of some sort took place here.

COLOSSUS OF ARAN: Rui. Art. Arc. Ruined colossus in IACIO, in the far east of the region of SAPARY. It was once an island guarding the coastal temple of Aran, though the temple was destroyed by an earthquake in 1293 RM. The lowering of Elyden's sea levels found the colossus become part of the mainland in c. 1900 RM, and it is now around 60-miles from the coast.

COLOSSUS OF ARKOS: Rui. Art. Arc. Large iron colossus built over what would later become the city of ARKOS(2). Constructed in honour and in image of the INTERREGNUM EBAEON whose tenure saw a century-long war with MULCIBER ended, construction on the monument was begun in 953 RM, finished finally in 1462 RM, by which point the city of Arkos had become capital of the region and a thriving metropolis. Though as the city dwindled in power and population, so too did the colossus fall into disrepair, becoming tarnished and pitted by the time of the city's eventual desertion in c. 1900 RM.

<u>COLOSSUS OF DHAS</u>: Rui. Art. Arc. Large <u>SPHINX</u>-like colossus in the <u>AKET HARASH NIL</u> in <u>KHEMET</u>, <u>KHAMID</u>. The colossus is ancient, though its age is undeterminable – likely dating back to the late <u>FOURTH AGE</u>. It was abandoned following the <u>CATACLYSM OF KHAMID</u> in 101 RM, where it was allowed to fall into ruin, eaten by the harsh winds of the area.

COLOSSUS OF FALLDRG: Rui. Art. Arc. Ancient OGHUR colossus in the c west of CYHLAGHARR. It depicts the oghur brothers DUGRN and MALGRA, who are said to have founded the FOURTH AGE oghur nation of FALLDRG from which Cyhlagharr is descended. The statues are some 100-ft. high and are made of a dull metal that is oxidised with time. It is largely ignored by the people of Cyhlagharr, who have little thought for their ancestry, and its base is overgrown.

<u>COLOSSUS OF GIS</u>: *Rui. Art. Arc.* Gigantic colossus in the Wastes of <u>VERMES</u> in the south of <u>SHAZGIN</u>, in the c south of <u>MENISCEA</u>. Half-buried, this rusted structure is the last remnant of an ancient culture and is surrounded by millions of fossilised mortals preserved in mid-veneration amid the rust Wastes of Vermes.

COLOSSUS OF HERESH: Art. Arc. Large golden colossus in the north east of KHULL overlooking the BAY OF TIR^(1.) and the entrance to the city of KUDUR TA'. It was erected in c. 130 RM by the THERASHIAN EMPIRE following its conquest of the land of LIN GOOL, symbolising the westernmost extent of its expansion at the time. Made from heavy granite blocks, it stands some 200-ft; high and takes a stylised form, representing emperor SONI-VAPHRA. It is weathered today, though is otherwise in good condition

<u>COLOSSUS OF KERADUH</u>: *Rui. Art Arc.* Ancient pitted metal colossus in the c of <u>CUTH</u>, thought to date back the <u>FOURTH AGE</u>. Once located on a rocky island it guarded the entrance into the harbours of the city of <u>KARKAUTH</u>, and is now 7-miles from the coast.

<u>COLOSSUS OF OSRIS</u>: Art. Arc. Rel. Major colossus on an island in lake <u>NETH</u>, in the tribal territories of the <u>OSRIS</u> in the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. The colossus is the largest of many such ancient relics

found in the region and is now the focus of the \underline{OSRA} religion that is common in the region.

COLOSSUS OF RESHAB, the: Rui. Arr. Arc. Monolithic colossus erected by the <u>DEFILER KING RESHAB</u> in the west of <u>SARASTRO</u>, c. -400 RM.

The colossus is stands 200-ft. tall and is still a dominant feature to this day and can be seen from the <u>SEA OF TIAMA</u> for some miles off the coast by ships approaching <u>LONIA</u>. It was once perched on the edge of the cliffs of the region, overlooking the sea, though the lowering of sea-levels in the ensuing millennia have revealed what was once the upper coastal shelf at its feet, and it now lies about half-a mile from the water's edge, a monument to the recklessness of the <u>DEFILER KINGS</u> of <u>SAOSTANA</u>.

It is commonly recognised as being one of the <u>NINE WONDERS OF THE ANCIENT WORLD</u>.

<u>COLOSSUS OF THE STARS</u>: Rui. Art. Arc. Ancient colossus on a rocky promontory in the delta of the river <u>MALAKAH</u> in the far east of <u>ATARAXIA</u>, overlooking the entrance into the <u>BAY OF ABRASHYAH</u>.

The colossus takes the form of a gigantic <u>SPHINX</u>, its wings outstretched and damaged. Its face is a gaping hole, through which can be seen a night sky with glittering lights. None know the culture responsible for its creation and most who have studied it have concluded that it dates back to the <u>FIRST AGE OF MORTAL LIFE</u>, and that it may be the work of a <u>DEMIURGE</u> or <u>SCION</u>.

<u>COLOSSUS OF URAMEKH</u>: *Rui.* Ancient half-buried colossus in the hills of <u>BOTH RATHO</u> in the c of <u>THE VORANDINE</u>. It is made from an orange-red stone and is thought to date back to the <u>FOURTH AGE</u>, though little is otherwise known about it.

<u>COLOSSUS OF UTRA</u>: Rui. Art. Arc. Ancient <u>ALUMINIUM</u> colossus erected by the kingdom of <u>ARRETORY</u> in celebration of the union of its royal family with that of <u>KARKAUTH</u> in 232 RM. It was around 90-ft. tall and guarded what was then the delta of the river <u>EHIBEL</u>, though was toppled in a massive earthquake in 1293 RM. Its oxidized and tarnished ruin can be seen, half buried in the earth to the south of the present-day city of EHITUR.

<u>COLOSSUS OF ZANZI</u>: ancient toppled colossus in the wastes of western <u>SKAROS</u>. It's face was chiselled away centuries ago, disfiguring whatever entity it was dedicated to.

<u>COLLECTED HISTORIES</u>, the: Vol. First known <u>FIFTH AGE</u> encyclopaedia, written by the philosopher <u>MORLHAR THE ELDER</u> in 142 RM.

<u>COLLECTIVE MIND</u>, the: *Int. Sup. Org.* Group of <u>SHAPERS</u> within the <u>KORACHANI EMPIRE</u>, whose members' thoughts and <u>DREAMS</u> are linked through their internment within <u>HEART ENGINES</u>. This renders them immobile and catatonic, though they are able to communicate with each other, forming a network of sorts, linking the various cities in which they are located as a result of the powerful <u>TECHNARCANE</u> machinery that they are grafted to.

It is believed that around 20 individual heart engines comprise the collective, whose constituent parts are scattered across the Korachani empire and beyond, though full details are kept under wraps by the MINASTERIA OF COMMUNICATIONS, which uses the network to communicate across vast distances near instantaneously. Such communication is restricted to the uppermost echelons of the government and is largely used in times of war and political urgency, since it is faster than other means of communications, such as telegraph, though is expensive to operate.

The shapers involved lose all aspect of individuality, and the stress of being constantly linked to so many other heart engines leaves their bodies and minds spent after around 10-years, after which they are euthanized and replaced with younger shapers.

<u>COLLEGIA</u>: Mil. Edu. Str. In the <u>KORACHANI EMPIRE</u>, military academies, privately funded, for the recruitment and teaching of <u>LICTORS</u> under the guise of gymnasia.

<u>COLLEGIATE OF LICTORS</u>: Edu. Str. Windowless, doorless structure in <u>CATHAGO</u> noted for its gothic, skull encrusted buttresses and gargoyle-topped spires. The structure is small, with the majority of the edifice existing beneath the ground. The collegiate was the largest training ground for the <u>ORDER OF LICTORS</u> though was officially abandoned following the disbanding of the order in 3707 RM following the Orders' involvement in the <u>SUNDERING OF THE KORACHANI EMPIRE</u>. It was later re-opened north east of the city of <u>CLOTHO</u>, in <u>KORACHAN</u>, in 3792 RM.

COLOURS DIVINE, the: Int. Myt. Dre. In the MYTHOLOGIA ELYDEN, the DREAMS of THE SHAPER made manifest, prior to the churning of the SEA OF CHAOS into the FIRMAMENT ABOVE AND THE ATRAMENTA BELOW.

There are some who maintain that should a mortal be able to tap into the powers of the Colours Divine, they would become more powerful than The Shaper themselves. See Vol IV: the Mythologia Elyden.

COLYIS: His. Set. Originally an <u>UHLSAATI</u> settlement, appearing in c. - 1650 RM, the initial purpose of which was to cross the narrow isthmus of land between the <u>PHORI</u> peninsula and the Uhlsaati mainland, allowing their small coastal skiffs ease of passage between north and west. Growing wealthy on levies charged on passage, the small settlement rapidly grew, becoming a fortified stronghold by c. -1500 and the regions' central city within another 100-years. Relations with the <u>AUERENI</u> tribes encountered decades earlier soured in c. -1210 MR, leading to the rise of a new charismatic leader who led his allies north west across the river <u>THAUR</u>, bringing about an age of war. Colyis withstood many barbarian assaults, and became a refuge to refugees in the decades of war that followed, though it was taken in -1201 RM following 7-years of siege.

The barbarians continued north, effectively ending the nation of Uhlsaat, and were defeated only with the death of their leader in -1193 RM. Without a fulcrum, the barbarian armies scattered, most returning south and others settling the region, slowly mingling with the remnants of Uhlsaat, from which would emerge the so-called <u>CITADEL MOUNTS</u>. Colyis was rebuilt over the next centuries, remaining an independent city-state, controlling the waters around the Phori, though never did regain its wealth of old. The appearance of <u>HAAGENI</u> immigrants from the north in c. -1000 RM saw Colyis growing in size again as they too flocked to the old Uhlsaati lands. The city slowly grew into a new power in the <u>SEA OF ERIA</u> and remained an independent entity, closely linked with the Citadel Mounts and, in c. -300 RM, with the <u>DHAMATEAN</u> caravanserai of <u>THRAYA</u>, with which it became a steady trade-partner.

The rise of KORACHAN to the north disrupted trade moving south into the DAARKEN GULF and by c. 200 RM the seas of the area were rife with tension. In 264 RM this escalated into an exchange of fire between fleets, an act that would lead to the KORACHANI occupation of the Citadel Mounts in 352 RM following months of blockades and starvation. Colyis (alongside KYAL) was chosen as the site for the imperial administration in the area and welcomed its first patricians and governors in 353 RM, following the erection of garish imperial offices and palaces there in the previous year. The city prospered under Korachani rule, receiving much trade from other imperial nations, though growing Auereni hostilities against the region would lead to a lengthy war that would last over a century. Colyis was heavily fortified in this time, and imperial reinforcements landed there in 511 RM, decades after the request had been made. By then it was too late, and in 527 RM Korachan left the region in the hands of the INTERREGES. Colyis was further reinforced and garrisoned with the last of the STEEL LEGIONS, ready to weather the coming storm, though the arrival of imperial reinforcements in 531 RM saw the region to victory.

Colyis remained a major port following this time, and saw the change of regimes from the imperial caretakers to the descendants of the Steel Legionaries who became the nobility and guardians of the region. They took the city Colyis as their home, which was renamed <u>ARKOS</u>^(1.) in 589 RM, after their high-lords.

<u>COLYRON</u>: Set. Fortified city in the far south of <u>THE VORANDINE</u>, along the course of the river <u>YIMAVALRA</u>, forming part of the nations' main land trade-route. It is close to the border with <u>RAONGEN</u>^(2.) and hosts many diplomats from the larger nation, with which it maintains close trade relations (Pop. c. 46,200).

<u>COMANDANT</u>: Mil. Rnk. Common term for military leaders in the <u>PARTHISAN</u> army.

<u>COMING-OF-AGE RITUAL</u>: Soc. Across <u>ELYDEN</u>, different cultures celebrate the passage of childhood into adulthood in different ways. Even the age when one is considered to have crossed the threshold into adulthood differs from culture to culture. In some it is as young as 11, or when a girl has menstruated the first time, whereas in others it can be as old as 21, or when a man first takes up arms to fight for his nation. In other regions, this can differ between classes, with <u>SLAVES</u> or <u>HELOTS</u> not even factoring into such traditions at all (such as the <u>KORACHANI EMPIRE</u>).

Below are some interesting coming-of-age rituals or practices from across Elyden, though the list is not inexhaustive:

- 1. Cehophela: the ritual of <u>GRAIAIN ANOINTING</u> is an ancient tradition that remains common in regions surrounding the river <u>MISED</u>, in which children aged between 12 and 13 years old are submerged in the river by an elder of the <u>SEPU</u> religion. Whilst in the waters they are said to be blessed by water spirits known as <u>WINII</u>, after which they are regarded as having become adults.
- 2. Grest: At the age of 17 individuals in <u>GREST</u> craft a personalised version of the <u>HE'ELAN WRITINGS</u>^(2.). Often hand-made, though usually written on blank booklets sold by the church itself, people copy passages of personal significance, parables, and litanies from the He'elan Writings into their pages, adding personalisations, annotations, marginalia, and soon. The crafting of the book is judged by members of the clergy a year later, upon their 18th birthday, though most people continue adding to the books throughout their lives, making them incredibly personal objects.
- 3. the Inner Sea Region: at the height of its power, the Korachani empire controlled all lands around the <u>INNER SEA REGION</u>, and though today its shores are fractured, divided amongst rival empires and independent states, this shared heritage has led to many cultural similarities. This includes various coming-of-age rituals:

Most common and widespread is the religious ritual of <u>FINAL COMMUNION OF SHADOW</u>, which is celebrated throughout lands where the <u>THREE CHURCHES OF THE UNDYING MACHINE</u> are the major religions. Though exact details differ from church to church, in its most simple form, the ritual sees children study passages from the third part of the <u>BOOK OF RACHANAEL</u>, choosing one in particular from which they will recite during mass upon reaching the age of 13, after which they can be anointed by the <u>HOLY SHADOW</u> for the first time, marking them as adults in the eyes of the Church.

Another common ritual is the <u>CULMINATION BALL</u>, where young members from noble families take part in elaborate social celebrations, where boys and girls from <u>PATRICIAN HOUSES</u> and affluent freeman families who have turned 16 are presented to others of high society, where a symbolic dance marks them as having become adults. These balls are major yearly events in high society and also serve the purpose of forging and strengthening powerful interfamily alliances across the Inner Sea Region.

Another common coming-of-age passage amongst the upper classes is the <u>GRAND TOUR</u>, in which many young noblemen (And, increasingly, also women) spend a year going to cultural sites across the Inner Sea Region with a tutor, who teaches thing things they would otherwise not learn in school.

- 4. Karakhas & Khuraur: the <u>TORATAP HALKHIR</u> is an important cultural touchstone in <u>KARAKHAS</u> and surrounding lands, where an aurochs is sacrificed in an ancient ritual that dates back to pre-imperial times, and possibly ancient keratin practices. The blood and milk of the aurochs is drunk by girls of 15 and boys of 16 years prior to its body being cooked on an open flame and its heart shared amongst the children, after which they rise as adults. It is not as popular today as it once was, though it is still celebrated in rural areas and larger cities. In <u>KHURAUR</u> it is being pushed out by <u>PARTHISAN</u> governors.
- 5. Laaskha: coming-of-age rituals are a deeply-rooted part of life and culture in <u>LAASKHA</u>, and date back millennia to pre-imperial days, when there were two different types of temples one for men and another for women effectively segregating its religion.

This custom survives in the form of present-day churches of the CHURCH OF THE UNDYING MACHINE, where on the first spring day those who turned 21 in the past year are allowed into an antechamber, where they sleep with a votive priest or priestess, emerging as adults. Despite the tradition, common Korachani law takes precedence and despite this

cultural coming-of-age, individuals would have already been considered adults since turning 16.

6. Malan: the <u>HENDECARCHIES</u> of <u>MALAN</u> have a rich history of coming-of-age rituals, many of which that involve hunting, which teaches various skills. This is less common today, though it is still observed in more rural areas. In more urban communities this tradition has been largely forgotten, replaced with more intimate traditions, such as a family dinner on a child's 16th birthday during which they are made to speak a toast in which they speak of what they have learnt in their last year and how that has made them an adult.

In high society, groups of men may still take part in elaborate hunts, meant to teach camaraderie and self-sufficiency more than hunting skills, while women take part in ritualised debates to test their intelligence and rhetoric (though not matriarchal, Malani politics does skew that way).

- 7. Mulciber: upon reaching the age of 15, young men in $\underline{\text{MULCIBER}}$ study a religious text known as the $\underline{\text{BOOK OF DEEDS}}$, reciting a passage from it during a communal ritual. The passage becomes a mantra that the individual abides by for the remainder of his life. If he is found to be in opposition of this mantra, certain statutes are taken away from him by the church.
- 8. Naareth: the <u>RITE OF THE VOLUTE</u> a pervasive ritual undertaken by the female offspring of household <u>MATRIARCHS</u>⁽²⁾ who have reached 16 years of age (males are assigned to lesser positions at the same age). Willing virgins are assembled before the Matriarch and ritually raped by the household temple's <u>HIERODULE</u>. Those deemed weak become slaves to the <u>VOLUTE</u>⁽²⁾, and their children sacrificed to it. Those who show their strength and pass the test become <u>MATRIDULES</u> (citizens of <u>NAARETH</u>), or <u>KNAVES</u>, serving Naareth as holy warriors. In turn, their children become eligible to undertake the Rite of the Volute.
- 9. Parthis: beginning at the age of 12, all children in <u>PARTHIS</u> and many of its vassal territories begin a long process known as the <u>DITARTHA</u>. Over the next three years, individuals will begin undertaking various rituals and traditions, many of which differ from region to region. Universal rituals include mentorship from an older person of the same sex and sexual orientation, which teaches the individual important skills and values, often leading to them following in the same vocation later in life. The final ritual, celebrated with others who have reached the age of 15, includes a celebration of the accomplishments of the scion <u>AZER</u>⁽²⁾, who is regarded as a cultural hero in Parthis, and a symbol of the region's secularism.
- 10. Rhea: a ritual known as the TELA takes place in RHEA on the summer solstice and all youths who are at least 17 years of age are eligible to take part, and they undertake three tasks. The first is a task of thanksgiving, where the individual speaks before their family and community leaders, showing gratitude for what they may otherwise take for granted. The second task is one of fortitude and self-sufficiency, where individuals are taken to the wilderness no closer than 50-miles from their home at dusk, and left there to make their own way home. The third task is one of aptitude, with individuals asked to interpret a passage from the holy book of SAEWAL in a manner that is true to their character.

Upon completion of all three tasks, that year's prospects are invited to a feast where they eat mastodon meat for the first time, signifying their ascent to adulthood.

The three tasks are not contests and there is no measure of 'best' or 'worst' – all participants are invited to the feast, even if they do not complete all three tasks, though many do find their futures shaped by exemplary performances. Those who do well in the task or fortitude are invited to train to become MENHITA, elite border guards.

- 11. The River Shibboleth: in perhaps one of the most difficult and instinctive such rituals, MERILLS from across Elyden's seas swim up the river SHIBBOLETH for hundreds of miles to its main source, where they immerse themselves in its waters. This somehow causes them to reach sexual maturity, though the proliferation of humans around the river sees fewer and fewer merills complete this arduous ritual.
- 12. Sabia & Pergost: the celebration of IRUIIN is held during the winter solstice in SABIA and PERGOST, where boys aged between 13 and 16 hunt for a SERPENTFISH, eating its frozen flesh with cooked whale fat and salt. Once everyone eats a slice they stand in a circle and bump heads with each other and their elders, becoming 'family'.

- 13. Sarastro: the <u>VEDDERA</u> is a traditional coming-of-age ritual in <u>SARASTRO</u>, where those who turn 17 are allowed to sit at the head of a table for the first time. They also cook seven flatbreads which they present to personally influential figures, including family members, and ancestors. Following the meal and the giving of the bread, the child is considered an adult.
- 14. Sepahaunat: the city of <u>JOK HALLAR</u> is home to seven <u>IDOLONS</u>. Children who reach the age of 13 choose one of the idolons as a patron, whose dogma they follow throughout their lives.
- 15. Shazgin: in <u>SHAZGIN</u>, children who have experienced their first menarche or spermarche are anointed by priests in communal granary forts (known as <u>SHER DHIA</u>), after which they are considered adults, and their heads are shaved, a tradition that lasts for the rest of their lives.
- **16.** The Soleyn Territories: individuals who have turned 18 must undertake a ritual that forms a part of the philosophy of <u>KWEI</u>, that takes place in a <u>PAINHOUSE</u> in which needles are pierced into their flesh. It is only when seven needles have penetrated their skin that the children are said to have become adults, granting them certain freedoms and duties.
- 17. Sychtan Prefectures: a common coming-of-age ritual in the south of the SYCHTAN PREFECTURES, around the DREGLANDS, where ancient idols are commonly dredged out of the sea by fishermen in large numbers. At the age of 16 an individual chooses such an idol, which is claimed as a guardian totem until death, after which it becomes a headstone bearing an epithet. The Idols are thought to date to the THIRD AGE, and are latently psychoactive, amplifying the desires and emotions of their bearers. Their origins are unknown, and worship of them has been discouraged by the greater government of the Sychtan Prefectures, though such warnings have been unheeded, and are spreading farther north.
- 18. Tethysia: the <u>EMBRACE OF KATHISIS</u> is a religious ritual performed by priests of the <u>KATHISIS</u>^(1,) on those who have reached the age of 16. The children kneel in a ceremony in which they must choose one of the gods of the <u>KATHIAN</u> pantheon which will forever more serve as a patron to them. The ritual ends with the priest dubbing them with the <u>BLADED STAFF</u> of Kathisis, after which they rise as adults. After this, men typically grow bears and women grow their hair long, both of which are forbidden to those who have not yet received the Embrace.
- 19. Tzallrach: a traditional ritual known as the <u>LIONHUNT</u> was once prevalent amongst young noblemen, though has since fallen out of favour as wild lions have dwindled in number. In the ritual a group of young men would spend a week in the wild, hunting a lion to prove that they can work together and serve their tribe. Today, the ritual consists of a longer trek that teaches self-sufficiency and cooperation, and ends with the hunt of a large herbivore, which will feed them for the return home, after which they are considered to have become men. Despite this change, the ritual remains known as the Lionhunt.
- 20. Umbra Sokhar: young men in the <u>UMBRA SOKHAR</u> undertake wandering upon reaching their 15th year, in which they leave their communities for the hinterlands of the Umbra Sokhar, sometimes living in the wilderness for months. Many die during their wandering, and should their bodies be recovered, they will be honoured by a full burial, and they will be remembered as fearless, having given their lives for their culture. Those who do not die receive a vision that guides them back to their homes, after which they are considered to be men. Some may fake this, but if they are ever found out they will be branded and exiled, forever shunned and ridiculed by their peers.
- 21. Venthir: the ritual of the <u>SPHINXES GAZE</u> is common in <u>VENTHIR</u>, where children who turn 16 prostrate themselves before a statue of <u>QUEEN HETEPHERES</u>, which is said to bestow upon them the wisdom to become adults. This marks their ascent to adulthood in the eyes of the law, and they are treated as such afterwards.
- **22. Ethistonith:** the <u>DREAMWALK</u> of <u>ETHISTONITH</u> is a common ritual where a group of young people about to turn 17 undertake a <u>DREAM QUEST</u> together. This forms an unbreakable bond between them, and as a result, the people of Ethistonith share a cultural link that few other nations have.
- <u>COMMAGANA</u>: Major trade-city in the north of <u>Erebeth</u>. Though not part of the <u>IVORY ROAD</u>, the city remains a major part of trade between Erebeth and <u>SAGITTARIA</u> (Pop. c. 700,000).

- <u>COMMAGENE</u>: *His. Nm.* Ancient <u>FIFTH AGE</u> state in what is now the region of <u>GHALLETHA^(1.)</u> along the border between the north east of <u>PELASGOS</u> and the south of <u>VÂRR</u>. It was in the twilight of its days during the expansion of <u>KORACHAN</u> and it was absorbed by Korachanicontrolled Pelasgos between c. 75 150 RM.
 - Little is now remembered about its people, though people from northern Pelasgos still drive large stakes through the bodies of their dead, probably in echo of ancient Commagene traditions that saw saplings planted above the bodies of their dead. See Vol III: Extinct States.
- <u>COMMARA</u>: Set. Small coastal city in the c of the <u>AMMASHI FREE-ISLES</u>, on the island of <u>VIMIAN</u>. Its main industry is the cultivation of cotton (Pop. c. 13,400).
- COMMISSARY: Com. A general store for provisions which is commonly part of a greater entity, such as a mine, mill, foundry or manufactory. Such commissaries are most common within large city-manufactories, where the 'factory WORK-SLAVES spend their meagre wages on food, drink and 'exotic' wares outside of the simple meals they receive at work. The commissaries offer various goods with the intention of distracting workslaves and parting them with their money, making it more difficult for them to buy their FREEDOM, and many may also incorporate gambling dens, bars, or brothels to further tempt the helots away from their hard-earned money.
- COMMISSION OF INTERCESSORS: see INTERCESSORS, COMMISSION OF.
- <u>COMMARA</u>: 1. Sca. Bay in the south of <u>KEPHUAAN</u>, forming the northern most part of the <u>BAY OF LEPHET</u>. It is known for its many inlets and natural harbours, and it is home to many coastal settlements.
 - 2. Set. Small city in the c of <u>KEPHUAAN</u>. It controls a pass between the <u>BETAGHA</u> and <u>MAO SAGHI</u> Mountains (Pop. c. 12,400).
- <u>COMMORANCY</u>: Soc. Str. Orphanages in the <u>KORACHANI EMPIRE</u>, popular in the larger cities, where orphans are rounded up and placed in crowded cells, where they are sold to <u>MANUFACTORIES</u> at auction.
- <u>COMMOS</u>: Mil. Str. Island fort in the far north of <u>LIDEA</u>, guarding the entrance to the river <u>SHIBBOLETH</u>⁽³⁾. It became a major <u>SARASTROAN</u> stronghold during the <u>WAR OF SUNDERING</u>, serving as the base for its fleet in the Shibboleth.
- <u>COMPEER OF KETESH</u>: Soc. Title given to citizens of <u>KETESH</u>⁽¹⁾.

 Anyone born in Ketesh who is not a <u>SLAVE</u> bears the title, as can foreigners who complete five years of service within the <u>MOST HUMBLE</u> ORDER OF KETESH.
- <u>COMPTER</u>: also 'the Prison'. Ast. Con. Constellation in the <u>SOUTHERN HEMISPHERE</u>. See Vol II: Constellations.
- <u>COMPURGATION</u>: also 'Oath of Belief'. Law. Soc. A ritual in the <u>KORACHANI EMPIRE</u>, in which a person accused of a crime must argue their case and pledge an oath of innocence before a jury of seven <u>COMPURGISTS</u>, who vote on the outcome. A majority vote will condemn or exonerate the accused.
- <u>COMPURGIST</u>: Pol. Law. Rnk. Rank within the <u>SANCTIFIED ORDERS OF</u>
 <u>THE INQUISITION</u>, whose members serve as jurors for the ritual of
 <u>COMPURGATION</u>. Compurgists can be found within most of the
 Sanctified Orders, and juries are made up of seven such individuals who
 may be drawn from across different Orders, at random, regardless of the
 nature of the accused's crime.
- <u>COMPUTER</u>: Pol. Rnk. Voc. Civil rank in the <u>KORACHANI EMPIRE</u>. Members are trained from a young age to be able to perform complex calculation and computation without the need of external aid, such as <u>ANALYTICAL ENGINES</u>. They can be found across most imperial organisations, including the <u>SANCTIFIED ORDERS OF THE INQUISITION</u>.
- <u>CON</u>: Geo. Peninsula roughly 50-miles long in the north east of <u>LIDEA</u>, forming a boundary of sorts between <u>THE INNER SEA</u> and the <u>SHADOW SEA</u>. The fertile valley to the east of the peninsula was home to the short-lived nation of <u>CONTH</u>.
- <u>CONCLAVE OF CITIES</u>, the: *Pol. His.* Meeting held in 2679 RM in the city of <u>AMAT</u> in the <u>VESPERTINE LEAGUE</u>^(2.), in which representatives from hundreds of states and cities ratified an alliance between most of the represented regions, resulting in the creation of the Vespertine League as it is known today.

The Conclave stipulates that the seat of power of the League should change every 6 years, moving to a different city that has not held power in 50-years, giving different regions the opportunity to have their say. There is no *Set.* list of cities where the seat of power can move to and typically the last year of any regions' leadership is characterised by petitions for where the seat should move to after. Accusations of corruption and bribery are common, though for the most part the system is considered to work.

The various laws and agreements between the cities are also known as the Conclave of Cities (commonly shortened to the Conclave), and its upholding is considered a sacred pact between cities, not to be altered or ignored. As a result, a policing force, known as the KEEPERS OF THE CITIES, was formed to ensure that the word of the Conclave was being observed across the expansive territories of the League, and they remain a powerful political presence across the League to this day.

CONCLAVE OF KHADON: Rel. His. An assembly of high-ranking members of the CHURCH OF THE UNDYING MACHINE that convened on the 21st of ALGOLEN in 3704 RM following the violent rise in the beliefs of the splinter sect of the church known as the SARASTROAN ORTHODOXY. The conclave followed months of escalating fighting between fundamentalist followers of the UNDYING MACHINE and the new believers of the splinter cult and their leaders. After three days of deliberation a decision was made to create a schism within the church, formally recognising the Sarastroan Orthodoxy as a new sect of the church.

These events are intertwined with the <u>WAR OF SUNDERING</u> and the resultant <u>SUNDERING OF THE EMPIRE</u>, after which the Sarastroan Orthodoxy was restructured into the <u>REFORMED CHURCH OF SARASTRO</u>.

CONCLAVE OF PRESBYTERS, the: Org. Social club common in PARTHIS that is frequented by distinguished gentlemen from the upper classes, though some individuals from outside these circles (including women of storied backgrounds or gentlemanly dispositions, as well as SHAPERS, scholars and artists) can be vetted for entry. The Conclave has established a trusted and unsuspecting veneer as a social club, with dozens of clubhouses across Parthis and its territories, where members can meet to socialise, take part in conclave-sponsored activities, and conduit business, with public and private meeting areas available.

However, the Conclave of Presbyters has also become the target of various rumours and allegations, likely fabricated by disgruntled would-be members and detractors of the group, most persistent is the belief that clubhouses have subterranean chambers where members can carry out forbidden rites and rituals. The nature of these rites differ based on who is recounting the tale.

The Conclave is based in <u>Tethra</u> and was founded by the industrialist, philanthropist and amateur historian <u>IORO MUSSANTO</u> in 3587 RM, and it spread rapidly across Parthis throughout his life and following his death.

<u>CONCLAVE OF TEN</u>: Pol. Org. The ruling council of <u>ARCHAEDON</u>⁽²⁾, made up of ten individuals, most of whom are ether <u>SHAPERS</u> or <u>GNOSTICATORS</u>, of great renown. Councillors are elected to their positions by Archaedoni citizens and rule for ten years, with a new member elected every year.

<u>CONCORDANTIST ORDER</u>: Pol. Org. In the <u>KORACHANI EMPIRE</u>, one of the major <u>SANCTIFIED ORDERS OF THE INQUISITION</u>, obsessed with maintaining balance and unity across the <u>KORACHANI EMPIRE</u>.

The Order's primary tenet is to maintain the status quo within the empire, even if it means stymying growth and the chance for progress. Many events throughout the course of imperial history; most notable amongst them the <u>WAR OF THE ARTIFEXES</u> and the <u>SUNDERING OF THE EMPIRE</u>, which led to almost half the vassal states and protectorates of the empire breaking free; have led to the weakening of the empire across <u>ELYDEN</u>, and the Concordantists seek to stop unfolding political and civil events, as well as technological innovations, from escalating into such calamitous outcomes.

It is the perhaps the most polarising of Orders amongst the literati of the empire, many of whom believe it is little more than a yoke to progress, preventing the development of new technologies, political relationships, and cultural advances, to the eventual detriment of the empire, citing the aforementioned conflicts as reasons to doubt the effectiveness of the Order. Others believe its presence is not only necessary, but a crucial part of the imperial government, believing that were it not for the largely unrecorded actions of the Order, the empire would have crumbled long ago. The latter is probably truer.

The Order is also heavily involved in the <u>AVVERENATI</u> – a secretive council made up of high-ranking officials from across imperial institutions, including the <u>COUNCIL OF SEVEN</u> – who determine the future of imperial policy and major actions. It is also believed to have a hand in the mysterious <u>APASTRONIC CONGRESS</u>, which seeks to eliminate non-humans from reaching positions of power in a bid to maintain stability in imperial cities.

The Order is known as a major purveyor of propaganda and it has a hand in controlling the spread of information through newspapers, pamphlets, and telegraphs, deciding what news is reported, and when and how. All official news outlets in the empire must have their stories vetted by Concordantist agents, and unofficial ones must live in fear of being discovered and disbanded by them...

The Order was founded in KHADON as an independent entity in 3037 RM, largely in response to widespread disruption brought about by the Artifex War and the loss of the industrial powerhouse of ALMAGEST, though its beliefs were present within certain factions of other Orders well before this time. This makes it the youngest of the Orders, though it has the most progressive mindset amongst its fellow Orders, seeing the value in the manipulation of information. It has the most widespread presence both within and without the Korachani empire amongst all Orders, though few would know this – where the structures of other Orders are often imposing structures, designed to inspire awe or fear, those of the Concordantists are often inconspicuous, the nature of their occupants unknown to those living around them.

The Order's emblem is scales being held by two griffins, both of which are ancient symbols of order within the empire.

The Order has far more civil roles than it does militant ones, and it is one of the least martial Orders overall. Its members often work closely with the <u>MINASTERIA OF NEGATIONISM</u>, whose role is more political than that of the Order, whose members more commonly deal directly with the masses.

Common ranks within the Order include <u>INQUIRERS</u>, <u>ABEYANCERS</u>, <u>OBSCURATORS</u>, and <u>PROPAGANDISTS</u>, which are the most elite of its agents.

The Order's present Grandmaster is SIDION ROUYO.

<u>CONCUPISCEA</u>: *Geo.* Rocky region in the c north east of <u>THE SURRACH</u>, south of the <u>NGHALLEAL</u> Mountains.

CONCUSSIVE HAMMER: Tec. Wea. Sledgehammers with small explosive charges in their heads, which are employed by mining industries and the various military forces in the INNER SEA REGION. Most people are not able to wield concussive hammers for prolonged periods due to the toll their explosions, small and controlled as they may be, take on their bodies. Most wielders are forced to retire after a few years, their bodies wracked by arthritis. In battle, oversized hammers are often wielded by OGHUR shock troops, who assault enemy fortifications and siegeworks.

Smaller versions of the hammers are used in a competition known as the <u>FESTIVAL OF HAMMERS</u>.

<u>CONFERVA</u>: Geo. Hilly region in the c. of <u>AHRISHEN</u>, bordering the north western shores of lake <u>NAIDA</u>.

<u>CONFESSOR</u>: Pol. Mil. Rnk. Rank within the <u>SANCTIFIED ORDERS OF THE INQUISITION</u>, above that of <u>INTERROGATOR</u>, specialising in torture and other methods of extracting information. They are most common amongst the <u>ARÂTHUAHI</u>, <u>AVÉNETHI</u>, <u>CONCORDANT</u>, <u>GRIGORIAN</u>, <u>KYONI</u>, <u>MORÉHAN</u>, and <u>VÁMAN</u> Orders.

CONFLAGRATION OF LIGHT: Sup. His. A FIRMAMENTAL calamity that took place in the north of the island of ARCHAEDON^(1.) in 2802 RM left most <u>SHAPERS</u> in the north of the island and the south of the <u>TIAMOLDORAN CITY STATES</u> dead or in a vegetative state. The event left the region devastated, an Archaedon^(2.) suffered from a dark age that lasted until at least c. 3000 RM.

CONFRATERNAL HALL: Rel. Org. Str. The headquarters of the CHURCH CONFRATERNITIES that ae common in regions that worship the THREE

<u>CHURCHES OF THE UNDYING MACHINE</u>. They serve as clubhouses and social clubs, as well as places of religious teaching where members can meet

CONFRATERNITY OF THE LAST DAYS: Rel. Org. Secretive order forming part of the CHURCH OF THE UNDYING MACHINE that is active within the KORACHANI EMPIRE. Its members, who come from all walks of life beg for alms to help pay to help those who they believe have been unfairly sentenced to death. They work within the law and try to help the families of the accused/condemned. They wear white robes and mantles, with masks not dissimilar to those worn by PLAGUE doctors to help protect their identities.

CONFRATERNITY OF NATURAL TRANSMUTATION: His. Org. Classical KORACHANI⁽²⁾ organisation that believed that elements could be transmuted through pure mechanical application, without recourse for the ATRAMENTA or TECHNARCANA. The Confraternity was based in the city of DEOCHAN in the nation of Korachan, though it had ATELIERS and chapters across the EMPIRE where like-minded scholars could meet to relax and discuss their research. Its members became embroiled in the CHEMISTERS' WAR, though was one of the least-affected factions, only being tangentially involved.

The organisation was a natural evolution of the classical alchemists' quest to transmute lead into gold. The confraternity waned in power after the RENAISSANCE CRUSADES, and was eventually disbanded in 1113 RM, with the process deemed to be too costly and time-consuming to have any practical use. Surviving members either formed their own private ateliers or were absorbed by other organisations, such as the SODALITY OF TECHNARCANE RESEARCH, which promised more encouraging results.

<u>CONGRESS OF THE WINDS</u>: Pol. Org. Elective senate of <u>AHRISHEN</u>, in effect since c. 3200 RM, though was annexed by the <u>CHILD-PRINCE</u> in 3763 RM. It remains the officially-recognised title of the government in <u>MAHSERTH</u>, though in truth serves as little more than an advisory capacity.

CONGRUENCE, the: also 'Yalatal'. Geo. Gigantic hewn cave-system in the mountains of SATAQ in the north of MAENMIST, in the c south of SAMMAEA. It is ancient, and is thought to have been built by a race of long-dead giants in the SECOND or THIRD AGE. They are expansive and cover hundreds of miles beneath the Sataq Mountains, with unnumbered entrances along the foothills and upper reaches, many of which are now crumbled, obscured by cave-ins. In many areas, the tunnels dead-end in collapses and fractures, where the slow movements of the mountains have damaged them, though for the most part they remain intact, ignored, the subject of dark legends and myths that speak of unseen chthonic denizens that dwell there, as yet undiscovered. The upper reaches of the runnels have been used as short-cuts by merchants needing to quickly traverse the mountains, though this is often done under duress and rarely without added guards, for more mundane threats exist within the tunnels than the whispered-of denizens.

The tunnels bear testament to blackened fossils of ancient unknown creatures that were at one time prized as object d'art across the south of Sammaea, where they can still appear in the collections of royalty and the cognoscenti, though their true origin may since have been forgotten.

<u>CONNEAS</u>: Set. Small city in the south east of <u>TISARA</u> (Pop. c. 12,000). <u>CONOMA</u>: Set. Settlement in the south of <u>OPHIUSSA</u>, in the west of the region of <u>GOMELA</u>. Its main industry is viticulture, and the production of <u>OPHIR</u>^(3.) (Pop. c. 6,000).

<u>CONOMRA</u>: Soc. Arc. Wall of names in the south west of <u>ANDILUTH</u>. Itinerants write the names of those who have died, believing that if the name of the person lives on within the wall, the person survives in the OTHERLIFE.

 $\underline{\text{CONS}}$: *Rvr*. River in the south of $\underline{\text{GREST}}$, in the west of the island-continent of $\underline{\text{BROR}}^{(1,)}$. The river flows south for 350-miles before emptying into the $\underline{\text{SEA OF AHAGGAD}}^{(1,)}$.

CONSANGUINE DYNASTIES: His. Soc. Ntn. Ancient ruling household of the city-state of PHAND^(2.), and eventually the Kingdom of Phand, in what is now the west of present-day KARGAMA. The dynasty rose from the ruling priestly caste in c. -500 RM, whose members practised incestuous marriages to foster certain physical traits (defects) that were

considered holy in their veneration of the <u>KARGAMAN IDOL</u> <u>AGHATYRAELL</u>.

The Dynasties ruled over Phand for many centuries, eventually taking healthy outsiders as consorts to keep the bloodline strong following an increase in miscarriages, stillbirths, congenital issues and birth defects amonest their children.

By c. -100 RM, the Dynasties had spread across the western reaches of <u>ELITAGRI</u> territories, with their lands becoming culturally and politically distinct from those of the Elitagri city-states in the east, though many of its rulers had short reigns dominated by physical ailments. Despite this, the kingdom's expansion continued for many centuries, culminating in c. 350 RM, when it is considered to have reached its peak.

Despite their personal problems, the Dynasts became great patrons of the arts, commissioning sculptures and paintings to fill their palaces and temples. This created a nation of renowned artisans and craftspeople whose works were famed far beyond the borders of Phand. Valuable antiques from this period are still sold at auction around the Sea of <u>SEA OF ORRIDA</u>.

In 1122 RM the <u>ELITAGRI FEDERATION</u> moved against the eastern borders of Phand and, following a few years of stalemate, they were eventually able to move west, marching against the city of Phand and taking it in 1126 RM following a 3-month siege. The idol of Aghatyraell was toppled, and 17 centuries of rule under the Consanguine Dynasties came to an end with the <u>EXECUTION</u> of most of the family. The cities of Phand were absorbed by Elitagra, ending its period of independence.

CONSORTS OF WHISPERS: Org. Cohort of intelligence gatherers with agents in many brothels around the INNER SEA and beyond. They operate under the guise of courtesans and escorts, who are based in the COURT OF WHISPERS in the city of KETESH.

CONSPIRACY OF SLAVES: His. Planned SLAVE prisoner revolt in CITY OF ALMAGEST in 3178 RM which was to culminate with the assassination of the speaker of the republic. The movement gained steam through the clandestine spreading of notes so that disparate prisons were alerted and planning for its eventual execution was meticulous, and plans for the revolt were only unearthed by mistake. The ringleaders were executed and contact between prisons was lessened as a result.

CONSTANT CORRIDOR, the: Int. Sup. Geo. Dre. Fantastical location within the DREAMWORLD. It takes the form of endless liminal space akin to a roofless corridor or antechamber, above which a moonless night sky can be seen, its stars glinting lazily. However, it appears as though the details vary somewhat from person to person. It is a popular meeting place for LUCID DREAMERS and ONEIROMANCERS, and it is a relatively safe space for novices to explore.

Doors along the walls of the corridor can lead to other locations within the Dreamworld, though not all of them can be opened by any visitor – some require a degree of focus and skills beyond the grasp of average <u>DREAMERS.</u>. Possibly a good thing, as the doors may lead to nightmare regions that are incredibly dangerous or populated by fearsome oneiroi.

The location is so-named as it is one of the most permanent and well-known regions within the Dreamworld, and has been described by lucid dreamers since at least the THIRD AGE.

It is populated by luminescent moth-like <u>DREAM CREATURES</u> that flit ceaselessly around the corridor, trailing motes of light in their wake.

<u>CONSTELLAR</u>: Sup. Rnk. Title in <u>KOLCHIS</u> granted to the most esteemed of the astrologists who plan the year ahead. Over time the title would become a political one, with Constellars becoming the rulers of cities and territories, with the entirety of Kolchis falling under the control of a <u>LORD-CASTELLAR</u>.

CONSTELLATION: Con. Ast. A group of visible STARS^(1,) that when connected with an imaginary line form a perceived pattern in the sky, often seen to resemble an animal, figure or object. These patterns are not typically universal, and different cultures may interpret the stars as different patterns. The difference in the appearance of stars between the northern and southern hemispheres have led to wildly differing constellations in their different respective cultures.

Despite the change in <u>STARS</u>^(2.) due to the lifecycle of <u>OTHERWORLDERS</u>, most cultures with established constellations will simply substitute the missing star for the closest extant one, updating the

constellation over the centuries. This means that while the individual stars in a constellation may change multiple times over the centuries, the generic shape will remain relatively unchanged over time. In some rare cases, constellations have fallen out of popular usage to be replaced later on as new stars form different patterns. An example of this is the constellation of OCULUS, which only came into common usage in approximately 1300 RM, after a previous constellation, known as ALCANTARA fragmented in c. 820 RM. See Vol II: Constellations.

<u>CONSTELLATIONS</u>, the: *Geo.* Series of islands off the south eastern coast of <u>LIMOTH</u>^(1.) and comprising much of the south west of the <u>PANTHEON ISLES</u>.

<u>CONSUL</u>: Soc. Law. Lawgivers in the <u>KORACHANI EMPIRE</u>, replacing the older title of <u>QUAESTOR</u> in c. 1000 RM following law reforms. They setdown laws and ensure that knowledge of them is successfully disseminated across the empire. Despite their efforts, the empire was, at its peak, a large place and corruption and ignorance ran rife.

<u>CONSULITE</u>, the: also 'High Consulite'. Pol. Enigmatic figure within the hierarchy of the <u>KORACHANI EMPIRE</u>, that serves as an advisor and second-in-command to the <u>ARCHPOTENTATE MALICHAR</u>, and a keeper of the household in the BASTION OF STEEL in KHADON.

It is unknown if the Consulite is an individual or a title that has been held by many people over time, but if it is the former, it means that the Consulite has been serving Malichar and the empire for close to four millennia, for his oldest recorded mention dates back to c. 30 RM.

In times when the Archpotentate is absent, the Consulite takes it upon himself to ensure that <u>THE SEVEN</u> are ruling towards the betterment of the empire.

Many have postulated what the origins and true purpose of this mysterious figure could be. It is commonly thought that the Consulite is a <u>BASILEAN</u> (a very powerful <u>SHAPER</u>), regardless of whether he is an individual or an inherited title.

CONTH: His. Ntn. Ancient city-state and later nation centred along what is now the border between LIDEA and BA'AKH. At the height of its power in c. -200 RM the city-state of Conth had amassed lands reaching no less than 150-miles in all directions, reaching as far south as the SHIBOTHA Mountain, west to the plains of TARETHI and east to the BAY OF ORA (3.). In the west it subjugated many of the scattered settlements of the NAAHI people from which it had emerged in c. -1100 RM, whilst its pirate-fleets preyed on settlements for hundreds of miles in either direction along the coasts of the SHADOW SEA and THE INNER SEA.

It fell to the greed of its own armies, forced into signing an unfavourable peace treaty with the allied nations of <u>DHEA</u> and <u>DHAMATEA</u> in -117 RM, which eventually led to its fragmentation by c. 1 RM and its eventual attack and destruction by Naahi armies in 193 RM.

Over the millennia the ruin has continued to deteriorate, leaving it as little more than a collection of sun-bleached ruins and shattered half-buried onion domes, considered cursed and haunted by Lideans. See Vol III: Extinct States.

CONTINGENT LABOUR: Soc. Contract work that is non-permanent and often on a piece work basis. Such work is relatively common in the KORACHANI EMPIRE, where untrained and low-earning FREEMEN flit from job-to-job, often based on seasonal requirements within the agricultural and construction sectors. Such workers rarely stay in one place for long, and many of them become jack of all trades, moving throughout KORACHAN, following harvests, taking what work they can find.

CONTRACEPTION: Soc. Once relatively common through various means within the KORACHANI EMPIRE, the use of contraceptives was banned in 3844 RM in a bid to increase the birth rate to increase the size of the workforce over time. This has only led to alternate, often dangerous methods that are undertaken in unsanitary conditions.

<u>CONULAN</u>: Set. Settlement in c of <u>THE OLD FOREST</u>, south of the <u>EPITRACHON</u> Mountains. The settlement is one of few in the region that continue the granite mining the area, known as <u>KOLRAUTELIOCH</u>, was once famed for in the <u>FOURTH AGE</u> (Pop. c. 8,200).

<u>CONVEYOR</u>: Com. Veh. Common term for commercial <u>AMBULANTS</u> used across the territories of <u>THE INNER SEA</u>. They are often large and capable of lifting large containers unaided. **COPHI**: Set. Major coastal city in the east of the <u>TIAMOLDORAN CITY-STATES</u>, overlooking the <u>BAY OF HEYAT</u>. It was traditionally known for its honey and wax production, though has since grown into a great metropolis (Pop. c. 421,000).

COPPER WASTES, the: see AERUGINIA.

COPPERPLATES, the: Mar. Law. The law enforcement of OD MEGINNAS^(1.). They originated as the private forces of HOUSE VALTARIS before the House's move to the island of JIRIDUN, and continued offer protection to the House and its merchants throughout its migration and settlement on the island. Following the House's elevation to the ruling power of Od Meginnas, the copperplates became a more comprehensive policing force, though were often accused of acting in the interests of the House rather than those of the people.

They are named after the copper lamellar armour they once wore. Though they no longer wear armour, their uniforms are still the colours of autumn, and their badges are still made of copper.

<u>COPTOS</u>: Str. Gigantic tiered fortified lighthouse on the far south west of the <u>PHILIAN</u> peninsula in the south of <u>HANNAH</u>, guarding the entrance into the <u>BAY OF KEIJIR</u>. It predates the nation of Hannah and is a relic of the <u>FOURTH AGE</u>, restored and expanded over the years by various cultures.

CORPO SANCTO: Plr. 'corpi sancti'. The bodies of venerable (in the sense of someone awaiting canonisation by one of the THREE CHURCHES OF THE UNDYING MACHINE) religious figures are often saved from the ignominious fate that awaits those of most imperial denizens, whose bodies are processed into DROSS, with only their skulls kept. Instead, their followers, hopeful that their beloved religious figure will eventually be canonised, pay the MORTUARY CULT to save the body from being processed.

The body it then cleaned. In some cases, it is embalmed and preserved, and in others, the flesh is cleaned away, leaving only bones, which are polished and encased in a wax replica of the figure with 'windows' (usually in the chest, face, hands and feet) cut into it, through which onlookers can see the bones beneath. Other than these windows, the wax replica looks lifelike and is clothed in religious finery, where it often finds its way beneath an altar or in a baroque reliquary.

Should the figure eventually be canonised, becoming a saint, the Corpo Sancto itself becomes the centre of a small cult of reverence. This is particularly so within the <u>ALMAGESTI TEMPLE</u>, where saints are given a great deal more importance than they are in other denominations of the Three Churches.

<u>CORPOSANT</u>: also 'Will-o'-the-wisp' and 'ball lightning'. Mys. Atmospheric ghost light that is often seen over wetland across Elyden, though this name is most common around northern <u>KORACHAN</u> and eastern <u>AZAZEM</u>. The terms 'Ball Lightning' and 'Will-o'-the-Wisp' are used more universally, in <u>MENISCEA</u> and <u>LLACHATUL</u> & <u>SAMMAEA</u>, respectively.

<u>CORFEN</u>: also 'the Cutting Pool. Int. Sup. Geo. <u>ATRAMENTAL</u> lake in the south east of <u>KHARKHARADONTIS</u>, north of the <u>SSAH ESOH</u>. The waters of Corfen are dark and of a thick gelatinous texture and have, since the <u>ARCHPOTENTATE MALICHAR'S</u> return from his <u>ITINERARY</u>, been a considered a holy place.

A large temple renowned for its grotesque hewn caryatids and nightmarish interior frescoes depicting Malichar's suffering was constructed on its banks in c. 900 RM and is perhaps most well-known for its deep crypt, that holds the bodies of many holy figures (many of them successful CENOBITES) who were mummified through immersion in the waters of lake Corfen.

The pool is as close to pure Atramenta as can be found outside the borders of the <u>BLACK FOUNTAIN</u> and is extremely dangerous. Indeed, few are those who visit its shores who do not become afflicted by some form of corruption. As a result of this its guardians are manufactured beings, their bodies carefully selected from donors considered to be <u>NULLS</u> to the Atramenta.

The 'waters' of Corfen are cut into brick-like cakes by devoted acolytes who refuse medical aid for their maladies. These cakes are sent around Imperial cities by proselytizers and are 'planted' as relics, where their influence slowly spreads.

<u>CORONACH</u>: Rel. Rnk. Rank within the hierarchy of the <u>CHURCH OF THE UNDYING MACHINE</u>, the members of which sing in lamentation after the passing of important figures.

CORPSE ORCHID: Flo. Beautiful orchid native to SAUA, and the west of the HENDECARCHIES of LONAR and MYEIN in the west of MALAN, with a flower that looks vaguely like a stylised skeleton. It is prized across THE INNER SEA as a curiosity by those wealthy-enough to afford it. It is grown in plantations in Saua, from where it is exported across the Inner Sea and beyond. In Malan it is a sacred flower that is used in funerary rituals. See Vol II: Classification and Taxonomy of Life.

<u>CORRIA</u>: Sup. Str. FIRMAMENTAL lighthouse in the south west of the <u>HENDECARCHY</u> of <u>CHLORIS</u>, in <u>MALAN</u> overlooking the <u>SEA OF MUSSAR</u>. The lighthouse overlooks a particularly shallow part of the sea, which in low tide is peppered with the hulks of ancient shipwrecks.

CORRIDOR OF LUMINARIES: Arc. Corridor within the GREAT LIBRARY in DUARIAHAHN, TEMUJA, where the paraments of past curators hang. The Corridors leads to the HALL OF LUMINARIES; the Great Library's main chamber, where the present luminary sits.

CORRIDOR OF SÛD: Geo. Long narrow valley, some 70-miles long in the far south west of RAONGEN^(2.) in the c north west of the <u>URAHASH</u> Massif. The valley is incredibly smooth, leading some to think that it is artificial in origin.

<u>CORUAE</u>: f. Pol. Per. (B. 3922 RM) Present queen of <u>TISARA</u>. As per tradition that spans almost 15 centuries, her role is largely ceremonial, and she acts as the chair of the republic council and the head of the <u>CULT</u> <u>OF ANDRASTE</u>.

<u>COSECETEN</u>: Geo. Dry plains in the south east of <u>WESTERN MENISCEA</u>, dominating the northern coast of <u>CHAUTULA</u> and the north west of <u>VECTIS</u>. It is known for its early <u>FIFTH AGE</u> cave writings, that reveal a distinct pictographic style that became the basis for the language of <u>VAEVECTA</u>^(1.).

COSECEAN: Lan. Language spoken by the VAEVECTAN^(1.) culture in the south east of MENISCEA. It emerged between c. 700 – 900 and its written form was influenced by the earlier cave writings of COSECETEN, from which its name is derived. The languages of its descendant states of CHAUTULA, VECTIS, AHOPAH and VAEVECTA^(2.) are all influenced by Cosecean to some degree. See Vol II: Languages of Elyden.

<u>COSONA</u>: Set. Settlement in the west of <u>TISARA</u>, in the northern face of the north eastern arm of the <u>ARGENT</u> Mountains (Pop. c. 6,500).

<u>COSSYRA</u>: 1. Sea. Strait between mainland <u>TAHALL</u> and the island of Cossyra^(2.).

2. Geo. Island off the eastern coast of <u>TAHALL</u>. Historically, it was the location of the Temple of Sagittaar, which was erected in 21 RM.

<u>COTHON</u>: 1. Sea. Small bay in the north of the <u>STRAIT OF NÁRTHEL</u>. Named after the city of Cothon, which at one time stood at its shore, though is now 13-miles from the coast.

2. Pol. One of three prefectures that make up LYRIDIA DHAI, which was became a free nation following the disappearance of its tyrannical ruler in 3742 RM, following years of subjugation before which it had been a KORACHANI INTERREGNUM since 1704 RM.

3. Ser. City in the south of <u>LYRIDIA DHAI</u>, and capital of its south westernmost prefecture. It emerged under <u>LYRADEAN</u> rule as a harbour in c. -20 RM, where it dominated trade across the <u>NÁRTHELI STRAIT</u>. With the <u>KORACHANI</u> blockade of the Strait in 81 RM, Cothon, alongside <u>TERARA</u> funded the <u>VEPARI</u> initiative, raising an army around the plains of <u>AMANAL</u> which in 85 RM attacked imperial-occupied <u>NÁRTHEL</u>. This led to the Korachani invasion of south western <u>LYRIDIA</u> and the taking of Cothon, which remained a powerful city in the region, though it eventually found itself removed from the coast.

Following the death of the last $\underline{\text{INTERREGES}}$ in 3742 RM, Cothon emerged as an opportunistic state vying for control of the region, alongside Vepar and Terara. In 3892 RM the territories were formalised and it is now a major link in the $\underline{\text{RED ROUTE}}$ (Pop. c. 175,500).

<u>CORAL BARONIES</u>, the: also 'Scyllareth'. Ntn. Series of islands, including ten major islands, and hundreds of coral islands, atolls and sandbars off the south western coast of the <u>AMMASHI</u>^(1.) peninsula in the south west of <u>SAMMAEA</u>, in the south east of the <u>SEA OF MERCUVIA</u>. The

islands are of a warm temperate climate with little difference in seasons, though they do experience a short wet winter and a long hot summer that is alleviated by plentiful wind and morning mists.

Many in the distant <u>INNER SEA REGION</u> consider the region to be idyllic, though few have seen it first-hand. Those who have, bring back a more realistic view of the region, detailing misty islands and dangerous reefs in which live a myriad of baronies whose rulers dwell in towering basaltic citadels of ancient design. The baronies are considered by these foreigners to be technologically-backwards, and they have few major manufactories and negligible industrial production. Use of <u>TECHNARCANA</u> is not widespread, due to the regions' relative vicinity to the <u>NULLAMBIT</u>, and it does not have a strong shaping tradition due to this.

Originally encountered by <u>KORACHANI</u> explorers in 2812 RM, the region was thought to be a part of <u>KAPHAAR</u> (extant <u>KEPHUAAN</u>) and it was only in later years that it was discovered to be an independent kingdom known as <u>SOLOGAMIA</u>, though it wielded little power or influence in the region outside its immediate domains.

The Coral Baronies have their root in that kingdom (better known colloquially as the CORAL KINGDOM) that collapsed in 3889 RM with the sudden death of king TARUSTAN III. The 118 barons quarrelled amongst themselves for over a decade, with some islands descending into war with each other until in 3903 RM an accord was reached – the barons would continue to rule their individual baronies, being answerable to none other than a council of their peers that convenes within the great citadel of SPHYNIA on the island-capital of CYNCER. The old CORAL CROWN, the symbol of power of the old kings and queens, was encased in glass and placed within the Barony Chambers in Sphynia at a symbolic place above the council table, which is headed by an ARCHBARON.

And so, they rule to this day, each baron or baroness the undisputed ruler of their respective barony. The continued lowering of sea levels have resulted in territorial disputes as islands increase in size (as occurred in the south of <u>CAMARA</u>) and merge, or with the creation of new islands and atolls. Over the years the number of baronies has decreased to 83, which are divided across five Dominions, which are overseen by a judge, who aside from setting laws and overseeing territorial disputes, is responsible for electing an Archbaron every five years. The past century has seen a decrease in trade and foreign relations as the judges and barons have turned to increased courtly intrigue, which has become a defining part of life in the Baronies.

Its people are expert mariners and fishermen, and most coastal settlements survive on a seafood diet caught by distinctive TWIN-HULLED DHOWS. Indeed, many of them are known for the pink or orange tint to their skins, a trait acquired from eating soft-shelled shrimps. The region is also peppered with ancient basaltic structures (the most notable being the FORTRESS OF ESHEGDA), which are commonly misidentified as fortresses. They are thought to date to the THIRD AGE, though ultimately very little is known of them. See Vol III: Extant Realms and Nations.

CORAL CROWN: Int. Col. Obj. Symbol of power of the old line of sovereigns of the CORAL KINGDOM of SOLOGAMIA, before the sudden death of TARUSTAN III ended the line, leading to the formation of the CORAL BARONIES in 3903 RM. The crown is made of a single delicate piece of carved coral with 118 pearls (representing the baronies of the Coral Kingdom).

Today it is encased in glass and placed within the Barony Chambers in SPHYNIA at a symbolic place around the council table.

<u>CORAL KINGDOM</u>, the: also 'Sologamia'. His. Ntn. Predecessor state to the extant <u>CORAL BARONIES</u> and the <u>ISLAND KINGDOM</u> of <u>FALLAROUR</u>.

Originating in c. 2410 RM from a two-century civil war with its own predecessor nation of AMMASH^(3,), the Kingdom thrived for many centuries on sea trade as Ammash waned, though it never grew into an important or influential state, enjoying a relatively peaceful existence in the shadow of Ammash, which ultimately collapsed in c. 2550 RM, fragmenting into many separate states that allowed Sologamia to survive relatively unchallenged. Lowering sea levels over the next millennium saw both increased instability and growing land mass, including the formation of new atolls, reefs and sandbars, that continued to grow as sea levels lowered, only to reveal new ones in a cycle that contuse to this day albeit at a reduced rate.

The kingdom was ruled by three consecutive dynasties, whose monarchs were the so-called $\underline{CORALCROWN}$ as a badge of office.

The kingdom was thrown into disarray in 3889 RM with the sudden death of king <u>TARUSTAN III</u>. The 118 barons and baronesses bickered for years, with most descending into war with each other, with one in particular, <u>BARON HAALDOS</u>, paving the way for the creation of the Island Kingdom of <u>FALLAROUR</u>. An accord was reached in 3903 RM that saw the barons continuing to rule their respective baronies, who together formed a council that oversaw their collective territories from within the great citadel of <u>SPHYNIA</u> on the island-capital of <u>CYNCER</u>, thusly leading to the formation of the Coral Baronies. See Vol III: Extinct States.

CORDIAIJA, MONASTERY OF: Rel. Str. Isolated monastery in the far south west of RAONGEN(2.). deep within the URAHASH Massif. The monastery is populated by monks dedicated to the SECT OF SILENCE, who seek the isolation from other mortals so that they may better commune with their god. These monks are unlike the OBSERVERS, and have no desire to catalogue the visions of others. Instead, they seek to empty their minds of thought and memory so that their bodies may be adequate vessels for the whisperings of the GOD WHO SPEAKS. They are willingly mute and communicate little with each other, using simple hand gestures when they need to.

They are welcoming to outsiders and will not provide shelter, even in cases of emergency, fearing that the chaos that outsiders bring with them would ruin the serenity they have achieved.

<u>CORIANUS PATERSONOR</u>: (B. 3798). *Pol.* Current ruler of <u>AZAZEM</u>, appointed by <u>THE SEVEN</u> in 3851 RM, and who oversees the thousands of fiefs that comprise its territories. He is well known for his hedonistic lifestyle

<u>COROYAGON</u>: For. Jungle region in the western coast of <u>CUTH</u>. It is known for its dense lichens and thick growth.

<u>CORRAS</u>: Set. Fortified settlement in the region of <u>HITHRA</u> in the far north of <u>THE SURRACH</u>, overlooking southern <u>EREBETH</u>. It is a major producer of food in the region (Pop. c. 7,200).

CORRECTIONAL FACILITY: see PRISON.

<u>CORYBANT</u>: Set. Settlement and surrounding farmland in the north west of <u>VENTHIR</u> known for its <u>OPIATE</u> production. It is one of few regions in Venthir that still produces opiates on an industrial scale and supplies many of the metropolises in Venthir.

In antiquity, it was a city-state known for its masochistic mystery-cult that performed rites characterised by orgies and self-mutilation. Parts of this remain in the culture of the present settlement and the surrounding region.

More recently, it had grown into a large city with a population of over 200,000 though it was selected as the target of a powerful ritual (now known as the <u>SEGARRAN RITUALS</u>) by <u>SATHEP THE RISEN</u> during the <u>WAR OF SUNDERING</u> that toppled most of the city, leaving it a smoking crater in the ground, the majority of its population dead. Only a small part of the south eastern city was spared, which later became the foundation for the present city, which originated in the decades following the war as scavengers combed through the remains of the old city, which remains a crater to this day (Pop. c. 10,000).

<u>COSMIC DREAMER</u>, the: *Mys. Phil. Dei. Dre.* The unknowable deity of the <u>DREAMING NIGHT</u> creation myth and philosophy that is prevalent in the <u>FEDERATION OF PERGOST</u>.

The Cosmic Dreamer is the entity in whose dream the totality of creation manifests, and should the Dreamer ever wake, all of creation would suddenly cease to be, making its worshippers rather pragmatic and nihilistic. See Vol IV: Gods and Pantheons.

<u>COSMIC JOKER</u>, the: Rel. Deity worshipped by the people of the <u>ISLAND STATES OF IRY</u>. The figure known as the Cosmic Joker is the centre of a religion that believes in a single sadistic omnipotent god. All other cultures' gods are considered to be corruptions or bastardisations of that same deity, or simply false idols. As a result, worshippers of the Cosmic Joker actively deride worshippers of other gods.

The Cosmic joker takes great joy in setting up mortals to fail, creating more hurdles and obstacles to those who overcome the previous challenges. He is greatly nihilistic and has a laissez-faire attitude to mortal

life, putting little value in them or the MATERIAL PLANE itself, all of which it considers toys to be played with, if it even considers them at all.

His worshippers do not revere him out of loyalty or a sense of duty, but rather fear of what might happen to them after death if they did not worship him while alive. As such this fosters little loyalty amongst his worshippers. See Vol IV: Deities and Pantheons.

COSMIC SERPENT, THE: Rel. Lose religion practiced by the disparate SERAPI tribes of HOGGOTHA ISZ. Outside scholars believe that the deity may be a corrupted form of the DEMIURGE ASHTERATH^(2.), worshipped through the eponymous star^(1.). See Vol IV: Religions and Cults.

<u>COTHLAN</u>: Lake in the c north west of <u>LOEGRESS</u>⁽¹⁾. It lies along the course of the river TAHUDUN.

<u>COTIA</u>: 1. Sea. Long and narrow bay in the north east of <u>PARTHIS</u>. The city of <u>PORCELLANIA</u> guards its mouth, and the city of Cotia (2.) lies in its deepest reaches.

2. Set. Major fortified city in the north east of <u>PARTHIS</u>. It is famed for being the origin of the <u>COTIAN MUTINIES</u> of 3790 RM, in which the <u>SLAVE</u> crews of various vessels mutinied, demanding better working conditions. Word of their actions spread rapidly across the republic, gaining the support of various humanitarian groups that had already been working to end slavery. Their combined actions led to the abolition of slavery in Parthis and its colonies 4-years later.

A large bronze statue was erected in the main square of Cotia in 3912 RM, dedicated to the slaves that died in the Mutinies and throughout Parthisan history. In 3834 RM it become home to the KNIGHTS OF THE SUNDERED SHACKLE, whose members work to bring an end to slavery and liberate slaves of exemplary character.

Though once coastal, the city is now some miles from the coast, along the course of the stream <u>MALOMUN</u>, which allows it to maintain its link to the coast (Pop. c. 79,300).

COTIAN MUTINY: Pol. His. Political event in PARTHIS that took place in 3790 RM, during which the SLAVE crews of various ships mutinied, demanding better working conditions. Word of their actions spread rapidly across the republic, leading to insurrections amongst slaves in various other industries. Thousands – both slaves and law enforcement brought in to oppose them – died in the resultant fighting, though their actions managed to gain the support and founding of various humanitarian groups that had already been campaigning for an end to slavery for decades.

The events escalated over the next years until the Republic relented to pressure from various groups and the will of Emperor ARTAB II, leading to the abolition of slavery across Parthis and its territories in 3794 RM. Though many groups and individuals praised this, there were far more interested parties (including most PATRICIANS and manufactories) that decried this, declaring it would spell the end of the republic. Though the next decades were difficult, wrought with dissent and rogue patricians who refused to give up their slaves, preferring to commit atrocities against 'their property' than to give them up, the republic was able to bring its affairs in order, performing what some called a miracle to stabilise its economy by c. 3850 RM.

COTOVAD: Geo. Island in the north east of the PANTHEON ISLES.

<u>COTRIA</u>: also 'Cotrian Isles' and 'Cotrian Archipelago'. Geo. Archipelago stretching to the south west of <u>WESTERN SAMMAEA</u>, dividing the <u>SEA OF NARANOR</u> from the <u>SEA OF ABRAXA</u>(1.) Its islands form the bulk of the territories of the <u>ISLAND STATES OF IRY</u>.

COUNCIL OF DIARCHS: see **DIARCHS**, COUNCIL OF.

<u>COUNCIL OF THE FEDERATION</u>: *Pol.* Main governing body of the <u>OKKHAMI FEDERATION</u>, ruling from the city of <u>DIATASSARON</u>.

COUNCIL OF INDERACHAN: see INDERACHAN, COUNCIL OF.

COUNCIL OF MERIT: Pol. The ruling government of KEPHUAAN, established in 3780 RM following a political revolution that ousted the stagnating and corrupt plutocracy of its predecessor state, KAPHAAR. Citizens can apply to become councillors via the DEPARTMENT OF EXAMINATIONS. The current chair of the Council is the educator LIORA DATHEN.

<u>COUNCIL OF NICAEA</u>: see <u>NICAEA, COUNCIL OF</u>. <u>COUNCIL OF OCTIRA</u>: see <u>OCTIRA, COUNCIL OF</u>. COUNCIL OF SEVEN, the: also 'The Seven'. Pol. Org. THE CONSULITE, the ARCHPOTENTATE MALICHAR'S chief advisor and confidant throughout the latter decades of his conquest of the SEVEN NATIONS, founded the Council of Seven in 84 RM, in response to the disappearance of the Archpotentate Malichar following his victory in NARTHEL. Made up of the rulers of each of the first seven KORACHANI nations, they ruled in his stead.

Following the Archpotentate's reappearance in 339 RM, The Seven remained an indispensable part of government, making decisions that were beneath the ken of the Archpotentate. They would continue to rule as regents during his increasingly frequent disappearances from public life.

The Seven are appointed by current members of the Council through popular vote, and the process is known to be rife with corruption. Wealthy Patricians and industrialists, and influential generals and members of the CHURCH OF THE UNDYING MACHINE are known to spend a great deal of effort on improving their chances of being elected, and the Korachani capital city of KHADON is a hotbed of deals and subterfuge, with people trying to learn the intentions and alliances within the Council. Over the years certain high-ranking positions across the empire has enjoyed automatic inclusion in the council, though this has varied from time-to-time. Currently only the ARCHINE is guaranteed a spot in the Council of Seven.

Despite the creation of the Council, Malichar's absence brought chaos to the empire, with events eventually escalating into THE THRONE WARS and later the REIGN OF THE EMPTY THRONE.

Present members of the Council include <u>TRIUMVIR KOLROKH HANNO</u> of the <u>GRIGORIAN ORDER</u> of the <u>SANCTIFIED INQUISITION</u>, who has been on the council since 4001 RM.

<u>COUNT OTARAN</u>: (B. c. 2820 – 2914 RM) *Pol.* <u>KERATIN</u> notary and later tyrant, who rose in the days of <u>TARAHID STATES</u>, attracting towards him disenfranchised merchants and nobles, leading to the formation of the so-called <u>INTERURBAN STATES</u> in 2895 RM – a series of as many as a dozen neighbouring city-states, owing featly to his capital, which became known as the <u>MARBLE COURT</u>, in the city of <u>GARES</u>.

<u>COUNTERFEIT MEN</u>: also 'counterfeit'. Soc. Sup. Med. Tec. Common term, often intended as an insult, for <u>CLONES</u>, <u>VAT-BORN</u>, or any creature of unnatural birth. It is common amongst the <u>TWIN EMPIRES</u> of <u>KORACHAN</u> and <u>SARASTRO</u>.

<u>COURT OF BONES</u>: *Int. Pol. His.* Court of <u>OTHERWORLDERS</u> who ruled an unknown people in a region that now lies within the north of present-day <u>SARASTRO</u>. They were discovered all mummified seated around a round stone table by explorers in c. 1100 RM.

From what was deciphered of the stone-etched script on the wall surrounding them, these otherworlder rulers would mummify their peers upon death, slowly leading to more and more members of the council being mummies as fewer living otherworlders ruled. It is unknown who eventually mummified the last of their numbers and what happened to the culture they presided over.

COURT OF DREAMS: Sup. Org. FIRMAMENTAL sodality in RHEA, established in 2952 RM. Originally a secret society where FIRMAMENTISTS could meet in peace without fear of judgement from laymen. At the time Firmamentism was heavily regulated and practitioners had to register to receive a licence for their skills and most non-shapers distrusted them.

The appearance and rapid rise to power of the <u>HIEROMONARCHS</u> in c. 3160 RM saw the organisation pushed further underground due to an increased distrust of <u>SHAPERS</u> that they brought with them, yet this had the unintended result of bringing infamy to the shapers, whose colleges in <u>IMMERIA</u> and <u>SOPARRA</u> were disbanded between 3192 – 3195 RM after the hieromonarchs deposed the <u>AURADIAN DYNASTY</u> and came into power.

The hieromonarchy became most powerful in the south of Rhea, with the lands to the north, concentrated around the cities of Immeria and Soparra, becoming a hotbed of unrest, with supporters of the Court of Dreams, which had become a symbol of resistance towards the new government, which had started to impose worship of the <u>SAEWAL</u> religion upon the people.

The following centuries were dominated by further civil unrest until in c. 3227 RM, when the Court of Dreams became powerful-enough to oppose the Hieromonarchs, who retreated to their strongholds in Iacio, featuring the nation in two, leaving the Court of Dreams in control of Rhea.

Today the Court is the chief governing body of Rhea and exists apart from the Saewal Religion. It is comprised of 144 apises, who make up the Representative Council. Many amongst their numbers are shapers, and they are most well-known for practising <u>ANIMISM</u>, where they call upon the spirits of dead council-members to aid in their decision-making. The apises are elected by citizens of Rhea, and they in turn elect one amongst them to act as a speaker and overseer, and is bestowed the title of Archapex. Today the Archapex is <u>ABIMELECH</u>, a powerful animist.

<u>COURT OF KINGS</u>: Int. Geo. Region in the north of <u>LIEVTHRA</u>, noted for the high number of ancient <u>FOURTH AGE</u> colossi, known locally as <u>LIEVTHRAN ANCIENTS</u>. There are approximately thirty colossi in a region of around 10-square miles, averaging about 40-ft. tall, all with their faces destroyed.

<u>COURT OF WHISPERS</u>: Str. Org. Famed brothel in the city of <u>KETESH</u> and base to the <u>CONSORTS OF WHISPERS</u>, which operate as a guild of sorts to courtesans and escorts in the city.

<u>COUXARE</u>: Set. Coastal settlement in the c of the <u>PANTHEON ISLES</u>, in the mainland region of <u>KARAXHANES</u> (Pop. c. 6,000).

COVENANT OF BALAAM, the: Phil. Vol. Ancient philosophical treatise from ancient ALAAS, on which the common tenets of the region's culture were based, many of which remain to this day, despite the KORACHANI EMPIRE'S rule of its present-day territories, which include the west of LAASKHA, east of AZAZEM and south of SKAROS. It is named after the old capital of LAASKHA, BALAAM, in which the ancient records were stored following their discovery in c. 23 RM.

<u>COVENANT OF KHURAUR</u>: Pol. Vol. Declaration of independence signed in 3478 RM following the long period civil strife in <u>KARAKHAS</u> known as the <u>BLOOD HETERODOXIES</u>, which saw the nation fracture in two – Korachani-ruled Karakhas, and the new free state of KHURAUR.

COVENANT OF THE MOUNTS, the: Pol. Vol. Treaty enacted between ACTANORS, ARKOS^(1.), and SIRIPHAGOS (including J'THANA, which was then its vassal) following the failed KORACHANI attack of Siriphagos, which ended in 2109 RM. The aforementioned nations signed the treaty in 2111 RM, which served to bring them closer together, safeguarding trade relations and establishing a military code of alliance for combatting outside threats, such as the tribes of MULCIBER or other opposing nations. The Covenant broke down in c. 2300 RM as the quarrelling of Aethiosi states led to a resurgence in AUERENI activity against Siriphagos and Arkos.

<u>COVENANT OF PEACE</u>: *Pol. Vol.* Peace treaty that was signed in <u>TETHYSIA</u> in 3592 RM following years of religious war, which ended finally with the independence of the region of <u>HARITH</u>, which claimed the north eastern-most reaches of Tethysia.

<u>CRADLE OF THE ARCHPOTENTATE</u>: see <u>ARCHPOTENTATE</u>, <u>CRADLE OF THE</u>.

CRADLE, TEMPLE OF THE: Rui. Rel. Str. Large shrine devoted to the CHURCH OF THE UNDYING MACHINE that was erected by KORACHANI colonists in the CARCHEMISHI PENINSULA (1.) above the CRADLE OF THE ARCHPOTENTATE in what is now the c north west of KULIGALA in c. 1050 RM. Korachan was forced to abandon the colony in 1153 RM but left a garrison to protect the temple and the Cradle. The garrison was eventually overpowered by cultists of the LIVING NIGHTMARE and the temple toppled in c. 1200 RM.

Korachan later invaded the peninsula, intent on recapturing the Cradle and securing the important religious site, and was able to establish a new colony, called <u>FOLCHAN</u>, in 1217 RM. From there it erected a new larger temple that welcomed pilgrims from across the empire. Folchan grew over the next century, but after <u>NOAVATUR</u> – the gateway that allowed people into the <u>SEA OF LETHEA</u> from the north – became an independent state in 1304 RM, it found itself cut off, with no new people or supplies arriving. The people of Kuligala, which by then had expanded their territories to encompass those of Folchan, whittled down the isolated colony over the

next decades, destroying the last of the Korachani settlers by 1333 RM, whereupon the new temple was also toppled.

<u>CRADLE OF YVOUGU</u>: Geo. Depression in the <u>ABYD CARGI</u> badlands in the west of <u>GIBEAH</u>, akin to a crater, some 2-miles across. It is entirely different to the surrounding terrain, and some scholars have postulated that it is the site where a seed of one of the Two-and-Twenty <u>MORTAL PEOPLES</u> gave life to a mortal, which is where the name comes from. There is little proof of this though, other than conjecture and vague passages from apocryphal texts from the <u>MYTHOLOGIA ELYDEN</u>.

<u>CRAS</u>: 1. Rvr. River in the far south west of <u>MAENMIST</u> that flows south west for 480-miles from sources in the <u>ESHTARES</u> badlands before meeting the coast at the Bay of Cras⁽²⁾. The river's commonly accepted source begins in <u>PHYRR</u>, and it forms a border between the two states for around 40-miles of its course.

The river has been at the centre of the western theatre of the $\underline{\text{NACRE}}$ $\underline{\text{WAR}}$ since 3972 RM, with an alliance of $\underline{\text{NACRE}}$ $\underline{\text{LEAGUE}}$, Phyrran and $\underline{\text{SIMBARAN}}$ forces fighting against the insular state of Maenmist, that closed its borders to foreign trade in c. 3960 RM, effectively sundering the $\underline{\text{NACRE}}$ $\underline{\text{ROAD}}$ trade-route, disrupting the economy of the entirety of southern $\underline{\text{SAMMAEA}}$.

Allied attacking forces were able to cross the river by c. 3999 RM and most of the fighting is now centred around its tributary, the river <u>TUDRAS</u>. 2. Sea. Bay to the south west of <u>MAENMIST</u>, to the far north of the <u>SEA OF AMMASH</u>⁽²⁾. The river Cras⁽¹⁾ drains into it.

CRASIS: Pol. Rnk. Noble title in GNOTH.

<u>CRASSULA</u>: 1. Pol. <u>KORACHANI</u> colony in the north east of <u>EASTERN MENISCEA</u>, west of the <u>SEA OF SUDUNIR</u>, along the northern <u>POLAR CIRCLE</u>. It was a major source of gold for many years, though was lost following the <u>WAR OF THE ARTIFEXES</u> in 3019 RM. After close to a 700-years of independence it was regained by Korachan in 3682 RM, following many years of political machinations and the influence of various <u>PATRICIAN HOUSES</u>. Today it is home to one of the largest open-cast gold mines in the empire, spread across multiple mines in the region of <u>KIGOA</u>, and is heavily guarded against attack.

2. Set. Main city in the above colony, belonging to the <u>KORACHANI EMPIRE</u>. Founded in c. 2610 RM, overlooking the <u>BAY OF GELICIA</u>, the city has survived the region's secession from the empire in 3019 RM, and eventual re-absorption by the empire in 3982 RM, due to the actions of various <u>PATRICIAN HOUSES</u>. The city of today have moved steadily southern to keep up with the retreating sea; a necessary evil, as this is the only way of shipping the gold extracted in the open-cast mines of <u>KIGOA</u> to the empire (Pop. c. 50,000).

CRATER PLAINS, the: see CHONENO.

CRAVEN THRONE, the: see HABBUR ABUIT.

<u>CRAWLING DARK</u>: Lan. Ast. <u>KORACHANI</u> vernacular commonly used to describe the 4-month-long period of unending dark in lands in the farnorth of <u>LLACHATUL</u> that experience extreme seasonal variations in the lengths of days between summer and winter. By contrast the regions' summer is known as the <u>MIDNIGHT SUN</u>.

<u>CREANT</u>: Sup. Fau. Creature, made through one of various <u>SUPRANATURAL</u> means, most commonly <u>FIRMAMENTAL</u> or <u>ATRAMENTAL</u>, granting a semblance of life to inanimate matter. The act of granting 'life' to a creant is difficult, time-consuming and dangerous.

Creants can be anything from humanoid statues to piles of mulch or sand moving in a vaguely ambulatory fashion. Some creants are specifically made, often through the aid of <u>LITHISTS</u>, to be more readily created. Rarely, creants are formed naturally through the influence of the Firmament or Atramenta in an area. Of note are the <u>FLOROANAN BODIES</u> of the <u>BARRIER LANDS</u>, which are skeletons granted a semblance of life through intricate magickal means.

CREATOR, the: see SHAPER, THE.

CREEPING CHANGE, the: Sup. Geo. Expansive region of ATRAMENTAL TAINT straddling the border between SYNCHTHONITHA in the west and GRARNEÂST in the east. Characterised by Badlands and natural stone arches that slowly yet inexorably change, rendering detailed cartographical surveys of them impossible. The area is shunned by most Synchthonithans, but there is a caste of DVERG nomads who have dwelt

in the region for generations and have learnt how to navigate them, though even they are not infallible to its mutability.

<u>CREEPING VEINS</u>: Atr. Flo. Fast-growing <u>ATRAMENTAL</u> vines that strangle nearby trees and shrubs, effectively killing them and turning them into a frame to which the veins can continue growing. Named after their resemblance to branching veins, they are common in heavily wooded areas across temperate regions of <u>LLACHATUL</u> and <u>SAMMAEA</u> that are susceptible to even minor <u>ATRAMENTAL CORRUPTION</u>.

<u>CRENEISA</u>: Lak. Lake in the c south of <u>AHRISHEN</u>, just north of the <u>BHANN</u> Mountains. The lake is fed by sources in the <u>OSHEL</u> and <u>DURILIT</u> and is linked to the <u>ARESHI⁽²⁾</u> river-system by lake <u>PANOIDA</u> and lake <u>AMATIDA</u>, both downstream. The lake is a rare example of lake bifurcation, largely due to the level and marshy terrain.

CREPHITHISS: see AQUEDUCT OF CREPHITHISS.

CREPISCULA: Dem. 'Crepisculan'. 1. Ancient city-state in the south of the island-continent of <u>BROR</u>^(1.), in the c north west of the extant nation of the same name^(2.). It emerged during the time of the <u>COALITION OF SURISSIA</u> in c. 1800 RM, and remained a strong presence in the south of the continent as the <u>BARBARIAN STATES</u> proliferated in the south. It took advantage of the chaos that followed the fragmentation of the Coalition in 2132 RM, and expanded to the west, clashing with nearby <u>AHAGGAD</u>^(2.), and absorbing other city-states as they struggled to regain stability.

By c. 2300 RM it had established a new nation based around the founding city, though the capital was later moved to the city of \underline{ATAXIA} in c. 2580 RM after a series of wars with the waning Barbarian States between c. 2480 – 2600 RM stretched its borders far east.

The city of Crepiscula slowly waned in power and was eventually abandoned in c. 3200 RM after waning sea levels left it isolated form the coast that once supported it. Today, little remains of its ancient ruin and it has been forgotten by most.

2. Nm. Nation in the south of $\underline{BROR}^{(1.)}$, overlooking the \underline{SEA} OF $\underline{PRODIGLIA}$. It emerged from a powerful city-state of the same $\underline{name}^{(1.)}$ during the time of the $\underline{COALITION}$ OF $\underline{SURISSIA}$ in c. 1800 RM, and remained a strong presence in the south of the continent as the $\underline{BARBARIAN}$ STATES proliferated in the south. The present iteration of the nation emerged in c. 2820 RM.

Crepiscula is a dark reflection of <u>KORACHAN</u> and <u>THE INNER SEA</u>, acting a grotesque mirror to what might await the empire's future, should it continue in its rape of the natural world and wanton use of the <u>ATRAMENTA</u>. It is a wasted land, all resources consumed millennia ago, precursing that which awaits the rest of <u>ELYDEN</u>. Crepiscula is a strange land, touched by the corruption of the ancient empire of <u>APLI</u>, its features greyed and rounded, all beauty and function stripped bare eons past.

Though considered a nation by most, in truth it is little more than a lose collection of towns and cities with little affinity with one-another. What can be considered a government exists only in the city of ATAXIA, though it is of little influence upon other places, which are considered their own entities by most. Most settlements are made up of a few families and other individuals, rarely exceeding 100 – 200 members though a few larger settlements exist, usually next to some feature of perceived importance. By Korachani standards the region has little order and is truly a place of surreal anarchy, a grim reminder of the fate which awaits the rest of Elyden. As all resources are wasted, everything in Crepiscula is recycled, from food to water to material goods. See Vol III: Extant Realms and Nations.

<u>CRESCIVIA</u>: also 'the Growing Cleft'. Geo. Large canyon in the north west of <u>ELALLIA</u> in the south of <u>SAMMAEA</u> that is visibly growing, increasing by inches every year. It is around 600-miles long and over 200-ft wide with steep sides that prevent descent, and the frequent earthquakes in the region have prevented the construction of bridges in the area, meaning that the far north west of Elallia is cut off from the rest of the nation.

<u>CRETA</u>: 1. Geo. Island off the north eastern coast of <u>JURRAS</u>⁽²⁾, dividing the <u>SEA OF FOR</u> from the <u>SEA OF AZAM</u>. It is home to the pirate city DFRKAZ

- 2. Sea. Sea off the western-coast of JURRAS (2.).
- 3. For. Hardwood forest in the west of <u>JURRAS</u>^(2.).

<u>CRETACEA</u>: Set. Small fortified city in the far east of <u>THE SURRACH</u>, close to the border with <u>KHALHAT</u>. It is known for its white chalky bricks (Pop. c. 15,000).

<u>CRISS BRACELET</u>: Soc. Obj. Fas. Metal bracelet worn on the left wrist by men in <u>LAASKHA</u> and, prior to the <u>SUNDERING OF THE EMPIRE</u>, also in <u>VAALK</u>, though it fell out of fashion as <u>KORACHANI</u> culture and religion waned following the Sundering.

It originated as a defensive bracer worn by swordsmen in ancient times, dating to pre-imperial <u>LASCAR</u>^(3,). most of whom worshipped the deity <u>SETHENYN</u>, and it still carries religious connotations. Indeed, most Criss bracelets have a sword motif or decoration on them, whose roots lie in old martial tradition, though which today is more commonly believed to be related to the Sword <u>TARTARUCH</u>.

CRITHAL: Set. Settlement in the south of <u>LOEGRESS</u>^(1.). (Pop. c.).

<u>CRITHON</u>: Geo. Region in the c-south east of <u>AEONAS</u> known for its iron ore deposits. It has been worked for many centuries and the landscape is littered with tailings and spend quarries.

<u>CROCITA</u>: Set. Settlement in the south east of <u>NAARETH</u>, along the course of the river ELGISAR (Pop. c. 6,800).

CROCODILE: Fau. Common name for a form of semiaquatic animal, classified as a THEROPS, endemic to various subtropical areas across ELYDEN, including SAMMAEA, the of LLACHATUL, south of MENISCEA and northern BROR. The largest example is the RELICCROCODILE, which lives in coastal wetlands in KASIHAAL and RASTAN. See Vol II: Classification and Taxonomy of Life.

<u>CROCUTEX</u>: Fau. Gigantic hyena-like creature native to the <u>WHITE SHEET</u>, in the far north of <u>LLACHATUL</u>. They are amongst the largest carnivores in the <u>NORTHERN HEMISPHERE</u>, though are predominantly scavengers, living off the frozen remains of other animals that have died, including <u>MAMMOTHS</u>. See Vol II: Classification and Taxonomy of Life.

<u>CROSS OF GALLANTRY</u>: *Mil. Obj.* Medal awarded to <u>PARTHISAN</u> soldiers who display exemplary acts of courage and bravery in battle.

<u>CROTAL</u>: Set. Settlement in the south of <u>OPHIUSSA</u>, just to the north west of lake <u>ACANA</u>. Its main industry is agriculture (Pop. c. 6,200).

CROTON: Soc. Pol. PATRICIAN HOUSE centred around the INNER SEA, with holdings in AZAZEM, IPANAH⁽²⁾, as well as the KORACHANI colony of MELHUMBRA. The house is concerned with SLAVING, and sends a steady stream of slaves to the heartland from across the empire's territories. During the REIGN OF THE EMPTY THRONE it was one of two houses that declared war on each other as they vied for the throne. See Vol II: Patrician Houses.

<u>CROUGA</u>: Sea. Bay in the far north east of <u>EASTERN LLACHATUL</u>, between the south of <u>MEHITIEL</u> and the north east of <u>LOEGRESS</u>^(1.), forming the western waters of the <u>SEA OF AKRY</u>.

<u>CROWN ISLANDS</u>, the: Geo. Common name given to the outlying islands forming part of the <u>PANTHEON ISLES</u>. This region of Pantheon Isles is more difficult to protect than the larger islands closer to the mainland, and they are most at risk from predation by pirates and slavers despite the best efforts of the <u>KATOBRAGHAN</u> navy.

CROWN OF KAMARKA, the: Gam. Obj. The prestigious prize of the HEROES' CROSSING extreme endurance race that takes place in the VESPERTINE LEAGUE and NASTAL every five years. It is a leather circlet, the value of which lies not in its material worth but its cultural relevance and the prestige behind the victory its possession implies. An individual who has won the Crown remains a celebrity in the Vespertine League for the rest of their lives, and previous victors spend the rest of their days travelling across the League, speaking of their experience, living off of the hospitality of their hosts. The Crown remains in possession of the victor until the next champion is declared about three and a half years later.

The crown was lost or stolen three times in the near 700-year history of the race, and was replaced each time with as near identical a copy as possible, with the whereabouts of the older versions remaining unknown to this day.

CROWN OF THE SKY: see SKY CROWN, THE.

CRUCIATI: see THE CRUCIBLE.

<u>CRUCIBLE</u>, the: *Rel.* Shrine in <u>ADOCT</u>, <u>ALMAGEST</u>, overseen by the <u>EPISTOLARIES</u>. Comprises four self-appointed Epistolaries, called cruciati,

who stand perpetually pulling against each other on a shallow crucible on top of which stands the burning form of an <u>OTHERWORLDER</u>. The cruciati's bodies are chained to the crucible and their efforts oppose those of their peers, keeping the crucible suspended, forever rooted to the same spot. Their suffering is symbolic, and by the tenets of their people is collective of the Epistolaries' struggle to attain full knowledge.

 $\underline{CRUCIBLE\ OF\ THE\ ACCORD};\ see\ \underline{ACCORD},\ \underline{CRUCIBLE\ OF\ THE}.$

CRUCIBLE OF CNASSENIA: see CNASSENIA, CRUCIBLE OF.

CRUCIBLE OF VIVIDUSZHIREN: see VIVIDUSZHIREN, CRUCIBLE OF.

<u>CRUCZHAE</u>: Set. Small city in the north of <u>OKKHAM</u>, in the north western foothills if the Okkhami Mountains^(1.). Its main industry is sericulture – the production of silk from caterpillars of the giant <u>ORUNA</u> moth that is endemic to the lower mountains of Okkham (Pop. c. 14,000).

<u>CRUDHA</u>: Set. Settlement in the west of <u>JURRAS</u>⁽²⁾, in the region of <u>VALASSIA</u> (Pop. c. 10,000).

CRUDORI: Set. Settlement in the c north west of CHEIRA (Pop. c. 7,000).

<u>CRUSADE</u>: historically, a largescale act of aggression against a nation, ethnicity or other group. Most crusades have been motivated by racism or bigotry, though under the pretext of some other purpose, such as religious conversion, territorial expansion, resource grabs, or the simple desire to exterminate a group of people or area.

The most infamous crusades have been perpetrated by the CHURCH OF THE UNDYING MACHINE and its eventual OFFSHOOTS, though the act is not exclusive to that demographic, and various other crusades have taken place across ELYDEN.

<u>CRUSADES OF BLOOD</u>: His. Historical period of the ancient <u>FIFTH AGE</u> in <u>KARAKHAS</u>, which lasted from c. -50 – 150 RM. It originated as a means of collecting blood sacrifices from neighbouring peoples, though once under <u>KORACHANI</u> rule, the main objective of these raids was to capture <u>SLAVES</u>, though as the <u>CHURCH OF THE UNDYING MACHINE</u> gained influence in the region, the tradition was abandoned, to be replaced by Korachani alternatives.

<u>CRUSADE</u>, <u>LAASKHAN</u>: Pol. His. One of many <u>ANTHROPEIDOS</u>
<u>CRUSADES</u> that characterised the early years of the <u>KORACHANI EMPIRE</u>, between 36 – 41 RM. The crusade took place largely within <u>LAASKHA</u>, and concerned itself with eradicating the land of <u>HALFBLOODS</u>, <u>OTHERWORLDERS</u> and some non-<u>HUMAN MORTALS</u>.

<u>CRUSADE</u>, <u>NÁRTHELI</u>: Pol. His. One of many <u>ANTHROPEIDOS</u>
<u>CRUSADES</u> that characterised the early years of the <u>KORACHANI EMPIRE</u>, between 139 – 151 RM. The crusade took place largely within <u>NÁRTHEL</u>, and concerned itself with eradicating the land of <u>HALFBLOODS</u>, <u>OTHERWORLDERS</u> and some non-<u>HUMAN MORTALS</u>.

<u>CRUSADE OF SHADOWS, the</u>: *Int. Rel. Mil.* Crusade launched by the <u>KORACHANI EMPIRE</u> in 4007 RM by the <u>ARCHREDEMPTOR XIMENES</u> following the assassination of the <u>ARCHPATRICIAN MARIUS</u> of <u>HOUSE USHAR</u>.

The crusade was targeted against Firmamentists and sympathisers of the east, within imperial cities and territories. It was responsible for the deaths of thousands, if not millions, and was the cause of much inner strife that would eventually contribute to the end of the war.

<u>CRUSADE</u>, <u>VAALKAN</u>: Pol. Soc. His. One of many <u>ANTHROPEIDOS</u>
<u>CRUSADES</u> that engulfed the early years of the <u>KORACHANI EMPIRE</u>, between 19 – 23 RM. The crusade took place largely within <u>VAALK</u>, and concerned itself with eradicating the land of <u>HALFBLOODS</u>, <u>OTHERWORLDERS</u> and some non-<u>HUMAN MORTALS</u>.

CRUSADER-LORDS, the: see KNIGHTS FERROUS, THE.

CRUSADES, ANTHROPEIDOS: His. Series of xenophobic wars that took place between c. 10 – 151 RM under the leadership of the CHURCH OF THE UNDYING MACHINE. Young and worried of the threat that HALFBLOODS and OTHERWORLDERS posed to its rule, the church launched the first crusade to whittle down their numbers. Initially little more than the proclamation of bounties for dead ASICTHAIN and halfbloods, the Crusades soon escalated into state- and privately-funded campaigns; most notable of which were: the VAALKAN CRUSADE, between 19 – 23 RM; the LAASKHAN CRUSADE, between 36 – 41 RM; and the NÁRTHELI CRUSADE, between 139 – 151 RM. Other crusades

existed, and were a common part of life in Korachan in the first decades of the $2^{\rm nd}$ century RM.

The crusades dwindled following the death of <u>GENERAL GRABRES</u> and the massacre of his armies in 149 RM, and ended finally 2-years later in 151 RM, with the infamous <u>BATTLE OF TWO WORLDS</u>, where the halfblood <u>CAMBION</u> was martyred.

Ironically, in the millennia since the end of the crusades, halfbloods have become a ubiquitous sight in most imperial cities, though some rural areas (particularly in regions where the largest conflicts had taken place during the crusades) are known to maintain a bias against them.

<u>CRUSADES</u>, <u>EGRET</u>: His. Rel. Offensive actions perpetrated by the <u>KORACHANI EMPIRE</u> against the perceived barbarities of the 'hinterlands' surrounding the borders of those lands – <u>NAARETH</u>, <u>ANUBIA</u>, <u>AETHIOS</u>, <u>RHINOCOLOURA</u>, and particularly the lands that would later become SUOR.

Beginning in around 3250 RM, these crusades were launched from the eastern-most provinces of the empire. Named after the <u>VENTHIRI</u> General-<u>PATRICIAN</u> who organised the first crusade, the wars were launched by the patricians, <u>BARRATORS</u> and the <u>CHURCH OF THE UNDYING MACHINE</u> in order to exploit foreign lands without the need of imperial subjugation and comprised mostly of coastal raids for slaves and resources. The so-called crusades were a constant in the area until their decline in c. 3500 RM. Though never declared to have stopped (indeed, localised crusades were continuing well into the dying days of the Korachani empire), the last official crusade of its kind was in 3523 RM.

The Egret Crusades were notable in contributing to the decline of native religions as exocrines and missionaries brought word of the CHURCH OF THE UNDYING MACHINE to locals. Most noteworthy is perhaps the near-destruction of the ancient form of mysticism known as GRAMARYE, which only remains in CHEIRA and GIBEAH.

CRUSADES, EHRENISIAN: Rel. His. Crusade initiated by the CHURCH OF THE UNDYING MACHINE in the north west of SAMMAEA, to the south west of the SEA OF ORRIDA. The region had long-been known to the Church as a land of people who worshipped a large pantheon of heathen gods, many of which are thought to be corruptions of the Two-and-Twenty DEMIURGES. In the early 3rd millennium, the Church sent various missions to the land in a bid to sway its people towards worshipping the UNDYING MACHINE, but most attempts were rebuked. This led to increased prejudice and bigotry towards the people, who remained known to the general population of KORACHAN as heathen barbarians.

Sea merchants and EXOCRINES returned from the land with (obviously exaggerated or wholly fabricated) tales of cannibalism and depraved rituals that only served to worsen public sentiment towards the people of the EHRENISIAN COAST, which prompted the Church to action. In 2531 RM it issued tenders for parties interested in taking part in a crusade into the Ehrenisian Coast, with the goal of forcibly toppling the regions' religions and establishing a Korachani colony in their lands. There was great interest, both from within the Church, as well as from private consortiums, mercenary groups, as well as the Korachani government itself, which would stand to benefit should the land be successfully converted.

Named after the Ehrenisian Coast, which became the main target of the offensive, the crusade was eventually started in 2534 RM, with ships landing on the islands of <u>REDDIN</u> and <u>ROHDIN</u>, where the fortified ports of <u>ST. BERREA</u>^(2.) and <u>ST. AND</u>^(2.) were established respectively, allowing for safe passage of supplies and crusaders from the east.

Crusaders poured onto the mainland into INGHULL, KARGEMMA, and the TRISKETHIAN DOMAINS, attacking sites of religious importance to those people. The first attacks targeted coastal areas and were largely successful, though as time went on the natives coordinated a united defence, pushing the crusaders back to their island fortresses, which in time were also attacked. Korachani losses were great, but that only served to fuel their hatred, causing more people to take up the call to crusade from the church, over the coming decades.

Despite regional successes, both the militants and missionaries had little overall success and the defence proved to be better organised and defended than expected. By c. 2570 RM the Church was receiving less capital to fund the crusade, but people continued to sign up for the crusade, lured by false promises of greener pastures and riches. Tens of

thousands of Korachani people died in pursuit of a target that had been forgotten by the Church, which silently turned its attentions elsewhere, and the crusade eventually petered out by c. 2590 RM.

At its height the crusade was able to secure some land in the far north west of the extant <u>TEMPLAR STATES</u>, where a large shrine to the <u>UNDYING MACHINE</u> was built in 2563 RM, known as the <u>SHRINE OF THE SHADOW TRIUMPHANT</u>. This served as the centre of a short-lived beachhead from which crusaders could muster before setting out farther south.

The shrine survived the failure of the crusade and remained a fixture in the region, guarded by $\frac{\text{TEMPLAR KNIGHTS}^{(2)}}{\text{Sworn to defend it till}}$ their last breath. Indeed, when the Korachani empire rekindled its hopes of establishing a colony in the region in c. 2680 RM, the Shrine of the Shadow Triumphant became the first place where colonists settled down, establishing the colony of $\frac{\text{INDERACHAN}^{(1)}}{\text{NDERACHAN}}$

The crusades continued sporadically throughout the next century, reaching a crux between 2753 and c. 2810 RM. This led to a complex conflict between five sides – a loosely allied force of Kargemman and Triskethian troops defending their lands from Korachani colonisers and Parthisan invaders, who were themselves in conflict with each other, and the nation of Inghull, which was in the midst of its own civil war between the Khullan Inquisition, who were loosely allied with Parthis, and the Sorcerer-Kings(3), whose lands were rapidly dwindling.

Parthis retreated in 2772 RM, and by c. 2804 RM the Korachani settlers were pushed back, and the fortresses of St. And & St. Berrea were destroyed by allied fleets. In Korachan, interest in establishing a colony waned as the cost of the effort spirals, and in 2809 RM it signed a treaty with the defending nations ratifying a ceasefire on condition that the Templar Knights are allowed to live in the small exclave of Inderachan so long as they sever ties with Korachan.

CRUSADES, FOREST: see FOREST WARS, THE

<u>CRUSADES, RENAISSANCE</u>: Pol. Soc. His. Tumultuous period of history in the <u>KORACHANI EMPIRE</u> between c. 1050 – 1100 RM, when the <u>COUNCIL OF SEVEN</u> rallied against scientific discovery and innovation and the growing renaissance movement that saw art, philosophy and the sciences being questioned and reinterpreted.

The government believed that this would eventually lead to the people challenging its power and authority so it organised a crusade against innovators and thinkers, calling upon the aid of the <u>SANCTIFIED ORDERS</u> <u>OF THE INQUISITION</u> – specifically the <u>AIWAHAN</u>, <u>ARÂTHUAHI</u>, and <u>MORÉHAN</u> Orders – to help scour the empire of those it believed were a danger to its safety.

Various groups were persecuted across the empire, and thousands were put to their deaths. Those who could, fled to the north west of the empire, with many settling the largely unclaimed lands, leading to the creation of the small nation of HRIDAN(2.).

The most affected regions were <u>LAASKHA</u>, <u>SKAROS</u> and <u>ALMAGEST</u>, and many monasteries and institutions of learning were destroyed in the decades of the crusades, with many settlements waning in the years after the crusades ended. Many <u>PATRICIANS</u> had become patrons to this growing class of artists and they too faced persecution during this time, with many <u>HOUSES</u> destroyed and weakened in the events. This led to the founding of the <u>QORADIAN ORDER</u> of the <u>SANCTIFIED INQUISITION</u> in 1114 RM.

The period would lead to the <u>DEMIURGE RENAISSANCE</u>, in which philosophers and scholars would come to question the authority of the <u>CHURCH OF THE UNDYING MACHINE</u>, leading to further persecution. These events would eventually cause the empire's attitude towards innovation and questioning of norms to change, leading to a stagnation that its ruling classes fought hard to maintain.

CRUSADES, WITCH: see SCOURGE OF WITCHES.

<u>CRYING CANYONS, the</u>: Geo. Canyon system in the c north of <u>RHEA</u>, just south of the southern-face of the <u>AHRAN HIGHLANDS</u>. Its name is derived from the many aquifer-fed springs that cover its 150-mile length, and the moist air of the area.

CRYPT OF CIVILISATIONS: Int. Myt. Str. Legendary location common to many myths of SOUTHERN SAMMAEA, particularly in ELALLIA and YSACYITHAIA. It is said to have been built by an ancient philosopher-king

as a repository for artefacts and knowledge of dying cultures. At its peak in the end of the \underline{FOURTH} AGE, the Crypt was said to contain mementos and artefacts from dozens of different cultures that had died out throughout the age.

Its location was lost following the <u>WAR OF SCOURGING</u> and it gained a near-mythic status amongst various cultures.

<u>CRYPT MARKET</u>, the: Com. Name given to the black-market economy of <u>KORACHAN</u>, named after a physical black-market that once prospered within the crypts beneath the city of <u>KHADON</u>, but which was eradicated in 3804 RM.

<u>CRYPTOMNESIA</u>: *Med. Sup.* Condition where an individual experiences memories that, despite their vividness and seeming-realness, are false. Such memories are often planted by <u>ONEIROMANCERS</u> or <u>COGNITARIIN</u>, or might be the result of prolonged exposure to certain <u>DREAMSCAPES</u>.

<u>CRYSTAL PALACE</u>, the: Pol. Str. Crystal-clad hall in the capital of <u>TEMUJA</u>, <u>DUARIAHAHN</u>. It is partially constructed from crystal blocks mined in the PLAINS OF LAES.

<u>CTAAGRU</u>: Also 'the Forest of Flesh'. Int. Sup. For. <u>ATRAMENTALLY</u>
<u>CORRUPTED</u> forest in the east of <u>VÂRR</u>, to the south west of the <u>SOLUM PLAINS</u>^(1.), known for the fleshy tumorous growths on the trunks of its trees. The place is wretched and is avoided by most.

The region is categorised as $\underline{\text{DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}$.

<u>CTHAITH</u>: *Geo.* Complex crater situated in highland plains in the north east of <u>RHINOCOLOURA</u>, just west of the <u>ADAVAM</u> Mountains. The meteoric iron deposited in its centre was the site of a large <u>IMPERIAL</u> opencast mine that was abandoned in c. 3200 RM, due to dwindling yields and the increasing difficulty of transporting iron over 1,500-miles to <u>MORULAURGO</u>, the closest <u>SARASTROAN</u> harbour.

<u>CTHANOTHA</u>: Geo. Region in the far south east of <u>KHARKHARADONTIS</u> dominated by an ancient sinkhole in which are the fossilised remains of what appear to be machines, their true purpose hidden beneath millennia of calcification.

<u>CTHONA</u>: *Rvr*. River flowing through the north of <u>ALLASAN</u> and the west of <u>MHAROKK</u>, for 600-miles from its source in the north of the <u>SOLON HIGHLANDS</u>, before emptying in the <u>SEA OF AZAM</u>.

CTHYNYS: 1. Geo. Name given by the explorer VREGL to the north western coast of BROR^(1.) (then relatively unknown) in 1303 RM.

2. Geo. Name now given more specifically to the island in the north of the nation of $\underline{BROR}^{(2.)}$, in the north western coast of $Bror^{(1.)}$.

<u>CTUGHOTH-EMMANITH</u>: His. Rui. Geo. Dre. This abandoned highland region in the <u>BLACK MOUNTAINS</u> in the c north west of <u>CISNERIA</u> is an innocuous place today. Uninhabited, it is often traversed by <u>CARIOUNS</u> during their itinerant travels of the wilderness, who think little of it.

Yet, in the 2nd millennium RM the region was a place of utter horror and chaos, formed by the nightmarish <u>DREAMS</u> of an unknown entity, possibly one of the <u>DEMIURGES</u> of a <u>SCION</u> of great power. By c. 2130 RM it had expanded to encompass much of the east of the Black Mountains, which under its influence had become a writhing mass where beast and lair were indistinguishable. As it increased in influence, some nightmarish forms escaped it, terrorising mortal settlements nearby. This continued for some time until in 2204 RM a <u>CHOIR</u> of archshapers assembled from across <u>LLACHATUL</u> was assembled to neutralise it.

<u>CULLING</u>, the: 1. Pol. Edict passed by the <u>ARCHPOTENTATE MALICHAR</u> in 339 RM, whereby all the <u>DESPOSYNI</u> (his own children) and their direct descendants were investigated and those found to have been negligent and lived lives of excess and debauchery and who had not contributed to the running of the empire in his absence were executed.

This caused uproar amongst the Desposyni, who implored the Council of Seven to protect them, but none could defy the will of the Archpotentate. Many fled the empire but others accepted their fate. Thousands of people across the empire were investigated and executed in the years following the passing of the edict, and the practice continued over the millennia, though these persecutions became less frequent as the Desposyni became used to life under this new shadow and as Malichar withdrew from public life. Eventually, the UNBORN (as the children of the Desposyni became colloquially known) bred freely and, in the case of the

three sons of the <u>PRIMID MELESH</u> (Malichar's first-born son), ruled the city of <u>KORACHAN</u>.

2. *Pol. His.* Era of political reforms in the history of <u>RAONGEN</u>^(2.) where in 2792 RM many of the ruling <u>FIEFLORDS</u> were replaced by rising industrialists, with two being executed by King <u>INVIS LAFENG</u>, after which he changed his title to <u>EMPEROR-FACTOTUM</u>. Their territories were divided amongst the new or surviving Fieflords, who collectively became known as <u>FACTOTUMS</u>^(2.).

The Culling was the culmination of decades of shifting power in Raongen, where true influence moved from the ancient noble houses to the rising titans of industry – industrialists and magnates. With many noble families struggling in this new political climate, Invis saw the opportunity to elevate the rising industrialists further and cull the ailing noble families. Dozens of venerable houses were effectively pruned, excised from the royal hierarchy amid a period of political upheaval that saw the vassals (common folk) supporting the king. With the support of the masses and the immensely wealthy industrialists he was able to proceed with his sweeping changes. Two of the old Fieflords opposed him, and he had them assassinated, with their heirs either bought off by the industrialists or silenced themselves.

Following the Culling, the old feudal system had been changed to a new one, with self-made industrialists replacing the millennia-old Fieflords as the de-facto governors and rulers of the empire.

CULLING STONE: His. Rel. Obj. Ancient sacrificial stone in the south eastern wilderness of KARAKHAS. It dates back to the mid FOURTH AGE, and was where worshippers of KHAR'ILLAE sacrificed their enemies to the scion.

<u>CULLIS</u>: Set. Fortified coastal city in the north east of the <u>HENDECARCHY</u> of <u>HATON</u> in the north of <u>MALAN</u> (Pop. c. 42,000).

<u>CULLU</u>: Mil. Str. Major fortress sin the south of the <u>HENDECARCHY</u> of <u>CYRENIA</u> in the north of <u>MALAN</u>, forming the heart of the <u>CULLUAN</u> LINES.

<u>CULLUAN LINES</u>: *Mil. Str.* Expansive series of defensive lines in the south of the <u>HENDECARCHY</u> of <u>CYRENIA</u> in the north of <u>MALAN</u> erected between 3682 – c. 3710 RM following the unsuccessful allied attack of <u>AONIA</u>, <u>HATON</u> and <u>NHORA</u> against the tyrannical rule of its <u>HENDECARCH</u>, <u>MANESKARKON ZARRÉ</u>.

<u>CULMINATION BALL</u>: Soc. Major <u>COMING-OF-AGE CELEBRATION</u> in the <u>INNER SEA REGION</u> that sees the children of noble families take part in elaborate social celebrations, where both boys and girls from <u>PATRICIAN HOUSES</u> and affluent <u>FREEMAN</u> families who have turned 16 are presented to others of high society. The event typically involves an elaborate banquet followed by social interaction that ends in a symbolic dance, after which they are considered to be adults in their culture's high society.

These balls play an important part in the social calendars of the upper classes, and many interfamily unions and political alliances are made and strengthened during such events, shaping the political landscape of the Inner Sea Region.

CULT OF ALBULAAN: Rel. See ALBULAANISM.

<u>CULT OF ANAHITA</u>: Rel. See <u>ANAHITA</u>, <u>CULT OF</u>.

<u>CULT OF ANDRASTE</u>: see <u>ANDRASTE</u>, <u>CULT OF</u>.

CULT OF THE IMPERIARCH: Rel. See IMPERIARCH, CULT OF THE.

CULT OF KHAR'ILLAE: Rel. See KHAR'ILLAE, CULT OF.

CULT OF KHARANI: Rel. See KHARANI, CULT OF.

<u>CULT OF THE LADY</u>: Rel. See <u>LADY</u>, <u>CULT OF THE</u>.

CULT OF LIFE AND DEATH: His. Rel. See LIFE AND DEATH, CULT OF.

CULT OF MAEG: Rel. See MAEG, CULT OF.

CULT OF NERGAAL: Pol. Rel. See NERGAAL, CULT OF.

CULT OF THE RED MOON: see RED MOON, CULT OF.

CULT OF SACRIFICE: Pol. Rel. See SACRIFICE, CULT OF.

CULT OF SESHA: see SESHA, CULT OF.

CULT OF SOLUM: Rel. See SOLUM.

CULT OF THE SPHINX: Rel. See SPHINX, CULT OF THE.

CULT OF TAHIRA: Rel. See TAHIRA, CULT OF.

CULT OF VARPULIS: see VARPULIS, CULT OF.

<u>CULVERIN</u>: Mil. Largely obsolete light cannon with a relatively long barrel for its bore, which could be transported by a pair of gunners with relative ease. Though antiquated in industrialised regions, such as around the <u>INNER SEA</u>, it remains in use in more backward regions, such as the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, and more distant regions that are not as technologically-advanced, where outdated weapons might still be found.

<u>CUNNINGMAN</u>: Also 'Cunningwoman'. Sup. Primitive folk-healers and <u>OCCULTISTS</u> who are common in pastoral regions across <u>ELYDEN</u>, particularly in isolated areas – mountains, forests, and so on. They have a reputation amongst more urbane people for mummery and charlatanism, but their communities swear by them, and are quick to seek their aid for injuries and ailments, for which they have a plethora of remedies that often involve odd ingredients and rituals such as whispering to wounds.

<u>CUNOMAGLIANS</u>, the: *Pol. Myr. His.* Line of autocratic rulers that preceded the <u>KOMMEAN DYNASTIES</u> in the kingdom of <u>KOMMEA</u>. They were descended from a <u>SCIONIC</u> being of uncertain heritage who called himself <u>CUNOMAGLIO</u> and whose death in 1863 RM left his three children – the original Cunomaglians – in charge of Kommea. They divided the lands amongst themselves, creating a hereditary triarchy that lasted until the ousting of their kind over a millennium later.

They were characterised by their vaguely canid features, and digitigrade limbs, and were long-lived, not only perpetuating but fanaticising the pervasive cult of personality their father had started, highlighting their supposedly divine birthright.

In c. 2920 RM, the people of various territories formed a coalition and rose up against them, killing two of them and causing the third to flee (the whereabouts of the last Cunomaglian remains unknown).

Despite the fervour with which Kommeans had once revered Cunomaglio and his descendants, little is now known of the Cunomaglians and their rule, as those who led the rebellion against them had all reference to them erased – statues were toppled, monuments disassembled, palaces destroyed, and references to them and their primogenitor were destroyed with very few contemporary references left intact.

<u>CUNOMAGLIO</u>: m. Sup. Pol. Rel. His. (D. 1863 RM) The first of the <u>CUNOMAGLIAN</u> rulers of <u>KOMMEA</u>, who became autocrat of the nation in c. 1250 RM. Now believed to have been of <u>SCIONIC</u> blood, he established a cult of personality in the historical region of <u>GHAL RIMMA</u> just outside of present day <u>INSEA</u> in c. 1200 RM that rapidly spread throughout the region over the next decades, supplanting whatever religions and governments were present until then. Indeed, he undertook a concentrated effort to eradicate all memory of the regions previous religion, culture, and government, and very little is known of the period directly preceding his rise to power.

He claimed to have been ordained by a higher power and was able to convince the Kommean people through miraculous acts that could not otherwise be explained. He commissioned the creation of a magnificent throne (that he had originally dreams of being hidden in the (<u>HOLLOW COASTLINE</u>) that became the focal point of a new palace built around it in Insea, from where he made his court, ruling for over 600-years before perishing in 1863 RM. He had foreseen his death and prepared accordingly, appointing his 3 <u>MORTAL</u>-born sons as his heirs, who divided the land between them.

His line of heirs became known as the Cunomaglians and ruled under increasingly dystopian conditions until c. 2920 RM, when a coalition of states rose against their oppressors, killing two of three of them, forcing the third to retreat, losing his grip on the nation.

<u>CUR APON</u>: Pol. Set. Capital city of <u>TAAN AN</u>, in the c north west of the nation, to the west of the <u>ACCA HOAL</u> Basin. It once stood at the coast, and was the terminus of the great <u>AQUEDUCT OF CREPHITHISS</u> though has since found itself almost 200-miles from the coast following millennia of slowly lowering sea levels.

The city was founded during the early centuries of the <u>AMMASHI</u>^(3.) dominance in the region atop the ruin of an ancient city that once marked the terminus of the great aqueduct. It was built around the

gigantic ruined pier (column) of the aqueduct, using bricks from the ruined pre-existing settlement and parts of the aqueduct itself, and structures were even built within the pier and atop it, with some surviving to this day.

The city serves as the seat of <u>EMPEROR ZHAGALONGA</u> and is also the home to the <u>PRAEFECTURATE COUNCIL</u>. The assassination of the present Emperor's great grandfather in 3889 RM by unidentified foreigners led to Cur Apon becoming insular and less open to foreigners, which remains the case to this day. Only approved individuals, most of them trusted merchants, are allowed in the city, and even then, only the trade district, so little is known of the city today. Despite this, it is known for its great industries, of which <u>UMBRA</u> refining is probably the most widespread—with raw umbra extracted from the regions of <u>ZENEGE RES</u> and <u>UBERRET</u> are processed here before being piped west to the harbours of <u>URAMMALET</u> (Pop. unknown, estimated over 1,000,000).

<u>CURATE</u>: Rel. Rnl. Within the ranks of the <u>CHURCH OF THE UNDYING</u>

<u>MACHINE</u> (including the <u>REFORMED CHURCH</u>) a rank of priest with many traits in common with a physician. The curate's role is to care for the bodies of the faithful, using the credo that a healthy body is tantamount to a healthy soul.

<u>CURATOR</u>: *Pol. Rnk.* Hereditary title and ranks within the <u>MINASTERIA</u>
<u>OF ANNALS</u> in the <u>KORACHANI EMPIRE</u>.

<u>CURE MENKEN</u>: (B. 2322 – D. 2413 RM) *His. Edu.* <u>VÂRRAN</u> philosopher and physicist who in 2367 RM published a paper detailing the so-called <u>MENKEN BARRIER</u> that describes the hypothesis that there will come a time when everything will end. He gained notoriety following this, and was ridiculed within scholarly circles for many years until a re-evaluation of his work led to a reappraisal many years after his death.

<u>CURSED KING, THE</u>: *His. Leg.* Alleged founder of <u>VECTIS</u>, whose tale is ingrained in the legends of the region.

One of few survivors of a devastating earthquake that left the precursor state of <u>VAEVECTA</u>^(L) devastated, he was adopted by the warrior tribes of the west, who knew nothing of his royal heritage. He became a competent general who, without knowing his roots, attacked his old people in the east, slaughtering thousands, and claiming the city of <u>LEHIOK</u> as his own and becoming the first king of Vectis. He learnt the truth of his actions on his deathbed, and later became known as the <u>CURSED KING</u>. Though the monarchy has since been abolished, he is remembered as the founder of Vectis.

It is unknown to outsiders whether this tale is historical or apocryphal, or whether it is a mix of the two.

CURSITOR: Rnk. Lawyer in IMPERIAL cities.

<u>CUSHANUR</u>: Sup. Geo. Region of mild <u>ATRAMENTAL TAINT</u> in <u>TABERNACEA</u> in the south east of <u>AQUARIIA</u>.

The region is categorised as <u>LEAST CONCERN</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES</u>.

CUSTODE: Pol. Mil. Rnk. In <u>ARKOS</u>^(1.), a title given to lords and generals amongst the <u>ARKOSI CASTE</u>^(3.). The title is an ancestral one, first given in 547 RM by the <u>AUSPEXES</u>. In 561 RM the <u>LORD EBAEON</u> granted them the right to take multiple wives to help repopulate the region following a century of war with <u>AUERENI</u> barbarians. Through the machinations of the Auspexes, they slowly gained power and influence, taking control of Arkos in 622 RM following the increased weakened physical condition of Ebaeon, who by then was well into his 4th century of life.

CUT YEAR: Cal. In the MACCABEAN (KORACHANI) CALENDAR, the opposite of a leap year, every seven years, resulting in the Winter Solstice festival lasting one day instead of two, becoming a day of mourning of the dead.

<u>CUTH</u>: Dem. 'Cuthi'. Ntn. Cuth is a land of insular people who cling to their archaic religion even as they attempt to bring their land into the industrial age. Located in the south east of <u>LLACHATUL</u>, its southernmost lands are made up of jungles that give way in the north to savannahs and great <u>TURCAR</u> desert of inland Llachatul.

The empire of Cuth, as it is recognised today, originated in 2275 RM, following the suicide of <u>KENG WALIN</u>, the religious leader of the empire of <u>KARKAUTH</u>. He was later reborn, the flesh around his wound black as coal. His rebirth brought chaos to Karkauth, leading to religious

extremists from the <u>CULT OF NERGAAL</u> killing the ruling family, wanting to elevate Keng to the position of emperor. He would eventually trick the extremists into killing themselves through a display of loyalty, and proclaimed "Karkauth is no more. Today we build Cuth, and at its centre will be this church dedicated to my father <u>NERGAAL</u>".

The city of Karkauth was abandoned and a new capital established in the religious city of <u>ERKALA</u>, after which the Cuthi would slowly become xenophobic, ignoring trade and turning to a nocturnal lifestyle out of fear and reverence to the Sun, known to them as <u>TALLAS</u>^(1.), which was the symbol of Nergaal. People willingly sacrificed themselves to Nergaal in sunless temples deep beneath their cities, even as they stagnated. Keng's mortal body was declared dead in 3171 RM, close to a millennium after his rebirth, causing a schism in the church, which persists to this day.

The people of Cuth reverse illness and disease, which on one hand has caused millions of unnecessary deaths over the years, but which has inured the remnants, making them stronger. Cuth remains today as an oddity; a culture that clings to its archaic religions and practices, even as it embraces the spread of technology and industrialisation in its cities. See Vol III: Extant Realms and Nations.

<u>CUTHADDUAN</u>: Geo. Highland region in the west of <u>CUTH</u>, after which the nation is named. The highlands are an extension of the expansive MO-ORASSIM range.

<u>CUTHI</u>: Lan. Religious language spoken in <u>CUTH</u> that appeared after the collapse of KARKAUTH in 2275 RM.

It is a strange tongue, and though in a broad sense it emerged from KARKUTHI, it is said to have been devised by priests of the CULT OF NERGAAL during fever DEMIURGE NERGAAL himself.

Others say it is a corruption of the tongue of the <u>IRKALLA</u>^(2,), brought back from uncounted millennia of neglect.

Regardless of its roots, it is spoken by the priests of the Cult of Nergaal and does not see day-to-day use outside of religious rituals and festivals See Vol II: Languages.

<u>CUTHI PLAINS</u>: Geo. Dry hot plains dominating the central area of <u>CUTH</u>. The region sun-bleached and of little vegetation, though what flora and fauna exists there is well- adapted to the environment.

<u>CUTU</u>: Mil. Str. Expansive fortifications in the south of <u>RHAMIA</u>, guarding its southern border with <u>AHRISHEN</u>. It forms a part of the <u>GREY ROAD</u> and maintains large customs houses where goods are inspected before taxes are levied prior to their progress north.

<u>CUTURAN</u>: *Mil. Str.* Major fortress in the north east of <u>THE SURRACH</u>, guarding the trade-route north east into <u>CYHLAGHARR</u>.

<u>CUXALL</u>: Rel. Set. Shrine-city in the south west of <u>IMEAL</u>, known for its oracles who receive intermittent visions from the <u>FIRST IMPERATOR</u>. The shrine itself is more of a gigantic <u>TECHNARCANE</u> engine than a building, though is regarded by the people of the city as a religious structure, and the oracles – fourteen <u>SHAPERS</u> who are bound together through archaic orthoses within the engine – are revered as divine prophets. This worship of the oracles is largely contained within Cuxall, and they are not as well-regarded elsewhere, though they are understood to play an important, if somewhat controversial, role in the politics of Imeal.

For many years, the IMPERATORS have been forced through popular opinion to pay their respects to the visions of Cuxall, though it is thought that they would rather the tradition were ended, which would give them more powers. The present Imperator, IVEGGETH HO SIN, understands the value of the oracles – many people across Imeal hold them in very high regard – and it would be counterproductive for her to remove them from the picture.

The city itself is a slum that appeared naturally, in response to the popularity of the oracles, which were established in c. 3400 RM, and has received little in the way of funding or support from the capital (Pop. c. 28,000).

<u>CY BUTAU</u>: (B. 2235 D. 2288 RM) *His.* Prominent historical figure born in <u>ESHIR</u>^(2.), who travelled extensively along the southern coast of the <u>SEA</u> <u>OF ORRIDA</u>, becoming embroiled in political events in various areas. Born the son of a merchant, he began his apprenticeship at the age of 13 and was given control of his own small caravan at 17. In 2254 RM he travelled west with his father into <u>UGHTEN</u> (now the c north east of the <u>VESPERTINE LEAGUE</u>^(2.)), where he became a political figure, acting as a neutral ambassador between it and <u>VESPER</u>^(2.), in the west. The two regions were in the midst of an ecological, cultural and economic calamity, with the <u>BAY OF BATHIN</u>, which for centuries had been a hub of their fishing industries having recently become separated from the coast due to lowering sea levels, devastating their climates and economies. In 2256 RM he moved north west into <u>KHULL</u>, where he spent two decades, settling down as a merchant-lord. He grew restless with age and in 2279 RM moved west into the Citizenry of Thali, where he lived until his death.

<u>CYAADA</u>: Set. Small coastal city on the north east of the island of <u>CAMARA</u> in the north east of the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u> (Pop. c. 17,200).

<u>CYAE</u>: also 'the Epistemic Commonwealth' Ntn. Nation in the south east of <u>EASTERN MENISCEA</u>. Their ancestors were immigrants from <u>PARTHIS</u>, who settled the area in c. 3140 RM and dislodged natives, who moved to the west and north, eventually settling as various culturally-linked states.

Since then, the myriad states have coalesced into the so-called Epistemic Commonwealth in 3337 RM – an enlightened land with links to <u>GNOTH</u>, whose many city-states are ruled by philosophers and <u>FIRMAMENTISTS</u> in what many other nations consider to be a utopia, causing many to question how Cyae can maintain such an existence. It is an ally of many powerful nations (through the sharing of resources and gnostic knowledge, as well las marriage to powerful <u>PATRICIAN HOUSES</u> and royal families across <u>ELYDEN</u>), which has ensured its political safety, despite its relatively small size. See Vol III: Extant Realms and Nations.

<u>CYALET</u>: Set. Coastal settlement in the south of <u>KEPHUAAN</u>, overlooking the BAY OF LEPHAINA. Its main industry is fishing (Pop. c. 5,000).

<u>CYALINE</u>: Set. Small city in the north of <u>THE VORANDINE</u>. Its people are expert trackers and hunters of the corrupted creatures that dwell in the <u>LUGENT</u> forest (Pop. c. 5,000).

<u>CYAMIS</u>: Flo. Succulent tree endemic to the north of <u>THETIS</u>, particularly the south western face of the <u>HETHA GHUR</u> highlands. See Vol II: Classification and Taxonomy of Life.

<u>CYANA KELL</u>: His. Rel. Str. Ancient monolithic temple overlooking the western-most reaches of <u>THE INNER SEA</u>, south of the <u>GATE OF EREBETH</u> in the north of ALTEA.

<u>CYANEA</u>: also 'the Frozen City'. Set. Small fortified coastal city in the north east of <u>VALBAR</u>⁽²⁾, overlooking the <u>SEA OF AMASIS</u>. It is the main port responsible for exporting silver to the east across the <u>SEA OF PROPONTIS</u> (Pop. c. 16,000).

<u>CYARNE</u>: Mil. Str. Major line of bastions along the western bank of the river <u>HAROTRARA</u> in the far south of <u>THE VORANDINE</u>, guarding the nation from the south west of <u>RAONGEN</u>⁽²⁾.

<u>CYCHAN</u>: Rui. Ancient ruined hall frozen in glacier in the north of <u>THE VORANDINE</u>, in the south west of the <u>SMYURMA</u> Mountains, whose exact location is unknown. Ancient legends dating to the early <u>FIFTH AGE</u> speak of a horrific massacre in the area, where natives were slaughtered by a non-human mortal foe that is unknown to present-day scholars, though most Vorandi people are unaware of this.

The hall is famed for its ancient archives, which many have attempted to locate, but its location remains lost. Members from the <u>UNITED VORANDI COUNCIL</u> are hopeful to locate the archives, which may help it rewrite history in its favour.

<u>CYCLING</u>: Sup. Med. Practice common amongst <u>SCAVEN</u> as well as other communities around the <u>INNER SEA</u>. In its most basic form, any organic matter (including corpses, vegetable waste, excrement and any other materials conductive to a fertile substance) is mixed together in a large pit that, over time creates a fecund substance that is capable of bearing plants. It is mixed with dust and dirt to increase its volume.

CYCLOCEPHALY: Med. Birth defect common in some areas of ELYDEN (commonly the KORACHANI EMPIRE, PELASGOS, TRAKIA and CYHLAGHARR) where the face is devoid of full features. This usually takes the form of a single (at times double-pupiled) eye, malformed nose,

proboscid nose, cleft palate or any combination of the above. Though congenitally crippling, in most cases such defects are caused by the effects of the <u>Atramenta</u> or <u>Umbra</u> upon pregnancies which, ironically, keeps these normally crippling deformities from claiming the sufferers' lives.

The most widespread and documented form of this defect is in Trakia, where a caste known as the <u>AKHSI</u> select their members from the cyclocephalic foundlings that are common in the region.

The few oghurs found in the region are also afflicted by the disorder; which indicates that some external influence (diet, Atramental influence etc) is responsible for the mutation in the area.

<u>CYDARA</u>: Sec. Coastal city in the south west of <u>AMMESH</u>, in the far eastern foothills of the <u>BORRAGHI</u> Mountains. Its main industry is the mining of quarry, and it controls vast tracts of land that have been dedicated to its extraction on an industrial scale. Its port is dedicated to the shipment of coal – whether to other cities in Ammesh or abroad (Pop. c. 44,600).

<u>CYDARIA</u>: Geo. Island off the western coast of <u>TAAN AN</u>, in the south west of SAMMAEA.

<u>CYGAN</u>: Set. City in the west of <u>PORPHYR</u>. It is known as an industrial centre, and as one of the few cities in the western-coast of Porphyr to construct <u>ARKS OF PORPHYR</u> (Pop. unknown).

<u>CYHLAGHARR</u>: 1. *Geo.* Peninsula in the north of <u>SAMMAEA</u> jutting north into the <u>INNER SEA</u>, forming the <u>SEA OF DANAEL</u> in the west and the <u>CAMARINAL SEA</u> in the east.

2. Dem. 'Cyhlagharri'. Ntn. Nation founded in 932 RM, following centuries of squabbling between successive warlords that inherited the Cyhlagharri peninsula from the failed <u>FOURTH AGE</u> state of <u>FALLDRG</u>, Cyhlagharr is a nation of <u>OGHUR</u> slavers and pirates. It is seen by most outsiders as a place of brutes, where barbarism and tyranny prevail and the height of culture is pit fighting and belching. The truth, though not far off, is far more nuanced.

The oghurs of Cyhlagharr create art (with military portraiture and battle-landscapes highly regarded). Their women are regarded with dignity and treated with more respect than many foreign so-called civilised nations. A common saying in Cyhlagharr is that only great women can give birth to great men, which sums up rather succinctly much of oghur culture in Cyhlagharr. The Cyhlagharri do enjoy brawling and watching others, including slaves and prisoners, fight to the death. This likely stems from their turbulent history, where life in their harsh homeland was difficult and required both physically and mentally powerful leaders to unite such strong-willed individuals together. They enjoy life, taking pleasure in drinking, eating, loving, and fighting, and work very hard to manage their harsh homeland, which is well-known for its <u>Atramental Wastelands</u>, and vast regions of dry plains and badlands in the rain shadow of the great <u>NGHALLEAL</u> Mountains to its south.

It has been ruled by <u>KING ACAMAS II</u> since 3968 RM, following the assassination of his father by <u>PARTHISAN</u> spies. Their attempts to destabilise the region were ultimately unsuccessful, in no small part due to the political acumen of Acamas II who rose in his place. He reformed trade and taxation laws, and as a result, Cyhlagharri slaves have found their way across the Inner Sea and beyond in great numbers. He has relaxed military forces across the Cyhlagharri borders, particularly in the south west, near <u>EREBETH</u>, though close to 300-miles of border with the nation remain contested. Trade with foreign nations has increased, though it remains insular and many of its interior cities are still a mystery to outsiders.

Under his rule, Cyhlagharr is seen to be prospering by political analysts – something that has the rulers of many surrounding nations worried.

One major stereotype amongst outsiders concerning the Cyhlagharri is their superstition and distrust of the <u>ATRAMENTA</u> and many other mystical beliefs. Though a generalisation, this is true if viewed from a cultural standpoint. To understand this, one must understand the roots of orders in ELYDEN.

Oghurs are brutish individuals, standing just shy of 8-ft. tall and commonly weighing 800-lbs. of fat and muscle. But that was not always the case, and it is thought that all oghurs are descended from GIGANRI – taller, more slender beings of a brooding nature and a propensity for

introspection – created through one of two different, if similar, sources: either through physical manipulation of their giganri ancestors by ancient SHAPERS, or through natural mutations resulting from the growing Atramental corruption of their ancient homelands.

Those who were artificially-created were mutated and inbred to enhance certain traits, changing their temperament for the worse, as side-effects of the tampering. They were created to be slaves and warriors, and were abused by their creators and their descendants. They became heavy-Set. brutes, lacking the nuances and self-doubt that characterise their giganri ancestors. To this day many individual oghurs suffer from infertility, birth defects and a distrust of the Atramenta and those who recklessly manipulate it.

Slavery has always been a large part of the Inner Sea, and Cyhlagharri culture is no different. Its harbours are home to large slaver fleets that ply the waters of the Inner Sea, looking for small coastal settlements to raid and merchant vessels to loot. Captured slaves are sold in large markets that are the focal point of many Cyhlagharri cities. Foreign slave merchants are a common sight in these markets and pay handsomely for prime specimens. Though slavery is a social norm in Cyhlagharr, oghurs themselves are never seen as slaves there, with the exception of cyclocephalic individuals, which are regarded as little more than beasts of burden and are a relatively common sight there, working fields and hauling carts and litters. The nation of <a href="Inner Inner Inner

The people of Cyhlagharr, like most oghurs, revere an ancient deity known as ISHATA. She is a guardian-figure representing fertility and warfare, both of which are traits that oghurs consider important. The Cyhlagharri are aware that their race was artificially-created and have a great respect for the gift of fertility, knowing that so many individuals are born without the ability to reproduce. Oghurs, particularly those in Cyhlagharr, are known for the many genetic defects, including CYCLOCEPHALY and hydrocephaly, amongst others, leaving them sterile and weak. Such individuals are often killed when the traits of their illnesses become apparent, but a few can thrive – hydrocephaly in oghurs brings with it an increased potential for Atramental mastery. Those whose symptoms are not too debilitating can rise to positions of power, becoming known as Disciples – amongst the few who are freely allowed to practice shaping, in the name of the King. See Vol III: Extant Nations and Realms.

<u>CYDONIA</u>: Set. Fortified coastal city in the far south of <u>HALEDONIA</u>. It is known for its impressive coastal bastions and navy wharfs, which house most of its fleet, which protects its southern waters and the entrance into the <u>UDANILLA</u> (Pop. c. 56,300).

<u>CYHLAGHARRI GYRE</u>: Sea. Gyre in the <u>CAMARINAL SEA</u>, off the eastern coast of <u>CYHLAGHARR</u>. The gyre is where currents flowing south from the c <u>INNER SEA</u> meet with currents flowing north from the south of the Camarinal itself, creating a region that is known for unstable waters.

<u>CYHULIR</u>: Pol. Set. Fortified capital city of <u>CYHLAGHARR</u>, located 100-miles upstream of the river <u>PHYGRA'S</u> mouth at the coast of the <u>CAMARINAL SEA</u>. It is ruled by <u>KING ACAMAS II</u>, who rules from the <u>PALACE OF TYRAGHON</u> (Pop. c. 410,000).

<u>CYIDA</u>: *Lak*. Lake in the c of <u>AHRISHEN</u>, linked to the larger lake <u>ACTAEA</u> by the river <u>SAKHIR</u>.

CYIPHYR, THE TREE OF SKULLS: Flo. A specific gigantic twisted tree in the east of CYHLAGHARR. Skulls were once used as offerings in an ancient religion of the region, affixed to the tree, which then grew around them, its bark encompassing the skulls until they were consumed by it. Over time the religion was forgotten, yet the tree remains now, almost dead, abandoned, the souls of thousands tied to its form.

<u>CYKRANALEN</u>: Cal. In the <u>KORACHANI CALENDAR</u>, the third month of twelve, comprising 30-days. It is named after the <u>PLANET CYKRANOSH</u>, and is the third and last month of winter. See Vol II: Months and Lunar Cycle in Elyden.

<u>CYKRANOSH</u>: 1. Ast. The sixth of seven known <u>PLANETS</u> orbiting the star <u>SOR</u>. Its mean orbital distance from Sor is 880,000,000-miles and has an estimated diameter of 95,000 miles. It is the second of the <u>OUTER PLANETS</u> and is a believed to be composed largely of gases, possibly with a metal core. It is the largest planet in the <u>SORCHARI SYSTEM</u> and much like its smaller sibling <u>GNIHLAS</u>, is famed for its vibrant colours, which range from brilliant red, to yellows, browns and silvers, which are arranged in bands which are arranged laterally. It has at least three moons, <u>KALULITTA</u>, <u>BERASEM</u> and the largest, <u>FALASHA</u>, though it likely has dozens more.

It is believed to have been the work of the <u>DEMIURGES ALLAISHADA</u> and <u>SYNCHTHONITH</u>. See Vol II: Planets and Satellites.

- 2. Sea. Strait between the north east of $\underline{JURRAS}^{(2)}$ and the west of \underline{VAALK} , leading into the \underline{SEA} OF \underline{FOR} beyond which is the larger \underline{SEA} OF \underline{AZAM} . The strait is controlled by the eponymous city⁽³⁾.
- 3. Set. Large conurbation in the north east of <u>JURRAS</u>⁽²⁾; known for its many small settlements arranged around a central tiered city that controls the Strait of Cykranosh⁽²⁾ (Pop. c. 1,150,000).
- CYLPHAAD: Set. Small coastal city on the south of the island of <u>CAMARA</u> in the south of the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u>. Its people's main diet consists of soft-shelled shrimp that lives in the waters around the <u>SHIBBOTHA</u> and <u>SHIELD ISLES</u>. These are boiled and eaten whole, usually in stews or with legumes, and as a result locals are known for the slight orange-pink tint to their skin (Pop. c. 16,200).
- <u>CYLRESH</u>: Set. Fortified coastal settlement in the west of <u>TAAN AN</u> (Pop. c. 4,300).
- <u>CYME</u>: Set. Fortified city in the north east of <u>LYRIDIA</u>. Contact and trade with Ahrishen has led to the city outgrowing its <u>TROGLODYTE</u> heritage, and is amongst the most metropolitan city in the north of Lyridia, forming part of the GREAT ROAD trade-route (Pop. c. 25,500).
- <u>CYMMARA</u>: Set. Industrial city in the east of <u>TAAN AN</u>, in the <u>ATRAMENTALLY-TAINTED</u> region of <u>ZENEGE RES</u>. It is a major manufacturer of <u>UMBRA</u>, pumping raw umbra west, where it is processed. The city is largely made up of roughnecks involved in the umbra industry, and it is protected from the <u>ATRAMENTAL</u> forces of the region by a series of rudimentary <u>SIPHON ENGINES</u> (Pop. c. 31,000).
- <u>CYMMAT</u>: 1. Set. City in the c south west of <u>HABOT</u>, along the course of the river <u>MEDDERANDI</u>. It is a major industrial centre and is known for its many manufactories that straddle the great river's banks (Pop. c. 48,000).
 - 2. Set. Settlement in the c south west of $\underline{\text{METHUMN}}$, in the south of the $\underline{\text{ELIKAMMAN}}$ ridge. It is a major source of anglesite and lead (Pop. c. 6,000).
- <u>CYMMER</u>: *Mil. Str.* Fortress in the c north of <u>ALMAGEST</u>, overlooking the <u>SEA OF SAECULA</u>. The fortress guards the entrance into the sea from the larger <u>SEA OF APHOTIS</u>.
- <u>CYNA KELL</u>: Mil. Str. An ancient redoubt and crumbled colossus that has been appropriated and turned into a modern fort, situated in the far north of <u>ALTHA</u>^(2.).
- CYNAKRIA: Geo. Island off the south eastern coast of AMMESH. It is over 280-miles long and is largely uninhabited, with a handful of coastal cities of note, the largest of which is <u>SATALMA</u>. The island acts as a breakwater, protecting the south eastern coast of Ammesh from harsh winter swells and storms.
- - 2. Pol. Set. Capital city of the <u>CORAL BARONIES</u> on the eponymous island. It is a hub of court intrigue and is known for its many barony offices and hostels where representative from the 83 baronies stay while on diplomatic stays in the city (Pop. c. 280,000).
- <u>CYNCERIAN</u>: *Geo.* Reef in the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u>, east of the island of <u>CYCNER</u>^(1.), in the north of the <u>BATHASHAL OCEAN</u>.
- CYNDARA: Com. Set. Major coastal city in the south west of <u>HABOT</u>, overlooking the south west of the <u>BAY OF ESSIA</u>. Until c. 3960 RM it was a thriving port serving the south west of Habot, with a population of just under 100,000 people, mostly Haboti.
 - The <u>NACRE WAR</u> that engulfed the nation of <u>MAENMIST</u> following the closing of its borders to trade along the <u>NACRE ROAD</u> necessitated a quick alternative, and the Nacre League shifted land trade in the area to the

SEA OF AMMASH⁽¹⁾, bypassing Maenmist and Phyrr, using the cities of Cyndara and BAVVERA (in NORTHERN SIMBARA) as ports to move land trade to the sea and back to the land, respectively. This caused an explosion of economy and culture in Cyndara and in 40-short years its population has greatly increased, and is showing no signs of slowing down.

It has since become a major stronghold to the Nacre League and House <u>GALADRAT</u>, and has also served as a base to the League's navy since the declaration of war by the League and its allies against Maenmist, with ships escorting merchant vessels to deter Maenmisti privateers from attacking them (Pop. c. 580,000).

- <u>CYNFAEL</u>: Set. City in the c of <u>LOEGRESS</u>^(1,). It forms a part of the nation's main trade route and it a hub of trade and commerce, and serves as a melting pot of culture (Pop. c. 37,000).
- <u>CYNIA</u>: Set. Small city in the c of <u>THE VORANDINE</u>, to the far south of the plains of <u>BOTH RATHO</u>. Its main industry is agriculture (Pop. c. 11,400).
- <u>CODEX CYNNAVAR</u>: 1. Geo. strait in the north of <u>GREST</u>^(1.), dividing the inland <u>SEA OF RATASHAH</u> in two. The city located around the strait is named after this feature.
- 2. Set. Major inland coastal metropolis in the north of <u>GREST</u>^(1.), in the west of the island-continent of <u>BROR</u>^(1.). It straddles the eponymous strait^(1.) that divides the inland <u>SEA OF RATASHAH</u> in two, and controls all trade leading crossing the strait, making it wealthy and influential (Pop. c. 1,122,400).
- CYNOPOLIS: Rel. Str. Ancient necropolis in the far west of the ANUBIAN desert, where a now-extinct ancient race of mortal humans, thought to be the LOST ONES by Anubians, buried its dead. The necropolis is riddled with large dog-headed statues that lie half buried beneath the dunes of the DOG SEA (after which it is named). A caste of Anubians known as CYNOTHROPI guard the area from trespassers.
- <u>CYNOSIATES</u>: Rel. Those who adhere to the religion of <u>CYNOSIATY</u>, in the east of <u>THE SURRACH</u>.
- <u>CYNOSIATY</u>: Rel. Religion of idol-worshippers common in the north west of <u>SAMMAEA</u>, particularly in the east of <u>THE SURRACH</u>. See Vol IV: Religions and Cults.
- CYNOTHROPI: also 'the Jackals'. Soc. Rnk. Caste of ANUBIAN ascetics, who guard the necropolis of CYNOPOLIS in the DOG SEA. Their chant: 'We are the priests of Talantehut, the guardians of her glorious tombs, her humble graves. We are the keepers of the dead. We are the servants of Talantehut', is renowned in Anubia, though it is unknown if they have any further links with the DEMIURGE TALANTEHUT.

They have little ties to the nomads of the region and are fiercely protective of Anubia, particularly their ancestral home, the ruin of Cynopolis.

- CYNURIA: Geo. Wasted land in the north west of PELASGOS. It was one of the first areas colonised and exploited by the KORACHANIEMPIRE after its subjugation of the region in 73 RM. Its trees were felled centuries ago, and all its resources have also been spent, leaving it a barren land where soil has been washed into the SEA OF CYPRIA^(1,), leaving it a dusty wasteland. It is peppered with ruins and abandoned industrial centres, though is flanked by the still-prosperous cities of ADAMM in the west and CYPRIA^(3,) in the east.
- CYPAC: Sct. A small city in the south of the TARAHID ANNEXES. The settlement was, at the height of its power in c. 500 RM, a thriving metropolis-port, situated at the shores of the SEA OF BYSSOS. The slow dwindling of THE INNER SEA and the resultant retreat of the Byssos left the city to slowly die, its main sources of industry and revenue lost to the retreating coastline. The rusting hulks of ships and other vessels litter the shallow fields between the town and the coastline, their decrepit shapes forming eerie metallic skeletons on the horizon (Pop. c. 14,500).
- <u>CYPHIRIA</u>: Set. Major city in the far south west of the <u>HENDECARCHY</u> of <u>ATALLUA</u>, in the south east of <u>MALAN</u>. It is the largest city in Atallua and is the centre of its most densely-populated region. It straddles the banks of the river <u>USHURMÁ</u> and controls hundreds of satellites that serve as the main source of food in the Hendecarchy (Pop. c. 700,000).
- <u>CYPRIA</u>: 1. Sea. The north eastern part of the <u>SEA OF LISASSA</u>, forming a bay in the north west of <u>PELASGOS</u>. It is named after the city of Cypria,

which, alongside the capital <u>OCTIRA</u>, allowed overfishing and industrial pollution to mar its waters.

- 2. (B. unknown) One of six founding members of the <u>SISTERHOOD OF CYPRIA</u>. A <u>HALFBLOOD</u>, believed by many to be a <u>NYM</u>. Her doctrine became the modus operandi of the sisterhood, which is based in $\underline{\text{SYBARIS}}^{(2)}$.
- 3. Set. Major city in the north west of <u>PELASGOS</u>, once known for its harbour and shipyards, though these became redundant in c 3600 RM after the city became landlocked following centuries of to maintain its coastal position were abandoned due to the sheer cost and effort.

It now lies along the path of both the <u>SHADOW MARCH</u> and the <u>Red Route</u>, and it serves as a hospice to the many travellers that cross its walls, with most of its economy and industries revolving around the year-long march of pilgrims and merchants passing through it (Pop. c. 1,315,000).

CYPRIAN SISTERHOOD, the: Soc. Org. A semi-secretive order of courtesan-spies based in the city of SYBARIS⁽⁴⁾, in SKAROS. They have no permanent allegiances and sell their services (of many varieties) to the highest bidder. They are named after a prominent founding member, CYPRIA⁽²⁾, who was a HALFBLOOD and follow her doctrine.

They operate across the <u>INNER SEA REGION</u> and beyond, and serve as spies, courtesans and assassins, and have no prejudices in who they work for. Its members can come from any walk of life – indeed, recruiters encourage a diverse background amongst candidates, to keep the skills of the sisterhood distinct.

The sisterhood itself is very secretive, and the exact location of their headquarters is unknown, and most common folk who hear the name believe it to be a religious order of some sort. Given the secrecy with which the sisterhood operates, it is unknown how potential employers seek them out, though it's likely that they operate through word of mouth, with previous employers recommending their services to others.

<u>CYRECE</u>: Set. Settlement in the north east of <u>KASPIA</u> in the northern foothills of the <u>KEPHATHAO</u> Mountains. It is known for its hunting and trapping, and sells pelts up the <u>TARAGEA</u> river for trade with the south (Pop. c. 3,400).

<u>CYRENA</u>: Rui. Ruined city in <u>LIDEA</u>. It was destroyed by <u>DIABALL</u>, <u>THE SCION OF DEITIES</u>, a powerful <u>HALFBLOOD</u> in 1672 RM. An <u>ATRAMENTAL</u> college was funded there in 663 RM, though it remains ruined to this day.

CYRENIA: Pol. Seventh of the HENDECARCHIES of the FOREST KINGDOMS, located in the north west of MALAN. Its capital is the city of ENIGOST (2.), and it is ruled by the tyrannical OTHERWORLDER HENDECARCH MANESKARKON ZARRÉ, who has ruled for over 700 years.

Cyrenia alienated itself under Zarré's rule, and by 3682 RM it was being besieged the combined armies of AONIA, HATON and NHORA, which had allied in a bid to put Zarré in their place. For whatever reason, the LADY AEGIS intervened and forced the besieging armies to retreat, leaving the

<u>AEGIS</u> intervened and forced the besieging armies to retreat, leaving the Hendecarch untouched – a status quo that remains to this day. In the years following this the southern territories of the Hendecarchy were fortified and these forts remain in use today.

It is amongst the least mountainous of the Malani Hendecarchies, and

is characterised by old growth forests and its ancient <u>SHAMANISTIC</u> <u>FIRMAMENTAL</u> traditions which are based around well-catalogued <u>LEY</u> markers.

<u>CYRGYLA</u>: Set. Fortified coastal settlement in the east of <u>CYHLAGHARR</u>, in the far west of the <u>GULF OF OPHAR</u>^(1.). It is known for its tanning of <u>ANKYLOURA</u> hides (Pop. c. 2,500).

<u>CYRION OF NEKOR</u>: (B. 3647 – D. 3703 RM) Astronomer, mathematician, naturalist, explorer and artist. Born in <u>NEKOR</u>, <u>NÁRTHEL</u>, he travelled extensively across the <u>INNER SEA</u>, <u>SEA OF ORRIDA</u> and <u>DARK SEA REGIONS</u>, eventually spending the last decades of his life searching for and researching the elusive <u>SUPRANATURAL</u> being that came to be known as <u>CYRION'S GEOMORPH</u>, in honour of his work.

<u>CYRION'S GEOMORPH</u>: Int. Sup. Fau. Fantastical supranatural 'creature' described by the polymath <u>CYRION OF NEKOR</u> in 3672 RM following decades of research and following-up on second hand eyewitness accounts of the creature around the <u>SEA OF ORRIDA</u>.

Accounts of the 'creature' date back to the early <u>FIFTH AGE</u> and likely go back further, though most accounts are from the last two millennia.

Typically described as a floating shape of ever-moving seemingly numberless geometric sides, the geomorph would commonly be seen floating just beyond in the coastal fogs and sea hazes common to the Sea of Orrida, making a true description or HELIOGRAPH difficult to acquire. With accounts of sizes varying from a few feet to dozens of feet across, their amorphous polygonal bodies are often described as brownish, with areas of contradictorily dark yet bright colours and no appendages or features to speak of.

After decades of accounts from nervous fishermen and farmers Cyrion first sighted the creature in 3672 RM, with several more sightings over the years leading to his death. He coined the term 'geomorph' for it, and with each sighting it would appear closer and clearer, affording him the chance to make several drawings, and take a handful of (blurry) heliographs, allowing him to describe it in detail.

He postulated that it was a being of the MATERIA OMNA, with various sightings of it in the seas of ORRIDA, MERCUVIA, SAMMAIDU, MIROVEA, and POLARIS causing him to believe that it was linked to the NULLAMBIT, which crosses each of those bodies of water. He noted that with each appearance the 'creature' seemed to be more comfortable around him, leading him to believe that each sighting was of the same entity, though how that was possible he was unsure. His disappearance in 3703 RM left his work unfinished and the entity was named after him in honour of his research into the matter.

Taxonomical categorisation of the geomorph has thus far proven impossible, and many scholars believe that the geomorph is no more a living creature than a cloud or <u>ATRAMENTAL</u> effect, and that their appearance are merely a by-product of as-yet unknown supranatural phenomena. See Vol IV: the Materia Omna.

<u>CYSTAAN</u>: Set. City on the north west of the island of <u>CAMARA</u> in the south of the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u>(Pop. c. 15,000).

CYTIS: 1. Geo. Rocky highland region in the HENDECARCHY of ATALLUA, in the south east of MALAN. It is known as the main source of the river MEKHOZIS, which traverses over 70-miles of canyons before emerging from the mountains in its journey east across the <u>TURCAR</u> Desert. Many of its deep clefts and canyons see little direct sun and are known for their moss and vine-covered surfaces.

2. Set. City in the above region, in the <u>HENDECARCHY</u> of <u>ATALLUA</u> in the south east of <u>MALAN</u>. It is the largest city in this region and is relatively isolated, with travel across the <u>ARGENT</u> Mountains into the rest of the <u>HENDECARCHY</u> is limited to a few months of the year. It serves as a link with <u>TETHYSIA</u> via the caravanserai of <u>ADI</u> (Pop. c. 60,000).

CYUSA: Rel. Str. Fortified chapel in the c of KARAKHAS, built around the petrified remains of the OTHERWORLDER Lithenannea, half-embedded in the flat earthy plains some miles outside SARGOTH. The glass-like body of the otherworlder is said to bear healing properties and those few bodies undertaking the pilgrimage of THE SHADOW MARCH with wealth-enough to purchase access are allowed to touch her body.

The body was unearthed by imperial explorers camping above it in 42 RM, where it was buried beneath compact soil. Over the millennia, the once-perfect features of the statue-like corpse have been worn down by eager pilgrims, the wrath of the elements before the fortress was constructed and the weight of time that bears down upon the statue, whose crystalline-eyes look upon the world with a keen emotion that betrays her state of petrification.

CZEJISKEZZIK: also 'skitterlimb'. Fau. ATRAMENTALLY TAINTED abominations that breed true, endemic to the inner wastes of SAMMAEA, in the south west of KHARKHARADONTIS and central HOGGOTHA ISZ. They are a cross between a stick insect, centipede and lamprey, and grow to up to 20-ft. In length. They are solitary creatures and belligerent, shunning all outside contact. Kharkhardontid rumours claim that some plagi nomads have mastered the art of riding the beasts without domesticating or taming them. See Vol II: Classification and Taxonomy of Life.

<u>CZHBAEZAE</u>: Mil. *Str.* Fortress in the far north of <u>OKKHAM</u>, guarding the trade-route north into the west of <u>CHEIRA</u>.

<u>CZHBAHEPAE</u>: *Mil. Str.* Fortress in the north west of <u>OKKHAM</u>, guarding the entrance into the <u>BAY OF DIATESSARON</u>.

D

<u>D'ANU</u>: *Pol. Rnk.* Ruling title in the nation of <u>N'RAKH</u>, the hereditary seat of which is in <u>EKALLU</u>.

D'HAID ARIMASPI: see ARIMASPI'S FOOTPRINT.

D'HAID MARAKA: see GUARDIANS OF THE FOOTPRINT.

<u>D'RANA</u>: Set. Major city in the north east of <u>J'THANA</u>. It is a major traderoute north into <u>ARKOS</u>^(1.) and forms a major part of the <u>SALT ROAD</u>, where it branches west into <u>BARATHEA</u>^(1.) and <u>N'RAKH</u>, and north into <u>ARKOS</u> (Pop. c. 55,000).

<u>DA ARAE</u>: Set. Fortified city in the c north of <u>OKKHAM</u>. It is noted as one of two cities (the other being <u>OROAEGH</u>, in <u>PNESSA</u>) that are linked by the subterranean <u>CISTERN OF MÉAT PUDON</u> that traverses the Okkhami Mountains^(1.) (Pop. c. 40,000).

<u>DAADAN</u>: Set. Settlement in the south east of <u>BAATAN</u>. Its main industry is goat herding (Pop. c. 10,000).

DAAEBET: Set. Fortified coastal city in the north of MECHABET. The city is noted for its large lighthouse which doubles as a <u>CLOCK</u> tower. Indeed, its clock is famed for its engineering and accuracy (Pop. c. 15,000).

<u>DAALKATH</u>: Set. Major city in the north west of <u>DURCHAA</u> in the north of <u>LLACHATUL</u>, along the course of the river <u>VARAGOD</u>. It is a major industrial centre, and its manufactories are geothermally and hydroelectrically powered. Its roots lie in a small fishing village, whose people would fish for <u>SALMON</u> and roe on their way to spawning farther upstream. It is known for its large <u>HALF-OGHUR</u> population and their descendants (Pop. c. 190,000).

<u>DAAPURA</u>: Set. City in the west of <u>SUOR</u>, along the course of the river <u>ISH DARPA</u> (Pop. c. 28,000).

<u>DAAR</u>: Geo. Peninsula along the northern coast of <u>VENTHIR</u>. It is characterised by dense, perfidious basalt rock formations, which stretch to the main <u>NÁRTHELI</u> mainland. The rocks are quarried and are used extensively in Venthiri architecture.

<u>DAARAGU</u>: See. Small fortified coastal city in the north west of <u>KAZZAR</u> overlooking the <u>BAY OF KAIAKAN</u> (Pop. c. 14,000).

<u>DAARAN</u>: (D. 3787 RM) *Pol.* Tyrant in the west of <u>THE SURRACH</u>, in the region known as the <u>SIX CITIES</u>. He gained the upper hand in 3752 RM, taking a 100-mile stretch of coast centred around the city of <u>DAKHRA</u>, stretching as far east as the city of <u>EDENT</u>.

In 3787 RM the tyrant Daaran sired twins, a boy, Soth; and a girl, Tehra. Upon Daaran's death they were entrusted to his lieutenant Arakh, who raises them as his own.

Between 3971 - 3976 RM, a coalition of other peoples (both within and without the Tyrant's lands) opposed him. Following a long period of strife lasting 5-years, Daaran was defeated and the surrounding lands were divided equally amongst the 6 winning generals, resulting in the birth of the Six Cities.

<u>DAARKEN</u>: Sca. Gulf between the nations of <u>BA'AKH</u> in the south west and <u>IO</u> in the north east. Most naming conventions are rooted in the fact that the gulf lies in the shadow of the <u>EHBOT</u> Mountains. The waters of the Gulf are very deep, and the dwindling of Elyden's coastline has had little impact on the region, though it is thought that Io and the lands east of it are pushing up against the <u>SAMMAEAN</u> mainland, reducing the sea in size

Its waters were once highly fecund though were slowly polluted from the over-industrialisation of $\underline{\text{KORACHANI}}$ $\underline{\text{BA'AKH}}$ between c. 1500 – 2700 RM and remain so to this day, its wildlife mishappen and largely infertile.

<u>DAARKEN</u>, <u>SIEGE OF</u>: *Mil. His.* Naval campaign that formed a part of the larger <u>WAR OF SUNDERING</u> fought between <u>KORACHAN</u> and its allies, and the dissident forces of <u>SARASTRO</u> and its allies.

Korachani ships entered the <u>DAARKEN GULF</u> and the Seas of <u>SÛN</u>, and <u>TIAMA</u> between the $10^{th} - 12^{th}$ of <u>RACHALEN</u> 3704 RM, beginning a blockade of Sarastroan, <u>IONIC</u>, and <u>BA'AKHI</u> cities. By the 13^{th} Sarastroan and <u>LIDEAN</u> ships were counterattacking imperial ships, bringing further conflict to the region.

Korachani forces renewed concerted attacks 3-months later, beginning on the 7th of <u>ASHTALEN</u>, including the Sarastroan stronghold of <u>MORULAURGO</u>. This is now considered as the true start of the Siege of Daarken. The attacks were successful in sowing disorder, forcing Sarastro to further spread its resources, taking its attention away from other campaigns, particularly around Argea (the <u>NORTHERN SARASTROAN CAMPAIGN</u>). By the 25th of <u>NIHAVALEN</u>, disease has begun to spread across Morulaurgo and other cities.

The siege ended with the <u>BATTLE OF THE SHATTERED PENINSULA</u> on the 30th of Nihavalen, with the imperial fleet defeated, cutting off its ground troops in the region, who lost their support and access to reinforcements. The Ba'akhi capitulation to Sarastro 2-weeks later on the 13th of <u>SATAVALEN</u> left Sarastro in control of the <u>STRAIT OF GARAP</u>, denying Imperial ships access to the Daarken for the remainder of the war, ending the siege.

<u>DAATH</u>: Pol. Western-most of the states of the <u>SIX CITIES</u>, in the far west of <u>THE SURRACH</u>, Daath is dominated by the ancient religion of <u>IANHAN</u>, revived in c. 3950 RM.

Daath was once the largest of the major settlements in the Six Cities, though it suffered after the newly-forged Bakhran kingdom ended trade with the Six Cities in c. 4002 RM and it has steadily dwindled in size since then, with some areas of the city empty and populated by <u>WRITHENS</u> and outlaws (Pop. c. 31,500).

<u>DAAZ</u>: also 'the City of Brass'. Set. Major free-city in <u>THAMAAZ</u>, in the c of <u>THE SURRACH</u>. At one point it held a powerful confederacy, of which <u>PAAN</u> was a major part, though it broke free and is now independent. Some groups want the two to remain divorced, whereas others want them united, leading to tense relations between the two and a rise in gang-culture, which has escalated in gang warfare on more than one occasion.

<u>HALFBLOODS</u>, as well as those descended from <u>AZER</u> and <u>ARABEALLI</u> immigrants are common there. Daaz began trading with the <u>KORACHANI</u>

EMPIRE in c. 2500 RM, though its people contracted an isolated disease carried by foreigners in c. 2700 RM, closing its borders.

This isolated Daaz for a while, leading to its insular culture, though by c. 2850 RM it had begun trading east again, at which point it became a permanent fixture along the <u>IVORY ROAD</u>.

Its people are known for keeping <u>PALE ONE</u> slaves, a practice which is rare in other lands of the Surrach; and for their fervent worship the so-called <u>BRONZE KING</u>. (Pop. c. 270,000).

<u>DABAHASH</u>: Set. Small fortified city in the west of the <u>JAHADAT STATES</u>, under the control of the city of <u>ALAHAIM</u>. It is rapidly becoming a centre of <u>TECHNARCANE</u> research, particularly <u>HEART ENGINES</u> and rudimentary <u>ANALYTICAL ENGINES</u> (Pop. c. 8,500).

<u>DABBARA</u>: Rvr. River in the north of <u>PNESSA</u> flowing east for 700-miles from sources in the <u>TATRASAN</u>, <u>LIRAQAM</u>, and <u>LEKKUK</u> Mountains before meeting its parent, the river <u>YAGNOTH PHTHAN</u>.

<u>DABOT THAITH</u>: *Geo.* Expansive highland region forming the westernmost reaches of <u>NOAVATUR</u>, where it acts as a border with the wastes of <u>KHARKHARADONTIS</u>.

<u>DABRA</u>: Rvr. River in the c of <u>GNOTH</u> flowing north for 360-miles from sources the <u>HAKKA</u> Mountains before meeting its source, the river <u>NEPHOT</u> at lake <u>IAMTI</u>.

<u>DACATECH</u>: Plr. '*Dacatechs'*: *Mil.* Engineers and troops of the <u>SARAGOSI</u> army, descended from the collegiate-<u>TECHNOLOGISTS</u> that were exiled from <u>VENTHIR</u> in 1921 RM and who later settled the city of <u>SARAGOS</u>.

Founded in the city of <u>IPHEIUS</u>, the Dacatechs are a highly-disciplined force. Though relatively few in number they are an elite army, specially-trained and well-equipped with the best Saragosi technarcana can offer. Though supported by various auxiliaries (including a disciplined citizen levy), they remain the mainstay of the Saragosi armies.

Notable battles in which the Dacatechs include their defence of the siege of Saragos between 3405 and 3409 RM.

<u>DACHARA</u>: Rui. Mil. Str. Ruined <u>KORACHANI</u> fort in the far south east of <u>SUOR</u>, on the peninsula of <u>SATRUR</u>. It dates back to early colonisation attempts of Suor by the Korachani empire in c. 3350 RM, though was abandoned within 30-years.

<u>DACHRATU</u>: Geo. Badlands region in the north east of <u>THE SURRACH</u> and south of <u>CYHLAGHARR</u> that's largely abandoned, save for the city-state of <u>TARACEH</u>. The region was, between c 1150 – 1180 RM site of a major conflict between <u>CHEGRINT</u> and Cyhlagharr. The area is covered with the ancient and derelict detritus of war, and many mines, technarcane weapons and bombs remain in the region, a potential danger to anyone trespassing.

<u>DACIA</u>: Dem. 'Dacian'. 1. Ntn. Small nation in the north of Sammaea, just south of the <u>STRAIT OF NÁRTHEL</u>, controlling two of the land passages across the strait, into <u>LYRIDIA</u>.

The nation emerged in c. 3785 RM, after spending close to 8-decades under the control of Lyridia, since 3712 RM, which had expanded south following the <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM, during which Lyridia was able to take much of the north of Nárthel, including the then-capital – Dacia. The city and surrounding areas managed to break away in c. 3785 RM, following years of unrest and city-fighting, becoming the capital of a newly-independent nation divorced from Nárthel.

The north west of Dacia is rich in gold reserves and is contested with Lyridia, with skirmishes between opposing forces common. Daring prospectors and mining companies brave the military patrols to search for gold, though the region is dangerous.

Dacia also maintains control of the CHASMA DRACONA crossing, which remains the easiest crossing across the strait, despite its silting and drying to the east. Old fortresses have been converted into tolling booths were soldiers tax traffic crossing it. The nation is expending most of its efforts in expanding east so that is can control both sides of the strait, allowing it to create a monopoly of moving trade overland from KOMARET to ALYCTA, mimicking what Nárthel is already doing with the cities of KAELRATH and PHENESH (2.), though it has had little success so far. See Vol III: Extant Nations and Realms.

2. His. Set. Once a major city in the north of NÁRTHEL founded in 1193 RM, controlling land trade from SAMMAEA north into LLACHATUL via

the bridge known as the <u>Chasma Dracona</u>, which it controlled. It eventually also became a stop along <u>The Shadow March</u>, where the yearly <u>Catechism of Shadows</u> takes place in the massive plaza outside the city walls. In 3103 RM the city became the capital of Nárthel following the <u>Archpotentate Malichar's</u> handing over of the eastern Nárthel to <u>Queen Hetepheres</u> of <u>Venthir</u> as a gift.

The city remained capital of Nárthel until after the <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM and the closing of the <u>STRAIT OF NÁRTHEL</u>, following which <u>LYRIDIA</u> became aggressive and expanded south, taking much of <u>NÁRTHEL'S</u> northern territories, including Dacia. This did not last, however and Dacia broke free from <u>LYRIDIA</u>, becoming the capital of a newly-independent nation divorced from Nárthel (Pop. c. 390.000).

<u>DACIAN MANUSCRIPT</u>, the: Vol. Myr. His. Apocryphal copy of the MYTHOLOGIA ELYDEN that was discovered in a church library in <u>DACIA</u>^(2,) in 996 RM. Its discoverers claimed it to be a complete transcription of the Nártheli Codex, though this claim has been debunked in various independent studies over the years, and as a result, many of its passages are considered apocryphal to this day.

<u>DACNO</u>: Set. Settlement in the west of the <u>PARTHISAN</u> colony of <u>ABDAKROS</u>^(1.) on the island of <u>IRUGNA</u>^(1.). Its main industry is copper mining (Pop. c. 15,400).

<u>DACTYLID</u>: Soc. Rnk. In the <u>KORACHANI EMPIRE</u>, specialised scribes whose digits and head are enhanced with intricate <u>ORTHOSES</u> and/or biomechanical grafts to aid in the rapid transcription of treatises and edicts. They work very rapidly, often producing five times the amount unaltered scribes can produce, in the same time. Like the <u>POLYDACTYLID</u> scribe-families, dactylids are regarded in high esteem and can wield a considerable amount of power in their circles, though this is rarely as much as that garnered by the polydactylid <u>HOUSES</u>, who look down on those who receive such orthoses.

<u>DACTYLOGRAPHY</u>: the study of fingerprints for the purposes of identification. The science first came into prominent use in c. 3880 RM in <u>PARTHIS</u> and slowly spread across the <u>INNER SEA</u> from there over the next decades, where it is now a common tool of various law enforcement agencies – anyone questioned or arrested by law enforcement has their prints taken by pressing the fingertip onto ink and then pressed down onto paper, leaving the impression of the print behind). This is used as a database that can then be consulted in the future if need be. This goes hand in hand with various magickal means of identification and is fairly conclusive in identifying individuals whose details are already stored.0

This system is largely used in urban areas, with more rural regions lacking the resources to maintain an effective database.

<u>DACTYLOPLASTY</u>: Soc. Med. Form of body modification undertaken by the most affluent patricians. In its simplest form, dactyloplasty involves the removal of both thumbs and any other opposable digits an individual may have. The removal of these digits is symbolic of the affluence of the patrician, whose wealth and servants mean that the patrician can survive even without the use of his hands. Patricians who have had a dactyloplasty flaunt the evidence of the procedure, enjoying forays into the cities where they can expose their hands to the lower classes.

<u>DACYCUS</u>: Set. Settlement in the far south of <u>IO</u>, 15-miles north of the border with <u>SARASTRO</u> (Pop. c. 9,000).

<u>DADADRA</u>: Set. Small city in the c of <u>PARTHIS</u>, 105-miles north east of the capital in <u>TETHRA</u>. It is a major producer of food in the region and forms a part of the <u>RED ROUTE</u> (Pop. c. 14,000).

<u>DADHAO</u>: Set. Small fortified city in the south west of <u>OTINTH</u>. Like most Otinthian settlements, little is known about it due to the nations' insular nature, though it is thought to be a centre of military activities (Pop. c. 20,000).

<u>DADITA</u>: Soc. Obj. Common child's toy in the <u>KORACHANI EMPIRE</u> that takes the form of a foetus. It is carried by young children who come from a background with the means to possess toys, and is said to bring good luck. Some people maintain a fascination with them into adulthood and collect them. They can be knitted, made of leather, or wood or any other material, and are only unified by the generic foetal shape they take.

<u>DAEBROX</u>: Mil. Rnk. Moniker and rank in the royal military of <u>SURUTUR</u> given to the personal bodyguard and assassin of the current ruler of the

<u>YALOLIAC REGIME</u>. The Daebrox is commonly a <u>SHAPER</u>, and is equipped with the height of <u>TECHNARCANE</u> equipment, including <u>IRON MANTLES</u>⁽²⁾ and other personal apparatus designed to enhance their natural abilities, as well all manner of exotic weapons and orthoses that the regime can purchase.

The position dates back to 2973 RM, when the bodyguard of the then ruler was sent to train with the <u>ASHASHINS</u> of <u>VENTHIR</u>.

<u>DAEDALON</u>: (B? – 231 RM) pioneer of <u>ATRAMENTAL SHAPING</u> in the early years of the <u>KORACHANI EMPIRE</u>. He was born before the unification of the <u>SEVEN CITY-STATES</u> at the hands of the <u>ARCHPOTENTATE MALICHAR</u>, who would eventually study under Daedalon's tutelage before his <u>ITINERARY</u>. He was a polymath with regards to the Atramenta, and though not an expert in all <u>MINASTERIAL</u> (2) orders of <u>SHAPING</u>, he was a competent <u>SHAPER</u> in many different facets of the shaping.

<u>DAEKAS</u>: also 'the Pit'. Ast. Con. Constellation along the equator. It is named after the <u>PIT OF DAEKYN</u> in <u>KHARKHARADONTIS</u>. See Vol II: Constellations.

<u>DAEMON-IDOL</u>: Rel. Arc. Soc. The states of the <u>VESPERTINE LEAGUE</u> are famed for their Daemon-idols – regional gods that are embodied in large idols, where to all intents and purposes the idol is the deity. In a time before the alliance of the states, a conquered city would have its daemondol toppled and shattered, signifying the death of the daemon and the downfall of its people.

As a result, the people of the Vespertine League found ingenious ways of securing the 'health' of their Daemon-idols – secreting them within greet fortifications, or constructing them from harder materials such as granite or even metal. In some cases, city-states reduced to ruin retained a standing daemon-idol in their centre, signifying that the city might one day be reborn and that the deity still guards the area and its people.

These idols are similar to those worshipped in <u>KARGAMA</u>, and scholars believe that they share a common heritage, having been crafted in the <u>THIRD AGE</u>, though little else is known of their history. See Vol IV: Religions and Cults.

<u>DAIMAL</u>: Dem. 'Daimalan'. Eth. Ethnic group that originated in the early <u>FIFTH AGE</u> in the south of <u>WESTERN LLACHATUL</u> in what are today the south east of <u>AQUARIIA</u>, most of <u>HOLOLACH^(1.)</u>, and <u>THUMAL</u>. The Daimalan people are thought to be descendants of an earlier nation that occupied the area prior to the <u>FADING</u> of the <u>FOURTH AGE</u>.

<u>DAIMALAN</u>: Lan. Language of the ancient <u>FIFTH AGE DAIMAL</u> people. See Vol II: Languages.

<u>DAKISUH</u>: also 'the Great Sulphur Desert'. Geo. Large, extremely inimical region in the c of <u>ABACARDAT</u>, in the east of <u>SAMMAEA</u>, south of the <u>SEA OF LETHEA</u>, covering a 100-mile-long strip of volcanically-active land, just east of the <u>UHBATAQI</u> basin. The region is named after its thousands of conical sulphurous formations and acidic lakes. The region looks extremely otherworldly and even the air there is dangerous to most forms of life.

Hearing tales of sulphur and other resources needed for its metallurgy, <u>KORACHANI</u> explorers went to the region and in c. 1210 RM *Set.* up a colony 50-miles from Dakisuh, where it processed raw materials, before sending them north via <u>NOAVATUR</u>, though its maintenance ultimately proved too costly and the colony was left to perish less than 40-years after its establishment.

Local nomads inherited the colonists' MMPERIAL FAITH and continue to worship a corrupted form of the UNDYING MACHINE to this day, despite Dakisuh no-longer being an imperial colony.

<u>DAEDARN</u>: Set. City in the north east of the <u>PANTHEON ISLES</u>, in the endorheic basin of <u>EVVER</u>, on the mainland, in the east of <u>LLACHATUL</u>. It is a major trade city, with a close trade relationship with Tethysia, particularly the city of <u>EBRIKAS</u>. The city was originally coastal but the retreat of the <u>SEA OF MYMEREA</u> saw it become landlocked in c. 3000 RM, though it found itself at the edge of an endorheic basin that was watered by many rivers flowing into it from surrounding highlands. In around 3450 RM a satellite city, <u>KALAAKE</u>, was founded to act as a harbour to the city so goods traded from the north east of Llachatul can be easily traded around the Pantheon Isles (Pop. c. 106,000).

DAEGAREN: see GREAT BEAR.

<u>DAEKYN</u>: Also 'the Isolation of Daekyn'. Geo. Region in the c of SAMMAEA, in the c south west of the KHARKHARADONTID desert, around 300-miles north east of the SEPULCHRAL PALACE. The region is dominated by plains of arid dust and sparse rock pillars and characterised by its cold arid climate (possibly attributed to the closeness of the BLACK FOUNTAIN). The land is inimical to most life and even <u>UMBRANS</u> and <u>GROTESQUES</u> are uncommon there, with the only creatures that seem to survive there being <u>PLAGI</u>. The region is most commonly known in the <u>KORACHANI EMPIRE</u> as the place in which the <u>ARCHPOTENTATE MALICHAR</u> found the imprisoned body of the <u>UNDYING MACHINE</u>. What few know is that the <u>DEMIURGE RACHANAEL</u> was imprisoned there by his sister <u>ALLAISHADA</u> at the end of the <u>WAR OF SCOURGING</u> towards the end of the <u>FOURTH AGE</u>, for his sadistic crimes and megalomaniacal aspirations. The pit in which he was imprisoned is known as the <u>PIT OF DAEKYN</u>.

DAEKYN, THE PIT OF: Sup. Geo. Rel. Large pit roughly in the centre of the ISOLATION OF DAEKYN in KHARKHARADONTIS, where the body of the DEMIURGE RACHANAEL was smote into the ground and imprisoned by his sister ALLAISHADA, marking the end of the FOURTH AGE. Rachanael later escaped in 212 RM of the FIFTH AGE, through the aid of the ARCHPOTENTATE MALICHAR, though the pit remains, bearing the scars of its ATRAMENTAL prisoner.

Little is known of the pit's origins, though it thought to have been created at the behest of Allaishada and <u>TALANTEHUT</u> by SYNCHTHONITH or VORROPOHAIAH.

Though many believe the <u>SEPULCHRAL PALACE</u> to be constructed above the Pit of Daekyn, this is not in fact true, with the Pit being around 300-miles to the north east.

The region is categorised as $\underline{\text{DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}.$

DAEKYN'S BREATH: Geo. Rock formation in the west of DAEKYN, that is riddled with narrow caverns, said to lead to the darkest, oldest reaches of ELYDEN'S underworld, deeper even than the pits of the PRISON CARCERI. The area is dank with the foul air that emanates from the depths. The name is derived from the foul air that emanates from the

<u>DAELLA</u>: *Geo.* Ancient glacial valley network in the north east of <u>PELASGOS</u>, its broad shoulders and rock-strewn floor characterised by thick moss-like growths and dark grey rocks.

DAEMONTYR: Tec. Fau. An advanced winged form of SICTHAINEN TECHNA once common in PELASGOS, particularly around city spires and mountain regions. Originally the products of a single advanced MANUFACTORY of RODIA, in the north of Pelasgos, the secrets to their construction were lost with the destruction of the manufactory. The remaining daemontyr scattered to the regions surrounding the manufactory and eventually bred, spreading from there. Though few in number, they were sighted for many centuries following their escape in 2371 RM, though sightings have lessened since then, with the last confirmed sighting being in the south of Pelasgos in 3863 RM, though many claim to have spotted them since then. See Vol II: Classification and Taxonomy of Life: Asicthai.

DAEMUS: Lan. SAMMAEAN word for AEHARI.

<u>DAENED SULRACH</u>: lit. 'Western Wastes'. 1. Geo. <u>ATRAMENTALLY TAINTED</u> desert in the c north of <u>NORTHERN SAMMAEA</u>, just north of the <u>TROPIC OF RAH</u>. It is of an arid continental climate and dominates large expanses of the territories of southern <u>KHALHAT</u>, northern <u>ETUA</u>, north western of <u>KHARKHARADONTIS</u>, and western of <u>MOAH</u>, effectively negating contact between the nations along their borders.

The corruption of this region appeared in c. 800 RM, expanding over the next millennia, 'stabilising' in c. 3200 into the rough borders that are known today, and the name is derived from a loose confederacy of people that once existed in the region^(2.). Land within the Daened Sulrach is brittle and dominated by <u>DUSTSTONE</u> formations, which, while beautiful to look at, are unstable and prone to collapse, with old features crumbling and now one appearing every season.

The region is categorised as <u>DANGEROUS</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES</u>. 2. Dem. 'Sulrachi'. His. Ntn. Prior to the appearance of the <u>ATRAMENTAL</u> <u>CORRUPTION</u>, a loose confederacy of cities in the c north of <u>SAMMAEA</u>, to the south of the <u>LHAUS</u> territories of <u>KHALHAT</u>. It was populated by a mix of HUMANS, KERATIN, and ETHERI.

The was a relic of ancient times, and many of its customs and culture are thought to have dated back to the <u>FOURTH AGE</u>, at the end of which its people suffered terribly in the <u>WAR OF SCOURGING</u>. For the first few centuries of the <u>FIFTH AGE</u>, it was little more than a barren land populated by the rudderless remnants of the cultures that once lived there, though these eventually coalesced into independent cities that formed the basis of the confederacy that rose in 810 RM in response to <u>ETUANI</u>^(L) aggression.

The growth of the <u>ATRAMENTA</u> in the region into the vast area now known as the Daened Sulrach^(1,) led to the death of this culture, and little remains of it to this day other than hardened nomads, many of whom are sickened by exposure to the Atramenta. These people worship an ancient chthonic deity known as the <u>GIBBERING WORM</u>, which originated in Etua. See Vol III: Extant Realms and Nations.

DAENICA: Set. City in the c-south east of IZABAL^(1.) (Pop. c. 38,200).

<u>DAENT</u>: *Mil. Str.* Fortress erected in c. 830 RM in the west of <u>HARÉ SHKA</u>, by its first king and ruler, <u>HAREKH</u>.

 $\underline{DAER\ NOT}$: Mil. Str. Fortress in the prefecture of $\underline{EROSENEA}^{(1.)}$ in the north west of $\underline{HOLOLACH}^{(1.)}$.

<u>DAGAKHA</u>: Set. City in the c south of <u>AHKA</u>. It forms part of the <u>RED ROUTE</u> and is renowned for its towering basalt-and-iron fortress, which was built many centuries ago atop the ruins of a much older <u>ARGHAN</u> citadel. The fortress is now a major depot, serving merchants travelling along the Red Route and is controlled by the city's rulers – an influential and despised merchant house.

Local myths speak of the *Iron Ghosts*, spirits of miners who perished in long-spent tunnels deep beneath the city, who are said to still haunt city's lower wards to this day (Pop. c. 36,100).

<u>DAGADDOL</u>: Fau. Giant sea salamanders common to the eastern coastal waters of the <u>BATHASHAL OCEAN</u> and coastal areas of the <u>SEA OF AMMASH</u>^(2.). They can grow to around 6 – 9-ft. long and have fat snakelike bodies, vestigial limbs and powerful tails that sway from side-to-side to propel them through the water. They are largely aquatic, and typically only venture onto land to lay their eggs in coastal wetlands and tidal flats. They are very dangerous and known for their infectious bites that can fester. See Vol II: Classification and Taxonomy of Life.

<u>DAGESARETH</u>: Geo. Dry region in the north east of <u>AETHIOS</u>, forming the north eastern-most part of the badlands of <u>ZOLANDETH</u>. The region is famed for the large quantities of <u>SOULSTONES</u> that are found there, which are mined on an industrial scale by Aethios. The region is peppered with open cast mines that are operated by slaves (the mining of soulstones is delicate and machines would likely destroy as many stones as they uncover) who dig and search carefully. The entire region is heavily guarded by military and mercenary presence all the way to the city of GOBAI, which prepares the stones for storage and export.

The region lies close to the border with $\underline{BARATHEA}^{(1,l)}$ which itself controls a small portion of soulstone reserves, leading to clashes between the two, as Aethios claims all soulstone reserves in the region.

<u>DAGGAL PLAINS</u>: Geo. Region surrounding the river <u>SHIBBOLETH</u>^(3.), crossing the border between <u>AETHIOS</u> and <u>RHINOCOLOURA</u>. The region is sparsely populated, and home to diverse wildlife.

<u>DAGGER OF Y'BERU</u>: Rui. Arc. Ancient obelisk on the island of <u>Nir</u> in the far north east of <u>Elekhid</u>. The obelisk once protruded directly from the water, reaching some 80-ft.high, its reflective metal-like surface reflecting sunlight, acting as a navigational tool to those travelling on both land and Sea. As <u>ELYDEN'S</u> seas began to wane, an island was revealed at the base of the obelisk that bore strange hewn geometric features that remain a mystery to this day.

DAGHA: Geo. Plateau in the c of CHTHYRID.

<u>DAGHAR CAVES</u>: Geo. The cliffs and steep slopes of the once-<u>STRAIT</u>
<u>OF NÁRTHEL</u> are riddled with natural caves, niches, and hollows, which
collectively are called the Daghar Caves. These are most-pronounced in
the north of the Lake <u>DRACONA</u> region, in <u>LYRIDIA</u>. Once submerged

beneath the sea, they were later settled by people displaced from other lands, including \underline{DACIA} and $\underline{N\acute{A}RTHEL}$. Together, they formed a ramshackle settlement known as \underline{HABBAS} , where hundreds of people now live in autonomy as troglodytes.

<u>DAGHITARI</u>: Set. Farming settlement in the c south of <u>TEMUJA</u>, along the course of the river <u>ARILLIEN</u> (Pop. c. 6,000).

<u>DAGLIEL</u>: Sup. Geo. <u>ATRAMENTALLY-ACTIVE</u> area in <u>RASSAPTREX</u>, in the south east of <u>LYRIDIA</u>. The area takes the form of brittle <u>DUSTSTONE</u> formations riddled with caves and honeycomb-like structures that are unstable and prone to collapse. Trees in this area have long reaching roots and splintered wood that litters the land.

<u>DAGON</u>: Sup. Rui. Set. Dre. Buried city in the north of <u>PARTHIS</u>, its pylon-like structures ancient beyond reckoning, the <u>DREAMS</u> of those who wander there becoming infected with doubts and despair. The region is shunned by most, and is thought to be an active <u>DREAMSCAPE</u>.

<u>DAGSIN</u>: 1. *Geo.* Narrow strait between the <u>SEA OF SÛN</u> and the <u>SEA </u>

2. Set. Settlement in SALOROC, overlooking the SEA OF TIAMA. Its natural harbour makes it an ideal spot for its fishing fleet, and it is a stop along the RED ROUTE (Pop. c. 7,000).

<u>DAHAK</u>: Rvr. River in the east of <u>NÁRTHEL</u> flowing east for 500-miles from sources in the east of the <u>UEFIR</u> and the <u>QUTTAKAL</u> Mountains before emptying in the north of the SEA OF BEAR.

<u>DAHAKK</u>: Geo. Mountain-range in the <u>KHARKHARADONTID</u> desert, forming a western extension of the <u>MOLOTH KHAMMOTHUL</u> Mountains.

<u>DAHALLASH</u>: Geo. Desert in the east of <u>ANUBIA</u>, between the <u>GO BISAMMAM</u> and the <u>MOLACHARI DESERT</u>. It is thought to be the hottest known desert in <u>SAMMAEA</u>, with recorded temperatures exceeding 70°C. The cause of this heat is unknown though it is thought to be supranatural in origin.

<u>DAHAAMAAN</u>: Geo. Expansive mountain-chain in the north west of <u>SAMMAEA</u>. The Mountains are noted for the large schism, known amongst <u>KORACHANI</u> explorers as the <u>DISSENTION</u>, that run along its western-face.

<u>DAHBIEL</u>: Geo. Scrubland and glacial field strewn with large granite boulders in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>UCHRON</u>.

<u>DAHEN</u>: (15,350-ft.) *Geo.* One of ten peaks (colloquially known as the <u>TEN PRINCES</u>) of the south eastern face of the <u>A SAVI Mountains</u>, in the north of <u>AHRISHEN</u>, named after an ancient prince.

<u>DAHKAT</u>: Set. City in the south of <u>AHKA</u>, along the northern shore of lake <u>SHAHAN</u>. The city has grown over recent years, taking refugees from coastal cities, and a large shanty town has appeared outside its ancient southern walls. It forms part of the <u>RED ROUTE</u> (Pop. c. 45,000).

<u>DAHR</u>: *Rui*. Abandoned city in the south east of <u>AHKA</u>. The settlement was ransacked and razed by <u>KORACHANI</u> troops in 3996 RM.

<u>DAHUT</u>: Geo. Region in central <u>VÂRR</u> close to the course of the river <u>ICHORIA</u>. Much of the area was flooded in 1717 RM with the construction of the <u>STEEL CATARACT</u> over the Ichoria. Many settlements, including the regions' namesake city, Dahut; were flooded by the reservoir created by the dam, thousands of people losing their homes, scattering throughout Vârr and <u>KORACHAN</u>.

<u>DAIJANI</u>: Set. Settlement in the west of <u>RHINOCOLOURA</u>, just 9-miles west of <u>PHITHASOL</u>, across the river <u>SHIBBOLETH</u>^(3,). It is a major producer of food, particularly grains (Pop. c. 7,500).

<u>DAIKORO</u>: Ind. Set. City in the east of <u>SAUA</u>. Its main industry is sulphur mining (Pop. c. 48,000).

DAIMON: Mys. Rel. Dei. OTHERWORLDLY SPIRITS^(1.) revered by the people of GREST^(1.) in the west of the island-continent of BROR^(1.). The tradition was introduced by the HE'ELAN CULTS in c. 3400 RM, though their mention dates back to earlier DALLIAMORAAN texts that were condemned as heretical. The daimons are a form of tutelary spirit, or a guardian angel that people adopt as part of their indoctrination. They pray to them in times of need, and those who are able to contact them in the Otherworld using OCCULT traditions and MAGICKS, seeking knowledge and dark secrets from them. Together, they form the basis of teachings of the He'elan Writings – the closest thing to a religion in Grest.

Much in the same way that individuals choose a daimon as a patron, most cities and institutions also take on a specific daimon as a patron, and statues dedicated to patron daimons can be found across Grest, as do their <u>SIGILS</u>, which adorn everyday objects and are borne by their followers in the form of brands and tattoos in prominent places such as foreheads and palms. See Vol IV: Deities and Pantheons.

<u>DAIONAL</u>: Cal. In the <u>KORACHANI CALENDAR</u>, the second <u>DAY OF THE WEEK</u>. See Vol II: Month and Lunar Cycle in Elyden: Calendars.

<u>DAJID</u>: Set. Small fortified coastal city in the north of <u>IRUGNA</u>⁽²⁾ (Pop. c. 11.600).

<u>DAKARRA</u>: Set. City in the c of <u>NORTHERN SIMBARA</u>, overlooking the strait between the seas of <u>KRIHIEK</u> and <u>AMMASH</u>⁽²⁾. Much of the nation's navy is based there (Pop. c. 70,000).

<u>DAKATA</u>: 1. *Rvr.* Waterfall in the c of <u>SAUA</u>, known locally as the fivefingers, after the shape the water takes along the cataract. A citadel dominates the earthen knolls between the fingers of the falls, looking over the entire area beneath.

2. Mil. Str. Citadel atop the eponymous waterfall in the c west of SAUA.

<u>DAKATTA</u>: Pol. Set. Colony of the city-state of <u>UBAKKAR</u> that appeared in c. 2905 RM on the eastern face of the <u>DISSENTION</u> schism in the north west of the <u>VESPERTINE LEAGUE</u>, in the north west of <u>WESTERN SAMMAEA</u>. The city fractured from its parent government in c. 3150 RM and, following a strangely passive war (the schism itself forming an impossible barrier for armies to traverse), emerging as an independent settlement, controlling lands north of the Dissention. It was later absorbed by the Vespertine League (Pop. c. 28,000).

<u>DAKHA</u>: Set. Farming settlement in the c east of <u>LAASKHA</u>, built in the fertile soils of <u>LAABOU KENNATH</u> (Pop. c. 2,100).

<u>DAKHACAIA</u>: Set. City in the south east of <u>KORACHAN</u>. It was once home to <u>PATRICIAN HOUSE MILIMORDA</u>, which played a large role in the growth of the city (Pop. c. 32,000).

<u>DAKHAN</u>: Rvr. Major river flowing west for 700-miles from sources in the tribal territories of <u>JACITTA</u> and <u>ILLPHAGOS</u> in the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, into <u>RHINOCOLOURA</u>, before joining with the river <u>RASELETH</u>, itself a tributary of the river <u>NARRETI</u>.

<u>DAKHLA</u>: *Geo.* Mountain pass in the north of the <u>KARKARMIS</u> Mountains in the north of <u>HOGGOTHA ISZ</u>. The entire pass is controlled by a single tribe of serapis, preventing travel by outsiders across it.

<u>DAKHRA</u>: Set. Main city of the <u>SIX CITIES</u> region in the west of <u>THE SURRACH</u> in the north west of <u>SAMMAEA</u>. It is a state living in the distant shadow of the Tyrant <u>DAARAN</u>, who some 250-years ago subjugated half of the present-day region. It was only upon his death, following a coalition of other peoples, that the region would slowly recover, giving rise to the present city-state.

The people of Dakhra are now ruled by his son, the god-king Soth, who rose to power around 200-years ago and has been ruling with an iron fist since then (Pop. c. 44,500).

<u>DAKHRAN PLAINS</u>: Geo. Coastal plains, covering around 7,500-squaremiles, in the west of <u>THE SURRACH</u> region known as the <u>SIX CITIES</u>.

<u>DAKIND</u>: Set. Small fortified city in the west of the tribe of <u>KORIND</u>, in the north west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 12,000).

<u>DAKMAR</u>: Set. Settlement in the c south west of <u>PHYRR</u>, in the north of the region of <u>SLIMA</u>, along the course of the <u>URRABANA</u> river. Its main industry is agricultural, supplying the city of <u>KHIRITT</u> with food (Pop. c. 10,000).

<u>DAKORA</u>: Set. Coastal settlement in the north of <u>OD MEGINNAS</u>^(1.). Its main industry is fishing (Pop. c. 7,300).

<u>DAKSIL</u>: Set. Settlement in the c west of the tribe of <u>HAVATH</u> in the far south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 5,000).

<u>DAKTA</u>: Set. Settlement in the south west of <u>ARKOS</u>^(1.), known for its date groves (Pop. c. 4,800).

<u>DAKTRA</u>: Pol. Ser. City-state in the region of <u>SHAAT LOTHA</u> in c of <u>THE SURRACH</u> noted for its mercenaries and political agitators, whose expertise is bought across <u>THE SURRACH</u> and beyond. There are great arched markets where people bid for the services of famed assassins and

agitators. Their widespread use can be summed up by a Surrachi saying: 'An old politician is considered a mighty man indeed (Pop. c. 73,000).

DALAHET: Set. Small city in the c west of <u>RHINOCOLOURA</u>. Its main industry is tanning, using cattle hides (Pop. c. 18,000).

<u>DALAHIR</u>: Set. Settlement in the far south west of the <u>SULTANATE OF</u>
<u>ABACARDAT</u>. Its main industry is the quarrying of coal, most of which is exported (Pop. c. 8,000).

DALAK HOTHABBIR: x. Myr. His. In the mythology of ancient ELYDEN, a SCION of the DEMIURGE TALANTEHUT. Dalak Hothabbir is described as a slender giant with 4 gangly arms. One pair of arms has 6 digits, and the other has 5, one of which is missing. Its face is forever concealed beneath a featureless white mask that is thought to depict in fine relief upon its surface a map of the entirety of the OTHERWORLD.

Dalak Hothabbir is featured in many ancient accounts, including the <u>MYTHOLOGIA ELYDEN</u>, as an arbiter of the dead upon the <u>MATERIAL PLANE</u>, inspecting the <u>SOUL PEARLS</u> of those who perished soulless, destroying those belonging to <u>MORTALS</u> who lived a worthy life and creating artificial spirits from their ground remains, which are bound to the Material Plane in a manner similar but not identical to the way in which naturally-formed spirits dwell in the otherworld.

There are no accounts of its demise or death and some scholars believe that it continues to do its timeless work, hidden from the extant world. See Vol IV: Scions, Children of the Gods.

<u>DALAL</u>: Set. City in the north of <u>AETHIOS</u>, in the region of <u>ACTANORS</u> (Pop. c. 40,000).

<u>DALAM</u>: Sec. Small city in the c south west of <u>SEDISIA</u>, along the western course of the <u>VETHRANDAN RIVER SYSTEM</u>, in the <u>ATRAMENTALLY TAINTED</u> region of <u>EGUAOT</u>. It is a major producer of raw <u>UMBRA</u>, with thousands of mines and siphon engines within its territories (Pop. c. 50,000).

<u>DALAMAN AGUATA</u>: m. Sup. Per. (D. 3382 RM) <u>VORANDI</u>
<u>ONEIROMANCER</u> who settled in <u>KORACHAN</u> in c. 3360 RM, and whose treatise '<u>PRINCIPLES ON THE GOD'S DREAMS</u>' earned him great notoriety and the enmity of the <u>CHURCH OF THE UNDYING MACHINE</u>, culminating in his <u>EXECUTION</u> in 3382 RM for heresy.

<u>DALAN TA</u>: *Rel.* One of five aspects of the <u>PENTATAEL</u> religion of <u>ELAT</u> and AYAD.

<u>DALARIA</u>: Rvr. River in the east of <u>VARR</u>, flowing south east for 380-miles from its source in the south of the <u>VARRACHON</u> Mountain before emptying in the <u>SEA OF PROPONTIS</u> Though the mountain is shunned, the waters of the Dalaria are relatively clean, though at various points during the <u>KORACHANI</u> tenure there its flow was polluted by industries that have now largely disappeared.

<u>DALATH</u>: 1. *Sea.* Bay in the east of <u>ALTHA</u>^{(2.),} forming the mouth of the river Altha^{(1.).}

2. also 'City of Columns'. Pol. Set. Capital of ALTHA (2.) (Pop. c. 382,000).

DALEA: Rui. Ancient city in the west of ERASHA, founded by ARABEALLI immigrants in c. -900 RM. The settlement slowly grew as the region restabilised into the re-emerging Erashan culture that appeared in c. -350 RM. Despite the collapse of the region in c. 100 RM, the city remained powerful, defending itself against opposing city-states, though as PARTHIA took control of the region in 237 RM, the city was abandoned, with most of its populace moving east, settling the newer richer Parthian cities in north eastern Erasha.

<u>DALEDI</u>: (B. 1283 – D. 1453 RM) *Pol. His.* Famed governor of Azazem, who ruled the vassal from 1329 RM till his death. The island fortress of <u>DALEDI</u> is named after him.

<u>DALEDI, FORT</u>: Mil. Str. Island-fortress in lake <u>AGLAIA</u>^(1.) named after the eponymous <u>GOVERNOR</u>. It played a vital role in the <u>WAR OF THE ARTIFEXES</u>, where it defended the city from dissident attack from the west.

<u>DALEST</u>: Set. City in the far west of <u>ALMAGEST</u>, in the territories south of the <u>BAND</u> Mountains the city is known for its harbour and ferries that cross the strait to the capital of <u>ALMAGEST</u> (Pop. c. 13,400).

<u>DALFUN</u>: Set. Settlement in the north of <u>AHRISHEN</u>, in the far east of the region of PELADA. It is major source of slate and granite (Pop. c. 2000).

<u>DALION</u>: *Tec. Sup. Org.* <u>MYSTERY CULT</u> in <u>TZALLRACH</u> that rose c. 500 RM, possibly after repeated sporadic contact with imperial missionaries. The cult is comprised of <u>ATRAMENTAL SHAPERS</u> and promotes the use of TECHNARCANA.

DALKIN: Geo. Rugged Mountains in the north west of <u>IZABAL</u>^(1.).

DALLEA: Rvr. River in the HARÉSHKI CITY-KINGDOM of MEDES.

<u>DALLIAT</u>: Set. Coastal settlement in the south of <u>NAARETH</u> overlooking the <u>GULF OF VEGATETH</u>. Like many Naarethi coastal settlements, it is constructed on stilts to deal with the region's tides (Pop. c. 8,000).

<u>DALLUS</u>: *Mil. Str.* Fortress in the c north east of <u>RHAMIA</u> in the marshes of <u>OBLITHIA</u> perched on a promontory of hard rock overlooking the region and the river that leads north to <u>ZOR</u>.

<u>DALMA</u>: 1. Sea. Bay in the north east of <u>SKAROS</u>, along the coastal border with <u>ALMAGEST</u>.

2. Mil. Str. Naval fort in the far north of <u>SKAROS</u>, overlooking the <u>SEA OF</u> DALMA.

<u>DALMMA</u>: Geo. Mountain range in the north east of the <u>HENDECARCHY</u> of <u>DERAEIA</u> in the east of <u>MALAN</u>, just south of the region of <u>SARANTHIA</u>. The region is <u>FIRMAMENTALLY TAINTED</u>, and its rocks are fused into brittle pearlescent crystals in many places. These formations are prone to breaking, causing landslides and slopes of dangerous glass-like scree, that are avoided by most.

<u>DAMAGA</u>: *Set.* Major coastal city in the north west of Sabaea. It is an influential commercial power in the region and its ruling merchant house holds a monopoly on trade with <u>NALARDIL</u> via exclusive <u>SKYSKIFF</u> routes in the region (Pop. c. 300,000).

<u>DAMAKIA</u>: Rui. Sprawling now-abandoned open collieries in the north of BA'AKH

<u>DAMAMRACH GODHEADS</u>: *Int. Rui.* Series of ancient half-buried <u>GODHEADS</u> in the north east of <u>THE OLD FOREST</u>. There are thought to be around 50 such godheads, spread around an area of 12 square-miles, and most or overgrown, obscured between thick roots and vines.

<u>DAMARA</u>: Set. City in the south west of <u>KHURAUR</u>. It is known for its hunting and tanning of <u>ANKYLOURA</u> hides (Pop. c. 17,000).

<u>DAMARKAN</u>: Set. Settlement in the north east of <u>ETUA</u>. It is a stronghold of the priests of the <u>GIBBERING WORM</u>, and is home to a large cliffside temple in which strange rites and acts of sacrifice take place in the name of the cosmic deity (Pop. unknown).

DAMARTH: Plr. 'Damarthi'. Mil. Rnk. Elite soldiers in MALAN.

<u>DAMATRA</u>: Set. Small coastal city in the west of <u>THE VORANDINE</u>, on the island of <u>KEYUSH</u>^(1.), overlooking the <u>SEA OF BYRIS</u>. Its main industry is the harvesting of <u>EVOLAM</u> kelp that is vital to various modern <u>ATRAMENTAL</u> industries, including <u>CLONING</u> and <u>FLESHWRIGHTING</u> (Pop. c. 14,000).

<u>DAMAZ</u>: *Mil. Str.* Fortress in the north of <u>GNOTH</u>, guarding one of the few passes across the spine of the <u>SOLUN HIGHLANDS</u>.

<u>DAMIOL L'HERRE</u>: (B. 1132 – D. 1184) Art. <u>LAASKHAN</u> artist and sculptor, created the black marble sculpture knowns as the <u>ECSTASY OF ST. MALICHAR</u>, which remains in the <u>BASILICA OF KHADON</u>, in the capital city of <u>KHADON</u>, <u>KORACHAN</u>. He died in hysteria, his 2-decade obsession with the sculpture finally consuming him in 1184 RM.

<u>DAMMAN</u>: *Rvr.* River in the west of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>, flowing east for 310-miles, before meeting its parent, the river <u>SHIBBOLETH</u>⁽³⁾.

DAMMARACH: Geo. A rounded plateau in the far north east of THE OLD FOREST, that forms part of the natural border with SHOTHA. The entire region is shunned by the various peoples of the forest, and the GODHEADS – gigantic carved faces with screaming mouths – that are hewn into the grey cliff-faces of the plateau are given a wide berth, even by the VALKAI nomads, which are seen as the most pragmatic of the peoples of the Old Forest.

The cliffs of the plateau are crumbling and shallow, and relatively easy to access, despite the uneven ground. Ancient ruins dot the base, and the foundations of a large structure that might be a wall or aqueduct can be found close by.

<u>DAMMARAT</u>: Set. Settlement in the c south west of <u>KEPHUAAN</u>, in the northern foothills of the <u>GARDAGHIN</u> Mountains. Its main industry is the mining of pyrite and coal (Pop. c. 6,800).

<u>DAMMGHRA</u>: Set. Settlement in the c south west of <u>METHUMN</u>, in the south of the <u>IRAGASH</u> valley, along the course of the <u>GARAGIRA</u> river. Its main industry is agriculture, with its inhabitants relying on terraced farming to cultivate hardy crops like lentils. The people of Dammghra are renowned for their resilience and resourcefulness, traits that have been honed by the challenging environment of the Iragash.

Over recent years it has become a much-needed link with <u>TAAN AN</u> to the south (via the city of <u>SAMATIA</u>), allowing merchants to use its territories. Its population is slowly growing and is expected to double within a few years as increased trade bolsters its economy (Pop. c. 6,500).

<u>DAMMGHRAN ROAD</u>: Com. Geo. Nascent trade-route between <u>TAAN</u>
<u>AN</u> and Methumn in the <u>AMMASHI</u>^(1.) peninsula. It links the city of <u>SAMATIA</u> in the south with the settlement of <u>DAMMGHRA</u> in the north.

<u>DAMMON</u>: Set. Small coastal city in the north of <u>TISARA</u>, past the mouth of the river <u>ACIONNA</u>. Its main industry is the cultivation of flax and the rearing of sheep, both of which are vital (Pop. c. 14,000).

<u>DAMON</u>: Set. Fortified coastal settlement in the <u>URTAN LEAGUE</u>, to the south west of <u>IZABAL</u>⁽¹⁾ (Pop. c. 7,500).

DAMPING ENGINE: Sup. Tec. A complex TECHNARCANE ENGINE that generates a damping wave within the MATERIA OMNA that is felt by SHAPERS. This makes it difficult for shapers to FOCUS^(1.) and to maintain focus, which in turn makes it harder to reach ATTUNEMENT, preventing them from SHAPING. Shapers caught in the area of effect are dazed and the negative effects can persist for some hours after. The effectiveness of such engines is somewhat arbitrary, and is influenced by the ARCANE TEMPERS in the area where they are employed as well as the prowess and fortitude of individual shapers in the area of effect.

Such engines are used in prisons (the most notable being fort <u>ARTHAGNIA</u>) and other places where it is necessary to prevent shapers from using their abilities, but overuse may lead to internal injuries, or instance organs rupturing, bubbling blood, laboured breathing, irregular heartbeats, and so on. As a result, they are used intermittently, relying on the lingering effects to ensure that the targets remain debilitated.

They can be used in battle like artillery to negate the functionality of enemy shapers, though they are relatively short-ranged. When modified, they can be used to counter the effects of other engines, though when used in this way their waves are largely ineffective against enemy shapers.

<u>DAMRANATOSIKON</u>: Set. Small city in the c south of <u>NOAVATUR</u>, 40-miles north of the capital (Pop. c. 12,600).

<u>DAMSON</u>: Set. Small city in the c of <u>PORPHYR</u>. It is a major producer of purple dye, which is extracted from a specific form of lichen, known as orchella weeds (Pop. c. 17,000).

<u>DAMUISA</u>: Set. Coastal settlement in the north of <u>TISARA</u>, overlooking the <u>GULF OF USEA</u> (Pop. c. 7,000).

<u>DANAAUA</u>: Geo. Honeycomb rocks in the north east of the <u>TARAHID ANNEXES</u> that is covered in strangler-roots, at the centre of which is a grotesque brain-like tumour. Those who enter this region are invariably assaulted by a feeling of unease and a compulsion to approach the wretched feature in the centre of the area.

<u>DANABAD</u>: *Rvr.* River flowing for 310-miles in the south east of <u>TARTAK</u> from sources in the <u>RUADOM</u> and <u>SAHODOM</u> Mountains before meeting with its parent, the river <u>AALARAD</u>, which is itself a tributary of the river <u>KHARAD</u>. Its waters are largely untainted, unlike the Kharad.

<u>DANAEL</u>: 1. *Sca.* Sea in the west of the <u>INNER SEA</u>, dividing the lands of <u>SAGITTARIA</u>, <u>ALKHA</u> and <u>EREBETH</u> in the north west from <u>CYHLAGHARR</u> in the south east. The sea derives its name from an ancient city-state that once existed in present-day Erebeth.

2. *His.* Ancient city-state, the ruins of which are in present-day south eastern <u>EREBETH</u>. The city is believed to have once been a major port in the region, though its sun-bleached ruin is now some 2-miles from the present coastline.

3. *Mil. Str.* Fort in the north of <u>EREBETH</u>, overlooking the south westernmost part of the Sea of Danael.

<u>DANAL</u>: Set. Settlement in the south east of <u>ARKOS</u>^(1.), north of the city of SALPINIX (Pop. c. 6.400).

<u>DANARAT</u>: Geo. Rocky foothills to the west of the <u>EGETAKH</u> Mountains, dominating the north of <u>ALBASSITA</u> in the north west of <u>WESTERN</u> MENISCEA.

<u>DANATHAN</u>: Set. Settlement in the c of <u>CISNERIA</u>. It is built around one of many ancient gigantic tree stumps situated in the region. The stump has a circumference of some 300-ft. and once formed part of an ancient forest that is thought to have been cut down by ancient industries in the late <u>FOURTH AGE</u> that came in the wake of the <u>AZAHAR</u> empire.

Early in the <u>FIFTH AGE</u> the stump was hollowed out, and dwellings were built within it, forming the basis of a short-lived culture that died out by around 400 RM. The culture left no written records so little is known of it but is thought to have ranged from the north of present-day <u>ATARAXIA</u> into <u>ALAM BETHYL</u> and is known amongst <u>KORACHANI</u> historians only as the <u>TREE-DWELLERS</u>. (Pop. c. 2,000).

DANCING DEITY, the: Rel. Dei. Deity of OBLEVIS, CAMAU, and EGINAZ since the abolishing of the old DESPOSYNI DYNASTY and their deity the UNDYING MACHINE in 3199 RM. It is thought that she was a previous divinity that had been abolished by the Desposyni Dynasty in favour of worship of the Undying Machine that they had brought with them, but whose reverence continued in the form of a saint and, later, a mystery cult unbeknownst to the royal household and its priests.

The religion spread across the <u>OBLEVISH EMPIRE</u> by 3300 RM and continued to be the main religion of various territories after it crumbled in 3821 RM.

The Dancing Deity is a symbolic figure, representing the constant forward motion of the universe, balance, and grace. See Vol IV: Deities and Pantheons.

<u>DANDRAXAN CYCLE</u>: Sup. Tec. The cycle through which a heat engine (such as a steam turbine) is able to produce energy through the movement of a foreign agent, most commonly water via the conversion of its state from liquid to steam. It is also a feature of <u>SUNSTONE ENGINES</u>.

<u>DANFUSA</u>: Set. Fortified settlement in the north east of <u>N'RAKH</u>, close to the border with <u>SUMA'YA</u>. It is amongst the more outgoing of N'rakhi settlements and, alongside <u>CH'TASSA</u>, allows foreign trade into N'rakh via the <u>SALT ROAD</u>, even guarding many caravans across the north east as they head to and from the border with <u>LIDEA</u> and the city of <u>PERESIA</u> (Pop. c. 20,000).

<u>DANGEROUS</u>: Sup. The middle-most class used by the <u>KORACHANI INSTITUTE OF ATRAMENTAL STUDIES</u> to categorise regions of <u>ATRAMENTALLY TAINT</u>. Unprotected travel in areas of dangerous Atramental taint is discouraged as even brief exposure may leave longlasting side effects or permanent damage, including contracting ailments such as <u>GLANDULAR DISTEMPER</u>, <u>CAGASTRIC FLU</u>, <u>AEPATHY</u>, <u>ST. AGAR'S ROT</u> or other ailments unique to their region of origin. Use of softsuits, technarcane protection, or magickal shields may negate the effects of dangerous <u>ATRAMENTAL LACUNAE</u>, though prolonged exposure may still lead to minor long-term effects.

Settlements are rarely found in such regions, and those that are were typically founded to take advantage of umbra reserves within the region. Pre-existing settlements that find themselves in a region of dangerous Atramental taint are usually abandoned unless there is a very compelling industrial or economic reason for them to remain inhabited, in which case they must rely on the constant use of siphon engines to keep the area clean.

<u>DANIKO</u>: Set. City in the south of <u>SAUA</u>, in the region of <u>MELAIA</u>. It is a centre of the farming settlements in the region and is one of the more metropolitan cities in Melaia (Pop. c. 50,000).

DANILA: Pol. Duchy in the HARÉSHKI CITY-KINGDOM of UCHRON.

<u>DANILAT</u>: Pol. Set. Major city in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>UCHRON</u>^(1.), and capital since 4004 RM after attracting refugees from the south, which have been, over the past years, been victims of coastal piracy and slave raids. The old capital, Uchron, was itself the subject of a major attack, with pirates landing and travelling over 50-miles inland, destroying roads and razing farmland, leading to a short siege in 4005 RM,

which ended in a victory for the defenders, though by then the capital had been moved, and remain in Danilat to this day.

Danilat is a link in the <u>Great ROAD</u> trade route, and sees much trade from across the <u>INNER SEA REGION</u> (Pop. c. 277,000).

<u>DANILLI</u>: 1. Rvr. River forming the far eastern border of the <u>HARÉSHK</u>. The river flows almost 400-miles south from the <u>HRYG RIMS</u> before emptying in the <u>GULF OF NESHER^(1.)</u>.

2. Pol. Region in $\underline{\text{NICADA}}$ in the east of the city-state of Nicada in the $\underline{\text{HAR\acute{E}SHK}}$

3. Set. Conurbation, comprising many satellite settlements in the east of the city-state of <u>NICADA</u> in the <u>HARÉSHK</u>, bordering <u>SAUA</u>. The city-state and outlying regions are famed for their wine, <u>OLIVES</u> and farmlands, that stretch from the <u>HRYG RIMS</u> in the north to the <u>BOSK</u> in the south (Pop. c. 96,000).

<u>DANNAR</u>: Dem. 'Dannaran'. His. Ntn. Nation in the south east of <u>MENISCEA</u>, that would later evolve into <u>DHA NAR</u> after its annexation by the Pirate Queen <u>ZAYANOZA</u> in c. 3300 RM. See Vol III: Extinct States.

<u>DANOLICH</u>: His. Ancient half-sunken citadel in the north of <u>LYRIDIA</u>, on the banks of lake <u>INACHA</u>.

<u>DANOR BET</u>: Set. Small city and surrounding pasture in the north west of <u>SARASTRO</u>. Its main industry is cattle rearing, and nearby settlements are known for their tanning (Pop. c. 17,000).

<u>DANOS</u>: Set. Settlement north of the river <u>THAUR</u> in the south of <u>ARKOS</u>^(1.). It is a major producer of platinum (Pop. c. 6,000).

<u>DANOSOTH</u>: Geo. Expansive mountain-range in the c east of <u>SAMMAEA</u>, forming the southern-most border of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>, known for some tainted terrain. It is home to lake <u>AKASM</u>, which is commonly referred to as the main source of the river <u>SHIBBOLETH</u>^(3.).

The mountain-range is commonly divided in two: the Upper and Lower Danosoth, to the north and south, respectively.

<u>DANSE OF THE BLACK DEATH</u>: Mus. Popular piece of organ music opera within the <u>KORACHANI EMPIRE</u> penned by the famed composer <u>TORASZMA</u> in 2718 RM.

<u>DANTALIA</u>: Rui. One of three ancient towers (the other two being <u>NARABIA</u> and <u>DECARABIA</u>), scattered across the south east of <u>SAMMAEA</u>. Found in the north east of the <u>XETEAN STATES</u>, it is the more decayed of the three and lies toppled like a shattered petrified tree. It is half sunken, overgrown with weeds and mosses, any metal long since rusted. Some bricks have been taken to construct a ramshackle shanty some miles south of it, known as <u>THASTARO</u>. Natives of the region know the fallen tower by the name of <u>RASTIS</u>.

<u>DANTAR</u>: Set. Small city north of the river <u>THAUR</u> in the south of <u>ARKOS</u>^(1.). It is a major producer of platinum (Pop. c. 15,200).

<u>DANTIS</u>: Geo. Rugged mountainous region forming the northern coastline of <u>PERGOST</u>, bordering the <u>SEA OF POLARIS</u>. The mountain-chain runs for some 1,700-miles, from the north west of Pergost to its eastern-most point, marking its largest and most recognisable geographical feature in all of Pergost.

The mountains are covered in permafrost and for most of the year the coast is hidden beneath a thick layer of frozen sea ice that melts only in the height of summer.

<u>DANU</u>: Dem. 'Danuan'. Ntn. Nation in the far south west of <u>WESTERN MENISCEA</u>. It has close links with <u>VARU</u>, and is known for its relatively high variance of <u>STONE MAN'S DISEASE</u> and <u>STONE CHILDREN</u>, which are kept in home shrines and revered as wise members of the family, who are said to answer questions. <u>MENISCEAN INDRIKS</u> are commonly used as mounts by people in power. It was a member of the <u>FEDERATION OF FREE NATIONS OF MENISCEA</u>, until its disbanding in 3272 RM. See Vol III: <u>Extant Nations and Realms</u>.

<u>DANUR</u>: Rvr. Major river in the north of <u>ALMAGEST</u>, flowing west for 1,890-miles south west from various sources, including <u>BRENNANG</u> Mountains, <u>HYSTAR</u> massif, the <u>PLURAN RIM</u>, and the <u>GAEFANG</u> Mountains, amongst others, before emptying into the <u>SEA OF SEKHEM</u>. The river flows through major lakes, including <u>TERA</u> and <u>SURATT</u>, and is noted for its deposition and large flow that leads into the <u>SEA OF SEKHEM</u>,

which is dammed from access to Elyden's other seas through the \underline{DAMOF} $\underline{ST.\ SIMEOL}^{(1,l)}$ and it is the rivers' heavy flow that allows the dam to function as intended.

<u>DAORN</u>: Sct. City in the c south west of <u>RAONGEN</u>^(2.), in the coastal hills west of the <u>URAHASH</u> Massif. It is built in the subterranean structures of an ancient culture, with only hundreds of chimneys and air vents visible on the surface and a great belfry with a giant brass bell that is struck twice daily. The lands surrounding the city are populated by amaurid elks, which are hunted by people from Daorn for food, pelts, musk glands and bones (Pop. c. 42,000).

<u>DAPPORT</u>: Set. Settlement in the south of <u>JURRAS</u>^(2,), in the western-face of the INNORADOS Mountains (Pop. c. 5,000).

<u>DAPRE</u>: *Mil. Str.* Fortress in the north of the Templar States, situated along a narrow isthmus overlooking the <u>BAY OF OMERA</u>^(1.) in the west and the <u>BAY OF FIK</u> in the east. The fort originated as a sea fort in c. 1800 RM, at which time the headland to its north was an island and the present-day isthmus was a narrow channel linking the bays together.

<u>DAQALLA</u>: Lak. Lake in the north west of <u>AHRISHEN</u>, forming part of the greater NALESH river system.

<u>DAQAN PHAR</u>: Set. Fortified city in the far south east of <u>PNESSA</u>, close to the border with <u>CHEIRA</u>. It has a large population of Cheiran expatriates (Pop. c. 14,000).

<u>DAR CINNRA</u>: 1. *Mil. Rui.* Ancient cob wall built by the <u>TRIBES OF AD</u>, stretching for over 500-miles in what is now the east of <u>KREM</u>. The wall was built between c. -900 and -800 RM by the warlord <u>BOKKORON</u>, who succeeded in uniting the disparate tribes in the defence against marauding SERAPIS attacking from the deserts of the east.

2. *Mil. Rui.* Specifically, the name given to the largest fortress constructed in c. -780, to the north of the above wall, where the bulk of military forces were stationed.

<u>DÂR ADAMH</u>: Set. Fortified city in the north west of <u>SYNCHTHONITHA</u>, known for its rich <u>DVERG</u> history and extant dverg population (Pop. c. 22,000).

<u>DÂR GHANA</u>: Set. <u>SYNCHTHONITHAN</u> enclave in the north west of <u>LIEVTHRA</u>. It is heavily fortified and is home to insular <u>DVERG</u>, who are all that remains of the historical south western-most territories of Synchthonitha (Pop. c. 22,000).

<u>DÂR KAATH</u>: Set. City in the north west of <u>SYNCHTHONITHA</u>, known for its rich <u>DVERG</u> history and extant dverg population. It is said to have been founded by the descendants of the champion Traghllan, who singlehandedly vanquished a <u>MESOCHTHON</u>, the ruin of which now makes up the geography to the south of the city (Pop. c. 28,000).

<u>DÂR ZOAR</u>: Set. Small city in the north west of <u>SYNCHTHONITHA</u>, known for its rich <u>DVERG</u> history and extant dverg population. Its main industry is the breeding of <u>HAYAVARS</u> (Pop. c. 18,000).

<u>DARAB</u>: Mil. Str. Fortress in the far north of <u>KARAKHAS</u>, close to the border with <u>ALLASAN</u>. Originally built by the <u>KORACHANIEMPIRE</u> during the time of the <u>SABISSILIAN REVOLTS</u> in the 13th century RM to control hinterland rebellions. Constructed from the region's distinctive red stone, its thick, towering walls are said to be infused with the blood of the workers who perished during its construction, fuelling local myths that the fortress is cursed.

<u>DARADAN</u>: Set. Coastal city in the south of <u>SUOR</u> overlooking the <u>ROILING SEA</u> (Pop. c. 40,000).

<u>DARAGIN</u>: Set. Major coastal city in the far north of <u>SHAZGIN</u>, overlooking the <u>SEA OF INDIRILL</u> (Pop. c. 260,000).

<u>DARAMEUT</u>: Rel. Str. Cemeteries in <u>SUMA'YA</u> and <u>BA'AKH</u> where the bodies of <u>VEMDI</u> are laid to rest. The *vemdi* are a caste of people who abandon their families to protect their homes from <u>ATRAMENTAL</u> <u>CORRUPTION</u>.

<u>DARAN</u>: Set. Settlement in the south east of <u>ERET</u>^(2.). Its main industry is stone quarrying (Pop. c. 4,800).

<u>DARAQ TOO</u>: Set. City in the south east of <u>CHEIRA</u> (Pop. c. 43,500). * <u>DARASHIR</u>: Set. Small coastal city in the north west of <u>ESHIR</u>^(2.) (Pop. c. 12,000). * DARASSIN, DIADON PRIME OF SAUA: (B. 3891 RM) Pol. Present DIADON of SAUA.

DARAT: Set. Settlement in the c of TAAN AN (Pop. c. 4,000). *

<u>DARATAR</u>: Set. Rural area made up of over a dozen close yet distinct settlements in far southern <u>VÂRR</u>, 18-miles from the border with <u>PELASGOS</u>. The region is famed for its large herds of aurochs, many of which are from strains altered by the <u>KORACHANI EMPIRE</u> or otherwise tainted by the <u>ATRAMENTAL WASTES</u> of <u>VÂRR</u>. It lies along the main path of the <u>RED ROUTE</u> (Pop. c. 17,000).

<u>DARATAS</u>: Set. Settlement in the south east of <u>JURRAS</u>^(2.), in the north eastern face of the <u>INNORADOS</u> Mountains. The settlement's main industry is its iron mines (Pop. c. 5,200).

DARATAY: (B. 3934 RM) Pol. Ruler, and ARCH-HIEROMONARCH of IACIO.

<u>DARATT</u>: Set. Settlement in the c south west of the <u>TEMPLAR STATES</u>. It originated in c. 250 as a dolerite mine, and remains a source of the volcanic stone, which is used in construction across the States (Pop. c. 8,000).

<u>DARAYANDI</u>: Rvr. River in the c south of <u>HABOT</u>, flowing south for 160-miles from sources in the <u>EMMIGHI</u> Mountains, before meeting its parent, the river <u>VAIAUANTI</u>. The river was not a distributary prior to the disappearance of the <u>SEA OF ELLSALEN</u>^(1.) and it flowed directly into the sea.

<u>DARCHANA</u>: Set. Coastal city in the c of <u>PERGOST</u>, overlooking the <u>BAY OF OMONIA</u> (Pop. c. 33,000).

DAREA: *Pol.* Duchy in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>CARIA</u>^(4.).

<u>DARENT</u>: See. City in the c of <u>PARTHIS</u>, with ruins of the monastery of <u>NATHAR</u> 3-miles outside its present walls. It one of many cities along the course of the <u>RED ROUTE</u> (Pop. c. 30,500).

<u>DARESH</u>: *Rel. Phil.* Religion and philosophy common in the island-state of <u>ARCHAEDON</u>^(2.), which espouses the pursuit of knowledge, and in particular esoteric secrets and the nature of <u>FIRMAMENTISM</u>. Its priests are known as <u>GNOSTICATORS</u>, and most of them are <u>SHAPERS</u>. See Vol IV: Religions and Cults.

<u>DARHAA</u>: Set. Coastal settlement in the east of <u>HARAPPA</u>^(3.). It forms a part of the <u>RED ROUTE</u> (Pop. c. 8,000).

<u>DARHAM</u>: m. Int. Leg. Mys. Rel. Per. (D. 2068 RM) Mystic whose teachings are followed in the <u>HENDECARCHIES</u> of <u>AONIA</u>, <u>CYRENIA</u> and <u>HATON</u> in the north west of <u>MALAN</u>. He was born in northern <u>CYRENIA</u> in the wake of collapse of the <u>NAHORIAN EMPIRE</u>, and lived a life of altruism. He was beloved, becoming very popular during his lifetime, and attracted many followers. Following his death, his closest friends continued his legacy by living as he had, spreading his 'teachings' across the north west of <u>AMILLAERE</u> (3.), where it evolved into a religious-like philosophy that survives to this day as <u>DARHAMISM</u>.

<u>DARHAM, TEMPLE OF</u>: Rel. Str. Site in the c of the <u>HENDECARCHY</u> of <u>CYRENIA</u>, in the north west of <u>MALAN</u>, where the mystic <u>DARHAM</u> first taught his acolytes. It is now a large temple visited by many pilgrims.

<u>DARHAMISM</u>: Phil. Rel. Religion-like philosophical movement prevalent in the north west of <u>MALAN</u>, specifically in the <u>HENDECARCHIES</u> of <u>AONIA</u>, <u>CYRENIA</u> and <u>HATON</u>, though temples can be found across Malan in regions where it has taken hold.

The movement gained traction following the death of the mystic <u>DARHAM</u>. He left behind many followers and friends who took it upon themselves to follow in his footsteps, living lives of joy and altruism. Their beliefs spread, becoming popular in the north west of Malan.

<u>DARHOLT</u>: Mor. Bestial humanoid race, averaging 6' tall, 300 lb. They have grey fur, bestial features, and limited intellect, but learn instructions well. They are relatively common in cold regions, particularly in <u>DURCHAA</u>^(1.).

<u>DARIGASH</u>: Set. Settlement in the c-south east of <u>TARTAK</u>. It forms a part of the <u>SALT ROAD</u>, and offers bedding and lodging to travellers (Pop. c. 9.100).

<u>DARIHOR</u>: Set. Small coastal city in the far south west of <u>KHAMID</u>, at the southern-most tip of the coast of <u>AENU</u> (Pop. c. 13,000). *

DARK AGES, the: Pol. His. Period following the SUNDERING OF THE KORACHANI EMPIRE in 3705 RM, where the aftermath of its

fragmentation into the <u>HIGH-EMPIRE</u> and <u>REFORMED EMPIRE OF SARASTRO</u> saw the resultant empires' economies falter. The period is ephemeral, and scholars rarely agree on concrete dates, though the period is generally thought to span the years 3705 and 3845 RM, centring around three distinct events: the collapse of the High-empire's economy following its loss of territories south of the <u>INNER SEA</u>; a horrific <u>PLAGUE</u> that swept across much of inner <u>LLACHATUL</u> that killed livestock and weakened labourers; and the fragmentation of the <u>CHURCH OF THE UNDYING MACHINE</u> into two denominations, that saw a crisis of faith envelop the people of the High-empire.

Though somewhat melodramatic, the period is characterised for the slowing of technarcane progress, the collapse of trade, including the loss of many existing trade-routes through <u>SAMMAEA</u>, increased xenophobia and religious fundamentalism and a turn from manufacture to the <u>CYCLING</u> of many industrial goods. Thousands if not millions died in imperial cities. Just as many were driven from the cities, filtering through the wastelands that had come to dominate the northern territories. Scavengers became a palpable threat to travel, leading to the isolation of many settlements and regions.

The age ended only through the storming of the <u>BASTION OF STEEL</u> in <u>KHADON</u> in the winter of 3845 RM – a near-unprecedented event, that forced $\underline{\text{THE SEVEN}}$ to take notice of their faltering lands. Until then, the leaders of the northern empire had withdrawn from the realities of the present into nostalgic reveries, where the memory of decadence and infamy sustained them.

<u>DARK BEYOND</u>: Oth. Dark part of the <u>OTHERWORLD</u>, where <u>AEHARI</u> are said to dwell. Its opposite is the <u>LIGHT BEYOND</u>.

<u>DARK GUARD</u>, the: Pol. Law. Policing force in the cities of the <u>KORACHANI EMPIRE</u> similar to the <u>IRON GUARD</u>, but patrol large city's underworlds and sewers.

DARK MILE, the: Soc. Slum area in the CITY OF ALMAGEST.

<u>DARK SEA, the</u>: Sea. Sea to the east of the <u>STRAIT OF NÁRTHEL</u> dividing the nations of <u>LYRIDIA</u>, the <u>HARÉSHK</u>, <u>SAUA</u>, <u>MALAN</u>, <u>KHAMID</u>, <u>VENTHIR</u> and <u>NÁRTHEL</u> from each other. The <u>CATACLYSM OF KHAMID</u> in 101 RM flooded the sea, creating new seas, the largest of which are the <u>PHARANX</u>, the <u>CARCASS</u>, the <u>RED ISLES</u> and the <u>BROKEN LANDS</u>, all of which are dominated by sheer-sided volcanic islands.

<u>DARK SEA REGION</u>: Geo. Pol. Common geopolitical term used to describe the nations that surround the <u>DARK SEA</u>, as well as lands directly to the west of it, around the <u>INNER SEA</u> and east of it, around the <u>IAPETAN SEA</u>, and their environs. The term is not precise, and one person's definition of the term may be different to another's.

<u>DARK VIGIL</u>: Soc. Mil. Org. Every year on the winter, on the anniversary of the founding of the <u>VÁMAN ORDER</u> of the <u>SANCTIFIED INQUISITION</u>, its agents take part in a ritual known as the Dark Vigil where they renew their vows to the Order. New agents are also believed to be officially indoctrinated during this feast. Little is known to outsiders of the ritual, the details of which are kept secret.

<u>DARKANA</u>: Sec. City in the c west of <u>KARAKHAS</u>. Its main export is a heady perfume known as <u>ASSIR</u> that is popular in the region. Its main ingredient comes from the <u>CENTURY PLANTS</u> which are cultivated in the plains of <u>SHAKEL ANU</u> and contribute to the rarity and prestige of the product (Pop. c. 14,800).

DARKWOOD: Sup. Flo. ATRAMENTALLY TAINTED trees that remain strong enough to be economically viable. Such trees are harvested in many places throughout <u>ELYDEN</u>, and are prized amongst imperial nobility and <u>COGNATENSIA</u>, who are the few who can afford items made of such wood within the <u>KORACHANI EMPIRE</u>. The wood is very light, yet retains much of the strength associated with other hard woods. It is used mostly in the manufacture of object d'art, idols and even decorative weapons.

<u>DARMUN</u>: *Rvr.* River in the c of <u>PARTHIS</u>, flowing for 190-miles from sources in the <u>KASPIAN</u> *Mountains* before meeting with its parent, the river <u>ESHMUN</u>.

<u>DARORRO</u>: Set. Large fortified caravanseral in the c of <u>SAUA</u>, guarding the pass between the <u>SHIORI</u> and <u>MERA</u> Mountains (Pop. c. 12,000).

DARRAEN GARVALLI: m. *Int. Oth. Mus. Per.* (B. 3939 RM) SHIE organist, composer and poet of great fame and notoriety. Born in the city of FALKAN in AZAZEM to merchant parents, he began showing an aptitude for keyboard instruments at a young age while attending the SOCIETY OF RACHANAELI INDOCTRINATION. This went far beyond even the natural skill that shie have in various musical instruments due to their two pairs of arms, being perceived as a divine gift for which there was no natural explanation. He was then given formal training starting at the age of 8, first performing a solo concert to rave reviews at the age of 13 after which hid stardom continued to grow.

By the age of 19 he had already travelled across the length and breadth of the KORACHANI EMPIRE, performing for dignitaries, ARCHPATRICIANS, magnates, and OTHERWORLDERS, but his largest performance was during the FEAST OF THE REBIRTH OF ST. MALICHAR, where he first played a composition of his own devising, to which he provided vocal accompaniment himself. Titled Korachani Lament: Fugue in D minor, he performed in the BASTION OF STEEL before dozens of archpatricians of the LEAGUE OF PATRICIANS, two members of the COUNCIL OF SEVEN, and the CONSULITE himself, with the IRON ANGEL making a rare appearance on behalf the ARCHPOTENTATE MALICHAR. A retelling of the ITINERARY OF MALICHAR, it was an epic masterpiece of three hours, at the end of which his fingers were bloody and his voice broken. It left the audience stunned, with many in tears and others unable to join in the hour-long standing ovation out of sheer awe. It is said that he became POSSESSED by the SPIRITS (1.) of a dozen composers in that performance, after which he was a changed man.

Brash, arrogant, and fully aware of his infamy and status, he became withdrawn, sullen, and reticent of greeting his legions of fans. He began focusing on composing, writing hundreds of concertos, operas, and dirges, and penning thousands of poems, each darker and more nihilistic than the last. It was with the writing of his Eschatologie Abyssal in 3963 RM, which detailed in unnerving details the death of Malichar and the subsequent collapse of the empire, that he is believed to have lost his mind. His list of patrons grew shorter after this as the scandal spread across the empire, though he remained in the good graces of enough connoisseurs of the grotesque to continue producing music and prose, if such they could be called. He became persecuted after this, and went into hiding, likely under the auspices of his remaining benefactors. Chapbooks and pamphlets of his new works continued to slowly make their way into the public eye, with each new work more scandalous and fixated on death and decay as the last, until in c. 3975 RM, when he is thought to have lost his last patron.

Little is known of his life after this, and the CHURCH OF THE UNDYING MACHINE declared him dead after a 10-year manhunt failed to apprehend him or find a body, though most who had been following his life believed he was still alive. A handful of works released after this time similar to his style were attributed to him, despite no confirmation that he was alive. This continued for some years until he was sighted in the city of ALMAGEST. Word soon spread and within days he had been granted citizenship, and was placed under the protection of the ALMAGESTI republic on condition that he was allowed to continue writing new music. He was given a penthouse residence in the central peninsula of the city of Almagest, overlooking various bastion gardens, where he spent his days composing new symphonies that continued his descent into melancholia. As he grew older, he became consumed by a deep sense of ennui that saw his output dwindle and he eventually withdrew from public life altogether.

He appeared one last time in the <u>Traian Square</u> and performed an impromptu concert on the organ of the Church of St. Alit, after which he fell down dead amid the bittersweet applause of bystanders. A flash of golden light erupted from his body moments later, and an otherworlder appeared suspended above him — commonly assumed to be the otherworlder reborn from his spirit^(1,). The otherworlder drifted away over the <u>Sekhem</u> and to the north, and was never seen again. Rumours abound in Almagest as to the fate of Darraen's otherworlder, though none are rooted in any truth we know. His mortal body was buried in a mausoleum built specifically for him in the <u>Katona Bastion</u> Cemeters.

<u>DARRAM</u>: *Set.* Settlement in the north west of <u>JURRAS</u>^(2.), overlooking the <u>ATRAMENTAL</u> region of <u>ZOPISSA</u> (Pop. c. 5,200).

<u>DARROU</u>: Set. Small fortified city in the west of <u>PARAIYA</u>, in the <u>KAURCANI</u> basin, close to the border with Karakhas. It was once a major hub of trade, but with the abandonment of Bakkau, many of its markets were abandoned (Pop. c. 13,000).

<u>DARTSU</u>: Set. Major harbour in the south west of <u>SAUA</u>, overlooking the <u>SEA OF NESHER</u>^(1.). Dartsu is Saua's only major coastal city and its harbours are home to the Sauan military fleet, as well as its largest fishing vessels. It is known for the ancient ruined lighthouse on a rocky promontory to the far north west of the city (Pop. c. 245,000).

<u>DARUTH</u>: Lake Lake in the east of <u>LAASKHA</u>, in the east hills of the <u>ARCANTHEA</u> Mountain along the course of the river <u>PARRAN</u>.

<u>DARUTOSH</u>: Set. Small city in the east of <u>DURCHAA</u>^(1.), forming a part of the <u>DURCHAAN UMBRA LINES</u>. It is known for its trapping and game, and many are employed as guards along the Lines, spending months away from the city, patrolling as far north as the <u>UTAGHAN</u> Mountains, and as far south as the capital (Pop. c. 13,000).

<u>DARVESH</u>: Mys. Rnk. Caste of <u>MHAROKKIN</u> mystics and students of the <u>FIRMAMENT</u> and <u>ATRAMENTA</u>. Regardless of their tools, their practice was outlawed throughout <u>KORACHANI</u> rule c. 1000 RM, though they survived imperial dominance in the region, largely due to their small numbers and careful work.

<u>DASALL</u>: 1. *Rvr.* River in the south east of <u>TAHALL</u>, flowing for some 275-miles north east from sources in the <u>DHAKALL</u> Mountains and the <u>BETHOL</u> hills, before emptying in the <u>SEA OF MARDEN</u>.

2. Set. Major city in <u>TAHALL</u>, along the course of the above river. The city is renowned for its military college, where the <u>SUHLKERA</u> caste warriors are trained (Pop. c. 112,000).

3. $\it Edu. Str.$ College in the eponymous city $^{(2.)}$ where, for the past 2 millennia its warrior-caste has been trained.

<u>DASALOON</u>: Set. Small city in the north west of <u>CUTH</u>. It is a major producer of jute and jute rope (Pop. c. 11,800).

<u>DASASHI</u>: Set. Small fortified city in the north west of <u>SAUA</u>, between the <u>FOREST OF REVERIES</u> and the wetlands of <u>TAIROKO</u> (Pop. c. 17,200).

<u>DASIEA</u>: Set. Large fortified settlement in the far north of <u>OPHAR</u>, overlooking the western-most gulf of the <u>CAMARINAL SEA</u>, its cannons aimed at the cliffs of <u>ANGRDUR</u>, from which it anticipates an attack by <u>CYHLAGHARR</u>. Built on the ruin of the <u>OGHUR</u> stronghold of <u>ANGRDA</u> that was established there in c. 750 RM (Pop. c. 47,000).

<u>DASIL</u>: Mys. Str. <u>LACHRYMIST</u> monastery in the west of <u>THE SURRACH</u>, along the hills of <u>KO-ORHAZ</u>.

<u>DASOS</u>: Mil. Str. <u>AZASAOTHI</u> fortress, to the west of the plains of <u>ENDURAGH</u>, built atop the ruins of a <u>CYHLAGHARRI</u> island-fortress abandoned in c. 1008 RM.

<u>DASRALL</u>: Set. Settlement in the north east of <u>TAHALL</u>, along the course of the river TRADRU (Pop. c. 10,000).

<u>DASSK</u>: Com. Set. A major trade-city in the c-south east of <u>MHAROKK</u> that controls traffic along a stretch of the <u>SALT ROAD</u> as well as south along <u>THE SHADOW MARCH</u>, linking the main <u>SAMMAEAN</u> continent with northern Mharokk and <u>VAALK</u>. The city is renowned for its immense high walled, open-topped horseshoe arched market-district, which is open all day to cater to the merchants of the Salt Road. The city is also home to the legendary <u>CATHEDRAL OF THE WOMB</u>.

It was an important location during the $\underline{WAR\ OF\ SUNDERING}$ and was taken by \underline{LIDEAN} ($\underline{SARASTROAN}$) troops on the 5^{th} of $\underline{CYKRANALEN}$, but was later retaken by imperial troops on the 24^{th} of $\underline{LIVIALEN}$, beginning a pushback of Sarastroan forces back into Lidea (Pop. c. 583,000).

<u>DASTAN</u>: Rel. Obj. Gigantic <u>BELL</u> in the high-temple of <u>DHU TENRA</u> in the <u>EROCH MAER</u> in <u>TEMUJA</u>. Prayers to the <u>TUTELARY SPIRITS</u> are inscribed upon it, and it is struck by deaf monks who tend to it. They are deafened in a ritual they undertake when they come of age following years of training, though would likely be deafened by their proximity to the bell.

<u>DATARA</u>: Set. Coastal fortified city in the west of <u>AMMESH</u>, overlooking the <u>BAY OF LEPHET</u>. It is known for its large harbour and portside markets, where goods from across the Lephet are traded (Pop. c. 44,000).

<u>DATASU</u>: Set. Settlement in the north west of <u>SAUA</u>, along the shores of lake <u>PAVO</u>. Its main industry is crab fishing (Pop. c. 5,000).

<u>DATEPHA</u>: Dem. 'Datephan'. Ntn. Nation dominating the eastern coast of the island of <u>ISEA</u>, east of the <u>ORMARIKH</u> Mountains. The nation is curious in that it is largely comprised of <u>VAPULIM</u>, the children of the <u>DEMIURGE ARIMASPI</u>, which were thought to have been extinct by people of the <u>NEAR HEMISPHERE</u> until their 'rediscovery' by <u>KORACHANI</u> explorers in 1306 RM, though they were known to other mortal natives of the island since the dawn of the FIFTH AGE.

The vapulim of Datepha are, much like their ancestors, noble creatures of feral hearts. Their dislike of human cities does not translate into their own lands – for their nation is home to many large stone cities, their foundations carved from the earth of Isea and they have managed the resources of their home well, so-much so that Datepha was target of a KORACHANI invasion in 3104 RM that ended in disaster for Korachan, thousands of troops were slain and thousands more taken as slaves, the descendants of which remain to this day – either as slaves to the Datephan people or as migrants, having populated other regions of the island-continent of Isea, most notably IRORA, which until recently was a region shunned by the Datephan people.

Datepha emerged in c. following the collapse of the small empire ZAYIID

The capital and main city of Datepha is <u>ORAWARAN</u>, and it remains home to king <u>MARBAS</u> following his rise to power in 3954 RM. Of <u>HUMAN</u> and <u>VAPULIM</u> heritage, he is working to end centuries of racial caste systems and bigotry, though is facing harsh opposition from various so-called nationalist groups, even though he has won much of the population to his cause. See Vol III: Extant Realms and Nations.

<u>DATH ARAMEG</u>: Arc. Gigantic metal pillar located in the cavern of <u>ARAMAEG</u> in the eastern reaches of <u>THE OLD FOREST</u>. The pillar was discovered by <u>KORACHANI</u> explorers in c. 540 RM though failed to be located by latter explorers, making the tale of a 100-foot-wide pillar of tarnished and pitted metal that is constantly sinking, a product of fancy, though later forays in the forest between c. 1175 – 1325 RM claimed to have rediscovered, confirming that the huge pillar was still sinking – over 600-years later.

Later expeditions, most notably one made in 2324 RM, studied the object, claiming that it was sinking at a steady pace of 7-feet a day. They also found that the pitted surface was covered in pictograms and unknown scripts, thought to cover the length of the entire pillar, however-big it might be. Given the calculated speed of the object, and using the estimated date of c. 540 RM as a starting point (even though it can be assumed that the pillar has been in motion for far longer) it has been calculated that the pillar is at least 8,840,300-feet (1,674-miles) long as of the year 4000 RM, and likely far, far larger, despite the many impossibilities this presents.

The object has been attributed to the <u>DEMIURGE VORROPOHAIAH</u>, though none of the writings and symbols on its surface correspond with any of his own writings.

DATHAE I: (B. 2432 – D. 2489 RM) His. Pol. The first king and founder of the <u>LIMOTHAN DYNASTY</u>, who became the first king of <u>LIMOTH</u>^(1.) in 2471 RM following decades of political machinations in the region that slowly unified its noble families via marriages, treaties and alliances until Dathae I achieved full hierarchical power.

<u>DATHOA</u>: 1. Pol. Geo. Tribe in the c south west of <u>MULCIBER</u>, in the <u>GROWING MOUNTAINS</u>, in the north east of <u>SAMMAEA</u>, bordering the nations of <u>RHINOCOLOURA</u> and <u>PNESSA</u>. Its people practice a slaver culture and have one major city, <u>NETISOA</u>, where marauders return with captured prisoners from the west and south. The cliff-temple of <u>TARPEIA</u> looms over its north, and <u>KARKADANNI</u> nomads are said to travel there, and are ignored by the slavers.

2. Set. City in the eponymous region of the <u>Growing Mountains</u>. Most of the Dathoan populace are nomadic, travelling outside their own borders seeking slaves and prisoners to capture and bring back to <u>NETISOA</u> as slaves. The city of Dathoa is effectively a depot where slaves are catalogued and categorised before being taken to Netisoa for sale (Pop. c. 10,800).

- <u>DATHOT LLOL</u>: Set. Small city in the region of <u>TUSENTAL</u> in the c of <u>THE SURRACH</u> (Pop. c. 15,000).
- <u>DATRIMH</u>: *Set.* Settlement on the island of <u>Branat</u> in the south west of GYZHA (Pop. c. 8,000).
- <u>DATUND</u>: Set. Small city in the west of the tribe of <u>NINIR</u> in the south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 11,000).
- DAUGHTERS OF REJHELLE: Rel. Org. Female members of the SECT OF REJHELLIAN OBSERVANCE. Whereas the THREE CHURCHES OF THE UNDYING MACHINE, on which the sect is based, are dominated by men, the Sect of Rejhellian Observance is dominated by women in positions of authority.
- <u>DAUGHTERS OF ST. SANSA</u>: Str. Monastery and rural hospital for women in the north of <u>PELASGOS</u>.
- <u>DAULOON</u>: Set. Coastal settlement in the east of <u>CUTH</u>, at the periphery between the badlands of <u>CAUAT</u> in the west and the salt plains of <u>BRAGGAY</u> in the east. Its main industry is salt panning (Pop. c. 6,500).
- <u>DAURAENT</u>: Geo. Mountain-range to the west of the <u>ARGENT</u> Mountains , dominating the western reaches of the <u>HENDECARCHY</u> of <u>ATALLUA</u> in the south east of <u>MALAN</u>. Its western face overlooks the tainted forest of ILLHACH.
- <u>DAVAL</u>: Lak. Lake in the c south of <u>AHRISHEN</u>, along the course of the river <u>MIRQAL</u>^(1,).
- <u>DAVANOS SOLLAR</u>: (B. 3009 D. 3065 RM) Art. Artist who between c. 3030 3062 RM painted many artistic world maps depicting <u>KORACHAN</u> as the centre of civilised life on <u>ELYDEN</u>, and espousing its colonies and military conquests.
- <u>DAVDEL</u>: Ser. Small city in the c north east of <u>NARTHEL</u>, just south of the <u>UEFIR</u> highlands. It is home to the legal system of Narthel and was once far larger than it is today, having diminished due to lessening water supplies (Pop. c. 16,600).
- <u>DAVDEL NU</u>: Geo. Pass across the <u>UEFIR</u> Highlands in the north east of NÁRTHEL.
- <u>DAVFAR</u>: Rel. Str. Monastery in the west of <u>RHAMIA</u>, home to devotees of nightmares. The monks who live here do so purposefully, so that the sleeping <u>DEMIURGE VORROPOHAIAH</u> can whisper to them in their sleep. They are considered mad by most and the monastery makes little contact with the outside world.
- <u>DAVKA</u>: Sea. Bay in the north of <u>VENTHIR</u>, to the south west of the <u>DARK</u> SEA.
- <u>DAVYE</u>: Set. Settlement in the south of <u>VENTHIR</u>, along the banks of lake <u>OMARO</u> (Pop. c. 10,000).
- $\underline{DAWAMAN}\!:$ Set. Settlement in the east of $\underline{NOAVATUR}$ (Pop. c. 7,500).
- <u>DAWARKA</u>: Set. Settlement in the north west of <u>IACIO</u>. Its main industry is <u>ALUMINIUM</u> mining (Pop. c. 4,000).
- **DAWNBRINGER:** also 'Aubadin'. Phil. Rnk. In <u>GNOTH</u>, a caste of <u>GIGANRI</u> whose daily prayers coincide with the rising of the sun. Dawnbringers are well-versed in the <u>WAY OF THE DRAGON</u> and are respected members of <u>GIGANRI</u> society there, though their demanding lives require them to sacrifice much of their liberty.
- <u>DAWNVALE</u>: *Geo.* Valley in <u>KASPIA</u> overlooking the south of the land. Is known for the temple that exists at the exact point where the sun strikes on the winter solstice.
- <u>DAWN PALACE, the</u>: *Pol. Obj.* Seat of <u>TETHYSIAN</u> power, situated on a coastal hill, surrounded by the city <u>LYSITEAS</u>.
- <u>DAWN CROWN, the</u>: Myr. Obj. His. A powerful artefact mentioned in the MYTHOLOGIA ELYDEN as having been made by <u>SYNCHTHONITH</u> and stolen by <u>ASHTERATH</u>, who wielded it for most of his life. The Crown was said to grant whoever wore it dominion over the skies and heavens. It was later stolen by the <u>SCION TALMESH</u>, who wore it throughout his life.
- <u>DAWN STAR, the</u>: Ast. Brightest and first star visible after dusk in the <u>NORTHERN HEMISPHERE</u>, commonly attributed to the <u>DEMIURGE ASHTERATH</u>. Though many assume it to be one of <u>ELYDEN'S</u> seven <u>PLANETS</u> visible to the naked-eyes, it is not so.
- <u>DAWWAN</u>: *Rvr.* Major river in the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>, flowing north for 750-miles from sources in the Upper

- $\underline{\text{DANOSOTH}}$ Mountains before meeting its parent, the river $\underline{\text{SHIBBOLETH}}^{(3)}.$
- <u>DAYHOUSE</u>: Soc. Str. Slavery is forbidden in <u>J'THANA</u>, which has led to some degree of difficulty with visiting foreigners, particularly merchants travelling the <u>SALT ROAD</u>, and diplomats, whose slaves are prohibited from travelling through the nation with them. To deal with this, dayhouses exist in many areas long the J'thanan border, where slaves are allowed a respite while their owners travel the nation.
 - Many slaves are given ideas of freedom while staying in these dayhouses, and foreign dignitaries with past experience of travelling in J'thana have learnt to travel there without slaves.
- <u>DAYIB</u>: Set. Coastal settlement in the south east of the <u>SOLEYN</u> <u>TERRITORIES</u> (Pop. c. 5,500).
- <u>DAYLAM</u>: Set. Major city in the region of <u>ALBICA</u> in the c south west of <u>THE SURRACH</u>. It is known for its gladiatorial games and mercenaries (Pop. c. 91,000).
- DAYS OF THE WEEK: Cal. In KORACHAN and those nations adopting the KORACHANI CALENDAR, there are ten days in a week, which are: AIONAL, DAIONAL, IDAIONAL, KAIONAL, IKAIONAL, KUAIONAL, and IKUAIONAL.* Regional dialects and languages have led to many different variations on these names, though they are generally recognisable. Traditionally, the seventh day, Ikuaional, is regarded as the holy day when weekly masses are held and most workers are given a day of rest.
- This system streamlined the earlier one, which had seven day weeks, and was introduced on the 1st of MALICHALEN 1199 RM following a conclave of lawmakers and influential members of the empire the previous year. See Vol II: Month and Lunar cycle in Elyden: Calendars.
- <u>DAZAKUR</u>: m. *Mil. Pol. His. Per.* (D. 3735 RM) <u>MHAROKKIN</u> champion who in 3704 RM united the disparate people of western Mharokk, from between the rivers <u>CTHONA</u> and <u>LISSA</u> during the <u>WAR OF SUNDERING</u>, establishing an independent demesne around the city of <u>ALLAS</u> that became known as <u>ALLASAN</u>. He was the first of the <u>DORN KINGS</u>, and the line ended with the disappearance of the 5th Dorn King <u>ALABAS AZER III</u> in 3887 RM, after which the region would be governed by a line of regents.
- <u>DAZAN</u>: 1. Headland to the south west of the <u>BAND</u>^(L) peninsula, protruding to the north west, creating a bottleneck and strait between the <u>SEA OF ADAM</u> in the north and the <u>APHOTIS</u> in the south. It is the south eastern-most territory of <u>ALAM BETHYL</u>, and is heavily guarded from both sea and land attack.
- 2. Mil. Str. Major coastal fortress in the south of ALAM BETHYL, overlooking the strait between the SEA OF ADAM in the north and the APHOTIS in the south. It guards entry across the strait, and its artillery and ships are the first line of defence against pirates and slavers from the south. It also commands a sizeable corps of land troops who patrol the Dazani $^{(1.)}$ headland
- **DAZHAT**: Sea. Body of water dividing the nations of ELAT and GYZHA.
- D'ARKHAN: (B. 3942 RM) Art. Well-known ALMAGESTI artist.
- <u>DAUTHAZ, BATIK OF THE NAUTHANATIDS</u>: (B. 3903 RM) *Pol.*Since 3991 RM, head <u>BATIK</u> of the <u>NAUTHANATIDS</u> a funerary cult based in the city of <u>NEKOR</u> in the north west of <u>NARTHEL</u>.
- <u>DEACANIA</u>: also 'City of the Eye'. Set. City in <u>TRAKIA</u>, known for its large number of <u>HUMANS</u> and <u>OGHURS</u> (largely a slave caste) that suffer from <u>CYCLOCEPHALY</u>. Such individuals are known to be closer to the <u>ATRAMENTA</u> than others, and those who are able-bodied study in the small Atramental university there (Pop. c. 20,000).
- <u>DEAD MAN'S MAGGOT</u>: Mil. Obj. In the <u>KORACHANI EMPIRE</u>, an oval copper plaque that is posthumously awarded to soldiers who die in battle, awarded to their families. Many of them are melted down for the metal or sold, making old ones relatively uncommon and a popular collectors' item amongst enthusiasts of military history. They are named after the slang term for a Korachani <u>PENNY</u>, otherwise known as a <u>SKUD</u>, due to them being the same material and shape.
- <u>DEAD PLAINS</u>, the: Geo. Region in the east of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>, in a basin surrounded by the <u>NAKARAS</u> and <u>TATRASAN</u> Mountains. In c. 2000 RM it was a healthy scrubland, known for its many settlements of shepherds and cattle-

drivers, but a series of devastating droughts between 2180-2280 RM, saw millions of herd animals starving and eventually dying of dehydration. Hundreds of settlements were likewise wiped out, their people either dying or fleeing to the north where the climate was not as severe. The region remains a desert to this day, the desiccated remains of livestock dotting the ground, reminding any foolish enough to travel there what awaits them.

<u>DÉADESA</u>: 1. Set. Small city in the south east of <u>EREBETH</u>, close to the border with <u>CYHLAGHARR</u>. Its main industry is the mining of iron (Pop. c. 14.900).

2. $\it{Mil. Str.}$ Fortress in the far south east of <u>EREBETH</u>, guarding the eponymous city from <u>CYHLAGHARRI</u> attack.

DEADHEAT: Lan. TEMUJAN term for summer.

DEALAN BATHS: Soc. Str. Hot baths outside the city of <u>AMILLAERE</u>^(2.) in the <u>HENDECARCHY</u> of Amillaere^(1.) in the c of <u>MALAN</u>. The Dealan Baths are a large resort complex where the rich and influential of Amillaere and other Hendecarchies holiday to indulge in deep relaxation and luxurious pampering.

The Baths also offer rejuvenation clinics that make use of modern <u>ATRAMENTAL</u> procedures pioneered in the <u>INNER SEA REGION</u> that can rejuvenate organs and prolong lifespans.

<u>DEARTH</u>: Sup. Geo. Dre. <u>ATRAMENTALLY TAINTED</u> area in <u>SAMMAEA</u>, stretching from the southern border of <u>PARAIYA</u> to the north western border of <u>AETHIOS</u>, dominating over 160,000 square-miles of the north east of the <u>UMBRA SOKHAR</u>. Though Atramentally-active, its effects are not as dire as other such regions and temporary exposure has been found to be of little consequence to body and mind, though prolonged exposure to it remains detrimental to health, particular sanity. Those spending long within its borders, such as they are, have been known to become paranoid, with troubling <u>DREAMS</u> plaguing them.

The Dearth is known for its <u>SHADOWISPS</u>, which are created in its heart, and are carried on prevailing winds north east into <u>N'RAKH</u> and Aethios, poisoning that which they come to rest upon.

The region is categorised as <u>LEAST CONCERN</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES.</u>

<u>DEAS</u>: Ast. Con. Star in the constellation of <u>ESTAL</u>. See Vol II: Constellations.

<u>DEATH-CULT</u>: Rel. Org. Being one of the last of the classical nations assimilated by the <u>KORACHANI EMPIRE</u>, <u>SARASTRO</u> retained much of its cultural identity throughout Korachani rule; including its death-cults, who roots lie in the latter days of the <u>SAOSTANAN DYNASTIES</u>. Priests wear ritualistic masks and draw out the dying spirit, keeping it safe in a large canopic jar, which is sealed and large Solaria temples while the body is discarded. The practice became corrupted throughout imperial rule, with the death-masks remaining though stylistically evolving and the canopic jars becoming technarcane storage vats overseen by <u>BATIKEARIN</u>.

<u>DEATH MASK</u>: Soc. In <u>JURRAS</u>⁽²⁾, a common death ritual, where steel masks are nailed into the dead's faces. This makes the soul anonymous, making its journey into the <u>OTHERWORLD</u> safer. Those without the money or families to support such customs are buried without the masks: a sign of stigma.

<u>DEATHLESS LADY</u>: *Pol.* Ruler of <u>XYRPHAAT</u>, known as the <u>VARHAI</u>, who rules from the city of <u>ARIMOTHA</u>. Little is known about her in the <u>NEAR HEMISPHERE</u> but she is thought to be a powerful <u>SHAPER</u>, and possibly a <u>BASILEAN</u> or a <u>SCIONIC CREATURE</u> of some form.

<u>**DEBADI**</u>: Set. Settlement in the c north east of <u>RHINOCOLOURA</u>, known for its sizeable goat herds (Pop. c. 6,000).

<u>DEBAKAK</u>: (6,780-ft.) *Geo.* Volcano in the in the north west of the tribe of LEGEO, in the c south of the GROWING MOUNTAINS of MULCIBER.

DEBAN: Set. Settlement in the west of KORACHAN, around 25-miles west of DEOCHAN. It originated as a refugee shanty in c. 2500 RM where people displaced by the lowering sea levels settled, but coalesced into a permanent settlement within a few (Pop. c. 12,500).

<u>**DEBON**</u>: Set. Farming settlement in the c east of <u>SAGITTARIA</u> (Pop. c. 7,100).

<u>DEBT BONDAGE</u>: Soc. Pol. Peony is a practice where a debtor who fails to make repayments within the stipulated time is bonded to labour until

a time as the lender sees fit. Lenders who take on bonded \underline{SLAVES} often inflate interests to make it impossible for the debtor to pay off their debts. When the bonded labourer dies, their debts may be passed on to their children.

This practice is old, and has largely fallen out of favour, being replaced with MODENTURED SERVITUDE. It remains common PELASGOS and YVÂRR, as well as some overseas colonies of the KORACHANI EMPIRE, such as CRASSULA, MELHUMBRA, and TAVVADRA.

<u>DEBURA</u>: Set. City in the c west of <u>EREBETH</u>. It forms part of the <u>IVORY</u> ROAD (Pop. c. 42,600).

<u>DECARABIA</u>: 1. Fau. Green bird native to <u>THE OLD FOREST</u>. Was seen as a bad omen by ancient <u>PELASGOSI</u> travellers. See Vol II: Classification and Taxonomy of Life.

2. *His. Str.* One of three ancient towers (the other two being <u>NARABIA</u> and <u>DANTALIA</u>), located in the nation of <u>AKACHA</u>, just outside the extant city and capital of <u>ATUL</u>. The best-maintained of the three, it has been converted into the headquarters of the <u>ORDER OF PEOSHK</u>.

<u>DECASSIA</u>: Set. Fortified settlement in the far north of <u>PORPHYR</u>, in the contested lands of <u>UTIMAN</u>. It is a source of valuable iron there (Pop. c. 9,000).

<u>DECAVAISA</u>: Set: Settlement in the west of <u>SABAISA</u>. In 3526 RM it was the last city conquered by the <u>JAHINN</u> warlord <u>ALDEBARRA</u>, who with this act reunited the scattered warring cities of Sabaisa under his household banner (Pop. c. 100,000).

<u>DECEBUS</u>: Small city in the north of <u>DACIA</u>^(1.). Its main industry is salt panning (Pop. c. 13,000).

DECUSSATA: Set. Small city in the south west of KORACHAN. In c. 2140 RM it was targeted by the ARÂTHUAHI SANCTIFIED ORDER OF THE INQUISITION following reports of corruption. In a single night of fighting dozens of corrupt leaders and officials were rounded up and crucified on x-shaped crosses, where they starved to death, their bodies remaining in place as a symbol to others who would follow in their steps. Today the city is one of the more devout in Korachan and many of its people have gone on to be recruited in the Arâthuahi Order (Pop. c. 17,500).

<u>DEDEIMUN</u>: *Rvr.* River in the c of <u>PARTHIS</u> flowing for 775-miles from multiple sources along the eastern face of the <u>BALAUR</u> and <u>SIPYLANA</u> Mountains before meeting its parent, the river <u>ESHMUN</u>. The city of <u>TAPUR</u> has grown around the confluence of the two rivers.

<u>DEDLEAGH</u>: Pol. Str. Polar outpost in the far north west of <u>LLACHATUL</u>, at the edge of the <u>WHITE SHEET</u>, overlooking the <u>SEA OF POLARIS</u>, to the north of the <u>ARERAQTH</u>. Belonging to the above nation, the outpost is thought to be a hub where explorations of the White Sheet begin.

<u>DEEP ARCANA</u>: Int. Alc. Sup. Phil. Belief held by disparate scholars, <u>SHAPERS</u> and philosophers, in many cases independently devised, that there exists a level of mastery of the <u>MATERIA OMNA</u> that is completely unknown and unattainable by <u>MORTALS</u>, that is only known of through innate means by the ancient <u>DEMIURGES</u> and possibly their <u>SCIONS</u> and closest acolytes.

This Deep Arcana exists in a state that is so utterly beyond the comprehension of mortal senses that it cannot even be guessed at, but it likely to have been the means through which the Demiurges were able to shape the Materia Omna in what is mentioned in the <u>MYTHOLOGIA ELYDEN</u> as the <u>ACTS OF SHAPING</u>.

There are those who claim that mortals can yet attain an understanding of the Deep Arcana, either through <u>ALCHEMICAL</u>, <u>OTHERWORLDLY</u>, <u>TECHNARCANE</u>, or spiritual means, though most established schools of thought shun this hypothesis as ridiculous. Opinions differ on what would happen should the belief that mortals can obtain knowledge of Deep Arcana ever be realised. Some scholars maintain that the knowledge in-and-of itself would be more than enough to shatter a mortal mind, rendering the wielder a babbling idiot, though others say that they would ascend to a level of potency similar to that of the scions in their time of dominion over the <u>MORTAL PEOPLES</u>, or possibly even a Demiurge.

There are those who oppose active study in the field, out of fear of what discovery of ancient secrets might bring upon <u>ELYDEN</u>. It is likely that such primal archaic secrets were never intended for mortal comprehension and that unearthing them may change Elyden in ways that are as yet incomprehensible. See Vol IV: the Materia Omna.

<u>DEEP SURRACH</u>, the: Geo. <u>KORACHANI</u> term, coined during its exploration of the south east of <u>THE SURRACH</u> in c. 2300 RM. The term refers to the inaccessibility of the region as well as its sparse population, due to its climate and location along the <u>TROPIC OF RAH</u>.

DEEPER CHTHONIC MYSTERIES: Mys. Phil. Rel. Mystery cults in HOGGOTHA ISZ that revere ancient unknowable chthonic beings. Little is known of these cults, and what is known is likely tainted by lies and misinformation. The Mysteries are followed by HUMANS, SERAPIS, PLAGI, and other MORTALS that dwell in the unforgiving region expanse of Hoggotha Isz.

<u>DEFEDATIA</u>: Geo. Major region of <u>ATRAMENTAL TAINT</u> in the north of <u>SARAGOS</u>, crossing the border into the south of <u>VENTHIR</u> in parts. It occupies some 6,000-square-miles of dry rocky terrain in the region of <u>AGGOSHETH</u>, and is shunned by most. Those travelling close to it claim that the ground there is covered in thick black tar that grows thicker the farther into the taint one goes. An unnatural stench pervades the area, and the bodies of dead birds and other vermin that were drawn to their deaths pepper the region.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}$.

<u>DEFILER KINGS</u>: *Pol. His.* <u>SAOSTANAN DYNASTY</u> that ruled between - 513 – -382 RM, made up of four rulers – Voragh the Defiler, <u>RAKHAHANA</u>, Reshab, and Habakukh.

They are remembered today for undoing much of the good that had been done by earlier dynasts. They were tyrants who cared little for the prosperity of the region. Granaries and coffers lay empty even as the Defiler kings erected more lavish and marvellous monuments in their honour. By the time of the last of the Defiler Kings, Habakukh, claimed the throne, Saostana had become a dead place, most of its cities reduced to shadows of their former selves. Habakukh died to the PLAGUE in –382 RM, leaving Saostana without heir.

<u>DEGENERATE</u>: 1. Sup. Mor. Soc. A form of <u>ASICTHAI</u>, that due to the influence of the <u>ATRAMENTA</u>, either direct or indirect, has degenerated both physically and mentally into a feral form. Today, degenerates are regarded as a race unto themselves, though they have developed independently in various areas around <u>ELYDEN</u> and their forms can vary wildly. The term can be used to both describe an afflicted individual born to able-bodied parents, or the child of two degenerates.

First recognised in c. 50 RM, following the growth of Atramental effects across Elyden, the problem continued to increase in magnitude throughout the next century, when such defects were becoming far too common. Most such children were culled at birth if the defects were readily apparent; the rest remaining with wealthy or loving families who could care for them.

Those who survived were stigmatised and shunned by their communities, and many were pushed away from civilisation, forced to live in the wildernesses and underworlds of their homes, with people believing them cursed by whatever deity they worshipped.

Over the years these degenerates would gather in the dark places that other shunned – sewers, ruins, dark forests and other places far from the discriminating eyes of others. In these places they would gravitate to one another for security and companionship, and they would eventually breed

In 2306 RM and sporadically in subsequent decades, the <u>KORACHANI EMPIRE</u> launched campaigns to rid its lands of the creatures, but they had become too pervasive. Eventually the more able-bodied degenerates were rounded up for use as manual slaves or processing in food manufactories or <u>TECHNARCANE</u> experiments. By c. 3000 RM they had become so pervasive that such efforts at eradicating them had been abandoned, and they became a common-enough sight in larger settlements, lurking in the dark alleys and undercities, where they became associated with blackmarkets and scavenging. They are particularly adept at navigating the sewers, vaults and ruins they make their homes.

The bodies of degenerates are twisted and scabrous, their eyes large and dark, their teeth misshapen and discoloured, their gums bleeding and foul, their limbs slender and grotesque, though no two degenerates are identical. They are naturally distrusting of unafflicted mortals, though

individuals have been known to integrate, offering their services, which though considered base by most are invaluable when required.

Following the <u>DISSOLUTION OF THE HIGH-EMPIRE OF KORACHAN</u>, degenerates thrived in the ruins and deserted cities left behind. See Vol II: Classification and Taxonomy of Life: *Asicthai*.

2. lit. 'poisoned body', also 'Vehenthai'. Sup. Mor. Commonly in the KORACHANI EMPIRE, name given to any creature, usually ASICTHAIN with a corrupted body. Unlike the common DEGENERATE^(1,), which is accepted as a species onto its own, this form of creature is truly an aberration, a one-off creature with no equal; sired by healthy parents, influenced in the womb by the ATRAMENTA. In this case the term can be used interchangeably with GROTESQUE. See Vol II: Classification and Taxonomy of Life: Asicthai.

DEGENERATE EXODUS: Sup. Soc. His. Exodus of ATRAMENTALLY TAINTED creatures, such as DEGENERATES, after which the event is named, during the time of the SHADOW IN THE DESERT between c. -400 – 200 RM into surrounding lands. This largely occurred into the north, north east and east of SAMMAEA, as routes west and south were blocked by the KARKARMIS and ACHARKHARAN Mountains, respectively.

<u>DEGISAAR</u>: Geo. Island in the <u>KORACHANI</u> colony of <u>MELHUMBRA</u> off the north western coast of <u>SAMMAEA</u>.

<u>DEGLIA SHUR</u>: (B. 3379 – 3447 RM) *Pol. His.* One of three children born to the then-ruler of <u>PNESSA</u>, <u>KARAN SHUR</u>. Upon his death in 3388 RM her younger brother <u>MITH</u> had her and her elder brother <u>MORTHA</u> imprisoned in the tower of Eneph in the far east of Pnessa so that he could claim the throne. There, Deglia and Mortha maintained a small but loyal following that began working to secure their release, eventually gaining the support of the city of <u>ENEPH</u> as well as individuals close to the royal family in <u>IRUT MARKA</u>.

In 3402 RM Deglia and Mortha were freed from the tower of Eneph. In Irut Marka, supporters of their cause showed their colours and attempted a coup, but it was thwarted. Fighting broke out in major cities, devolving into a war that lasted till 3409 RM, becoming known as the WAR OF SECESSION. Mith was killed by Mortha in 3409 RM following a parley, though he was unable to claim the throne. With Mith's only heir still a child, leadership broke down in the capital as allies of the secessionists sowed discord.

A series of military blunders saw the armies of Pnessa falter against Eneph, leading to a ceasefire that ended in the signing of the independence of Eneph and the birth of the nation of Elekhid upon the marriage of Mortha and Deglia in 3409 RM, starting a new dynasty that rules to this day.

DEIARCH: His. Pol. Ancient ruling title of the city-state of KHYTER and, later, the kingdom of MINTHA (present-day THETIS). The title predates the appearance of Mintha by some 800 years and emerged in c. 1650 RM during colonisation efforts of RHEAN settlers, which had been based around the new city of Khyter since c. 1590 RM. The Deiarch was a hereditary patrilineal title, and various dynasties would go on to rule Mintha until c. 2860 RM, by which point the region had been suffering for centuries in the wake of the growing desertification of the RTHEI^(1.) desert. The nation fractured under growing infrastructural and economic strains, with its surviving cities coming to self-rule over the coming years. Over the next century the culture of the NEMIS nomads would spread, bringing the surviving cities together, leading to the foundation of Thetis as it is known today.

The Deiarch was famed for the <u>SERPENT HELM</u> that he wore, which was an ancestral heirloom created by the first Deiarch and handed down to successive rulers until the collapse of the kingdom, after which it was lost.

<u>**DEIBA**</u>: Set. Coastal settlement in the c east of <u>LOEGRESS</u>⁽¹⁾. It was the site of an ancient sea battle and its waters are renowned for their many shipwrecks (Pop. c. 3,900).

<u>DEII</u>: Sup. SAUAN shapers who recognise the sovereignty of the <u>SLEEPING</u> QUEEN, guarding her against harm from dissident contemporaries and the Diadon <u>PRIME DARASSIN</u>. Many of them are halfbloods who are her descendants, marginalised by the Diadon, since the Sleeping Queen entered her catatonic state.

<u>DEII, SANCTUARY OF</u>: *Rel. Org.* Monastic order of <u>SHAPERS</u> who follow the philosophy known as the <u>PATH OF THOUGHT</u> in western <u>SAUA</u>, close to the border with the <u>HARÉSHK</u> in the foothills of the western Mountains.

<u>**DEINAR**</u>: *Mil. Str.* Major fortress in the north of <u>ALTHA</u>^(2.), guarding entrance into the BAY OF ESTRUCHA^(1.).

<u>DEINON, KING OF UCHRON</u>: (b. 3932 RM) *Pol.* King of <u>UCHRON</u>, in the <u>HARÉSHK</u>, was killed during the siege of the city towards the end of the <u>WAR OF SCOURGING</u>, which left Uchron in ruins, its lands poisoned by the <u>ATRAMENTA</u>. The capital was later moved to <u>DANILAT</u>.

<u>DEIRA</u>: Pol. Set. Major coastal city in the c east of <u>LOEGRESS</u>⁽¹⁾, often mistaken for its capital (which is actually the much smaller <u>CAER SIDI</u>). It is centred around a great classical citadel that is kept in pristine condition by its classical history-obsessed rulers and has a large port and harbour, where most foreign trade and cargo makes its way into the city (Pop. c. 827,000).

<u>DEITHO</u>: 1. Pol. Geo. One of five emirates of the <u>SECULAR EMIRATES OF LIMOTH</u>, located in the c west of the nation. Its northern-most expanses are characterised by rocky and highland terrain, forming the southern-face of the Kotha Icholligha Mountains, and its south is dominated by the <u>LITHUROVEAN</u> rainforest.

The other states are $\underline{\text{LIMOTH}}^{(2)}$, $\underline{\text{NIMALO}}^{(1)}$, $\underline{\text{OTHOTEL}}^{(1)}$, and $\underline{\text{UKOLIST}}$.

2. Pol. Set. Capital city of the eponymous emirate within <u>LIMOTH</u>^(1.), located in the c north of the state (Pop. c. 192,000).

<u>DEKARAIA</u>: *Rel. Dei.* Artificial deity worshipped by the people of <u>NASTAL</u>⁽²⁾. See Vol IV: Deities and Pantheons.

<u>DEKANA</u>: 1. *Sca.* Sea to the south of the <u>SEA OF AZAM</u>, serving as a border between the east of <u>JURRAS</u>^(2.) and the north east of <u>KARAKHAS</u>.

2. Pol. Set. Capital of <u>KARAKHAS</u> since c. 1100 RM, when the old city of <u>SERKAN</u> was eschewed in favour of a coastal capital closer to <u>KORACHAN</u> at the mouth of the river <u>NEGHIRREN</u>. In the centuries since, the mouth of the river Neghirren has moved farther north, leaving the city around 6-miles away from the coast, though the river still serves as a link to the Sea. It is a major stop along both the <u>RED ROUTE</u> and the <u>SALT ROAD</u>, and its harbours and storage yards are full of produce (Pop. c. 410,000).

<u>DEKIN</u>: Geo. Mountain-range in <u>IZABAL</u>^(1.), dividing the wooded region of <u>ABERRO TAL</u> in the south west from the plains and hills to the east.

<u>DEKISRAMEK</u>. Mys. The most common of the three houses of <u>BLOOD MAGICK</u>, with the widest applications. It is most commonly associated with manipulation of the body, though most blood magi are limited by a specific assortment of usually linked abilities. See Vol IV: Other Forms of Mysticism.

<u>**DEL**</u>: Soc. Obj. Item of <u>TEMUIAN</u> clothing, a full body dress, worn by men as well as women, resembling a caftan.

<u>**DELA**</u>: 1. Pol. Duchy in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>EDICULE</u>^(1.).

Set. Coastal city in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>EDICULE⁽¹⁾</u>. It is part of the Great Road trade-roue, and is known for its sale of slaves that have been caught in <u>SAUAN</u> and <u>KHAMIDIAN</u> waters (Pop. c. 42,500).

DELEGATORY PRAYERS: Soc. Rel. A common practice across the Inner Sea Region where the THREE CHURCHES OF THE UNDYING MACHINE are prevalent, where people (usually of high social standing) pay others (usually of low social standing, or the elderly) to pray on their behalf. Those who take on these delegatory prayers are typically members of the FUNEREAL SODALITIES.

Large cities have large monasteries filled with people in pewter masks and wearing black robes, who spend their days in prayer. These halls are overseen by the Sodalities themselves or the respective church, depending on their location.

<u>DELFA</u>: 1. *Geo.* Deep natural cleft, 75-miles long, running through the <u>HARÉSHKI CITY-KINGDOMS</u> of <u>MEDES</u> and <u>NICADA</u>. 100 ft. below sea level at its lowest, before levelling out into a simple valley in c Medes. Delfa has become a well-travelled pass, linking the central and southern regions of the Haréshk. A walled citadel stands in the midspan of the cleft, grown from a caravanserai that appeared c. 2900 RM.

2. Set. Great walled citadel in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>MEDES</u>⁽¹⁾ that lies within a natural cleft in the <u>HARÉSHK</u>. The citadel rose from a

caravanserai that existed there since at least 2350 RM, becoming a city by c. 2900 RM. It was a strong bastion during the civil uprisings of 2918 RM, weathering the war that engulfed the Haréshk in the subsequent decades, and is today a major city along the route of the <u>Great Road</u> (Pop. c. 79,000).

<u>DELIA</u>: 1. *Geo.* Mountain in the c of the <u>HARÉSHKI CITY-KINGDOM</u> of MEDES.

2. Geo. Grasslands and hills in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>MEDES</u>.
3. Set. Fortified city in the c west of <u>TRAKIA</u>, in the north of <u>SAMMAEA</u>. The city is dominated by the series of star-forts which originated as <u>KORACHANI</u> fortifications (Pop. c. 42,000).

<u>DELIA REYNE</u>: f. Per. (B. 3953 RM) High-ranking member of the <u>CONCORDANTIST ORDER</u> of the <u>SANCTIFIED INQUISITION</u>. Officially a High-<u>OBSCURATOR</u>, she is an expert in propaganda, specifically in manipulating current events to be more 'palatable' to the masses in an effort to avoid eliciting extreme reactions.

She has a close relationship with most major news outlets across the <u>KORACHANI EMPIRE</u>, vetoing sensitive topics and censoring them before they are deemed to be fit for release. As such, she has a reputation for being a stoic figure of fearful countenance, whose loyalty to the empire and belief in the importance of her job are absolute.

DELIASHANA: His. Ntn. Now-extinct state in the east of SAMMAEA, in what are the present-day lands of SOLEYN, the west of SUOR and the east of MULCIBER from c. 900 – 1328 RM. The state was known for its large SHIE population, and was ruled by the tyrant AMENABAST, a sadistic otherworlder whose slaying in 1328 RM at the hands of the mortal champion RAHANKHEN I, led to the rapid downfall of Deliashana. Amenabast had all written histories expunged, so little is now known of the early FIFTH AGE history of the region, though the people of Deliashana spoke a language called DEMIAN, which was already fully-formed when Amenabast took control. See Vol III: Extinct States.

<u>DELIAH</u>: Set. Capital city and the first settled area in the nation of <u>HALEDONIA</u> (Pop. c. 131,000).

DELIS: Pol. Duchy in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>MEDES</u>.

<u>DELLARA</u>: *Mil. Str.* Fortress in the far north east of <u>VAALK</u>, overlooking <u>THE INNER SEA</u>, and the <u>BAY OF EDARA</u>.

<u>DELOMIG</u>: also 'the Diamond Gaol. Geo. Region in the c north of <u>SARASTRO</u>, covering some 25,000 square-miles, and is known for its diamond mines. The region is home to dozens of strip-mines, now operated by the <u>Sarastroan</u> government (most of which were created by the <u>KORACHANI EMPIRE</u>), which uses unnumbered thousands of slaves. Many such quarries were spent during the Korachani empire's ravenous mining, and they remain now as blights upon the surface of Sarastro.

The region is heavily guarded with many towers and a strong military presence there, as well as private patrician-owned forces guarding individual mines.

Local legend has it that in ages past a race of immortals once thrived in the area. Over years its people grew decadent and they were cursed by <u>HAGE</u> to forever be as the riches they so-desired, and they were imprisoned beneath the plains of their homeland as diamonds. The myth survives in various forms amongst the nomads and herders of Sarastro, propagated by the occasional diamond-find.

<u>DEMAGOGUE PULPIT</u>: Rel. Str. Guard towers located along the course of the <u>SHADOW MARCH</u> in <u>KHARKHARADONTIS</u>. They are equipped with loudspeakers that ceaselessly drone prayers and litanies to pilgrims undergoing the March. They are well-guarded and are a ubiquitous sight along the march, often accompanied by a <u>CENOBITE</u> shrine.

DEMANA: Set. City in the c east of **IMEAL** (Pop. c. 73,000).

DEMENTIA PLAGUE: Sup. Med. Plague of FIRMAMENTAL origin that leaves those afflicted by it with decreased memories, unstable emotions, and senility, that is common in parts of MENISCEA. Outbreaks occur approximately every 20 – 30 years and last for 5 years before dying down, and typically originate in the north east of SHAZGIN and spread to the east, across LARISH^(2.). FATH, LAOD, PHUT, CAMAU, ENDUI, EGINAZ, OBLEVIS, and DHA NAR, depending on trade and traffic between cities and across nations.

There are few known cures, and once afflicted, an individual is likely to spend their lives suffering from the effects. As a result, hospices that care for sufferers are common in the above regions, particularly in Shazgin. See Vol II: Diseases and Illnesses.

<u>DEMARAJA</u>: Pol. Rnk. Highest ruling title in the <u>CITIZENRY OF THALI</u>, controlling large swathes of land typically containing dozens of cities, each of which is in turn ruled by a <u>RAJA</u>. Many Demarajas are <u>SHAPERS</u>, using this position to increase their prestige and renown, regardless of their true talents.

DEMERA: Set. Settlement in c <u>AHRISHEN</u> that was once a major port at the edge of the <u>SEA OF DEMERAL</u>. The retreat of the sea left the city landlocked and greatly diminished in size. It remains now as a pastoral region (Pop. c. 6,200).

DEMERAL: *Rvr.* Expansive region of plains and marsh wetlands in the west of <u>AHRISHEN</u>, that until c. 3000 – 3200 RM was a shallow sea, stretching as far east as the city of <u>DEMERA</u>. It is now an expansive region that becomes waterlogged in summer (following runoff from melted snows in the Mountains surrounding <u>AHRISHEN</u> that makes its way into the interior) and periods of heavy rain.

Depositions from the river $\underline{ARESH}^{(2)}$ throughout the waning of the \underline{SEA} $\underline{OF\ PYREA}$ over the past millennium have made the region fertile, bringing wildlife and agriculture to it.

Attempts were made to stall the wane of the Pyrea, particularly between c. 3420 – 3540 RM, but the efforts were futile and ultimately abandoned, though the remnants of the old dykes and dams can be seen in various areas of the Demeral, which is also peppered with old coastal settlements which have either adapted to their new land-locked status or been abandoned and left to ruin.

Ahrisheni <u>STILT-WALKER</u> culture emerged from this region around 800 – 1,000 years ago and has spread across the rest of Ahrishen since then.

<u>DEMETHUUN</u>: also 'the Black Place'. An <u>ATRAMENTALLY TAINTED</u> region in the c-south east of <u>VENTHIR</u>. Known simply as the Black Place to those who live nearby, it is known for its fine black sand that will shred the insides of anyone who inhales or ingests it. Only the most well-made softsuits will allow an individual to traverse the desert without fear of injury, and over the years the sand has been used as an aid in assassination across the <u>ARID TRIPTYCH</u>.

The region is categorised as $\underline{\text{HIGHLY DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}.$

<u>DEMETRESIA</u>: Geo. For. Sparse woodlands and scrubland in the north east of <u>IO</u>, stretching north into eastern <u>SALOROC</u> and the west of <u>SARASTRO</u>.

<u>DEMEVEDARAS</u>: m. Myr. His. Per. Dre. In the mythologies and ancient histories of <u>ELYDEN</u>, a <u>SCION</u> of the <u>DEMIURGE</u> <u>SYBARIS</u>. His body is presently buried beneath the city of <u>SEROMNIA</u> in the <u>VORANDINE</u>, and is the centre of a cult of hedonism. The presence of his body in the city has resulted in a faint <u>DREAMSCAPE</u>, that sees its residents affected by a sense of euphoria that makes all senses far more sensitive to external stimuli. Their <u>DREAMS</u> are populated by carnal images that they act upon after waking. See Vol IV: Scions, Children of the Gods.

<u>DEMIAN</u>: *His. Lan.* Now-extinct language spoken in the early <u>FIFTH AGE</u> state of <u>DELIASHANA</u>, though which originated in an even earlier Fifth Age state whose details were erased by the tyrant of Deliashana, the otherworlder <u>AMENABAST</u>. As a result, little is known of the roots of the language.

DEMIGOD: Pol. Rel. Rnk. The children of any of the GOD-KINGS of TETHYSIA. This lives are marked by extremes of privilege and tragedy, for they are showered with adulation and are shepherded into esteemed vocations, with some becoming missionaries, generals, and diplomats of great renown, however these lives are often cut short for they are slain with their divine father the God-king upon the appointment of a new God-king.

Many simple accept this faith, having been indoctrinated to their peoples' custom throughout their entire lives, though others come to shirk the duties that their birthright brings with it, and descend into lives of debauchery and opulence, trying to forget their inevitable expiration. Others flee Tethysia upon the end of their father's tenure, living the rest of their days in exile.

The people of Tethysia regard them with extreme respect and endure the more sadistic ways of some demigods, though most end up devoting their lives in service to $\underline{KATHISIS}^{(2)}$.

<u>DEMIGOURGA</u>: Pol. Ser. Capital city of <u>CANNOS</u>, along the north western coast of <u>BROR</u>^(1.). The city features in many ancient legends from the <u>NEAR HEMISPHERE</u>, and it is purported to have been the site of a great conclave in the mythic history of <u>ELYDEN</u>, where various scions met as envoys of their divine parents (Pop. c. 927,200).

<u>DEMIHIER</u>: *Soc. Rnk.* Noble title in <u>VENTHIR</u>, common since c. 500 RM, the naming of which bestows certain religious privileges upon the person.

<u>DEMIRUTI</u>: Set. Coastal settlement in the far west of <u>ALMAGEST</u>, in its territories east of the <u>BLACK MOUNTAINS</u>. The settlement is built over the ruins of an indigenous <u>MULL</u> fortress that was attacked and destroyed in 3624 RM and is now a centre of slavery in the Almagesti lands east of the Black Mountains (Pop. c. 5,250).

<u>DEMIS</u>: *Cur.* Currency around <u>ALLASAN</u>, <u>KETESH</u>, and the south of VAALK. See Vol II: Currency and Coinage in Elyden.

<u>DEMITHO SHOSHATHANI</u>: His. Ancient beings predating any other in <u>ELYDEN</u>. They are whispered of in ancient <u>PELASGOSI</u> myth, where they were primordial creatures created before time, and destroyed because they could not be contained. The scholar <u>CIDASUS</u> examined ancient neolithic ruins that were positioned over a filled-in sinkhole and found mention of them there. Today they are often equated to the <u>MESOCHTHONS</u> or the <u>FORGOTTEN ONES</u>.

<u>DEMIURGE</u>: Mys. His. The creators and shapers of the <u>MATERIAL PLANE</u>. There were Two-and-Twenty Demiurges mentioned in the <u>MYTHOLOGIA ELYDEN</u>, created by <u>THE SHAPER</u> to manipulate the <u>MATERIA OMNA</u> into the Material Plane and all the <u>PLANETS</u> and stars that exist with it – the so-called <u>ORBS OF LIFE</u>.

Their actions were both directly and indirectly, responsible for the creation of all mortal life upon <u>ELYDEN</u> in what is now regarded as the <u>FIRST AGE OF SHAPING</u>. They were once worshipped as gods across Elyden, and drew strength from the devotion of the Two-and-Twenty <u>MORTAL PEOPLES</u>, though through corruption and the passage of time, the mortals distanced themselves from the Demiurges, causing them to dwindle in influence, stature and divinity.

They were great <u>SHAPERS</u> and together they crafted the Materia Omna into the <u>MATERIAL PLANE</u> that we see and experience today. Though tasked to prepare Elyden for the appearance of the so-called <u>IMMORTAL PEOPLES</u>, they continued in their shaping even after Elyden had reached the point of perfection, causing the <u>IMMORTAL SEEDS</u> to be born before their time. This led to the corruption of the immortal races into the Mortal peoples and the shattering of The Shaper's great plan.

The Demiurges were punished and stripped of their divine link, causing them to grow weaker. Many amongst them despaired or grew mad following this time, which is commonly regarded as the start of their downfall into torpor or even death.

Knowledge of the Demiurges is fragmented at best, though scholars, INTELLIGENTSIA and other learned individuals may know at least the basics of their history, though they may not understand the true weight of such knowledge. Even the work-slaves and HELOTS of the KORACHANIEMPIRE know fragments of the legends that surround the Demiurges, through their myths and legends, and even though the people of the empire worship the Demiurge RACHANAEL as the UNDYING MACHINE, few are those who know it or realise the true meaning of their actions.

This it true around Elyden, and people revere idols and entities without knowing that they are their deities are often the result of millennia of corrupted beliefs.

In order of their naming in the *Mythologia Elyden*, the Demiurges were: <u>ALLAISHADA</u>, <u>ASHTERATH</u>, <u>DURUTHILHOTEP</u>, <u>TALANTEHUT</u>, <u>SYNCHTHONITH</u>, <u>IALDABAOTH</u>, <u>RACHANAEL</u>, <u>URAKABARAMEEL</u>, <u>BAPHOMET</u>, <u>ARIMASPI</u>, <u>SHIBBOLETH</u>, <u>NEITH</u>⁽¹⁾, <u>DOPELLANICH</u>, <u>NERGAAL</u>, <u>SYBARIS⁽¹⁾, NYARLOTH</u>, <u>MALACHAI</u>, <u>AVRAHAM</u>, <u>KHARANI</u>, <u>ACHAIAH</u>, <u>VORROPOHAIAH</u>, and <u>RYHASSHARAUCH</u>. See Vol IV: the Two-and-Twenty Demiurges.

DEMIURGE RENAISSANCE: Pol. His. Period in <u>KORACHANI</u> history related to the earlier <u>RENAISSANCE CRUSADES</u>, marking an increased scepticism and questioning of imperial culture and its religious teachings

and oppressions, characterised by artists and scholars who sought to understand the truth of the world outside the empire.

The movement was named after one of the major focuses of its proponents – the <u>DEMIURGES</u> of old, knowledge of which had been largely excised from records and the public consciousness to further the propaganda of the <u>CHURCH OF THE UNDYING MACHINE</u> – though it was in no way restricted to the Demiurges as subjects, with individuals seeking truth in art and the science, as well as lands outside of the empire's influence.

This period in its associated movement is considered to have lasted from c. 1540 – 1620 RM, and was at its strongest in the Korachani vassal state of <u>AZAZEM</u>. Both the imperial government and the <u>CHURCH OF THE UNDYING MACHINE</u> reacted harshly to those who openly questioned traditional mores and dogma, and individuals were branded heretics and executed for their so-called crimes, causing word of the movement to travel farther, reaching a broader audience.

The organised response to the Renaissance is now thought by many to have been spearheaded by the <u>ARCHBISHOP</u> (later <u>ARCHBISHOP</u> <u>MAGNUS</u>) <u>VAMAS MICHAELLOS DUCAS</u>, who poured church funds into a defence that quelled massed gatherings across imperial cities, and executed the leaders of the movement.

Proponents of the Demiurge Renaissance made major strides in art and science, as well as shaping and abstract notions such as social awareness, though much of their work was destroyed by the empire and its church in the ensuing centuries. Notable remnants of the period include works of art, including paintings and sculptures, though it is though that some scientific breakthroughs were retained from the public and implemented in private endeavours, free of their socio-political roots.

<u>DEMIURGES</u>: also 'the Demiurges'. Ast. Con. Constellation in the <u>NORTHERN HEMISPHERE</u>, comprised of 22 stars and named after the <u>DEMIURGES</u> of old. Few are those who know the meaning of the name today. See Vol II: Constellations.

<u>DEMIURGES</u>, <u>TEMPLE OF THE</u>: Rui. Ancient structure in the south west of <u>Sammaea</u>, to the south of the <u>Acharkharan</u> Mountains. It is thought to be a relic from the <u>Second Age</u>, when the <u>Demiurges</u> were still divine. It is now a hollow ruin, surrounded by lifeless deserts, dark skies and the fossils of alien sea creature embedded in the crumbling rocks.

<u>DEMIURNE</u>: *Int. Mor.* Descendants of the <u>PLAGI</u>, who were the mortal children originally entrusted to the aegis of the <u>DEMIURGE RACHANAEL</u>. They remained in <u>DAEKYN</u> following Rachanael's imprisonment there in the <u>FOURTH AGE</u>, their blood now diluted by breeding with <u>HUMANS</u>, an act that has over the millennia left them looking more like humans than plagi, though they have red irises and greyish skin, not dissimilar to the <u>ETHERI</u> nomads.

Found by the <u>ARCHPOTENTATE MALICHAR</u> in 212 RM, they immediately recognised him for what he was and supported his pursuit to free Rachanael and further the prophecy from the <u>SCRIPTURE OF SHADOW</u>. They guided Malichar after his restoration to life, and indeed, some accounts claim that it was a demiurne <u>SHAMAN</u> who brought Malichar back to life.

They accompanied him during his sojourn in NYALAR, after which they begin construction of the LEADEN THRONE in Daekyn, around which would later be erected the SEPULCHRAL PALACE, to which they became its wardens and bearers of the technologies that sustain it. It was during their time in Nyalar, c. 332 – 338, that they first began breeding with the crazed human technarcane fanatics of the cult of the NYARALA. Soon after this the AIWAHAN ORDER of the SANCTIFIED INQUISITION was founded, which counts many demiurnes amongst its members to this day, whose expertise in maintaining ancient technologies (foremost amongst them the Leaden Throne itself, and the INVOCATION ENGINES that power the temples the CHURCH OF THE UNDYING MACHINE).

Since that time, the demiurnes continue to dwell in human lands – primarily within the <u>TWIN EMPIRES</u>, the <u>INNER SEA</u>, and the <u>PORPHYRI PENINSULA</u> areas. Now they are the techno-priests of the Sepulchral Palace as well as other religious structures in the above regions, where they are often seen with <u>DVERG</u> workers and <u>HAEMACOLYTE</u> servants. Renowned for their <u>BIOMECHANICAL</u> implants, they are secretive,

guarding their knowledge of the <u>UNDYING MACHINE'S</u> identity and history with silent devotion.

Their allegiance to Malichar and the Undying Machine transcend any racial, political, or religious identities, and a demiurne travelling in foreign lands can depend on his kin for support and hospitality regardless of what nation of empire they may be in.

DEMIURNE, CULT OF: Tec. Org. TECHNARCANIST cult in the KORACHANI EMPIRE. As the name implies, the cult is comprised of DEMIURNES, who make up a small but vital part of imperial populace. Specifically, members of the cult are responsible for the maintenance of the more archaic technologies that keep the empire in working order, including the mechanism known as the LEADEN THRONE, that sustains the UNDYING MACHINE. The Cult is prevalent within the AIWAHAN ORDER of the SANCTIFIED INQUISITION, where most demiurnes can be found.

<u>DEMM</u>: Geo. KORACHANI collective name for the <u>BORDER MOUNTAINS</u> that surround TEMUJA.

In many imperial accounts the Mountains of Demm are a seen as a natural border between the lands of the <u>ATRAMENTA</u> in the west and the lands of the <u>FIRMAMENT</u> in the east. While not precise, this is roughly correct, with the Mountains crossing the path of the <u>NULLAMBIT</u>.

<u>DEMON BOMB</u>, the: His. Obj. Historical <u>ATRAMENTAL BOMB</u> that mistakenly detonated while in transit in the north of the <u>UMBRA SOKHAR</u> in 3720 RM. The explosion devastated around 5,000 square-miles of land that slowly increased in size, to around 10,000 square-miles today, leaving the afflicted region as <u>ATRAMENTALLY TAINTED</u> wasteland filled with duststone formations, sinkholes and caves, all of which are dangerous to mortals.

<u>DEMONSGATE</u>: Rel. Str. Temple constructed within a steep-sided crater in the southern foothills of the <u>CHACTHORNYS</u> Mountains in the far north of <u>AZAZEM</u>. The temple dates back to a previous age, its hewn temple walls testament to the artistry and devotion of its creators. Dominating the temple is a large basalt-like statue of a demon, Set. inside a great arch on one side of the crater wall. Little is known about the site, only that the region immediately around it is filled with barely visible ruins – indications of a once-thriving culture that is now extinct. The statue is thought to be built of meteoric material (adamantine) that was excavated from the heart of the crater.

<u>**DENA**</u>: Set. City in the north west of <u>NORTHERN SIMBARA</u>, on the end of the eponymous peninsula, just south of the <u>SEA OF AMASAL</u> (Pop. c. 49,000).

<u>DENACRA</u>: Ser. Last known <u>VALTHAS</u> city in <u>ELYDEN</u>, located along the equator, 94°45'20" west, within the western territories of <u>HOGGOTHA ISZ</u>. The area surrounding the city is known as one of the most distant places from the coast and dominates the parched centre of the <u>SAMMAEAN</u> continent. It is dry beyond reckoning and wholly inimical to mortal life, forgotten by all but the most strident of scholars.

The city is a relic from ancient times, little more than a fossil that somehow continues to survive. It is a place covered in dust and rot. The valthas haunt the ruins of their city, carrying out their last commands on an endless loop. Most were labourers and slaves to a ruling caste of higher thought, and thus continued working in quarries and mines, stripping the earth of its resources, slowly adding to their city.

Millennia later and the lands surrounding the city have become a morass of spent mines, open-cast pits and quarries, some reaching hundreds of miles around, every stone and item of value drawn from them taken back to the city, which continues to be repaired in an increasingly haphazard fashion to this day. As the orders imprinted onto their consciousnesses slowly decayed, so too did their implementation of them, leading to maddening labyrinthine streets and maddening structures without purpose or ascetic value. Indeed, the few mortal travellers who have seen Denacra describe it as a place of despair and cacophonic winds amplified by its strange winding streets (Pop. unknown).

<u>DENDERA</u>: Set. Major coastal city in the north of <u>KHAMID</u>, known for its shipyards and ports (Pop. c. 308,000).

<u>DENDYDRIS</u>: f. *Myt. His.* In the mythologies and ancient histories of ELYDEN, the <u>SCION</u> of the <u>DEMIURGES ACHAIAH</u> and <u>ARIMASPI</u>.

She is believed to have lived in the forests of what are now the south east of <u>SAMMAEA</u>. Various passages of the <u>MYTHOLOGIA ELYDEN</u> describe her as a tree given mortal form, and for having an affinity for trees and plants, drawing strength from them, much as her parents drew strength from their mortal worshippers. This allowed her to live for thousands of years, a trait that was passed down to her three known children – <u>OKSHANA, IPOMEA</u>, and <u>CASSIA</u> (4.) – who were also long-lived, passing on their mother's traits to their own offspring. See Vol IV: Scions, Children of the Gods.

DENEM: Set. Settlement in the west of <u>SABIA</u>, in the region of <u>URGRORD</u>. Its main industry is the mining of Iron (Pop. c. 6,900).

<u>DENERYX</u>: Mil. Str. One of two major fortifications built in the empire of <u>NEANDARA</u> (present-day <u>RHINOCOLOURA</u>) in 3280 RM, the other being the tower of <u>LEKHERYX</u>. The towers were constructed to defend the northern borders of Neandara from possible attack from the north, specifically from the <u>KORACHANI EMPIRE</u>, though they were never used and fell into ruin after the collapse of Neandara in 3470 RM.

DENGEDDAR: also 'Mortals' Zenith'. Int. Rui. His. Mys. Arc. Ancient THIRD AGE monolithic MORTAL engineering project in what is now the region of PITTILAYA in the c north west of IMEAL. It was built to be as imposing and large as possible and was surrounded by a great colonnaded courtyard surrounded by colossi and terraced gardens in which were planted the largest trees found in ELYDEN – altogether a hubristic cenotaph to the power and ingenuity of mortals that utterly forsook the Demiurges, whose reign over Elyden was waning by then.

It was annihilated by <u>TALANTEHUT</u> and her <u>VALTHAS</u> children in what became a war mired in atrocity and bloodshed. She cursed the land surrounding the structure, of which nothing remains today, the stones once used in its construction blasted and scattered for miles around, all trace of its original purpose removed.

<u>DENGUEA</u>: 1. For. Jungle just north of the equator in the east of <u>CHEIRA</u>, in the <u>SAMMAEA</u>, west of the <u>SEA OF MOSASA</u>. The region has advanced rapidly following the retreat of coastal waters, and is now a disease-ridden wetland. Ancient stepped ruins dot the region, bearing cultural motifs that are seen in the headland of <u>IRKALLA</u>^(1.) in the west of <u>CUTH</u>, indicating that the <u>CHILDREN</u> of the <u>DEMIURGE</u> <u>NERGAAL</u> may have settled the area in ages past.

2. Rvr. River in the east of CHEIRA, flowing east for 320-miles from sources in the YGGOUAGO Mountains, before emptying in the SEA OF MOSASSA.

DENIM: Fas. Obj. Sturdy cotton-based textile that is mass-produced in automated manufactories and used extensively by labourers across the Inner Sea Region, particularly in mining and farming, where dungarees and jeans are the most common garments made from the fabric.

<u>PATRICIAN</u> <u>HOUSE</u> <u>SAPHRAX</u> is renowned for its large denim manufactories located in <u>AZAZEM</u> and <u>LAASKHA</u> that supply labourers across the Inner Sea Region with industrial garb.

<u>DENIMAL</u>: Set. Fishing settlement in the south of <u>THUMAL</u> (Pop. c. 16,500).

<u>DENIN</u>: Set. Small coastal city in the far west of <u>KAZZAR</u>^(2,), in the peninsula of <u>UNARALOTT</u> overlooking the <u>IGUZZEN</u> lagoon to the south and the <u>BAY OF SHIAAN</u> to the north (Pop. c. 12,000).

<u>**DENNA:**</u> 1. *Geo.* Hills dominating the north east of <u>HITTA</u>, on which most of its vineyards and <u>OLIVE</u> groves are located. Half-buried <u>FOURTH AGE</u> ruins dot the region, though there is little of note to be found there.

2. Set. Fortified city in the east of <u>HITTA</u>. It is a major producer of <u>OLIVE</u> oil (Pop. c. 19,000).

<u>**DEOBRASHIA:**</u> Geo. Headland in the east of <u>MENISCEA</u>, overlooking the north western-most part of the <u>SEA OF LYNNAE</u>. It is now occupied by the <u>PARTHISAN</u> colony of <u>EZHIRAYA</u> (2.).

<u>DEOCHAN</u>: 1. Sca. Bay in the west of <u>KORACHAN</u>, named after the city that is situated along its shores.

2. Set. Metropolis situated on a long slender peninsula in an inlet on the western-coast of KORACHAN, with quarters on both flanking coastlines, it is renowned for its steel mills and vast shipyards and dry-docks, which are home to the heart of the Korachani navy. It was one of the original seven Korachani CITY-STATES. HOUSE RHEGA is the dominant PATRICIAN family in Deochan, and controls most of the shipyards and

land in the region. The city is home to the LANGUE(1.) of the KYONI ORDER of the SANCTIFIED INQUISITION, which was founded there in 96 RM. The city has been regraded, and moved multiple times at great cost, to combat the slow wane of ELYDEN'S seas. As a result, its coastline is very steep and edged in stepped concrete tiers, to allow descent to the sea's edge.

The city is also renowned for its many scientific institutions and places of higher learning, and is also a hub of the arts, with many theatres and museums, making it a popular stop along the <u>GRAND TOUR</u>.

It is also known for the large dump that is situated outside its steep northern walls, in which bottles, tins, and jars have been disposed of over millennia, including more recent additions, such as machinery, scrap and broken tyres or track links. The dump is frequented by <u>SCAVS</u> who live there outside of the structure of the city proper, scavenging for goods to use or sell in the city's markets and merchants arriving into the city via the <u>RED ROUTE</u> (Pop. c. 1,750,000).

DEOCHAN, OBSERVATORY OF: *Edu. Ast. Str.* College of astronomers and cartographers 10-miles north west of the city of <u>DEOCHAN</u>. The <u>PRIME MERIDIAN</u> is commonly recognised to lie along the longitude that passes through the College, after the works of the cartographer <u>SIMOLEUS</u>, since 1832 RM.

DEOTOTH MUAKKAR: (B. 3942 RM) *Pol.* Present ruler of <u>LIMOTH</u>^(1.) and <u>SUPREME LEADER</u> of the <u>SECULAR EMIRATES OF LIMOTH</u>, an autocratic government that has ruled Limoth since 3573 RM.

<u>DEPARTMENT OF EXAMINATIONS</u>: Pol. Political department in <u>KEPHUAAN</u> that oversees the qualification process through which individuals can apply to sit on the <u>COUNCIL OF MERIT</u>. The department is known for its strict policies and impartiality – no individual is favourited over another and councillors attain their positions through merit alone.

<u>DEPHON</u>: Cur. Main currency in <u>CHEIRA</u>, also used in <u>OKKHAM</u>, as well as <u>PNESSA</u> and <u>SERROK</u>, amongst merchants and major markets. Its official mint was in c. 2774 RM, after the unification of the <u>DIVIDED EMPIRE</u>. See Vol II: Currency and Coinage in Elyden.

<u>DEPON</u>: Set. Settlement in the east of <u>IPANAH</u>^(2.). It originated as a slaver outpost, where <u>KORACHANI</u> slavers operated under control of <u>HOUSE</u> <u>CROTON</u>.

The city, like most of Ipanah was abandoned by Korachan in the wake of the <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM. Depon remained under the control of House Croton for some decades as Ipanah began to self-govern, though it was eventually overthrown in 3752 RM (Pop. c. 33,000).

DEPURA: Set. Coastal settlement in the south east of <u>SABAISA</u>. It is known for its natural spring and the mineral water that it is said to have restorative qualities (Pop. c. 10,000).

<u>DER</u>: Sea. Crater-like bay on the island-nation of <u>SAELEH</u>. The crater is around 45-miles wide, and a 5-mile-wide bay exists at its base. In antiquity the bay was much larger with only the steep sides of the crater above water.

<u>DERACINANT</u>: Set. Small fortified city in the far east of <u>THE SURRACH</u>, close to the border with <u>KHALHAI</u>. It is known for its amethyst mines, which are worked by prison labour (Pop. c. 20,000).

<u>DERAEIA</u>: Pol. Tenth of the <u>HENDECARCHIES</u> of the <u>FOREST KINGDOMS</u>, located in the east of <u>MALAN</u>. Its capital is the city of <u>MORDANT</u> (2.), and it is ruled by the <u>HENDECARCH ULLISANDRA ONNERI</u>.

Found in the temperate zone, Deraeia is dry and cool, and is one of the most mountainous regions of Malan. <u>FIRMAMENTAL</u> effects in the region make much of its north eastern areas hotter than they otherwise should be, resulting in the parched region of <u>SARANTHIA</u>. It is one of the oldest regions in Malan, and though it was one of the last territories to be absorbed by the ancient kingdom of <u>AMILLAERE</u>⁽²⁾, it is filled with far older ruins dating to the <u>FOURTH AGE</u> and beyond.

In 1922 RM princess $\underline{\text{EWHA}}$ married into the merchant house of $\underline{\text{TISHANNA}}$ (present-day $\underline{\text{TISARA}}$) establishing a new monarchy there over which she became queen regent, establishing close ties between the two states that lasted until the assassination of queen $\underline{\text{SHIRAT}}$ in 2513 RM.

<u>DERAEA</u>: Sca. Gulf to the north of the <u>SEA OF URAN</u>, and dividing the <u>HARÉSHKI CITY-KINGDOMS</u> from each other. The sea is relatively deep and remains largely fertile with some fishing taking place there.

<u>DERAKHAR</u>: Rvr. River in the c north of <u>RHINOCOLOURA</u>, flowing north west for 400-miles from sources in the <u>SIRI RAH</u> and <u>NORERAEL</u> Mountains before meeting its parent, the river. <u>SHIBBOLETH</u>.

<u>DERAMA</u>: Set. Settlement in the north of <u>PELASGOS</u>, in the hills east of the <u>BULOPARRI MASSIF</u>. A number of mines are situated north of the settlement, excavating gold and other ores (Pop. c. 6,100).

<u>**DERASPA**</u>: Set. Coastal settlement in the south east of <u>OPHIUSSA</u> (Pop. c. 5,000).

<u>DERATOALA</u>: Pol. Set. Capital of the <u>HENDECARCHY</u> of <u>NHORA</u>, in the north east of <u>MALAN</u>. It is nestled in a shallow highland valley, and is relatively isolated and well-defended. The lands to the north east of the city are populated by wild <u>INDRIKS</u>, which are its official animal and feature on its emblem. The city originated in the post <u>NAHORIAN</u> landscape as an outpost for itinerant indrik riders, whose descendants eventually settled the region, founding a settlement that grew steadily in the isolation afforded by the <u>THARORAT</u> Mountains. Acolytes of the mystic <u>DARHAM</u> arrived in the region in c. 2700 RM, bringing their philosophy with them, which remains popular there to this day (Pop. c. 320,000).

<u>DERAUC</u>: Rui. Ruined city in the north west of <u>SAMMAEA</u>, in the <u>IALO ABGAN</u> region within the north of extant <u>TAL ZHAAN</u>. It originated in c. 2100 RM, though really grew powerful following the nearby discovery of an ancient <u>MAGICKAL SOULSTONE</u> idol that came to be known as <u>EZROKAHAELL</u> in c. 2400 RM. The idol was taken to the town, where it came to be worshipped by its people. The town prospered under the aegis of the idol, and grew in both size and influence, though knowledge of the idol and its magickal properties were kept secret from outsiders.

The Sorcerer-lord <u>TAL</u> learnt of the secretive cult in 2875 RM and requested an audience before the idol, which was refused. Enraged, he vowed that he would possess the idol. Two years later he declared war on the city and following a gruelling 2-year siege, finally succeeded in defeating the city's inhabitants, claiming the idol as his own, and razing the city to the ground, salting the earth around it. It remains a ruin to this day, though over time has become a popular site of pilgrimage to followers of the <u>CHURCH OF EZROKAHAELL</u>. In c. 3620 RM a shrine was built atop the site of the original temple where the idol was housed.

<u>DEREK</u>: 1. *Cur.* The official currency of <u>AHRISHEN</u>. See Vol II: Currency and Coinage in Elyden.

2. *Cur.* The official currency of the <u>OLD FOREST</u>. See Vol II: Currency and Coinage in Elyden.

<u>DEREKTU</u>: *Set.* Small fortified coastal city in the south of the independent region of <u>ANAGAR</u>, west of <u>RAONGEN</u>^(2.) (Pop. c. 15,000).

<u>DERELUTH</u>: Set. Settlement in c west of <u>EZASUH</u>^(2.) (Pop. c. 10,000).

<u>DERIKO</u>: 1. Pol. Before the unification of <u>SAUA</u> in 3108 RM, Deriko was the name of one of the <u>FIVE THRONES</u> of <u>SA'WEH</u>.

2. Set. Small fortified city in the south west of <u>SAUA</u> along the shores of river <u>SHIMACHI</u> in the region of <u>MELAIA</u> (Pop. c. 15,400).

<u>DERKA</u>: Set. Settlement in the north west of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>PALUS^(1,)</u>. The settlement is situated in the south eastern foothills of the <u>ASHER</u> Mountains and lies along a trade-route west with AHRISHEN (Pop. c. 8,500).

<u>DERKAZ</u>: 1. Sea. Strait dividing the island of <u>CRETA</u> from mainland <u>VAALK</u>, and serving as one of two channels between the seas of <u>FOR</u> and <u>AZAM</u>.

2. Set. Old Jurrasi⁽²⁾ capital, which was supplanted by <u>SAMARIS</u> with the rise of the <u>KORACHANI EMPIRE</u> in the early 5^{th} century RM. Derkaz remains now a small town surrounded by the ruins of its former grandeur, a chorsair hub, between the Seas of <u>FOR</u> and <u>AZAM</u> (Pop. unknown).

<u>DERMESTES</u>: Set. Major city-state in the c north west of the <u>VESPERTINE</u>

<u>LEAGUE</u> in the north west of <u>SAMMAEA</u>, just north of the <u>TROPIC OF</u>

<u>RAH</u>. Little is known of the place save for its cultural predilection for exposing the bodies of its dead, where they are dried and naturally mummified by the region's harsh sun.

Its vast necropolises surrounding the city are known for their 'streets' of raised basalt platforms on which lie the bodies of the dead, some centuries old (Pop. c. 134,000).

DEROATRA: Set. Major city in the west of THE VORANDINE, along the course of the river CASSIRADA. It emerged in c. 2280 RM, as a coastal village overlooking the SEA OF BYRIS. During the reign of king VORAND as a waypoint for whalers and fishermen, developing into a shipyard where vessels could be repaired by c. 2600 RM. It would go on to attract its own fleets, increasing its size over the next centuries, and by c. 2850 RM it had become famous for its own whalers, bringing much wealth to the region. A large city grew around the shipyards and by the time the whaling industry diminished in the wake of waning sea levels in c. 3100 RM, it had reliant on other industries, including the cultivation of EVOLAM kelp, allowing it to survive.

Deroatra is also known for a sacred tree that once crowned a hill outside the old city, which is now located in a park that is surrounded by buildings, which serves as a place of meditation and focus to those sensitive to the <u>DREAMS</u> and visions of the <u>GOD WHO SPEAKS</u>.

It is the birthplace of world-renowned <u>ONEIROMANCER DALAMAN AGUATA</u>, whose treatise of oneiromantic studies titled <u>PRINCIPLES ON THE GODS' DREAMS'</u> earned him a death sentence in his adoptive home in <u>KORACHAN</u> in 3382 RM (Pop. c. 420,000).

<u>DERREN</u>: Eth. Nomads common in the <u>SURRACHI PLAINS</u> in the north west of <u>SAMMAEA</u>. See Vol II: the Nomads of Elyden.

DERRI, THE FOX: Myr. In TEMUJAN SPIRITUALISM, the TUTELARY SPIRIT of luck. See Vol IV: Religions and Cults.

<u>DERSSAH</u>: Mil. Str. Large fortress in the c west of <u>BASSORAH</u>⁽²⁾. overlooking the <u>ANOMOFERROH</u>. Due to the rusting effects of the region, the fortress contains no metals, though is heavily fortified with concrete. The troops stationed there are assisted by <u>ATRAMENTISTS</u> who specialise in the manipulation of metal, and they patrol the region, inspecting it for strange activity that may affect Bassorah.

<u>DERU N'KH</u>: Flo. Sacred tree in the south of <u>M'HOTOK</u>, in <u>N'RAKH</u>. The tree is situated on a <u>FIRMAMENTAL LEY</u> and acts as a strong <u>FOCUS</u> to <u>SHAPERS</u>. Its hollow trunk is often seen glowing with latent Firmamental energies which are shaped by the <u>ATTERKHAT</u> caste of the M'hotok people. See Vol II: Classification and Taxonomy of Life.

<u>DERUS</u>: Set. Coastal settlement in the south west of <u>KHITAI</u>. It is known for its stilt-architecture, designed to protect its people from the extreme tides in the area. Its main industry is salt, which is collected in gigantic pans outside the settlement (Pop. c. 4,000).

DERUWEID: Plr. 'deruweids'. Mor. One of the original Two-and-Twenty MORTAL PEOPLES, and the children of the DEMIURGE ACHAIAH. They are tall, standing between 7 – 9 ft., with their skin undergoing a slow transition throughout their long lives, which can last up to 200 – 300 years. The young have malleable greyish green skin that flakes at the joints like sloughing birch. As they grow older their skin appears to calcify, becoming darker and tougher, like gnarly bark. Hairless, they are an ascetic race, without clothing or known cities; aloof and xenophobic, living the last of their declining days in the shadow of their Demiurge mother in the deepest reaches of THE OLD FOREST.

The deruweids were abandoned by their mother Achaiah in an early age and never received the guidance and leadership that the other Mortal peoples received, and they remained backwards as a result. Even after their abandonment they continued to crave her attentions, travelling around <u>ELYDEN</u> in her wake, but she was ever fickle, unable to provide the children with the love they required.

Following her transformation into the immortal <u>TREE OF AGEN</u>, the deruweids were left a broken race filled with bitterness and self-blame at her death, ever grasping for the beauty that had once radiated from her, yet never able to achieve it. Their shamen tried to shape their bodies in her image, and the practice slowly came to permeate their whole culture, leaving them an empty race obsessed with recapturing that which had been denied them.

This practice of bodily mutilation to mirror their Demiurge mother became slowly corrupted into meaningless scarification that left them as monstrous beings. They lost themselves to their fleshy vices, forgetting the source of their self-mutilation and forgetting their mother, moving deeper into the forests away from the light and the rest of Elyden, where they became known as <u>SIDHE</u>: dark mirrors of the dwindling deruweids.

There remained pockets of uncorrupted deruweids scattered across Elyden that had never returned to the Tree of Agen, who in the ensuing years found their way back home, where they rediscovered their old mother transformed. There, they devoted their remaining days to maintaining her, and ridding Elyden of the influence sidhes while they slowly shape their bodies in her image as their ancestors once had. This caste of deruweid is outnumbered by the sidhe, though what remains of them now is unknown, though it is thought that most live in the depths of the Old Forest. See Vol II: Classification and Taxonomy of Life: Sicthain.

<u>DESAGHABAGI</u>: Ser. Small city in the west of <u>NOAVATUR</u>, it is located relatively close to the border with the insular region of <u>MNEMON</u>. Given its distance from the heart of Noavaturi settled lands, its people are self-sufficient and hardy, capable of navigating the thick tangle of foliage that surrounds their mountainous home. Wood, fruits and rubber are cultivated here and sent east via the river <u>HATHSHATHIID</u>, in return for military aid to bolster the western borders of their lands against marauder incursions from <u>KHARKHARADONTIS</u> (Pop. c. 18,000).

<u>DESENI</u>: Set. Settlement in the south of <u>OPHIUSSA</u>, in the west of the region of <u>GOMELA</u>. Its main industry is viticulture, and the production of <u>OPHIR</u>⁽³⁾ (Pop. c. 4,000).

<u>DESERT-FATHER</u>: *Eth. Mys.* Caste of nomadic contemplatives in <u>TARATI</u>^(1.) who wander the <u>MOLACHARI DESERT</u> seeking enlightenment. See Vol II: the Nomads of Elyden.

DESERT-REALM OF ANUBIA, the: see ANUBIA.

DESHAGHAR: Set. City in the c south of the MULL CITY-STATES, known for its limestone quarries (Pop. c. 20,000).

DESHOUL: Rui. Ancient ruins buried beneath the south of <u>SAMMAEA</u>, in the c west of <u>HOGGOTHA ISZ</u>. They take the form of a metal-like structure, archaic and clearly ancient, buried untarnished beneath strata of rock. It is clearly a relic of an immeasurably ancient time, before the rise of the mortal races – perhaps the work of a <u>DEMIURGE</u>. The area directly surrounding Deshoul has remained largely ignored throughout the region's history.

<u>DESHUN</u>: Set. Major city in the c east of <u>HARAPPA</u>^(3.) (Pop. c. 72,000). *
<u>DESICLAIA</u>: His. Rel. Grotesque hard black lattice-like formations that resemble humanoid forms in agonising poses that are scattered around the south of <u>TAES</u>. Though they are ancient, any attempts at dating them have failed, though most believe they go bad at least to the <u>THIRD AGE</u>, if not older. Likewise, it is unknown if they are natural or supranatural in origin, or if they were crafted by <u>MORTALS</u> of <u>SCIONIC CREATURES</u>.

They were considered holy by the worshippers of the $\underline{\text{GOD ADRIFT}}$ and were destroyed in their hundreds by $\underline{\text{ICONOCLASTS}}^{(2.)}$ from the $\underline{\text{MORÉHAN}}$ $\underline{\text{ORDER}}$ of the $\underline{\text{SANCTIFIED INQUISITION}}$ between c. 1520 – 1550 RM, though many hidden desiclaia remain to this day, forming holy sites to those who still revere the God Adrift.

<u>DESIN</u>: Cur. Currency of the empire of <u>SEDISIA</u>. See Vol II: Currency and Coinage in Elyden.

<u>DESKAAL</u>: *Ind. Set.* Coal mining settlement in the south west of <u>VAALK</u>, in the <u>ATRAMENTAL</u> sinkhole of <u>GLEED</u> (Pop. c. 3,100).

DESKATH: 1. *Geo.* Island to the west of the <u>FREE-ISLES OF PELASGOS</u> known for ruined neolithic temples, studied by the scholar <u>CIDASUS</u> in c 2340 RM. 2. Settlement on the above island^(1.) off the western-coast of the <u>FREE-ISLES OF PELASGOS</u> (Pop. c. 5,000).

<u>DESOLATI</u>: also 'the Keepers of Astudan'. Org. Apocalyptic ascetic warrior-monks who believe in the paramount truth that is the decay and ultimate end of <u>ELYDEN</u> and the enlightenment that will exist subsequently. They emerged in c 2222 RM from the fortress of <u>NENODEMIA</u> in the <u>ASHOSHOTH</u> region of the <u>DESOLATION OF ASTUDAN</u>, and rapidly spread to surrounding lands from there (notably <u>ALMAGEST</u>, and GÂTHA).

They are commonly regarded as fatalistic mercenaries, with their trademark giant cleaver-like swords and <u>HEAT BLADES</u> (used mostly symbolically of Elyden's entropy and the role weapons serve in expediting it) becoming a powerful symbol. When hired for war they demand

payment in valuable items (anything from buildings to object d'art) which they often destroy in moonlit rituals).

When not meditating in wastelands, which are considered holy land to them, they can be seen preaching in cities, their followers often fulfilling roles related to decay (demolishing buildings, running crematoria, etc). They adhere to a severe ascetic cult that is unofficially known to outsiders as the DESOLATI CULTS.

The order grew wealthy following the <u>WAR OF THE ARTIFEXES</u> that dominated <u>LLACHATUL</u>, beginning 2947 RM, in which they fought as mercenaries. They settled the ruins of many northern <u>ASIBAIAN</u> settlements (the nation all but destroyed in the conflict), forming a loose coalition of city-states known as <u>SHOTHA</u> that served mostly as recruitment-grounds and depots for the Desolati.

<u>DESOLATI CULTS</u>: Phil. Ascetic nihilistic cults that are controlled by the <u>DESOLATI</u> mercenaries. They preach of the impending death of Elyden in cities in the west of <u>CENTRAL LLACHATUL</u>, particularly in <u>ALMAGEST</u>, <u>SKAROS</u>, and in <u>ASTUDAN</u>, where they control various settlements and fortresses, and sell their services as mercenaries or operate services that fall within their tenets. They are famed for their use of the large cleaver-like <u>CALMANS</u>. See Vol IV: Religions and Cults.

<u>DESOLATION PRISM</u>: *Mys. Tec. Wea.* Rare and archaic form of <u>FIRMAMENTAL</u> weapons dating to the <u>FOURTH AGE</u> within the <u>FAR HEMISPHERE</u>. The weapons shoot a stream of concentrated light that is devastating, causing flammable materials to burst into flames or causing them to crumble under the intense heat, even causing stone or concrete to crack or burst if the stream is maintained for long-enough. Its effect on flesh is unsurpassed, and those hit find their flesh liquefied near instantly, with the remnants of their bodies bursting into flames, as though from within.

The construction of such weapons is incredibly difficult and time-consuming, and their operation is also costly, utilising a rare form of crystalline FIRMATITE that is particularly pure and strong. These crystals can be found today in the wastelands of south western XYRPHAAT and north western TAHOMIA, where they are major resources, though they are rarely used for the construction of such machines of war. Most extant examples are ancient siege weapons or defence artillery, kept operational by constant maintenance and vigilance.

<u>DESOLATION</u>, the: also 'the Desolation of Astudan'. Geo. Generic name, popular both within the <u>KORACHANI EMPIRE</u> and the east, used to describe the unclaimed lands given that exist between <u>ALMAGEST</u> and <u>TEMUJA</u> in the west and east, and <u>SABIA</u> and <u>SKAROS</u> in the north and south. The place is a wasteland, characterised by wind-worn rock formations and boulder fields, though different features do dominate different areas, such as the cracked lands of <u>ASHOSHOTH</u> in the south west and the <u>BONEFIELDS</u> in the east.

<u>DESOLATION OF MAAVALDGAL</u>: *Geo.* Barren rocky region in the c north of <u>GIBEAH</u>, in the northern face of the north east of the <u>ZOIQUAGO</u> Mountains. Little is known of the region or the reason for its present state. The vegetation of the <u>ACHOREHEN</u> forest stops suddenly, making some scholars believe that there is a supranatural influence over the region, preventing flora from growing in it.

DESOLATION OF ZAAGYAT: see **ZAAGYAT**.

<u>DESPOSYNI</u>: 1. *Pol. His. Oth.* The direct descendants of the <u>ARCHPOTENTATE MALICHAR</u>. Being the offspring of the Archpotentate, the Desposyni are amongst the most feared and respected individuals in the <u>KORACHANI EMPIRE</u>, and those amongst them who were born after his <u>ITINERARY</u> and rebirth in <u>KHARKHARADONTIS</u> are also powerful HALFBLOODS.

During the first centuries of the Korachani empire, where loyalty amongst his followers were paramount, the Archpotentate Malichar expended much time and resources in moulding his children into paragons of the Korachani ideal. Following his disappearance in 84 RM, most of his descendants had little to do with the running of the empire and instead grew decadent, turning the Bastion of Steel into a lavish palace and falling into lives of excess, with those few who paid attention to the running of the empire, such as <u>ABADDIAL</u>, becoming ruthless general and politicians.

Upon his rebirth as an otherworlder and his subsequent return to Korachan in 331 RM, almost 250-years after his disappearance, Malichar saw what had become of his house and shook his head, vowing to himself that he would not let his bloodline be remembered for decadence and profligacy. He culled much of his house in 339 RM following a terse edict in a period now remembered as <a href="https://doi.org/10.108/JRM.10.1081/JRM

Following this, the Archpotentate became more insular, less willing of sharing his hard-won empire amongst undeserving power-hungry descendants, especially given that he was now an otherworlder and his offspring would wield not only wield powers gained through position and wealth, but also from their otherworldly heritage, the details of which Malichar could only guess at, leading him to live a life of celibacy (though rumours persist to this day of him siring a secret bloodline of halfblooded Desposyni).

He retreated into obscurity by c. 700 RM, and it was during this time that the remaining Desposyni, without the policing of their primogenitor, once more fell into corruption, leading to the period known as the <u>DESPOSYNI WARS</u>, which was ended by Malichar in 902 RM, who personally oversaw the ruthless execution of many more individuals.

By c 1200 RM almost all of Malichar's descendants offspring had been ruthlessly slain, and for many of them there remained little influence to be gained from their heritage – indeed the blood of Malichar served as a curse to many of them, who fell into obscurity.

A few influential branches of the bloodline did survive however, particularly in <u>KHADON</u>, where they remained involved in politics, and as Malichar's his own presence began to wane once more, the Desposyni regained some of their infamy, siring large families, often in 'secret'. This came to a climax towards the end of the end of the fourth millennium RM, at a time when Malichar had been missing or centuries, and the Desposyni's own descendants (colloquially referred to as the <u>UNBORN</u>) rose to prominence, most notably in the two sons and one daughter of the <u>PRIMID MELESH</u> in the city of <u>KORACHAN</u>.

Like the noble <u>PATRICIAN</u> <u>HOUSES</u> of the empire, many of the remaining Desposyni are formed in houses, with each house tracing its ancestry to the descendant of a Desposyni, or, in rare cases, an actual Desposyni.

As described above, the edict of 339 RM prohibits the Desposyni from siring children, though many methods have been found to bypass this, most notable of which is adoption and cloning. Through these and other means, have seven distinct Desposyni bloodlines managed to thrive throughout the empire's rule.

2. Pol. Soc. Rulers of the <u>KORACHANI EMPIRE</u> during the period of DESPOSYNI RULE.

<u>DESPOSYNI DYNASTY</u>, the: Pol. His. The ruling political power in <u>OBLEVIS</u> from c. 900 RM to their overthrowing in 3199 RM. They were members of the <u>KORACHANI DESPOSYNI</u> who fled there during the height of the <u>DESPOSYNI WARS</u> in c. 880 RM, and whose ancestors went on to rule as divine monarchs and were overthrown and slain alongside all eligible to claim the throne in a night of bloody revolution that saw the nation reformed into the <u>OBLEVISH EMPIRE</u>.

DESPOSYNI, RULE OF THE: His. Pol. Soc. Period, between 2517 – 3012 RM, in KORACHANI history following the retreat from public of the ARCHPOTENTATE MALICHAR in 2503 RM. During this period the KORACHANI EMPIRE was ruled by a royal line of DESPOSYNI, beginning with king TAKIYAH, who ruled until 2693 RM.

The Desposyni Line became known for its corruption and decadence, and it was under their control that Korachan was allowed to lose various territories, including Khuraur, which had fractured from KARAKHAS is 3478 RM; MÁRTHEL in 3699 RM; and, most famously, SARASTRO and its dependencies in 3705 RM following the imperial defeat during the WAROF SUNDERING.

Malichar's return to public life in 3012 saw the line ended and its current ruler deposed. It was the only time since Malichar's creation of the empire that he was not in direct control, save through proxy.

<u>DESPOSYNI WARS</u>: His. Pol. Soc. Period within the <u>KORACHANI EMPIRE</u>, c. 800 – 900 RM where the many <u>HOUSES OF DESPOSYNI</u> became embroiled in bitter politicking for power and influence within the empire.

At the root of this often-open warfare, was the <u>ARCHPOTENTATE</u> <u>MALICHAR'S</u> increased insularity and withdrawal from his duties, which led to a power vacuum in the empire that the <u>COUNCIL OF SEVEN</u> was often reticent of filling (or, conversely, all-too-willing to fill).

After siring a long and convoluted line of heirs, tensions rose between them during a time when Malichar had been absent for decades, leading to the Desposyni Wars, which reached a peak in c. 830 RM, affecting Korachan more than any other nation within the empire. Many colonies were lost in this period and distant territories likewise suffered.

This period of strife was officially ended by the <u>ARCHPOTENTATE MALICHAR</u> in 902 RM when he emerged from his isolation and personally oversaw the execution of a great many of the Desposyni, some of them considered by scholars and courtiers to be his favourites, including the <u>PRIMID MELESH</u> who would later be reborn.

<u>DESSA</u>: Set. Settlement in the south east of <u>KORACHAN</u>, and a favoured holiday destination for the empire's nobility, who often take part in the game hunts organised in the <u>SONN</u> woods outside its walls (Pop. c. 2,400).

DESTRUCTION OF THE GRAND ATELIER: see **GRAND ATELIER**, THE.

<u>DESZMEN</u>: lit. 'Sea of Snakes'. Sea. Body of water in the far north west of the <u>SEA OF DAGGERS</u>.

<u>**DETH**</u>: 1. Sea. Bay in what used to be the eastern-most reaches of the <u>STRAIT OF NÁRTHEL</u>, in the south east of <u>LYRIDIA</u>. Its waters are stagnant and free of noticeable currents, making them largely free of life.

2. Set. Troglodyte cave-settlement in the south east of Lyridia. Despite its proximity to the Parthisan colony of Sothra (1.), there is little contact between the two (Pop. c. 4,000).

<u>**DETHAR**</u>: 1. *Rvr.* River in the east of Sabia, flowing north for around 140-miles from sources in the north of the <u>FARIS</u> Mountains.

2. Set. Coastal city in the east of <u>SABIA</u>, at the mouth of the eponymous river^(L) at southern-most reaches of the <u>BAY OF SZALLOST</u>. It forms a part of the <u>GÂTHAN ROAD</u>, and is the main route east into <u>KASPIA</u> (Pop. c. 72.000).

<u>DETHEA</u>: Set. Settlement in the south west of <u>BARATHEA</u>^(1,), known for its <u>SOULSTONE</u> quarries. Clashes along the border with Aethios are common, as <u>AETHIOS</u> claims all soulstones in the region and maintains that Dethea is illegally exploiting Aethiosi resources (Pop. c. 10,000).

<u>DETHURE</u>: Set. Dre. City in the east of <u>GRARNEÂST</u> and forming one side of the 'corridor' <u>DREAMSCAPE</u> of <u>OSCULATA</u>, alongside the city of <u>HOTOCHTHIA</u>. Dethure predated the appearance of Osculata, at which time it was a minor industrial city with little industries of note. The appearance of Osculata and the eventual founding of Hotochthia brought much trade to Dethure, which grew considerably over the next centuries.

Due to the fast travel between Dethure and Hotochthia, the two share a close connection, and they have become a vital part of the nation's trade inner trade route (Pop. c. 96,000).

<u>**DETITSRA**</u>: Set. Fortified city in the east of <u>SERROK</u> in the <u>BEREPHASS</u> rainforest. Its main industry is logging (Pop. c. 41,800).

<u>DETTIL</u>: Set. City in the c of the tribe of <u>SATAR</u> in the north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. The city is known for its ancient carob groves and carob liqueur, which is popular across the Growing Mountains (Pop. c. 28,000).

DEUSAN: Fau. Bulky horse-sized ruminant cervid with stone-like crests that live in rocky and dry areas. Deusans are common in MALAN, the north of EASTERN LLACHATUL, and temperate regions of the far north western MENISCEA. They are wild and difficult to tame or domesticate, though there are documented cases of individuals having been used as mounts, particularly in the Hendecarchies of ATALLUA and DERAEIA in Malan, and most notably by the Malani demigoddess SESHA. They are naturally resilient to FIRMAMENTAL TAINT, and it is thought that their crests store excess FIRMAMENTAL energies that their bodies cannot otherwise nullify. Traditionally, their horns were used by SHAPERS and SHAMEN as FOCI^(2.) and they were historically also ground down into fine powders used in rituals and potions. See Vol II: Classification and Taxonomy of Life.

- **DEUSOT:** Sup. Geo. Region of <u>DUSTSTONE</u> peaks in the north of the tribe of <u>SATAR</u>, in the north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. The region serves as a border with the tribe of AUEREN.
- <u>DEVACHAN</u>: Soc. Str. Major mortuary temple in the city of <u>KHADON</u> in <u>KORACHAN</u>, where the bodies of deceased nobility are left in state for 3 days to allow their families time to mourn and to give the spirit time to vacate the body.
- DEVADAS, HIGH KNIGHT-WARDER OF TETHYSIA: (B. 3971 RM). High KNIGHT-WARDER of the order of the same name in TETHYSIA.
- <u>DEVARA</u>: *Mil. Str.* Coastal fortress on the southern-most point of the island of EDARA in north eastern VAALK.
- <u>DEVED</u>: Rvr. River in the north of <u>EREBETH</u>, flowing into the <u>SEA OF</u> <u>DANAEL</u>. Many cities survive along its banks, including the capital of <u>BETENATH</u>.
- DEVIL OF KALLAVARA, the: Int. His. Ohj. An artifact located in the city of KALLAVARA in KORACHAN said to contain the body of a devil, vitrified in a block of glass. The devil is only an inch tall and the block of glass is a cube barely 4 inches to a side and it is kept in a reliquary in the church of Malichar Ascendant. It is claimed by the church to date to the 18th century, when it was trapped in the glass during an EXORCISM.
- <u>DEVIL'S BASTION</u>: *Geo.* Butte in the c east of <u>AZAZEM</u> in lands that have been devastated by agricultural mistreatment. Most people believe it to be a rock formation but it is actually a gigantic petrified tree stump, its origins unknown, though possibly dating back to the <u>THIRD AGE</u> or earlier. No records in the area mention a gigantic tree and any references to the feature are always in the form of a rock formation.
- <u>DEVORA</u>: Set. Settlement in the east of <u>NAARETH</u>. Like most settlements in the region of <u>JARRA</u>, it is known for its apiarists and honey (Pop. c. 6.800).
- <u>DEWAN</u>: Soc. Rnk. Hereditary title in <u>SABIA</u>, the bearers of which are wardens of the cliff-temples common in the land.
- DHAB: 1. Geo. Grasslands in western SAUA.
- **2.** *Pol.* One of the <u>FIVE-AND-SIXTY STATES</u> of <u>SAUA</u>, close to the contested border with <u>AHRISHEN</u>. It was originally a major agricultural region, though uncertainties from a long-standing border conflict between Saua, Ahrishen and the <u>HARÉSHK</u>, has led to its settlements slowly dwindling in size over the past decades.
- 3. Mil. Str. Major SAUAN fortification in the contested region of Dhab (2.).
- <u>DHABB</u>: Geo. Massif in the far south of <u>AETHIOS</u>, forming part of the border with RHINOCOLOURA.
- <u>DHACHAH TRAZI</u>: f. Com. Pol. Per. (B. 3922 RM) One of the three <u>TISRAHANS</u> who rule the <u>NACRE LEAGUE</u> from the city of <u>ENNERA</u> in <u>SIMBARA</u>. Together with <u>ANGALISH MORAD</u> and <u>ZIHIMMAR DOS</u>, she usurped control from the 17 councillors of the <u>GRAND HOUSES</u> during a tumultuous time following the declaration of war against <u>MAENMIST</u>.

She is a charismatic orator and master of diplomacy, able to sway factions with her words and served as a <u>VAKKIL</u> for over a decade. She is shrewd, using her charm and wit to manipulate others to her advantage. Beneath her graceful exterior lies a fierce determination, and she is known to hold grudges, carefully plotting her revenge against those who cross her.

- <u>DHAGH</u>: Rui. Ruin in the far west of <u>SAUA</u>, in the contested region of KARROO.
- <u>DHAAHAN II</u>: (B. 582 RM D. 614 RM) Pol. His. The last king of the royal HOUSE OF MENEVATH in <u>AHRISHEN</u>, who was killed by <u>HAMAR ULLUREN</u>, who claimed the throne, beginning the <u>HOUSE OF ULLUREN</u>.
- <u>DHAKALL</u>: Geo. Mountains in the north east of <u>TAHALL</u>, forming part of the <u>HARKONNA</u> MOUNTAIN-chain.
- <u>DHAL ALEIN</u>: His. Lan. Classical <u>KORACHANI</u> name for <u>AHRISHEN</u>, though with increase of trade Ahrishen has gained more usage, even within the empire, with Dhal Alein being considered an antiquated term.
- <u>DHALAULLA</u>: Geo. Expansive savannah covering over 150,000 squaremiles of the south east of the <u>TARAHID ANNEXES</u>; home to most of the region's animal population, including monitors.

- <u>DHALILA</u>: *Rvr*. River in the south west of <u>SAMMAEA</u>, flowing south east for *-miles from sources in the <u>SASTAKAUR</u> Massif in the north east of <u>PHYRR</u>, before moving east into <u>MAENMIST</u>.
- <u>DHALINESH</u>: Set. Major city on the south west of the island of <u>CAMARA</u> in the south of the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u>. It lies around 5-miles upstream along the course of a river, and it is a mercantile hub, linking various harbours and ports across the <u>IHEDROUR ITRUSH</u> together (Pop. c. 116,200).
- <u>DHALITH</u>: Set. Settlement in the south east of <u>KARAKHAS</u>, which, for many years was a ruin populated by vagrants and the destitute, most of whom are worshippers of <u>KHAR'ILLAE</u>. Following the <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM, the ruin became an independent trading post, which, over the next centuries, grew into a powerful city-state, despite the rest of Karakhas becoming a vassal to Sarastro.
 - In 4005 RM the city was attacked by <u>KORACHANI</u> armies, leading to a protracted siege, that persists to this day (Pop. c. 29,500).
- <u>DHALONA</u>: Set. City in the c of <u>PARTHIS</u>, situated along the river <u>ESHMUN</u>. The city is one of the most productive and vibrant in Parthis and it is also the founding city of the <u>WHITE LEAGUE</u>, and is home to many <u>CHAPTERS</u>⁽²⁾ of the League (Pop c. 90,000).
- <u>DHAMA IKH</u>: Mil. Str. Fortress in the south west of <u>PERGOST</u>, overlooking the border with <u>DURCHAA</u>^(1.). The fortress is a remnant of past ages, originally of a scale far too large for <u>HUMANS</u>, leading some to attribute it to <u>GIGANRI</u> or <u>OGHURS</u>, or possibly some other unknown gigantic race. The fortress has since been expanded and refitted for the human and DVERG guards of Pergost.
- <u>DHAMA</u>: Set. Coastal settlement in the far south west of the <u>HENDECARCHY</u> of <u>LONAR</u>, in the south west of <u>MALAN</u>, overlooking the <u>BAY OF GITHKA</u>. Its main industry is shellfish farming (Pop. c. 7,000).
- <u>DHAMAS</u>: Com. Rnk. Mercantile caste that emerged in the <u>ITHOIAN</u> territories in c. -1300 RM following contact and trade with <u>DHEA</u> in the north. The caste would in c. -1280 RM erect the settlement of <u>DHAMATEA</u> over an older <u>THYMI</u> ruin, leading to the rise of Dhamatean culture.
- <u>DHAMATEA</u>: 1. Dem. 'Dhamatean'. His. Ntn. Nation emerging in c. -1300 RM from the ruins of ancient <u>THYM</u> in the south of present-day <u>BA'AKH</u>. The city of Dhamatea was founded in c. -1280 RM by a caste of merchants called the <u>DHAMAS</u>. Dhamatea became a close ally of its northern neighbour <u>DHEA</u> and the two erected the so-called twin-city of <u>BATELL</u> in -311 RM in to serve trade between the two. The two lands were renamed Ba'akh in honour of the <u>ATRAMENTIST</u> who reunited the faltering cities in the wake of Atramental disaster there in c. -110 RM. See Vol III: Extinct States.
- 2. Rui. Ancient city founded in c. -1280 RM by an ITHOIAN mercantile-caste atop an older THYMI ruin; most notably a gigantic half-buried dome, its sunken foundations serving as granaries and catacombs to the growing city. The city rapidly became a centre of culture and trade, with its name emerging within decades as a name for the region as a whole, leading to the word Ithoia disappearing from usage. SVATHI migrations and aggression starting in c. -1200 RM led to the city's fortification and its populace becoming veteran warriors. By the time Svathi attacks declined in c. -1100 RM the city had grown wealthy, and was the centre of an established trade-network that spanned around 200-miles in all directions, going farther north, into DHEA.

The city began suffering from c. -880 RM as the presence of the <u>ATRAMENTA</u> began to be felt, leading to increased miscarriages, birth defects and withered crops, and by -850 RM the city was facing an exodus, with many people fleeing into <u>INTH</u>, <u>AGUR</u> and <u>ECHA</u>. The city was reduced to a ghost-town in little over a hundred years, and it was abandoned in c. -710 RM. Increasing <u>LACER</u> activity in c. -700 RM led to them controlling the city of <u>LRIR</u>, from which they eventually moved south, securing the ruin of Dhamatea in c. -550 RM. Dhamatea was eventually razed, the lacer pushed north west in c. -510 RM by a combined force of Dhamateans. The city has been a ruin ever since.

<u>DHAMATEANS</u>: Sup. Soc. Rnk. Nomadic pariah caste in <u>BA'AKH</u>, that emerged from the <u>ATRAMENTAL TAINT</u> that claimed the nation of <u>DHAMATEA</u> in c. -110 RM. Though most of the regions' populace fled north into <u>DHEA</u> or south into <u>KHARKHARADONTIS</u> (where many

became the misshapen slaves of the <u>AANTH</u>), those who remained became pariahs, bearing the stigma of their ancestors Atramental afflictions.

The Dhamateans that remained in Ba'akh were shunned and they came to control oases and various trade-routes across the nation and <u>LIDEA</u>, including the <u>STERBHEL PASS</u> and, following the <u>KORACHANI</u> abandonment of Ba'akh, the conurbation of the <u>RE'HAIZ</u>. See Vol II: the Nomads of Elyden.

<u>DHAMIA</u>: *His. Rui*: <u>FOURTH AGE</u> ruins in the c north west of <u>GIBEAH</u>, their blade-like buttresses now pitted and tarnished, the decay of ages blatant upon their surfaces. The place is surrounded by bleached bones, possibly the inhabitants of the old cities. The region is shunned most Gibeahns.

<u>DHAMMAN</u>: For. Large scrub region in the north east of the <u>HARÉSHKI</u>
<u>CITY-KINGDOM</u> of <u>SYRTIS</u>^(1.).

<u>DHA NAR</u>: also 'the Pirate Nation'. Dem. 'Dha Narran'. Ntn. Peninsular nation in the far south east of <u>MENISCEA</u>, and also occupying the <u>ZHOFFAR ISLES</u> of <u>WESTERN SAMMAEA</u>. In c. 2000 RM many people from this region emigrated north into what would later become <u>MEDINEA</u>.

It is known as the Pirate Nation due to the legacy that piracy had on its history. In c. 3300 RM the predecessor state of <u>DANNAR</u> was usurped by the Pirate Queen <u>ZAYANOZA</u> whose fleet, the <u>FIVE SAILS</u>, made up of pirates and brigands from across the <u>SEA OF SAVAEN</u> and the <u>DRAGON ISLES</u>, blockaded its harbours and attacked its merchant fleet. Her leadership brought great prosperity to the region and set the foundations for a powerful dynasty that remains in power to this day. The piracy that the early kingdom was built on is now largely forgotten, though Dha Nar still has a powerful fleet – both navy and merchant – and it dominates trade in the surrounding seas – including the seas of <u>NARANOR</u>, <u>LYNNAE</u>, <u>SIPARIA</u>, <u>ERITHYDEA</u>, <u>ABRAXA</u>^(1.), and the <u>BATHASHAL OCEAN</u>.

As a result, its culture has spread to surrounding regions, particularly the ZHOFFAR ISLES (known as the DRAGON ISLES around the INNER SEA), which over the years became closer to Dha Nar, until in c. 3620 RM, when they became a part of the Kingdom. This cultural predominance spread to the western-coast of Sammaea, when RAHENG became a large colony of Dha Nar, though it eventually gained its independence in 3812 RM. See Vol III: Extant Realms and Nations.

<u>DHAN</u>: *Mil. Str.* Line of fortresses covering over 550-miles of <u>MECHABETI</u> northern coastline. Constructed in c. 2000 RM, they are now in decline, many of them ruined and in decay. Some are still manned, though such is only in reverence to the past glory that were the Dhan fortresses.

DHANAND: Set. City in the c east of ABATTUR (Pop. c. 45,000).

<u>DHANUSII</u>: His. Eth. Historic culture that lived to the north west of the KORACHANI PENINSULA in the early years of the KORACHANI EMPIRE. Following the <u>ARCHPOTENTATE MALICHAR'S</u> rise to power they were persecuted alongside other minorities. In the case of the Dhanusii, it was their continued worship of the <u>CULT OF LIFE AND DEATH</u> following the rapid rise of the <u>CHURCH OF THE IRON DEITY</u> and the abolishment of other faiths. They fled Korachan alongside others of their ilk (such as the <u>SAGITTAARI</u>), and settled in <u>AQUARIIA</u>, where they would become instrumental in the growth and development of the region. The Cult of Life and Death would become corrupted by local moons-based traditions, becoming known as <u>ALBULAANISM</u>.

<u>DHAR</u>: Set. Town in the west of <u>KHALHAT</u>, with links to the city of <u>MOAH</u> (Pop. c. 7,000).

<u>DHAR KOTH</u>: Rel. Str. Mausoleum-temple in the wilderness in the c-south east of <u>LIDEA</u>, characterised by its onion dome and brown granite.

<u>DHARA</u>: *Int. Rel. Str.* Holy site in the c of <u>CHTHYRID</u> atop the plateau of <u>DAGHA</u>. It is home to a large subterranean temple complex at the centre of which is a gigantic amphitheatre that can seat 200,000 bodies.

<u>DHARNAR</u>: Rvr. River in the north west of <u>KHULL</u>, flowing north east for 275-miles, from sources in the Alittu highlands before meeting the coast at the <u>BAY OF KALLAR</u>.

<u>DHART</u>: His. Set. Small harbour town in ancient <u>CITADEL MOUNTS</u>, which in c -740 RM was assimilated by the nearby city of <u>MHAQ</u>.

<u>DHASSATHILL</u>: Sup. Geo. <u>ATRAMENTALLY-ACTIVE</u> region in the south of <u>SARASTRO</u>, in the region of <u>NEYSHABUR</u>. The region is known for its

delicate <u>DUSTSTONE</u> formations that are prone to collapse, as well as the water-carved caverns that reach deep below the surface.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}.$

 $\underline{\textbf{DHASSER}} : \textit{For.} \ \textbf{Jungles dominating equatorial} \ \underline{\textbf{LANTUA}} \ \textbf{in the south east} \\ \textbf{of Western Llachatul.}$

<u>DHASSRA</u>: For. Sparse forest in the north of <u>KHAMID</u>, south of the <u>BAY</u> OF KHIT.

<u>DHAT</u>: Dem. 'Dhatian'. Ntn. North western—most nation on the isle of <u>ISEA</u>. In c. 3300-3400 RM it saw an influx of refugees, largely made up of freed slaves from the nearby nation of <u>DATEPHA</u>.

It was the birthplace of the religion of <u>ABACINISM</u> in c. 1200 RM, which remains the dominant religion amongst <u>HUMANS</u> on Isea. See Vol III: Extant Realms and Nations.

<u>DHATH</u>: Rel. Flo. Sacred tree in the c of the <u>HENDECARCHY</u> of <u>AMILLAERE</u>^(1.), in the c of <u>MALAN</u>, dedicated to the demigoddess <u>SESHA</u>. It is of a unique providence and is believed by her worshippers to have been created in a <u>DREAM</u> by Sesha. It is a popular place of pilgrimage today, and the tree is kept safe by paladins of the <u>CULT OF SESHA</u>.

<u>DHAUDACAA</u>: Geo. Dry savannah region in the c east of <u>THETIS</u>. It is an endorheic basin that collects spring and rain water from a region measuring around 300,000 square-miles. It is dry for the most part, as it lies to the east of the <u>RTHEI</u> desert, though rain has been known to fall here occasionally.

<u>DHAUGOSH</u>: Ind. Set. Manufactory-city in the nation of <u>DURCHAA</u>^(1.). It was once a monolithic edifice that stretched beneath the permafrost of the Durchaan surface, covering miles of natural and hewn caverns, though fell into decay following the independence of <u>ALMAGEST</u> from KORACHAN.

The city was unnatural, its populace thriving only thanks to the vast <u>ACERGENE ENGINES</u> that kept the air circulating, and <u>TECHNARCANE</u> engines that kept the food flowing and the corridors safe from <u>ATRAMENTAL</u> seepage. With the <u>SUNDERING OF THE SHADOW</u>, Dhaugosh's engines fell silent, its people dying in droves. What was once a major metropolis instead became a tomb, festering with the decaying bodies of its dead.

It was later repopulated though vast chambers and corridors of the city are sealed off, their once unceasing engines, dusty and silent. Today the city is overseen by shaper tyrants who rule the unfortunate remnants of the once-great city. It is known for its large HALF-OGHUR population and their descendants (Pop. c. 23,200).

<u>DHAUKA</u>: Set. Settlement in the c of <u>KHALHAT</u>, overlooking the <u>DAENED</u>

<u>SULRACH</u>^(1.). It is believed to be a source of raw <u>UMBRA</u> that is used in <u>CLONING</u> and <u>KLADOS</u> industries across the nation (Pop. unknown).

<u>DHEA</u>: also 'Confederacy of Dhea'. His. Ntn. Small nation that rose from the ruin of the <u>ASADEAN</u> civilization in the wake of the <u>WAR OF SCOURGING</u> that engulfed the <u>FOURTH AGE OF MORTAL LIFE</u>. Formally recognised as a singular state (ruled as a confederacy of its largest cities) in -543 RM, Dhea had existed until then as a series of loosely-connected city-states that encompass what is now northern <u>BA'AKH</u>.

The nation was united in -30 RM by the <u>ATRAMENTAL</u> scholar <u>AKH</u> (the leader of a secretive cadre of <u>ALCHEMISTS</u>, Atramentists, and arcanists known as the <u>ADUMBRAESK</u>) following an Atramental disaster that affected the entire region in c. -100 RM caused its disparate people to band together. His death the next year resulted in Dhea and its neighbour to the south <u>DHAMATEA</u> being divided amongst his 17 lieutenants and renamed Ba'akh, in Akh's honour. See Vol III: Extinct States.

<u>DHEAMATRAE</u>: Rel. Str. Statue-temple in the north of <u>TISARA</u>, dedicated to the goddess <u>ANDRASTE</u>. Its plinth serves as a small temple, above which stands the solemn statue of the goddess Andraste, looking north to the GULF OF USEA.

DHEBI: Geo. Low Mountain range dominating the c south of LIMOTH (1.).

<u>DHEEZAN</u>: Fau. SYNAPSID cervid-like creature, common in <u>MALAN</u> and the <u>EIDOGOTATH</u> plains in the east of <u>TETHYSIA</u>. See Vol II: Classification and Taxonomy of Life.

<u>DHEKAAR</u>: Dem. 'Dhekaar'. His. Eth. Early <u>FIFTH AGE</u> nomads of the <u>EHRENISIAN COAST</u>, in what is today <u>KARGAMA</u> in the north of

<u>WESTERN SAMMAEA</u>. They were culturally-linked to the people of <u>ELITAGRA</u>, and adopted a polytheistic belief-system, paying tribute to different <u>KARGAMAN IDOLS</u> as they encountered them. They grew into experts on the history and worship of the Idols, and their elders became famed across the Ehrenisian Coast for the depth of their lore. They travelled across the coast, spreading their knowledge of the idols with the pastoral Elitagri people.

Their equal reverence for all the Kargaman Idols was in contrast to the more monotheistic beliefs that the Elitagri people developed, whose people revered a specific idol over others. This differences in their styles of worship became more pronounced by c. -780 RM when the Elitagri people became more fundamentalist in their beliefs and renounced the polytheistic culture enjoyed by the Dhekaari. They forbade outsiders from travelling into their settlements, effectively alienating the nomads from the majority of Kargaman Idols. Tensions rose over the years, leading to the accidental death of a nomad in the settlement of LYVAR as the situation worsened, leading in the widespread killing of Dhekaari nomads that effectively saw them omitted from records.

Only a handful of Dhekaari groups remained after this period, and they retreated to the wilderness, where they forsook the Kargaman Idols and the Elitagri people alike. Few references were made to them after that time, and most Elitagri people forgot about them.

In c. 25 RM a large group of people descended from Dhekaari nomads founded the settlement of <u>KARAMERA</u> in a narrow canyon that formed part of the course of the river <u>WOLMASH</u>. Over the years it attracted surviving Dhekaari, who settled down there, effectively ending their nomadic culture.

<u>DHEOTH</u>: Set. Major fortified city in the far west of the emirate of OTHOTEL^(1,1) in the west of LIMOTH^(1,1).

<u>DHERBA</u>: also 'the City of Stairs'. Set. Capital city of RHEA, along the western bank of the river <u>ENNOIA</u>. It was the seat of power of the <u>AURADIAN DYNASTY</u>, and the <u>HIEROMONARCHS</u> that followed them, though the Hieromonarchs would move the capital south, to <u>MARECHOTTAY</u> in 3203 RM, after which their influence would wane in Rhea. In 3242 RM, the <u>COURT OF DREAMS</u> succeeded in supplanting the power of the Hieromonarchs, resulting in a schism that saw the nation divided in two. The south western-most territories, where the Hieromonarchs were most powerful, broke away, becoming known as Iacio, and the remainder came under control of the Court of Dreams, which would rule from Dherba, making it capital once more, after 1,259-years.

It is an expansive city, and is ancient, with few modern industries calling it home. With over a million bodies calling it home, and it is known to locals as *the City of Stairs*, after its many impressive stairs that lead down towards the banks of the river Ennoia from the hills in the west (Pop. c. 1,200,000).

<u>DHERKAZ</u>: 1. Also 'the Splintered Forest'. For. Forest in the south east of <u>LYRIDIA</u>, stretching east into the far west of <u>TAMAR</u>, about 13,000 square-miles, in the valley between the east of the <u>KYTHI</u> and <u>HELIOPARNASSUS</u> Mountains. The eastern part of the forest is <u>ATRAMENTALLY TAINTED</u>, causing its trees grow in large and splintered forms.

2. Geo. Small mountain the far south east of <u>LYRIDIA</u>, crossing the border into the west of <u>TAMAR</u>. The mountain is riddled with basaltic rock and is renowned for its octagonal pillar formations, particularly on its southern-face.

<u>DHEUNNA</u>: Int. Geo. Dry plains in the north east of <u>THETIS</u>, notable for its mostly barren land and an uninviting landscape in the west, and shrublands and dry hills in the west. Despite the appearance of the place, it is teeming with life; its ruinous appearance merely testament to the accelerated pace that life takes there – animals mature and die in a matter of months, the living unable to replace the dead rapidly enough. Disease is rife here, the foul sicknesses of the dead eager to find warmer haunts. A truer example of the inimical nature of the <u>FIRMAMENT</u> could not exist. The region is also peppered with the ruins of the early <u>FIFTH AGE RTHEI</u>⁽²⁾ empire.

<u>DHAIACHAN</u>: Set. A common settlement name in <u>KORACHAN</u> and regions where <u>KORACHANI</u> is the primary language, roughly translating to 'New Place'. The name is most common in colonies or recently-settled

regions, and there are perhaps dozens of individuals settlements that bear the name, including:

- Coastal settlement in the east of the <u>KORACHANI</u> colony of <u>UKOBACHAN</u> (Pop. c. 6,000).
- 2. Small city in the south west of <u>LAASKHA</u>, forming an integral part of the <u>NATHHALAN PIPELINE</u>, whose troops and rangers patrol the entirety of its 450-mile length. The city emerged in c. 1900 RM from the remnants of an older iron mine, whose deposits were exhausted long before and it is known today as the 'gateless city' on account of its old walls being reduced to scattered free-standing ruins as it outgrew them.

It has been ruled by a triumvirate since 3788 RM, whose rulers have been at odds with the governor of <u>MENAAIS</u> since 3989 RM (Pop. c. 18500)

- 3. Small city in the c east of <u>NOAVATUR</u> (Pop. c. 6,300).
- 4. Settlement in the north of <u>Skaros</u> north of the <u>Strait of Skaros</u> (Pop. c. 4,800).

<u>DHOMAAL</u>: Geo. Burning sink-hole in the far north of <u>KHARKHARADONTIS</u>, just south of the border with <u>ANDILUTH</u>. The land around it is dead, any goodness in it sapped by the strength of the <u>ATRAMENTA</u> that lurks within. The twisted creatures of Kharkharadontis – men-like beasts, and beast-like men and more grotesque things in between – gather around the pit, as though it were the termination of some gross pilgrimage.

The region is categorised as $\underline{\text{HIGHLY DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ Institute of Atramental Studies.

<u>DHOSTAR, TREE OF</u>: Flo. One of the oldest known <u>OLIVE</u> trees in <u>KORACHAN</u>, located outside the city of <u>KHADON</u>, predating the appearance of the <u>KORACHANI EMPIRE</u>. It is sprawling, half dead, with a hollow trunk, though still bears fruit that are harvested by members of house <u>ALLARIS</u> and are used in the production of the famed <u>ALLARIS OIL</u>; a fine extra-virgin olive oil that is reserved only for the finest of palates and is renowned for its smoky flavour.

<u>**DHOTA**</u>: *Rvr.* River in the south of the <u>TARAHID ANNEXES</u>, running south from the <u>OSKR</u> mountain for some 380-miles, before emptying into the <u>SEA OF BYSSOS</u>.

<u>DHU</u>: Soc. Rel. Str. <u>TEMUJAN</u> granary-temples, common to most sizeable settlements.

<u>DHU TENRA</u>: *Rel. Str.* High-temple of the spirit <u>TENRA</u>, atop the peak of <u>TENRA</u> the <u>EROCH MAER</u> in <u>TEMUJA</u>. It is home to the <u>BELL</u> of <u>DASTAN</u>.

<u>DHUBATAR</u>: also 'Tower of Mirrors'. Ancient tiered minaret in <u>QARALAM</u> that features in many myths and legends of the area. In most such tales the inside of the tower is covered in rows of two-way mirrors and intense light sources and was said to have been used to magickally create copies of objects and creatures. It has been abandoned for centuries, if not millennia, and its famed mirrors were looted or are now shattered. It is shunned by most Qaralami, who consider it cursed.

<u>DHUDATHA</u>: also 'the Half fort'. 1. Lak. Lake in the c east of <u>NÁRTHEL</u> forming part of the course of river <u>DAHAK</u>.

2. Mil. Str. Fort built in the c east of <u>NÁRTHEL</u> during the <u>KORACHANI</u> <u>EMPIRE'S</u> conquest of the region. It is now ruined, half destroyed, crumbling. Despite this, it has become the nucleus of a shanty-city that was settled by opportunistic merchants who cater to pilgrims undertaking <u>THE SHADOW MARCH</u>.

The population waxes and wanes throughout the year, depending on the number of pilgrims passing through. At its smallest it can comprise no more than a few thousand bodies, and at its largest it can swell to as many as 30,000 (Pop. Varies).

<u>DHUL RHUGI</u>: Set. Major city in the south west of <u>CHEIRA</u>, and capital city of the sixth prefecture of Cheira (Pop. c. 140,000).

<u>DIABALL, SCION OF DEITIES</u>: (B. unknown) Oth. A powerful seemingly ageless <u>HALFBLOOD</u> and scourge of <u>MHAROKK</u> and <u>LIDEA</u>. They were first recorded in c. –750 RM in the <u>ACCOUNT OF YEARS</u>:

"...the demon that will not sleep/the potter of lives,

whose skin is reborn/his will be feared...'

The reference to 'the potter of lives' possibly refers to purported skill with $\underline{\text{SHAPING}},$ as shapers were often equated with potters.

They were opposed by native and <u>KORACHANI</u> forces many times, often believed to have been killed, only to reappear at a later time, often decades or centuries later. In their centuries of sporadic activity, they have destroyed settlements, raped and killed thousands, torn the landscape of Mharokk and western Lidea asunder.

They are infamous in Lidea for their felling of the city of $\underline{\text{CYRENA}}$ in 1672 RM, killing no less than 11,000 people before reducing it to rubble, their prize no more than an unnamed circlet from ancient times. Children born of their seed were almost always stillborn wretches, though the few who lived became powerful halfbloods and shapers in their own right. Despite their abilities, these offspring have invariably been persecuted for their infamous heritage.

 $\underline{\text{DIACAT}}$: 1. Sca. Bay in the west of $\underline{\text{OPHAR}}^{(2)}$, to the south of the $\underline{\text{GULF OF}}$ $\underline{\text{OPHAR}}^{(1)}$.

2. Mil. Str. Fortress on a headland that guards entrance into the above $\mathrm{bay}^{(1)}$.

<u>DIACONIA</u>: Rel. Str. Side-room common to places of worship of the <u>THREE</u>

<u>CHURCHES</u> OF <u>THE UNDYING MACHINE</u>, where volunteers (often <u>VOTARIES</u> and <u>CENOBITES</u>) provide support to those afflicted by <u>ATRAMENTAL AILMENTS</u> such as <u>AEPATHY</u>.

<u>DIADARI</u>: Set. Large city in the east of <u>TAMAR</u>, overlooking the border with <u>THE HARÉSHK</u> (Pop. c. 120,000).

<u>DIADIA</u>: Ser. City in the north east of <u>NORTHERN SIMBARA</u>, overlooking the saltlands of <u>ANAHARA</u>. Once a coastal city, it now exists primarily as a cultivator of salt and sulphur with various satellite towns that specialise in tanning the hides of the <u>BROMAAI</u> (Pop. c. 14,000).

<u>DIADON</u>: title granted to the ruler of <u>SAUA</u>, synonymous with emperor. The First Diadon was <u>HU</u>. There is tension between the ruling Diadon class and the followers of the <u>SLEEPING QUEEN</u>.

<u>DIAKONIK</u>: Mys. A caste of mystics linked with ancient cavern temples, dating to the <u>LITHIC PERIOD</u> of <u>IONIC</u> history. The temples were mostly built into the sides of mountain, with the vast majority of them in the south western face of the <u>GHOLA</u> Mountain and were austere structures, bare and dark, in accordance with the tenets of cult of <u>THE VOID</u>, to which they were dedicated. They were the refuge of the Ionic Priests who in -587 RM seized power of the region in <u>SALOROC</u> and renamed the area Io; and as such became scholarly places where the <u>IONIC TALPA</u> was studied and golems constructed.

The rise of the <u>APOSTATE WARS</u> in -192 RM led to Io fracturing, its cities separated from one-another, the so-called <u>VOID APOSTATES</u> that came to rule each city-state attacking their neighbours, most of the Diakonik temples were destroyed in this period, with the remainder allowed to rot following the end of the war in -128 RM and again after the imperial conquest of Io in 212 RM, though some mystery cults remained throughout <u>KORACHANI</u> rule.

<u>DIANOSH</u>: Rvr. River in the north of <u>AZAZEM</u> that flows west to lake <u>AGLAIA</u>^(1.) from various sources in the <u>CHACTHORNYS</u> Mountains, many of which are seasonally inundated by snow melt from across the mountain chain. Heavy rains occur in a rough 3-year cycle, causing lakes <u>RANNO</u>^(1.) and <u>VANKER</u> to break their banks, leading to the flooding of the river Dianosh. The people of Azazem are accustomed to this and most cities that lie along the course of the river, including the capital city Agalia^(2.), have large storm drains and reservoirs to deal with floodwaters.

<u>DIANU</u>: *Geo.* River in the north east of <u>OPHIUSSA</u>, flowing for 350-miles west from sources in the <u>HARKONA</u> Mountains.

<u>DIAOR</u>: also 'the Eternal Tree'. Rel. Flo. An ancient tree, its form unequalled in other extant examples, its branches bifurcating and ending in tendrils. The tree is located in the badlands of <u>KARIMAHAL</u> in the south of <u>KHAR NADUL</u> and is encased in what, to all intents and purposes, appears to be amber, though how a 100-ft. tall tree came to be encased in amber remains unknown.

In antiquity the tree came to be regarded as a divine object by the people of the region. This worship is not as widespread as it once was due to cultural and religious changes in the region, though a small subset of people still worships Diaor, choosing to live in the wilderness close by, with the city of <u>ALMIRA</u>. Outside of this region the tree and its worshippers are almost ridiculed, leading to a schism, with the people of

the Karimahal rarely leaving their homeland and those from greater Khar Nadul seeing little of value in who they regard as idolatrous simpletons.

It is tended to by a caste of priests known as <u>DIAORESSES</u>, who spend their lives in service to the tree, which is surrounded by a walled compound to keep it safe.

Diaor is regarded as the first tree, which was protected by its creator to preserve its beauty and perfection, and as such is seen as incorruptible and a symbol of aspiration, with worshippers tattooing a symbol of the tree on their faces, framing their eyes, with the trunk extending to the nose. See Vol IV: Deities and Pantheons.

<u>DIAORESS</u>: also 'Branchmaiden'. Rel. Pol. Rnk. The priestesses of the <u>ETERNAL TREE OF DIAOR</u>, based in the city of <u>ALMIRA</u> in the south of <u>KHAR NADUL</u>. Diaoresses are chosen at a young age, their destinies entwined with the branches of the amber-encased tree they are indoctrinated to worship. They are chosen due to their potential for <u>ATRAMENTISM</u>, and those who are successful in their indoctrination are <u>SHAPERS</u> who share a link with trees, specifically Diaor, and they are said to interpret the 'root memories' of the Eternal Tree.

The role of a Diaoress is both a position of power and a burden, for their minds are often haunted by the 'root memories', driving them to seek cosmic truths

They are highly respected members of Almiran society, and the theocratic council of Almira that rules over the surrounding region, is made up of high-ranking Diaoresses.

<u>DIAPANU ASHIA</u>: m. Per. (B. 3911 – D. 3982 RM) Soc. <u>PARTHISAN ARCHPATRICIAN</u> who in 3955 first proposed the idea of an international mean time, dividing <u>ELYDEN</u> into 24 longitudinal time zones of 15° each, centred around <u>TETHRA</u>, corresponding with the 24 hour <u>CLOCK</u>. The system was formalised in 3962 RM and rapidly spread across the <u>INNER SEA</u>. The system was adopted by <u>KORACHAN</u>, which in 3980 RM changed the centre of the system to <u>DEOCHAN</u>, which is also the <u>PRIME MERIDIAN</u>, streamlining the process, which led to its widespread adoption across Elyden.

<u>DIARCH</u>: Soc. Pol. Regional rulers in <u>TZALLRACH</u>, so named as they embody the dichotomy of secular and religious power amongst their people. The <u>ONARCHS</u> who rule each of the four states of Tzallrach are elected from the ranks of the Diarchs.

The title can be used for rulers of small tribes and large cities, though in either case they are autonomous rulers of whatever group they represent, though will often have a council of advisors at their behest.

<u>DIARCH-FAMILIAR</u>: Pol. Rnk. In <u>TZALLRACH</u>, a colloquial title of the four regional lords, more commonly known as <u>ONARCHS</u>.

<u>DIARCHS</u>, <u>COUNCIL OF</u>: Pol. Org. In <u>TZALLRACH</u>, an annual gathering of all the <u>DIARCHS</u> and <u>ONARCHS</u>, where matters of importance are discussed. In antiquity the <u>FIRMAMENTAL</u> practice of <u>WIKKJAZ</u> was used to conjure the spirits of dead diarchs to oversee important decisions, though the practice has since fallen out of favour due to changing perceptions regarding the way the dead are treated.

<u>DIARCH'S THREAD</u>: *Cui.* The sap of the <u>NATHI FIG</u>, which is used in cooking in <u>TZALLRACH</u>, southern <u>MALAN</u>, and parts of <u>KREM</u>. The trunk of the Nathi Fig is pierced so that its thick sap drips out. The sap is viscous and drips down as a single long strand that dries in the natural sunlight. These strands are removed from the tree and served with soft pasty as a simple rural desert.

<u>DIASPORA</u>: Eth. Caste of nomadic <u>HARÉSHKI</u> exiles who were cast out of their homes during political uprisings c. 3325 RM. The diaspora live nomadic lives, moving from place to place in large communal caravans. Though unwelcome in the Haréshk, they occasionally move into its territories, though are more commonly found in <u>AHRISHEN</u>, <u>LYRIDIA</u> and the west and south of SAUA, subsisting off the land and offering their skills as lead beaters, tinkerers to those willing to employ them. See Vol III: Nomads of Elyden.

<u>DIASPORA OF EXIS</u>, the: Pol. His. As the cities of <u>HAGRADEA</u> and <u>MORULAURGO</u> declared their independence from <u>SARASTRO</u> in 2783 RM, forming the <u>HOLY STATE OF HAGRADEA</u>, the emirs of Sarastro retaliated savagely – allies and sympathisers of the Holy State were executed and exiled in their thousands, the latter either moving to the newly-formed state, or fleeing south into <u>MULCIBER</u> or the deserts of

<u>ANUBIA</u>. The Diaspora lasted until 2974 RM, when <u>SATHEP THE RISEN</u> returned to power and a sundered Sarastro was restored.

<u>DIASTEMA</u>: 1. Pass in the nation of <u>ANANTHUL</u> between the <u>EMSUT</u>
<u>ZHALCA</u> Mountains, and the <u>HERE</u> Highlands.

2. *Mil. Str.* Fortress guarding the eponymous pass between the <u>EMSUT ZHALCA</u> Mountains, and the <u>HERE</u> Highlands.

<u>DIATESSARON</u>: 1. Sea. Small bay in the north west of <u>OKKHAM</u>, into which the mouth of the river <u>EKTASIC</u> flows.

2. Pol. Set. Main ruling city in OKKHAM, and home to the COUNCIL OF THE FEDERATION. It emerged in c. 3300 RM from a much smaller settlement that was renowned for its natural remedies and medicine, an industry that survives today, even though the city is now better known for its large domed council hall and many diplomats and ambassadors from cities across the Federation and beyond (Pop. c. 380,000).

<u>DIATET</u>: Sct. Major coastal city in the south east of \underline{FATH} (Pop. c. 108,000).

<u>DIATHI SANDS</u>: Geo. Coastal semi-arid desert in the south of <u>ANANTHUL</u>, located right along the <u>TROPIC OF MAOCARHL</u>. The sands are black, and reach the water's edge.

<u>DICAM</u>: Mil. Str. Major fortress in the south of <u>HANNAH</u>, overlooking the SEA OF ETAGIRIA.

<u>DICHOTARCHIC EMPIRE OF HOAMM</u>: see <u>HOAMM</u>.

<u>DICHOTARCHIC EMPIRE OF.</u>

<u>DICHORA</u>: Plr. 'dichori'. Sup. Rare individuals who can <u>SHAPE</u> both the <u>ATRAMENTA</u> and the <u>FIRMAMENT</u>. Most live their lives on the fringes of society, never truly developing their talents, using them to achieve petty goals, though a rare few manage to hone their skills, becoming potent individuals with their own agendas, such as <u>ARESTAS EVERTAN</u> and <u>ILDABAOTH</u>, <u>BANE OF SKAROS</u>. They go by many names in many places, though are most commonly referred to a dualists.

<u>DIELEGAME</u>: Rvr. River in the base of the <u>KAZZARAN</u> Peninsula^(1.). flowing west for 180-miles from sources in <u>SITAMET</u> and <u>BOSPAR</u> Mountains, before meeting lake <u>OLBIA</u>. Its course has been altered by mortal hands across thousands of years and it is well-travelled, with river boats and barges travelling along its length, to the river <u>TIAGAME</u>.

DIELSAERA: Set. Large city in the north west of LIEVTHRA. The air above the city is ATRAMENTALLY TAINTED, though it is breathable close to the ground, resulting in very few structures being built with more than two storeys. Taller structures do exist in the city, though they are fitted with individual SIPHON ENGINES that keep the air around them breathable. The city itself is sprawling and is surrounded by a modern concrete wall to defend it from possible attack, due to its adamantine and UMBRA industries, which are together a great source of wealth to Lievthra (Pop. c. 990,000).

<u>DIERDFAN UMATRA</u>: (B. 2353 – D. 2416 RM) Pol. His. Son of king <u>GISHEN IV</u> of the <u>HOUSE OF UMATRA</u> in <u>AHRISHEN</u>. He was exiled to <u>HARÉ SHKA</u> following his father's killing and spent his years in exile, working to re-establish his house's rule. His granddaughter <u>VOKNA II</u> was able to unite many of the squabbling barons of Ahrishen, reclaiming the throne in 2472 RM, fulfilling his dream.

<u>DIESTRA</u>: Ser. Fortified settlement in the east of <u>PORPHY</u>, known for its <u>ARK-BUILDING</u> culture. The city was once much larger, though many of its adults have taken vows of celibacy as a form of extreme religious observance, and it has dwindled greatly over recent years (Pop. c. 10,000).

<u>DIGERATI</u>: Tec. Rnk. A caste of <u>TECHNARCANISTS</u> scholars in the <u>KORACHANI EMPIRE</u>, based in the <u>HERONEAN</u> ward in <u>KHADON</u>, <u>KORACHAN</u>. <u>TECHNOLOGISTS</u> of renown, the digerati ware a powerful force in the politics of the city, rich from their holdings. The digerati maintained a great deal of power after the <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM, though they were pushed out of the city into outlying workshops where they remain to this day, still supporting <u>THE CONSULITE</u> and the <u>ZACHARIAHNS</u>, who they serve.

<u>DIGNORA</u>: Set. Settlement in the c south of <u>NAARETH</u>, along the course of the river <u>SULLAR</u>. It has a history of animal husbandry (Pop. c. 7,350). <u>DIGORI</u>: *Mil. Str.* Fortress in the north east of the island of <u>ARTALSCELLI</u>, with unparalleled views of the surrounding land and seas of <u>ARTA</u> and <u>LISASSA</u>.

<u>DIJAK</u>: Sup. Edu. Rnk. Common term for young or novice <u>SHAPERS</u> in <u>SABIA</u>, <u>KASPIA</u> and south eastern <u>PERGOST</u>.

<u>DIKALAH</u>: Set. Settlement in the south of the desert of <u>THAMAAZ</u> in the south of <u>THE SURRACH</u>, under the control of <u>HAAB</u>. It is known for its diamond mines (Pop. c. 4,000).

<u>DILETH</u>: Set. Series of small rural settlements populated by goat herders in the c north east of <u>LYRIDIA</u> (Pop. c. 1,800).

<u>DIMASHK</u>: Mil. Str. A relict tower in the east of in <u>LAASKHA</u>, overlooking the heathen realm of <u>IPANAH</u>⁽²⁾, thought to date back to the late <u>FOURTH AGE</u>. It has been used as a defensive and lookout tower by various people for millennia, and played a major role during the <u>WAR OF THE ARTIFEXES</u>.

It has been restored and added to, with modern fortifications being constructed around the ancient tower by the <u>KYONI ORDER</u> of the <u>SANCTIFIED INQUISITION</u>, which has controlled the area for well over a millennium.

<u>DIMON</u>: Plr. 'Dimon': Sup. Org. A cult of <u>SHAPERS</u> based in <u>MECHABET</u>, that have ruled since 3435 RM, after infiltrating the old monarchy as advisors and taking control from within. They once wielded unmitigated power in the land, though this was lessened somewhat following its annexation to <u>PARTHIS</u> in 3860 RM, though they continue to rule with relative autonomy, so long as yearly tithes are upheld.

They are secretive individuals, seemingly more concerned with their own secretive cult than they are with ruling, and much of the day-to-day running of Mechabet is entrusted to their sycophants. Public appearances are typically made behind a veneer of followers, entourages and retainers, and they are never seen without their trademark BLOODSTONE masks and brocaded cassocks.

There are always thirteen Dimon active at any one time, though their identities are unknown. Though many believe them to be the rulers of Mechabet, this is not the case and in truth they fulfil a role similar to that of advisors and ministers to the Regent.

It is thought that the seeds of their cult were sown during the imperial <u>HIGH CONSULITE'S</u> sojourn there between 466 – 469 RM, during a period of <u>KORACHANI</u> influence in the region.

DIMYA: 1. Sea. Small bay in the east of CUTH.

2. Set. Large coastal city in <u>CUTH</u>, overlooking the above bay^(1,). It is one of few present-day major harbours, and trades in goods from the east, which are traded overland to <u>HAMMON</u> to be traded west (Pop. c. 139,000).

<u>DINIKARA</u>: *Geo.* Mountain in the east of <u>SUOR</u>, forming an extension of the <u>SIRDAIRA</u> Mountains.

<u>DIOCESE</u>: Rel. Geo. Religious jurisdiction within the <u>CHURCH OF THE UNDYING MACHINE</u> that is controlled by a <u>BISHOP</u>, and which together form the larger <u>ARCHDIOCESE</u> within a specific territory, that is headed by an ARCHBISHOP.

<u>DIONDAWA</u>: Ser. City in the c south west of <u>RHEA</u>. Starting in c. 1555 RM it became the centre of a large civil conflict, at the centre of which was the church of <u>AURADIA</u>. The conflict escalated into civil war within the city, where members of the clergy were killed amid riots. This led to a waning of the Auradian religion in the city.

Today the city is amongst the least religious in all of Rhea, though those who want to are free to do so without persecution (Pop. c. 50,000).

<u>DIORROTH</u>: Set. Major coastal city in the south west of <u>SATHAII</u>. It is known for its highly secure vaulted harbour (Pop. unknown).

<u>DIPHDA</u>: Fau. Near-mythic amphibian, thought to be unchanged since the time of the <u>DEMIURGE'S</u> creation of animal-life. See Vol II: Classification and Taxonomy of Life.

<u>DIPTYCH</u>: 1. Art. Obj. Traditionally an object that is divided in two. In antiquity folded panels were often used as negatives for wax designs. In literature, a diptych can also be a work of poetry or score that is composed of a complimentary pair.

2. Lan. Common slang present in the $\underline{\text{KORACHANI EMPIRE}}$ between c. 1500 & 2800 RM, used in reference to $\underline{\text{HALFBLOODS}}$. It is still in usage in some regions.

<u>DIRADET</u>: Set. Settlement in the c of the tribe of <u>OURANASSA</u>, in the far south west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 4,500).

<u>DIRDUM</u>: Geo. Pass in the c south of the <u>SULTANATE OF ABACARDAT</u>, offering safe passage between the <u>AHBATAQI</u> and the <u>ENWATIQ</u> Mountains.

<u>DIRECTORY</u>, the: (yo-incaito) Soc. Pol. In the <u>KORACHANI EMPIRE</u>, the code of conduct and chief codex of the <u>SANCTIFIED ORDERS OF THE INQUISITION</u>. Originally written between c. 400 – 430 RM, at the dawn at the age of the Orders, it originated in its most basic form as the personal mantra of the acolyte-<u>ASSESSOR</u> Esceon of the <u>GRIGORIAN ORDER</u>, who was assassinated in his pulpit while sermonising a crowd in <u>LAASKHA</u> in 403 RM.

Since then, the Directory has been expanded, added to and altered, as the Orders have expanded and evolved.

DIRGE OF DAYS, the: Rel. Vol. Apocalyptic writings originating in the south of VAALK in c. 3920 RM. The writings describe, in great detail, the events leading up to the end times, including scenes of panic, hysteria, and bloodshed. Many believe the writings to be prophetic and eschatologists have devoted years to studying the potential explanations for the passages, though the verity of their claims are scrutinised and still in doubt

The writings have been the source of much art originating ins Vaalk as well as surrounding regions, and have gained a large following in KETESH.

<u>DIRGE OF THE MARTYS IN D MINOR</u>: Art. Composition by the famed composer <u>CAE VEDTI</u>, which was written in 1686 RM.

<u>DIRIHET</u>: Geo. Island in the north of the <u>MAIDEN ISLES</u>, off the south eastern coast of <u>MENISCEA</u>.

<u>DIRUCHA</u>: Set. Settlement in the east of <u>OTINTH</u>. Like most Otinthian settlements, little is known about it due to the nations' insular nature. It originated as a <u>KORACHANI</u> city forming part of the colony of <u>OHDURTAR</u> and was later resettled by the Otinthian people (Pop. c. 15,000).

<u>DIRUCHAN</u>: Set. City in the c of <u>SKAROS</u>, along the course of the river <u>ULAARA</u>. Its people are known for their antiquated superstitions. It has been the home of the <u>MINASTERIA</u>^(2.) of <u>MYGALURGEN</u> since 3781 RM (Pop. c. 42,000).

<u>DIS</u>: His. Rel. Now-forsaken deity that was worshipped by many <u>LASCAR</u>⁽²⁾ peoples, mostly in what is now the south of <u>SKAROS</u> during the <u>FADING</u> between the <u>FOURTH</u> and <u>FIFTH AGES</u>.

<u>DIS, TEMPLE OF</u>: Rui. Ruined, half-buried mausoleum-sanctuary in the <u>ANOMOFERROH</u>, in the south of <u>SKAROS</u>, around 170-miles north of its southern border with <u>LAASKHA</u>. The temple was once dedicated to the obscene deity <u>DIS</u>, though any trace of its past allegiances is gone now, hidden beneath the corruption of ages.

DISAPPEARED, the: His. Eth. Minority group that was annihilated during a short but brutal act of genocide across the nation of ALMAGEST following its independence in 3014 RM, starting in the city of ALMAGEST. It is unknown now what demographic of people were targeted, though it is thought that the act was perpetrated against DEMIURNES, who were already distrusted in the nation due to their loyalty towards the ARCHPOTENTATE MALICHAR. Today they are a rare sight in Almagest, though can be found living in virtual anonymity in cities scattered across the north of the nation, with none able to trace their lineage back to this time, implying that their ancestors found their way into Almagest long after the genocide of the Disappeared. Indeed, the event is now so distant that few alive in Almagest today know or care about it, and demiurnes are largely ignored, though their relative rarity does make them conspicuous. Most have forsaken their technarcane roots and live simple lives.

<u>DISCHARGER</u>: also 'battery'. Lit. 'give out', also 'dhizrah'. Tec. Primitive batteries manufactured and used to some degree by most industrially-advanced nations, mostly across the <u>INNER SEA</u>. A core of <u>UMBRA</u> is at the heart of every discharger, one half in its natural frigid state, the other half agitated to a heated condition creating electrical friction and an electromotive force that is used to power all manner of technarcane devices, such as <u>BOTTLED LIGHT</u>, <u>AMBULANTS</u> and, in larger instances, even entire manufactories. All dischargers expire with use, and their

measured output also wanes over time until the force is so weak, they must be replaced.

<u>DISCIPLINE</u>: also 'order or sphere'. Sup. In <u>FIRMAMENTISM</u>, a form of <u>SHAPING</u> that falls within a particular theme or subject. Some shapers only have abilities that fall within a particular discipline, whereas others might have more than one, depending on their abilities.

Originally conceived by the ancient <u>KHAMIDIANS</u> in their pursuit if knowledge, the idea of spheres travelled east to <u>MENISCEA</u> with exiled shapers following the <u>CATACLYSM OF KHAMID</u> in 101 RM. There were originally twenty-seven catalogued disciplines, though there is no officially recognised or exhaustive list. In its loosest term, a discipline is the path a shaper chooses or is forced upon due to the affinity of his shaping. See Vol IV: the Materia Omna.

DISCORDANT DEITY, the: also 'ALTAR'. Dei. Rel. A deity and its surrounding cult that has been prevalent within the KORACHANI EMPIRE over the past century. It rapidly became influential, with its beliefs disrupting trade and politics, attracting members from all walks of life; though mostly the troubled, disillusioned, infected, corrupted and tainted. The first mention of the Discordant Deity is attributed to the demagogue Ozga'Mot in HUSHAOT in VAALK, in 3905 RM. His words of change were welcomed by the many destitute people of the ailing shantycity that had grown in the ruins of Hushaot, and word rapidly spread throughout the Korachani empire, attracting even HALFBLOODS and the attentions of OTHERWORLDERS alike.

The Discordant Deity is a being of chaos; whose goals (if indeed goals it has) are unknown to all but the wisest of savants. Its followers court chaos as a means of escaping the shackles the empire has enforced upon them, be they the prison of their class or the inevitability of their vocations. Sins of the flesh, bloodshed, disease and chaos follow the preachers of Altar and despite being without any (known) leadership, the actions of the so-called church have brought the empire to its knees in many areas around THE INNER SEA. See Vol IV: Religions and Cults.

DISEASE, ATRAMENTAL: see <u>ATRAMENTAL AILMENT</u>.

<u>DISHKAR MAZE</u>: Geo. The southern foothills of the <u>SASTAKAUR</u> Massif, which are known for their sandstone gullies, canyons and deep valleys.

<u>DISLMA</u>: Soc. Pol. One of seven ruling <u>CLANS</u> in <u>CISNERIA</u>, whose emblem is the white owl, who embodies efficiency and beauty, and is a guardian to women and hunters. The others are <u>BERMION</u>, <u>GYSTAR</u>, <u>HOMMAL</u>, KRAKYR, KRISLOR, SKULFUR.

<u>DISMISSER</u>: Sup. Rnk. SHAPERS who specialise in anticipating and counteracting the SHAPING of others, regardless of their SPHERE of influence. They are commonly found within law enforcement agencies, the military, and other organised institutions across various cultures and regions. They are common in the KORACHANI EMPIRE, where they are known as <u>ANNULLARII</u> and have a <u>MINASTERIA</u>⁽²⁾ in the city of <u>BAAYN</u>, in <u>LAASKHA</u>. See Vol IV: Spheres and types of Shaping.

DISPATIS: Set. A large domed city located within the PRISON CARCERI, beneath the forests of south eastern RAONGEN^(2.) in the west of CENTRAL LLACHATUL. The city, like the city of PANDAEMONIA, is said to be built on the shoulders of a divine being, though it is situated much closer to the surface, even trading with the Raongeni people on occasion. In c. - 2000 RM the dome above the city partially caved in, burying it and its 10-million purported inhabitants. A gaping sinkhole over 5-miles in diameter remained. Over the years the calamity's survivors repopulated the rubble, erecting a new city that claimed the same name as its predecessor, building down along the sides of the pit.

Occasional earthquakes and other aberrations are attributed to the entity that slumbers beneath the city, whose <u>DREAMS</u> have slowly turned the earth around it to duststone, and its inhabitants into ashen lifeless beings. Sporadic earthquakes levelled much of the sinkhole, destroying the city again in c. 600 RM. What remains is an uncharacteristically cold region said to be riddled with a honeycomb of hollows and caverns waiting to cave in beneath unwary explorers, and a howling wind that local legend claims moans with the lament of millions of spirits (Pop. unknown).

<u>DISPLACEMENT OF THE FAITHFUL</u>: His. Pol. The <u>SUNDERING OF</u>
<u>THE KORACHANI EMPIRE</u> that happened in 3705 RM also saw its religion, the <u>CHURCH OF THE UNDYING MACHINE</u>, sundered in two – with the

<u>REFORMED CHURCH OF THE UNDYING MACHINE</u> becoming the official faith of the <u>LOW-EMPIRE OF SARASTRO</u>, with the <u>CHURCH OF THE UNDYING MACHINE</u> remaining the official religion on the <u>HIGH-EMPIRE</u> OF KORACHAN.

The schism within the church was slow and many regions in the Sarastroan empire, particularly in rural areas, continued to adhere to the northern faith despite the empire-wide conversion to the new church. The Reformed Church was harsh on those who did not convert. Entire settlements were emptied, their populations either exiled to <u>KORACHAN</u>, or worse, slain. It was a dark time between 3705 – 3712 RM, and tens of thousands are thought to have died, with many more displaced in a great diaspora.

Hundreds of settlements across Sarastro and its dependencies were left empty, with crucifixions or a mound of burnt bodies as testament to what happened there. Many such settlements remain deserted to this day, over 300-years later.

<u>DISPOR</u>: Mil. Str. Major fortress in the west of the <u>TARAHID ANNEXES</u>, overlooking <u>OPHAR</u>, beyond the southern-most part of the <u>ASOGHAQUA</u> Mountains.

DISSENTION, the: Geo. Large geographical feature, some 750-miles long in the north west of WESTERN SAMMAEA, west of the DAHAAMAAN Mountains. Reaching an estimated depth of about 900-feet in places, the schism is a tear in the badlands depressions of the area. Caverns and boreholes sometimes open up following earthquakes, revealing black abysms below, from which spew hot rancid air thought to have been trapped in deep hollows for eons. Those breathing such air are stricken by a debilitating illness that seizes the joints and lungs, leading to laboured breathing and often paralysis and death. Like most of the world's maladies, mortals have found a way to exploit these fissures (which have been known to reveal veins of precious ores) and in some places geothermal plants have appeared, fuelling desperate mining operations along the schism wall. The cities of UBAKKAR and DAKATTA are the largest such settlements and survive despite the harshness of the area.

The rend was flooded as recently as 1,200 years ago, when the sea levels of <u>ELYDEN</u> were much higher than the present day, though it has since dried up.

<u>DISSOLUTION OF THE MINASTERIA</u>, the: also 'Minasterial Reforms'.

Pol. His. (3708 – 3779 RM) Major governmental reforms that took place in the <u>KORACHANI EMPIRE</u> in 3708 RM in the wake of the <u>SUNDERING OF THE EMPIRE</u> that took place only a few years before in 3705 RM.

Ignoring the protests of various people and groups, the <u>COUNCIL OF SEVEN</u> dissolved all non-shaping <u>MINASTERIA</u>^(1,1) across the empire, as well as its military institutions, and reorganised them into Orders, following the organisation and hierarchy of the <u>SANCTIFIED ORDERS OF THE INQUISITION</u>.

This led to widespread chaos, with many officials not even knowing what Order they worked for, but the Seven were adamant that their changes were for the best, and this period of discord lasted for close to eight decades, ending finally in 3779 RM with the re-election of two new members of the Seven, who, alongside the CONSULITE, were able to reverse the ruling.

The various Minasteria were later resurrected and the existing Orders restructured, with many lesser ones folded into larger ones or disbanded altogether, after becoming redundant by the reintroduction of the Minasteria.

Some of the Orders that were disbanded following the reversal of the Dissolution of the Minasteria include, the <u>ELAIMAN ORDER</u>, amongst others.

<u>DISURAST</u>: Set. Settlement in the region of <u>HAMULAR</u> in the c north east of <u>THE SURRACH</u>. It is known for its wine-making (Pop. c. 4,800).

<u>DISUSI</u>: Set. Settlement in the south of <u>OPHIUSSA</u>, in the west of the region of <u>GOMELA</u>. Its main industry is viticulture, and the production of <u>OPHIR</u>⁽³⁾ (Pop. c. 8,000).

<u>DITARTHA</u>: Soc. <u>COMING-OF-AGE RITUAL</u> in <u>PARTHIS</u>, <u>TARTAK</u>, and some of its colonies and more recent vassals, where children who reach the age of 15 undertake various rituals in preparation of their ascent to adulthood. The tradition emerged in the south east of extant Parthis, and spread through the early Fifth Age to the rest of the peninsula.

The exact traditions differ from region to region, though most places have a few common elements, including mentorship from an older person of the same sex and sexual orientation that typically starts at the age of 12. This teaches the individual important skills and values, often leading to them following in the same vocation. The final ritual includes a celebration of the accomplishments of the scion AZER^(2.) with their peers. Azer is an important figure in Parthisan history, particularly in its path to secularism, and he is remembered as a cultural hero to this day. This celebration bestows a sense of individuality and spirit in the individual, who emerges from the ritual as an adult.

Following the ditartha, many individuals will also emerge from their mentorship to become apprentices.

<u>DITHAN</u>: 1. Rvr. River in the east of <u>GYZHA</u> flowing south for 200-miles from sources in the far east of the <u>PARNASIAN</u> Mountains before meeting the coast at the <u>SEA OF DURAHRAT</u>.

2. Geo. Endorheic basin in the east of <u>GYZHA</u>. Following heavy rains floodwaters collect in the basin, causing the river Dithan ^(1.) to break its banks.

<u>DIVASHA</u>: Mil. Soc. Rnk. Black-skinned female oracles who live in the region of <u>KATOPRACH</u> in the far south east of the <u>UMBRA SOKHAR</u> wastes in <u>SAMMAEA</u>. They are guardians of the many oases that dot the region and serve as hosts to nomads and merchants seeking shelter there. They are known for their large septum piercings from which they hang delicate chain masks that cover their mouths and cheeks.

<u>DIVI</u>: His. Mys. Ancient mythological beings in <u>DNEB</u>^(2,). The name was used to describe the mysterious bronze hands that appeared on the coastlines of the island of Dneb^(1,)

DIVI, HANDS OF THE: *His. Arc.* Ancient giant bronze hands with 7 fingers that are scattered on the eastern coastlines of the island of DNEB(1.). They were revealed in c. 3300 RM by waning sea levels and were untouched and untarnished by the touch of the ocean.

Each one is around 5-ft. long, and there are around 30 of them in all, in an area of land around 2,000 square-miles. Nothing is known of their origins or purpose and they are largely ignored by locals. There were around 200 originally but most of them were taken, possibly to be melted down and sold, and others were taken for use in private collections, some of which can be seen in the palaces of the nobility in the city of Dneb^(2,).

DIVIDE, the: Geo. Impressive mountain chain known for its spectacular large rock formations. Located in the north east of TEMUJA, it runs north to south for some 300-miles, serving as a border between it and the HENDECARCHY of CYRENIA in MALAN, becoming less prominent and more gradual the farther south it goes. At its highest point, it's 13,080-ft. high.

It was once home to many tribes of <u>ALMAS</u>, though these were eradicated by concerted efforts between 1800-2100 RM, though they still remain in small numbers in the eastern face of the mountains, in Cyrenian territories, where they are a nuisance.

DIVIDE OF BA'AKH, the: Pol. His. Treaty signed in BA'AKH in 201 RM, following over a decade of war along the borders of many of its 17 states. The wars' roots lay in ORESS' taxation of trade along the river ORA (2.) and other actions that destabilised the borders, leading to many skirmishes breaking out with its neighbours. The conflict escalated into a war that lasted until c. 180 RM, following which many states sought the safety of BAALBETH, leading to the signing of the Divide of Ba'akh in 201 RM, which left the nation officially sundered into three states – Oress in the north, the PRINCIPALITY OF AASHA in the east and the state of Baalbeth, which controlled the rest.

The Divide of Ba'akh lasted until 318 RM, when Baalbeth was able to unite the 3-states into one cohesive nation – Ba'akh.

DIVIDED EMPIRE: His. Pol. Geo. Now-defunct political region in the east of SAMMAEA, active between c. 1730 – 2772 RM, occupying what are now CHEIRA, PNESSA, and SERROK, with as many as nine competing powers all vying for the old seat of power left behind by the death of the UALLA MIGHAN emperor in 1724 RM. The period ended in 2772 RM with the rise to power of the state of WAELMIGH⁽²⁾ which managed to unite the disparate states under its banner, before it, too, was eventually subsumed by the SORCERER-KINGS of CHEIRA.

DIVINE PRECEPT, the: Int. Phil. Per. An enigmatic figure whispered of throughout gnostic circles across <u>ELYDEN</u>, it is possible that the Divine Precept isn't so much an individual but rather a title or perhaps little more than a tenet or belief system. Many philosophers and sophists who have heard of the Divine Precept lose themselves in the pursuit of more knowledge on the figure, with some dedicating their lives to travelling across Elyden following esoteric clues in the hopes of finding the figure, after which it is assumed that enlightenment regarding the true nature of Elyden and the purpose of mortal life might be gleaned.

Most Gnostics have never heard the term, for it is a closely guarded secret that can only be discovered through tireless work and self-improvement, and many who come across the term see it as little more than yet another aspect of symbolism that is rife in their chosen field.

DIVINIFUGUE SUIT: also 'godscloak'. Tec. Singular TECHNARCANE suit, possibly of legendary or mythic origin, that is designed to hide one's presence from divine influences and forces, similar to how REALITY SUITS obscure the wearer from DREAMSCAPES and the ONEIRIC CREATURES that dwell in them. It is first mentioned by the scholar Corydorius in an 11th century text, and all later mentions are believed to be derived from this record leading to many scholars doubting its very existence. Other mentions are scattered throughout historical accounts following this period, with the most recent significant mention of it being an eyewitness account from the 34th century, where it is claimed by two distinct sources as having been used by a lone shaper in battle against a sonic creature during an exploration of KHARKHARADONTIS. These claims have been largely disputed by historians despite them being the basis for most modern retellings of the story.

If such a suit is indeed real, it is unknown if it is a singular item or if various examples have been manufactured throughout history. Either way such a suit must be of unrivalled power, with its true applications unfathomable, for who can know the uses of a suit that makes its wearer undetectable to DEITIES and DEMIGODS? It is unknown how such a suit would even be made, and what elements might go into its construction, though some has postulated it may require the SOUL PEARL of a SCIONIC CREATURE or some other divine element to work, making it similar to another rare technarcane suits known as the SOULSUIT.

<u>DIVINITY OF SEVEN</u>: Phil. Soc. World-wide belief of the importance and possibly divine significance of the number seven. It is linked with the similar principle of the <u>POWER OF THREE</u>, this may have originated from the tale of the fall-from-grace of the last of the Two-and-Twenty <u>DEMIURGES</u> (their own number, twenty-two, seen as an imperfect number as twenty-one is a multiple of three and seven. That divinity is destroyed by the addition of another character). The Divinity of Seven is a common belief amongst many organisations in the <u>KORACHANI EMPIRE</u> and the <u>KNIGHTS OF SET</u>, in <u>TETHYSIA</u>; to the point that it influences many aspects of their culture, including architecture and organisational structures.

<u>DIVONNA</u>: Set. Settlement in the south of <u>TISARA</u>, along the course of the river <u>CLOTANNA</u> (Pop. c. 5,500).

<u>DIVRATICUA</u>: Geo. Region of labyrinthine tunnels in the <u>PRISON</u>

<u>CARCERI</u>, dominating the southern reaches of the <u>BLACK MOUNTAINS</u>, under the north of <u>ATARAXIA</u>, with no-known exit to the surface world.

<u>DIVUMMA</u>: Geo. Mountains forming an eastern extension of the <u>BLACK MOUNTAINS</u>, forming a border between the north of <u>CISNERIA</u> and the south of <u>ALAM BETHYL</u>. Its southern-face was found to be rich in <u>UMBRA</u> reserves in around 3630 RM and it was instrumental in bringing Cisneria into the modern world. Today much of the umbra reserves have waned, reading to the death of the related industries, but the city of <u>SUDIVA</u> is one of few whose <u>SIPHON ENGINES</u> remain active.

DIWAN: see **DIWAN**, IMPERIAL.

<u>DIWAN, IMPERIAL</u>: also 'Overcouncil'. Pol. Org. Autocratic ruling council of the <u>REFORMED EMPIRE OF SARASTRO</u>, since its founding by the <u>LICHKING SATHEP THE RISEN</u> in 3728 RM. Based in the city of <u>ARGEA</u>, the Diwan replaced the older <u>OVERCOUNCIL</u> (though many people still call it that) and oversees the daily operations of the <u>LOW-EMPIRE</u>, allowing Sathep to concentrate on larger or more mystical matters. The members of the Diwan are selected from the ranks of governors, SHAPERS

and nobility through a vetting process that is rife with corruption and favouritism.

<u>DIYADA</u>: Rvr. River in the west of <u>THE VORANDINE</u>, flowing south and west for 225-miles from sources in the <u>IDREGAN</u> Massif before meeting the coast at the <u>BAY OF LASHA</u>.

<u>DIALLACH</u>: 1. Myr. His. In the mythology and ancient history of <u>ELYDEN</u>, a race of semi-divine beings who dominated the north of <u>SAMMAEA</u> in the <u>SECOND AGE</u> (the <u>TIME OF DEFIANCE</u>), in what are now <u>BA'AKH</u>, <u>MHAROKK</u>, <u>LIDEA</u>, and <u>VAALK</u>. Legends of the region say that the Djallach are the offspring of a greater deity who gave birth to six copies of herself. This has connotations with the story of the <u>DEMIURGE IALDABAOTH</u>, though little evidence remains from the time to allow a true connection to be made.

2. Myt. His. In mythology, and the ancient history of <u>ELYDEN</u>, the descendants of the original Djallach. They were powerful beings akin to, but less esoteric than the <u>OTHERWORLDERS</u>, who dominated the northern regions of <u>SAMMAEA</u> in ancient ages – the latter part of the <u>SECOND AGE</u> and the <u>THIRD AGE</u>. The names of some djallach can still be seen in the old legends of <u>MHAROKK</u>, with individuals like <u>MUKHAL</u>, <u>ALL</u>, <u>TALGENN</u> and <u>SURMAS</u> all dominating the myths and legends of the region.

<u>DJALLACH WARS, the</u>: *Myt. His.* In the mythology and ancient history of <u>ELYDEN</u>, great war in the late <u>THIRD AGE</u> (c. –41000 – –40,000 RM), that dominated all of the continent of <u>SAMMAEA</u>. The war was fought between the descendants of the immortal <u>DJALLACH</u>^(L) and their mortal armies, and the demons of ancient myth. The great war ended with the passing of the <u>THIRD AGE</u> and the deaths of the Djallach.

<u>DIELOT</u>: Soc. Mus. Rnk. A caste of wandering storytellers, musicians and historians common in the north east of <u>SAMMAEA</u>. Djelots are almost invariably loners, moving from settlement to settlement, sharing songs and stories in return for food and accommodation. They are highly respected within the society of <u>AETHIOS</u>, where they are thought to have originated, though form a crucial part of oral culture in other nations. In the north east of Sammaea including <u>MULCIBER</u>, <u>SIRIPHAGOS</u>, <u>ARKOS</u>^(1.) and the south of SARASTRO.

Though traditionally laymen with regards to the <u>FIRMAMENT</u> and the <u>ATRAMENTA</u>, many are known to be <u>SHAPERS</u>, possess minor supranatural abilities, they use to help those they encounter.

Some djelots have been known to wander into the darker lands of <u>KHARKHARADONTIS</u>, some of them emerging untouched by the great taint that lurks there.

<u>DJERRA</u>: Geo. Region of <u>ATRAMENTAL TAINT</u> in the c of <u>KHAMID</u>.

It is categorised as a MODERATE THREAT by the KORACH.

It is categorised as a <u>MODERATE THREAT</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES</u>.

<u>DJESMASH</u>: river in the north of <u>SABIA</u>, flowing south for 290-miles from sources in the <u>METUN KOR</u> Mountains before emptying in the <u>SEA OF BIELOST</u>.

<u>DLONA</u>: Geo. Region in the south east of <u>WESTERN MENISCEA</u>, forming a border of sorts between the south east of <u>VALA</u> and the south of <u>CHAUTULA</u>. Since the earliest records began it was considered a place that is close to the <u>OTHERWORLD</u> and the gestating spirits of the dead, with many seers claiming to see visions of their horrific bodies in midmetamorphosis, either in their visions or as dreams.

NECROMANCERS have, since time immemorial, conducted summoning rituals here to try and bring the dead back to life, though such attempts are rarely successful or work out as intended. It is shunned by most and some areas, particularly in Vala have walls and tower to keep people out.

<u>DNEB</u>: 1. Geo. Island north of the <u>TROPIC OF MAOCARHL</u>, in the <u>SEA OF MIROVEA</u>. Much of the island was revealed by waning sea levels in the first half of the 4th millennium RM, and by c. 3600 RM it had more than doubled in in size.

2. Set. Only major city on the eponymous^(1,) island, that pre-dates its growth following the waning of <u>ELYDEN'S</u> seas, and thought to have appeared in c. 2200 RM (Pop. c. 110,000).

<u>DOAHMII</u>: Set. Major city in the south of <u>PNESSA</u>, in the region of <u>SIMEANAGH</u>, which traditionally was the densest part of its jungles, though the region has been subjected to logging over the past 50-years,

leading to a loss of surrounding flora and fauna. The city is situated along the southern shore of river <u>IGRAHORA</u> and controls trade across it via barges that traverse the river through a system of dykes and locks that are centuries old (Pop. c. 130,000).

<u>DOALE</u>: Set. Small coastal city in the far north west of the <u>INTERURBAN STATES</u> (Pop. c. 12,400).

<u>DOAST</u>: Set. Small coastal city in the north of <u>GIBEAH</u>, overlooking the <u>ROILING SEA</u>. It is known for its skyship ports as well as its sea harbour (Pop. c. 13,000).

<u>DOCENT</u>: 1. Atr. Rnk. Org. Medium rank within the <u>Arâthuahi Order</u> of the <u>Sanctified Inquisition</u>, whose members serve in one of two roles, either acting as mentors to other agents, or travelling across the <u>EMPIRE</u>, educating people to the dangers of the <u>Atramenta</u>, where they also act as scouts and information gatherers, reporting back to the Order with their findings, establishing whether further investigation by <u>Shadow Hunters</u> is needed in the area.

2.*Pol.* Elected rulers of each of the eight prefectures of <u>HOLOLACH</u>^(1.). Each docent is an accomplished <u>SHAPER</u> of great worth as well as a practitioner of the <u>VARPULIS'</u> divine teachings.

<u>DOCET</u>: Geo. Region in the c of <u>GNOTH</u> known for its level glass-like surface known for its reflective quality.

<u>DOCETAN</u>: Set. Settlement in the c of <u>GNOTH</u>, along the course of the river <u>NEPHOT</u>. It forms a part of the northern route of the <u>GNOTHI ROAD</u> and offers lodging, food, and other services to merchants travelling the road (Pop. c. 3,000).

<u>POCTRINES OF AVRAHAM</u>: Rel. His. clay tablets unearthed in <u>PARTHIS</u> in c. 3600 RM believed to bear the teachings of <u>AZER</u>^(2.), scion of the <u>DEMIURGE AVRAHAM</u>. The writings, though largely untranslated, became the centre of a small but influential mystery-cult (also called the Doctrines of Avraham) in Parthis and the north east of the <u>TARAHID ANNEXES</u> towards the end of the 37th century RM, many members of which were <u>SHAPERS</u>. The cult is pervasive in all echelons of Parthisan culture, including its uppermost classes, and some commentators have likened it to a religious cult, which runs contrary to the vocal secular stance taken by the republic.

The popularity of the Doctrines of Avraham was questioned in 3922 RM with the discovery of the so-called *ELDRITCH EPISTLES*, that threw their validity into doubt. The discovery was rapidly silenced and few today are even aware of their existence.

<u>DODRANTA</u>: *Rvr.* River in the far north of <u>NAARETH</u> flowing for 415-miles east from sources in the <u>IROT</u> and <u>IROTHA</u> Mountains before meeting the coast at the <u>IAPETAN SEA</u>. The river is used to ferry raw stone east to the city of <u>MAARCH</u>.

<u>DOERIA</u>: *Rvr.* River in the east of <u>KOLCHIS</u>, flowing west and south for around 575-miles, from sources in the <u>MARMARA</u> Massif and the <u>THAURIR</u> Mountains in <u>ALMAGEST</u>, and the <u>ARINIEL</u> Hills in the c east of Kolchis, before reaching the <u>SEA OF SEKHEM</u>. The river is for the most part narrow and fast moving, its waters crystal clear and cold.

<u>DOG SEA, the</u>: *Geo.* Dune desert in the c west of <u>ANUBIA</u>, over 22,000-square-miles in size. It is named after the many dog-headed colossi that pepper the area, most of them ruined, half eaten by the crawling sands. These statues are most common in the ruined temple known as <u>CYNOPOLIS</u>.

<u>DOGE'S PALACE</u>, the: Pol. Str. Rulers' palace in the city of <u>HOAMM</u>, on the eponymous island. The palace is renowned for its large display of framed maps dating from all eras of the <u>INNER SEA'S</u> history.

<u>DOGON</u>: *Lak*. Salty endorheic lake in the south of <u>LYRIDIA</u>, and remnant of the now dry STRAIT OF NÁRTHEL.

DOGRDIN: *Int. Set.* Sulphur mine in the east of <u>CYHLAGHARR</u> in the region of <u>ANGRDUR</u> (Pop. c. 2,200).

<u>DOHILLA</u>: For. Forest in the west of <u>BROR</u>^(1.), across the border between the north east of <u>ISESETH</u> and the south of <u>TOAHN</u>.

<u>DOIDA</u>: 1. *Lak*. Lake in the c west of <u>AHRISHEN</u>, fed by the river <u>SAVEST</u>. Like many other lakes in the c of Ahrishen, it is seasonally inundated by floodwaters from summer snowmelt and a lengthy wet season, making it grow and shrink in cycles. The lake once formed the eastern-most part of

the <u>SEA OF PYREA</u> though was the first lake to be born from the seas slow retreat.

2. *Rvr.* Canal in the c north west of <u>AHRISHEN</u>, forming part of the <u>AHRISHENI WATERWAYS</u>, linking lake <u>EURADA^(1.)</u> in the north west and lake Doida^(1.) (after which it is named) in the south east. It is around 34-miles long, and contains 23 locks.

<u>DOIL</u>: Set. Settlement in the south west of <u>RAONGEN</u>^(2.) to the north of the <u>URAHASH</u> Massif, in the <u>JIANNAN</u> Hills. Its people are known to be aesthetes, using shaping and technarcana to help them become more receptive to the visions and <u>DREAMS</u> of the <u>GOD WHO SPEAKS</u> (Pop. c. 6,500).

<u>DOKTANDIYA</u>: *Rvr.* River in the north east of <u>PARAIYA</u>, flowing north for around 130-miles, before meeting its parent, the river <u>SHIBBOLETH</u>^(3.).

<u>DOLI CODA</u>: Set. Small coastal city on the east of <u>SURUTUR</u>. Its main industry is fishing (Pop. c. 11,000).

<u>DOLINE COAST, the</u>: Sea. Region in the western-most coast of <u>THE SURRACH</u>, over 100-miles long and covering some 650-square-miles. It is characterised by hundreds of sinkholes and caverns, many of which are linked and flooded. The coast is beautiful and its lack of resources of note has left it largely unpopulated and untouched by civilisation. It is a haven for birds and small mammals.

<u>DOLL'S HEADS</u>: Leg. Soc. A common custom in rural parts of <u>ALMAGEST</u> and <u>SKAROS</u> where people use dolls heads to ward off evil spirits. The tradition dates back to the early centuries of the <u>FIFTH AGE</u> when people would make small humanoid fetishes from bundles of twigs. These later evolved into wooden dolls, themselves being replaced by just the heads.

These are commonly strung from belts, baldricks or straps and have become as much a common symbol of luck as an antiquated superstition, and even people in urban areas make and buy ornaments in the shape of doll's heads, perhaps without knowing the roots of the tradition. See Vol II: Legends and Folk Tales.

<u>DOLLOR</u>: Set. Small city in the north west of the <u>HENDECARCHY</u> of <u>LONAR</u> in the south west of <u>MALAN</u>. (Pop. c. 15,000).

<u>DOLLURN</u>: Set. Coastal city in the east of <u>KAZZAR</u>⁽²⁾, overlooking the <u>BAY</u> <u>OF ILLIA</u>. Its main industry is shipbuilding (Pop. c. 33,000).

<u>DOLMEN</u>: 1. *Mys. Str.* Simple stone structures common in <u>ASTUDAN</u> that take the form of doorways or portals, typically with a pair of standing stones with a large lintel resting on them.

They are ancient, dating back to the <u>FADING</u> after the <u>FOURTH AGE</u> till the early centuries of the <u>FIFTH AGE</u>, and were constructed over <u>LEY</u> intersections as a means of stabilising the flow of the <u>MAGICKAL</u> energies and the <u>ARCANE TEMPERS</u> in the surrounding region, making it easier for <u>SHAPERS</u> to act. Today most are either forgotten, lying ruined, though some continue to be used and are tended to by a caste of shamen known as <u>DOLMENWYRDS</u>.

2. Geo. Small mountain-range in the c-south east of <u>GNOTH</u>, known for its jagged peaks and stone-pillars.

<u>DOLMENWYRD</u>: Mys. Sup. Rnk. Wasteland <u>SHAMEN</u> common in <u>ASTUDAN</u> and rural eastern <u>ALMAGEST</u>, where their pagan ways are more likely to escape undetected. A dolmenwyrd is a guardian of ancient <u>DOLMENS</u>⁽²⁾, which lie on important <u>LEY</u> intersections, where they serve variously as waypoints, tombs, cenotaphs, memorials, and/or shrines. They see to it that the flow of supranatural energies crossing the Leys remain undisturbed, and also protect the physical structure from harm – both natural, supranatural, or mortal.

Travellers, rare as they might be in the Desolation, are typically respectful or reverent of the dolmenwyrds, often leaving them offerings or showing their respect by leaving food or other supplies that they might need.

DOLMES: Also 'the Portal-city'. Set. An exotic and unique city located in the c-south east of the VESPERTINE LEAGUE, in the c north west of SAMMAEA, just north of the border with NASTAL (2.). The stone-and-steel city is prosperous and heavily fortified, largely due to its great wealth and the unexplained natural lacuna around which it is constructed. The lacuna acts as a portal or doorway through which any one passing can travel instantaneously to a distant land that is subject to a similar phenomenon in what can only be considered a foreign land, known as

<u>FAR DOLMES</u>, that remains unidentified as any known realm within <u>ELYDEN</u>, despite centuries of exploration across its strange lands.

Some scholars have postulated that Dolmes may lead to another <u>PLANET</u> within the <u>SORCHARI SYSTEM</u>, possibly <u>LIVIAD</u>, though such claims are unsupported. Despite this, those travelling through the gateway at night report the stars taking on different positions to what they are used to seeing, which might support the claim, though it also means that they are emerging on the far hemisphere of Elyden or a drastically different latitude.

Far Dolmes is largely a colony used for resource-gathering, with strange stones and ores mined there and transported back to Dolmes, where they are sold as exotic object d'art. Dolmes is very prosperous and is largely unaffected by the death of Elyden, though its tyrannical rulers see little of the massive wealth they generate redistributed amongst the populace – most of which are slaves. The tyrants claim to be the first men to discover and travel through the lacuna, and are said to have been granted immortality by an OTHERWORLDER, whose icon now crowns the city (Pop. c. 160,000).

<u>DOLNAS</u>: Set. Settlement in the southern mainland of the <u>FREE-ISLES OF PELASGOS</u> (Pop. c. 8,300).

<u>DOLRA</u>: *Rui.* Ancient abandoned city in the south of <u>AZAZEM</u>. Once a large city, it is now abandoned, its buildings eerily intact, following an <u>ATRAMENTAL</u> incursion there.

<u>DOLYST</u>: Rui. Ancient fortified settlement in the short-lived nation of <u>UHLSAAT</u> (later the <u>CITADEL MOUNTS</u>), on whose ruins the imperial fortress of <u>ASIUM</u> was erected in c. 400 RM. The settlement was built on the highest peak of the eponymous peninsula that divides the <u>DAARKEN GULF</u> from the <u>SEA OF ERIA</u> in c. -1500. Its high-tower had an unobstructed view of the surrounding seas and became in important citadel, the city's walls built atop a steep-sided bluff that made it highly defensible to attack.

In c. -1120 RM Dolyst was attacked by <u>AUERENI</u> barbarians following their victory in the siege of <u>COLYIS</u> that had lasted 7-years. There they slammed against Dolyst's high-walls, largely ineffectively, though managing to cut it off from the rest of the nation, which had already been largely destroyed. In c. -1195 RM a mason known as <u>MONDL</u> escaped the city with a handful of faithful, and he travelled north, attracting refugees and Haageni nomads that had begun to enter Uhlsaati lands. He returned to the <u>KOHOD</u> mountain, building the high-tower of <u>MHAQ</u>, where he led counterattacks against Auereni reinforcements, which effectively left their armies in surrounding Dolyst cut-off. The death of their warlord in c. -1193 RM ended the war, with the remnants of the barbarian army feeing east.

LORD-MASON MONDL oversaw the erection of another 3 high-towers, which eventually led to the dawn of the Citadel Mounts. Dolyst remained an independent city-state, growing from strength-to-strength, its fishing fleets dominating the south of the Daarken Gulf and the Sea of Eria, though by c. -150 RM the waters north west of Dolyst became corrupted by the Atramental affliction that had crippled Dhamatea, leaving them barren. Dolyst suffered as a result and diminished greatly in size and power, becoming a vassal to the Citadel Mounts in -19 RM. From there it lingered until c. 300 RM, where the imperial fleet blockaded it and forced it to surrender in 309 RM. Under Korachani control, its harbours were strengthened and refurbished to accept imperial ships, which by c. 325 RM had begun arriving there, bringing immigrants with them. The city was heavily fortified, becoming a major imperial bastion by c. 400 RM, where it was renamed ASIUM; the name of the city's first governor.

<u>DOMACIUS ELEBIN</u>: (D. 1587 RM) Soc. Pol. <u>LAASKHAN PATRICIAN</u> who in 1563 RM devised a new system of postage of the <u>KORACHANI EMPIRE</u>, where postage was paid by the sender, rather than the recipient.

<u>DOMAINS OF SHAUATAS</u>: *Ntn.* Nation in the south east of <u>BROR</u>^(1.). climate/territories *

Little is known of the land other than its extreme xenophobia and insular nature that has led to all foreign attempts at penetrating its waters failing. Its shores and borders are guarded by massive steel-skinned

towers, and ironclad ships patrol its waters across the western BATHASHALOCEAN.

The nation is guarded from incursion – to the north west by the <u>LAHAED</u> Mountains, to the south by the <u>OROGEN</u> highlands and to the east by the deep waters of the eastern <u>BATHASHAL</u> Ocean.

Its people are thought to have emerged from an earlier culture of disparate lagoon fishermen known as the <u>SHAEWA</u>, and countless legends and myths surround their culture today, most of them likely based on nothing more than urban legends and third hand accounts becoming corrupted by countless retellings. The most populous state in each of its domains is ruled by a <u>SCIONIC CREATURE</u> who wields absolute control within its respective domain, but which is subservient to a living deity that rules over the nation.

Its people value hunting and other survivalist activities, and they follow a strict convoluted apocalyptic cult that serves as the backbone of their culture, informing various aspects of their lives. See Vol III: Extant Realms and Nations

DOMAINS OF TRISKETHIA: see TRISKETHIAN DOMAINS.

<u>**DOME OF THE PATRIARCHS**</u>: *Str.* Large dome in the city of <u>SYCHTA</u>, in the south of <u>SAMMAEA</u>.

<u>DOMEO</u>: Set. Settlement in c <u>PELASGOS</u>, and crossroads, linking west with east via the <u>ILONAN PASS</u>. It forms a part of the <u>RED ROUTE</u> and operated hostels and inns that service those travelling the road (Pop. c. 5,000).

<u>DOMINAR</u>: Lan. Sup. Rnk. Voc. <u>PARTHISAN</u> word for incredibly powerful <u>SHAPERS</u>, roughly analogous with the <u>KORACHANI</u> word <u>BASILEAN</u>.

<u>DOMMI</u>: Set. Fortified settlement in the far east of <u>PNESSA</u>, overlooking the border with <u>ELEKHID</u> (Pop. c. 10,000).

<u>DOMNAR</u>: Soc. Rnk. Hereditary title in <u>ANUBIA</u>. Its bearers are the rulers of its fixed settlements.

DOMNENA III: also, 'the Apostate Pope'. (B. 3739 – D. 3814 RM) His. Rel. Pelasgosi church leader and Archbishop. He was elected to <u>Archbishop Magnus</u> of the <u>Church of the Undying Machine</u> and enacted radical reforms that led to the period known as the <u>Reign of the Apostate Pope</u>, which lasted until his assassination in 3814 RM.

DOMNITORS: Pol. Rnk. In the KORACHANI EMPIRE, administrators of Imperial provinces, most notably VÂRR, whose worth were perceived by Korachan to have waned. The appearance of Domnitors usually indicated the long-term plan to desert a region, usually due to its resources having been spent (otherwise the region would be abandoned by whatever Korachani government had come to rule, and handed over to the INTERREGES instead). Their peak was during c. 1500 – 2800 RM, at the height of Korachani imperialism, but as the empire consumed most of its resources and abandoned its goals of destroying THE OLD FOREST, the region was allowed to crumble; the Domnitors with it.

<u>DOMORM</u>: Set. Small coastal city in the south of <u>ANANTHUL</u>. Its main industry is fishing, specifically in the waters of the <u>TURTA</u> (Pop. c. 16,000).

<u>DON</u>: Set. Settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>SYRTIS</u>^(1.) (Pop. c. 2,400).

<u>DONACHAR</u>: 1. Geo. western-most island in the <u>KORACHANI</u> colony of <u>UKOBACHAN</u>, off the eastern coast of <u>SAMMAEA</u>. It is home to a large prison.

2. Set. KORACHANI prison on the eponymous Island off the eastern coast of SAMMAEA (Pop. c. 13,500).

<u>DONADA</u>: See. Small fortified city in the region of <u>ADA</u> in the c west of <u>THE SURRACH</u>, along the course of the river <u>HATHURAN</u>. It was founded in c. 3600 RM after alluvial gold was found there. It rapidly boomed into a city, though has since diminished into a settlement with various industries (Pop. c. 13,000).

<u>DONAGER</u>: Pol. His. Eth. Ancient ruling elite of <u>KOMMEA</u>, descended from ancient <u>KASPIAN</u> immigrants who brought with them the worship of a god known as the <u>SKY DEITY</u>. Their rule had waned by c. 1100 RM and the eventual coming of the scionic being <u>CUNOMAGLIO</u> to the region saw their descendants mingle with settlers from the south.

The first queen of a reunited Kommea, <u>ARLEIE</u>, was descended from Donagers and proudly flaunted her birthright, leading to a string of

dynasties (the $\underline{\text{KOMMEAN DYNASTIES}}$) who could trace their ancestry back to ancient Kommea.

The region's vassalage to Tethysia in 3883 RM led to a decline in importance being attributed to the Donagers, and few today call themselves Donagers and of those who even fewer are of bloodlines that have not been dilute by those of other people. Some Donager families remain, who serve as minor nobles subservient to the extant <u>TETHYSIAN</u> regional governors, and they still reverse their ancient god the Sky-deity.

<u>DONDON</u>: Set. City in the west of <u>SABAISA</u>, forming a regional hub and centre of trade in the area (Pop. c. 38,000).

DONDOUR: Sea. Frozen sea in the far north of LLACHATUL.

<u>DONHAK</u>: Rui. Ancient metropolis in the far west of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>, in the <u>ATRAMENTALLY TAINTED</u> region of <u>TARUULA HAAL</u>, within the desert of <u>PHRITPHORA</u>. Little is known of the ancient stone city, but it had already been deserted for many years when first encountered by imperial explorers in c. 1150 RM.

<u>DONISIA</u>: His. Geo. Ntn. Ancient historical territories belonging to the <u>DEMIURGE SYBARIS</u> and her tribe, the <u>SHIE</u>. It is unknown where those territories were in relation to today's borders, though it is likely that they were along the northern coast of SAMMAEA.

<u>DONN</u>: Geo. Mountains in the far south west of <u>LOEGRESS</u>^(1,), close to the border with TETHYSIA and HARITH.

<u>DONTA</u>: Set. Settlement in the south of <u>AZAZEM</u> close to the coast, though separated from the water by steep 80-ft cliffs. The cliffs are peppered with damp caverns that are filled with fungi and mosses that are harvested by the people of Donta. It is also known for its <u>CHEESE</u> industry, particularly the production of <u>AHAROR</u> (L) cheese, which is used by <u>ONEIROMANCERS</u> across the <u>KORACHANI EMPIRE</u> and beyond (Pop. c. 3,500).

<u>DONYOON</u>: Sec. Small city in the c of <u>KREM</u>. Known for its master artisans who craft exquisite <u>GLASTEEL</u> weaponry, it is also famed for its intricate glass puzzles that challenge their users to solve them without shattering their delicate designs. These puzzles make their way to the <u>ACACINNATHI DYNASTY</u>, where individuals commission bespoke pieces intended to amaze those who look upon them (Pop. c. 17,000).

<u>DOON</u>: Set. Settlement in the c of <u>ALAM BETHYL</u>, along the course of the river <u>OZZUM</u>, a few miles before it meets the <u>KEGHOK</u>. It is within the territory of <u>UNERKILISS</u>^(2.) (Pop. c. 3,800).

DOOR: Set. Fortified coastal city in the c north of IRUGNA (Pop. c. 37,000).

DOORIA: Set. Small coastal city in the south west of <u>AZAZEM</u>, overlooking the <u>BAY OF BASILEA</u>^{(1.).}

It is a relatively recent city to appear in the region, following the revelation of a new rocky coastline in the wake of expanding coastlines following the dwindling of $\underline{\text{ELYDEN'S}}$ Seas in the early 4^{th} millennium RM. It rapidly became a centre of fishing between c. 3100-3300 RM, though pollution of the bay has caused these industries to dwindle (Pop. c. 11,300).

<u>DOPELLANICH</u>: also 'the Whisperer and the Sleeper'. x. Myt. His. In the mythology and ancient history of <u>ELYDEN</u>, thirteenth of the Two-and-Twenty <u>DEMIURGES</u>, whose children were the <u>CATACHIS</u>⁽²⁾.

They were known as dual beings trapped within a single body and had a unique physiognomy as a result, with four legs, four arms and two heads with one eye, ear, nostril, and mouth in each, and a pearlescent disc behind their head. Each head embodied one of Dopellanich's two aspects — <u>S'HITH</u> (the *whisperer*) and <u>NELCHAEL</u> (the *sleeper*, with closed eye and mouth).

They wear the flayed skin of the famed <u>ONEIROMANCER SHAMATZAR</u>

Their known <u>SCIONS</u> are: the <u>DREAMWEAVER</u>, and <u>ETAMOSIS</u>^(L). See Vol IV: the Two-and-Twenty Demiurges.

DOPILIA: Set. Coastal city in the c south east of <u>OBLEVIS</u>. It is a major stop along the <u>BROKERS' ROAD</u> trade route (Pop. c. 55,000).

<u>DOPPON</u>: Geo. Fertile plains dominating the west of <u>TATAR</u>. It is famed for its wild Amaranth and over the years its people have domesticated it into a highly nutritious and easily grown crop that has become the nations' main food source.

<u>DOR ILL</u>: also: 'Light's Tomb'. Rui. Ruined archway in <u>AHRISHEN</u> leading to a hollow in the <u>ASHER</u> Mountains from which emanates an eerie ceaseless halo of rare <u>ATRAMENTAL</u> light.

<u>DORAKRAKOR</u>: *For.* Dense forest dominating the north west of <u>EZASUH</u>^(2.). To the east, it gives way to <u>ASAHAUROKOR</u> forest.

<u>DORCAS</u>: also 'the Gazelle'. Ast. Con. Constellation in the <u>NORTHERN HEMISPHERE</u>, taking the form of gazelle. Her primary star, <u>WORMWOOD</u>, ceased shining on the night of the 3rd <u>KAIONAL</u> of <u>ASHTALEN</u>. See Vol II: Constellations.

<u>DORESAI</u>: *Geo.* Old, crumbling mountain some 250 miles long, forming the centre of SAUA'S northern border with TEMUJA.

DORLEIDON: *Geo.* Mountainous region approximately 350-miles long in the c west of <u>RHEA</u>, forming a partial border with the east of <u>CUTH</u>. It was named by <u>FIRMAMENTISTS</u> after the below island state⁽³⁾ who explored the region in c. 1100 RM, searching for <u>FIRMATITE</u>.

<u>DORMA SAR</u>: *Mil. Str.* Major fortress in the south west of <u>VÂRR</u>, originally built by early <u>KORACHANI</u> occupiers there and upgraded over the years until the <u>INTERREGES</u> 'retreat from Vârr in 3791 RM. It remains in use to this day by the forces of the HIEROGOTHS as their main fortress.

DORISCA: Set. Small city in the south east of VAALK (Pop. c. 17,200).

<u>DORMIVEGLIA</u>: Set. Major city on the south west of mainland <u>HOAMM</u>, built atop an artificial geometric hollow in which are mined <u>DREAMSTONES</u> in great quantities. It is the largest extant continental city in Hoamm.

The city is wealthy, and is the heart of much of Hoammi economy. It is well-guarded and serves as the headquarters of <u>HOUSE VEREND</u>, which is responsible for the mining and trade of dreamstones across the <u>INNER SEA</u> (Pop. c. 118,300).

DORMM: Set. Settlement in the c of PNESSA (Pop. c. 8,000).

<u>DORO</u>: *Set.* Coastal city in the east of <u>ALTHA</u>⁽²⁾. It is a major industrial centre (Pop. c. 43,000).

<u>DOROPHONOS</u>: *Rvr.* Major river in the nation of <u>AYAD</u>, the drainage basin of which dominates most of its landscape. It flows for an estimated 820-miles from many sources in the <u>LERASA</u> Mountains and the highlands of <u>PELAN</u>.

<u>DOROTA KUBAN</u>: (B. 3939 RM) *Pol.* Present prime minister of the vassal state of <u>BISBUT</u>.

DOROZHA, ORDER OF THE: lit. 'high guard'. Mil. Rnk. In the KORACHANI EMPIRE, an elite guard-caste, whose members are drawn from influential PATRICIAN HOUSES. Individuals of the order can rise to become powerful figures in their own right, sometimes becoming heads of defensive agencies of the IRON or BORDER GUARD, even succeeding a patrician to power in some cases.

<u>DORRA</u>: Sea. Small inland sea in the c of the <u>TEMPLAR STATES</u>. It was a far larger sea some 2,000-years ago, though has dwindled in size with the lowering of sea levels, and it is thought that it will become a lake within the next centuries.

<u>DORSA</u>: Set. Settlement in the c west of <u>KORACHAN</u>, east of the <u>FATUACH</u> Mountains, known for its vineyards (Pop. c. 2,500).

<u>DORSAN</u>: Set. Settlement in the c of <u>AQUARIIA</u> along the course of the river <u>BELDAT</u> (Pop. c. 8,000).

<u>**DORTHA**</u>: Set. Small coastal city in the west of the <u>PANTHEON ISLES</u>, in the region of <u>KARAXHANES</u> (Pop. c. 12,000).

DORUK: 1. Geo. Originally a vast winding plain in the east of AZAZEM, stretching from the ALLARIS⁽¹⁾ ridge in the north, to the BAY OF BATHOS⁽¹⁾ in the south, covering some 40,000 square-miles. It by c. 800 RM it was colloquially known as the 'Garden of the Empire', on account of the vast farmlands and fields that existed there, providing food to the EMPIRE and its colonies and dependencies.

2. Geo. Centuries of deforestation, over-farming and the removing of native grasses that held the soil together and absorbed water eventually led to the region developing into a dry barren land, leading to the slow death of the farming industry in Azazem.

By c. 2400 – 2900 RM, the region of Doruk had effectively become a desert, destroying hundreds of communities and farmsteads, displacing thousands of families, and killing millions of livestock over the years. The

AZAZEMI government attempted to reverse this damage by using TEMPESTARII SHAPERS to bring rain to the region and reintroduce agriculture to the region. The effort was initially a success, but unforeseen changes in the climate brought about by the Tempestarii led to torrential rains that caused massed flooding and landslides of the Doruk basin, killing and displacing hundreds of thousands of people from the east of Azazem in one of the largest single man-made ecological disasters of the FIETH AGE.

The event, known now as the <u>DORUK CALAMITY</u>, irrevocably altered the geography of the Doruk basin and shifted the course of the river <u>ZEMEN</u>^(1.) as much as 20-miles west, obliterating hundreds of communities.

The entire region remains now a barren land, empty but for the rotten wooden remains of farmsteads, standing vigil over a grey landscape.

<u>DORUK CALAMITY, the</u>: *His.* Massive man-made ecological disaster that struck the east of <u>AZAZEM</u> in the region of <u>DORUK</u>^(1.) in 3088 RM, killing and displacing hundreds of thousands of people.

Centuries of deforestation, over-farming and the removal of native grasses from the Doruk basin throughout the 2nd and 3nd millennia RM had left the desertified. In a bid to restore the region, the Azazemi government began a project in c. 2920 RM to alter the climate and reintroduce agriculture. Tempestarii Shapers, which had formed a mainstay of the Minasteria OF Agriculture for centuries, were employed to alter the local weather to benefit agriculture – introducing rain and more temperate microclimates, for instance.

Normally taking a subtle form, in Doruk they were encouraged to push their shaping to the limit, with the end goal of making Azazem an agricultural utopia. They worked for years, and after decades of indirect manipulation, were successful. Farming settlements and livestock were reintroduced to the Doruk region, though in late 3086 RM, after the shapers had stopped their manipulation of the weather, it became clear that all was not well. The region was experiencing its first weather cycles without any outside assistance through either shaping or technarcana, and heavy rains were widely reported across the Doruk region in the month of ASHTALEN, continuing throughout the winter into early 3088 RM, by which point the basin had been stricken by severe flooding for months. This reached a crux in HAELEN, when massive landslides in the western foothills of the TEKRACHT and OTHACHA mountains devastated the east of the Doruk basin, effectively burying the river ZEMEN (1.), which would re-emerge with continued rains and flooding, some 20-miles west of its original location.

The calamity saw hundreds of settlements, some of them large cities and hubs of metallurgical and <u>DROSS</u> industries, obliterated and their people wiped out. Those who could, fled to the north or across the <u>BAY OF BATHOS</u>^(1.) to safer lands, where they became refugees or established new settlements, amongst them <u>FALKAN</u>.

The Doruk Calamity caused the <u>KORACHANI EMPIRE</u> to re-evaluate its use of Tempestarii in agriculture, and they are now used in a reactionary rather than pre-emptive capacity – controlling storms, redirecting rain on a small scale and so-on, rather than attempting to alter climates on a large

<u>DORN KINGS</u>, the: Pol. His. A dynasty that rose in the west of <u>MHAROKK</u>, during the <u>WAR OF SUNDERING</u>. The first Dorn King was the champion <u>DAZAKUR</u>, who rallied the disillusioned and forgotten people between the rivers <u>CTHONA</u> and <u>LISSA</u> in 3704 RM, becoming the first Dorn King, and founding the nation of <u>ALLASAN</u> from the city of <u>ALLAS</u>. The name Dorn Kings harks to an ancient legend common to the region and was adopted by Dazakur, being used by his descendants.

The line of Dorn kings ended in 3887 RM with the self-imposed exile of the 5th and last King <u>Alabas Azer III</u>, whose childhood was ended by <u>LAACHOMI</u> attack of Allasan, leading to the execution of his father, and his mother being forced to wed the following his self-imposed exile to atone for the wrongdoings of his predecessor. Since then, the region has been ruled by a line of stewards who are prevented by law from enacting new laws or edicts, leading to the stagnation of <u>Allasan</u>. In c. 3874 RM the stronghold of <u>YBEI</u> was built, taking its name from an ancient ruin beneath it.

<u>DOROSS</u>: Set. Small city in the contested lands of <u>UTIMAN</u>, in the north of <u>PORPHYR</u> (Pop. c. 14,300).

<u>DORTISS</u>: *Int. Set.* Crystal mines in the tribe of <u>ORIM</u> in the far west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 3,000).

<u>DORYNTH</u>: Set. Major city in the east of <u>KOLCHIS</u> that stands on the western bank of the river <u>DOERIA</u>. It was attacked by <u>ALMAGESTI</u> forces in 2992 RM, after geological surveys in the area discovered deposits of iron, though most invading forces had been whittled down by indigenous trappers and parties in the <u>THAURIR</u> Mountains by then. It was the last major battle in a decades-long war with Almagest. Since then, it has become famous for its 150-ft. high astronomical tower and its three <u>CLOCKS</u>, which are maintained year-round by expert <u>HOROLOGISTS</u> (Pop. c. 52,800).

<u>DOSSAL</u>: also 'the Hanging City'. Ser. Independent settlement in the c west of <u>THE SURRACH</u>. It is situated along the steep cliffs in the treacherous eastern slopes of the <u>PSAMMOL</u> Mountains and is home to various monasteries and religious groups and is known for the high-quality manuscripts it creates (Pop. c. 24,000).

<u>DOTHEGAR</u>: Geo. Mountain-range that serves as a natural border between the nation of <u>RHINOCOLOURA</u> and its vassal, the territories of <u>ETHISTONITH</u>. The east of the range is home to the independent state of HAZOR.

DOTHIL: (B. 1777 – D. ?) also 'Surveyor of Impossibilities'. Car. KORACHANI cartographer and, later, explorer. Born in KRIESHTAN, on the island of MALETH, in the middle of the INNER SEA, to a sea-merchant family, he spent his youth on one of his father's vessels before studying at the OBSERVATORY in DEOCHAN, where he became a cartographer in 1796 RM. He spent some years in a private office, reproducing maps by famed explorers for the literati in KHADON, though always wanted to be the explorer himself.

After working hard to attract rich patrons between 1802 and 1803 RM, he was granted a charter to explore KHARKHARADONTIS in the name of the Empire. In 1811 RM he came across a previously unrecorded hollow that led into the mythical realm of CARCERI, the so-called underworld that stretches beneath as much of ELYDEN'S surface. There, he became obsessed with the PRISON CARCERI and devoted the rest of his life to a futile attempt at mapping it and cataloguing its flora and fauna He grew rich bringing back exotic spoils from his expeditions and was able to prolong his life through ATRAMENTAL means and TECHNARCANE orthoses, though few ever believe his wondrous tales of the oddities he came across.

Known as the Surveyor of Impossibilities in his first years of exploration, he was known to spend years and even decades away from home, with his increasingly infrequent returns to the civilized world becoming cause for celebration. But each return showed ELYDEN the price of his expeditions. His mind was broken and his body was not that of the man who first left Korachan in 1803 RM. His stories became more fanciful and grotesque, and he fell out of favour, accused of lunacy by all but his most ardent followers, who would all eventually die of old age, leaving him with no living link to the Empire. His return to the capital in 2215 RM was largely ignored — most had never heard of him and even cartographers and scholars had passed him off as dead over a century before, and accused the man as being an impostor. The few who would listen to his ravings assumed he was a descendant of the first Dothil, though his ramblings of chambers without ceiling, baroque engines hundreds of square miles in size, and cathedrals that hung from cavern roofs didn't garner him much acclaim.

His last recorded return to civilisation, if indeed it was him, was in 3978 RM. If that's true, he would have been 2,201 years-old – an unimaginably long life, even by Korachani standards, which have led some biographers to postulate that he had died at some point in his travels, returning as an otherworlder to continue his work; or that he had discovered some alien method with which to prolong his life; or that time may not pass the same in Carceri as it does in the surface world.

Much of what we know of deep Carceri is attributed to him and his acolytes, though more recent findings could just as easily be the ramblings of a mad descendant. The move valued and tested maps of Carceri – particularly those of the upper depths – were drawn up by him and are prized to this day.

DOTTUR: Set. Coastal town in the south of AZAZEM (Pop. c. 1,800).

DOUN: 1. Geo. Plains in the north east of TEMUJA.

2. Int. Pol. Soc. Bus. Small <u>PATRICIAN HOUSE</u> native to <u>AZAZEM</u>, known for its eccentric ways, most particular of which is its mobile ancestral home, known as the <u>GARDEN OF DOUN</u>, which crawls on gigantic caterpillar tracks across the wastes of Azazem and its surrounding lands.

The house is believed to have once been charged with governance of vast tracts of agricultural lands, which slowly died to mismanagement. It later dabbled in the nascent science of DROSS manufacture, becoming one of the houses that pioneered its production in the INNER SEA in c. 2780 RM. Its lands were later taken by the imperial government and in 2821 RM it was charged with further developing techniques required to cheapen the production of dross, earning it a place amongst the famed Attropy Houses. Its new role required its members to travel across agricultural centres across Azazem and beyond and over the years it began to rely on conveyors and LANDSHIPS, living in them while moving across the empire.

In c. 3200 RM it commissioned the construction of a large landship, which was completed in 3282 RM and christened as the <u>GARDEN OF DOUN</u>, after which the house completely relocated to the engine, in which it lives to this day. It employs various smaller (yet still large) conveyors that are used to shuttle house envoys and diplomats across the empire as the Garden of Doun crawls across Azazem. See Vol II: Patrician Houses.

<u>DOUN, GARDEN OF</u>: Int. Veh. Pol. Gigantic <u>LANDSHIP</u> that serves as the house and bae of operations of the <u>ATROPI HOUSE</u> of <u>DOUN</u>. The great vehicle crawls across the empire on 6 caterpillar tracks, taking the house and its envoys to centres of <u>DROSS</u> production. It is named after the verdant gardens that rest on its arched back, in the centre of which is the estate of <u>HOUSE</u> Doun. The Garden of Doun is famed across <u>AZAZEM</u> and it can often be seen crawling in the wasteland on its way to strategic locations.

It was built in 3282 RM and has been constantly in operation since then, moving slowly from place to place as the House conducts its business. Its vast hangars are home to dozens of smaller (yet still large) ambassadorial conveyors that are used by House members to travel more quickly to embassies and dross manufactories across the KORACHANIEMPIRE.

It employs dozens of engineers, mechanics, technologists and gardeners, not to mention the slaves and household staff more common to the more mundane <u>PATRICIAN</u> estates and villas found across the empire.

DOUVA: *Geo.* Island in the north east of <u>TATAR</u> in the east of the east of the <u>IGUZZEN</u> lagoon in the <u>BAY OF RIPAA</u>. It was part of <u>KAZZAR</u>⁽²⁾ until 3970 RM, though control passed to Tatar following years conflict and territorial disputes on the isle, over ownership of collieries. As a result, most of the islands' inhabitants speak <u>KAZIRAN</u>, following their years under previous Kazzaran rule.

<u>DOWER</u>: Sup. Form of <u>FIRMAMENTISM</u> whose users rely heavily on <u>FOCI</u> in the drawing of their powers. Without a focus many dowers find their Firmamental abilities greatly diminished, though while in possession of a focus (a specific item through which the <u>SHAPER</u> has grown accustomed to using) they are incredibly potent within their sphere of influence.

<u>DOX</u>: Set. City occupying the northern slopes of the <u>SYNHODOS</u> plateau, in the c of <u>JURRAS</u>^(2.). It was the Jurrasi capital until 403 RM, when the government was moved to <u>DERKAZ</u>, and was also home to a <u>MYSTERY CULT</u> dedicated to the entity <u>SENDKA</u>, which was the main religion in Jurras until c. 420 RM, at which point it was assimilated by the <u>CHURCH OF THE UNDYING MACHINE</u> (Pop. c. 50,000).

DOXAMELES: For. Sparse scrubland in the c east of <u>AQUARIIA</u>.

<u>DOYEN</u>: Rnk. Scholars within the <u>WHITE LEAGUE</u>, who also serve as clerks within its administration, and bankers of the <u>WHITE BANK</u>.

<u>DOYEN-KNIGHT</u>: Mil. Rnk. Scholar knights within the <u>WHITE LEAGUE</u>, who, unlike the <u>DOYENS</u> that they are drawn from, travel across the <u>INNER SEA</u>, documenting their discoveries alongside the more militant warriors of the order. Many of their findings have found their way into major works such as the <u>ENCYCLOPAEDIA ELYDEN</u>.

<u>DRACONA</u>: Lak. Salty endorheic lake in the south of <u>LYRIDIA</u>, in what was once the <u>STRAIT OF NÁRTHEL</u>. The lake is fed by the waters of the

river <u>UEFIRAT</u>, whose flow is bolstered in summer following snowmelt in the <u>UEFIR</u> Highlands as well as rains in winter. The extra water increases the level of the lake enough that it sometimes breaks its banks and flows into the remnants of the Strait of Nárthel to the west, though this effect has lessened over the years. The last recorded incident was in 3997 RM. The name is ancient and its origins are now unknown.

DRAD GATH: see MIRROR LAKE.

<u>DRADAMAN</u>: Sea. Reef in the west of the <u>MAIDEN ISLES</u>, between the island of <u>ELDARA</u> in the north and <u>VOIRIN</u> in the south. It is known for the labyrinthine formation of its reef.

<u>DRAGAN ALARIC</u>: m. Atr. Per. (B. 3933 RM) <u>SHAPER</u> and high-ranking member of the <u>VÁMAN ORDER</u> of the <u>SANCTIFIED INQUISITION</u>, who serves as a High-<u>INQUIRER</u>. He has undertaken the <u>SHADOW MARCH</u> twice and his body has contracted <u>ATRAMENTAL AILMENTS</u> as a result, leaving one of his arms withered and blackened from prolonged exposure to the corruption around the <u>SEPULCHRAL PALACE</u>.

<u>DRAGLIA</u>: Set. Major coastal city in the north west of <u>CHAUTULA</u>, overlooking the <u>SEA OF ALETA</u>. Its natural harbour is very deep and it is known for its dry docks, which repair and build ships from across MENISCEA (Pop. c. 130,000).

<u>DRAGOMAN</u>: Pol. Rnk. Common court title amongst nations in the north east of <u>SAMMAEA</u>, notably <u>SARASTRO</u>, <u>VENTHIR</u>, and <u>NAARETH</u> (where it is one of few roles in which men are given prominence). Their roles include acting as guides, translators and interpreters in cities and on journeys. During the rule of the <u>KORACHANI EMPIRE</u>, the dragoman caste remained, though became assimilated into the occupying empire's culture. Despite this, the strength of the dragoman caste was enough to allow its spread to other nations, and by c 1000 RM other regions, such as <u>PELASGOS</u> and <u>LIDEA</u> became home to the dragoman caste, and they survive to this day.

In Venthir they are appointed to visiting diplomats and dignitaries under the guise of guides, though it is well known that they act as spies for QUEEN HETEPHERES.

<u>DRAGON</u>: 1. Alc. Myt. Phil. In <u>GNOTH</u>, one of many anthropomorphisms, used to explain natural phenomena and <u>ALCHEMICAL</u> reactions. Synonymous with true enlightenment, and seen by scholars as a symbolism for the <u>DEMIURGE URAKABARAMEEL</u> and his teachings; a reconciliation of spirits between <u>SCIONS</u> denied by their ancestral father.
2. Fau. Fantastical extinct creature, commonly linked and attributed to the <u>DEMIURGE ASHTERATH</u>. Described as being reptilian and of large wings, their closest surviving relatives are the <u>BALAURS</u>, <u>PHYLACTERS</u>, <u>SERAPIS</u>, and <u>TARRAGONS</u>. They are thought to have died out some time during the early <u>FOURTH AGE</u>, possibly hunted by Ashterath himself.

<u>DRAGON</u>, the: 1. Also 'Iaga' or 'the Guardian'. Mys. In <u>TEMUJAN SPIRITUALISM</u>, the <u>TUTELARY SPIRIT</u> of protection. See Vol IV: Religions and Cults.

2. *Ast. Con.* Constellation in the <u>NORTHERN HEMISPHERE</u> of <u>ELYDEN</u>, commonly regarded as the largest and most well-known of constellations. See Vol II: Constellations.

<u>DRAGON ARCH</u>, the: Int. His. Arc. Ancient ruin in the west of <u>ATARAXIA</u>, in the foothills of the <u>BLACK MOUNTAINS</u>. Around 200-ft. high, it is carved from <u>FIRMATITE</u> in situ, made to resemble two dragons, their bodies and necks entwined. It is free-standing and, despite its apparent age (it is thought to date to the middle <u>FOURTH AGE</u>), it miraculously stands solid to this day.

<u>DRAGON ASSASSINS</u>: Org. Group of assassins based in the fortress of <u>MUNDER NAH</u> in the <u>ABOSHATHOT</u> Mountains in the far east of <u>THE SURRACH</u>. Their blades are fashioned after ancient dragon teeth, and it is said a real blade of such design hangs in their base.

DRAGON-BLOOD TREE: Flo. Exotic trees native to the north of the island-continent of BROR (1.). They are characterised by their parasol-like appearance, with branches and vane-like leaves concentrated in the top of the tree above a thick, segmented, bare trunk that seeps a thick red sap – its namesake – which is dried and utilised in various industries, most commonly as a varnish or dye. See Vol II: Classification and Taxonomy of Life.

<u>DRAGON ISLES</u>: also 'the Zhoffar Isles'. Geo. Common name around the <u>INNER SEA REGION</u> for the archipelago known as the <u>ZHOFFAR ISLES</u>, located off the far western coast of <u>WESTERN SAMMAEA</u>.

The origin of the archipelago's name is difficult to place, though few scholars now believe in any draconic links. <u>DHA NAR</u>.

<u>DRAGON, ORDER OF THE</u>: *Org.* Secretive militant order common in <u>EASTERN LLACHATUL</u> of which little is known around the <u>INNER SEA</u>. Its leaders are known as Draguleans.

<u>DRAGON TOWER, the</u>: *Mil. Str.* Coastal fortress in the north west of <u>JURRAS</u>⁽²⁾, overlooking the <u>SEA OF TARAMAR</u>, and has been home to the <u>HARBINGERS</u> since c. 2300 RM.

DRAGON'S SPINE: see SPONDYLIA.

DRAGON WARS: His. Ancient conflict that took place during the early THIRD AGE, in which the DEMIURGE ASHTERATH and his children the SERAPIS waged a barbarous war from their stronghold of HINDESSEL against the other mortals, with no objective other than bloodshed and the soring of discord. Eventually, seeing the grandeur and scope of the PLAGI empire, Ashterath turned his attentions towards them, bringing the conflict to his old mentor Rachanael, causing great destruction that spilled over into the domains of many other peoples.

The war ended with the intervention of <u>TALANTEHUT</u>, who banished Ashterath to the heavens and cursed his children to a bestial existence. She commanded Rachanael to divide the monolithic plagi empire to limit its influence in <u>ELYDEN</u>.

Rachanael laughed. He was the first being to deny one of Talantehut's edicts and it broke her. Rachanael, his opponent killed and his armies neutralised, continued sowing destruction across Elyden, unopposed.

ALLAISHADA saw this and knew that it had to stop. Seeing what Rachanael had done with the Atramenta, she turned to DURUTHILHOTEP and together the two were able to harness the FIRMAMENT, turning her into a conduit for its presence in Elyden – the AVATAR OF LIGHT — SILLAMÉ. She brought balance to Rachanael's actions, demolishing the domains of the plagi and bringing an order to Elyden that continued throughout the Third Age, ending the Dragon Wars.

<u>DRAGONSHEDGE</u>: Flo. Large hedge known for its very tough wood, that burns very slowly with a lot of smoke. It is most common in <u>TEMUJA</u>, and the north of <u>SAUA</u> and <u>MALAN</u>, where it was traditionally used in religious rituals. See Vol II: Classification and Taxonomy of Life.

<u>DRAHEN</u>: Set. City in the north west of <u>AHRISHEN</u>, close to the border with <u>THE OLD FOREST</u>. Drahen has steady trade partnerships with the city of <u>ORM ZALESH</u> to the north west, and is thought by many to be controlled by the <u>GREY MERCHANTS</u> (Pop. c. 20,000).

<u>DRAHOMIRA</u>: Geo. Grey crags in the north west <u>MALAN</u>, in the <u>HENDECARCHIES</u> of <u>AONIA</u> and <u>CYRENIA</u>, which act as a natural border with the south east <u>TEMUJA</u>. Their southernmost reaches were once home to a large ruin of grey stones, though nothing remains of it today for it was slowly disassembled over the centuries for use in other construction projects.

<u>DRAIDH</u>: Set. fortified coastal city in the north west of the <u>HENDECARCHY</u> of <u>NHORA</u> in the north east of <u>MALAN</u>. It has a large port, which trades goods across the <u>GULF OF ELRI</u> (Pop. c. 46,000).

<u>DRAIN FLY</u>: Fau. Large flying insects that can grow to around 1" long that live naturally in fens and bogs but which have adapted to life in temperate urban areas, where they are often found over sewer grates and vents, and which are considered pests. See Vol II: Classification and Taxonomy of Life.

<u>DRAK LON</u>: lit. 'Citadel of Judgement'. 1. Pol. Sct. Capital city of OPHIUSSA, located in the east of the nation, to the north east of the ESATH Mountain. The city has existed since c. 1000 RM, when it was a powerful polity, and eventual opponent of the OPHIUSSAN LEAGUE, moving against it with its ally <u>APHALASS</u> in 3262 RM, effectively excising a third of its trade-routes and caravanserais, with many smaller settlements defecting. This led to the dissolving of the league in 3285 RM, after which Drak Lon would grow in importance.

Over the coming decades the culture of Drak Lon would spread, becoming more pervasive than that of <u>NALE</u>, and by c. 3300 RM it had come to control what by then was known as Ophiussa, becoming its

capital in 3308 RM. Today it is a major centre of education in the nation, and is also the base of its military recruitment (Pop. c. 820,000).

2. *Mil. Str.* Fortification in <u>OPHIUSSA</u> and stronghold of the <u>SUCCESSOR-KING</u> and heart of the capital city^(1.). It was constructed in c. 3800 RM, atop an existing fortress that once overlooked the <u>SEA OF SERPENTS</u> following the rise to power of the Successor-king.

<u>DRAKAINA</u>: Pol. Geo. Tribe in the west of <u>MULCIBER</u>, in the <u>GROWING MOUNTAINS</u>, in the north east of <u>SAMMAEA</u>. The people of Drakaina inhabit the hot roughlands that dominate the north eastern face of Mulciber, overlooking the Tomb of the Lost Ones in the west of the deserts of <u>ANUBIA</u>. The culture of Drakaina once revolved around the <u>FIRE LIZARDS</u> that their warriors rode into battle, and the <u>SERAPIS</u> that once plagued their lands. The serapis have been largely neutered, and fire lizards now remain as a cultural emblem, though some rural settlements still maintain the old traditions. The strength of their defeated foes was thought to be passed on to the victors by ingesting their flesh, and so, defeated serapis were cooked and eaten communally. The practice remains to this day, though given the relative rarity of encounters with serapis, it is uncommon.

The ruling city of Drakaina is <u>DRAUT</u>, known for its worship of a corrupted idol of <u>ASHTERATH</u> known as <u>OTHUR HALL</u>. Clashes with Anubian nomads are common along the floodplains of the river ATEIGHA.

<u>DRAKE</u>: Fau. Creatures native to lands west of the <u>STRAIT OF SKAROS</u>, synonymous with <u>BALAURS</u>. They are reptilian bipeds that stand some 8-feet high at the shoulder and 25-feet long from head to tail. Their skin has a metallic green sheen, and the limbs, neck and tail of males are covered in brightly coloured feathers, not unlike those of a peacock.

They are fierce hunters and wild, extremely hard to domesticate, even if they are incredibly rarely seen, only occasionally glimpsed in the hills of the <u>BLACK MOUNTAINS</u> by trade ships plying their trade up and down the Strait of Skaros. See Vol II: Classification and Taxonomy of Life.

<u>DRAKEMOUNT, the</u>: (11,181-ft.) Geo. Great steep-sided mount along the south western peaks of the <u>SPONDYLA</u> Mountains the top of which grazes the low clouds of central <u>HARÉSHK</u>. The skeleton of a drake tops the mound, and it is a place of pilgrimage amongst worshippers of ASHKERON.

<u>DRAKIN</u>: Fau. Small omnivorous creatures distantly related to <u>DRAKES</u>, with which they share many physical features. They are common in heavily wooded areas in <u>LLACHATUL</u>, particularly in the south of <u>MALAN</u> and <u>THE OLD FOREST</u>, where they are floor predators. Though difficult to tame, they are sometimes seen as companions to wealthy and influential people. See Vol II: Classification and Taxonomy of Life.

<u>DRAL RETH</u>: Set. Major city in the c south west of <u>KOLCHIS</u>. It is one of the larger cities in Kolchis, and lies south of the northern <u>POLAR CIRCLE</u>. It is famed for its astronomical <u>CLOCKTOWERS</u> and its clockmakers, whose timepieces are sold across the <u>INNER SEA REGION</u> (Pop. c. 120.000).

DRAN VOLDA: *Set.* City in the c of <u>CHEIRA</u> (Pop. unknown).

DRANA: Set. Settlement in the c of CHANDOS (3.) (Pop. c. 8,200).

<u>DRAPETOMANIA</u>: Med. In the <u>KORACHANI EMPIRE</u>, an affliction common amongst the chattel-workers and work-slaves of the <u>MANUFACTORIES</u>, where they come to fear their skyless lives and the monotony of the <u>MANUFACTORY</u>, resulting in a compulsion to escape. This is often irrational, coupled with nausea and vomiting; sufferers usually die in the process of escape. Those that do make it out find their sickness cured within a few days.

<u>DRAZZAN</u>: Soc. Org. One of the 17 <u>Grand Houses</u> of the <u>Nacre League</u>. The House is based in the west of <u>AKANTHRA</u>, and its computers are renowned for their mastery of logistics, calculations and supply chain management. They oversee the coordination of caravans along the most treacherous parts of the <u>Nacre Road</u>. The Houses expertise ensures that goods arrive safely and on time, despite adverse conditions along the road.

DRERLLATAR FARISÛN, BEARER OF THE GODSTONE: (B. c. 1580 – D 2175 RM) *His. Pol.* Ruler of <u>ASSEER</u> from c. 1620 RM until his death five centuries later. He was born in a tumultuous time, centuries after the discovery of a powerful <u>GODSTONE</u> brought chaos to the region,

with warlords allying with each other against whoever controlled the godstone at a specific time. This led to it changing hands many times, making a target of whoever possessed it. Despite the otherworldly powers granted to the wielder of the godstone, every person who gained control of it was eventually killed.

Drerllatar of the $\underline{FARIS\hat{U}N}$ kindred came into possession of the godstone in c. 1600 RM following generations of it being a powerful heirloom, being handed down from parent to child in the dynastic fortress of \underline{LIRIN} . He alone was able to use the godstones' powers to subjugate all his rivals, forming the first truly united Asseerian nation by c. 1620 RM.

Unlike many others who wielded the godstone before him, Drerllatar seemed to innately understand its powers and used it directly rather than as a mere symbol as others before him had. It granted him unnaturally long life, and he wielded great powers not unlike those of a SHAPER while carrying it.

He was a ruthless leader, personally executing those who opposed him, and over the centuries of his rule thousands were killed in this way, cementing his rule as undisputed overlord of Asseer. However, possession of the godstone over so much time is said to have corrupted him, warping judgement. No MORTAL was ever meant to wield such an artefact, let alone be in its possession for so long. He introduced CANON LAW to Asseer in 1677 RM, which remains in use to this day.

Over the decades, he found himself becoming numb to sensations and emotions, seeing colours less brightly. This forced him to seek more extreme forms of sensation and pleasure just so he could feel something. Stories of grotesque deeds within his court abounded as his reign progressed. He became more insular and delegated work, while idolizing the godstone, allowing no-one else near it. He was last seen in public in 2096 RM, and spent the last century of his rule living in the treasure chamber where the godstone was kept, spending his days before the great shrine dedicated to it.

In 1923 RM he reformed the <u>ASSEERI PANTHEON</u>, elevating himself to the rank of chief deity whilst delegating the dozens of traditional deities to demigods under his rule. This allows him to finally rid Asseer of the <u>GODLESS</u> caste, who are rounded up and executed ruthlessly within a few days of the reforms taking effect. Few, if any, escape these actions and the religion suffers in the wake of their culling.

The doors leading to the shrine were found open one morning in 2175 RM, and the headless body of Drerllatar impaled on the blood-soaked shrine. His head was later found outside the gate leading to the palace. No culprit was ever found, though dozens of people were executed in the chaos that followed. Efforts were made to cover up the death, but word travelled fast and Asseer descended into internecine war soon after, destroying the unity that he had brought to the region. Of the godstone there was no trace.

<u>DRAS</u>: Geo. Expansive karst formations in the east of <u>ABRAXA</u>⁽²⁾ beyond which lie the jungles of <u>CAMBAR</u>.

<u>DRASS</u>: Oth. Set. OTHERWORLDER city in the east of the wastes of <u>ATRAMETA</u> in the south east of <u>CAMAU</u>. The city is notable in that it is populated exclusively by <u>OTHERWORLDERS</u>, <u>SCIONS</u>, <u>HALFBLOODS</u> and other divine-blooded creatures, largely due to the fact that the vast majority of <u>MORTAL PEOPLES</u> become afflicted by a debilitating wasting disease of <u>FIRMAMENTAL</u> origin that calcifies the body, leaving its victims dead, their flesh stone-like and malformed.

The city thrives on its independence from the mortal world and is largely insular, trading with outside regions only rarely. Culturally it is elitist, looking upon mortals as weak creatures, and they are commonly captured and brought to the peripheries of the city where they are displayed naked for all to see their slow torturous transformation into stone. Later-generation halfbloods are considered lower-class citizens, and some are known to suffer mildly from the Firmamental effects of the area, causing them to live in discomfort, if not pain (Pop. unknown).

<u>DRAUT</u>: Pol. Set. Ruling city in the tribe of <u>DRAKAINA</u>, in the east of <u>MULCIBER</u>, in the <u>GROWING MOUNTAINS</u>, along the banks of the river <u>ATEIGHA</u> and surrounding valley. Clashes with <u>ANUBIAN NOMADS</u> are common in the area, as the river lies close to the border with Anubia (Pop. c. 53,500).

<u>DRAXIA</u>: Set. Conurbation in the c south of <u>ATARAXIA</u>, known for its logging industry, and wooden ornaments and furniture are often sold to merchants travelling the <u>RED ROUTE</u>, sometimes finding their way in distant markets (Pop. c. 15,050).

<u>DRAY</u>: 1. Oth. Infertile <u>HALFBLOODS</u>, often sickly, though sometimes of curious properties or abilities. Their livers are prized in some regions as postcoital contraceptives, dried and ground up as powder, which is also called dray, though there is little science to back this up. Drays can be from any halfblooded lineage and the term is a colloquialism used to describe any sickly or degenerate halfblood. See Vol II: Anthropeidos..

2. *Med.* Postcoital <u>CONTRACEPTIVE</u> made from the ground-up livers of the eponymous <u>HALFBLOODS</u>^(1.) that are renowned for their barrenness.

<u>DRBAND</u>: Geo. Rocky highland region along the western-coast of <u>CYHLAGHARR</u>.

<u>DREAM ARCHITECT</u>: also 'dream jockey'. Sup. Pol. Rnk. Dre. Specific type of <u>ONEIROMANCER</u> (known as <u>SOMNIARIIN</u> in the <u>KORACHANI EMPIRE</u>) who specialise in implanting bespoke <u>DREAMS</u> into their clients' sleep. They are most commonly found in <u>DREAM DENS</u>, where they operate TECHNARCANE machinery, either selling <u>LUCID DREAM</u> experiences to groups or individuals.

DREAM CITY, the: see ONEIRACHAN.

DREAM CREATURE: see ONEIROI.

DREAM JOCKEY: see **ONEIRONAUT**.

<u>DREAM DEN</u>: also 'Oneirotopia'. Sup. Dre. Bus. Establishments common in regions were <u>ONEIROMANCY</u> is also found, where people go to experience vivid <u>LUCID DREAMS</u> – either their own, or new <u>DREAMS</u> planted there by Oneiromancers. The means through which these dreams are experienced are various, though most commonly by either submitting oneself to the hands of a <u>SHAPER</u>, or, as is often the case in larger establishment, a <u>TECHNARCANE</u> engine that can serve multiple people at once.

The legal status of these dens varies by nation, or even from region-to-region. They are regulated in the <u>KORACHANI EMPIRE</u> and their owners must be licenced <u>SOMNIARIIN</u>. They are very common in <u>PARTHIS</u>, where they are found in most cities and offer various services. They have been prohibited in <u>SARASTRO</u> since 3712 RM, though they still remain in its larger cities as underground establishments. They are perhaps most common in <u>VENTHIR</u>, where they have been a part of its culture for millennia, with most dens having communal dream pits where groups can share in the same dream.

<u>DREAM QUEST</u>: also 'hypnerotomachia'. Soc. Sup. Dream quests are a common cultural practice amongst societies with strong <u>ONEIROMANTIC</u> traditions, where individuals (or sometimes groups) must undertake a 'quest' whilst <u>LUCID DREAMING</u> or travelling in the <u>DREAMWORLD</u>. Often aided by oneiric drugs or taking place in places where the link between the <u>MATERIAL PLANE</u> and the Dreamworld are close, the dream quest can sometimes be a <u>COMING-OF-AGE RITUAL</u> such as amongst the people of <u>ETHISTONITH</u>.

The quest itself is usually secondary to the experience, and that is the lesson that is often taught to people undertaking their first dream quest—that the journey can be as important, if not more-so, than the destination. This teaches people to live in the moment and to appreciate the present more than a yearning for what has been or what has not yet come to pass.

The dream quest itself is usually undertaken in solitude, in a secluded natural setting, though the growth of urban areas and $\underline{DREAM\ DENS}$ has seen an increase in dream quests that are undertaken indoors and/or aided by $\underline{TECHNARCANE}$ means.

The most notable dream quests include the <u>ARDIKHALU</u>, which is undertaken by young <u>AANTHA</u> in <u>N'RAKH</u> prior to rising to the rank of <u>K'HAT</u>; and the <u>DREAMWALK</u> of Ethistonith, in which groups of children about to turn 17 bond while undertaking a long dream quest.

<u>DREAM WALKERS, the</u>: Ent. Org. Veh. Dre. A troupe of actors who travel in a mobile theatre-<u>AMBULANT</u> across <u>SKAROS</u> and northern <u>LAASKHA</u>, and occasionally <u>BASSORAH</u>⁽²⁾ and <u>IPANAH</u>⁽²⁾. It is known for its intricate mechanisms that allow it to fold out when stationary, giving the impression of it being far bigger than it actually is. This includes using mirrors and other stage trickery to enhance its appearance.

Aside from putting on performances, the troupe is known for its 'Hall of Dreams and Mirrors'. Rumoured to be connected to a <u>TECHNARCANE</u>

engine (itself possibly operated by a powerful <u>ONEIROMANCER</u>) that allow patrons to travel in a reconstruction of their <u>DREAMS</u> and desires, as though they were made manifest. It is unknown if this is true, and if so, quite how the engine works, for no other known engines similar to it are known to exist.

The troupe has become adept at evading law enforcement as well as the prying eyes of scholars, oneiromancers, and <u>AIWAHAN</u> and <u>GRIGORIAN</u> agents. They typically only spend a few days in a particular location, and travel off of major roads in a haphazard way to prevent people anticipating the next settlement they will be travelling to.

<u>DREAMER</u>, the: also 'Onoched' and 'the Watcher of Worlds Unseen'. Int. Oth.
Pol. Dre. <u>OTHERWORLDLY SEER</u> based in the <u>BASTION OF STEEL</u> in <u>KHADON</u>, <u>KORACHAN</u>. <u>KORACHAN</u>! legends claim that the Dreamer has been present since time immemorial and there are no records confirming when they first appeared or were first used as a seer by the people of the region.

Few can directly speak with the Dreamer, and those can in include the <u>ARCHPOTENTATE</u> himself, <u>THE CONSULITE</u>, some of the members of the <u>COUNCIL OF SEVEN</u>, and a few other high-ranking <u>SHAPERS</u> and <u>ONEIROMANCERS</u> throughout history. Its visions are powerful omens, and its own dreams are said to seep into the dreams of those who sleep in the Bastion or close to it, slowly shaping them to its own image.

The Archpotentate Malichar has been known to seek the counsel of the Dreamer on occasion, though historical accounts claim that it speaks in riddles that are interpreted by people to fulfil their wildest fears, so cannot be reliable. But, being an otherworlder himself, it is said that Malichar can wade through the lies to view the truth beneath.

DREAMFISH: see VARESVAT.

<u>DREAMFORGED</u>: also 'Ephiarraniin'. Dre. Mil. Rnk. Elite militant SHAPERS of the SOMNIARECHI ORDER of the SANCTIFIED INQUISITION. They are trained soldiers and are all of them expert SOMNIARIIN; equipped to deal with the worst of <u>DREAMSCAPES</u> and their <u>ONEIROI</u> inhabitants. They are equipped with the most sophisticated <u>REALITY SUITS</u> available to the order and wield rare <u>LUCID JEZAILS</u> – powerful weapons tailor-made to flense oneiroi and strip dreamscapes from the <u>MATERIAL PLANE</u>.

They are recruited from amongst the lesser <u>PROSELYTES</u> who show their worth in the field, and may return to them later-on as sergeants, leading them in the field.

<u>DREAMING DEATH</u>: Rel. Dei. An entity believed to be buried in the darkest reaches of the <u>MAW OF DORMORRO</u> in <u>DURCHAA</u>. It is worshipped by the <u>OHATAN</u> people, who refuse to move near the Maw out of fear. See Vol IV: Deities and Pantheons.

<u>DREAMING GOD</u>: Dei. Rel. Dre. God worshipped by the people of <u>OKKHAM</u>. The god emerged in c. 3425 RM from religious teachings that grew in the city of <u>RAMIFERA</u> following the growth of the <u>DREAMSCAPE</u> of <u>EKON OSSYL</u> over the previous decades. The teachings revolved around the appearance of a white figure that populated the collective <u>DREAMS</u> of those in the vicinity of Ekon Ossyl, and appeared to them in visions, spreading across Okkham and beyond (in the form of a <u>MYSTERY</u> CULT). See Vol IV: Deities and Pantheons.

<u>DREAMING GOD, CULT OF</u>: Rel. Dre. Religious cult that emerged in <u>OKKHAM</u> in c. 3425 RM following the appearance and growth of the <u>DREAMSCAPE</u> of <u>EKON OSSYL</u> decades earlier. The religion and its teachings spread across Okkham over the next decades and even appeared in nations such as <u>NOAVATUR</u>, <u>CHEIRA</u>, and <u>ZHARIAH</u>^(2.), in the form of a <u>MYSTERY CULT</u>.

The cult appeared in the wake the guru <u>THOCZHEIL</u> teaching his disciples on the hills of <u>UMSTRALOASI</u>, after which it rapidly spread across Okkham. See Vol IV: Religions and Cults.

DREAMING NIGHT, the: Phil. Mys. Rel. Dre. The creation myth and defining philosophy in the FEDERATION OF PERGOST, possibly dating back to the last days of the FOURTH AGE. In its simplest interpretation, ELYDEN and all that exists within it, including all thoughts, philosophies and ideas are all a great cosmic DREAM that is dreamt by the so-called COSMIC DREAMER is unknown and unknowable, though is attributed as the originator or all that exists, though only inadvertently so, through its unconscious dreams.

The world is thusly as ephemeral realm – any moment could be the last, as the Cosmic Dreamer wakes from its slumber, bringing to an end the totality of 'creation'. As a result of this, adherents of the faith have a very pragmatic outlook on life.

Though the religion clearly has its roots in the torpor of the <u>Demiurgess</u> and the power of their dreams, in the form of <u>Dreamscapes</u>, Theosophists and philosophers have postulated that the religion is a parable for the foolishness of religions in general – the irony inherent in the worship of a deity that has no conscious control of its creations and their fates is not lost on the people of Pergost, though the origins of the faith are now so old that few know the true tale of its birth. It is thought that it first appeared in the dying decades of the <u>Ceeropian</u> empire, though there is little proof in this belief. See Vol IV: Religions and Cults.

<u>DREAMLESS SLUMBERER</u>, the: *Mys. His.* Common epithet by which the <u>DEMIURGE NELCHAEL</u> was once known.

<u>DREAMS</u>: Mys. Dre. Involuntary images, sensations and emotions experienced during certain phases of sleep. Dreams can take the form of memories, familiar visions and experiences, though are often of a more surreal nature, often considered to be prophetic or ominous. All dreams are said to be linked, no matter how tenuously, by the so-called <u>DREAMWORLD</u> – a liminal space, not unlike the <u>OTHERWORLD</u>, where practiced <u>ONEIROMANCERS</u> (<u>SHAPERS</u> who are able to interact with dreams) can project to, from where they can explore and interact with the dreams of others.

Though the purpose and origin of dreams remain contested subjects in most scholarly communities, there is a long-held belief that dreams flow from the thoughts of the DEMIURGES (and possibly their early generation SCIONS) in the form of residual emotions or memories: perhaps a byproduct of their original Act of SHAPING the MATERIAL PLANE that MORTALS in the right frame of mind can experience through dreaming. Even in their torpid states their creativity and imagination cannot be bridled and their thoughts seep into the material world in the form of dreams, which take on primal forms and emotions that are universal amongst mortalkind and unfettered by language, culture, time, or other barriers. Strangely, naturally-occurring dreams (i.e. those not imparted by an oneiromancer) never feature any technological items or modern innovations, and other objects of mortal artifice, such as buildings or objects appear vague with little details.

The dreams imparted by healthy Demiurge's are considered normal, as the land surrounding a healthy Demiurge's body is normal and follows the ancient rules of physical nature. Conversely, the torpor of decaying and bitter Demiurges leads to dreams that are twisted and wicked, often potent enough to shape the thoughts of their victims, much as the material world is warped into grotesque shapes by a tortured Demiurge's nightmares, in the form of <u>DREAMSCAPES</u>.

Dreams are often considered to be prophetic in nature, and the power of prophecy and vision is not underestimated in most areas of <u>ELYDEN</u>, and they often form an important part of many culture or religions. This trait implies that dreams may be connected to the otherworld (whose <u>SPIRIT</u> (1.) inhabitants are commonly a source of cryptic auguries from the future) or that the whispers of the Demiurges may themselves also carry revelatory glimpses.

Of note are the dreamscapes that surround some torpid Demiurges – regions where their twisted and bitter thoughts and dreams are made manifest in the Material Plane, and which can be traversed by mortals or manipulated by Oneiromancers and <u>SOMNIARIIN</u>, who often wear reality suits to

<u>DREAMS</u>, <u>LUCID</u>: Sup. Dre. In the field of <u>ONEIROLOGY</u> (the study of <u>DREAMS</u>) lucid dreaming is a state of dreaming where the dreamer is aware of the dream and able to influence the contents of the dream.

Most people who experience lucid dreaming are unaware of the phenomenon, but it is a skill that can be taught and refined and can be performed by laypeople as well as <u>ONEIROMANCERS</u>, allowing individuals to navigate the <u>DREAMWORLD</u>. Lucid dreamers who are remarkably skilled can use lucid dreaming to access the Dreamworld to enter the dreams of others. A few an even influence the dreams of others in this way, without calling on the <u>MATERIA OMNA</u> to do so. This is one of few instances when laypeople can achieve effects similar to <u>SHAPING</u> without actually shaping.

Lucid dreaming can be used defensively to block the penetrative influence or attacks of Oneiromancers.

<u>DREAMSCAPE</u>: Sup. Geo. Mys. Dre. A region within <u>ELYDEN</u> where the <u>MATERIAL PLANE</u> has become twisted by the thoughts and <u>DREAMS</u> of torpid <u>DEMIURGES</u> and <u>SCIONS</u>. Though a Demiurge may be physically inactive, their thoughts may continue to dream throughout their torpid state. This, coupled with their considerable abilities with <u>SHAPING</u> the <u>MATERIA OMNA</u>, can result in their thoughts and dreams shaping the world around them, twisting landscapes into otherwise impossible terrains, even going so far as subconsciously populating them with beings born of their dreams and nightmares.

There so-called Dreamscapes are relatively rare, though have been continuously documented throughout mortal history wherever 'dead' Demiurges or scions have been nearby, with such regions appearing and disappearing over time, with the ebb-and-flow of a Demiurge's dreams.

Such Dreamscapes may be beautiful or nightmarish, depending on the thoughts and emotions that were most-prevalent throughout the subconscious actions that created them, though they are subject to change, and may grow or disappear over time, along with the <u>CREATURES</u> that were born within them, which are unable to persist without the direct link to the Demiurge who created them.

Some <u>ONEIROMANCERS</u> are able to locate these areas, and some are even possessed with the ability to alter them, or even give birth to their own limited versions, including dream-born creatures, though sustaining such dreamscapes or dream creatures is tiring, and can severely weaken inexperienced shapers.

There has been recent postulation by renowned oneiromancers and dream scholars that many of the dreamscapes across <u>ELYDEN</u>, particularly those that remain unattributed, may be related to the unborn musings of the stillborn Demiurge <u>RYHASSHARAUCH</u>, particularly in the case of dreamscapes that exist in areas where the <u>OVERLAY</u> between the Material Plane and the <u>DREAMWORLD</u> is weak. See Vol IV: the Materia Omna.

<u>DREAMSINGER</u>: Sup. Rnk. Drc. A caste of <u>DICHORA</u> in <u>GNOTH</u> whose <u>DREAM</u>-visions are held in high esteem. They are thought to be a form of <u>SHAPER</u> who specialise in <u>ONEIROMANCY</u>.

<u>DREAMSTEALER</u>: Sup. Rnk. Drc. Common vernacular used for those <u>SHAPERS</u> (specifically <u>ONEIROMANCERS</u>) with abilities to 'read' or 'steal' the <u>DREAMS</u> of others. Conversely, some are also able to plant specific dreams and nightmares. See Vol IV: Other Forms of Mysticism.

<u>DREAMSTONE</u>: Sup. Ele. Dre. Rare ore found in <u>DREAMSCAPES</u> that are sensitive to the emanations and manifestations that are common in such regions, and are said to store <u>DREAMS</u>. It is unknown how such ores came to be, but it is possible that they were first created by the <u>DEMIURGES</u> themselves in the first ages of shaping and given as gifts to their children.

<u>SHAPERS</u> who are able to manipulate dreams and travel to dreamscapes are able to sense the dreams and emotions stored in these stones, and can tap into them as a source of power for their shaping, conjuring any dream-creatures from within for a short period of time.

Dreamstones are one of the most common fake reproductions sold in <u>ELYDEN</u>, with nobility paying handsome prices for them, without realising that they are fakes. These reproductions are a threat to the real dreamstone market, particularly the city of <u>DORMIVEGLIA</u> in <u>HOAMM</u>, which is noted for its dreamstone mines.

<u>DREAMWALKING</u>: Int. Soc. Sup. Dre. Common practice in the absorbed nation of <u>ETHISTONITH</u>, now in the south of <u>RHINOCOLOURA</u>. The region is noted for its many subtle <u>DREAMSCAPES</u>, in this case little more than areas where <u>ONEIROMANCERS</u> find it easier to practice their art.

Dreamwalking involves an oneiromancer guiding a group of people in a shared LUCID DREAM that can give the impression of taking months when in fact it typically lasts no more than a few hours. Children of both sexes are considered to become adults at 17 (a sacred number to ancient Ethistoni people), at which point a group of prospects about to turn 17 will embark on a DREAM QUEST together. This forms a lifelong bond between the individuals, and as a result, people of Ethistoni ancestry share a cultural link that few other nations have, even between individuals who did not dreamwalk together.

<u>DREAMWEAVER</u>, the: x. Mys. His. Dre. In the mythologies of the <u>DEMIURGES</u>, Dreamweaver is the androgynous <u>SCION</u> of <u>NELCHAEL</u>, one

of the twin aspects of <u>DOPELLANICH</u>, and features heavily (though often in corrupted forms) in the legends of <u>WESTERN SAMMAEA</u>, along the <u>NULLAMBIT</u>, including the <u>VESPERTINE LEAGUE</u>, the east of the <u>CITIZENRY OF THALI</u>, and northern <u>CARNYNGA</u> and <u>BELEGOR</u>.

They are said to be the only being that can physically inhabit the <u>DREAMWORLD</u> and by dint of this are its uncontested ruler. See Vol IV: Scions, Children of the Gods.

DREAMWORLD, the: also 'Oncirosphere'. Mys. Sup. Dre. Supranatural liminal realm that serves as an anchor for all DREAMS and nightmares, including DREAMSCAPES. All dreams take place in the dreamworld, and the act of LUCID DREAMING allows a dreamer to potentially explore the dreamworld. In this regard, the dreamworld is different to the OTHERWORLD in that it is accessible to laypeople, and not just SHAPERS, though one must be highly skilled in the act of lucid dreaming to access the dreamworld without access to oneiromancy. The dreamworld has specific locations that people can travel to. These locations are relatively stable, and can be visited over and over again and can last for millennia, though others are more ephemeral. The CONSTANT CORRIDOR is an example of a famous location within the dreamworld, though there are dozens of different areas that have been discovered and explored over the Ages.

Though not a physical realm, it is a tangible space, much like the otherworld, where accomplished lucid dreamers and <u>ONEIROMANCERS</u> can project their consciousnesses (as shapers can <u>ASTRALLY PROJECT</u> to the otherworld), where they can interact with and manipulate the dreamworld itself as well as the dreams of others.

Projection into the dreamworld whilst awake is difficult, and not all Oneiromancers are capable of such travel, with many simply lacking the raw mental strength needed to do so, and others only capable of doing so through the aid of TECHNARCANE engines. Once projected into this dreamworld a shaper can simply travel, experiencing the dreams of others as they do so, or they can track down specific dreams or individuals, where they can influence their subconscious. There they may also find old dreams and nightmares, adrift in the void, which they can dissect in the hopes of finding forgotten knowledge, though this is dangerous.

Talented Oneiromancers and <u>SOMNIARIIN</u> can attack an individual in this way, causing permanent physical or mental damage through the stress caused by these attacks. These acts are known as <u>ONEIROMACHY</u> and are often employed by military forces to attack sensitive targets.

Philosophers have speculated whether the dreamworld is an extension of the subconscious of the <u>DEMIURGES</u>, though this remains as-yet unproven. Maby legends and myths claim that the Dreamworld is inhabited by only one corporeal being – the so-called <u>DREAMWEAVER</u>, a scion of the Demiurge <u>DOPELLANICH</u>.

The Dreamworld is known by different names amongst different peoples, including <u>HESHEREMA</u> amongst <u>KORACHANI</u> speakers, <u>NEVANEX</u> amongst <u>PARTHISAN</u> speakers, and <u>RUTALUM</u> amongst speakers of <u>SARASTROAN</u>.

<u>DRECHAN</u>: Set. Settlement in the c of <u>AZAZEM</u>, along the north western banks of lake <u>HATTEL</u> (Pop. c. 4,000).

<u>DREG MARKET</u>: Com. Common term denoting the various underground (economically and literally) markets of the larger cities in the c of <u>LLACHATUL</u>, originating in <u>ALMAGEST</u>, but popular in the <u>KORACHANI EMPIRE</u>. They are often sporadic places, with itinerant traders gathering together selling their wares, and rarely last for more than a few weeks.

<u>**DREJAH**</u>: *Set.* City in the far east of <u>RHAMIA</u>, overlooking lake <u>GALATA</u> It is a stop along the <u>GREY ROAD</u> (Pop. c. 32,800).

<u>DREJIKAH</u>: 1. Set. Coastal city in <u>RHAMIA</u> built on ancient ruins thought by scholars and archaeologists to date to the early <u>SECOND AGE</u>. Deep burial crypts have been unearthed over the years during city constructions, the remains of which bear iconography common to the tribe of <u>SYNCHTHONITH</u> (Pop. c. 81,000).

2. f. Myt. His. In the mythologies and ancient histories of <u>ELYDEN</u>, a <u>SCION</u> of <u>SYNCHTHONITH</u>, embodying the dark and wretchedness of the chthonic earth. See Vol IV: Scions, Children of the Gods.

<u>DREKAN</u>: Mil. Str. Fortress on the island of <u>VALARCH</u>, south east of <u>HOLOLACH</u>.

<u>DREKAVAC</u>: Fau. Large felid endemic to cold climates in the west of <u>CENTRAL LLACHATUL</u>, including the north of <u>SKAROS</u>, and western <u>ALMAGEST</u>. Drecavacs are large, with very long limbs and typical feline features, with lynx-like ears. They are solitary creatures, with large ranges, and they can wander for tens of miles, avoiding the path of other drekavacs, whose sinister wails can be heard for miles around on cold winter's nights.

They are curious in that they often stand and walk on their hind limbs (during which they can stand up to 7-8-ft. tall), resulting in many eerie sightings and false encounters, with people mistaken them for humanoids or misshapen mortals. See Vol II: Classification and Taxonomy of Life.

<u>DRELLU</u>: Pol. Set. Important coastal city in the <u>OMERUVED CITIES</u>.
Politically, the city is no different to any other in the region, though it does house the <u>CHAMBERS OF THE COMMONWEALTH</u>, where delegates from the other cities convene. It is a major port and is known for its many restaurants, which cater to the different palettes of visiting diplomats (Pop. c. 74,000).

<u>DRELOS</u>: Mil. Str. Fort in the south of <u>CHANDOS</u>⁽³⁾, overlooking an old disused pass south into <u>LAASKHA</u>.

<u>DREMIR</u>: Set. settlement in the region of <u>MELUHULLU</u>, in the west of <u>KHULL</u>. Its people cultivate the wild flowers endemic to the region, harvesting them for their pigments (Pop. c. 8,000).

DRESHIM: Set. small fortified city in the west of GYZHA (Pop. c. 18,000).

<u>DREY</u>: Soc. Lan. Native <u>DVERG</u> term for their semi-subterranean dwellings.

The word is used in a general sense by outsiders and can represent anything from a dverg city, cave, metropolis or anything in between.

<u>DREGLANDS</u>, the: Geo. Expansive coastal region in the south of the <u>SYCHTAN PREFECTURES</u>. In effect, it's a coastal shelf that was exposed over the past centuries following the slow wane of <u>ELYDEN'S</u> Seas, revealing an expanse of mud and silt for miles to the west and east that flood as <u>TWIN TIDES</u> come in. Today, natives of the region have adapted to dredging the mud when the tide is at its lowest, beachcombing and digging into the mud in search of items of value, which may include ancient relics that over the years have come to be worshipped as idols.

In the years since the Dreglands have appeared, the people of the region have adapted their <u>COMING-OF-AGE RITUALS</u>, where an individual chooses a guardian totem – a relic claimed until death as a <u>GUARDIAN TOTEM</u>, after which it becomes a headstone bearing an epithet. The Idols are thought to date to the <u>THIRD AGE</u>, and are latently psychoactive, amplifying the desires and emotions of their bearers. Their origins unknown, and worship of them has been discouraged by the greater government of the Sychtan Prefectures, though such warnings have been unheeded.

DRIAHA: Set. City in the c east of VIRAHAN (Pop. c. 42,000).

<u>DRILLA</u>: Set. Settlement in the east of <u>BARATHEA</u>^(1.), along the shores of lake <u>C'DATA</u> (Pop. c. 7,800).

DRIS: Set. Coastal city in the far south west of CHEIRA (Pop. c. 28.500).

<u>DRITA</u>: Set. Settlement in the west of the emirate of <u>DEITHO</u>^(1.) in the c west of <u>LIMOTH</u>^(1.). located about 5-miles west of the river <u>MATHRAS</u>. Its main industry is agriculture (Pop. c. 4,700).

<u>DRITI</u>: *Set.* Small city in the north east of <u>KORACHAN</u>, along the course of the river <u>CHANI</u> (Pop. c. 18,000).

DRITT: Geo. Coastal highlands in the north of KHULL.

DRIVING: see <u>CAGERUNNING</u>.

<u>DROCERA</u>: Set. Settlement in the north west of <u>KORACHAN</u>, overlooking the sea of <u>LALLEH</u>. Its main industry is fishing, and it is part of the <u>RED ROUTE</u>, providing food and provisions to merchants and caravans travelling the road there (Pop. c. 16,000).

<u>DROM</u>: Set. Major city in the north east of <u>KARGAMA</u>, close to the river <u>WOLMASH</u>. It has a long history, and was once one of three major <u>ELITAGRI</u> cities (the other two being <u>KIVAR</u> and <u>PLYSIANE</u>) that rose in what is now Kargama in the north of the <u>EHRENISIAN COAST</u> between c. -700 RM and -400 RM, growing wealthy from selling <u>BRIMSTONE</u> over the next centuries.

The city prospered until c. 900 RM, by which time nearby brimstone reserves had started to wane, however its plutocrats had built a solid foundation and were prepared for the eventuality, having forged alliances with its neighbours, both in Elitagra and farther afield, such as the
TRISKETHIAN DOMAINS">TRISKETHIAN DOMAINS, and establishing well-guarded trade-routes. The city was coastal during this time, and its ports were busy with trade vessels from across the
SEA OF ORRIDA, though the waning of the sea eventually found Drom become landlocked, after which it lost influence.

The founding of the <u>FEDERATION OF ELITAGRA</u> in 1122 RM, brought renewed industry to Drom, though the next century saw brimstone deposits in the region fully depleted and the city transitioned to a centre of trade and it grew considerably as a caravanserai after this, remaining a thriving metropolis to this day (Pop. c. 210,400).

<u>DROMAL</u>: Set. Settlement in the southeast of <u>VALBAR</u>⁽²⁾. Its main industry is agriculture (Pop. c. 6,200).

DRON VIGRA: Set. City in the east of CHEIRA (Pop. c. 40,000).

<u>DRONDAR</u>: Set. Settlement in the west of \underline{V} ARR, in the northern–face of the <u>ADALLA</u> Mountains (Pop. c. 3,500).

DRONE: Soc. Rnk. Rank within the CHURCH OF THE VOLUTE, those born to THE VOLUTE (2.). EISHETH. Through the aid of TECHNARCANE ORTHOSES and ATRAMENTAL drugs, she is able to give birth to multiple drones at once over an accelerated gestation of no more than 2 – 3-months. The drones are human, though are of a stunted intellect, and are gifted to the MATRIARCHS across NAARETH, where they are used as HOUSEHOLD slaves.

<u>DRORMA</u>: *Rvr.* River in the region of <u>HA AKH</u>, in the c of <u>NOAVATUR</u>, flowing south east for 360-miles from sources in the <u>IQUAHAITH</u> Mountains before meeting its parent, the river <u>HARIID</u>. It cuts canyons through the impacted dust of the Ha Ath, though it supports little life, other than mosses and lichens, due to the barrenness of the region it flows through.

<u>DRORREN</u>: For. Small forest in <u>CENTRAL LLACHATUL</u>, crossing the border between the south east of Skaros and the south west of <u>BASSORAH</u>⁽²⁾. though not Atramentally corrupted, its trees are twisted, with grey bark and withered leaves. Despite this appearance it is thriving, with fungi, mosses, lichens and shrubs all covering its floor.

<u>DROSS</u>: Tec. Artificial food common across urban areas around the <u>INNER</u>
<u>SEA</u>, made from offal, vegetable wastes, moss, fungi, and most famously, human bodies.

Devised in different places across the Inner Sea between around 2600 – 3200 RM, dross was the solution to ELYDEN'S needs. Originally made from carrion, offal, and vegetable matter that would otherwise have gone to waste, it was mixed up and turned into a slurry that was easy to transport and eat. Over the years this mixture was supplemented with mosses and fungi that were specifically cultivated for this purpose, and the process was slowly automated, with ATRAMENTAL processes also used to make it last longer before needing to be disposed of and infusing it with antibacterial and antibiotic properties to help the millions of bodies that came to rely on it as their main source of food, alongside, if they were lucky, simple bread.

Today dross is produced on an industrial scale in manufactories and piped to the largest cities across the Inner Sea in a grotesque mirror of ancient aqueducts. Though the needs of a rapidly growing populations around its urban centres and metropolises led to the addition of more ingredients over time, most notable of which was human flesh.

The practice originated in Khadon in 2950 RM after its population reached 1-million and surrounding farms were unable to sustain it, though it rapidly spread to other regions and cultures. Unidentified bodies and those who had been too poor to afford burial plots were ground up after having their heads removed – their bodies were ground up and mixed with dross, and their heads stripped of their flesh and interred within ossuaries and FUNERARY TOWERS. This operation was controlled by the MORTUARY CULT, who had been responsible for the collection and disposal of bodes in the empire since 1143 RM, and they came to work closely with the PATRICIAN HOUSES that operated the dross manufactories.

Originally given to slaves, who had no choice in the matter, dross would eventually also become the main source of nourishment to <u>HELOTS</u> and <u>FREEMEN</u> who could not afford to eat natural foods every day.

New sources were needed as the demand for dross increased, and by around 3200 RM it became common in Korachan for all bodies to be claimed by the Mortuary Cult for use in dross manufacture. Only those who could afford to buy the bodies off the cult were given the luxury of burying an entire body, though the practice of donating bodies to the cult became so common that today most Patrician Houses do the same thing, keeping only the skulls of their dead, which the decorate lavishly as a show of wealth

Today the manufacture of Dross is controlled and overseen within the Korachani empire by the <u>ATROPI HOUSES</u>. Elsewhere it largely government-run.

<u>DROSS FARM</u>: *Ind.* Common name given to <u>MANUFACTORIES</u> where <u>DROSS</u> is made.

DROSS LANDS, the: also 'the Dross Rivers'. Geo. Region outside the north west of the city of KHADON in the KORACHANI PENINSULA, where the waste of close to a million people collects. Millennia of sewage, garbage, runoff from the DROSS manufacturing process, industrial waste, oil, ATRAMENTAL POLLUTANTS and so-on lie heavily on the ground in an artificial semi-solid endorheic lake. It is a target to scavengers, who trawl through the waste for anything of value.

Amazingly, despite the area's inimical nature, it remains populated by the most corrupt of <u>SCAVS</u> and <u>DEGENERATES</u>, who have turned it into a settlement of sorts, and rumours abound of subterranean entrances leading into the city proper (Pop. unknown).

DROSS RIVERS, the: see Dross Lands, the.

<u>DROSS WINE</u>: also 'Azazemi Wine'. Bev. Collective name for various alcoholic beverages that are made from fungus, moss, and various other byproducts of the <u>DROSS</u> industry, and which are most common in AZAZEM.

Charitably described as being an acquired taste, there is little demand for dross wine outside of the regions in which it is produced, and it is largely consumed by the lower classes. However, a few boutique breweries exist that have a small following amongst the patrician classes across the INNER SEA REGION. See Vol II: Beverages.

<u>DROS WARDENS</u>, the: Pol. Mil. Specialised law-enforcement in the Demesne of <u>AZAZEM</u>, tasked with safeguarding the vital <u>DROSS</u> pipelines from harm. They form a part of the <u>IRON GUARD</u>.

<u>DROSTAN</u>: Set. Settlement in the <u>TOGARMAH</u> region in the c north west of <u>TEMUJA</u>. It is known for its <u>KESHIKS</u> (Pop. c. 10,000).

DROTER: Ind. Set. Dre. Settlement in the north of VALBAR^(2.) in the region of PIL AUSH^(1.). The settlement appeared in the wake of silver being unearthed in the DREAMSCAPE of Pil Aush^(2.) and became a boomtown. Miners work in REALITY SUITS to counter the ill-effects of the dreamscape, and the mines are overseen by ONEIROMANCERS who work hard to aid in the extraction of the silver (Pop. c. 2,800).

<u>DROUVAR</u>: Set. Near-coastal settlement in the east of <u>VÂRR</u>. It was once coastal though found itself 2-miles inland following the retreat of the <u>SEA OF PROPONTIS</u>. Its harbours have been converted into <u>FOOTWORM</u> vats, where the parasitic creatures are harvested and prepared for consumption (Pop. c. 6,400).

<u>DRUCHAN</u>: Set. City in the c south west of <u>DURCHAA</u>^(1.), known for its meteore mines (Pop. c. 28,200).

DRUET: Set. Small city in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>NICADA</u>^(1.) in the Duchy of <u>NESHRA</u>. It is built on a sandstone foundation that is riddles with natural caves and hewn tunnels that were used in antiquity to hide from a tyrannical ruler. The tunnels were later used for smuggling. Today, most of these tunnels have been blocked off and are largely forgotten by most people, though some have been converted for use as granaries and cisterns (Pop. c. 12,400).

<u>DRUGOR</u>: For. Virgin woodlands in the south west of <u>GNOTH</u>, forming the south western part of the <u>AEONIA</u> forest. It is protected by giganri rangers, who spend most of their days in its southern-most reaches of the forest, in the northern foothills of the <u>HARKONA</u> Mountains, where they

maintain a vigil against $\underline{\mbox{TAHALLAN}}$ poachers who often cross the border into Gnoth.

<u>DRUID KING</u>, the: Leg. Folklore common in <u>CENTRAL LLACHATUL</u>, amongst various nations surrounding the <u>OLD FOREST</u>, including various <u>KORACHANI</u> territories (amongst them <u>AZAZEM</u>, <u>SKAROS</u>, and <u>VÂRR</u>), <u>RHAMIA</u>, <u>BASSORAH</u>^(2.), and <u>ALMAGEST</u>.

The Druid is usually depicted as a decrepit itinerant in dirty mustard robes, with a crown of moss-covered antlers or horns, and a heavy cowl with obscure features. He is an ageless figure, inexorably tied to the forest, cursed to guard it from foreigners. He is considered a revenant by those outside the Old Forest and a guardian by the natives of the forest. See Vol II: Legends and Folk Tales.

<u>DRUITHAL</u>: *Rvr.* River in the east of <u>LOEGRESS</u>^(L), flowing south and east for 330-miles from sources in the <u>VOULLOR</u> Mountains before meeting the coast as the <u>SEA OF AKRY</u>, to the south of the <u>BAY OF SIDI</u>.

Much of the river's flow diverted for use in agriculture, leading to its flow slowing down over the past centuries, though its many tributaries ensure that it flows steadily to the coast.

DRUNETH: Set. Settlement in the c south of <u>KOMMEA</u>, along the course of the river <u>GOIRATH</u> (Pop. c. 5,000).

 $\underline{\textbf{DRUPAN}} : \textit{Set.} \ Small \ city in the north of \underline{SABAISA}, along the nations' main trade-route (Pop. c. 16,000).$

<u>DRUS</u>: Set. Settlement in the south west of <u>LYRIDIA DHAI</u>, seen as a bulwark of the <u>CHURCH OF THE UNDYING MACHINE</u> in the region. The settlement is home to a permanent <u>EXOCRINE</u> enclave (Pop. c. 10,000).

<u>DRUS AD</u>: Set. Settlement in the south west of <u>SUOR</u>, along the course of the river <u>LOTAN</u>. It is a major agricultural centre in the region (Pop. c. 8,000).

<u>DRUSSIA</u>: Set. City in the c north of <u>SKAROS</u>, north of the <u>SKAR</u> Mountains^(2,). The city is a major industrial centre and controls raw materials unearthed along the Mountains before ferrying them north along the river <u>SKAROSIA</u>. (Pop. c. 18,000).

DRY SEA: Sea. Sea along the TROPIC OF RAH, east of the SEA OF MYMEREA, off the western coast of MENISCEA, specifically OSSIEL, NALARDIL and SABAEA. Named after the high salt content of its waters and the salt pans that are common along the coastline there.

<u>DRYSDA</u>: Set. Coastal settlement in the south east of <u>OPHIUSSA</u> (Pop. c. 28,400).

<u>DRYTETH</u>: Set. Settlement in the north of the <u>HENDECARCHY</u> of <u>AMILLAERE^(1.)</u> in the c of <u>MALAN</u>, in the south eastern face of the <u>EGLAENT</u> Mountains. Its main industry is the mining of jade (Pop. c. 8.000).

 $\underline{DTAAIAH}$: 1. Geo. Bay in the north of $\underline{ZHARIAH}^{(2.)}$.

2. Set. Small fortified coastal city in the north of <u>ZHARIAH</u>⁽²⁾. It is home to a large <u>HYENA</u> fortress, where new recruits are trained (Pop. c. 14,500).

DUAHEN: Set. City in the north east of AHRISHEN (Pop. c. 4,200).

<u>DUAHIR</u>: Set. Coastal city in the north eastern coast of <u>KAZZAR</u>^(2.). Its main industry is fishing (Pop. c. 32,000).

DUALIST: See <u>DICHORA</u>

DUARIAHAHN: Pol. Set. GREATTOWN and capital of TEMUJA, dominated by the PALACE OF CRYSTAL and the TABLE OF THE PLAINSLEAGUE. It is the largest and most advanced settlement in Temuja, though is still woefully backwards when compared with the post-industrial cities of the INNER SEA REGION.

It is the main trade-town linking <u>SABIA</u>, <u>KASPIA</u> and Temuja with <u>MALAN</u> and appeared in c. 300 RM from the campsites of pilgrims come to see the burial mound of an ancient leader, and it has grown greatly through trade along the <u>GREAT ROAD</u>, which passes through the <u>GREATTOWN</u>, as Temujan culture moves away from a rural one to an urbane once. It is also the eastern-most stop along the <u>GÂTHAN ROAD</u> (Pop. c. 410,000).

<u>DUARMEN</u>: Set. Small city in the north east of <u>PORPHYR</u> (Pop. c. 16,000).
<u>DUATH</u>: Plr. 'Duathi'. Eth. Indigenous people found in the <u>PARNASIAN STATES</u> in the south west of <u>LLACHATUL</u> and most common in present-day <u>GYZHA</u>. They date back to a far older culture that dominated the region in the late <u>FOURTH AGE</u>, whose descendants became nomads

following the <u>War of Scourging</u> and the <u>Fading</u> of the <u>Fourth Age</u>. They remained there in small numbers until the <u>Ezasuhi</u> (2) immigration to the lands south of the <u>Parnasian</u> Mountains, at which point some of them integrated with their new settlements, becoming a necessary working class that persists to this day in Gyzha. Very few Duathi are still nomads, and those who are have been granted freedom of movement by the governments of <u>Ayad</u> and Gyzha, allowing them to move freely across the two lands. Despite <u>Elat</u> not formally recognising their claim to its lands, they are known to pass within its lands, which causes them to be persecuted by Elatian military forces. **See Vol II: Peoples and Races of Elyden**.

<u>DUATHAS</u>: Set. Major city in the south west of <u>ALAM BETHYL</u> in the territory of <u>GELAH</u>^(1.). It serves as a crossroads of trade and culture, and is people are fiercely independent, and were amongst the most fervent opposers of the <u>SORCERERS</u>^{*(2.)} rule, leading to a brutal <u>CIVIL WAR</u> that led to the creation of the <u>FEDERAL ASSEMBLY</u> (Pop. c. 212,000).

<u>DUBBEA</u>: *Rvr*. River in the c north of <u>KASPIA</u>, flowing south west for 215-miles from sources in the <u>KEPHATHAO</u> Mountains, before meeting its parent, the river <u>TARAGEA</u>.

<u>DUBERDIA</u>: Set. Small city in the c north west of <u>KOMMEA</u>, along the course of the river <u>LUGHBRAEN</u> (Pop. c. 14,900).

DUCAL CROWN, the: see, SALOROC.

<u>DUCAL LORD</u>: Pol. Following <u>SALOROC'S</u> independence in 3032 RM, its ruler became known as the <u>DUCAL LORD</u> after the title of *Ducal Crown* the city had adopted.

<u>DUCENARIA</u>: Set. Small city in the <u>KORACHANI</u> colony of <u>CRASSULA</u>, in the far north east of <u>MENISCEA</u>. It was originally a fort built in c. 2830 RM in which were stationed 200 <u>STEEL LEGIONNAIRES</u> trusted with the defence of the entire colony. Contact with the legion was lost following the colony's abandonment after the end of the <u>WAR OF THE ARTIFEXES</u>, when it disappeared from the history books with no further trace.

Today it is the largest settlement in the colony that is not directly involved in the mining of gold (Pop. c. 20,000).

<u>DUEA</u>: Rel. Set. Holy city in the far south of <u>LIDEA</u>, on the northern shore of lake <u>KONRA</u>, along the shore of the river <u>SHIBBOLETH</u>⁽³⁾. It is dominated by stone steps that descend into the lake were people descend to wash away their sins and ailments. Though the lake is widely recognised to have healing powers, the waters themselves are quite dirty from pollution from industries that have grown around the influx of pilgrims who visit the city on their passage of the <u>SHADOW MARCH</u> (Pop. c. 39,000).

<u>DUGOROS</u>: Set. Settlement in the c south west of the tribe of <u>ATEVEGOS</u>, in the west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 6,000).

<u>DUGRN</u>: 1. Ser. Major city in the north of <u>CYHLAGHARR</u> (Pop. c. 110,000).
2. Arc. Granite monument in the above city in the north of <u>CYHLAGHARR</u>.

3. One of two brothers, the other being \underline{MALGRA} , who together founded the ancient oghur nation of $\underline{FALLDRG}$.

<u>**DUHEN**</u>: *Mil. Str.* Large fort in the north west of <u>AHRISHEN</u>, overlooking the <u>SEA OF PYREA</u> and the <u>RHAMIAN</u> capital of <u>FASCIA</u>.

<u>DUIÁRHI</u>: *Geo.* Mountain in the south of <u>TEMUJA</u> that forms its southern border with <u>AHRISHEN</u>, running around 500-miles from west to east. Translated from the old tongue it means 'Southern Rim'.

<u>DUKKERIN</u>: Set. Small city in the south east of the <u>HENDECARCHY</u> of <u>HATON</u> in the c north of <u>MALAN</u>, along the course of the river <u>OTHAN</u> (Pop. c. 14,000).

 $\underline{\text{DULA}}$: Ind. Set. Shipbuilding city in the c south of $\underline{\text{AZAZEM}}$, overlooking the $\underline{\text{SEA OF BATHOS}}^{(1.)}$ (Pop. c. 32,000).

<u>DULACHRIS</u>: Set. Coastal city in the prefecture of <u>ALITENEA^(1.)</u> in the c north of <u>HOLOLACH^(1.)</u>, near the mouth of the river <u>VARASSAI</u>. It is a link along <u>THE WAY</u> trade-route (Pop. c. 138,000).

<u>DULAFUR</u>: *Lak*. Lake in the north west of <u>AHRISHEN</u>, forming a part of the course of the river <u>SAIAS</u>.

 $\underline{DULAND} \hbox{: } \textit{Set.} \ Small \ fortified \ city \ in the north \ east \ of \ the \ tribe \ of \ \underline{RAOSI}, \\ in the north \ east \ of \ the \ \underline{GROWING \ MOUNTAINS} \ of \ \underline{MULCIBER}. \ It \ is \ known$

for its rangers who travel east across the border with $\underline{\text{ANUBIA}}$ into the $\underline{\text{HAAGEN}}$ Mountains (Pop. c. 12,000).

<u>DULCIMER</u>: *Mus. Ohj.* Stringed musical instrument that is played by striking the strings with a 'hammer'. The instrument is common in the south of <u>MENISCEA</u>, particularly in <u>ACHAA</u>^(2.) and <u>LANTUA</u>, as well as AURUM and TAES.

<u>DULILOT</u>: *Ind. Set.* Mining settlement in the west of the tribe of <u>THLOLOT</u>, in the north east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is a major source of granite in the region (Pop. c. 8,000).

<u>DULIRACHAN</u>: Set. City in the c of <u>PELASGOS</u>, along the <u>BATHAN</u> route between the <u>BULOPARRI</u> Massif and <u>BATHAKOL</u> Mountains. It is known for its regraded streets (where the street-level is raised, turning the ground floor into a basement and the first floor into the new ground floor), beneath which now lie sprawled sepulchres and catacombs in which are interred countless saints of the imperial faith, many of them now forgotten.

The city once formed an important part of <u>THE SHADOW MARCH</u>, though changing trends found the city ignored for some centuries after 1750 RM. Its old Pelasgosi name is Dekion (Pop. c. 26,500).

<u>DUMACHA</u>: Geo. Rocky upland region in the c of <u>MECHABET</u>. The area is replete with fissures through which emerges steam and, on occasion, lava. The air in some areas of Dumacha is acrid and poisonous, with little unadapted life surviving there.

<u>DUMBAR</u>: Set. Settlement in the east of <u>AHRISHEN</u>, close to the course of the river <u>ARESH</u>^(2.). It forms a part of the <u>GREAT ROAD</u> trade-route. Its main industry revolves around the gathering and drying of reeds (Pop. c. 6,000).

<u>**DUMIADA**</u>: Geo. Island in the south west of the <u>SHIBBOTHA ISLES</u> off the south western coast of <u>SAMMAEA</u>. It is part of territories contested between <u>FALLARAUR</u> and the <u>CORAL BARONIES</u>.

<u>DÛN</u>: *Ind. Set.* Settlement in the <u>KORACHANI</u> colony of <u>AMONDOR</u>. Its main industry is copper mining and it is surrounded by various terraced quarries, all in various stages of productivity – some are spent, full of garish water, while others are still producing copper. Between them are mounds of tailings, some of which are centuries old and overgrown (Pop. c. 4,000).

<u>DUN IACH</u>: Set. City in <u>ARKOS</u>^(1.), established as part of the <u>KORACHANI</u> occupation of the <u>CITADEL MOUNTS</u> in 352 RM.

The settlement, originally known as IYAT, was little more than a town straddling the foothills of a great mount which was once home to the Citadel Mount of DUN IYAT, which was destroyed in a great earthquake many centuries earlier. The imperial governor assigned to the region, Lord-patrician Eliias, saw the echoes of beauty in the ruined peaks and abandoned hewn loggias, and began restoring them, moving his palace and offices there in c. 385 RM. This prompted others to seek the old noble-quarters of the mount, and by c. 450 RM it had re-established itself as a proud citadel, ruling over the growing settlement of Dun Iach, as the occupiers had come to call it. The old aqueducts and hanging gardens were rebuilt and the city thrived under its newfound beauty. Farms, mines and quarries were established to the east of the city, bringing further prosperity to the city as ancient cliff-hewn temples were reclaimed by the Church Of The Undying Machine</u> following their cleansing by the ICONOCLASTS (1).

War with <u>Auereni</u> barbarians had gripped the region since c. 375 RM, though Dun Iach had largely been spared most of its effects, but increasing numbers of refugees saw the city's prestige diminish. The arrival of imperial reinforcements saw the city fortified in 511 RM, though it was little to convince the empire to stay there – the majority if its mines and industries were deemed to be unprofitable and cursed by Auereni attacks, so it was abandoned it to the <u>INTERREGES</u> in 527 RM, with the so-called *Legion Mordant* stationed there to defend it, leaving the rest of <u>EHBOT</u> to its own fate. Soon the region would take on a new name – $\frac{Artros}{Artros}$

Conflict with the Auereni barbarians continued, and in 531 RM the ruling INTERREGNUM Ebaeon was wounded while inspecting the citadels' defences. The war was eventually stopped, thanks to the intervention of three foreign mystics called AVENTORS (later known as AUSPEXES) who established themselves in Dun Iach. The majority of the Interreges would

flee over the coming centuries, with only Ebaeon and his advisors remaining. Ebaeon's death in 953 RM left the descendants of the <u>STEEL LEGIONNAIRES</u>, known as <u>CUSTODES</u> in charge. Over the years, their rule became increasingly tyrannical and in 2134 RM the Auspexes openly opposed their reign, an act which saw a brutal civil conflict that ended with the extinction of the Auspexes in Arkos; who by c. 2200 RM had either been executed or exiled into <u>AETHIOS</u> and <u>SIRIPHAGOS</u>.

With the Auspexes' influence over, the Custodes abandoned Dun Iach in c. 2250 RM for the fortifications of <u>DUN KHARR</u> as capital. Dun Iach remained an important city, though never again rose to the heights in enjoyed as capital, even after 2326 RM, when the <u>SARASTROAN</u> occupation of Arkos saw the Custodes ejected from Dun Kharr returning to Dun Iach. The retreating coastline around the <u>UHLSAAT</u> saw its fields growing drier, crops failing. The region faltered and Dun Iach slowly dwindled in size, the many Sarastroan raids against it culling swathes of its populace.

By the time of the <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM, the citadels of Dun Iach were largely abandoned, the majority of its people restricted to the lower portions of the walled city located at the citadels' base, defending themselves against the increasingly fragmented city-states of the region. The ensuing years saw a period of growth, renovation of ancient aqueducts that once more redirected water to the city, allowing its hanging gardens and fields to flourish once more (Pop. c. 62,500).

DUN IYAT: see IYAT.

<u>DUN KANACH</u>: His. Set. Ancient city in the <u>CITADEL MOUNTS</u>, originating as an independent trade-post in c. -1250 RM. The settlement was absorbed by the Citadel Mounts as they grew more powerful, and by -399 it had earnt the epithet of Dun Kanach, after the actions of its troops against the <u>DEGENERATE EXODUS</u> from <u>KHARKHARADONTIS</u>. It soon took on aspects of its parent empire, with loggias hewn from the sides of its mesas and rooms hewn deep into the heart of their peaks, and before long it had become famous for the same gold-gilded domes and the red stucco spires that the Citadel Mounts were renowned for.

The city went on to grow in influence, its merchants gaining exclusive rights of trade in <u>GELHANA</u> and much of the domains of <u>ACTANORS</u>. The city became renowned for its great vaulted caravanserais and loggia markets beneath the peak of <u>KERRAN</u>. By c. -100 RM it had gained such influence that <u>DUN SZAS</u> was losing trade and revenue from its taxation of the river <u>FALX</u>. This led to a schism between the two states that left the region's economy struggling. In -93 RM merchant-owned armies of Dun Szas and Dun Kanach met along the hills of the <u>AMRAOT</u>, and their two champions fought in ritual combat. The champion of Dun Kanach was defeated, leading to the resurgence of Dun Szas and beginning a period of decline for Dun Kanach.

By c. 20 RM it had diminished, its people eschewing its epithet in shame of their city's decline, and it became known once again as KANACH.

The city lost trade and allies and its mercantile tradition died. The suburbs outside of the citadel mount proper slowly grew silent, and by c. 200 RM the only occupied structures were the old palaces and apartments atop the peak, with the city below a ghost-town. And so, the place remained until the arrival of the <u>KORACHANI EMPIRE</u> in 352 RM, which repopulated it, giving it a new name – <u>KENACHEL</u>.

<u>DUN KHARR</u>: also 'the Mount of Golden Domes'. Set. One of five major citystates in <u>ARKOS</u>⁽¹⁾, located to its north east, where overlooks <u>SARASTRO</u>.

The city emerged with the arrival of the <u>KORACHANI EMPIRE</u> to the <u>CITADEL MOUNTS</u> in 352 RM, who renamed it <u>EHBOT</u>. The empire established its government in the city of <u>DUN KYAL</u> in 353 RM, renamed Dun Kharr. The city later became famous for the gold-gilded domes of its highest temples and palaces, and its distinct silhouette, the subject of many paintings over the course of history, has since gone on to become recognised around THE INNER SEA.

Ehbot was cursed under its Korachani rulers and the region suffered from over a century of conflict, leading ultimately to the empire's abandonment of the colony in 527 RM, where it was left to the INTERREGES. Dun Kharr was left under the control of a small garrison of soldiers who could do little against dissenting locals. It was allowed to rot over the centuries, its halls and loggias slowly emptying, its corridors

growing silent. A death cult had taken control of the ruin by c. 650 RM, constructing large crypts and establishing a culture that obsessed over death. The cult grew in strength and under its aegis did the city grow once more, seeing a small resurgence in c. 725 RM. It remained for the next centuries, a religious place, and an important part of the nations' culture and economy.

The persecution of the ruling <u>AUSPEXES</u> in c. 2200 left Arkos under the complete rule of the <u>CUSTODES</u> (descendants of imperial <u>STEEL LEGIONNAIRES</u> left there), who abandoned their ancestral city in Arkos and moved their palaces to Dun Kharr, which became capital of the region. Under their leadership the city was restored to greatness, with new mines established beneath its crypts, leading to the rise of an unseen slave caste that never left the mines. War with Sarastro in 2326 RM saw the city attacked and taken, with much of its populace taken north as slaves, its mines exploited, leading to their exhaustion little more than a century later. Following Sarastro's retreat from the region in 2412 RM, Dun Kharr was reclaimed, restored to status of capital in just over 100 years.

The city was subjected to Sarastroan attacks again in 3522 RM, where slavers terrorized the region for decades, leaving the city crippled. Dun Kharr could never recover from the raids and diminished in size, becoming a lawless state for some time. It recovered by c. 3700 RM, emerging as a small fortified settlement, its people dour and hardworking, their obsession with death solidified by their history. The crypts were restored and became focal points of their religion and culture once more.

In c. 3800 RM a caste of disfigured mystics from the east known as $\underline{\text{CATRACHI}}$ brought their own morbid teachings to the people of Dun Kharr, and they gained great renown there, becoming a ruling caste, which remains in control of the city to this day, overseeing trade along the $\underline{\text{SALT ROAD}}$, which passes through it (Pop. c. 41,000).

DUN KYAL: see KYAL.

<u>DUN MHAQ</u>: Set. One of five major city-states in the <u>CITADEL MOUNTS</u>, and later <u>EHBOT</u>, and now in present-day <u>ARKOS</u>⁽¹⁾, dominating the south of the region. Characterised by its square citadels and penthouses perched above well-made mudbrick houses, whose inner rooms are, more often than not, hewn from cliff-faces, the city was a thriving metropolis (originally known as <u>MHAQ</u>) before the arrival of the <u>KORACHANI EMPIRE</u> to the region in 352 RM and remained so until an on-going conflict with <u>AUERENI</u> barbarians escalated.

Korachani engineers bolstered its harbours to accommodate the larger imperial vessels that would be arriving with imperial immigrants. Being the first place in which they made landfall, Dun Mhaq was the first of the Citadel Mounts to adapt to imperial customs and, as the central-most of the city-states, this new culture then spread to the other cities. This shift in influence made Dun Mhaq a powerful city under imperial rule, and though <u>DUN IACH</u> and <u>COLYIS</u> became home to its administration, Dun Mhaq was its heart as far as commerce and culture went. The second Auereni war that broke out in c. 375 RM brought lots of military activity to the city. The long-standing militarisation of the area, coupled with hardships brought with the war saw its populace growing discontented. Those who could afford to, moved to the north, leaving the poor and weak to their own fates. In 503 RM the populace finally revolted against the harsh rationing and martial law that had stifled them for so long. The imperial administration was slaughtered in its palaces and the people took control. But they were ill-prepared for the ongoing war with the Auereni, who later seized control, taking thousands south east as slaves. The city was occupied by the barbarians, and many of its municipal structures toppled or otherwise allowed to rot.

The eventual defeat of the barbarians following the arrival of belated imperial reinforcements done little to restore Dun Mhaq, which remained half-ruined even after it was repopulated, though the Arkosian nation did restore its harbours to working condition in c. 650 RM, long after the empire abandoned it. Trade returned to Dun Mhaq, in the form of contact with what few independent regions remained in the area as well as isolated imperial settlements around the DAARKEN GULF. By c. 725 RM it was leading river trade east with RETHKA, where exotic items were traded with the ANUBIANS. Changes in the coastline over the next few thousand years caused its harbours to silt up as the river THAUR changed course. In c. 2400 RM a new harbour was constructed around the new

course of the river, linked to the city via an elevated thoroughfare which, over the years, attracted new buildings around it, linking the harbour and city together as one. The 2325 RM war with <u>SARASTRO</u> saw much of the region devastated, though Dun Mhaq survived relatively unscathed, and led the majority of the rebuilding effort that reunited the region, though the massive slave raids of 3522 RM left all of Arkos devastated, Dun Mhaq included.

Its population largely slain or taken north as slaves, the city slowly recovered, and it is populated to this day, albeit greatly diminished. Its people, like those of other cities in Arkos, are untrusting of their neighbours, uncertain of their future, though it has found stability through the trade brought by the <u>SALT ROAD</u>, which passes through its borders (Pop. c. 20,000).

DUN SVA: see **SVA**.

DUN SVARR: His. Set. One of five major city-states in the CITADEL MOUNTS, and later EHBOT, and now in present-day ARKOS^(1.), established in ancient times, in c. -1150 RM, when it was then known as SVA. The city is now ruined, with a newer settlement built from its ruins appearing relatively recently, known as CATACHIS. Dun Svarr was the lowest of the city-states, its lands mostly flanking the banks of the river THAUR, though its borders were formed of steep hills and cliff-sided peaks. The city dominated the south eastern regions of Ehbot and, later, Arkos, and was fortified by its imperial governors following KORACHANI subjugation of the Citadel Mounts in 353 RM and the regions renaming to Fibor

It was under imperial governance that the city bore the brunt of <u>AUERENI</u> attacks, beginning in c. 375 RM, lasting until 534 RM, a full decade after the empire abandoned the region to the <u>INTERREGES</u> in 527 RM, which had the city evacuated within months of its appointment. The city became the site of years of intense close quarter fighting, with Auereni troops making their way into the lower city. The Auereni saw little value in the city and sacked it. A few years before the war ended, in c. 530 RM, the city was stricken by a foul debilitating disease which further marred its reputation. Dun Svarr became a pariah in its own nation, ignored by both sides of the war, its people left to rot.

As the war died down and the Interreges gave way to native rulers known as <u>AUSPEXES</u> and <u>CUSTODES</u> (descendants of the <u>STEEL LEGIONNAIRES</u> originally stationed there), the city was unable to shake the stigma it had acquired during the war and its people, many of which were scarred from the effects of the <u>ATRAMENTAL DISEASE</u> that had stricken it during the war, were shunned. The city never recovered from the war, and its harbours remained empty until c. 710 RM, when entrepreneurs opened them up again, trying to entice trade back to the city. Arkos slowly opened up to Dun Svarr and within a hundred years the entrepreneurs that brought trade back to the city had become powerful noble families, which ruled as a council. Their laws were harsh, but necessary to ensure stability and growth. By c. 1010 RM the nobility married into the city of <u>MANRAH</u>, where they gained much influence, leading to it becoming a vassal of Dun Svarr, bringing further wealth to the city by c. 1100 RM.

This marked a time of prosperity for the city and the rebuilding of its old peak-top citadels, its loggias and palaces restored to greatness, their gold-gilded domes resplendent once more and a mark to neighbouring cities that it had risen from its shame. The appearance of the gardens of HESPERA in 1374 RM brought more influence to the region, whose area of influence had grown to become the largest of all the Citadel Mounts, with the ruling Arkos growing weary of the city's growth and its rulers' influence. Dun Svarr's dominance of the conurbation known as THE PINNACLES some miles south of the main city exacerbated the Arkos' woes, who in 2212 RM attacked the Citadel Mount and its city in a bit to wrest power from its rulers. They succeeded two years later and placed an Arkos in control of the city.

<u>SARASTROAN</u> attacks against Arkos starting in c. 2325 RM left the entire region devastated. Dun Svarr was no exception. The Pinnacles were left deserted and much of the lower city of Dun Svarr was likewise targeted by slavers, leaving it a broken city that slowly declined until it final death in c. 3522 following another devastating Sarastroan attack.

The city remained empty until c. 3840 RM, when a caste of mystics calling themselves TECHISA travelled there from the north, settling the

ruins beneath the Citadel Mount. There, from the ruins of Dun Svarr, they founded the religious city of <u>TECHISUN</u>, which has become a dominant force in the region by c. 3960 RM.

DUN SZAS: see SZAS.

<u>DUN SZASS</u>: Set. One of five major city-states in the <u>CITADEL MOUNTS</u>, and later <u>EHBOT</u>, and now in present-day <u>ARKOS</u>⁽¹⁾, dominating the west of the region. The city of <u>SZAS</u> was seized by the <u>KORACHANI EMPIRE</u> in 359 RM and renamed Dun Szass following its subjugation of the Citadel Mounts (and subsequent renaming to Ehbot) seven years earlier. Its many walkways and natural land-bridges connecting the walled high-city of the Citadel Mount, as ancient ruined structures crumbled in the badlands beneath; remnants of an older larger Szas.

Under Korachani rule, the native CHURCH OF CLEANSING and the KNIGHTS OF SZAS (the governing force of the city-state and its environs), were executed, their fortress outside the city toppled and a great imperial idol erected in its place in 412 RM as a sign to would-be dissenters. The deterrent worked well, for the city was easily subjugated by its imperial rulers, and it came to be ruled by ICONOCLASTS (1.) who opposed any of the city's old beliefs, though its distrust of the ATRAMENTA was not something that could be easily quelled, and TECHNARCANE industries never caught on, leaving the city somewhat backwards compared to others in Ehbot. Despite this, taxation of the river FALX was slowly increased every year and the city grew wealthy as a result.

The regions' wars against the vehement <u>AUERENI</u> and their allies reached Dun Szass in 512 RM. At that point Korachan was losing the war. 2-years later the lower levels of the city were taken by <u>KANAATIAN</u> marauders and its water-sluices destroyed. The city was flooded, with fighting filled its streets for the nest years. This marked the empire's abandonment of the lands west of <u>DUN MHAQ</u>, where its nobility and leaders holed up in its north eastern cities. Dun Szass was finally overrun by the barbarians in c. 519 RM, its populace all but destroyed.

When the war finally ended in 534 RM Korachan had left the region, which had become known as Arkos, inherited by the colonists descendants. The city was a ruined shell, with anything of value taken by the marauders during their occupation. It was resettled and by c. 580 RM had begun to re-establish itself, though by then the river Falx had been open to traffic for so long (almost 50-years) taxation was impossible. The people of Dun Szass looked north west to Thray, and trade was established between the two settlements. Over time Dun Szass became renowned for its merchant lords, whose command of the Tharran ROAD brought renewed wealth to the city, whose old spires were allowed to rot. The new city spread across the plains of eastern Araaht and grew far larger than it had ever been before.

In 995 RM the merchant lords of Dun Szass, in their search for new raw materials to exploit and trade, mounted an expedition to the west, which uncovered the AANTH birthing pits of MAALKAT. This precipitated a time of war in Arkos, with the ARHAAT becoming a contested region until c. 1150 RM, by which point the western Arkosian borders had withdrawn a hundred-miles east. The city's harbours were increased in both size and scope over the next centuries, with an intricate system of mechanical canals established to combat the change in coastline as the city's districts moved away from the river up the coast. By c. 2000 The city was around 2-miles north of its original incarnation, with the coast slowly retreating. This drying of ELYDENS' seas cost the city greatly, with the maintenance of its harbours and deepening its channels becoming prohibitively expensive. By. C. 2500 RM the city had diminished greatly in size, its merchant lords supplanted by a firmamental plutocracy who blamed the ATRAMENTA for the nations' woes. The old CHURCH OF CLEANSING was re-established and the ancient hatred of the Atramenta was preached by the church. By the time of the second major SARASTROAN war in 3522 RM, the city was a bleached ruin, no less than 10-miles from the coast.

The fragmentation of Arkos that followed those wars and the <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM saw the region resettled by bandits, who fortified the old citadels established their rule there, with a small but healthy community appearing there in the past centuries, forsaking the banditry of its roots, and now forming a part of the <u>SALT ROAD</u> (Pop. c. 8,500).

<u>DUNAR</u>: Rui. Abandoned <u>ARKOSIAN</u>^(1.) harbour in the c east of Arkos, to the east of the <u>SEA OF ERIA</u>. The harbour was one of the region's main ports though was abandoned in c. 3100 RM. The ruins have since been appropriated by bandits, which are a menace along the road between <u>DUN IACH</u> and <u>EDENTA</u>.

<u>DUNCHA</u>: Set. Small city in the c. east of <u>AQUARIIA</u>, known for its iron mines, which employ most of its adult male population (Pop. c. 20,000).

<u>DUNE SEA, the</u>: Sup. Geo. Though many use the term synonymously with <u>KHARKHARADONTIS</u>, the Dune Sea refers to a specific desert region dominating the c and north of Kharkharadontis, that is covered in a thick layer of dunes made up of dust, rust flakes, ground bone, and sand, with individual particulates said to possibly date back to ancient civilisations and empires throughout the Ages of <u>ELYDEN'S</u> history.

It covers some 4,000,000 square-miles of land and in places is many miles deep, covering entire geographical formations. Where it is deep, the weight of overlying dust has compacted the lowermost reaches into a substance similar to duststone, and this lower stratum is sometimes exposed by the constant movement of the dunes, revealing the soft stone, which is highly susceptible to wind and rain erosion.

It is largely unpopulated, with the <u>Atramental</u> taint in its south western-most expanses being too severe for prolonged exposure, though animals that are adapted to its effects and the climate can be found there. Of note are lumbering reptiles known as <u>KURMA</u>, whose bodies are naturally adapted to the presence of the Atramenta. The katabatic winds of <u>HYENEA</u> carry moist air into it from upland regions in the south, allowing adapted life to survive there.

Though the place is desolate, it is not without its wonders and various grotesque and ancient landmarks pepper the region, including ancient ruins dating back to previous ages, when the dust was not as pronounced as it was today.

The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES</u>.

<u>DUNKOYAN</u>: city in the north of <u>KREM</u>, in the eastern face of the <u>ARGENT</u> Mountains. It is known for its self-sufficient hunters who live for months on their own in the wilderness, following the movements of <u>ARGENT EAGLES</u>, whose eggs are a prized delicacy. The pursuit is dangerous, not only due to the uneven terrain but also the protective eagles which can easily maim mortals with their sharp beaks and caws (Pop. c. 45,000).

<u>DUNTAL I' UD'YO- TECHNADEUS</u>: also 'Outposts of the God-machine'. Rel. Str. Outposts of the <u>CHURCH OF THE UNDYING MACHINE</u> overseen by <u>ENDOCRINES</u> and other facets of the church. These outposts (often in the form of walled citadels) mark the hinterlands of <u>KORACHANI</u> lands.

They were prevalent in the first centuries of the empire's conquests, and were used to enforce the will of the UNDYING MACHINE. In many cases, such outposts became the centres of newly-established settlements and would become the administrative and military centre of the settlements.

<u>DUNTOL</u>: Set. Fort in the c-south east of <u>EZASUH</u>^(2,), guarding the entrance into the <u>BAY OF MALIKHAT</u>.

<u>DUR</u>: Rvr. River in the south west of the <u>HENDECARCHY</u> of <u>MYEIN</u>, flowing south for over 500-miles from sources in the <u>MEMNIDS</u> before meeting with its parent, the river <u>LAUL EGLEA</u>. It is known for its dark waters, which are filled with sediment from the Memnids.

<u>DURA</u>: See. Fortified city in the south west of the <u>PARTHISAN</u> colony of <u>IBANNEM</u>^(1,). It is a militant city, and upon coming of age, its people serve for 5-years in its armed forces, whose main role is to patrol the contested region to the south. Those who survive the full 5-years are given citizenship and are exempt from serving any further, though many decide to continue as professional soldiers (Pop. c. 42,000).

<u>DURAHRAT</u>: Sca. Body of water that forms a north western expanse of the larger <u>SEA OF ORRIDA</u>, bordering the costs of <u>GYZHA</u>, <u>AYAD</u>, <u>OTINTH</u>, and <u>SEDISIA</u>. Like most coastal seas, it has diminished in the past millennia through the wane of <u>ELYDEN'S</u> seas and many of its onceislands have now become part of the mainland, primarily along the peninsula of <u>IANNARA</u>. <u>DURCHAA</u>: Dem. 'Durchaant'. 1. Ntn. Once the northern-most province of the <u>KORACHANI EMPIRE</u>, north of <u>ALMAGEST</u> and <u>ASTUDAN</u>, founded on the ruins of the nation of <u>THYTHIA</u>, which was destroyed following a lengthy military campaign that lasted from c. 900 – 1491 RM, during which the indigenous people of the region were wiped out, with the remained of its populace being enslaved.

Eventually embodying a diverse population of <u>DEMIURNES</u>, <u>HUMANS</u> and <u>DVERGAI</u>, the province became known for its <u>FLESHMILLS</u>, <u>ATELIERS</u> and cloning manufactories, where many of its manufactured creatures, including some iterations of the <u>STEEL LEGIONS</u>, were <u>INCEPTED</u>. It also became a major source of meteore. Many boreholes have been excavated to reach concentrations of pure-<u>UMBRA</u> deep below the surface and the region was a major supplier of raw umbra to the empire before its eventual loss during the <u>WAR OF THE ARTIFEXES</u>. Over the years, the chthonic taint seeped to the surface, where the land itself became twisted, warping otherwise healthy flora and fauna making much of the surface inhospitable.

The War of the Artifexes in 3014 RM saw Durchaa weakened, cut off from the empire. Much of its south western territories were annexed by a confident Almagest by 3284 RM, though the regions around the main city of Durchaa^(2,) remained strong, particularly around the fortifications of <u>RICHAA</u>. Despite this, contact with the Korachani empire in the aftermath of the war became sporadic at best, allowing Durchaa to fully break away in 3321 RM, though a lone Korachani city-state (<u>TEMERACHAN</u>) remains to this day along the border between Durchaa and Almagest. By the time Almagest gained its independence, even more lands, including vast territories south of the <u>MARMARA MASSIF</u>, had been taken by Almagest.

What remained eventually became a small kingdom allied with Almagest, powered and heated by geothermal energies and continuing the <u>ATRAMENTAL</u> and <u>CLONING</u> traditions set forth by its forebears. Today it sells vat-grown beasts and creatures to the highest bidders across Elyden. It is also known for its many <u>HALF-OGHURS</u> and their descendants with <u>HUMANS</u>, from a time when they were used as <u>SLAVES</u> and workers. Indeed, many people in Durchaa with wide frames who stand 6' tall or taller are just assumed to have <u>OGHUR</u> blood without anyone making a deal of it. Some regions **See Vol III: the Nations of Elyden.**

2. Pol. Set. Capital of the nation of the same name. The first major IMPERIAL colony in the region in c. 740 RM, before Korachani attacks on the indigenous populations began, it began as a city on the fringes of Imperial life where daredevil frontiersmen and prospectors would gather after long sojourns into the wilderness.

It has since grown into a thriving city, the largest in the nation and is home to many great manufactories, some of which experiment with the thick SHADOW-STUFF found beneath the surface, as well as more mundane sciences such as geothermal energies. It is situated in a great basin (once a cavern, its roof now collapsed), at the south eastern shore of lake THYTHIA and is prosperous, well known for its slave workforce, which is largely comprised of the descendants of natives who were taken by Korachani subjugators centuries ago (Pop. c. 580,000).

<u>DURCHAAN</u>: Lan. Language that emerged in <u>DURCHAA</u> from <u>KORACHANI</u> in the centuries following its independence in 3321 RM. Though it remains a Korachani language at its heart, it has many <u>ALMAGESTI</u> loanwords, and can be described as closer to <u>LOW KORACHANI</u> as it emerged from the workers' languages that were spoken across the nation. See Vol II: Languages.

<u>DURCHAAN UMBRA LINES</u>: Sup. Ind. Expansive <u>UMBRA</u> pipelines covering most of the nation of <u>DURCHAA</u>^(1.), originating in the offshore umbra fields of <u>OGGUTEI</u>. The pipelines are heavily guarded against attack and theft and are fortified throughout their 1,900-length and patrolled regularly.

The lines are commonly divided into two – the Western and Eastern Lines – with the former beginning in $\underline{DAALKATH}$ and ending in the city of Durchaa^(2,), and the latter beginning in $\underline{MEKONIA}$, and ending in \underline{UROTHA} , via the city of Durchaa.

<u>DURCHAN</u>: Set. Fortified city in the east of <u>AZAZEM</u>, guarding the <u>SABBARA</u> pass east into <u>KORACHAN</u>. It is built on the ruin of an earlier city that existed on the then banks of the river <u>ZEMEN</u>^(1.) that was destroyed by the <u>DORUK CALAMITY</u> in 3088 RM. The disaster saw

massive flooding and landslides alter the terrain of the region, washing away the city and altering the course of the river, shifting it some 20-miles.

Durchan was rebuilt over the ruin of the old city, and eventually became a base of the <u>KNIGHTS FERROUS</u>, who share leadership of the city to this day (Pop. c. 32,500).

DURET: Set. Major city in the c of ERET (2.) (175,000). *

<u>DURIAN</u>: *Geo.* Massive escarpment, around 1,500-miles long, in <u>KHARKHARADONTIS</u>, north west of the <u>DUNE SEA</u>, serving as the southern border of the <u>FLAESCUS</u> region and a buffer to the crawling desert, preventing it from moving north. The area is notable not only for its size, which itself is something unknown of in other lands, but also the strange thorny honeycomb that peppers the escarpments' surface, its poisonous orange sap glowing from within, illuminating the region in an eerie light for miles around.

<u>DURILIT</u>: *Geo.* Two small mountainous regions in the south of <u>AHRISHEN</u>, each about 200-miles long. A local legend describes how the two ranges, separated by 310-miles, came by the same name.

<u>DURLAR</u>: Set. Small city and surrounding regions in the c north of <u>VENTHIR</u>, east of the <u>SEA OF KALAUN</u>. It is famed for its groves of <u>OPOENA</u> fruit, which are harvested for their medicinal qualities (Pop. c. 11.500).

 $\underline{\mathbf{DURNIR}} \colon$ (B. unknown) $\mathit{Pol}.$ Current ruler and Choyal-councillor of CHTHYRID.

<u>**DURNN**</u>: Set. Small cliffside settlement in the south of the <u>ILLIGARHI</u> Mountains, in <u>TEMUJA</u> (Pop. c. 3,000).

<u>DURORI</u>: 1. Rvr. River in the north east of <u>AZAZEM</u>, flowing west for 80-miles from the <u>OTHACHA</u> Mountains before joining with the river ZEMEN.

2. Set. Settlement in the north east of AZAZEM, west of the OTHACHA Mountains and 55-miles south west of the EDEN NU. It is a centre of mining in the region, particularly chalk and copper, which are both used in the alchymical art (Pop. c. 6,200).

 $\underline{DURRA}{:}$ 1. Pol. Duchy in the $\underline{HAR\acute{E}SHKI}$ CITY-KINGDOM of $\underline{MEDES}.$

2. Geo. Rocky upland region in the south of the $\underline{\text{HAR\acute{E}SHKI CITY-KINGDOM}}$ of $\underline{\text{MEDES}}.$

3. Geo. Also, the name used for the <u>MEDESI</u> peninsula, flanked to the east by the gulf of $\underline{CARIA}^{(1)}$, and the east by the gulf of $\underline{NESHER}^{(1)}$.

<u>DURHADDON</u>: Set. Major city in the north east of <u>OPHIUSSA</u>, relatively close to the border with <u>GNOTH</u> (Pop. c. 230,000).

<u>DURUHIR</u>: Set. Settlement in the north of <u>AYAD</u>. Its main industry is marble quarrying (Pop. c. 8,000).

<u>DURUN</u>: Rui. Ancient ruined tower in the far north east of <u>CYHLAGHARR</u>, in the eastern face of the <u>RGWEROTHA</u> Mountains. It was once a major outpost for Cyhlagharri armies, though is now ruined, mostly collapsed into the sea below.

<u>DURUTHILHOTEP</u>: m. Myt. His. Per. In the mythology and ancient history of <u>ELYDEN</u>, third of the Two-and-Twenty <u>DEMIURGES</u>, whose children were the <u>IMMORTALS</u>^(2.).

He was a counterpart to <u>RACHANAEL</u>. <u>ALLAISHADA</u> was his greatest pupil. As an ascetic and philosopher, he accepted his loss of divinity, which brought him even closer with the Firmament.

He withered in the late <u>FOURTH AGE</u> with the fragmentation of his people, the <u>IFIRMIANS</u>, though his will survived in the methods and rituals of those who continue the Firmamental tradition.

His known <u>SCIONS</u> are: <u>ARAMMU</u>, <u>HAVELRA</u>, <u>KHAMAR</u>, and <u>VUALSAURA</u>. See vol IV: the Two-and-Twenty Demiurges.

<u>DURUTETH</u>: Geo. Small island, in <u>KHAMID</u> just east of <u>KHEMET</u>, in the <u>DARK SEA</u>. The island is only around 2-miles long, and is relatively featureless, being little more than barren rock. It was landlocked prior to the <u>CATACLYSM OF KHAMID</u> and was said to be the place where the <u>SCION KHAMAR</u> first taught the ancestors of the Khamidians about the <u>FIRMAMENT</u>.

<u>DUSAGHAA</u>: *Geo.* Rocky hills in the c east of the nation of <u>DURCHAA</u>^(1.). <u>DUSALON</u>: *Mil. Str.* Fortress in the c north of <u>SARASTRO</u>.

DUSDADRIS: For. Sparse boreal forest in the c north west of ATARAXIA.

<u>DUSES</u>: also 'the Holy City'. Rel. Pol. Set. Capital city of the <u>SYCHTAN PREFECTURES</u>. It forms a major stop along the <u>ISHMMARRAN TRAIL</u> and caters to the many merchants and travellers that cross through it (Pop. c. 2,260,000).

<u>DUSK, BASILICA OF</u>: Rel. Str. Once a sanctuary for pilgrims of the <u>UNDYING MACHINE</u>, originally constructed some distance from the <u>CITY OF ALMAGEST</u>, the <u>BASILICA</u> has since become enveloped by the city sprawl, and is the largest non-<u>MANUFACTORY</u> structure in the city and is renowned around the Republic for the size of its verdigris-encrusted dome.

<u>DUSKHEADS</u>, the: Art. Large carved humanoid faces in the south of the <u>JAT RAZDA</u> region of <u>THE SURRACH</u> in the north west of <u>SAMMAEA</u>. The faces look west across the <u>SEA OF ESCHATA</u>, and are weathered by sea and rain, though their scope and expert construction mean that their features are still visible. Their creators are unknown, and they are thought to date the <u>THIRD AGE</u>.

<u>DUSSAARA</u>: Set. Coastal settlement in the north of the <u>KORACHANI</u> colony of <u>TAVVADRA</u>, in the north west of <u>SAMMAEA</u>. Its main industry is fishing (Pop. c. 3,000).

DUST MAW: see OBLEVIA.

<u>DUSTINA</u>: Rui. Abandoned city in the c of <u>DURCHAA</u>^(1.), west of lake <u>THYTHIA</u>. It was once a major deep-bore <u>UMBRA SIPHON</u>, though the engines fell silent in c. 3112 RM after decreased contact with the empire after the <u>WAR OF THE ARTIFEXES</u> led to a lack of maintenance. Today the region is an <u>ATRAMENTAL WASTELAND</u>, at the centre of which is the ruin of the old city, which once housed 30,000 bodies during its peak in c. 3002 RM.

<u>DUSTSTONE</u>: Sup. Ele. Stone, common across <u>ELYDEN</u>, particularly in areas that have been subjected to prolonged <u>ATRAMENTAL</u> exposure. Such exposure is thought to be responsible for the characteristic brittleness of duststone. Many areas where umbra has been found, such as <u>ALMAGEST</u>, <u>AZAZEM</u> and <u>PELASGOS</u>, are all riddled with this type of rock, which is a threat to construction works wherever they are found. Known for its brittle nature and propensity to absorb liquids (increasing its brittleness), it is known for its impressive formations, though is next to useless in construction, though of some use to sculptors and stonesmiths.

Duststone can be both sedimentary or metamorphic, with the Atramenta responsible for corrupting both – either influencing its creation (in the case of sedimentary) or its life (in the case of metamorphic). Areas of sandstone or thick dusty sedimentary deposit can, over time and exposure to the Atramenta (through natural or artificial means) create duststone.

<u>DUSTSYL</u>: Set. City in the east of <u>OKKHAM</u> (Pop. c. 237,400).

<u>DUSURRA</u>: Set. Coastal settlement in the south of the <u>KORACHANI</u> colony of <u>TAVVADRA</u> in the north west of <u>SAMMAEA</u>. The settlement's main industry is pearl-diving (Pop. c. 5,000).

<u>DUULAA</u>: Geo. Salty basin in the south of <u>LAASKHA</u>, north of the <u>NASUCHARI</u> hills. The basin is a remnant of a bay that existed there until c. 3500 RM, marking the old coastline.

 \underline{DUYANU} : 1. (230-ft.) *Rvr.* Waterfall in the c north of $\underline{ATARAXIA}$, along the course of the river \underline{ARASTA} .

2. Ind. Ser. Logging settlement in the north of <u>ATARAXIA</u>, to the south west of the <u>SARASH</u> forest (Pop. c. 29,000).

<u>DVEOMER</u>: Mys. Amongst the <u>DVERG</u>, a quasi-religious practice that melds incantations and ritualistic chanting with the technological expertise the race is renowned for. A great deal of mysticism and hyperbole surrounds their mechanical teachings, making it difficult to distinguish stylised rituals from practical applications.

Through contact with the Dvergai, the trait was passed down to the Imperial <u>DEMIURNES</u> where it has perhaps become an even more widespread and fanatical practice.

<u>DVERG</u>: Plr. 'Dvergal'. Mor. One of the original two-and-twenty <u>MORTAL PEOPLES</u>, and the children of the <u>DEMIURGE SYNCHTHONITH</u>. They are a short, stocky, and technologically aware people, and are native to lands north of <u>THE INNER SEA</u>, originally centred around the <u>RHAECHA Mountains</u>, though are rarely seen in the open due to their sensitivity to light.

Their lands and clades were wiped out millennia past by $\underline{\text{HUMAN}}$ expansion in the $\underline{\text{FOURTH}}$ and early $\underline{\text{FIFTH AGES}}$, and now they are restricted to enclaves and ghettoes in various other nations and regions, though they claim the small nation of $\underline{\text{CHTHYRID}}$ as their own. They are also found in some numbers within the $\underline{\text{KORACHANI EMPIRE}}$, where they have become an essential part of its industries, working as slaves and technologists in its many manufactories. The $\underline{\text{STEEL CATARACT}}$ – the largest dam in $\underline{\text{KORACHAN}}$ – was mostly built by dvergai hands.

Their pale skin and large black eyes are sensitive to light, so when they are seen close to and above ground, they are almost always covered in thick leather suits and tinted goggles; the accoutrements of their trade. They show little affinity for the FIRMAMENT or the ATRAMENTA, though have a racial understanding of the latter and its applications within TECHNARCANA, and their seemingly innate affinity for engineering is legendary.

Though they maintain few open ties to their ancestry, a few ancient temples have been discovered by Imperial explorers, hewn from deep caverns, though all are eons old and lie abandoned.

<u>MULLS</u> are descended from ancient unions between dvergai and humans and are today more numerous than the dvergai themselves, with various small nations and city-states under their control. See Vol II: Classification and Taxonomy of Life: *Sicthain*.

<u>DVERGR</u>: Lan. Language spoken by many <u>DVERG</u> in <u>LLACHATUL</u>, that borrows heavily from <u>HUMAN</u> languages from the early <u>FOURTH AGE</u>. See Vol II: Languages.

<u>DWARFISM</u>: 1. Med. Condition noted throughout <u>ELYDEN</u> where individuals of a race (generally <u>HUMANS</u>) are born with disproportionate limbs, characterised by extreme shortness. Etymologically, it is derived from the word *Dverg*. Though not universally so, it is commonly a result of Atramental or Firmamental influence upon the gestative process or inherited traits from the parents. In most cultures dwarfs are treated little different than those of larger stature, though in others they might form a unique caste of high or low station amongst the populace (such castes are commonly advisors, <u>PARIAHS</u> or <u>SHAPERS</u>).

- 2. Soc. Acceptance of dwarfism has varied throughout the reign of the <u>HIGH-EMPIRE</u> of <u>KORACHAN</u>, though was perhaps most common there amongst all the human nations of the <u>FIFTH AGE</u>, save perhaps <u>PARTHIS</u>. Dwarfism was accepted as just another form of the physical condition in the cities of the empire and was regarded with little difference to the form of <u>ATRAMENTAL TAINT</u> manifested in <u>UMBRANS</u> and <u>DEGENERATES</u>.
- 3. Soc. In <u>PARTHIS</u>, dwarfism has been viewed with esteem and historically many influential court advisors tended to be dwarves, and today ministers and other influential members of the government are dwarves.
- 4. Soc. In <u>GNOTH</u>, an ancient pariah-caste of <u>GIGANRI</u> that now survives as a caste apart from Gnothi society that operates as a (willing) servant caste in return for erudition and protection. These dwarves are about the size of humans, and are known as <u>ARAQUI</u>.

DYANOOTH: also 'the Illusory City' and 'the City That Isn't'. Int. Set. Dre. A large city in the wastes of WESTERN SAMMAEA, within the CITRINE PLAINS in the far east of the CITIZENRY OF THALI. The city originated as an independent city-state in c. 1800 RM which eventually became engulfed by a pervasive DREAMSCAPE that appeared in c. 1980 RM and which increased steadily in both strength and area over the coming decades. This proved detrimental to its economy, making travel into it increasingly difficult over time, causing the city to wane in influence until it became effectively isolated in c. 2265 RM. Those living within the city and its immediate surroundings became trapped and only ONEIROMANCERS and those with particularly strong wills were able to escape the confines of the dreamscape, in some cases never able to return.

The city has survived since then like an island separated from the coast by extreme tides, cutting it off from the mainland for most of the time but linked momentarily, allowing people in and out. Oneiromancers wield all power and those without such skills form the workers' caste, effectively trapped.

The city has created a <u>DREAM</u>-based economy over time, with people mining or harvesting the dreamstuff that surround it, which can be taken back to the <u>MATERIAL PLANE</u> by oneiromancers or during times when the oneiric veil surrounding the land weakens, allowing mundane travel.

The city is at risk from dreamers in the nearby Material Plane, whose dreams can warp and alter its fundamental nature, and it employs a cadre of oneiromancers who keep a constant vigil, guarding the citizens of Dyanooth from external harm.

The city is largely invisible to travellers in the Material Plane, though it can be seen by oneiromancers and faintly by those dreaming, though at the times in its cycle when the surrounding dreamscape's potency weakens, it can be seen as a mirage by those nearby, possibly materialising fully, allowing travel and interaction through mundane means. (Pop. c. 27,000).

<u>DYCHOTI</u>: *Sup.* Rare <u>SHAPERS</u> who are able to use both the <u>ATRAMENTA</u> and the <u>FIRMAMENTAL</u> in their <u>SHAPING</u>.

<u>DYCRAAT</u>: Set. Coastal settlement on the north east of the island of <u>CYNCER</u>^(1.) in the south of the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u>. Its people's main diet consists of soft-shelled shrimp that lives in the waters around the <u>SHIBBOTHA</u> and <u>SHIELD ISLES</u>. These are boiled and eaten whole, usually in stews or with legumes, and as a result locals are known for the slight orange-pink tint to their skin (Pop. c. 9.500).

<u>DYEA</u>: Soc. Pol. Geo. Ancestral lands of the <u>DYEIN</u> nomads of the <u>ERESHKIGAL</u> in <u>KASPIA</u>.

<u>DYEIN</u>: 1. *Eth.* Nomadic people of <u>KASPIA</u>, and remnants of an older time before the rise of <u>TAHIRA</u>. They live in small family groups that travel the highlands of the <u>ERESHKIGAL</u> on foot, building small stone huts (also known as dyein) when needed or using abandoned ones they come across, leaving offerings to the next occupants when they leave. They do not recognise <u>TAHIRA</u> as a sovereign and are shunned by the urban populations, sometimes as far as being persecuted by faithful followers of Tahira. They worship the old <u>ELDRIAN</u> deities of the <u>KRIAN PANTHEON</u>. See Vol II: the Nomads of Elyden.

2. Soc. Obj. Round, flat-topped huts built by the Dyein nomads in KASPIA.

<u>DYFAED</u>: 1. Rel. Dei. Baleful demigod worshipped by the people of <u>PHUT</u>. It takes the form of a hunched winged beast with an open book in place of a head, and statues in this image dominate the skylines of its manufactory-cities and the harbours of its great coastal capital <u>EPHUTA</u>.

Worship of the demigod followed the rise of power of the current socialist dynasty and many voiced their doubt as to the authenticity of the nascent cult. These doubters were silenced, and people soon learnt to worship the idol without voicing any doubts, at least in the open. The open book is said to symbolise the dynasty's pursuit of power, though it is likely little more than propaganda.

2. Set. Major city in \underline{PHUT} and the centre of the cult of Dyfaed (Pop. c. 110,300).

<u>DYKEWALKERS</u>: specialised members of the <u>ROYAL CORPS OF HYDRAULIC ENGINEERS</u> in <u>AHRISHEN</u>. They check the structural integrity of dykes and other structures concerning the maintenance and upkeep of the <u>AHRISHENI WATERWAYS</u>. They live in simple boarding houses operated by the Corps, which are usually situated on either end of long dykes and bridges, where they sleep overnight before returning to work the next day.

<u>DYLA TA'</u>: Set. Large fortified city in the far south west of <u>KHULL</u>, close to the border with the <u>VESPERTINE LEAGUE</u>. It is a major economic power and is home to the Kophic houses, who have grown wealthy in the region through trade with the west. The city is noted for hollow temple – a large coliseum-like church dedicated to the <u>SHADOW TRIUMPHANT</u>, that was repurposed from an old <u>SORCERER-KINO</u>⁽³⁾ arena (Pop. c. 130,400).

<u>DYLPHIRA</u>: Geo. Mountain in the west of <u>NAARETH</u>, forming an extension of the <u>IROTHA</u> Mountains. It is known for its many dark volcanic plugs, which stand out against the pale rocks of the region.

<u>DYNASTY, TAREQIAN</u>: also 'Tareqian Sultanate'. Pol. Org. The current ruling dynasty of <u>SHAZGIN</u>, which has ruled since 3792 RM. It is named after its first sultan, <u>TAREQ I OF FATIMAR</u>, and the present Sultana is <u>ZARIFIRA II</u>.

<u>DYNASTY</u>, <u>ZARALL</u>: also 'Zarall Sultanate'. His. Pol. Org. Historical SULTANATE of SHAZGIN that was in power between 3102 and 3321 RM. Its last Sultan was Haffalin, who came to power following the assassination of his cousin <u>ZARALL III</u> by his <u>HAREM</u>. He died childless

and without any direct relatives who could inherit the mantle of Sultan, leading Shazgin into a period of strife that lasted for 3 years, until a new Sultan rose in $2234\ RM$.

<u>DYRANTON</u>: Soc. Pol. <u>PATRICIAN HOUSE</u> based in <u>DURCHAA</u>, with a history in mining. It was once a part of the <u>ATRAAGOH SYNDICATE</u>, which operated extensive mines in the region of <u>ERIHAAS</u>. The mines fell silent in c. 3945 RM after copper in the area reserves dwindled. See Vol II: Patrician Houses.

<u>DYSTORIN</u>: *His. Dru.* An ancient drug that was used in early <u>FIFTH AGE</u> religious rituals around the <u>SEA OF ETAGIRIA</u>, particularly in <u>ILLAKRAR</u>, northern <u>AKACHA</u>, and <u>ZATAUR</u>. Made from a mix of various ingredients including <u>EPHEDRA</u>^(1.), it was said to bring those who took it (usually by

inhaling smoke from burning resins made from the varied ingredients) closer to divinity. Though the recipe for the drug was lost years ago, it is believed that it was psycho-active, possibly making users more sensitive to the <u>OTHERWORLD</u> or <u>DREAMWORLD</u>.

There hae been attempts at making the drug in more recent years, particularly in Zataur, though most results have been mixed at best.

<u>DYSTRA</u>: Sup. Geo. <u>ATRAMENTAL</u> feature in the c mainland of the <u>FREE-ISLES OF PELASGOS</u>, along a dip in the midpoint of the spine of the northern <u>HELICAR</u> Mountains. The site is a sinkhole that leads into weak <u>DUSTSTONE</u> hollows beneath. The caverns are known to contain strains of raw <u>UMBRA</u>, though their extraction has proved too difficult to manage on a large scale.

E

EA NAGHIR: Sup. Mys. For. Wretched woodlands in the c north of the OLD FOREST, located atop the mouldering body of an unknown being, likely a SCION. Its trees are known for their dark thick trunks and long sinuous branches which lift upwards, their large red hand-like leaves moving to face the sun as it arcs in the sky above.

It appeared in c. 2200 RM to the east of lake <u>SETTRON</u> and has slowly expanded since then. Aside from the slow change to the trees, most vegetation in the region grew diseased and withered, yet not only remained alive, but also spread to cover the entire forest floor in a thick tangle that remains impenetrable to this day.

EAGLEWOOD: Flo. Brittle wood common to much of the north of LLACHATUL. It is good for much other than for firewood, though it gives off little smoke as it burns. See Vol II: Classification and Taxonomy of Life.

<u>EALAN</u>: 1. (10,200-ft.) Geo. Highest peak of the <u>EPITRACHON</u> Mountains named after an ancient god of <u>THE OLD FOREST</u> who is no longer worshipped.

2. Dei. Rel. An ancient god of $\underline{\mbox{THE OLD FOREST}}$ who is no longer worshipped.

EAREARACH: Art. Korachani opera that features a <u>SHAPER</u> (likely a <u>TEMPESTARII</u>) who creates a storm and calls lightning to slay those who have scorned him.

EARLY KORACHANI: see KORACHANI, EARLY.

EARNEA: Set. Small fortified city in the east of the tribe of NUNEA, in the south east of the GROWING MOUNTAINS of MULCIBER (Pop. c. 14,000).

EARTH: Mys. Ele. The second element in the alchemical philosophy of GNOTHI MYSTICISM.

EARTHWRIGHT: Soc. Rnk. In the KORACHANI EMPIRE, and, after the SUNDERING OF THE KORACHANI EMPIRE in 3705 RM, the REFORMED EMPIRE OF SARASTRO, artisans who specialise in sculpture and carving, typically in the lands around the region of the ARID TRIPTYCH. They are respected craftsmen, particularly in northern SARASTRO, where their talents are highly-sought.

EARTHWRIGHT, the: Mys. His. Common epithet by which the DEMIURGE SYNCHTHONITH was once known.

EAST ROAD, the: Com. Geo. Major trade-route that encompasses the nations of SARAGOS, SUOR, NAARETH, and KHITAI.

It stretches for around 4,280-miles, beginning in the city of <u>IPHEIUS</u> in Saragos, crossing the border into Naareth, where it passes through the cities of <u>MAARCH</u>, and <u>BAGATIA</u>, into Suor via <u>KAPURRA</u>, <u>TAION</u> and <u>BESHER AD</u>, before entering Naareth again via <u>ALMA</u>, <u>KAURNAKAR</u>, and <u>SUMAAR</u>. It then crosses the <u>GULF OF VEGATETH</u> into Khitai via the city of <u>GRATH</u>, ending finally in <u>KOURIA</u>. See Vol II: Major Trade Routes.

<u>EASTERN</u>: also 'Eastern Pidgin' and 'Tradetongue' Lan. <u>KORACHANI</u> name for the pidgin <u>TRADETONGUE</u> that is commonly spoken amongst merchants and diplomats in in the north of <u>AHRISHEN</u>, <u>TEMUIA</u>, <u>SAUA</u>, <u>KASPIA</u>, and the north west of <u>MALAN</u>. See Vol II: Languages. EASTERN BRORI CURRENT: Sea. Warm surface ocean current in the west of the BATHASHAL OCEAN that flows to the south as part of the BATHASHALI GYRE along the eastern coast of the continent of BROR^(1.), before meeting the WEST WIND DRIFT, where it flows back east before joining the WESTERN KALISANGELID CURRENT.

EASTERN DOLDRUMMS: Sea. Intertropical convergence zone where the north easterly and south easterly Trade Winds converge, roughly along the equinoctial line, in the MIROVEAN OCEAN, between the east of SAMMAEA and the south west of MENISCEA. Its specific position varies short-term by season and long-term by age, though is generally characterised by monotonous windless weather and thunderstorms.

In the age of sail, most vessels would travel west and then south, rather than directly south across the doldrums, taking advantage of the currents of the $\underline{\text{MIROVEAN GYRE}}$.

EASTERN HEMISPHERE: see FAR HEMISPHERE.

EASTERN LARISH: see LARISH, EASTERN.

EASTERN LLACHATUL: see LLACHATUL, EASTERN.

EASTERN MENISCEA: see MENISCEA, EASTERN.

EASTERN MYMEREAN CURRENT: Sea. Warm surface ocean current in the east of the <u>SEA OF MYMEREA</u> that flows north along the western coast of <u>MENISCEA</u>, before separating north west into the <u>SEA OF</u> <u>AKRY</u>, and south, where it meets the <u>NORTHERN MYMEREAN CURRENT</u>.

EASTERN PIDGIN: see TRADETONGUE.

 $\underline{\textbf{EASTERN SAMMAEA}}\text{: see }\underline{\textbf{SAMMAEA}},\underline{\textbf{EASTERN}}.$

EASTERN SAMMAEAN DIVIDE: Geo. Continental divide forming the eastern-most border of the INNER SEA, between the LLACHATULI DIVIDE and the KHARKHARADONTID DIVIDE. It stretches for 500-miles from the north along the KOKORO and ASHER Mountains, down the KYTHIS Mountains across the STRAIT OF NÁRTHEL, along the JAELA, KHO INNOR, and HAAGEN Mountains, into MULCIBER, and finally along the UGOSTAUTH, and TATRASAN Mountains, where it meets the Kharkharadontid Divide.

EASTERN SAMMAIDAN CURRENT: Sea. Surface ocean current in the SEA OF SAMMAIDU that flows to the west and south down the eastern coast of the KALISANGELID ISLES, before meeting the WEST WIND DRIFT, where it flows back east.

EASTERN THANO: see THANO, EASTERN.

EASTERN TULURKRYPH: Geo. One of two common subdivisions of the FIRMAMENTAL WASTELAND of TULURKRYPH(1.), located to the west of the SEA OF IPERIA in the south west of MENISCEA

EATAN: 1. Soc. Pol. Tribe in the c of MULCIBER, in the GROWING MOUNTAINS, in the north east of SAMMAEA. It is one of few c territories, and is surrounded by other tribes, including USAR, SALARNA, ALLAKAT, JACITTA, and ORIM. Its eastern-most border runs along the BOLILOT PEAKS, making it impassable. It is known for the many AIKLAH ruins that dot the BAESIN ridge along its northern border, most of which date back

to the <u>FOURTH AGE</u>. Local legend claims that aiklah survive in the Mountains, hiding, and avoiding detection by other mortals.

2. *Pol. Set.* Ruling city in the tribe of Eatan, in the c west of <u>MULCIBER</u>, in the west of the <u>GROWING MOUNTAINS</u> (Pop. c. 90,000).

EATERS OF BLOOD: see KHAR'ILLAE, BEAST OF.

EATERS OF SOULS, the: see BAELONAE.

EATET: Set. Settlement in the east of <u>THETIS</u> (Pop. c.6,800).

<u>EBAD</u>: 1. *Geo.* Glacier in the c north of <u>GNOTH</u>, along the spine of the <u>SOLUN HIGHLANDS</u>.

2. Rui. Art. Arc. Ancient monument in the c north of GNOTH, roughly in the middle of the above glacier.

<u>EBADIS</u>: Sec. Small city on the island of <u>EMARAD</u> off the south western coast of <u>CARNYNGA</u> (Pop. c. 14,000).

EBADRIS: Set City in the prefecture of SONTADRIS, in the south of HOLOLACH^(1.) (Pop. c. 38,000).

EBAEON ELLETH, INTERREGNUM OF EHBOT: (B. 282 – 953 RM)

His. Pol. INTERREGES and IMPERIAL governor in charge of the imperial colonies of EHBOT during a time of strife and war with AUERENI barbarians and their allies. Ebaeon arrived in Ehbot with the first migrations there in 352 RM, already a veteran of various duties and governing services in IO. Little more than an ambassador at the time, he worked even as war consumed Ehbot. When Korachan abandoned Ehbot to a state of INTERREGNUM in 527 RM following an irreversible defeat there, Ebaeon became the head Interreges. There was little he could do; outnumbered and close to starving, he readied what remained of his forces and people for a war of attrition they could not hope to win.

In 531 RM he was wounded by a gunshot, and later that year his fate and that of Ehbot were irreversibly changed with the arrival of 3 mystics form <u>ANUBIA</u>. Calling themselves <u>AVENTORS</u>, they promised him his health would return, and that of Ehbot would follow. Within 2-years an imperial convoy had arrived to aid their defence and the Auereni attacks were losing intensity; a century of war was ended, and Ehbot was free. Though by then Ebaeon had already become a tool of the Aventors (known later as <u>AUSPEXES</u>) and he continued to weaken, his body relying on <u>TECHNARCANE</u> aid to function, though it greatly prolonged his life. By c. 620 RM Ebaeon remained a figurehead to those who remembered the war, though as the last generation of survivors died, his popularity waned.

Following the regions' victories against the Auereni and their allies, Ebaeon, by then simply a puppet of the Auspexes, had the remnants of the <u>STEEL LEGIONS</u> disbanded, their members spread across the cities of the region as wardens (later to become the <u>ARKOS</u>^(3,) caste and <u>CUSTODES</u>), though by c. 620 RM the Auspexes had gravitated towards the Custodes, leaving Ebaeon as a figurehead of waning influence. By 622 RM his physical condition had worsened to a degree that he could no longer appear in public and the Custodes took full control of Arkos.

Well into his fourth century of life, the Ebaeon of that age had little in common with the man who had led Ehbot against the Auereni wars; his body and mind altered by technarcana and the <u>Atramenta</u>, not to mention warped by the machinations of the Auspexes. He died finally in 953 RM and was lain to rest in the catacombs of <u>Dun Iach</u> without any ceremony, for by then none were alive who remembered the man that had been. His death marked the start of a great project – construction of a metal colossus was begun that same year outside the town of <u>Colyis</u>, ending in 1462 RM, by which point the city of Arkos had grown around it.

EBALA: Set. Coastal city in the south of ABRAXA^(2.) (Pop. Unknown).

EBALINUT: Set. Coastal settlement in the north of the <u>BARRIER LANDS</u> (Pop. c. 4,600).

<u>EBANN</u>: Set. Settlement in the east of <u>OKKHAM</u>, in the foothills of the <u>NESAE</u> Mountains (Pop. c. 5,000).

<u>EBARRA</u>: Set. Settlement in the south east of <u>GIBEAH</u>. Its main industry is logging (Pop. c. 8,000).

EBATAISA: For. Scrub forest along the south eastern coast of <u>SABAISA</u>. It is thought to have once been a great forest, later in the <u>FOURTH AGE</u>.

EBATHAS: Geo. The north western-most coast of PORPHYR, forming the western-most reaches of the RYKK Mountains, which continue beneath

the surface of the sea. The region is rocky and the amnesic effects of the <u>SEA OF LETHEA</u>, make the area inimical to mortal life.

<u>EBATRA</u>: Geo. Island off the south western coast of <u>WESTERN SAMMAEA</u>, in the <u>COTRIAN ISLES</u>, forming a part of the <u>ISLAND STATES OF IRY</u>.

<u>EBATURA</u>: *Set.* Fortified city in the north of <u>OKKHAM</u>. It is a major base to the <u>KNIGHTS OF THE BUDDING ORCHID</u> (Pop. c. 4,000).

EBBERASH: Set. Fortified city in the c north east of the tribe of ITTRA, in the c of the GROWING MOUNTAINS of MULCIBER. It is a trade link with the tribe of DRAKAINA, and has a notable AHHAS community (Pop. c. 30,000).

EBBET BRAH: Ser. Small coastal city on the island of <u>NERA</u> in the south west of <u>GYZHA</u> (Pop. c. 12,000).

EBBGATE: Rel. Soc. Religious mendicants common around the INNER SEA REGION, belonging to both the CHURCH OF THE UNDYING MACHINE and the REFORMED CHURCH OF SARASTRO, and pre-dating the latter. They take on the role of sin eaters and travel around rural towns and settlements in the hinterlands of the TWIN EMPIRES, offering their services. Though an integral part of both religions, they are not entirely trusted and are mostly shunned unless their services are required.

EBBOARDI: Rvr. River in the south of GIBEAH, flowing south for 135-miles, from sources in the south of the BERDERAN Mountains before reaching the coast at the SEA OF MOSASA.

EBECHAA: Rui. Abandoned city in the south west of the nation of DURCHAA(1.). It was once a deep-bore UMBRA SIPHON, though the engines fell silent in c. 3000 RM after decreased contact with the empire after the WAR OF THE ARTIFEXES led to a lack of maintenance. Today the region is an ATRAMENTAL WASTELAND, at the centre of which is the ruin of the old city, which once housed 30,000 bodies during its peak in c. 3020 RM.

The region is categorised as <u>HIGHLY DANGEROUS</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

<u>EBEDA</u>: Set Small city in the c north east of <u>ATARAXIA</u>, known for its halfsunken manufactories (Pop. c. 14,600).

<u>EBEDORNA</u> Set. Settlement in the north east of <u>AETHIOS</u>, along the course of river <u>BESPAD</u> (Pop. c. 6,500).

<u>EBEGGON</u>: Set. Coastal settlement in the far west of the <u>BARRIER LANDS</u> (Pop. c. 3,800).

<u>EBEIRA</u>: Geo. Island off the south western coast of <u>WESTERN SAMMAEA</u>, in the <u>COTRIAN ISLES</u>, forming a part of the <u>ISLAND STATES OF IRY</u>.

EBEJIN: Sec. Small city in the north west of <u>SAUA</u> in the region of <u>HADASHIN</u>. Alongside its limestone quarries, it is known for its fine statues that are famed across Saua (Pop. c. 12,400).

<u>EBEL</u>: Mil. Str. Fortress in the far north east of <u>THE SURRACH</u>, guarding the border north east with <u>OPHAR</u>.

EBENEK'S BLOOM: Also 'Century Bloom'. Flo. Poi. Exotic plant native to tropical regions of Western Sammaea, particularly the south of the WOLD rainforest. The plant itself is similar to a succulent, albeit on a gigantic scale. It flowers once around every 100-years, resulting in a bloom that is as much as 30-ft. tall, and 20-ft. wide. The flower takes around a month to reach its full size, during which time its noisome stench and bright flesh-coloured petals attract all manner of insects and vermin that serve to pollinate it.

Individual plants can live for many hundreds of years and are naturally resilient to the effects of the <u>ATRAMENTA</u>, though their natural habitat lies relatively close to the <u>NULLAMBIT</u>. Their flesh is poisonous to most creatures, meaning that they are not eaten and are typically allowed to live without disruption, save where their habitats lie in the path of <u>MORTAL</u> expansion. Indeed, it is thought that they were once far more numerous than they are today, and that they reached across all of, but mortal expansion during the <u>THIRD</u> and <u>FOURTH AGES</u> saw their range diminish.

The plant is named after the <u>KORACHANI</u> explorer who first documented it in c. 1600 RM. See Vol II: Classification and Taxonomy of Life

EBERAD: Set. City in the c south of <u>OPHAR</u>. It is built atop the ruin of a city that was abandoned in c. 3100 RM after the river <u>ELEVAN</u>^(2.) ran dry.

Eberad appeared as a trade outpost in c. 3500 RM, built from blocks repurposed from the earlier ruin, and has since grown into a major trade centre, distributing goods across Ophar, including imports from <u>THE SURRACH</u> (Pop. c. 40,000).

EBERDEVIA: Set. Settlement in the far east of OKKHAM, known for its falconers (Pop. c. 4,500).

EBEREK: Mil. Str. Coastal fortress in the KORACHANI colony of TAVVADRA in the north west of SAMMAEA. It houses a large part of the navy of the region and its ships patrol the BAY OF OXTER and guard merchant ships on the passage north east to the homeland in the INNER SEA.

<u>EBEREON IX</u>: (B. 3954 RM) *Pol.* Present ruler of <u>ERET</u>^(2,) and the head of the <u>ROYAL HOUSE OF ERET</u>.

EBERR: Dem. 'Eberran'. His. Ancient group of people, too small to be truthfully called a nation, just east of KHAMID, in what are now the RED ISLES. Little is known of the Eberran people as their homeland was destroyed during the CATACLYSM OF KHAMID, though it is thought that whatever remains of them mingled with Khamidian survivors in the years following the Cataclysm.

EBERRA: 1. Geo. Island within the chain of the <u>RED ISLES</u> in the east of <u>KHAMID</u>, originally part of the small nation of <u>EBERR</u>, which was mostly destroyed in the <u>CATACLYSM OF KHAMID</u> in 101 RM.

2. Set. The only known settlement in the remaining territories of <u>EBERR</u>, on the island of Eberra, in the waters of the <u>RED ISLES</u> (Pop. c. 20,000).

EBERUK: Alc. Set. City in the south east of MHAROKK. It is built around the ruin of an ancient obsidian monolith known as the ATROUS MINARET. Today, it is a centre of ALCHEMICAL research and has close ties with the independent city of WYCHAN.

The city originated as a trading post by <u>HOUSE SARCARN</u> in c. 500 RM, and grew steadily into the thriving city of today, becoming a centre of <u>ALCHYMICAL</u> research by c. 710 RM, with various <u>ATELIERS</u> and settlements devoted to the nascent industries of <u>FLESHWRIGHTING</u> and cloning, which led to the founding of the <u>IMPERIAL COLLEGE OF FABRICATED INCEPTION</u> there in 732 RM. This in turn allowed for the first successful industrial-scale inception of primitive <u>HAEMONCULI</u> in c. 740 RM, which earnt the city many accolades.

It eventually became embroiled in the <u>CHEMISTERS' WAR</u> in 786 RM, becoming one of the largest players in the century-long conflict, during which it sent operatives across the <u>INNER SEA REGION</u> to neutralise other ateliers and their creations. The period ended in 823 RM, with the Imperial College of Fabricated Inception granted exclusive right to issue licences to ateliers to manufacture haemonculi for 100-years. The College eventually left the city in 3718 RM amid the chaos following the <u>SUNDERING OF THE EMPIRE</u> (Pop. c. 103,800).

EBETUNIA: Set. Settlement in the far north of <u>CISNERIA</u>, in the foothills of the <u>DIVUMMA</u> Mountains (Pop. c. 2,000).

<u>EBEVIR</u>: Rvr. River in the north of <u>SARASTRO</u> flowing for 400-miles west from sources in the <u>ACHALALI HIGHLANDS</u> before meeting with its parent, the river <u>SARAGON</u>, itself a parent of the river <u>SOLONA</u>.

<u>EBIHON</u>: *Mil. Str.* Fortress in c northern <u>GNOTH</u>, in the <u>SOLUN</u> <u>HIGHLANDS</u>, overlooking the border with <u>RAONGEN</u>^(2.).

EBIN EN ATTOR: (B. 3966 RM) *Pol.* Present ruler and Sultan of <u>PARAIYA</u>. EBODGE: Set. Settlement in the c of <u>TZALLRACH</u>, linking the city of <u>BELAISA</u> with the more c cities in the <u>RIVER LANDS</u> (Pop. c. 5,800).

EBOLLIA: Set. City in the c south of <u>AMMESH</u>. It is known for its large spring and cisterns that keep the population well-watered (Pop. c. 38,000).

EBON GRAIL: His. Obj. A fabled relic from the now-extinct ALAOGGAN kingdom of the early FIFTH AGE. It is made from hardened ebony and is carved with intricate bass reliefs detailing the exploits of an unremembered ruler. Various legends claim that it has healing properties and that water poured into it can sterilise wounds. The grail is now in the possession of Laod, where it is kept in a large shrine guarded by templars, where it can be viewed by the public.

The object is culturally important to the people of Laod, for it is believed to have been carried by the Shaper King YRRANAH APHIR, who is an important figure in local history and myth.

EBON PALACE, the: also 'Ahhea'. Rui. An ancient edifice, located in the c south of present-day PARAIYA, thought to date back to the early days of the FIFTH AGE, some 5,000-years ago, or earlier.

The Ebon Palace is, culturally, the root of the Paraiyan people, though few amongst them acknowledge or know of this. Located in a lowland area in the east of the plains of <u>MEGHA</u>, the palace was re-discovered by local nomads in c. –200 RM, though was shunned, the dense brambles entwined around its foundations and the ruins around it reason enough for the superstitious people to ignore it. The place was forgotten, allowed to rot.

It was later re-discovered once more by an exiled prince, ABIR PARIA in 73 RM. The ruin was excavated and renovated, and the surrounding structures were repopulated by his entourage, becoming a prosperous trade-town by 300 RM. Drawn by its wealth and the rich tin deposits nearby, as well as the lack of outside influence in the area at the time, the region grew exponentially, with colonies and small mining-villages becoming city-states for around 250-miles around the river NOTHIYA, all answerable to the Prince of the Ebon Palace. The people became known as the Paria, after him. By 1150 RM, the $\underline{\text{KORACHANI EMPIRE'S}}$ presence had grown in the area, particularly in LIDEA, and pressure from there, as well as KARAKHAS in the west and MHAROKK in the north caused tension in the city-states, leading to a long period of hostility between the city-states of the Ebon Palace, caused by lack of resources and tense diplomatic relations. This period, lasting until 2132 RM, was rife with wars and disputes between the states, whittling down the once proud prosperous people of Paria, leaving whole regions and cities in ruins. In 2132 RM the Ebon Palace was sacked and toppled, the house of Paria left without heir.

Following this barren period, what remained of the Parian people dispersed, leaving the ruins of their once-civilisation Paria to rot. The Ebon Palace remained a cursed place amongst the Paraiyan people who rose from the dead Parian culture, and they shun it to this day.

EBON SHROUD, the: Rel. Obj. Religious artefact venerated by the members of the ALMAGESTI TEMPLE^(1.) and the CHURCH OF THE UNDYING MACHINE. The shroud is claimed to have been used by the ARCHPOTENTATE MALICHAR during his ITINERARY to wipe ichor off the languid body of the DEMIURGE RACHANAEL, and bears both the blood of Rachanael and Malichar himself.

It has become a prominent relic and is preserved in a reliquary within the Almagesti Temple^(2,) in the <u>ALMAGESTI PENINSULA</u>, and has a acquired a potent symbolic status representing the dichotomy that runs deep within the teachings of the church – on the one hand it shows the fallibility of the mighty, but also how one can rise from a seemingly desperate situation (both Rachanael and Malichar were reborn after the shroud was used to wipe away their blood).

Pilgrims travel to the <u>CHAPEL OF THE SHROUD</u>, where it is preserved within the main Temple, to look upon it. Miracles hae been associated with the shroud and many of those who view it claim to have been healed of ailments and diseases, though conversely, others claim to have contracted <u>AEPATHY</u> and other ailments. Some claim that this is a punishment to those who have been lax in their devotions.

The shroud was coveted by the Church of the Undying Machine and there were various attempts at acquiring it (both diplomatic as well as military and covert) following the <u>WAR OF THE ARTIFEXES</u> and the independence of Almagest. It was successfully stolen in 3249 RM though was later reacquired in 3308 RM following decades of political wrangling. An agreement was made between the two nations that determined the Shroud to be shared by both churches, and is now venerated by pilgrims from both denominations undertaking the <u>Shadow March</u>.

EBON SHROUD, ORDER OF THE: Rel. Org. Order of nuns and monks within the ALMAGESTI TEMPLE⁽¹⁾, who devote their lives to prayer and veneration towards the religious artefact known as the EBON SHROUD – said to bear the ichor of the DEMIURGE RACHANAEL. Their monastery is adjacent to the Almagesti Temple⁽²⁾, and it linked to the CHAPEL OF THE SHROUD, where the Shroud is contained in a lavish reliquary, though they otherwise live lives of isolations from the rest of the CITY, choosing to venerate the shroud only at night, when the Chapel is closed to the public.

EBORRA: Sea. Shallow sea in the north of SAGITTARIA, considered by many to be the last remaining part of the SEA OF TROIA^(1.). It is characterised by many reefs, shallows and lagoons, all of which make sea travel there dangerous for any vessels other than flat-bottomed barges that cannot stray too far from the coast. Its only navigable waters are in its west. It is thought that the sea will be largely disappeared within a few centuries, at most.

EBOTTRUH: Set. Major city in the c west of GYZHA. The city is renowned for its iron-gall ink, produced from its vast oak groves, which are used across <u>LLACHATUL</u> as well as the north west of <u>SAMMAEA</u>. It is also a centre of mercenary recruitment and training (Pop. c. 100,000).

EBOZA: Set. Major city in the south east of <u>TATAR</u> in the north of <u>SAMMAEA</u>, along the course of the river <u>DIELEGAME</u>. It is the headquarters of the <u>ORDER OF PALINOLA</u> (Pop. c. 180,000).

EBRA: Set Settlement in <u>HARAPPA</u>(3), to the west of the capital in <u>TOTH</u>. It is a major producer of food for the capital (Pop. he c. 8,000).

<u>EBRARIA</u>: Geo. Badlands region in the c of the <u>PARTHISAN</u> colony of $\underline{IBANNEM}^{(L)}$.

EBRIKAS: Com. Set. Trade city in the south of <u>TETHYSIA</u>, which since c. 2850 has been in a close trade partner to the <u>PANTHEON ISLES</u> (Pop. c. 62,000).

EBRODHE: Geo. Rocky region in the north east of <u>SERROK</u> encompassing a small part of the <u>WAELMIGH</u> forest. The area is a labyrinth and is largely impassable to mortals.

EBROVAMM: Set. Major city in the south of ELEKHID, originally situated on an island at the fork where the river GAAZUSH meets its parent, the river GRELLOR, though it has since overgrown the island, and has expanded to either side of the rivers, with steep sided banks built to withstand flooding (Pop. c. 730,000).

EBRUKA: Set. Coastal settlement in the west of SABAISA (Pop. c. 8,000).

<u>EBULLANAS</u>: *Rvr.* River flowing north for 380-miles from sources in the northern face of the <u>JURRASI</u>^(1.) Mountains in the c north west of Jurras^(2.), before emptying in the <u>BAY OF ESKER</u>.

EBURANT: also: 'the Ivory City'. Set. City in the prefecture of BROTRIS in the c west of HOLOLACH^(1.). The city is known for its wild boar, both farmed and wild, and the boar-tusk ivory it produces. The city square is famed for its caged giant boar-tusk statue depicting the first VARPULIS (Pop. c. 12,500).

EBURIR: Set. City in the c north east of ELAT (Pop. c. 40,000).

EBURNIA: lit. 'Ivory Tower'. Rui. Ancient monolithic tower in sub-tropical wastes of far Western Sammaea constructed from a single gigantic piece of ivory. The tower was discovered by IMPERIAL explorers in c. 1820 RM and sketches from the time show a structure that is far more complete than present-day records show. Time and the elements marring its surface, which was once intricately carved. It once stood at around 150-ft. high and was crowned by a black gem, its fate now unknown.

Many historians claim that it should be included in a list of revised ANCIENT WONDERS of ELYDEN.

EBURUL: Pol. Soc. Tribe in the far south east of MULCIBER, in the GROWING MOUNTAINS, in the north east of SAMMAEA. The tribe of Eberul is one of only three coastal tribes of Mulciber, and has the longest coastline. It is characterised by coastal mangrove forests, and more traditional rainforests inland, with the foothills of the Growing Mountains forming its western and southern borders, south west of which is the foreign state of ELEKHID.

EBUSHEN: Pol. His. Nm. Historic political region occupying the present-day north east of AHRISHEN and VIRAHAN between c. 1000 and 2612 RM. It was founded during the first inter-monarchic period of Ahrisheni history by various minor noble houses, who named the region the United Kingdoms of Ebushen. Inter-house relations were common and before long their royal households had become practically indistinguishable from each other.

These land-locked Kingdoms became a thorn in the side of Ahrishen for over 16 centuries, preying on merchant caravans and travellers moving close to their territories

The Kingdoms were assimilated into Ahrishen during the reign of King <u>OSHORN I</u> of the <u>FLUN-SANDRA SOVEREIGNTY</u> in 2612 RM, remaining a part of Ahrishen until 3389 RM, when it broke away into the nation of VIRAHAN. See Vol III: Extinct States.

EBUT SAT: Geo. Mountain-range in the c south of the <u>MULL CITY-STATES</u>. The range serves as a border between two of its major districts and is a source of tin and lead along its southern-face.

<u>EBYLOS</u>: Geo. Island off the south western coast of <u>WESTERN SAMMAEA</u>, in the <u>COTRIAN ISLES</u>, forming a part of the <u>ISLAND STATES OF IRY</u>.

<u>ECADAT</u>: 1. Geo. Well-travelled pass in the south east of <u>NÁRTHEL</u> crossing gap between the <u>QUTTAKAL</u> and <u>JAELA</u> Mountains in the north and south respectively.

2. Mil. Str. Fort in the south east of <u>NÁRTHEL</u>, guarding those travelling across the <u>RED ROUTE</u>.

ECAUDA: Set. Settlement in the south west of IO, (Pop. c. 6,000).

ECCLESIARCH HALPHAS OF BALASA: (B. 3193 RM) Rel.

ARCHBISHOP of the PELASGOSI arm of the CHURCH OF THE UNDYING

MACHINE, advocated full symbiosis with the machine, believing and
founding many TECHNARCANIST ventures in Pelasgos. He remains a
rogue element to this day, where he has forsaken the remnant cults of the
Machine in favour of his own extreme tenets.

<u>ECH MEMEI</u>: Set. Major city in the c north east of <u>SERROK</u>, relatively close to the border with <u>CHEIRA</u> (Pop. c. 78,000).

ECHA: His. Set. Rui. Ancient city in the nation of DHEA, just south east of the hills of GEREMA. In -29 RM it became known as BA'AKH. The city was a major mercantile centre linking Dhea with its southern cousins in DHAMATEA, until the region to the south of the city (forming the eastern-most edge of the BAAL DAGON badlands) became corrupted by the Atramenta in c. -800 RM. This corruption slowly increased until another eruption in -491 RM, which led to the abandonment of the city in -463 RM, its buildings withered and scarred by the shadow.

The city remained empty for many years, though was repopulated in small numbers by c. -50 RM; most of them descendants of disenfranchised DHAMATEANS who were left homeless following the corruption of their land

By around the turn of the first century RM, the ruin had become a bandit fortress, its vagrants ranging from degenerates, those afflicted by the corruption of the land and true bandits that preyed on trade in Ba'akh. The stronghold was attacked by the Ba'akhi armies in 262 RM, where it was destroyed, its residents burnt. The region was never repopulated due to the degradation of the lands of Gerema in which it is located.

ECHACHA: Rui. Coastal settlement in the south east of AHKA, deserted following KORACHANI attacks there in its protracted blockade and siege of Ahka.

ECHAEL: Mys. Rel. Phil. One of the SEVENTY-SEVEN NAMES OF THE UNDYING MACHINE.

<u>ECHAMIS</u>: Set. Coastal settlement in the c of the <u>PARTHISAN</u> colony of <u>IBANNEM</u>^(1.) (Pop. c. 5,750).

ECHAMUN: Rvr. River in the c of the <u>PARTHISAN</u> colony of <u>IBANNEM</u>^(1.) flowing east and south for 250-miles, before meeting the coast at the <u>BAY</u> OF TIRGATOA.

ECHANEM: Geo. Mountain in the north of <u>SABIA</u>, forming a border with the nations of <u>DURCHAA</u>^(1.) and <u>PERGOST</u>. It is the southern-most part of the <u>METUN KOR</u> range. Like <u>THE WASTELAND</u> to its south, the Mountains are peppered with craters and are rich in meteore and glass beads.

<u>ECHEA</u>: 1. Sea. Strait in the Kingdom of <u>ROMOREA</u>^(2.) separating the southernmost reaches of the <u>SEA OF ESCHATA</u> in the north from the artificially-created Sea

2. Set. Major city in <u>ROMOREA</u>⁽²⁾, located along the path of the <u>IVORY ROAD</u>. It is known for its large caravanserais and yards where nomads can come for respite from the elements. It predates the Kingdom of Romorea by some centuries and is now one of the largest mercantile cities in the kingdom. The city controls the only bridge to cross the Echean⁽¹⁾ Strait, and passage of foreign merchants across it is taxed – a major source of income to the city (Pop. c. 72,000).

ECHELONS OF VARIS: Art. Geo. Ancient feature in the south western face of the VARRACHON Mountain covering around 4 square-miles of valley, containing hundreds of rows of bulbous column-like structures, each of which contains bass carvings and inscriptions. The rows follow the contours of the grey slate valley and rise to a level uniform height. Little is known of its purpose, though it is believed to date back to the early days of VORROPOHAIAH'S rule, following the construction of the PRISON CARCERI.

<u>ECHRYSUM</u>: Set. City in the c of <u>AURUM</u>⁽²⁾, along the western shore of lake <u>ORICHAL</u> (Pop. c. 67,000).

<u>ECHULA</u>: Set. Settlement in the c north of <u>VALBAR</u>⁽²⁾. It is known for its many fortified inns and taverns, where trappers, hunters, mountain men, and merchants can take shelter in the long dark winter months (Pop. c.3,300).

<u>ECIRIS</u>: Rel. Religion of the <u>ACHSHI</u> people, corrupted from that of their <u>ACSISI</u> ancestors. See Vol IV: Religions and Cults.

<u>ECHLAT</u>: Geo. Low mountain range in the north of the <u>HENDECARCHY</u> of <u>CHLORIS</u> in the south west of <u>MALAN</u>. It forms the easternmost expanse of the <u>EGEAHAR</u> Steppes, though its eastern face is sparsely wooded.

ECLIPSE: Ast. Astronomical event where one celestial body (usually the sun, a moon, or <u>ELYDEN</u>) passes into the shadow of another body, or has another body pass between it and the viewer. The term is most often used when one of Elyden's two moons (<u>SIELLA ARAKHAMÉ</u>) passes between Elyden and its sun, causing its light to dim (in the case of the smaller Arakhamé, which will leave a ring of light around it), or extinguish completely (in the case of the larger Siella) for a few minutes. Many cultures throughout Elyden's history have seen eclipses and incorporated them into their calendars and mythologies.

ECNA: Ser. Small city in the north west of <u>TISARA</u>, along the course of the river <u>CARPUNDIA</u> (Pop. c. 14,000).

ECSTACY OF ST. MALICHAR, the: Art. Rel. An expansive black marble sculpture by the troubled <u>LAASKHAN</u> artist <u>DAMIOL L'HERRE</u> located in the <u>BASILICA OF KHADON</u> in <u>KORACHAN</u>. L'herre spent the last two decades of his life working on the sculpture after visiting the Holy Land in <u>KHARKHARADONTIS</u>, and died in hysteria, his obsession finally consuming him.

It is a fictionalised version of the events that led to the death of the <u>ARCHPOTENTATE MALICHAR</u> at the hands of the <u>OTHERWORLDER ABEZETHIBOU</u> in 209 RM. It depicts the Archpotentate Malichar being lifted aloft by an unseen force (commonly interpreted to be the will of the <u>UNDYING MACHINE</u>) as grotesque <u>ATRAMENTAL</u> arms and mouths writhe around him, trying to drag him down as the monstrous form of Abezethibou looms below. It is considered a masterpiece of grotesque sculpture and is constructed from a single monolithic piece of perfect black marble and is famed for its intricate detail – flowing hair, grasping hands and limbs, all of which are made from the same single piece of marble.

It is venerated by millions of pilgrims undertaking <u>THE SHADOW</u> <u>MARCH</u> every year and has been blamed for countless unexplained phenomena, including self-healing, stigmata, visions and seizures, amongst those venerating it.

ECSTATICS, the: also 'Empyreans'. Org. Flagellants common to the free lands around coasts of the BROKEN LANDS and the sea of NUN. They are addicted to the FIRMAMENT (note that they are not, by definition, FIRMAMENTISTS), seeking ecstasy from its touch. They travel in ragtag bands around the FIRMAMENTALLY-AFFLICTED lands, such as those of TURCAR, seeking more and more extreme Firmamental sensations to engorge themselves on. Though far from an organised group, there are individuals amongst the ecstatics who seek to propagate their ways; a form of misguided way to disseminate the strength of the Firmament amongst a world that has increasingly forsaken the bright half of creation. These individuals refer to themselves as Empyreans, and, since c. 3700 RM, have tried to centre the group within the SEMINARIES OF SHAPING in the Broken Isles.

ECUMENA: Set. City in the c west of QARALAM, in the c east of SAMMAEA, ruled by FIRMAMENTISTS and SEERS who observe ELYDEN from afar, cataloguing its possible futures, unfulfilled presents, and hidden

pasts. This research seems little more than a compulsion or obsession rather than a desire to find out more about the world. What they discover is not recorded and remains only in the <u>GENETIC MEMORIES</u> of its ruling caste, which is said to have ruled the region for millennia, since the <u>FIRST</u> AGE OF MORTAL LIFE.

The Firmamentists themselves are strange beings, as yet uncatalogued, though believed to be of scionic or <u>OTHERWORLDLY</u> heritage. They are frail of body, with bulbous heads and small features, making some believe that they are not entirely human, or might be the result of generations of selective of inbreeding.

The city itself is a relic of a past age, its thick angled stone walls offset by strange bass carvings on street corners. What populace remains does so only to serve the ruling caste in its endless obsession. The <u>IAQRASHAN SULTANATE</u> settled here in 2942 RM after sacking the old capital in the <u>ELHUMBRA</u>, though the capital was later moved to <u>MAHHRIB</u> in c 3320 RM, though Ecumena remained important in the years following this (Pop. c. 100,000).

<u>ECYNDAR</u>: Set. Small coastal city on the west of the island of <u>CAMARA</u> in the east of the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u>(Pop. c. 15,300).

ECYRADA: 1. Set. Small coastal city in the west of <u>KEPHUAAN</u> (Pop. c. 13.000).

2. Set. Coastal city in the north west of <u>TAAN AN</u> (Pop. c. 25,000).

<u>ECZHESE</u>: Set. Coastal city in the west of <u>OKKHAM</u>, overlooking the <u>BAY</u> <u>OF DIATESSARON</u>. It has a large deep harbour where foreign merchant vessels lay anchor, bringing goods from abroad (Pop. c. 50,000).

ECZHNOEL: Set. Fortified city in the east of OKKHAM, close to the border with CHEIRA. It is a major centre of trade, with merchant caravans a common sight entering and leaving the city from its eastern gate (Pop. c. 45,000).

EDA: Set. Settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>CARIA</u>⁽⁴⁾, situated along the western-most foothills of the <u>CARIAN</u>⁽²⁾ Mountains (Pop. c. 10,000).

EDAANA: Geo. Island off the south western coast of LAASKHA, to the south of the BAY OF EDASK^(1.). It is largely flat and most of its western expanse was revealed through the lowering of sea levels over the 4th millennium RM.

EDAHAT: Set. Settlement in the south west of <u>PNESSA</u>. Its main industry is iron mining (Pop. c. 9,000).

EDAKRA: Set. Settlement in the north east of <u>ATARAXIA</u>, to the south of the <u>SARASH</u> forest. its main industry is logging, and wood is sold south, much of which is sold to merchants travelling the <u>RED ROUTE</u> farther south (Pop. c. 5,000).

<u>EDAL</u>: Set. Settlement in the c north west of the <u>UMBRA SOKHAR</u>, just north of the city of <u>KADOTA</u> (Pop. c. 6,000).

EDALA: Sea. Closed strait in the west of the <u>SEA OF DERAEA</u>, acting as a natural border between the <u>HARÉSHKI CITY-KINGDOMS</u> of <u>EDICULE</u>^(L) and <u>PALUS</u>^(L).

EDALLA: Set. Major city in the west of THE SURRACH ruled by a tyrant who controls twin shapers who can cure AEPATHY. This makes him very powerful and he sells their services to the highest bidders across the Surrach and beyond. His people live in misery, slaving in large workshops, whilst his palace is opulence incarnate. It is most famed for its collection of oddities, including exotic skeletons (amongst them a well-preserved SPHINX skeleton, and conjoined SOULSTONES).

The twins have a rare condition similar to aepathy though they absorb it and use it to power their shaping. they are remarkable and out of his shackles would be powerful and fearful indeed, though their minds have been warped by his poison words (Pop. c. 180,000).

<u>EDANDRA</u>: Set. Settlement in the south east of <u>Ahrishen</u>, along the eastern shore of lake <u>MASTI</u> (Pop. c. 8,000).

EDANATH: Set. City in the south west of LYRIDIA, and home to its largest mint, where most of its coins originate. As a result, the city has a sizeable military presence, which guards shipments of gold to the city and shipments of money across the nation (Pop. c. 15,000).

- EDARA: 1. Sea. Body of water in the north east of <u>VAALK</u>, bordered to the west, east, and south by the <u>BAY OF SALTRA</u>, the <u>INNER SEA</u>, and the strait of <u>MALKARRA</u>, respectively.
 - 2. *Geo.* Island off the north eastern coast of <u>VAALK</u>, divided from the mainland by the strait of <u>MALKARRA</u>. The island is around 2,500 squaremiles and is home to two large fortresses.
 - 3. Geo. Hills and cliff sin the north west of the above island overlooking the INNER SEA.
- EDARIFANIKON: Set. Fishing town in the south west of NOAVATUR (Pop. c. 3,900).
- EDARIS: Rai. Ruined city in the north of ESHIR⁽²⁾. The city was abandoned in c. 3500 RM, following centuries of waning sea levels that had left it landlocked in c. 3300 RM. Once a thriving coastal city, it formed the centre of a large conurbation and was the largest of a dozen culturally-linked settlements that overlooked the GULF OF ESHIRON. The dwindling of the gulf revealed a vast coastal shelf that became known as the LEDGE OF LARCIA, after an ANCIENT DEITY that was once worshipped in the region. Though today it is dominated by thriving wetlands and salty marshes, the newly-exposed shelf was a barren wasteland for centuries after its slow disclosure, leading to a slow wane of Edaris, which saw its livelihood taken from it and its people struggling for generations before they ultimately abandoned it. Little remains of the original city today, and only the stone foundations of its ancient fortress and civic structures remain to bear memory that any people once lived here.
- **EDASA**: Geo. Region in the C of <u>THE SURRACH</u>, controlled by the city of <u>EDASICH</u>.
- EDASASH: also 'the Blooming Marsh'. Rvr. Salt marsh along the coast of the SEA OF ESCHATA in the w of THE SURRACH. It is known for its unique and colourful spring and early summer blooms.
- **EDASICH:** Ser. Independent city-state along the <u>IVORY ROAD</u> in <u>THE SURRACH</u>. It has links with the <u>KNIGHTS AENEOUS</u> and is a supplier of food for the caravans travelling the Ivory Road. It is the controlling city of the region of <u>EDASA</u> (Pop. c. 14,000).
- EDASK: 1. Sea. Bay in the south of LAASKHA, enclosed by mainland to the north and island in the west, east and south. The bay is one of the few coastal areas in Laaskha that harbours life of any kind, and many settlements hug its shores, protected by the expansive natural breakwater that the northern peninsula provides. The bay is a remnant of a far larger bay that existed in the area up until c. 3500 RM, and now remains largely as the shallow basin of the same name that stretches to the north east, towards the city of ORAASHKA, which was once a harbour along its shore, around 75-miles from the present coastline.
 - 2. Geo. Shallow basin in the south of <u>LAASKHA</u>, that until c. 3500 RM was part of the present-day sea of Edask. Its soil is dusty and saturated in salt the remnants of the old sea, and little lives there save marsh plants adapted to the saline water.
- EDDA PASS: Geo. Pass in the south east of <u>JURRAS</u>⁽²⁾, between the <u>INNORADOS</u> and <u>GIBBORAH</u> Mountains.
- **EDDEFERROCH:** Lit. 'metal artist'. Nou. 'Eddeferrochear'. Plr. 'Eddeferrochin'. Sup. Art. Voc. KORACHANI word SHAPERS (usually FERRIMIN) who use their skills in controlling metal as performance artists, where they manipulate thin ribbons of malleable metal with their mastery of the MATERIA OMNA, levitating them as a gymnast might control a ribbon, only without touching it. They are common in LAASKHA and SKAROS and often work as street performers or with larger troupes in theatres or travelling shows moving across the empire.
- **EDDISA**: 1. Sea. Bay in the west of <u>TATAR</u>, leading to the eponymous city (2.). It forms a part of the <u>GULF OF ESHIRON</u>.
 - 2. Set. Coastal city in the west of <u>TATAR</u>. It is a major port and harbour, and sees trade from the <u>IVORY ROAD</u> make its way to the west (Pop. c. 62,000).
- **EDDRADN**: Set. City in the c west of <u>CYHLAGHARR</u>, in the far south of the <u>ANGRNN SOUND</u>, at the mouth of the river <u>ONNEGR</u> (Pop. c. 30,000).
- <u>EDECHAN</u>: 1. *Int. Set.* Small city on the island of <u>VUDA</u> off the south western coast of <u>LAASKHA</u>, famed for being constructed from and around the once-sunken hull of the <u>POTENTATE</u>^(3.) class <u>KORACHANI WARSHIP</u> <u>BATHOS</u>^(2.). The battleship was sunk in the south of the <u>BAY OF NAASU</u>

during an engagement with <u>PARTHISAN</u> vessels in 3003 RM, during a time of unease between the two powers amid the <u>WAR OF THE ARTIFEXES</u>. Lowering sea levels over the next centuries saw the vessel reemerge from the sea floor, eventually becoming land-locked by c. 3600 RM, after which it became a target to <u>SCAVEN</u> and opportunists. Today it is only x-miles from the coast of the island.

A scavenger settlement appeared around the hull of the vessel by c. 3750 RM, which slowly grew into the city we know today. Over the years more and more of the vessel was reclaimed for building materials or sold as scrap or salvage, and little of the original vessel now remains, though the central-most tangle of structures still echo the shape of the *Bathos*.

Those well-versed in the regions' history should have no trouble identifying parts of the ship across the city – with some displayed proudly (such as the old anchor, which is now the double doorway of a well-known inn and brothel) and others buried amid later structures, their original purpose forgotten.

The city remains a haven to scavengers and those with scaven ancestry and its people are more welcoming of scavs than other Korachani cities due to this. As a result, it has a reputation for being home to expert tinkerers, metallurgists and salvagers (Pop. c. 15,000).

- 2. Rui. Abandoned city in the c north west of <u>AZAZEM</u>. It was abandoned in c. 3860 RM following a severe infestation of <u>GORGER GRUBS</u>.
- EDECHOL ISLANDS: Geo. Island-chain in the INNER SEA, bridging the north of CYHLAGHARR with the south west of HOLOLACH⁽¹⁾. The chain comprises a few dozen major islands and many smaller ones, some under the control of Cyhlagharr and other under control of Hololach.
- EDELLA'S ABERRATION: Int. Sup. Fau. Aquatic/aerial aberration (RACHAR) first documented by the NEAR HEMISPHERE naturalist Edella in the waters south of the MAIDEN ISLES in c. 1600 RM. She described it thusly: "an unholy blend of blooming flower, squid, and spider crab, big enough to dwarf a frigate". Indeed, it was so big she later noted that she was unable to observe it fully in go If one part was in view, the rest was obscured in the oceanic murk. Other purported sightings over the years have described a similar being that was accompanied by a deep trilling and vibrations in the surface water above it. One particular sighting in c. 3100 RM described the sea frothing and rising, from which emerged a horrific dome that blossomed like a flower, to float into the air.

An eschatological tale common amongst local islanders speak of a monolithic creature, not unlike a jellyfish that will rise from the sea, its claws (or tentacles – translations are vague), dragging along the ground, bringing decay to all they touch – living or inert. It is thought that these might be related, though little is known about the aberration from reliable or Near Hemisphere sources. See Vol II: Classification and Taxonomy of Life.

- <u>EDEN NU</u>: Geo. Pass through the <u>OTHACHA</u> Mountains linking the east of <u>AZAZEM</u> with the west of <u>KORACHAN</u>.
- <u>EDENNA</u>: (13,250-ft.) *Geo.* One of ten peaks (colloquially known as the <u>TEN PRINCES</u>) in the south eastern <u>A SAVI</u> Mountains in the north of <u>AHRISHEN</u>, named after an ancient prince.
- **EDENORS**: Set. Settlement in the north east of <u>AETHIOS</u> (Pop. c. 9,000).
- <u>EDENT</u>: *Rvr.* River in c-south east <u>ARKOS</u>⁽¹⁾ flowing north west for 50-miles from largely-seasonal sources in the <u>TIPHEROT</u> Mountains before emptying into the eastern-most part of the <u>SEA OF ERIA</u>.
- EDENTA: Set. City in c-south east <u>Arkos</u>(1.), along the course of the river <u>EDENT</u>. The city is a major industrial centre in Arkos and is one of its most modern cities, also finding itself along the course of the <u>SALT ROAD</u> (Pop. c. 33,000).
- **EDER**: *Mil. Str.* Coastal fortress in the north west of <u>MECHABET</u>, overlooking the <u>SEA OF GHAN</u>.
- EDERA: His. Set. Rui. Fortress-city in ancient ABERAN, where the IDOL OF BAPHOMET was once safeguarded in c -7200. The fortress was lost beneath the SANDS OF MOREG, sometime in the FOURTH AGE, with only third-hand accounts and ancient maps to suggest its present location.
- **EDERIN**: Geo. Rocky hilly region in the west of ESHIR⁽²⁾, flanked to the north and south by the rivers GAPI and GHATA, respectively. Many aqueducts leading to the east and south have their sources here in these hills.

EDERNA: Rui. Abandoned city in the c north west of <u>AETHIOS</u>, abandoned in c. 3040 RM after the destruction of the dam of <u>AESAPIA^(1.)</u> in 3017 RM. The settlement dwindled in size in the absence of lake Aesapia^(2.) and was eventually abandoned, its people scattering to nearby cities.

EDESRA: 1. Sea. Bay in the west of <u>SAGITTARIA</u>, forming part of the <u>SEA</u> OF AAHES.

2. Set. Coastal settlement in the east of <u>SAGITTARIA</u>, overlooking the eponymous bay. Its main industry is clam farming (Pop. c. 19,000).

EDETH: Mil. Str. Mar. Com. Fortress in the far south west of AHRISHEN, belonging to the WHITE LEAGUE. It is home to two CHAPTERS⁽²⁾ who frequently aid Ahrishen defending against the KORACHANI SCOURGE OF WITCHES.

EDEVAR: Set. Coastal settlement in the far north of ESHIR^(2.) (Pop. c. 6 500)

EDHAN: Set. Settlement in the c south west of CHEIRA (Pop. c. 8,000).

<u>EDICT OF KHADON</u>: *Pol. Rel.* Religious edict within the <u>CHURCH OF</u>
<u>THE UNDYING MACHINE</u> that took place in the city of <u>KHADON</u> in
<u>KORACHAN</u> in 3243 RM.

EDICT OF NAMES, the: Soc. Pol. His. Famed KORACHANI census taken in 2474 RM, during the empire's golden age and the peak of its extent around THE INNER SEA. The census was a massive enterprise overseen by the MINASTERIA OF TITHES, dominating the empire for three years, following which the compiling of information gathered lasted a further decade. The list is large, and is divided into seven volumes, copies of which can be found in most major imperial cities (and many libraries of the LOW-EMPIRES, as part of their imperial records).

EDICT OF NICAEA: see NICAEA, EDICT OF.

EDICTOR: Pol. Rnk. Rank within the SANCTIFIED ORDERS OF THE INQUISITION, above that of PREFECT, charged with overseeing the enactment of laws and edicts and ensuring that they are enforced.

EDICULE: 1. Pol. One of the eight HARÉSHKI CITY-KINGDOMS, located in the south west of the Kingdoms. It has a long engrained history of slavery, capturing people from around the <u>SEA OF URAN</u> and the <u>DARK SEA</u>, selling many of them to <u>NÁRTHEL</u>, <u>VENTHIR</u>, and <u>KORACHANI PATRICIAN HOUSES</u> who have recently set up offices in its major slaving cities.

2. Pol. Duchy in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>EDICULE</u>.

3. Set. Fortified city and capital of the HARÉSHKI CITY-KINGDOM of EDICULE. It lies along the river EDICA, the banks of which are much altered around it, 32-miles from the coast and the SEA OF EDALA. Its ports are now bustling and a hub of trade in the area.

It appeared in c. 1250 RM, and was largely founded by <u>SAUAN</u> immigrants, who mingled with pastoral native. As it became established its influence spread, increasing its borders far west. The city would retain a faint Sauan character throughout its existence., and now forms a part of the <u>GREAT ROAD</u> trade-route (Pop. c. 699,000).

<u>EDICA</u>: *Rvr.* River in the west of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>EDICULE</u>^(1.), flowing for 300-miles south east from the <u>ISHAHAAT</u> massif, before emptying into the <u>SEA OF EDALA</u>.

<u>EDISH</u>: Set. Settlement in the north of <u>VIRAHAN</u> known for its copper mining (Pop. c. 8,000).

EDON: Set. Settlement in the c of <u>KORACHAN</u>, just north of the marshes of <u>SERAH</u>. It forms a part of the <u>RED ROUTE</u> (Pop. c. 4,000).

EDONNA: 1. Geo. Island to the east of GIBEAH, in the SEA OF BALIMAN.2. Set. Main settlement in the eponymous island (Pop. c. 5,000).

<u>EDRA</u>: Set. Settlement in the c east of <u>ALLASAN</u>, along the course of the river <u>BORUS</u>. It is known for its farmlands and rich pastures (Pop. c. 7.000).

EDRAEL: Set. Coastal city in the far south of AEONAS (Pop. c. 54,000).

<u>EDRALLA</u>: Set. Coastal city in the far north of <u>CYHLAGHARR</u>, overlooking the <u>SEA OF DANAEL</u> (Pop. c. 14,500).

EDRAM: Mil. Str. Major fort in the north of <u>AETHIOS</u>, guarding the <u>SOULSTONE</u> quarries in the <u>DAGESARETH</u> region.

<u>EDRAMESIA</u>: Set. Settlement in the far north of <u>SABAISA</u>, overlooking the SEA OF OTALGIA (Pop. c. 7,000).

<u>EDRAN</u>: *Set.* <u>TIKBALA</u> settlement in the contested region of <u>ASIKKA</u> in the east of <u>NAARETH</u> (Pop. unknown).

EDRATH: Set. City in the north west of <u>EASTERN LARISH</u>. It was originally a part of <u>PHUT</u>, though cultural and political changes saw it become a part of <u>Larish</u> in c. 3640 RM. It is known for its caste of sleep-seers — <u>FIRMAMENTISTS</u> who display scrying abilities when sent into a druginduced coma. Such Firmamentist — known as <u>EDRATHI</u> — are viewed as little more than tools and are bought as slaves. It is also a major stop along the BROKERS' ROAD trade route (Pop. c. 60,000).

EDRATHI: Sup. Sleep-seers in the <u>LARISHI</u> city of <u>EDRATH</u>.

 \underline{EDROS} : Mil. Str. Coastal fort on the island of \underline{ATAROS} in the \underline{SEA} OF \underline{ERIA} in the c of $\underline{ARKOS}^{(1)}$.

EDUASIA: Set. Largest city in the <u>SKAROSIAN</u> territories south of the <u>BLACK MOUNTAIN</u>, along the course of the river <u>KONDEGOR</u>. It and its vassal towns are a major producer of food and wood in the area, and over the past decades it has grown steadily in size as people from mainland Skaros travel here at the behest of the government, in an attempt to stimulate industry here. It is an important stop along the <u>RED ROUTE</u>, with caravans boarding transport ship to head east across the <u>SEA OF APHOTIS</u> into <u>ALMAGEST</u> (Pop. c. 119,500).

EDUASIAN PLOT, the: Int. Pol. His. Widespread plot within the KORACHANI EMPIRE to topple the empire that was thwarted by agents of the GRIGORIAN ORDER of the SANCTIFIED INQUISITION in 3822 RM. Named after the city of EDUASIA, in which the first dissident PATRICIANS were apprehended, plotting patricians and freemen were arrested and executed across the empire, including the LEAGUE PATRICIANS and the governing body of the KHADON itself.

EDUCATION CAMPS: Soc. Common practice in the KORACHANI

EMPIRE, particularly its territories north of the INNER SEA (AZAZEM,
LAASKHA, PELASGOS, SKAROS and KORACHAN itself) where people
ranging in age from children to young adults from rural and isolated areas
are rounded up and taken to schools to be educated in self-sufficiency,
agriculture, economics and other subjects, before being returned to their
homes to help their communities.

In truth, these 'schools' are little more than work camps, where the children become slaves of wealthy <u>PATRICIANS</u> or the state. The children are never seen by their families again, with most of them dying within a few years of them being taken from either malnutrition or exhaustion. Their families believe or hope that they are living better lives, but fear the worst.

So as not to exhaust the populations of the settlements, the recruitment for school camps in a specific settlement is only done once every few decades, with large caravans controlled by imperial forces circumnavigating the above territories in a long slow circuit.

 $\underline{\hbox{EDUMMAR}} .$ Geo. Plains in the prefecture of $\underline{\hbox{BROTRIS}},$ in the c west of $\underline{\hbox{HOLOLACH}}^{(L)}.$

<u>EDUSCIN</u>: Set. Caravanserai in the c south west of <u>CYHLAGHARR</u> connecting the western-most city of <u>GYALTSA</u> with the cities in the c of the nation (Pop. c. 6,000).

EELYOUHN: Plr. 'Eelyouhna'. Myr. His. Though all the DEMIURGES have a race of MORTAL children attributed to them, ARIMASPI was unique amongst them, in that he also created his own children that were not born of seeds sown by THE SHAPER. Amongst the forms that eventually evolved from the shaping of their father, are the Eelyouhna. Humanoids of powerful bodies, standing some 7-feet tall and weighing 350 – 400 lbs., they possess feline traits and are fearsome warriors with strong bodies and acute martial skills and were once renowned warriors and mercenaries. They were once common in the regions that have become engulfed by the desert KHARKHARADONTIS, and are now thought extinct. See Vol II: Classification and Taxonomy of Life.

EFFEII: Set. Settlement in the far south west of OTINTH (Pop. c. 5,000).

<u>EFFEND</u>: Rnk. An administrative title common in the larger cities of <u>LIDEA</u> and <u>BA'AKH</u>.

<u>EFFLUX OF RASHAPH</u>: *His. Sup. Geo.* Wasteland in the c south of <u>KHULL</u>, covering an area of around 2000-square miles. It was caused in 2669 RM when the <u>SORCERER-KING</u>⁽³⁾ <u>RASHAPH THE INSCRUTABLE</u> unleashed an <u>ATRAMENTAL</u> blast against invading <u>VESPERI</u> forces. Of

such potency was the blast that the earth for 25-miles around him was broken asunder in consecutive quakes that cause the ground to ripple and break apart, killing everything within, including himself. This effectively ended the war and elevated Rashaph to the status of cultural hero.

The devastation of this act can be seen today by anyone observing the region from the south, in the neighbouring <u>HERKALLAN</u> highlands.

EFIRMAGRA: Flo. Poi. A hardy shrub common in the ERISHI AIA plains in the east of MENISCEA known for its deep purple flowers and rigid bone-like sepals. It is dangerous and if ingested by living creatures can lead to the calcification of organs, which accumulates over time, eventually resulting in organ failure.

It has been turned into both a medicine and a poison, with the former being used as an aide to mend broken bones through <u>ALCHEMICAL</u> treatment, and the latter taking the form of a concentrate poison that is made from pulping and drying the leaves, that when introduced to the body calcifies flesh. See Vol II: Poisons and Venoms.

EFYMIA: Mil. Str. Major fort in the far south of LYRIDIA, in territories formerly belonging to NÁRTHEL, south of the STRAIT OF NÁRTHEL.

EGATH: Set. Port-city appearing east of <u>GATH</u> in the far east of <u>PARTHIS</u>, following the retreat of the seas left its ports land-locked. Being part of the <u>RED ROUTE</u>, and forming a link between Parthis and its vassal state <u>JURRAS</u>⁽²⁾, it is growing quickly (Pop. c. 45,200).

<u>EGLAENT</u>: *Geo.* Mountain in <u>MALAN</u>, around 500-miles long, serving as part of the border between the <u>HENDECARCHIES</u> of <u>AONIA</u> and <u>HATON</u>, and <u>MYEIN</u> and <u>AMILLAERE</u>^(1.). It is the main source of the river <u>ELRATH</u>.

EGARUBOR: Lak. Lake in the c of CHEIRA, forming a part of the flow of the river YAHNOTH PHTHAN. Like much of the main course of the river, it expands greatly in the wake of flooding following heavy monsoon rains of meltwater from farther north.

EGASH: also 'the Ancestor Stone'. His. Arc. Located in the south east of KOLCHIS, in the plains of IMETH, east of the river DOERIA, the Stone is a marble monolith, its edges angular and sharp, one face covered in the eponymous ancestor's rune. The origins of the stone are unknown, though KORACHANI explorations of the region dating back to c. 410 RM documented the region and failed to describe it, perhaps indicating its relatively recent age.

EGEAHAR: Geo. Steppes in the south east of the HENDECARCHY of LONAR in MALAN, stretching into the north western territories pf CHLORIS, covering most of the former's area – some 40,000 square-miles. The area is characterised by mortal-made grasslands, shrubs, and sparse woodlands. It is thought that the region was once dominated by virginal old growth forests that were carelessly cut down at various ages, such as the dark ages following the collapse of the NAHORIAN EMPIRE, lasting through to the FADING between the FOURTH and Fifth Ages, by which time the dense forests has been largely felled and their fertile soils eventually washed away, leaving the steppes we recognise today.

EGEDDAN: His. Lan. Now-extinct language spoken in the ancient FIFTH AGE empire of PHOL EGEDDA. See Vol II: Languages.

EGENNAAH: For. Scrub forest in the north east of KULIGALA, in the north east of the CARCHEMISHI PENINSULA^(1.), in the east of SAMMAEA.

EGERIAN RIDGE: Geo. 1000-mile-long ridge-like mountain in the far north of the KHARKHARADONTID desert, stretching south west from the northern-most reaches of the MOLOTH KHAMMOTHUL Mountains, towards the TROPIC OF RAH. The mountain is of a polished black basaltic rock that reflects the dim sun's lights upon the sterile land that surrounds it.

EGETA: Set. Fortified settlement and caravanserai in the c west of <u>ANUBIA</u>. It serves as a link between the cities of <u>BEREK HAL</u> and <u>ANUBIS</u> in the north, and <u>RETHKA</u> and <u>ILLATRA</u> in the south (Pop. c. 6,000).

EGETAKH: *Geo.* Expansive mountain-chain dominating the western coast of Meniscea, running north to south for over 3,000-miles in the north west of MENISCEA, acting as a border between the narrow coastal Nations (ALBASSITA, MIRALUL, OSSIEL and NALARDIL) and the larger inland regions of CEHOPHELA and SHAZGIN.

EGETAKHAN ROAD: Com. Major trade route in the west of WESTERN MENISCEA. The road runs from SATARIEL in the north west of the continent and runs south, along the western foothills of the EGETAKH

Mountains, passing through <u>ABATTUR</u>, <u>MEHITIEL</u>, <u>SEDALLIA</u>, <u>ALBASSITA</u>, <u>MIRALUL</u>, <u>OSSIEL</u>, <u>NALARDIL</u>, <u>SABAEA</u>, <u>ZOHAK</u>, and <u>VARU</u>, before terminating in <u>DANU</u>.

EGETTUR: Geo. Lowland region in the c of ELALLIA. It is waterlogged, with many rivers passing through it, the waters of which collect in its soft earth creating many bogs and marshes.

EGGLIL: Sup. The channelling of the FIRMAMENTAL energies through material objects, commonly weapons. Because of this, many SHAPERS who practice the art of egglil also have accomplished martial skills, making them competent firmamental warriors. The TIKBALA of LYRIDIA are renowned practitioners of this SPHERE.

EGG: Phil. Symbolically, many nations in <u>LLACHATUL</u> hold eggs as symbols for fecundity and are often granted as gifts in weddings.

<u>EGGORII</u>: Set. Fortified city in the far south of <u>ELEKHID</u>, close to the border with <u>CHEIRA</u>. It trades south with <u>Cheira across the river <u>YAGNOTH PHTHAN</u> (Pop. c. 48,000).</u>

<u>EGHIGNAN RUINS</u>: *Rui.* Mysterious ruins in the south of <u>THE VORANDINE</u>, in the northern foothills of the <u>ZEHINE</u> Mountains. They are monolithic and totemic in nature, with high platforms, indicating that they may have been built by <u>AITHAR</u>. The structures lie in ruins today, fallen and scattered around surrounding lands.

The ruins' name comes from an early <u>FOURTH AGE</u> account that references a now-lost FOURTH AGE account.

EGHURR: Set. Fortified coastal city on the eastern coast of CYHLAGHARR, at the mouth of the river ORGDA. It is known for its shipyards and harbour (Pop. c. 20,000).

EGINALL: 1. Rvr. River in the south of <u>TAHALL</u>, flowing for 380-miles from sources in the <u>HARKONNA</u> and <u>DHAKALL</u> Mountains before emptying in the SEA OF SERPENTS.

2. Lak. Lake along the course of the above river (1.).

3. Set. Settlement in the south of <u>TAHALL</u>, along the course of the river Eginall^(1.) (Pop. c. 8,000).

EGINAZ: Dem. 'Eginazi'. Ntn. Nation in the south east of MENISCEA, overlooking the SEA OF SIPARIA. It is known for its dry coast, but has links to expansive aquifers, and its major cities are built around oases and natural wells. Many of its smaller settlements are built within wide wells and are semi-subterranean.

The nation was formed in 3821 RM following the arbitrary partition of the larger parent state of $\underline{\text{SHUTIAZ}}$ by the retreating $\underline{\text{OBLEVISH EMPIRE}}$ into $\underline{\text{CAMAU}}$ and Eginaz. See Vol III: Extant Realms and Nations.

EGISIUM: *Pol.* One of the <u>SEVEN-AND-FORTY DISTRICTS</u> of <u>ALMAGEST</u>, known to be a scholarly quarter.

EGGOS: Rvr. Major river of the GORGELAN in the south of VÂRR.

EGO RINGS: Int. Myt. Obj. Divine objects mentioned in the MYTHOLOGIA

ELYDEN and the ARS DEMIURGA. Crafted by a collective of four

DEMIURGES - AVRAHAM, NYARLOTH, SYNCHTHONITH, and

VORROPOHAIAH - who combined their skills in artifice to create

repositories for their power when they learnt that they were losing

strength.

Details on the Ego Rings differ, based on the source, but there are thought to be as few as four, and as many as a dozen different rings, each of which have different abilities.

It is possible that the objects exist as little more than parables in the *Mythologia Elyden*, though there are scholars who believe they were physical objects that may yet exist, buried across <u>ELYDEN</u>.

If the latter is true, then the Ego Rings are likely to be amongst the most powerful supranatural objects in existence, and a <u>SHAPER</u> with the right expertise may be able to tap into their latent energies, granting them a power greater than anything shapers in the Fifth Age have experienced. See Vol IV: the Two-and-Twenty Demiurges.

EGORA: Set. Fortified city in the west of <u>VAALK</u>, controlling the <u>STRAIT OF DERKAZ</u>. Its sizeable fleet combats <u>DERKAZI CHORSAIRS</u> that prey on sea trade passing through the strait, keeping them safe. During the <u>WAR OF SUNDERING</u>, it was attacked by an allied force of <u>WHITE LEGION</u> mercenaries and <u>SARASTROAN</u> aggressors, withstanding a 5-month siege that ended with the signing of Sarastroan independence on the 23rd of <u>SATAVALEN</u> saw its forces forced to leave Vaalk, lifting the siege. To this

day the people of Egora are proud at having withstood the siege, despite now being a Sarastroan vassal (Pop. c. 210,000).

EGOTHAN: Set. City in the c south east of the HENDECARCHY of MYEIN, in the c south west of MALAN along the banks of the river LAUL EGLEA, at the fork where the river LOT reaches it. It has many cultural and historical links with SAUA, and it is central Malan's link with Saua along the GREAT ROAD. It is famed for its tiered bastions and many forts, which have named after historic bannerets from Myein (Pop. c. 142,000).

EGRABA: Geo. Island to the north of AEONAS.

EGRET CRUSADES, the: See CRUSADES, EGRET.

EGOTHOL: Set. Fortified coastal city in the south east of the emirate of <u>DEITHO</u>^(1.) in the south of <u>LIMOTH</u>^(1.) (Pop. c. 32,200).

<u>EGRAT</u>: His. Ntn. Now-extinct state in the island-continent of <u>BROR</u>^(1.) in the c south of present-day GREST^(1.).

It emerged in c. 1600 RM and eventually became a part of the <u>COALITION OF SURISSIA</u>. It faltered following the Coalition's collapse in 2132 RM, and its former territories would absorb those of <u>AFAINASAY</u> in c. 2300 RM, keeping the name Egrat.

It prospered for some time, though a series of ineffective rulers saw it eventually crumble, and its old territories were later claimed by AHAGGAD⁽²⁾ in c. 2430 RM. See Vol III: Extinct States.

<u>EGRISS</u>: Geo. Plains in the south east of <u>HOLOLACH</u>^(L), between the <u>HOLIASOR</u> Mountains in the south, the hills of <u>BROTISS</u> in the north, and the RUALASOR Mountains in the east.

<u>EGRUTHEA</u>: For. Sparse forested region dominating the north east of the <u>Parthisan</u> colony of $\underline{IBANNEM}^{(1.)}$.

EGUAOT: Sup. Geo. ATRAMENTALLY TAINTED region in the south east of SEDISIA. It is a major source of raw <u>UMBRA</u> to the nation.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ Institute of Atramental Studies.

<u>EHA</u>: *Set.* Settlement in the north of the tribe of <u>KANAATI</u>, in the c north of the GROWING MOUNTAINS of MULCIBER (Pop. c. 3,800).

<u>EHAKACHAN</u>: Set. Settlement on the island of <u>CHANASAAR</u> in the <u>KORACHANI</u> colony of <u>MELHUMBRA</u>. It is a major producer of cork in the empire, and its plantations are mostly worked by <u>SAMMAEAN</u> slaves (Pop. c. 8,500).

<u>EHAMET</u>: Set. Small city in the region of <u>USSAMAR</u> in the north of <u>THE SURRACH</u> (Pop. c. 17,000).

<u>EHAROR</u>: Rvr. River in the north west of <u>KHULL</u>, flowing north for some 195-miles from sources in the <u>ALITTU</u> Highlands, before emptying into the <u>BAY OF KALLAR</u>, in the <u>SEA OF ORRIDA</u>.

EHASAUL: Set. Major coastal city in the north east of <u>VAUN</u>, overlooking the <u>BAY OF ELMEHIEK</u>. It forms a part of the <u>ISHMMARRAN TRAIL</u> and caters to the many merchants and travellers that cross through it (Pop. c. 90.000).

<u>EHATANAS</u>: *Rvr.* River in the c east of <u>JURRAS</u>⁽²⁾, flowing for 175-miles from the north west of the <u>INNORADOS</u> Mountains, before meeting its parent, the river <u>KARIBAT</u>.

EHBOT: 1. Geo. KORACHANI name for the KOHOD Mountain in ARKOS^(1.), that dominates the area east of the SEA OF ERIA. Covering roughly 50,000 square-miles of area, the Mountains are rugged, with distinct pink mesa-like peaks in the south west, and smooth in the north east.

2. His. Nan. KORACHANI colonies that appeared in the CITADEL MOUNTS in 352 RM after the fortress of DOLYST was besieged in 264 RM, though it was not officially recognised as EHBOT until 381 RM. The region, though rich in mineral and ores, was extremely unstable, with ATRAMENTAL-CORRUPTION waxing at the time to its south western borders and near-constant wars with the barbarian tribes of north eastern MULCIBER. Following the Korachani empire's abandonment of Ehbot to the INTERREGES in 527 RM, the region was allowed to rot and by c. 600 RM all imperial influence had disappeared, replaced instead by the ARKOSIAN^(1.) culture, the patriarchs of which were the remaining few STEEL LEGIONNAIRES that were left garrisoned in the region. See Vol III: Extinct States.

EHBOTIAN: His. Lan. Now-extinct language that was spoken in EHBOT.

Originally a descendant of the earlier UHLSAATI language, it adopted many aspects of KORACHANI following the KORACHANI EMPIRE'S presence there for over two centuries. It would later give way to ARKOSIAN. See Vol II: Languages.

EHBREDA: Set. Major city in the CAMOTHUR basin in the AMMASHI^(L) peninsula, along the border between KEPHUAAN in the north and AMMESH in the south. The city is situated at a sharp bend in the river TAMANTI, where its tributary VERTANDI meets it, and it is a major commercial centre, where goods from Kephuaan and Ammesh are traded. Governance of the city is shared between the two nations, with Kephuaan having a larger presence north of the rivers, and Ammesh to the south. The eastern bank, is a hub of culture and has fealty to either of the two controlling states that other districts (Pop. c. 138,000).

<u>EHEDEN</u>: *Rui.* Abandoned settlement in contested lands to the far west of the tribe of <u>AUEREN</u>, in the far north of the <u>GROWING MOUNTAINS</u> of MULCIBER.

EHERON: 1. Mil. Str. Major fortress in the south of TARTAK, in the ATRAMENTALLY TAINTED region of AIOS KATH. It is one of 13 fortresses along a 13-mile stretch of the border with the CAMMOREAN Mountains, each of which protects a series of powerful SIPHON ENGINES that help keep the ATRAMENTAL phenomenon known as the SHADOW OF CAMMOREA at bay. Without this series of siphon engines working constantly in the region, the Atramental taint would move steadily north, engulfing most of southern Tartak.

2. *Geo.* Pass across the north western-most reaches of the <u>CAMMOREAN</u> Mountains linking the region known as the <u>CAMMOREAN SHADOW</u> with the nation of <u>TARTAK</u>, and forming a vital link in the <u>SALT ROAD</u>.

EHERSABBASH: also 'the Dias of Gateways'. Int. His. Rui. Arc. Ancient stone platform with 9 doorways in the hinterlands in the west of MHAROKK, said to have once granted those passing through them to specific locations across ELYDEN. Such claims are disputed, though ancient sources also state the same. The site is relatively popular with affluent tourists and scholars who try to this day to ascertain the gateways' true nature. The ruins of a metropolis surround the dais, though little is known about it.

EHETUTH: Set. Major coastal city in the far east of <u>THETIS</u>. It is known for its ship and scrapyards and the large shantytown that makes up its lower wards and almost half of its population (Pop. c. 121,000).

EHIBEL: Rvr. River in the south east of <u>LLACHATUL</u>, flowing east from <u>RHEA</u> through <u>SURUTUR</u> for 750-miles from sources in the <u>BOKKARIS</u> Mountains before meeting the <u>SEA OF MIROVEA</u>.

EHITUR: Set. Small city in the c SURUTUR occupying what was once the delta of the river EHIBEL (Pop. c. 14,000).

EHLBEZUN: His. Nm. Ancient empire that appeared in the east of SAMMAEA in the early FOURTH AGE, following the fall of the IROTHANI kingdoms and their SEPT leaders at the end of the THIRD AGE. It occupied what are today the south east of CHEIRA, SERROK, the east of PORPHYR, and the north east of SABAISA. The empire fractured later in the Fourth Age, after millennia of successful rule. Its people subsequently dispersed, forming their own successor states, none of which was as powerful or expansive as Ehlbezun. By this time, the descendants of the irothani and Septs had dwindled, with their descendants breeding with humans, leading to a dilution of their bloodlines.

Some Ehlbezuni ruins remain in those regions, though for the most part they are crumbling and old, save for some ancient machinery, which is rusted solid and calcified, their original purpose unknown. See Vol III: Extinct States.

EHMEOH: Geo. Expansive <u>ATRAMENTAL BADLANDS</u> in the c west of <u>SAMMAEA</u>, to the south west of lake <u>NASTAL</u>^(1.) in the south of the <u>VESPERTINE LEAGUE</u>. The land here is brittle and cracked, with electrical activity in the hollows below the ground. The waters in the south west of lake Nastal are thick and dark, taking on a foul jelly-like consistency closer to the shore.

The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

EHNOR: Pol. Set. Capital of <u>TOAHN</u>, partially situated in the mouth of a cave of the same name in the region's south. It is the largest cave in

TOAHN, measuring almost 3-miles long and boasts the largest stone temples of the nation (Pop. c. 390,000).

EHOR: Set. Small city in the c east of ELAT. Its main industry is the production of cork (Pop. c. 14,000).

 $\pmb{EHO\underline{TEN}} : \textit{Set. } Temple-city in the north west of \\ \underline{\textit{KHAMID}} \ (Pop. \ c. \ 8,000).$

EHRAK: Com. Set. Small city in the west of AHRISHEN, forming a part of the GREY ROAD as it forks west towards TAHIREN, and north into RHAMIA. It is home to offices of the GREY MERCHANTS, who keep a close eye on trade that passes the city (Pop. c. 15,000).

EHRANDEA: Geo. Massif in CHANDOS (3.), in the north of LAASKHA.

EHRATA: Set. Small city in the region of EDALLA in the west of THE SURRACH. It is a noted for its arable farmland that provides food for the region (Pop. c. 17,000).

EHRENI: 1. Eth. People native to the northern coast of WESTERN SAMMAEA, south of the SEA OF ORRIDA. Not a true ethnicity, the term is merely geographical, used in a collective way for the people of the EHRENISIAN COAST, including KHULL, the TEMPLAR STATES, and KARGAMA, though they do share common ancestors from the early FIFTH AGE, from people who repopulated the region after the FADING of the FOURTH AGE.

In 2534 RM they were targeted by the CHURCH OF THE UNDYING MACHINE, who for close to 200-years sent troops and missionaries to its lands in a bid to increase the influence and range of the UNDYING MACHINE, in a period now known as the EHRENISIAN CRUSADE.

Their numbers were whittled down by the xenophobic genocide and by the time the failed KORACHANI colony of INDERACHAN had departed the region in c. 2810 RM the Ehreni people had been almost entirely killed off. They slowly recovered and today form the majority of the population of the Templar State.

2. Lan. Language of the above people (1.) which was spoken by the people of INGHULL. It would later develop into the language of KHULLAN, which is spoke by the people of modern KHULL. See Vol II: Languages.

EHRENISIAN COAST: Geo. KORACHANI name for the region in the north west of SAMMAEA directly south west of the SEA OF ORRIDA, typically encompassing the northern coastlines of KHULL, the TEMPLAR STATES, KARGAMA, and in some case the north of the VESPERTINE LEAGUE. The region is named after the native people of the region, known as the EHRENI.

EHRENISIAN CRUSADES: see CRUSADES, EHRENISIAN.

EHSHUL: (12,300-ft.) Geo. One of ten peaks (colloquially known as the TEN PRINCES) in the south eastern A SAVI Mountains in the north of AHRISHEN, named after an ancient prince.

EHSRA: Set. Small city in the c north west of Pnessa, south east of the LOWER DANOSOTH Mountains (Pop. c. 12,000).

EHTAL: 1. Sea. Bay in the south of TERION, overlooking the larger BAY OF BHAAD.

2. Set. Settlement on the headland of EHTALA, overlooking the eponymous bay within the BAY OF BHAAD (Pop. c. 6,000).

EHTALA: Geo. Narrow headland off the south eastern coast of TERION, stretching for 90-miles, dividing the BAY OF BHAAD from the SEA OF ESCHATA.

EHYN: Set. Rock-UMBRA mine in the c south west of CYHLAGHARR in the region of KAYHIKH (Pop. c. 1,600).

EIANRA: Set. Coastal city in the far south west of THE VORANDINE, overlooking the BAY OF NURCYA. Its main industry is the harvesting of EVOLAM kelp that is vital to various modern ATRAMENTAL industries, including CLONING and FLESHWRIGHTING (Pop. c. 16,400).

EIBOGNAN SCHISM, the: Int. Geo. A half-mile long cleft in the northern foothills of the ZOIQUAGO Mountains in the south west of GIBEAH. The cleft is as much as 200-ft. deep in places and appears to have been artificially-made given its precision.

EIBON: x. Myt. His. In the mythologies and ancient histories of ELYDEN, the SCION of the DEMIURGE VORROPOHAIAH. They were born before Vorropohaiah lost his mind amid the construction of the PRISON CARCERI. Indeed, they are recorded in the MYTHOLOGIA ELYDEN as having opposed its construction, and for being exiled by the Demiurge for their beliefs.

It is unknown where they travelled to, but their only mention in the Mythologia following their exile paints them in an unfavourable light, of shattered body and enfeebled mind, presiding over an empire of a million mummified mortals, whose dying thoughts slowly sustained them. Their fate remains unknown. See Vol IV: Scions, Children of the Gods.

EICASTIA: Set. Mining settlement in the KORACHANI colony of CRASSULA, in the far north east of MENISCEA. The settlement is one of many directly involved in the mining of gold. Working conditions for the slaves are atrocious, with many dying of pneumonia and frostbite (Pop. c. 8.000).

EICLON: Geo. A dry stony region in the c east of LIDEA, covering some 15,000 square-miles and acts as a border with N'RAKH.

EIDOCHAN: His. Arc. Rui. Great stone monoliths along the north eastern border of the ZAHARAN DESERT, in the west of VALA. Five gigantic monoliths are recorded to have exited here once, each easily 100-feet to a side and over 300-feet high. Though featureless, each is constructed from a single block of granite, is source or purpose unknown. Of the original five, one has since toppled, its fragments littering the ground or miles around, and three have begun to sink and stand at angles to the ground.

EIDOGOTATH: Geo. The dry plains dominating the south east of TETHYSIA, covering some 350,000 square-miles.

EIDOLAR: Oth. Type of HALFBLOOD noted for its attraction to both the MATERIAL PLANE and OTHERWORLD. See Vol II: Classification and Taxonomy of Life.

 $\underline{\textbf{EIGGID DEPRESSION}}; \textit{Geo.} \textit{Region beneath the } \underline{\textbf{WHITE SHEET}} \textit{ in the far}$ north of LLACHATUL, that through the sheer weight of ice above it has been pushed far beneath sea-level - at around -1,400-ft. Should the ice melt, the entire region would flood.

EIGHT SEALS, the: see SEALS OF THE COVENANT, THE.

EIHAUBA: Lake in the north west of CHEIRA, forming a part of the flow of the far larger river YAHNOTH PHTHAN.

EIINA: f. Myt. His. In the mythologies and ancient histories of ELYDEN, a SCION of the scion OPHRA (2.) and the DEMIURGE AVRAHAM (who is also her grandfather). She was a powerful SORCERESS (1.), who became a tyrant, subjugating many mortal states to create a vast empire that threatened the rule of the Demiurges themselves. She was eventually killed by Avraham. See Vol IV: Scions, Children of the Gods.

EIKARTHYEA: Dem. 'Eikarthyean'. Ntn. Nation in the far east of EASTERN MENISCEA, populated by the descendants of PARTHISAN immigrants, who settled the area in c. 3140 RM. The region was originally known as EYA PARTHIS (lit. New Parthis), though this name became corrupted over centuries of native influence. It was a very close ally of PARTHIS throughout the latter centuries of the 4th millennium RM and was once known for its jade trade. Though the jade trade has long since ended, the sale of jade antiquities remains a thriving part of the economy. See Vol

II: Extant Nations and Realms.

EINA: Lak. Endorheic lake in the c north of the SULTANATE OF ABACARDAT, fed by the river OURED OUMAQ.

EIONIA: 1. Lak. Lake in the north of AHRISHEN, forming part of the river AVASTI (itself a tributary of the river SAVEST). The lake is famed for being the site where ST. EIONA, martyr of the CHILD-PRINCE, received a vision of the prince, decades before his birth and was named after her. It remains now, a holy site to those that worship the Child-prince as a deity. 2. His. Rel. Martyr of the Child-prince of AHRISHEN. She received a vision of the CHILD-PRINCE in 3731 RM, decades before his birth in 3752 RM.

EIRIADA: Set. Coastal settlement on the east of the island of CAMARA in the east of the CORAL BARONIES, off the south western coast of SAMMAEA (Pop. c. 6,200).

EISHETH: 1. (B. 969 RM) His. Pol. Rel. Princess exiled from her home in AETHIOS following a political coup and the overthrowing of her family from power in 993 RM. She wandered around the north east of SAMMAEA until she discovered a ruined colossus dedicated to an unnamed power in c. 1000 RM with her followers. She began worshipping it as a deity and

eventually founded the $\underline{\text{CHURCH OF THE VOLUTE}}$ in $\underline{\text{NAARETH}}$ in 1002 $\underline{\text{RM}}$

2. Pol. Rel. Following the founding of the CHURCH OF THE VOLUTE and her becoming the first MATRIARCH of the temple, Eisheth slowly began to change. Perhaps it was the discovery of the VOLUTE or some other malignant power at work, but her body began to mutate and, over the years, she became a corpulent creature barely recognisable as human; the grotesque embodiment of the NAARETHI matriarchal tradition. To remain alive, her body was fed with ATRAMENTAL forces and enhanced with TECHNARCANE ORTHOSES, her distended body constantly giving birth to Naarethi DRONES. She became the centre of the religion of the Volute, becoming known as the HEART OF THE VOLUTE; the name of her temple in the LATHMM highlands, where she is interred.

None outside the ranks of the Hierodules and Matriarchs are allowed to see her body, though it is believed that she is still alive. See Vol IV: Gods and Pantheons.

EISTAR, ORDER OF THE: Rel. Org. Small, now-defunct order of knights within the KORACHANI EMPIRE that ended with the death of its 13 members in RM. Little is known of the order's origins or its beliefs, but it is thought that they predated the appearance of the village of AMBUS on an ancient rocky hill that was known as the Eistar, after which the order was named. All 13 members are interred in a crypt beneath the Sanctuary of the Eistar in Ambus, where they naturally mummified.

The order has been largely forgotten, though there was once speculation as to its purpose, with some believing that they were sworn to guard a hidden treasure or relic that was kept by the Sanctuary of the Eistar.

EISSAD, the: Vol. Leg. Ancient epic poem dating back to the FOURTH AGE in what is now VÂRR. The poem details the cosmogony of Elyden and the lives of the so-called 'worker scions', now thought to be references to the DEMIURGES. Many passages had parallels to the MYTHOLOGIA ELYDEN, lending credence to the work as a whole.

Little details are known of *the Eissad,* for it was existed through an ancient oral tradition and what few written forms that made their way into the <u>FIFTH AGE</u> were destroyed by the <u>KORACHANI EMPIRE</u> after it came to power in 72 RM due to its heretical nature. It is believed that a few copies may still exist, including one held in the <u>ARCHIVES OF THE HOLY PRECINCT</u> in <u>KHADON</u>. See Vol II: Legends and Folk Tales.

EIUDA: His. Ancient metropolis in western <u>HORSCH</u>, now buried beneath thick silt deposits. Some have excavated it, revealing dark walled structures, though little evidence of their founders remains.

EIUSS ZUMM: m. Per. (B. 3899 RM) Pol. Present ruler of the PENTATAEL in EZASUH^(2.) and undisputed head of church, state and SHAPERS there. Like his predecessors his rule is seen as divinely-appointed, and he wields undisputed absolute power.

EJAGHRA: Set. City in the far north of <u>METHUMN</u>, in the north of the <u>ANTENAS</u> plains, along the course of the river <u>HELAGHILRA</u> (Pop. c. 42,000).

EKACARAX: Rui. Ruined city in the desert of ANTHAR, in the south west of SAMMAEA, in the far east of METHUMN, above which the LACUNA⁽²⁾ of GOROSHONNAR hangs in the sky. The city is thought to have been destroyed by an influx of ATRAMENTAL forces in c. -200 RM, that saw the lacuna increase in size, spewing ATRAMENTAL TAINT onto the land, rendering it uninhabitable. Though the corruption has almost disappeared since then, the great stone city remains ruined, now half sunken in DUSTSTONE formations.

<u>EKADARA</u>: Set. Small city in the south west of <u>KEPHUAAN</u>, in the south westernmost foothills of the <u>GARDAGHIN</u> Mountains. Its main industry is the mining of pyrite and coal (Pop. c. 18,000).

EKADHA: Set. Once a major city in the north east of JURRAS⁽²⁾, forming the centre of the INTERREGES' rule in Jurras between 3143 and 3226 RM. It was always at risk of ASAPHODELIA infestation, and with the dwindling of the Interreges' rule, the city was slowly overrun by the plants by c. 3300 RM. Over two thirds of the city is now in ruin, its old imperial structures reduced to rubble by the infestation. What remains is kept whole through great effort (Pop. c. 10,000).

EKAGHI: Geo. Mountain range dominating the c north of <u>HABOT</u>, in the <u>AMMASHI</u>^(1.) peninsula.

EKAIROBOS: *Geo.* Dry sandy region in the south of <u>LIDEA</u>, north of the river <u>SICERAN</u>. Not quite a desert, as it receives an amount of annual rainfall above the desert threshold, it remains nonetheless inhospitable due to its acrid nature. Its origin is unknown though was not documented before c 1500 RM, when it was located around 100-miles to the east. It has slowly grown and moved west over the years, and the gold mines of <u>ASOA</u> appeared along its periphery in c 3000 RM, though it continued to expand, coming to encompass them, forcing the construction of a fortified wall to keep the sands out in c 3200 RM.

EKAISS: Set. Settlement in the c south west of the <u>BARRIER LANDS</u>. It is a major producer of rubies in the region (Pop. c. 4,200).

EKALLU: also 'THE SILKEN CITY'. Set. Citadel-capital of N'RAKH, in the north western foothills of the <u>AGRABU</u> highlands. The palace is the hereditary seat of the <u>D'ANU</u>; an abhorrent tyrant blessed by <u>MAALKAT</u> in ways few others can claim to have been. It is a place built of the pumice-like stones common to the region and resin silk features marking it as unique (Pop. c. 160,000).

<u>EKALSCA</u>: Geo. Mountain range in the north of <u>LAASKHA</u>. It serves as a partial border with <u>SKAROS</u>.

EKANDARA: Set. Small fortified city in the north east of METHUMN, in the hills to the far east of the ANTENAS plains. It is amongst the more isolated of cities in the nation. Its isolation has made it one of the more self-reliant cities in the nation, with a culture deeply rooted in stoicism and independence. The city's location provides a natural defence, with steep, rocky terrain surrounding it, making it difficult to access except through narrow, winding paths that are themselves well-defended. Its people are known to trade occasionally with PHYRR, where food is traded for weapons and engines (Pop. c. 12,000).

EKARADA: 1. Sea. Strait off the southern coast of AMMESH, divided by the SEA OF AMMASH^(2.) by the island of CYNAKRIA. Its waters are relatively shallow and see a lot of traffic, from ferries to twin hulled DHOWS.

2. Set. Fortified coastal city in the south east of AMMESH, overlooking the Strait of Ekarada^(1.). It guards the small bay at the mouth of the river EKYANTI (Pop. c. 43,000).

EKARET: Set. Small coastal city in the east of <u>MECHABET</u>, overlooking the <u>SEA OF ERUISA</u>. It is a trade link with the far north of <u>PARTHIS</u>, via the city of <u>PHOLIKIS</u> (Pop. c. 18,750).

<u>EKASYAI</u>: Set. Small city in the north of <u>THE VORANDINE</u>, along the course of the river <u>IASHANDEN</u>. Its people are expert trackers and hunters of the corrupted creatures that dwell in the <u>LUGENT</u> forest (Pop. c. 6,500).

EKATON: Rui. Old coastal city in the east of PELASGOS. It was founded in the early FIFTH AGE by survivors of a shipwreck and eventually became an important mercantile poet in its own right. It was abandoned in c. 500 RM, following the growth of its new quarters (which had become known as MORACHI, which is found very close to the site of the old city).

EKEDDA: sea to the south east of $BROR^{(1.)}$.

EKEG: also, 'the Sunbaked Necropolis'. Rui. An ancient stone necropolis on the island of INARAK off the north western coast of SAMMAEA, north west of the SANTOREAN Mountains. The necropolis is believed to have been deserted for over 2,000 years, and little is known of its history. The necropolis takes the form of thousands of individual small structures, squarish, with a bronze domed roof, inside which are the bones of 1 individual.

EKEMMIR: Rui. Ruined coastal city in the south east of PHYRR. It was bombarded over many years of conflict during the NACRE WAR and is now an empty shell dominated by blasted buildings and rubble-strewn streets. At the onset of the war, it had a population of around 120,000 and was known for its thriving port.

EKEREAH: See. Small coastal city in the north east of <u>GIBEAH</u> saturated in the rocky region of <u>YAIZOEH</u> (Pop. c. 13,000).

<u>EKET NEL</u>: Set. Settlement some 35-miles south east of <u>KHEMET</u> in <u>KHAMID</u>. (Pop. c. 1.200).

EKETH: Geo. Isthmus of land in the south of KHAMID, measuring some 180-miles long. The narrow peninsula serves as a barrier between the sea of IANA in the north, where it is steep-sided, and the AENU coast in the south, where it is gently sloping towards the coast. The land is relatively empty with sparse vegetation, and little in the form of ruins, though a notable area is the flat plateau to the far north west of the formation, known to locals as ABASSUN, which contains carved linear glyph of undetermined nature.

EKHAJ KHTTAR III: (B. 3955 RM) *Pol.* Present governor of <u>KARAKHAS</u>, who answers directly to <u>SATHEP THE RISEN</u>, in <u>SARASTRO</u>.

EKHALLA: Sec. Small city in the c of KARAKHAS, forming part of the SALT ROAD. It is known for its caravanserais (Pop. c. 13,300).

EKHAT: Set. The largest BENESHI settlement in AHKA, once acting as a hub of Ahkan travel and trade, with members of the Beneshi caste congregating there from the myriad Ahkan settlements, bringing local produce with them. The city was funded by Beneshi settlers in c. 2300 RM, though has decreased in size and influence in the past decade following KORACHANI attacks in the region and much of its mercantile district is empty, with crime rife. Many soldiers from the Ahkan army are recruited from here, and are known to be good soldiers (Pop. c. 18,000).

<u>EKHEF</u>: Geo. Island off the south western coast of <u>WESTERN SAMMAEA</u>, in the <u>COTRIAN ISLES</u>, forming a part of the <u>ISLAND STATES OF IRY</u>.

<u>EKHINA</u>: Ind. Set. Major industrialised city in the central south of <u>ANANTHUL</u> (Pop. c. 7,100,000).

EKHORROS: Set. Small city in the c east of KARAKHAS (Pop. c. 14,000).

<u>EKHUN</u>: also 'Lime-chew'. Soc. Obj. In <u>VÂRR</u>, a blend of tobacco, lime and other select minerals which is chewed. Connoisseurs of lime-chew have been known to identify Vârran regions by the differing blends prevalent in certain regions.

EKHYSSA: Ast. Set. OBSERVATORY-CITY in the c west of AQUARIIA. It is one of few such cities remaining in present-day Aquariia, its original observatory now fulfilling the role of an administrative centre. It is famed for its ancient library and astronomical texts, and forms a part of THE WAY trade-route that links AQUARIIA with GNOTH (Pop. c. 42,000).

EKITAORA: Set. Coastal settlement in the south of the <u>PANTHEON ISLES</u>, on the isle of <u>SURRUR</u> (Pop. c. 8,200).

EKITERIA: Set. City in the c west of KHALHAT. Its main industry is believed to be agricultural, with vast glasshouses and hundreds of miles of subterranean hydroponic gardens beneath its foundations, which supply much of the food consumed by the people of Khalhat (Pop. c. 28,600).

EKITODDUR: Set. Settlement on the island of MARAD, in the BHALASSIAN ARCHIPELAGO⁽²⁾ in the east of the PANTHEON ISLES. Its main industry is the quarrying of silver and sulphur (Pop. c. 4,750).

EKIZIA: (D. 3159) Sagittarian SHAPER who in 3159 RM sacrificed herself in battle, taking a large portion of the Sagittarian army in an ATRAMENTAL explosion, allowing for the eventual independence of IZABAL. She quickly became a cultural hero, with a cult of worship emerging around her resting place, and she was rapidly elevated to the status of a saint in

EKIZIACISM: *Rel.* Religion practiced by the people of <u>IZABAL</u>^(1.). It originated in 3159 RM, after the <u>ATRAMENTIST</u> Ekizia died, destroying the majority of the <u>SAGITTARIAN</u> army, paving the way for the independence of Izabal. Many saw her sacrifice as divine intervention and came to worship her as a martyr and saviour.

By c. 3275 RM this had become corrupted into idolatry and she came to be depicted surrounded by a black cloud, and her name would be invoked in a gesture of protection. She would eventually become a god to the people of Izabal, and her cult is now the main religion there. See Vol IV: Religions and Cults.

EKIRK: Set. Fortified city in the far south east of ALAM BETHYL, in the territory of TABERCIL (2.). It is the south western-most of Bethylan cities and is well-protected, have been built behind a series of s-facing fortifications and redoubts in the rocky terrain of the southern-most reaches of the BAND (2.) Mountains, in defence against any ALMAGESTI attack. It maintains a strong army, whose rangers are experts at patrolling the hills of the surrounding region (Pop. c. 47,100).

EKKAERT: Set. Small city in the south east of GIBEAH (Pop. c. 14,500).

EKKIDUR: Set. Small city in the north of the mainland <u>PANTHEON ISLES</u> (Pop. c. 13,000).

<u>EKLAII</u>: Set. Fortified settlement in the far north west of <u>KHALHAT</u>, situated along the foothills of the <u>KEPHAMISHAI</u> Mountains (Pop. c. 4,300).

EKMON: *Ind. Set.* Copper mines in the east of LYRIDIA, in the IPPARAN hills. The region is populated by <u>TIKBALA</u> and hostile encounters between them and the miners is not uncommon (Pop. c. 9,200).

EKON OSSYL: Sup. Geo. Dre. ATRAMENTALLY TAINTED DREAMSCAPE that emerged in the c of OKKHAM in c. 3395 RM, its epicentre around 10-miles north west of the city of RAMIFERA. Though the land itself shows little signs of its influence, the DREAMS and thoughts of those close to it are linked by visions of a white figure, floating above the ground, its face unseen through the nimbus of blinding light. This figure later became known as the DREAMING GOD, and came to be worshipped first in the cities of Ramifera and HASLA ERSYL, but which then rapidly spread across Okkham, as well as CHEIRA and NOAVATUR, where it became a mystery cult.

The dreamscape is today considered holy ground and is the site of pilgrimage to members of the Cult.

The region is categorised as a $\underline{\text{LEAST CONCERN}}$ by the $\underline{\text{KORACHANI}}$ INSTITUTE OF ATRAMENTAL STUDIES.

 \underline{EKOTH} : Set. Major coastal city in the south east of $\underline{MIRALUL}$ (Pop. c. 200,000).

<u>EKSTESI</u>: Mil. Well-equipped berserker troops of <u>VAALK</u>. They are taken from the fiercest of conscripts and trained as elites, who take performance enhancing drugs before battle. They are used as shock troops and in close-quarter fighting.

<u>EKTASIC</u>: Rvr. River in the north west of <u>OKKHAM</u>, flowing west for 250-miles from sources in the Okkhami Mountains^(1.), before emptying in the <u>BAY OF DIATESSARON</u>.

<u>EKUNALIA</u>: Rvr. Lake in the west of <u>HABOT</u>, along the course of the river MEDDERANDI.

EKURRAD: Set. Major city in the north west of NASTAL⁽²⁾, along the eastern shore of lake Nastal⁽¹⁾. It is a major industrial centre, and is one of few such places in Nastal (Pop. c. 263,000).

<u>EKYANTI</u>: Rvr. River in the east of Ammesh, flowing south for over 450-miles from sources in the <u>URARAGHI</u>, <u>MEL SAGHI</u>, and the <u>NAGHIGH</u> Mountains before meeting the coast at the <u>STRAIT OF EKARADA</u>^(1.).

EL'TA: Rui. Early FIFTH AGE ruin in the tribal territories of INDAAR, in the east of the GROWING MOUNTAINS of MULCIBER. The ruin was once a dark red colour, and was thought to have been built by the same culture that created the stepped city of ISA'TEH in SUUR'KA. Today, it is largely forgotten and crumbling.

ELAARH: Set. Edu. City in the c of <u>LAASKHA</u>, in the region of <u>THAZAKHA</u>. It is home to military colleges as well as the <u>MINASTERIA OF EXORCISMS</u> (Pop. c. 34,000).

<u>ELAEL</u>: Set. Settlement in the region of <u>SÛR GHATH</u> in the west of <u>THE SURRACH</u>, along the course of the river <u>HATHURAN</u> (Pop. c. 10,000).

ELAHEI IO SGIROUT: f. (B 3703 – 3813 RM) Pol. Per. Historic queen of ROMOREA (2-) who ascended the throne following her FATHER'S death in 3809 RM. She was instrumental in bringing the dream of flooding the Romorean (1-) rift valley to life, though the project would only be realised under her son, RAFFIN IO SGIROUT'S, rule.

ELAHIKH: Set. Settlement in the c south of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>. It is a major course of granite in the region (Pop. c. 7.500).

ELAIMAN ORDER: His. Pol. Org. A historical Order of the Sanctified Inquisition in the Korachani empire that was founded during the MINASTERIAL REFORMS that swept the Korachani government in 3708 RM.

Named after the member of <u>The Seven</u> who helped envision the changes, the Elaiman was the largest of the newly-introduced Orders and effectively replaced the imperial army, navy, and the <u>Steel Legions</u>. Part of the reforms included the establishment of a department to police the

imperial fighting forces, and ensuring that the armies remained loyal, disciplined, and ready to defend the empire.

The changes were monumental and resulted in an unfathomable spending of imperial resources, that left a new fighting force that never found its feet, leading to blunders in the field and various other disruptions in efficiency and leadership across the Order. Perhaps the most felt of the changes was a downsizing of the Steel Legions and decreased inception of new CLONE LEGIONNAIRES for its armies (partially to offset the costs of changing the military structure), which culminated in 3845 RM with the MANUMISSION OF THE CLONES.

The eventual reversal of the Reforms in 3779 RM were partially due to the decrease in military effectiveness and the sheer cost accrued by the changes. Following this, the previous imperial military structures were reintroduced and remain in effect to this day, though the Steel Legions remain only a small elite part of the overall military structure today.

ELALLIA: Dem. '*Elallian*'. *Ntn.* Large kingdom in the south of <u>SAMMAEA</u>, south east of the <u>SEA OF KRIHIEK</u>. Its nine kingdoms are ruled by lords who are typically worshipped as demigods, forming a pantheon beneath the <u>NIMBUS GOD</u> – an enigmatic figure, possibly a <u>SCIONIC CREATURE</u>, who serves as the head of a pantheon of nine demigods.

In c. 1180 RM territories now occupied by northern Elallia were devastated by the aftermath of the MT. KLAUVAKAN CALAMITY, including famine and plage throughout the 12th century RM. See Vol III: Extant Realms and Nations.

<u>ELAMIZ</u>: Geo. Ridge in the c west of <u>GNOTH</u>. It is incredibly smooth and known for its dark mosses and lichen. It is likely a remnant from an ancient glacier field.

<u>ELANRIN</u>: Set. Major city in the c east of <u>CYHLAGHARR</u>, known as a centre of the slave-trade. Beyond slave merchants and discerning buyers, outsiders are not allowed in and little is otherwise known about it (Pop. unknown).

ELAPHA: 1. Sea. Bay in the north east of <u>SALOROC</u>, in the <u>SEA OF SUN</u>.
The river <u>OZMANTHA</u> empties here, and silt deposition from its flow makes the bay and its coastal area fertile.

2. Set. Fishing settlement in the east of Saloroc, overlooking the \underline{BAYOF} $\underline{ELAPHA}^{(1.)}$. The city is known for the black glassy monolith that stands some miles west of its borders, which has defied all attempts at demolition and investigation. It is thought to be a relic from the $\underline{THIRD\ AGE}$, if not actually being a work of the $\underline{DEMIURGES}$ (Pop. c. 10,000).

ELAPON: Set. Settlement in the east of <u>OPHIUSSA</u> in the <u>ISHRAF</u> basin. Its main industry is agriculture (Pop. c. 6,800).

ELAPRA: Set. Small city in the east of <u>OPHIUSSA</u>. Its main industry is copper mining (Pop. c. 14,000).

ELARGOYO: Set. Large caravanserai in the south of the MAUGOGNOTH basin the north east of KHARKHARADONTIS, west of ETHISTONITH, along the path of the NOAVATURI TRAIL. Following the independence of NOAVATUR in 1304 RM, the caravanserai saw decreased traffic passing through it and was eventually abandoned by c. 1150 RM. Today, all that remains are hollow buildings, and crumbling adobe walls.

ELARI: Rui. Ruined city on the island of SHIBBOTHA in the greater SHIBBOTHA ISLES. It is one of the main reasons, alongside another ruin known as RUOI, why the archipelago remains contested between FALLAROUR and the CORAL BARONIES, both of whom claim ownership in the hopes of exploiting rumoured industrial treasures believed to be found in the ruins.

<u>ELARIA</u>: His. Myt. Geo. Ntn. Ancient historical territories belonging to the <u>DEMIURGE IALDABAOTH</u> and his tribe, the <u>LHAUS</u>. It is unknown where those territories were in relation to today's borders, though it is likely that they were in c <u>NORTHERN SAMMAEA</u>.

ELASAH: Set. Settlement in the c east of SARASTRO (Pop. c. 8,000).

<u>ELASHEN</u>: Set. Fortified city on the western shore of lake <u>SIBALLA</u>, in the c west of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>. (Pop. c. 45.500).

<u>ELAT</u>: 1. Also 'Republic of Elat'. Dem. 'Elatian'. His. Ntn. Republic that existed in the south west of <u>LLACHATUL</u> between c. 3250 – 3762 RM, and ruled by an elected <u>TRIPARTITE MONARCHY</u>. It became infamous for its brokering of sensitive political information to the highest bidders across

Llachatul, <u>SAMMAEA</u>, and the east of <u>MENISCEA</u>, which led to war in 3760 RM. It collapsed in 3762 RM following <u>2-YEARS OF WAR</u> and strife, giving rise to the nations of <u>GYZHA</u> and <u>AYAD</u>, and a reformed Elatian government^(2.).

2. Dem. 'Elatian'. Nm. Nation in the far south west of the continent of LLACHATUL, situated south of the KINGDOM OF AYAD, straddling both the west and east of the PARNASIAN mountains. It is of idyllic climate, with coastlines overlooking both the SEA OF SUDUNIR to the west, and the SEA OF ANIPTERRA to the south, and it is noted for its natural resources, including its cork oak forests, and zinc and tin reserves.

It is the surviving remnant of the older Elatian Republic⁽¹⁾, which collapsed following years of conflict with KORACHAN and other nations due to its espionage across the SEA OF ORRIDA and the INNER SEA. The war ended with the signing of the ELATIAN TREATY in 3762 RM, after which the region of GYZHA declared its independence. Months later one of the TRIPARTITE MONARCHS of Elat fled to the north, where she claimed the land as her own. Unable to fight two seceding regions without aid, a treaty was signed, legitimising the claims to independence of Gyzha and AYAD, and bringing the Republic of Elat to an end. The remnants of Elat took on the name of its predecessor, and it remains a republic to this day.

Despite the collapse of the original militant republic and the closure of its pervasive embassies and consulates, its inheritors are believed to continue to broker information across <u>LLACHATUL</u> and <u>SAMMAEA</u>, secreting its agents across all major cities in <u>ELYDEN</u>.

Its nobility is affluent from their shrewd selling of other nations' secrets to the highest bidders, and they are incredibly powerful and influential, not only in Elat, but in Elyden as a whole. As a result, its republic, once just and with good intentions, became a plutocracy, made up of the most powerful of the noble households in Elat, whose rule serves only their own interests, and whose subjects suffer under their indifference. See Vol III: Extant Nations and Realms.

3. Set. City in the south west of GYZHA. It was the first point where EZASUHI^(2.) missionaries and colonists landed in 3133 RM, and they spread rapidly, claiming ill-defended territories in the south of RAONGEN^(2.). It was a major city for some time, though following the dissolution of the TRIPARTITE MONARCHY in 3762 RM, it dwindled in influence and importance. It is a military centre and thought to be a hub of Elatian espionage in the east (Pop. c. 32,000).

ELAT, ORDER OF: Mil. Org. Militant order that emerged in the REPUBLIC OF ELAT^(1.) in c. 3760 RM, in response to the growing role of espionage in the economy and politics of the region. The order was responsible for the uncovering and death of dozens of Elatian spies and diplomats across the SEA OF ORRIDA and the INNER SEA. The capital in Elat would eventually become embroiled in chaos, leading to a schism amongst its politicians and armies. These events would directly tie in to the so-called TWO YEAR WAR that would end in the fracture of Elat in 3762 RM.

ELATHA: Mil. Str. Major coastal fortress in the north of <u>TISARA</u>, on the island of BAEG.

<u>ELATIAN</u>: Lan. Language spoken in <u>ELAT</u>^(2.) that emerged between c. 3400 – 3500 RM in the Elatian Republic^(1.) from the earlier <u>EZASUHI</u> language spoken by its founders. Its early roots borrowed from native <u>RAONGENI</u> languages, though its major influence remains Ezasuhi.

Today it is spoken in Elat, as well as \underline{AYAD} and \underline{GYZHA} . See Vol II: Languages.

ELATIAN TREATY, THE: Pol. His. Twin treaties, both signed in 3762 RM, the first ending the so-called TWO YEAR WAR against ELAT and its allies, the other, signed months later, ending hostilities between Elat and the seceding states of AYAD and GYZHA, granting the latter two states their independence. Though each is fiercely independent, with a strong cultural identity, an uneasy truce between the three so-called PARNASIAN STATES exists to this day, with each recognising their common heritage.

<u>ELATIKA</u>: Set. Small city on the island of <u>EBEIRA</u> off the south western coast of <u>WESTERN SAMMAEA</u>, in the <u>COTRIAN ISLES</u>, forming a part of the <u>ISLAND STATES OF IRY</u>.

<u>ELAXO</u>: Set. Small city in the west of <u>SURUTUR</u>, close to the border with <u>RHEA</u>. It is part of the trade-route linking the two nations together (Pop. c. 20,000).

ELBIA: Pol. Set. Capital of <u>THUMAL</u>, known for its beautiful and expansive natural harbours and the cliffs that stretch for almost 40-miles to the north. It forms a part of the <u>RED ROUTE</u> (Pop. c. 160,000).

ELBIAN: Mil. His. ACTANORISH warlord who in 545 RM attacked SIRIPHAS, allowing him to secure the territories around the city-state of Actanors, allowing them to flourish as one state, under his leadership.

<u>ELBRA</u>: Set. Small settlement in the c of <u>LYRIDIA</u>, 35-miles north of the capital in <u>MYRA</u>, the settlement specialises in production of the special wine that's consumed by the <u>AUGURS</u> in their rituals and ages it according to a secret family tradition (Pop. c. 1,700).

ELDARA: Geo. Island in the north west of the MAIDEN ISLES, off the south eastern coast of MENISCEA.

<u>ELDEA</u>: Set. Settlement in the north of <u>LIDEA</u>. Its main industry is the cultivation of tea plants (Pop. c. 8,000).

<u>ELDER</u>: 1. Soc. Pol. Rel. Generally, a religious or cultural term used in reference to an elderly person who is respected within a community. The term has different connotations by region:

2. Soc. Pol. Commonly used in TEMUIA to denote family patriarchs and matriarchs and other family members of age and experience. In a more official sense the title forms part of the governmental structure of Temuja, with the eldest person of each family forming part of its settlement's governing body. The rank is hereditary, and as soon as a family elder dies, the next eldest person takes over. This trend is slowly being replaced by a more centralised form of leadership, such as that seen in VALGHAR (though in the case of Valghar it was merely a means to an end – the town is relatively new, populated by migrants and vagabonds, with no true elders).

The <u>PLAINSLEAGUE</u> of <u>DUARIAHAHN</u> is the ultimate representation of the importance of elders in Temuja, with the most respected elder (not necessarily the eldest – in many cases an elder is incapable of travelling to the capital) of each major settlement sitting on the table four times a year to discuss matters of national importance.

ELDER ANIMAL: Int. Fau. Some passages of the <u>MYTHOLOGIA ELYDEN</u> claim that the <u>DEMIURGE</u> <u>ARIMASPI</u> imbued all of his creations with a mote of his divinity. This mote granted the Demiurge a link of sorts with each of his creations, though in some cases this same link might make rare individuals more than just beasts, with those few gifted by Arimaspi living longer (as much as 100-times longer, in some cases), growing gnarlier and larger, and having more wisdom that others examples of their kind.

Some extreme examples are fully sapient and might understand speech (if they have been exposed to the language for long enough, for instance) though won't be able to talk due to the constraints of their biology. Others might be able to communicate <u>TELEPATHICALLY</u> or display certain nature-related supranatural abilities.

Today many scholars speculate whether such beings are real or just a part of the parables of the *Mythologia Elyden*. Many cultures swear by their existence, though maintain that in the wake of the *Demiurge's* retreat from mortal life, such individuals have grown rare. The march of industry and the destruction of the natural world prevalent around THE INNER SEA may have destroyed their homes, decreasing the likelihood of such creatures coming to light.

ELDHUIN: m. *Pol. His. Per.* (B. 3134 – D. 3173 RM) son of the exiled king TRIDUAN of LOEGRESS^(1.) whose daughter ARLEIE was raised to become the first queen of a reunited KOMMEA. He was a mighty champion and diplomat who spent most of his years securing relations between the disparate people of the region in preparation for his daughter's coronation.

He died on a hunting expedition in 3173 RM, far from home in the company of his own champions and followers and one of his son in law's advisors – a mute KHAMIDIAN SHAPER. Though some viewed the death with suspicion, nothing was made of it at the time.

ELDRIA: His. Ntn. Extinct FIFTH AGE empire that existed in the north of LLACHATUL, emerging in c. 1300 RM from a long line of successive

kingdoms that emerged following the collapse of the expansive <u>FOURTH AGE</u> empire of <u>CEEROPIA</u>.

The peasant girl <u>HULDAH</u> discovered the <u>WHITE ANGEL TAHIRA</u> in a mere in the north of Eldria in c. 1500 RM, bringing about a religious renaissance that remains to this day in <u>KASPIA</u> – the nation that would go on to inherit Eldrian lands after their fall.

A line of rulers known as the <u>ORREX</u> emerged from the <u>WHITE SHEET</u> in c. 2180 RM, claiming to be descended from a line of genetically-engineered warriors from ancient Ceeropia. They slowly rose to power between 2185 and 2205 RM, creating a wedge within Eldria, eventually sundering it by 2227 RM, causing the east to break away, while the Orrex persisted in the, clinging on to Eldria, starting a great dynasty that would rule until its eventual fall.

Another schism saw Eldria sundered yet again, following a civil war that culminated in 2504 RM with the formation of the nation of <u>SAKKHRIA</u>, which would later go on to become <u>SABIA</u>.

Eldria would falter in 2682 RM, following centuries of decadence and tyranny, in which much of its territories were lost to Sakkhria and later Sabia. During this time, its subjects, many of which were slaves, suffered greatly. Immense brutalist citadels and palaces were erected across Eldria at great expense that hid lavishly-decorated ballrooms and theatres in which the Orrex wasted their days living in debauchery, oblivious to the wretched lives they forced upon their subjects.

The first signs of true unrest came in 2677 RM when an open-caste mine in <u>UBHUTTAL</u> collapsed, killing hundreds of workers. The Orrex merely forced the survivors to work longer and harder due to the losses. The workers refused, leading to a battle between them and the overseers, in which many died. The conflict was resolved only through the intervention of the dynastic armies, which wiped out the entire workforce of the mine, after which workers and slaves were recruited from Eldria and beyond.

This was the first of many similar revolts over the next years, which culminated in the autumn of 2681 RM when workers refused to harvest crops. Across Eldria, labourers and slaves lay down their tools and stopped working.

This conflict dragged on to 2682 RM, by which time it had grown into an expansive civil war that left the region powerless, its armies fractured, its workforce depleted, its people starving, and the last of the Orrex slain. By the end of the year Eldrian infrastructure had completely collapsed, leaving Sakkhria and the Kaspian states to pick up the piece, though eventually the Federation of Pergost would rise from the ruins in 3721 RM. See Vol III: Extinct States.

<u>ELDRIAN</u>: Lan. Language spoken in <u>KASPIA</u> that originated in the earlier <u>ELDRIAN</u> empire. Modern <u>SABIAN</u>⁽²⁾ emerged from this language, as did the pidgin <u>TRADETONGUE</u> that is common in <u>CENTRAL LLACHATUL</u>. See Vol II: Languages.

ELDRITCH EPISTLES, the: Vol. Sup. Mys. His. Ancient religious writings found in a cavern in the north of ERUTO(2.), PARTHIS, in 3922 RM. They were immediately apprehended by the republic following their return to the capital in TETHRA later the same year. Few people know of them and those that do can only guess as to their true meaning, though there have been whispers that the discovery of the epistles contradict the by-then established DOCTRINES OF AVRAHAM, which many people in Parthis had come to follow.

The name *Eldritch Epistles* emerged decades later and is likely unrelated to the contents of the writings, but many believe that they are a holy text of some kind, possibly attributed to the scion <u>AZER</u>^(2.).

ELDRITCH GOSPELS, the: Rel. Vol. Heretical texts penned by the disturbed IONIC demagogue MEDELER SANARITZ in 927 RM. Though largely incoherent and filled with senseless diagrams and symbols, the texts do describe the so-called Thrice Heptad – ancient unknowable beings, akin to deities, but utterly indifferent to the affairs of MORTALS or ELYDEN herself. According to the Gospels, they can be summoned through primeval rituals that predate the coming of the mortal peoples to Elyden.

It is believed that seven copies of the Gospels were made by Sanaritz, with some copies finding their way across the <u>INNER SEA</u>, possibly into private hands. Two were confiscated by the <u>MORÉHAN ORDER OF THE</u>

<u>INQUISITION</u> and destroyed, and most of the others are thought to have been lost in the ensuing years.

He was apprehended by Moréhan agents in the city of <u>HACHALIAH</u> later the same year and he was executed after weeks of torture and interrogation. The source, if any, of his writings remained undisclosed.

ELDRITCH LYNX: Fau. Medium size felids native to the plains of southern MENISCEA knowns for the violet sheen of their thick black coats, their deep golden eyes, and tufted ears and cheeks They are FIRMAMENTALLY sensitive and are akin to a living FOCUS^(2.) Prized in Firmamental communities, they are effectively extinct in the wild though continue to be bred specifically for use as 'familiars', a lucrative business, though some believe that the breeding and domestication of the animals has stymied the traits for which they were originally prized.

They are most prized in $\underline{ACHAA}^{(2)}$ and \underline{VARU} , as well as other regions in Meniscea with strong Firmamental traditions, though they can still be found in small numbers in secluded areas of the plains of western \underline{ZOHAK} and Varu. See Vol II: Classification and Taxonomy of Life.

ELEAH: Set. City and port in the north east of <u>EASTERN LARISH</u>. The city overlooks the bay of <u>TANIA</u> and serves as a major link between foreign nations (Pop. c. 35,000).

<u>ELEBMEN</u>: Set. Settlement in the c north of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>. Its main industry is the production of myrrh (Pop. c. 8,000).

ELECTRICITY: Tec. Physical phenomenon that uses potential electrical energy delivered by a circuit to a terminus, which could be a device or object that requires electricity to work. Though known to ancient MORTALS under different guises (electrical eels, amber rods, etc.), it is only modern scientific developments that have allowed electricity to be used in everyday life – such allowing electrical lighting, the automation of machinery or manufactories, or the creation of batteries known as DISCHARGERS that are used in limited quantities in industry, with more applications in the military.

Most common around the region of the <u>INNER SEA</u>, including the <u>HIGH-</u> and <u>LOW-EMPIRES</u>, and the Republics of <u>ALMAGEST</u> and <u>PARTHIS</u>, amongst other territories, it becomes less common the farther away from those region one moves.

Electricity is provided by power-manufactories: heavily guarded stations where various methods are used to produce electricity, including heat source (burning fuel), natural energy (hydroelectricity), or other means such as TECHNARCANA. The ATRAMENTA is known to have an affinity with electricity, which is responsible for the independent discovery and application of the latter in 214 RM in various areas of the KORACHANI EMPIRE.

ELECTORNIC TELEGRAPHY: see TELEGRAPHY.

ELEDREON: Set. Settlement in the c east of GIBEAH (Pop. c. 7,500).

ELEGARA: Set. Small coastal city in the west of AMMESH (Pop. c. 14,500).

ELEKHID: Dem. 'Elekhidian'. Ntn. Kingdom in the east of SAMMAEA, overlooking the ROILING SEA, and situated between the GROWING MOUNTAINS of MULCIBER to the north, PNESSA to the west, and CHEIRA to the south. It is characterised by many rivers, and a tropical climate with many coastal mangroves and rainforests reaching as far west as the border with Pnessa. Off its coast is a large coral reef, known as the ENEPHIAN REEF, and to the south east is the infamous bleached reef of Ictheli, which is now over 50-miles from the coast, following millennia of waning sea levels.

The kingdom was formed in 3409 RM after the culmination of events following the death of Magnate KARAN SHUR of Pnessa in 3388 RM. He left three children – brothers MITH and MORTHA, and daughter DEGLIA. The youngest, Mith, abducted the elder siblings and imprisoned them in the coastal tower of ENEPH while he assumed his father's mantle. Deglia and Mortha gained the support of many of their father's allies and they were freed by them, allowing them to organise a coup of the capital in IRUT MARKA. A civil war followed in which Mith was slain by Mortha, who was unable to claim the throne and was forced to flee east with his sister. Pnessa blundered their many counterattacks against Eneph, leading to a ceasefire and the independence of Eneph and its allies, and the eventual formation of Elekhid.

Today Elekhid is known for its religious extremists who follow the religion of SHURANISM. They wear black in mourning of a queen who died over a hundred years ago, with only tiny flashes of colour around their collars serving as a memory of the bright costumes they were once famed for. Many also wear black headdresses the sizes of which are dictated by their social class – with nobility and relatives of the ruling dynasty wearing the most elaborate headdresses. Its main industries are lapis mining and the manufacturing of the associated blue dye, as well as MANNA – a resin made from the sap of the manna tree, which is used by shapers to sustain their bodies during shaping. See Vol III: Extant Realms and Nations.

ELEKTOS: Set. City in the south west of <u>ANANTHUL</u> (Pop. c. 35,000).

<u>ELEMENTAE VITALE</u>: Int. Sup. Archaic term once used to denote the Atramenta and the Firmament, as they existed in their raw combined form.

Today the term is used in astronomy in reference to a similar raw element that exists in space. Were it not for <u>ELYDEN'S</u> atmosphere this *Elementae Vitale* would reach the planets' surface, causing irreparable damage to life, known as <u>AETHERIC CAUTERITY</u>. See Vol IV: the Materia Omna.

ELEMENTAL: Int. Myr. his. Ancient primordial beings said to have been created by the <u>DEMIURGES</u> (typically <u>ACHAIAH</u>, <u>ARIMASPI</u>, and SYNCHTHONITH).

The elementals embodied the Demiurges' aspect of creation. Gigantic and alien, they wandered the ancient world, sloughing their skin, bringing life to the land in their wake. Purposefully designed to live long, they were not immortal, and upon their inevitable death, their bodies would dissolve and spread for miles around, bringing about renewed life.

Some mythologists and scholars have postulated that the elementals were created by Demiurges who had foresight-enough to see that their own tenure as caretakers of Elyden might not last forever - the elementals were designed as failsafes to help replenish a world that might in the future be waning. Designed to live for millennia, the eventual death of an elemental would trigger a slow cycle of creation that would bring renewed life to a large area.

In the years following the wane of the Demiurges, many of the elementals came to be worshipped as nature spirits and primal deities, and not without reason. However, the elementals were blind to the actions of the mortals and operated as little more than automations, wandering across all of <u>ELYDEN</u> purposefully, mindlessly.

Over the years they dwindled in numbers, with most meeting their demise in the <u>THIRD</u> and <u>FOURTH AGE</u>, and they are thought to be largely extinct today, though some minor examples have purportedly been sighted in the hinterlands between civilisation.

ELEMENTAL CRUX: Int. Sup. Geo. In the study of the MATERIA OMNA, the region, approximating a 1,000-mile radius around either the two PRIME LACUNAE of the BLACK FOUNTAIN or the TRUE MENISCUS, where SHAPING of the ATRAMENTA and FIRMAMENT are respectively at their strongest and most unpredictable. So potent is the link to the respective Prime Lacuna within the region of its respective Elemental Crux, that shapers venturing within would lose their minds, and even to attempt shaping would break the.

The farther one travels from this radius, the more demanding shaping becomes, until one comes within the influence of the <u>NULLAMBIT</u> – the arcane equator that is equidistant from the Black Fountain and the Meniscus – where shaping is at its weakest. See Vol IV: the Materia Omna.

ELEMENTAL GARDEN OF IHANELONY: *Int. Myt. Geo.* Ancient magickally-formed forest in the c of <u>BANT</u>, in the c south of the <u>CARCHEMISHI PENINSULA</u>⁽¹⁾, in the east of <u>SAMMAEA</u>.

The forest is thought to have been formed by the death of an <a href="https://example.com/html/example.com/h

It is ignored by mortals, who either feel uneasy being in the vicinity of such a primal region or just feel fear, even if on a subconscious level, when presented with a place so alien and ancient.

ELEMENTALIM: Sup. Voc. A form of SHAPING, be it ATRAMENTISM or FIRMAMENTAL in which the shaper has a proclivity for shaping particular substances. Many shapers discover at an early age (often during adolescence, before they have received any formal training or before they even know they have the makings of a shaper) that they have an affinity towards a form of 'element' or 'energy' (both of which are unscientific terms with little tangible meaning).

These include, but are not limited to, elements such as fire, electricity, sand, water, ice, earth, wind, metal, dust, and wood. Some can be extremely powerful and, in some cases, abilities may overlap (a shaper who can manipulate fire and heat can turn water cold or into ice by removing heat).

Some schools of mysticism have spent millennia trying to categorise elements and include them in symbolic diagrams, often with 22 elements, each with allied and opposing forces, though these are largely believed to be arbitrary.

Examples of popular elementalists in the Korachani empire include <u>FERRIMIN</u>, who can control metal; and <u>TELLURARIIN</u>, who can control stone. See Vol IV: Spheres and types of Shaping.

ELEMENTS, TEMPLE OF THE: Rel. Str. Temple dedicated to the worship of <u>AETHIOSI ANIMISM</u> in the city of <u>SALASAH</u> in the c north west of <u>AETHIOS</u>. The temple was built atop a cathedral of the <u>UNDYING MACHINE</u> that was abandoned following the war with <u>KORACHAN</u> that ended in 3017 RM, which itself was built atop the ruin of a <u>FOURTH AGE</u> sybaritic temple that was part of the Salasahi empire.

<u>ELEMITES</u>, the: Geo. Island-chain off the southern coast of <u>EPHATTA</u>, stretching into the west of the SEA OF MERCUVIA.

ELEN DETH: Rel. Dei. Once-deity of the AHKAN people. The god, who was an earth-deity symbolising fertility and strength, was forsaken following years of persecution by KORACHANI missionaries and ICONOCLASTS led to its people decrying religion. See Vol IV: Gods and Pantheons

ELENA: Set. Small city in the c of <u>VÂRR</u>. It was once a major industrial hub, where raw materials from all over Vârr were brought, processed and stored for transportation west into <u>KORACHAN</u> via the river <u>ICHORIA</u>, and east to the harbours of <u>NOUVAR</u> (now <u>NOUVATAI</u>), though with Vârr's dwindling resources it too suffered. By the time the <u>INTERREGES</u> departed Vârr in 3791 RM, the place had become little more than a small town, its many storage areas and manufactories lying empty, ruined, though its independence saw it grow and it is now a centre of trade in Vârr (Pop. c. 24,200).

<u>ELENARIS</u>: Set. Large city in the c-south east of <u>AEONAS</u> known for its gemstone mines. It is built atop the ruins of a <u>FOURTH AGE</u> settlement, and remnants of ancient catacombs and crypts are often encountered during excavation works (Pop. c. 62,000).

ELEND: 1. Geo. Island in the SEA OF UGOLOTH to the west of TARTAK.
 2. Rui. Ancient once-flooded city on island of the same name in TARTAK.
 The city is ancient, its cyclopean architecture of an alien design, its proportions unlike any other in ELYDEN. Though once flooded, the island is now far from the coast, due to the waning of Elyden's seas.

ELENDI VARTHA: f. Pol. Edu. Phil. Per. (B. 3726 – D. 3806 RM)

KAPHAARI-born philosopher and educator whose teachings were instrumental in setting up the political revolution that was headed by her mentee ARIS TALMARA, who was the son of a corrupt plutocrat. Following the ousting of the government in 3779 RM they penned the PROCLAMATION OF MERIT together and established a new meritocracy that rules the nation, now known as KEPHUAAN, to this day.

ELEPHANTINE: *Ele.* Alternate word for ivory, commonly used in PARAIYA, ETHISTONITH, and RHINOCOLOURA.

ELES TIHAD: Geo. Mountain in the far south west of the GROWING MOUNTAINS of MULCIBER, serving as a border between the tribe of OURANASSA in the east and PNESSA in the west. It is largely granite, and its rocks are a green-grey.

<u>ELETH</u>: *His. Rel.* Once the site of religious importance amongst the <u>AHKAN</u> people, said to be the cradle of its now-forsaken earth-deity, <u>ELEN DETH</u>.

<u>ELETI</u>: Set. Small city in the east of <u>VECTIS</u>, in the region of the <u>CARACAL</u>. It originated as a watering hole in c. 1420 RM and grew into a caravanserai along the <u>VAEVECTAN TRAIL</u>, serving as a stop before the routes' terminus in the city of <u>LAETA</u>. It is now a major producer of sails for <u>LANDSKIFFS</u> (Pop. c. 13,100).

ELEVAN: 1. Geo. Endorheic basin in the south east of OPHAR.

2. *Lak.* Lake in the south east of <u>OPHAR</u>, located in the eponymous endorheic basin. It is the only remaining part of an ancient river system that disappeared centuries ago when its main sources in the western-face of the ASOGHAQUA Mountains ran dry.

3. Rui. Ancient ruin in the south east of present day OPHAR, located within the eponymous endorheic basin⁽¹⁾. The city appeared in the wake of the OLNNADI slave revolts of 2135 RM. Thousands of escaped slaves settled the area around lake Elevan, eventually founding the city of Elevan, which thrived for centuries before nearby water sources ran dry, forcing it to be abandoned in c. 3200 RM.

<u>ELEVEN</u>, the: Pol. Common name for the <u>HENDECARCHS</u> – the rulers of the FOREST-KINGDOMS of MALAN.

ELEVEN KINGDOMS, TEMPLE OF THE: Rel. Str. Name given to the great many temples erected around 2100 RM in celebration of the appointment of the last of the Eleven HENDECARCHS in MALAN. Many of them are still in use as consecrated places where worshippers or all religions and deities can meet in safety.

<u>ELGAN</u>: *Geo.* Mountain pass crossing the <u>BETHET</u> Mountains forming part of the SALT ROAD.

ELGAS: Geo. Island off the eastern coast of NAARETH.

ELGII: Set. Small city in the c of PNESSA (Pop. c. 17,400).

<u>ELGISAR</u>: Rvr. River in the south east of <u>NAARETH</u>, flowing south for 134-miles from sources in the <u>CEPHAS</u> Mountains before emptying into the GULF OF VEGATETH.

<u>ELGREAD</u>: Geo. Plains in the east of <u>TAHALL</u>, north east of <u>LERAHA</u>. The region is dominated by the river <u>DASALL</u>.

ELGRIM: Set. Settlement in south western <u>AZAZEM</u>, in the plains of <u>KARAFFAR</u>. The settlement is one of many producers of <u>ALOARE</u> in the region, and the brewing of <u>BRAN</u> (Pop. c. 3,500).

ELHUMBRA, the: Rui. Ancient capital and royal palace in the c west of extant QARALAM, which was abandoned following its conquest by the IAQRASHAN SULTANATE in 2942 RM. The palace was allowed to fall into disrepair, and by c. 3100 RM it had become a home to squatters, who over the years coalesced into a structured society of sorts. Today, the Elhumbra exists outside of the societal and political structure of Qaralam as a largely independent city-state that is forgotten by most. Though technically it falls under the jurisdiction of the Sultanate it is allowed to self-rule, provided its people do not serve as a nuisance to surrounding lands.

Little is known of its cultural structure, though it is popularly believed to be an anarchy, though how true this can be remains unknown. Its people are fiercely territorial and are not accepting of outsiders, though in 3657 RM they did welcome the explorer <u>IBAL SABBRIN</u> within their walls, who shared his experience in a book, though many today question its veracity. If his words are to be believed the city boasted a population of 100,000 over 300-years ago (Pop. unknown).

<u>ELIAM</u>: Geo. Rocky pinnacles along the southern-most coast of <u>TAMAR</u>, forming a division between the <u>HARMACHIS</u> and <u>URAN</u> seas. The region is somewhat perilous to shipping, and most vessels avoid the region.

<u>ELIDA</u>: Set. Port-city in the south west of <u>HOAMM</u>. It is the south westernmost point of the <u>KORACHANI PENINSULA</u> (Pop. c. 51,000).

ELIGIA: 1. *Rvr.* River in the far south of <u>VENTHIR</u> flowing for 350-miles east from sources in the <u>ARUT DAZ</u>, southern <u>WORKNAH</u>, and <u>KAUIN</u> Mountains before emptying in the Bay of Eligia.

2. Sea. Bay in the south of $\underline{\text{VENTHIR}}$, forming a border with the nation of $\underline{\text{SARAGOS}}$.

3. Set. Settlement in the east of <u>VENTHIR</u>, once famous for its 3-mile-long metalworking thoroughfare and the many gold mines to its north west.

The mines were exhausted in c. 3280 RM, and an earthquake in 3727 RM levelled much of the administrative quarters, leaving the city without leadership and in chaos. Within decades, most of its 150,000-people had left, leaving behind a settlement struggling to regain its former greatness. Its ruler is the enigmatic <u>BARONESS BATHIN</u> (Pop. c. 20,000).

ELIGOS, LORD-CAPTAIN OF THE ICEPEAK: (B. c. 3900 RM) Sup.

Powerful and enigmatic warlord in SABIA, said to be a SHAPER of great power, purported to know the future of wars and the manner in which soldiers should meet or die.

ELIGOS, FORTRESS OF: Mil. Str. SABIAN fortress of the warlord ELIGOS. Built atop a LODELITH in c. 3950 RM, it hovers above a lake in the south of SABIA, FIRMAMENTAL energies shimmering at its base. The fortress is located above a small but potent Firmamental LEY, allowing it to hover in the way it does.

ELIGOTH: Set. Fortified city in the east of <u>VIRAHAN</u>, famed for the ancient tower around which the rest of the settlement was originally built (Pop. c. 116,500).

<u>ELIHAMAGNA</u>: Geo. Large dry plains dominating the c of <u>IO</u>, covering some 25,000 square-miles of land. Its terrain varies from rocky and arid in the south, to sparse woodlands in the east, eventually giving way to forests (the <u>HADASSALON</u> of south western <u>SARASTRO</u>) and rough terrain to the north, where it finally gives way to the foothills of the <u>GHOLA</u> Mountain.

ELIKAMMAN: Geo. Expansive ridge in the north west of METHUMN. It was one the spine of a great peninsula that divided the BAY OF HEZAZ⁽¹⁾ in the south from the easternmost reaches of the larger BAY OF LRITHA in the east, though the lowering of ELYDEN'S seas saw it lose its shape, becoming a part of the greater mainland.

ELIND: Phil. Philosophy prevalent in most of the <u>HARÉSHKI CITY-KINGDOMS</u>, particular those in the east. Its acolytes advocate an ascetic lifestyle of contemplation and <u>FIRMAMENTAL</u> study, eschewing its use, and decrying all aspects of <u>ATRAMENTISM</u>.

<u>ELINDA</u>: Rui. Ruins of an ancient <u>SAGITTARIAN</u> port to the south west of the <u>TROJAN</u> salt flats⁽²⁾.

ELIOR: also 'the Plains of Light'. Geo. The so-called plains of light in OSSIEL, in the north west of MENISCEA. They are believed to be FIRMAMENTAL in origin. Travel into them is forbidden, and those caught doing so are sentenced to being tied to stone pillars in the plains, where they are allowed to starve under its harsh summer sun.

<u>ELIOTH</u>: (340-ft.) Rvr. Waterfall in the north of <u>ATARAXIA</u>, along the course of the river <u>ARASTA</u>.

ELIPHANIA: Pol. Set. Major coastal city and capital of <u>IRORA</u>, on the island of <u>ISEA</u> (Pop. c. 62,880).

<u>ELIPHAO</u>: Geo. Wasteland in <u>SAMMAEA</u>, just north of the <u>TROPIC OF</u>
<u>RAH</u> in the south east of <u>THE SURRACH</u>. Little is known of the region other than the ancient ruined city of <u>KALAI</u>, the demise of which is attribute to a <u>DEMIURGE</u>.

<u>ELIS</u>: Set. Small coastal city in the island of <u>ALETARA</u> in the south of $\underline{\text{LIMOTH}}^{(1.)}$ (Pop. c. 16,000).

ELISELD: Set City in the c south of $\underline{GREST}^{(L)}$ in the island-continent of $\underline{BROR}^{(L)}$ (Pop. c. 50,000).

ELISIA: Geo. Peninsula in the west of the HENDECARCHY of LONAR, in the south west of MALAN, flanked by the BAY OF KHIT to the west and the gulf of GITHKA to the east. The south eastern-most reaches of the peninsula form part of KHAMID.

ELISSANAS: Rvr. River in the east of <u>PELASGOS</u>, flowing for 280-miles east of the <u>BATHAKOL</u> Mountains into the <u>SEA OF SPIRES</u>.

<u>ELIT</u>: Set. Settlement in the north west of the <u>INTERURBAN STATES</u>, and centre of winemaking in the region (Pop. c. 5,400).

ELITAGRA: Dem. 'Elitagri'. His. Soc. Early FIFTH AGE culture that settled in what is now the north east of KARGAMA. They are the first known worshippers of the far more ancient grotesque idols that later became known as KARGAMAN IDOLS. This worship emerged from their contact with the DHEKAARI nomads, with whom they shared common ancestors. Where the nomads revered all the idols, paying their respect to any that they came across in their travels, the Elitagri people settled down next to

specific statues, which became deities to the surrounding communities. Its people were master <u>MATHEMATICIANS</u>, and they devised a base 60 number system, many aspects of which remain in common use today, such as there being 360 degrees in a full rotation of a plane angle, or 60 minutes in an hour.

By c. -820 RM, the city of <u>PHAND</u>^(1.) had emerged as a religious and political power, forming its own state in the West as the Elitagri people remained as separate city-states. Within decades of this, the Elitagri became more fundamentalist in their beliefs, opposing the more polytheistic approach of the Dhekaari nomads, resulting in bloodshed that saw the nomads retreat to the wilderness, forsaking their less rural kin.

The discovery of vast <u>BRIMSTONE</u> deposits across the territories of various city-states led to an early metallurgical revolution, that saw the region become both powerful. The eastern Elitagri city-states entered the iron age centuries before their neighbours and began selling brimstone across the SEA OF ORRIDA, growing incredibly wealthy as a result.

To the west, the city of Phand⁽²⁾ had expanded into a kingdom, ruled over by the esoteric <u>Consanguine Dynasties</u> that rose to power in c. - 500 RM, becoming a major political force in their own right. The Consanguine Dynasties expanded over the next centuries, though the Elitagri people remained as disparate city-states that were held back by their own politicking. By c. 350 RM the kingdom of Phand was expanding, its eastern borders pushing against the western-most of the Elitagri city-states, causing new tensions to form. Meanwhile, the growth of the <u>Triskethian Domains</u> in the east led to an expansion of their own borders west, causing further tensions in the Elitagri city-states. This led to the formation of the <u>Order of Witnesses</u> across the Elitagri city-states in c. 800 RM, who helped to unify the region, strengthening it against outside powers.

The armies of Triskethia marched against the eastern-most of Elitagri cities in c. 1100 RM, resulting in a short but bloody war that saw the Elitagri city-states put aside their differences to fend off the invading forces. Their mastery of brimstone artillery and primitive incendiary weapons made them formidable opponents, and the conflict ended in 1108 RM with a treaty that saw Triskethian forces pushed back and the Elitagri cities united in a FEDERATION, bringing about a new political age in the region. See Vol III: Extinct States.

ELITAGRI MATHEMATICS: His. Edu. A base 60 mathematical system devices by ancient ELITAGRI mathematicians in c. -1500 RM. This is one of the earliest-known mathematical systems in the FIFTH AGE and it became very popular across the SEA OF ORRIDA over a millennium before the rise of the KORACHANI EMPIRE.

Many aspects of this mathematical system remain in use today, over 5 millennia after their devising, including the full rotation of a plane angle having 360 degrees, or an hour having 60 minutes.

ELITAGRI STATES, FEDERATION OF: His Ntn. A historic nation that emerged in the east of present-day KARGAMA in the north of WESTERN SAMMAEA, in 1108 RM The federation was formed in response to a period of uncertainty, during which the disparate ELITAGRI city-states were beset by enemies to the west and east, with the TRISKETHIAN DOMAINS to its east marching against it in a short war that the allied cities of Elitagra were able to win.

Newly united, Elitagra was able to bolster its trade-routes, and regions that until then had struggled to gain the influence that the more prosperous brimstone cities in the east had, were finally able to grow. Confident in its new land, Elitagra marched against the kingdom of PHAND(1.) in 1122 RM. In 1126 RM the city of Phand(2.) itself was taken after a 3-month siege. The IDOL of AGHATYRAELL was toppled, ending close to two millennia of influence in the region and bringing to an end the reign of the CONSANGUINE DYNASTIES, uniting the two lands under the banner of the federation.

With the support of the <u>ORDER OF WITNESSES</u>, the extremely influential <u>KARGEMMAN MERCHANT PLUTOCRACIES</u> were able to exert their influence on the federal council, finally overpowering it in c. 1660 RM after decades of political wrangling. Backed by the Order, the plutocracy founded the <u>KARGEMMAN MONARCHY</u> in 1682 RM, replacing the federal council entirely. See Vol III: Extinct States.

ELIXIA: Rel. Str. Temple in the north west of <u>GNOTH</u>. It is the fabled birthplace of the <u>GIGANRI</u>, where the fossilised remains of the seven seed pods remain. A large temple has since been erected above them and is itself ancient, dating back to the <u>THIRD AGE</u>. An order of aesthetes has arisen around the temple, the members of which dedicate themselves to the search for missing shards of the seeds and knowledge surrounding them. The name is thought to be linked in some way with the name ELYDEN.

ELIZIA: His. Set. Ancient city located in the north east of the present-day TEMPLAR STATES. Dating to c. -35 RM, it was one of the first cities founded by the ADEPTS who settled the region of TRISKETHIA in the early FIFTH AGE, and became a centre of supranatural study as SOULSTONES were unearthed in the cliffs of the region. By c. 500 RM the SHAPER cate known as SOULSEERS emerged in the city, becoming influential, pioneering uses for the soulstones. They used them as FOCI (2) for their shaping, allowing them to accomplish great feats that would otherwise be impossible.

This allowed Elizia to grow powerful indeed, becoming the cultural centre of the entire Triskethian area. The <u>TECHNARCANE</u> innovations continued, and in 1908 RM soulstones were used in archaic technarcane engines for the first time, creating clean electricity that could power a city for years. Elizia grew in power after this, and by c. 2200 RM it was boasting a population of 500,000.

But this was to be the height of its influence, for centuries of foreign predation in the form of <u>CRUSADES</u> and wars brought by <u>KORACHAN</u> and <u>PARTHIS</u>, saw it diminish. Already ailing through the drying of nearby rivers and the retreat of the coastline, it was blockaded in 2752 RM, leading to massed starvation.

The city never recovered from this and as the coastline continued to retreat, leaving Elizia miles from the coast, it found its industries leaving, and with them, its people. It continued to decline for many years, though its many empty manufactories and industrial buildings began to attract vagrants, criminals and the destitute, particularly amid the chaos that followed the collapse of the government in 2852 RM. It was razed in c. 3100 RM following the establishment of a new coalition government in the region, and little remains of it today, and its storied past has been forgotten by most.

ELKALL: Set. Small city in the west of ZHARIAH⁽²⁾, in the foothills of the SHAROOK Highlands (Pop. c. 14,000).

ELLALN: Set. City in the far west of <u>THE OLD FOREST</u>. It is known to trade with the city of <u>TASSAH</u> in the east of <u>BASSORAH</u>^(2.) (Pop. c. 32,000).

<u>ELLAN</u>: 1. Pol. Duchy of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>CARIA</u>⁽⁴⁾, named after the ruin of an ancient castle there that is thought to be one of its oldest.

2. Rui. A ruined castle in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>CARIA</u>⁽⁴⁾, thought to be one of the region's oldest.

ELLAN KINGDOMS, the: His. Pol. Ancient coalition of people that rose in the first millennium of the FIFTH AGE in the east of SAMMAEA, in what is today GIBEAH and the north east of CHEIRA. The Ellan Kingdoms gave way to the empire of UALLA MIGHA in c. 1100 RM following their conglomeration over the previous two centuries.

ELLERIA: Set. Small coastal city in the north of **ZHARIAH**^(2.) (Pop. c.).

ELLORA: His. Pol. Ancient FOURTH AGE human culture in the present-day southern JURRAS⁽²⁾, KHURAUR and the north of KARAKHAS, known for its rock cut temples. It is believed that they had links with KERATIN.

ELLORAN: His. Lan. Now-extinct HUMAN language of the FOURTH AGE ELLORAN culture. Some etymologies of present-day KARAKASHI words can be traced to Elloran, though the language is closer to KARTHANIAN. See Vol II: Languages.

<u>ELLDA</u>: Set. City perched atop a waterfall at the confluence of the rivers <u>I'HATAT</u> and <u>NASAT</u> in the region of <u>GELHANA</u> in the c north east of <u>I'THANA</u>. Historically, it traded salt with <u>SIRIPHAS</u>, and was the site of fighting in 3281 – 3289 RM as J'thana broke away from <u>SIRIPHAGOS</u>. It is now known for its art and ancient salt mines, and it forms part of the present-day <u>SALT ROAD</u> (Pop. c. 41,000).

ELLDAN FIELDS: Geo. Plains in the north west of SIRIPHAGOS.

<u>ELLEH</u>: Set. Settlement in the south west of <u>PNESSA</u>. Its main industry is iron mining (Pop. c. 8,000).

ELLIA: 1. Lak. Endorheic lake in the south of LYRIDIA DHAI, fed by seasonal rivers that flow from the hills west of the ETTHI Mountains. When the river stops flowing the lake shrinks to a fraction of its normal size and becomes concentrated with salt – the salt is a remnant from when sea levels were higher and the lake as in fact part of the STRAIT OF NÁRTHEL.

2. Set. City in the south of LYRIDIA DHAI, built around the abandoned structures of a spent open-cast iron mine that lies outside its borders. Its people search for iron scraps found in the remnants of the mine and sell what they can to passing merchants travelling along the RED ROUTE (Pop. c. 16,000).

<u>ELLIADHA</u>: Geo. Name of mid-level plains and sparse boreal forests dominating the c of <u>KASPIA</u>.

<u>ELLIADHAN LEAGUE</u>: *Pol. Org.* Name of the political alliance of various states over which the state of $\underline{\text{KASPIA}}$ is dominant. Its name is derived from the $\underline{\text{ELLIADHAN}}$ plains.

ELLOILLENITHA: Geo. Monolithic karst pinnacle formation in the south east of <u>KASPIA</u> in the northern face of the <u>ALCAAN</u> Mountains. The feature is treacherous and filled with jagged edges.

ELLSALEN: 1. Sea. Now-dry sea that once dominated the south east of HABOT, in the AMMASHI⁽¹⁾ peninsula. The sea rapidly was bordered by the mainland to the west and north and the TEITIAN island chain to the south. It dried out between 3200 – 3400 RM, leaving it a shallow dry basin of the same name⁽²⁾. the sea's drying led to many settlements being abandoned and relocated.

2. Sea. Small bay in the far south east of <u>HABOT</u>, which is all that remains of the earlier Sea of Ellsalen⁽¹⁾, following its wane throughout the 4^{th} millennium RM.

3. Geo. Shallow basin dominating the south east of <u>HABOT</u>, in the <u>AMMASHI</u>^(1.) peninsula. Until c. 3200 RM the entire region was a beauteous shallow sea, stretching 250-miles west and 75-miles north of the present coastline, though the next few hundred years saw a rapid diminishing of the sea level that left many coastal settlements landlocked and the giant coral reef of <u>VAIAURA</u>, by then bleached and lifeless, exposed to the elements. The region surrounding the sea was once prosperous, with hundreds of fishing communities and larger ports between them, most of which were later abandoned.

<u>ELLUESH</u>: Geo. Basin in the north of <u>KHULL</u>, forming a valley through which flows the river <u>UPINIS</u>. It is bordered in the west by the coastal highlands of <u>DRITT</u>, to the east by the <u>ILLAIT</u> ridge, and to the south by the <u>ZIMITRA</u>. The region is covered in shrubs and sparse scrubland.

ELLUNUR PARADOX, the: Int. Phil. Physical law first postulated and later introduced by the mystic and physicist Erakh Ellunur of UPPER ALMAGEST in c. 2630 RM. In its simplest form, the law states the following: to live twice as long one must live half as much. What this means is that despite the myriad of options open to those dedicated or desperate enough to PROLONG their lives (through whichever means are available — FIRMAMENTAL, ATRAMENTAL, TECHNARCANE, esoteric, etc.), that which is gained must be paid for, through vigour, life-force, or essence. Essentially, in order to stretch a MORTAL (not necessarily a HUMAN, though most research was conducted with humans) life to twice its normal span (an arbitrary amount, though necessary for the example), one's spirit must also be stretched to inhabit that full span, essentially halving one's vigour. The longer the life is extended, the hollower that existence becomes as ones' vigour is stretched to fill the unnatural span of time.

Though still a hypothesis, there has been enough research on the subject to cause many scholars to agree – most known and stable methods that are proven to extend life (regardless of ethical laws) tend to result in the subject becoming weaker, at odds with the world of the living and the OTHERWORLD.

The timeless <u>KORACHANI</u> saying: 'Those who can't live long live broad. Those who don't live broad live long' is thought by many to support this hypothesis.

ELMEHIEK: Sca. Bay in the south east of SOUTHERN SAMMAEA, to the south of the SEA OF KRIHIEK.

ELMIAD: *Ind. Set.* Major manufactory city in the c north west of VALBAR⁽²⁾. It is the capital of the state of, and is also home to <u>LUCAENUS</u> MANUFACTURING. It is a major producer of <u>FIREARMS</u> and ammunition, most of which are exported far east across the <u>SEA OF POLARIS</u>, with <u>PERGOST</u>, <u>THANO</u>, and <u>CEHOPHELA</u>, amongst others. They city is dominated by a large lighthouse that provides artificial illumination in the long dark winter months (Pop. c. 29,400).

ELNAH: Set. City in the south of IPANAH⁽²⁾, in the c of CENTRAL LLACHATUL. It has a thriving mercantile culture, and has links with LAASKHA (Pop. c. 36,400).

ELNATH: Soc. Pol. PATRICIAN HOUSE with major trade operations across the INNER SEA. It has also been the ruling house of the microstate of ACHERA since 3043 RM after being granted the charter to maintain its citadel and caravanserai. See Vol II: Patrician Houses.

ELOEVREN: f. *His. Pol. Per.* (B. 2552 – D. 2612 RM) a maiden of <u>GLYNNED</u>⁽²⁾ who was married to the warlord <u>TORRVAN</u> in 2572 RM to unite the region, propagating his further campaigns south that led to the conquests of <u>ENAELLON</u>⁽²⁾ in 2585 RM and <u>MOTTANIA</u>⁽²⁾ in 2588 RM, after which he united them under the name of <u>LOEGRESS</u>⁽¹⁾ later that year.

As part of the unification of the three states Torrvan took queen <u>ARDFAEN</u> of Mottania as his bride, further cementing his claim on the region, and locked up Eloevren until her death in 2612 RM after which he reformed the constitution, making him king of Loegress.

Today her memory has faded, and she is only remembered in scholarly circles where historians and genealogists discuss her minor role in the region's history.

<u>ELORES</u>: Set. Settlement in the c of the tribe of <u>LINARIS</u>, in the south of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is a major source of food for the region (Pop. c. 4,000).

ELOTRAUSH: 1. Sup. Geo. FIRMAMENTALLY-ACTIVE region in the north west of ANUBIA, close to the border with SARASTRO. Its terrain is unstable, the sky above it white and nauseating, the sun bleaching everything beneath its gaze. The earth here is cracked, with gigantic LODELITH boulders breaking free of their earthy prison, trying to float away. Many of them do, but the largest of the lodeliths are chained together, and have been since the earliest explorers have set sights on the place. Atop some of the lodeliths stand the ruins of an ancient city, broken domes and arches standing forlornly, made brittle by the FIR.

2. Also 'the Floating City'. Rui. Ancient ruined city in the above region perched atop a series of LODELITHS considered to be the centre of Elotarush. The true origins of the ruin are unknown, including its true name, and it is unknown if the city predated the appearance of the FIRMAMENTAL-TAINT or if it was intentionally constructed on the lodeliths there.

ELOTTUAKEI: Sup. Geo. ATRAMENTALLY TAINTED lands along the coast of north eastern BA'AKH, reaching as far as 20-miles into the GULF OF DAARKEN. The land was once exploited by the KORACHANI EMPIRE for its natural gaseous UMBRA reserves, though these largely dried up by c. 2650 RM, before the region was handed to the DOMNITORS.

Since then, the manufactories and pipelines have been allowed to decay, though the land itself remains mildly Atramentally Tainted. Much of the region is dominated by wetlands fed from various seasonal rivers that bring water to lowlands close to the coat. In early spring as the waters start to dry parts of the region explode into flame as trapped gasses catch fire. The ground here is unstable and prone to collapse, with sinkholes filled with noxious fumes being relatively common.

The region is categorised as $\underline{\text{DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}.$

ELPHRII: Set. Small city in the north east of PNESSA (Pop. c. 14,000).

<u>ELRATH</u>: *Rvr.* 250-mile-long river in the <u>HENDECARCHIES</u> of <u>HATON</u> and <u>AONIA</u> in <u>MALAN</u>, flowing north from sources in the <u>EGLAENT</u> Mountains into lake <u>SEHUTH</u>.

ELRI: Sea. Large gulf in the north of MALAN, dividing the HENDECARCHIES of HATON in the west from NHORA in the east. It is around 840-miles long (N – S) and 225-miles wide at its widest point (W – E), and is fed by dozens of river systems, the largest being the VLARA, and METIGLEA, as well as early summer snowmelt from the surrounding highlands and

glaciers in the $\underline{\text{THARORAT}}$ Mountains, and empties into the west of the SEA OF IALCUS.

The gulf is warmer than its latitude and shape would suggest, a trait likely attributed to the <u>ARCANE TEMPERS</u> and the presence of <u>FIRMAMENTAL LEYS</u> in the region that influence the climate.

<u>ELRII</u>: *Sct.* Coastal settlement in the south west of <u>PNESSA</u>, overlooking the <u>SEA OF STYGAS</u>. Its main industry is fishing (Pop. c. 3,800).

<u>ELSALEN</u>: *Pol. Geo.* One of the nine kingdoms of <u>ELALLIA</u>, located in the north of the nation.

ELSYIA: 1. Set. City in the east of KOMMEA, along the course of the river GLAESWEN in the landward side of the HOLLOW COASTLINE. It is the ancestral home of the Elsyian kings, who formed the 3rd ruling house of the KOMMEAN DYNASTIES. The Elssian kings ruled for around 160-years from 3654 to 3822 RM, during which time they moved the capital to Elsyia, building a large palace there. The Elsyian kings were replaced by Cerynian Dynasty, who moved the capital back to HOLLAMEA, but Elsyia remained a centre of culture in Kommea, and is home to many auditoriums and theatres to this day (Pop. c. 83,000).

2. Mil. Pol. Str. Ancestral fortress-palace of house Cerynian in Kommea, and during the time of the Cerynian Dynasty, home to the royal family and centre of their court.

ELSYIAN KINGS: see KOMMEAN DYNASTIES.

<u>ELTA</u>: Set. City in the east of <u>TAMAR</u>, overlooking the <u>STRAIT OF BEREK</u> (Pop. c. 15,500).

ELTANAIA: Set. City and surrounding mining-settlements in the c of NAARETH. Its main industry is the mining of gold, which is done by male slaves (Pop. c. 8,000).

ELTENNASH: see ARTAGNES.

ELTHA TURAH: *Geo.* western-most desert of <u>TURCAR</u>, east of the <u>ARGENT</u> Mountains.

<u>ELKURIAN</u>: also 'the Voice in the Deep'. m. Myt. His. Per. In the mythologies and ancient histories of <u>ELYDEN</u>, a 2nd generation <u>SCION</u> born to the scion <u>ENNEI</u>, grandson of the <u>DEMIURGE SHIBBOLETH</u>^(1.) and fathered by the 7th SEEDBORN MERILL.

Elkurian was depicted as a figure of great wisdom, inheriting his father's generic memories, with a deep connection to the oceans and the mysteries the deep. He lived throughout the $\underline{\text{SECOND}}$ and $\underline{\text{THIRD AGES}}$ and the $\underline{\text{MYTHOLOGIA ELYDEN}}$ speaks of him as a weaver of tales and an ally to many scionic adventurers and sojourners. He travelled with the 3^{rd} generation scion $\underline{\text{SALLAHUADDIN}}$ for many decades and their exploits are recorded in his memoirs, (name of memoirs).*

His ultimate fate remains unknown, though his last mention in the *Mythologia* speaks of him as babbling like a fool, alone and homeless. See Vol IV: Scions, Children of the Gods.

ELVION: Set. City in the c south west of <u>VALBAR</u>⁽²⁾. It is an industrial centre, and is known for its manufactories and <u>POWDERGUN</u> production. The city is built around a geothermal plant that redistributes heat from deep geothermal vents that also power its manufactories (Pop. c. 32,000).

ELYDEN: Ast. The third of seven known <u>PLANETS</u> orbiting the star <u>SOR</u>. Its mean orbital distance from Sor is 92,000,000-miles and has a mean diameter of 12,046 miles.

It is the third of the $\underline{\text{INNER PLANETS}}$ and has an atmosphere capable of supporting life and has $\underline{\text{LACUNAE}}$ through which both the $\underline{\text{ATRAMENTA}}$ and $\underline{\text{FIRMAMENT}}$ reach the $\underline{\text{MATERIAL PLANE}}$. It has two moons – $\underline{\text{SIELLA}}$, and $\underline{\text{ARAKHAMÉ}}$.

It is the only planet on which life is known to exist (though some legendary <u>FARSEERS</u> claim to have seen cities and civilisations on other planets). We are currently in the <u>FIFTH AGE</u> of Elyden, and previous ages were marked by the works of the <u>DEMIURGES</u> and their offspring the <u>SCIONS</u>, and the various <u>MORTAL PEOPLES</u>, of which only <u>HUMANS</u> remain in considerable numbers today. See Vol II: Planets and Satellites.

ELYDIA: Set. Settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>MEDES^(1.)</u>, in the peninsula of <u>ORRIAH</u>^(1.). Its main industry is the manufacture of ROTWINE (Pop. c. 6,200).

ELYDEN; AN ITINERANT'S GUIDE: Vol. Soc. A travelogue written by PRURIAS THE BEHOLDER during his travels of ELYDEN.

- **ELYRIA:** 1. *Rvr.* River in the east of <u>TAMAR</u>, flowing east from the <u>MESATAR</u> highlands. The river flows around 85-miles, before emptying in the <u>STRAIT OF BEREK</u>, in the <u>SEA OF URAN</u>.
 - 2. Set. Major city in the east of $\underline{\text{TAMAR}}$ known for its saffron production (Pop. c. 414,500).
 - 3. Soc. Pol. Old <u>Patrician House</u> from the north east of the <u>Inner Sea</u> that in c. 250 RM founded a colony in the lands of <u>Thamar</u>, becoming an influential noble family. It served there under the rule of the <u>Cazhan</u> and was secretly an influence on the dissent that would lead to the Cazhans betrayal and overthrowing in 843 RM after which Elyria would later become rulers in 354 RM, becoming known as the Elyrian Dynasty⁽⁴⁾.

The House still maintains a presence in the east of the Inner Sea, particularly in <u>Vârr</u> and the <u>FREE-ISLES OF PELASGOS</u>. See Vol II: Patrician Houses.

4. *Pol.* Ruling dynasty of <u>TAMAR</u> from 1354 – 3760 RM, then Tamar was annexed by <u>SARASTRO</u>. Though they rule to this day, they are subservient to the whims of Sarastro and <u>SATHEP THE RISEN</u>, though many believe that they retain affiliations with the <u>KORACHANI EMPIRE</u>, secretly feeding it Sarastroan secrets.

ELYTRAN BEETLE: Fau. Giant beetles common to the <u>CAMBAR</u> forest and other tropical regions of <u>WESTERN SAMMAEA</u>, in particular the north of <u>CARNYNGA</u>. These beetles are named after the hardened wing cases on their backs that provide them with a tough exterior. They can grow between 2 and 3-ft. long and their carapaces are beige, while their outer elytra (wing cases) are brightly patterned with blood-red and black designs, individual to each beetle.

Elytran beetles are hunted in some places, not only for sport and game, but also for their hides, which were commonly converted into tough shields, but which were sometimes also crafted into intricate suits of tough armour. See Vol II: Classification and Taxonomy of Life.

ELZABHAL: Set. Major city in the c west of ZHARIAH^(2.). It is the largest city in the eastern foothills of the SHAROOK Highlands, and serves as a link between the less populated north west and the more populous east if the nation. In this capacity it has a large caravanserai and many hostels where travellers can stop (Pop. c. 182,000).

EMAAR: Set. Major coastal city in the east of KAZZAR⁽²⁾ overlooking the SEA OF ESCHATA (Pop. c. 88,000).

EMAHOM: 1. Lak. Lake in the far south of <u>AETHIOS</u>, forming the confluence of the river <u>APENATI</u> with its parent, the river <u>RASELETH</u>, in the arid plains of <u>AROMUR</u>.

2. (D. 2987 RM) *Pol.* Ruler and explorer of ancient <u>AETHIOS</u>, who lives on in the memories of the Aethiosi as an explorer who navigated the river <u>RASELETH</u> to its source in the <u>UGOSTAUTH</u> Mountains dying there in 2987 RM.

<u>EMANAS</u>: *Rel. Str.* Monastery in the east of <u>GNOTH</u>, located to the south of the <u>FIR</u>. region of <u>AGASTIA</u>. Its monks are known for their studies in <u>ASTRAL PROJECTION</u> and psychic emanations. The monastery is one of the seven <u>MONASTERIES OF THOUGHT</u>.

EMARAD: 1. Geo. Island off the south western coast of <u>CARNYNGA</u>.
2. Set. City on the above island^(L) (Pop. c. 33,600).

EMAS: Set. City in the c of the tribe of <u>ALLAKAT</u>, in the c of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 24,000).

EMATAK: Set. Settlement 4-miles south of the capital city of LIRAET in the south of TARTAK. The settlement, like many others in the region, is a satellite of Liraet and is a supplier of much of its food (Pop. c. 4,000).

<u>EMBALMING</u>: Soc. Practice in which the remains of deceased mortals are preserved through chemical or arcane methods. Different cultures have different practices with regards to embalming:

- Once a common funerary custom across the <u>ARID TRIPTYCH</u>, practiced to varying degrees amongst all strata of class. Today it is the reserve of the rich, as bodies of most dead are processed into <u>DROSS</u>.
- It remains common in Parthis, where family matriarchs and patriarchs are embalmed and displayed in family crypts behind glass walls.

EMBER: Set. Metropolis in VAALK, situated on the south east coast of the SEA OF AZAM, along the course of the river RAANA. It was abandoned in 19 RM during the KORACHANI siege of VALKA and was left to rot until c. 390 RM, when it began to be used as a prison for asylum seekers and

prisoners of war, and a settlement slowly appeared around the prison over the ensuing years.

The prison was attacked by <u>SARASTROAN</u> forces during the <u>WAR OF THE SUNDERING</u> in 3705 RM and its prisoners were freed, most of them settling in the surrounding lands. The city continued growing, with shanties dominating the area for miles around, turning it into one of the largest and most influential cities in not only Vaalk but also the <u>REFORMED EMPIRE OF SARASTRO</u> (Pop. c. 1,700,000).

EMBER CHILDREN: Leg. His. Legend in the city of <u>UCUET</u> in the c of <u>KOMMEA</u> that emerged following the deaths of dozens of people, many of them children, following the spread of an industrial fire in one of its manufactories in 3892 RM.

Following the fire, rumours began to spread of soot-covered children roaming dark ad forgotten places of the city. These ghostly figures are said to glow like embers in the dark and follow people, their ember-like glow intensifying until they suddenly disappear. Some claim the children are seeking vengeance for their untimely deaths, while others believe they are trying to warn workers of future disaster. Those who encounter them often fall into strange trances or suffer hallucinations of being trapped in burning buildings.

Though dismissed by the authorities, some, including <u>ANIMISTS</u> and <u>SHAPERS</u>, claim that the city lies close to the otherworld, and that it is likely that the Ember Children are indeed spirits of the dead.

EMBRACE OF KATHISIS: see KATHISIS, EMBRACE OF.

EMEHEK: Lk. Lake in the c of <u>AETHIOS</u>, along the course of the river <u>NARRATI</u>. It is named after an ancient king of <u>ETHAND</u>.

EMEK: Set. Major coastal city in the south east of <u>IMELKOT</u> (Pop. c. 100.000).

EMEK TA': Set. Capital city of KHULL, in the north of SAMMAEA since 2138 RM following the rise to power of the SORCERER-KINGS⁽³⁾. It remained the capital with the rise of the KHULLAN INQUISITION and their creation of the ETERNAL ASSEMBLY in 2853 RM (Pop. c. 380,000).

EMEL SUMI: Rvr. River in the west of THE SURRACH, flowing south east for 475-miles from various sources in the western <u>BAKHRAN</u> Mountains before meeting with lake <u>KAL ADHI</u>.

EMEMETH JACEN: (D. 3246 RM) Rel. Schismatic endocrine who in c. 3240 RM gained many followers due to his divergent beliefs. Following the EDICT OF KHADON in 3243 RM he was excommunicated and exiled to AZAZEM. He settled in the town of OZEL in the north east of AZAZEM, where he gained many followers, who became known as JACITES.

His teachings spread across the north of Azazem and south east <u>SKAROS</u> and he was killed in 3246 RM following a purge of his followers in the previous months.

<u>EMEN</u>: Set. Coastal settlement in the c south of <u>GNOTH</u>, overlooking the <u>SEA OF COSSYRA</u> (Pop. c. 1,200).

EMEN SUBHALA: Set. City in the c south of PORPHYR, along the main national trade-route. It is known for its large hostels and manufactories (Pop. c. 43,000).

<u>EMEND</u>: Set. City in the c-south east of <u>SABAISA</u>. It is a centre of metallurgy (Pop. c. 48,000).

EMENGHA: Geo. Dry stony region in the west of the **BARRIER LANDS**.

EMENHORHIR: Geo. Region of badlands in the east of **ELAT**.

EMENRIST: Dem. 'Emenrist'. Ntm. Insular nation in the south east of BROR(1.). It is landlocked, though is known for its many rivers, and its northern-most territories are dominated by highlands, cliffs and waterfalls. The nation is incredibly isolationist and has refused contact with surrounding nations since c. 3200 RM, after which it has only become increasingly hostile to outsiders of any description. This was thought to have been in response to the inexorable advance of the BARBARIAN STATES in c. 3100 RM. It is ruled by a caste of shaper-priests, known as the MASHMATTIN, who use their powers to mimic miracles with which they have duped their ignorant populace into thinking they are demigods.

It is in control of the only known major pass across the central <u>LAHAED</u> Mountains, which was once a highway to traffic and trade, but which today has been sealed by a mighty wall and fortress, and which is heavily guarded against intruders. See Vol III: Extant Realms and Nations.

- EMERASH: Set. Settlement in the west of TZALLRACH, in the region of KARISSINA (Pop. c. 5,750). *
- EMERATIA: 1. For. Wooded region dominating the north east of the SAGITTARIAN^(1.) headland, across the north east of Sagittaria^(2.) and the north of <u>ALTHA</u>^(2.).
 - 2. *His. Ntn.* Loose coalition of pastoral city-states that occupied the north of the <u>SAGITTARIAN</u>^(I.) headland in the early <u>FIFTH AGE. ITS PEOPLE</u> were displaced by <u>KORACHANI</u> exiles who fled there in c. 15 RM, with some settlements willingly subjugating themselves to the militaristic immigrants, though others opposed this displacement, fighting back, eventually falling.
 - By c. 50 RM the region had become known as Sagittaria and its people <u>SAGITTARIANS</u>, and the name Emeratia fell out of common usage, though as still used to describe a small region in the north of Sagittaria.
- EMERATIANS: early FIFTH AGE native people of what are now the north of SAGITTARIA⁽²⁾ and ALTHA⁽²⁾. They were absorbed by immigrant KORACHANI exiles fleeing their HOMELAND in c. 15. By 50 RM most Emeratian lands had been taken by the immigrants, who had begun calling the region Sagittaria.

Within a century of this, the Emeratians had largely mixed with the Korachani immigrants and the term fell from common usage, though a few areas, particularly in the north east of present-day Altha, became refuges to the Emeratians, very few of which remain to this day.

- **EMERET**: Set. Settlement in the region of <u>FURAKISH</u> in the south east of <u>KHARKHARADONTIS</u>.
- <u>EMERUN</u>: Set. Settlement in the south west of <u>VAALK</u>. Its main industry is agriculture, growing food and spices, which are sold to merchants passing through it while travelling along the <u>RED ROUTE</u> (Pop. c. 5,100).
- EMESH: Set. Agricultural conurbation in the north west of CHTHYRID that provides much of the food for the c of the small nation. This vast agricultural area is considered by Chthyridi strategists of being the most susceptible to enemy attack (indeed, it was the site of much fighting during the NINETY-NINE YEAR WAR), and it is now heavily fortified and militarised. Troops stationed here stand ever-vigilant against enemy threat (Pop. c. 40,000).
- **EMESIS**: Set. Small fishing village in the east of <u>PELASGOS</u>, with most of its produce going to <u>TEREKON</u> (Pop. c. 1,900).
- EMESSA: Set. City the HARÉSHKI CITY-KINGDOMS, located between the kingdoms of CARIA (4.) and MEDES. The city is a relic of an older time and its star forts and coastal batteries were once the height of military defence and today continue to guard the entrance into its harbours, which are busy with trade from the GREAT ROAD (Pop. c. 9,000).
- EMI BEN: Ind. Sup. Fortified <u>UMBRA</u> extraction facility in the south east of <u>SARASTRO</u>, forming the farthest part of the <u>ARGEAN PIPELINE</u>.
- **EMIR**: 1. *Pol.* Ruler of a system of government that is known as an **EMIRATE**.
 - 2. Pol. Rnk. Ruling caste that supplanted the <u>SAOSHYANTS</u> in <u>SARASTRO</u> following its conversion to imperial culture. Their <u>UMBRAPHAGY</u> was pronounced and it altered their bodies and minds over many successive generations, making them more malleable to the needs of the <u>KORACHANI EMPIRE</u>, to whom they became puppets.
 - 3. Set. City in the north west of <u>ADHERA</u>. It is built on the old capital of the ancient empire of <u>RAMIS</u> (Pop. c. 80,000).
 - 4. *Pol. Rnk.* Ruling title of each of the five federal emirates of <u>LIMOTH</u>^(1.). Together the five Emirs form an electoral college, from which the nations' SUPREME LEADER is elected.
- EMIRATE: 1. Pol. In SARASTRO, the ruling government under the reign of the KORACHANI EMPIRE. It emerged in c. 500 RM, replacing the previous ruling caste, known as the SAOSHYANTS, and became powerful with settling there of imperial PATRICIANS following its subjugation of the region in 339 RM.
 - 2. Pol. System of government in $\underline{\text{LIMOTH}}^{(1)}$, which is divided into five emirates ($\underline{\text{DEITHO}}^{(1)}$, $\underline{\text{LIMOTH}}^{(2)}$, $\underline{\text{NIMALO}}^{(1)}$, $\underline{\text{OTHOTEL}}^{(1)}$ and $\underline{\text{UKOLIST}}$).
- EMIRIL: Sca. Bay in the far east of AMMESH, in the south of the AMMASHI^(1.) peninsula. It forms a part of the SEA OF AMMASH^(2.). *

- EMITHES: Set. fortified coastal city in the north of MHAROKK, overlooking the BAY OF SEDEA (Pop. c. 45,000). *
- <u>EMIUN</u>: Set. City located in the far west of the <u>AEONAN</u> Peninsula, forming a part of the <u>ISLAND STATES OF IRY</u>. It is one of few major cities in Iry to be situated on the mainland (Pop. c. 32,000).
- **EMMACYI**: Com. Set. City in the c south west of <u>METHUMN</u>, along the course of the river <u>SAPPARANTI</u>. It is a major mercantile centre that is known for its cosmopolitan atmosphere, uniting various routes and passages, and is known for its cosmopolitan atmosphere. It is famed for its great riverside marketplace, which is a hub of commerce where goods from across Methumn and beyond are sold. The marketplace is a maze of stalls and tents, offering everything from exotic spices to intricate textiles and rare minerals.

Despite its relatively small size compared with other larger cities, the mix of travellers and merchants from across Methumn have made it a hub of culture and economy (Pop. c. 48,000).

- **EMMAFAIA**: Pol. Set. City and capital of the <u>AMMASHI FREE-ISLES</u>, located in the north east of the nation, on the mainland of the far south eastern <u>AMMASHI</u>^(1.) peninsula. It is known for its great marble hall in which convenes the coalition council, and its walls are lined with historical artefacts and trophies from the various territories of the Freeisles (Pop. c. 330,000).
- <u>EMMANDA</u>: Ser. Settlement in the north east of <u>HABOT</u>, along the course of the river <u>VAIAUANTI</u> in the <u>VAIAMMESHI</u> valley. It is a link between the major northern city of <u>KOBESH</u>, and the <u>URAKARA</u> in the south (Pop. c. 13,000).
- <u>EMMEN</u>: Geo. Frozen plains in the far north of <u>WESTERN THANO</u>, made up largely of permafrost.
- EMMERANNE EFFIGY: Sup. Arc. Colossal statue on the eastern edge of the ABYSM OF BARATHRUM in the south west of the PRISON CARCERI. The statue itself is made of oxidised metal and dark dull skin. It weeps a thick oil-like substance that pours down the abysm in a recking torrent.
- <u>EMMESH</u>: Set. Coastal settlement in the far west of <u>TAAN AN</u>, overlooking the <u>SAKEN ITRUSH</u> (Pop. c. 5,000).
- <u>EMMEUR</u>: Set. Small coastal city in the south of <u>KEPHUAAN</u>, to the far east of the <u>BAY OF LEPHAINA</u> (Pop. c. 15,000). *
- **EMMIGHI**: Geo. Major mountain chain running for over 400-miles northsouth in the c of <u>HABOT</u>, in the <u>AMMASHI</u>^(1.) peninsula in south western <u>SAMMAEA</u>. It divides the nation in two, and the only major crossings are in its southernmost expanse, close to <u>IKRARA</u>.
- <u>EMMIM</u>: Geo. Island in the <u>MAUSAMMAR</u> archipelago in the far west of <u>METHMUN</u>, in the <u>AMMASHI</u>^(1.) peninsula in the south west of <u>SAMMAEA</u>.
- EMMIMA: Rel. Geo. Mountain in the north west of NORTHERN SIMBARA that is held as sacred by the <u>LAZANIST</u> religion. The prophet <u>LAZAN</u> is said to have ascended the mountain alone and meditation there for 49 days before returning to <u>ENNERA</u>, with divine insight.

Since then, the mountain has been considered sacred and <u>MORTALS</u> cannot step foot on it. An order of Lazanist warrior-monks now patrol its foothills, preventing people from trespassing and chasing down anyone who has managed to evade their attention. These heretics are mercilessly hunted down and brought back to church officials to be punished.

- EMMIRA: Soc. Pol. Now-extinct PATRICIAN HOUSE based in the west of LAASKHA. It fell on hard times in 3680 RM and its main stronghold, citadel ALSAAR, was abandoned as a result.
- **EMMIROS ENOS ANTARRA:** (B. 3928) *Pol.* Current ruler and autocrat of <u>CANNOS</u>. Despite his age he remains a physically active and is of a strong character, enjoying the support of most of his populace.
- EMMON: Geo. Island 225-miles off the south western coast of CUTH, belonging to KREM.
- EMMURAE: Set. City in the north west of KASPIA, in the wetlands of TAGHAIRM. It is located close to the ANGELS' LAKE and is a major religious city in Kaspia (Pop. c. 39,000).
- **EMOLIS**: Set. Settlement in the south of <u>OPHIUSSA</u>, on the fertile <u>XEIA</u> delta of the river <u>MARAGA</u>. Its main industry is agriculture, and the growing of legumes (Pop. c. 6,000).

<u>EMON KARYN</u>: *Hi. Ntn.* Historical state in the south west of <u>WESTERN SAMMAEA</u> and a predecessor state of extant <u>CARNYNGA</u>. See Vol III: Extinct Nations.

EMPAR: Cur. Currency of the CHILD'S REALM OF OPHAR. It is relatively weak and has little value outside its native territories. See Vol II: Currency and Coinage in Elyden.

EMPEROR: Pol. Rnk. A sovereign ruler of an empire. The title could be dictatorial, with the bearer wielding absolute power, or it may be ceremonial, forming a part of a parliamentary monarchy, with true power resting within elected officials.

Specific examples include:

1. The imperial monarchy was established in <u>TAAN AN</u> in 3633 RM after the signing of the <u>AMMASHI TREATY</u> decades earlier brought stability to the region after a millennium of conflict. Where many emperors are regarded as divinely ordained, the Emperors of Taan An were painted in a far less esoteric light by the machinations of the <u>ISHINAL CULTS</u> (<u>SHAPING</u> mystery cults), who wanted to be the sole wielders of supranatural powers in Taan An, where the Emperor is forbidden from being a shaper.

The present Emperor is **EMPEROR ZHAGALONGA**.

EMPEROR-FACTOTUM: Pol. Soc. Rnk. The ruling title of RAONGEN⁽²⁾ since c. 2800 RM when king INVIS IAFENG reformed the entire feudal system, replacing the title of king with that of Emperor-Factotum, and the nine FIEFLORDS with seven FACTOTUMS⁽²⁾.

The title remains in use today, though the position has been elected rather than hereditary since 3307 RM, following the death of Emperor-Factotum ASHAI LIIII, which left no heirs or eligible relatives to claim the throne so, to avoid a civil war the seven Factotums of Raongen decided to elect a member from within their ranks to become the Emperor-Factotum, with the winning candidate bequeathing their title of Factotum to the next in line, in accordance with their INDUSTRY'S traditions

EMPEROR LIOR: Pol. Ruler of <u>KNAESS</u>, who resides over a plutocratic council. The name is a hereditary eponym, inherited by all those who assume the leadership of Knaess and is thought to go back to at least c. 3250 RM.

EMPEROR ZHAGALONGA: m. Pol. Per. (B. 3916 RM) Present emperor of TAAN AN, who ascended the throne following his mother's premature death in 3931 RM. He was beloved as a child, and was known as the child-emperor, and he grew into an honourable man whose public perception has remained strong despite his increasing faulty and reliance on artificial means to remain alive.

His great grandfather was assassinated by unidentified foreigners in 3889 RM, which led to the nation and in particular the capital <u>CUR APON</u> becoming insular and less open to foreigners, which remains the case to this day.

EMPHYRRIC: Dru. Pervasive drug common to most urban areas around NORTHERN SAMMAEA, most of c LLACHATUL, and some parts of MENISCEA. Empyrric takes the form of a powder derived from various sources, commonly FIRMAMENTALLY-touched ores, SOUL STONES and the remains of ancient mortals who died soulless.

Its primary cause for consumption is as a hallucinogenic and euphoric, though it has also been used as a means to induce out-of-body experiences. Its most noted possible side-effect is of inducing comas as a direct result of the spirit being fully shorn from the vessel and being unable to return once the effects wear off.

Its use is outlawed in most civilised societies. In <u>KORACHAN</u> the <u>CHURCH OF THE UNDYING MACHINE</u> played a vital role in suppressing its use (though some high-ranking members have been known to use the drug in a bid to bring them closer to their deity).

Despite this, some cults devoted to pushing its effects to the limit have appeared in some urban areas, earning some degree of notoriety. See Vol II: Drugs and Addictions.

EMPIRE: Int. Vol. Literary work collected into seven large volumes penned by the <u>ARCHPOTENTATE MALICHAR</u> following his rebirth as an otherworlder, between 339 RM and 422 RM and first published in 882 RM, during a period when he had withdrawn from public life, against his knowledge. The work was culled from all imperial territories in 918 RM

following his learning of its existence, but unofficial copies remain in existence across <u>ELYDEN</u>. Its ownership is considered a crime in <u>KORACHAN</u>, punishable by death.

It is a collection of musings, anecdotes, religious writings, and other ephemera, and also serves as a comprehensive and meticulous historical treatise of the Korachani empire and a biography of the first centuries of his rule over it. It is noted for its candour, and the revelation of certain events and matters that The Seven do not want to be made public, hence the censorship of the book and the persecution of those found to be in possession of even so much as a single page of the vast work.

Despite its sensitive nature, it has been studied by various <u>PATRICIANS</u> and historians over the ensuing millennia, though the accuracy of the various facsimile editions and reproductions are now disputed in scholarly circles, with its original contents now only guessed at.

EMPIRE WITHOUT, the: Soc. Lan. Common term within the SOCIALIST REPUBLIC OF ALMAGEST, for the HIGH-EMPIRE OF KORACHAN, referring to its presence outside the influence of Almagest itself.

EMPRESS LEAHRIT: His. Pol. Ruler of the VENATHI EMPIRE who in c. - 100 RM ordered the construction of several sandstone colossi in the c east of VENTHIR that became known as the THRONE OF THE GODS in later ages.

EMPTY CITY, the: see **URHAGNATT**.

EMPTY PALACE, the: Rui Abandoned fortified palace in the c east of THE SURRACH. It was abandoned in c. 3200 RM and is thought to date back to the days of the nation of AHINA. Despite its age of almost a millennium, it is in very good condition and has not been repopulated due to the small, if extreme, ATRAMENTAL TAINT that surrounds it, rendering any life within a 100-ft. radius of the palace impossible. Attempts to explore the palace in 3820 RM failed despite the use of hardsuits – over half of the 12-man party died within days of entering the region and the rest died on their way back to civilisation. It is shunned and thought to be cursed by most.

EMPTY THRONE, REIGN OF THE: Pol. His. Historical period within the KORACHANI EMPIRE, covering the years between the ARCHPOTENTATE MALICHAR'S period of absence (known as his ITINERARY) following his in KHARKHARADONTIS. Before his departure to lead the imperial armies against NARTHEL in 82 RM, Malichar left a powerful Set known as RUGGORATH as caretaker of the Throne, and following Malichar's disappearance in 84 RM after successfully subjugating Nárthel, he became interim ruler, but his rule was largely spent on campaign in the field, and most matters of leadership fell upon THE SEVEN, who were assembled by the CONSULITE in direct response to Malichar's disappearance.

The time was characterised by chaos within the empire. Lords and PATRICIANS vied for the empty throne, with their actions ultimately culminating in THE THRONE WARS. The CHURCH OF THE UNDYING MACHINE (then still known as the CHURCH OF THE IRON DEITY) struggling to maintain followers as they lost faith in the church. It is only through the agents and supporters of the Archpotentate Malichar, such as the THRONE WARDERS, that the Throne remained free of occupation until Malichar's return in 339 RM.

EMPURIA: Arc. Fortress in the north of KULIGALA, built on the narrow isthmus that was revealed between the mainland and the island of ARALAN⁽¹⁾ through the waning of ELYDEN'S seas. A lock has also been constructed on the fort to allow vessels to cross the isthmus.

EMPUSA: 1. Also 'the Red River'. Rvr. River flowing north for 700-miles through THE SURRACH, from lake KAL ADHI, before emptying into the SEA OF ERET⁽¹⁾. The river is sometimes known as the Red River, after the blood of the soldiers killed in its waters.

2. Set. Main city in the region of <u>IAZKIA</u> in the north of <u>THE SURRACH</u>, along the course of the eponymous river. The city is today a centre of arable farming surrounding the river, though was once a great city and major power in the now-extinct empire of <u>CHEGRINT</u>. It was in the streets of Empusa, c. 4,000 years ago where the armies of <u>POTENTATE HAABHUS</u> defeated the last resisting forces of the <u>PAUPER KINGS</u>, forcing them across the river.

Local legend claims that the pauper general was so in love with the great enclosed bridge that spans the river Empusa that he instructed his

troops to leave it standing, alone amongst all the bridges of the city. It was because of this his army was caught and drowned in the river. The general was captured and executed by hanging from a balcony on the same bridge. (Pop. c. 190,000).

EMPYREAL DEITY, the: Set. Dei. The unknowable deity of SHURANISM who is represented on the MATERIAL PLANE by the monarch of ELEKHID, who is considered its mortal embodiment and is worshipped as a living goddess. See Vol IV: Deities and Pantheons.

EMPYREAN, the: 1. Oth. The name given to the highest circle of the OTHERWORLD, reserved only for the most righteous and moral of spirits. The OTHERWORLDERS that originate from this part of the otherworld are the most distant of their kind, and least understanding of the mortal condition.

2. Oth. Myt. Conversely, in the myth and legends of the <u>KORACHANI</u> EMPIRE, the Empyrean is the lowest part of the pit in <u>DAEKYN</u> that <u>RACHANAEL</u>, as the <u>UNDYING MACHINE</u> <u>UMBÁVGHAR</u>, was cast into by the Avatar SILLAMÉ.

3. Oth. Myt. In common KORACHANI legend, the Empyrean is the place evildoers go to when they die, to be punished for their sins.

The word is said to derive from an ancient word, *Emyrae*; which translates as 'in or on the place of fire'. This might explain dichotomous nature of the word's meaning.

EMPYREAN SPECTRE: also 'ethereal, astral spectre, sidereal phantasm, outsider, celestial wraith', amongst others. Ith. Fau. Little-known and mysterious inhabitants of the <u>SEA OF CHAOS</u> before the <u>SHAPING</u> of the <u>DEMIURGES</u> created the <u>FIRMAMENT</u> and <u>ATRAMENTA</u>. Timeless, formless and unknowable, they exist in parallel to and separate from the <u>MATERIAL PLANE</u>, and are only seen by accident or by those who somehow stumble upon them. They are utterly alien, and so difficult is it for the mortal mind to comprehend them that those looking upon them have been known to go insane, degenerating into babbling wrecks. See Vol IV: Supranatural Creatures.

EMPYREANS: see ECSTATICS, THE.

EMPYREALOGY: Oth. The study of the highest circle of the FIRMAMENT amongst the Firmamentists of EASTERN LLACHATUL, including TETHYSIA, THETIS and RHEA. This study focuses on the EMPYREAN, which is the highest circle of the otherworld; and the art of higher Firmamentism, which few SHAPERS master. Its secrets are closely-guarded and many members of the circle are reluctant to even proclaim their affiliations with Empyrealogy.

Empyrealogy originated in the <u>ARRETOYAN</u> city of <u>IMMERIA</u> between 900-1200~RM and spread across the east of Llachatul in the following centuries, becoming most common in Tethysia since then See Vol IV: Spheres and types of Shaping.

EMREZEN, TEMPLE OF: Rel. Str. Temple and repository of knowledge in the north west of <u>VALA</u>, in <u>MENISCEA</u>. It was home to a large collection of the writings of the explorer <u>NINAVAND</u>, until it was sacked and its contents largely destroyed.

<u>EMRINI</u>: Geo. Escarpment in the west of <u>MAENMIST</u>, to the south of the <u>ESHTARES</u> desert. It is home to various half-ruined towers and defensive lines, that were built by the <u>MEHMUTHI</u> culture between c. 2200 RM in response to incessant <u>PHYRRAN</u> slave raids from the north.

EMSUT ZHALCA: Geo. Expansive Mountain-range dominating the c reaches of <u>SABAISA</u>. Stretching for 1,000-miles from the <u>STRAIT OF BIMARIA</u> to the pass at <u>DIASTEMA</u>.

<u>EMTRAE</u>: Sct. Fortified settlement in the west of <u>OKKHAM</u>, along the <u>RASURE COAST</u>. It is a producer of the drug <u>LETH</u> (Pop. c. 10,000).

EMULKHIL DUCAS: see ARCHBISHOP MAGNUS EMULKHIL DUCAS.

EMURAT: Rui. Abandoned city in the region of DORUK, in the east of AZAZEM. As recent as 2100 RM it was a thriving city with a population of close to 28,000. Attempts were made to regenerate the region early in the 33rd century RM, resulting in the infamous DORUK CALAMITY that saw unprecedented flooding strike the east of Azazem, leaving hundreds of thousands dead and even more displaced by masse floods, which destroyed most of the remnants of the city.

Today it is buried beneath the grey sands of the Doruk, only the roofs of ancient barns and the tips of windmills visible as testament to the once fertile lands of the region.

EMUROS SAMUIL III: m. (B. 1911 – D. 2183 RM) *Pol. Per.* ARCHPATRICIAN and member of the COUNCIL OF SEVEN between 1961 – 2153 RM. He was responsible for the SAMUIL EDICT.

EMURRASA: Set. City in the south of SAUA, to the far west of THE MOSSAN (Pop. c. 42,000).

EMYCER: Set. Coastal city on the north west of the island of <u>CAMARA</u> in the east of the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u>. It is a major naval centre of the Baronies, where a coalition of a few dozen different baronies base their navies, particularly in response to recent events with <u>FALLAROUR</u> (Pop. c. 37,000).

EN ADU: also 'College of En Adu'. Sup. Edu. Str. Firmamental college in the south east of <u>VARU</u>, where <u>GEMINATES</u> and others study the art.

EN ROHIR: Set. Settlement in the c north west of \underline{AYAD} (Pop. c. 5,750).

EN SAMHIR: Set. Major coastal city in the far north of ELAT (Pop. c. 160,500).

 $\underline{EN\ TEDDRA}$: Set. Coastal settlement on the island of \underline{GETE} in the south west of \underline{ELAT} (Pop. c. 8,000).

EN ZABAR: Set. city in the c of GYZHA (Pop. c. 48,000).

ENAATH: also 'Malissia'. His. Ancient city of the NATHI KINGDOM. The city appeared in c. -300 RM and served as a caravanserai, acting as a stopgap between Nath and the more distant TEIRA, growing slowly yet steadily in size and power over the next century. Following the fall of Nath in c. -170, its most powerful cities became islands of stability amid the chaos of conflict. In -158 RM, Enaath became such a city, alongside VENATH and Teira, though by c. -50 RM Venath had become the most stable and Enaath was eventually abandoned, its populace flocking to the new capital.

Enaath was later repopulated by the exiled followers of the sphinx <u>HETEPHERES</u> and eventually grew into the metropolis known as <u>HETEPHEROPOLIS</u>, which remains to this day.

<u>ENABEIN</u>: *Geo.* Mountain-range in the north of <u>ABACARDAT</u>, in the east of <u>SAMMAEA</u>, overlooking the <u>BAY OF BAZID</u>.

ENADH: Set. major city in the west of CEHOPHELA, overlooking the bay of KAKOPHIS. It is a relatively recent city to appear in the nation, and until c. 3200 RM the area now occupied by the city was an island. Its port has become one of the major mercantile centres in the west of Cehophela, and it is rapidly gaining political prominence, with some believing that it will soon surpass the importance of the capital, MALADAE, within a few decades. It is rumoured to be secretly controlled by organised crime, whose families control its various warehouses and trade yards (Pop. c. 258,200).

ENAELLON: 1. Geo. Badlands region in the east of LOEGRESS^(1.), crossing the border into the far west of KOMMEA. It is known for its rugged hills, rocky outcrops and many fast-moving streams, most of which head north or east into Kommea.

2. Dem. 'Enaellish'. His. Ntn. Historical kingdom in what is now the south east of $\underline{\text{LOEGRESS}}^{(1.)}$ and the west of $\underline{\text{KOMMEA}}$. It emerged in c. 2500 RM following the collapse of $\underline{\text{PRAETTANIA}}$ about 5-decades earlier and was ruled by king $\underline{\text{CARADRON II}}$ when the warlord $\underline{\text{TORRVAN}}$ was conducting his campaign of unification in the region.

It is remembered now for the <u>BATTLE OF BRYNFAEL</u>, a large pitched battle in which Torrvan's arquebusiers proved pivotal, decimating the <u>MASTODON</u> shock troops that had been the mainstay of Caradron II's forces. Caradoc II was killed in the battle and his son, his second-incommand, was forced to swear fealty to Torrvan. It was a deciding battle, leading to the fall of the city of <u>BRYNFAEL</u> and eventually Enaellon itself two years later in 2585 RM.

Following this, Enaellon was folded into the territories of <u>GLYNNED</u>^(2.), after which it was renamed Loegress in 2588 RM after the fabled land of Praettanian myths. See Vol III: Extinct Nations.

ENAHRION: Leg. Legendary figure prevalent in <u>RHAMIA</u> and parts of <u>VÂRR</u>. The figure is a wretched goat-like being with fearsome red eyes. It lurks in dank forests and is often seen by those travelling at night,

standing on its hind legs, watching from the shadows. It is said to be a ferocious killer and attacks and eats anyone who ventures too far into its woodland home.

Its roots lie in ancient Vârr, and was carried north by people fleeing the <u>KORACHANI</u> conquests in c. 700 RM, where it quickly spread amongst natives, becoming part of their own legends. See Vol II: Legends and Folk Tales.

ENAK AHIA: Set. Fortified city in the c of SARASTRO, north of the OTINDHAR Mountains. It is largely autonomous and is controlled by an ancient PATRICIAN HOUSE has lived in a mountain-side citadel for millennia (Pop. c. 40,000).

ENAKIRA: see **ENKIRA**.

ENALAS: Set. CHORSAIR stronghold in the eastern coast of <u>KHITAI</u>, in dangerous waters along in the <u>SMOKING COAST</u> (Pop. unknown).

ENALLAD: also 'the Writhing Lands'. Sup. Geo. Expansive ATRAMENTALLY-ACTIVE area in the c south west of KHARKHARADONTIS, over 1,500-miles west of the BLACK FOUNTAIN. The region is named after the unexplained undulating of the land there that makes travel and navigation difficult. The stench of rotten flesh pervades the region and little life – both flora and fauna – unacclimated to the region survives here.

ENALLAN: *Geo.* Small mountain in the far north of <u>KASPIA</u>, forming headland protruding into the <u>SEA OF DAGGERS</u>.

ENAMOY: *Set.* Fortified settlement in the west of <u>CUTH</u>, along the isthmus of land that connects the headland of <u>IRKALLA</u> with the mainland. It acts as a link between the two regions of Cuth, and is a hub of trade (Pop. c. 8.400).

ENARA VOSS: f. Per. (B. 3937 RM) High-ranking member of the ARÂTHUAHI ORDER of the SANCTIFIED INQUISITION, where she spent many years as a SHADOW HUNTER before being elevated to Chief Investigator in 3949 RM. In her current role she oversees a myriad of investigations and inquiries conducted within the KORACHANI EMPIRE into reports of corruption.

ENARADINE: Rvr. River in the c south of ANANTHUL, flowing south east for 675-miles from sources in the OHRAM and ORAMON Mountains before meeting the north eastern-most expanse of the STRAIT OF BIMARIA.

<u>ENARETH</u>: Set. Small fortified city in the south west of <u>KOLCHIS</u>. It is known for its hunters and trappers (Pop. c. 18,000).

ENAROS: Set. Small city in the south of <u>TARTAK</u>. It is known for its hunting of <u>ANKYLOURA</u> and the selling of their hides to merchants travelling the <u>SALT ROAD</u> (Pop. c. 18,000).

ENARRENDI: Lan. Series of closely-linked languages spoken in THE VORANDINE and parts of the TWILIGHT STATES, likely descended from an earlier FIFTH AGE language that predates the appearance of king VORAND and the establishment of the Vorandine states in c. 2130 RM.

The <u>UNITED VORANDI COUNCIL</u> has embarked on a systematic eradication of the Evarrandi languages from its lands since its usurping of power in 3996 RM, leading to the extinction of some, and the dwindling of others, though most are still spoken to some degree across the Vorandine, particularly in regions far from the <u>CAPITAL</u>, leading to a linguistic divide across the fledgeling nation. See Vol II: Languages.

ENASSAHKA: Sec. Settlement in the east of <u>AHKA</u>. The <u>RED ROUTE</u> once passed through it, but war with <u>KORACHAN</u> has moved the trade-route farther west, leaving the settlement diminished. Today it has become a lawless city with man empty buildings (Pop. c. 8,000).

ENASSO: Set. Fortified caravanserai in the c of SAUA, 40-miles south east of the capital city of ADAIA (Pop. c. 3,000).

ENASYL: Set. Settlement in the c of OKKHAM, west of the Okkhami Mountains^(1,1). Its main industry is sericulture – the production of silk from caterpillars of the giant ORUNA moth that is endemic to the lower mountains of Okkham (Pop. c. 7,500).

ENATARR: Geo. Coastal city in the west of ZOHAK (Pop. c. 84,000).

ENATES: Rvr. River in the c of GNOTH, flowing south east for 335-miles from sources in the SOLUN Highlands, before meeting its parent, the river NEPHOT.

ENATHAAR: Rvr. River in the prefecture of <u>ALITENEA</u> in the c north of <u>HOLOLACH</u>^(1.), flowing for 430-miles from its source in the <u>BRATUIL</u> Mountains before emptying in the <u>BAY OF AMATRRA</u>.

ENATHASHA: Oth. OTHERWORLDER who once ruled the city of MASSEGA. Nothing is known of its life before being reborn as Enathasha, but as an otherworlder it was an epicurean who passed on its hedonistic lifestyle to its followers and offspring. The city and its extravagant yearlong carnival are overseen by the halfblood descendants of Enathasha, who during the peak of the carnival remove the mummified body of the otherworlder from its glass crypt and carry it across the city in a great procession.

ENAULUN: Set. Major city in the c of <u>CEHOPHELA</u>. It is the western-most stop along the <u>SOVEREIGNS' ROAD</u> trade route and the eastern termination of the <u>VESHONAN PASSAGE</u> trade route, and it trades goods from one to the other, under charter of the merchant houses of <u>VESHON</u>(Pop. c. 67,000).

ENCAMNA: Rui. Ancient catacombs in the western face of <u>CABIENAN</u> Highlands, in the north east of <u>ABATTUR</u>. They are believed to date to the mid-<u>FOURTH AGE</u> and pictograms indicate that they were made (or ultimately used) by <u>SHIE</u>, though nothing is known about the culture behind them.

ENCELADON, the: Str. Geo. Hewn monuments deep in hidden highlands in the peaks of the southern face of the <u>RAHII</u> Mountains in the north of <u>NASTAL</u>⁽²⁾. They take the form of large vestibules and what appears to be seven thrones, all hewn from the natural grey stone of the mountains. It is likely that the vestibules housed statues made from some other, possibly valuable, substance, though these were lost millennia ago.

They have been variously attributed to gods, giants or other unknown sources due to their scale.

ENCLAVE: also 'Khamsal. Pol. Org. The different branches of the SHAMASHI ENCLAVES in the REFORMED EMPIRE OF SARASTRO. They fulfil a similar role to the independent ORDERS OF THE SANCTIFIED INQUISITION, from which they emerged in the wake of the SUNDERING OF THE EMPIRE, though following a period of restructuring in 3821 RM they all became different facets (Enclaves) of a singular organisation (the Shamashi Enclaves).

ENCYCLOPAEDIA ELYDEN: His. Vol. Large general-knowledge KORACHANI-centric encyclopaedia. Originally published in 848 RM, based on the writings of ST. ESPERION and others, following centuries of smaller encyclopaediae crafted by singular authors, which lacked detail and insight on particular subjects.

Currently in its 271st edition, the encyclopaedia has become a byword for quality and comprehensiveness, and efforts have been made to make the collected volumes available in as many Korachani libraries as possible.

The encyclopaedia is regarded with less respect outside of Korachan, where it is seen as a tool of propaganda filled with inconsistencies and falsehoods.

<u>END SADID</u>: Set. Small city in the north west of <u>ANANTHUL</u>, overlooking the <u>SEA OF LETHEA</u> (Pop. c. 20,000).

END WAHAK: Set. Small city in the north of <u>ANANTHUL</u>, overlooking the <u>SEA OF LETHEA</u>. It is known for its shipyards (Pop. c. 17,800).

ENDETH: Set. Coastal city in the east of <u>THETIS</u>, at the mouth of the river <u>KHONS</u> (Pop. c. 43,800).

ENDOCRINE: Rel. Org. Order within the CHURCH OF THE UNDYING MACHINE (and later the REFORMED CHURCH OF SARASTRO) in the KORACHANI EMPIRE that specialises in maintaining faith within imperial cities. They are the counterparts to the EXOCRINES. and alongside them rose from the FOURTEEN APOSTLES.

ENDA: His. Rui. Ancient coastal city in the east of DHEA, now occupied by the city of RE"HAIZ in the east of BA'AKH, less than a mile from the coast of the DAARKEN GULF. The city was founded in c. -1500 by SVATHI immigrants who subjugated the native populace (descendants of the ASADEAN people that populated the area in the FOURTH AGE). The city was built close to steep shores and as the retreat of ELYDEN'S seas became apparent, its deep harbours were left crippled, and the city itself was eventually abandoned by c. 110 RM. The retreat of the GULF OFDAARKEN left a large sunken shelf less than half-a mile long exposed

between the ruin of Enda and the coast. This land was eventually settled by <u>DHAMATEAN</u> refugees in c. 2000 RM and a new city named Re'haiz was built from the walls of the abandoned old city.

ENDAQ RHAM: Set. City in the c of CHEIRA (Pop. unknown).

ENDHERRABARIVKA: Set. Settlement in the c south west of NOAVATUR (Pop. c. 8,000).

ENDLESS CITY, the: His. Rui. An ancient city, once belonging the CHILDREN of ABUFIHAMAT, early in the days of the DEMIURGES, when the division between the MORTAL tribes was as yet distinct.

As one of the most successful tribes, under the hungry leadership of their primogenitor, Abufihamat, the city grew to monolithic size, with ancient texts (themselves quoting texts that to them were ancient) numbering its population as in excess of 10,000,000. Its mud-brick houses and limestone & granite temples and halls were said to stretch from horizon to horizon, with as many as a dozen rivers feeding it. For millennia, it was the dominant force in an entire hemisphere, though it fell to corruption and decadence, fracturing into a series of districts; each their own entity which became embroiled in warfare and politicking, leaving the region ruined.

What was once an idyllic region becoming desertified, the ruins of the city-nation swallowed by the ravenous desert and its mud-brick structures obliterated within a few years, leaving little to any trace.

Though little evidence exists to support it, many scholars believe the remains of the city (if any remains do exist) are now buried beneath the sands of <u>ANUBIA</u>. Some scholars and historians believe it should be included in the list of <u>ANCIENT WONDERS</u>, though the widespread belief that it was built by a Demiurge or <u>SCION</u> have led many others to discount it.

ENDORRA: Lan. Geo. Native word for MENISCEA, commonly believed to mean 'source', and thought to refer to the <u>FIRMAMENTAL</u> font; the <u>TRUE</u> MENISCUS.

ENDRACH: Rvr. River in the north of <u>KORACHAN</u>, flowing west from the southern face of the <u>RHAECHA</u> Mountains before emptying into the <u>BAY</u> OF LALLEH.

ENDRIAN ORDER: Sup. Mil. Org. Organisation of militant SHAPERS active in the HENDECARCHY of ATALLUA, in MALAN. Founded by the HENDECARCH SVIZIA OF THE CARALL in 3925 RM, they serve as elite palace guards and personal bodyguards, also undertaking special assignments on her behalf, where they stand above all other forms of law enforcement and military bodies in the Hendecarchy. They also serve as spies across the other Hendecarchies and outside Malan.

They are named after an old $\underline{LARAMI}^{(1.)}$ legend of spirits that haunt the land of the living.

<u>ENDUI</u>: Dem. 'Enduan'. Ntn. Nation in the c east of <u>EASTERN MENISCEA</u> that emerged from another territory in c. 3320 RM.

Its main industry is the cultivation of <u>SUNBULBS</u> and the manufacture of an expensive medicine that grants longevity to those who consume it regularly. As a result, its ruling class and nobility commonly live to 250 – 300 years. See Vol III: Extant Realms and Nations.

ENDULLI: Rvr. River in the east of MALAN, flowing west through the HENDECARCHIES of DERAEIA and ATALLUA for 470-miles from sources in the FATHMMA, DAURAENT and ARGENT Mountains before meeting its parent, the river NYALLA⁽²⁾, at the TWIN FALLS OF VATULIA. It forms a part of the Nyalla⁽¹⁾ river system and incorporates two major lakes — HÂT and STAL — in its drainage basin.

ENDURAGH: Geo. Expansive plains dominating the north east of OPHAR, to the south western coast of the CAMARINAL SEA. The region covers some 30,000-square miles and is characterised by boulder fields, hills, plains and more rugged areas to the south. Before the decay of the natural world, the region was rife with flora and fauna, which have diminished greatly in the last millennia.

ENEAR: Set. Fortified settlement in far west of <u>TEMUJA</u>, just 40-miles east of the gateway of the <u>TAHNOL MAER</u>. It is a major mercantile centre in the region, trading west with <u>GÂTHA</u> (Pop. c. 15,000).

ENEARHON: also 'the South Tower'. Mil. Str. One of two towers in the far western <u>TEMUJA</u> (the other being the <u>SUBÉ</u>) that flank the pass of the TAHNOL MAER, serving as the main link between Temuja and the DESOLATION OF ASTUDAN.

ENEARHI: also 'the Rimsfold Mountain'. Geo. Mountain that serves as a natural border to the west of Temuja, separating it from the <u>DESOLATION OF ASTUDAN</u>. Translated from the olden tongue, the name means – western rim.

ENEFEH: 1. Geo. Island off the south eastern coast of WESTERN SAMMAEA, forming a part of the <u>COTRIAN ISLES</u> in the <u>ISLAND STATES OF IRY</u>.

2. Set. small coastal city on the above island^(1.) (Pop. c. 13,000).

ENEGH: Set. Fortified city in the east of <u>AHRISHEN</u>, close to contested territory with <u>SAUA</u> (Pop. c. 26,000)

ENEHUNDI: Set. Small coastal city on the island of <u>UKTRARA</u> in the north of the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u>. Its people's main diet consists of soft-shelled shrimp that lives in the waters around the <u>SHIBBOTHA</u> and <u>SHIELD ISLES</u>. These are boiled and eaten whole, usually in stews or with legumes, and as a result locals are known for the slight orange-pink tint to their skin (Pop. c. 17,500).

ENEINAR: Set. Small city in the c west of <u>TATAR</u>, 25-miles south of the capital, <u>ASHHAR</u>. Its main industry is agriculture, centred around the growth of amaranth grain (Pop. c. 12,800).

ENEKH: Geo. Highlands west of MONACH, in the north of KARAKHAS, east of the SEA OF AZAM.

ENELIN: Sea. Bay in the south of KHAR NADUL, located to the east of the peninsula of KHU ENDAT.

ENEN NOSYL: Set. City in the west of OKKHAM (Pop. c. 47,200).

ENEPH: 1. Sea. Bay in the east of <u>ELEKHID</u>, above which is the delta of the river <u>NUBBIOR</u>, to the south of which is the city of <u>ENEPH</u>(3).

2. *His. Mil. Str.* Tower where in 3388 RM MORTHA SHUR and DEGLIA SHUR, the heirs to the throne of PNESSA, are imprisoned by their younger brother MITH SHUR III after the death of their father, Magnate KARAN SHUR. Their supporters would conspire to free them from prison in 3402 RM after which they would lead the east against the west of Pnessa in the WAR OF SECESSION, which ended in 3409 with the independence of the east, which would later become known as ELEKHID. The tower would go on to become the citadel where king and queen Shur would reign.

3. Pol. Set. Capital of <u>ELEKHID</u>, where the court of the ruling dynasty is situated. The harsh laws of Elekhid originate here and it is where its nobility (those families who can trace their ancestry back to those who led the fracture from *Pnessa*) are based.

Though it is now some 5-miles from the coast, Eneph remains the largest harbour in Elekhid, where its triple-hulled ships shelter from the ravages of the <u>ROILING SEA</u>. following the long wane of Elyden's coastlines, the harbour today takes the form of a man-made lagoon that is maintained against great cost, and which is accessible from the sea via a series of five-tiered lochs (Pop. c. 390,000).

ENEPHIAN REEF: *Geo.* Expansive reef off the eastern shore of <u>ELEKHID</u>, in the east of <u>SAMMAEA</u>, in the west of the <u>ROILING SEA</u>.

ENERKHAT: Set. One of 3 cities in the ESHELI region, in the south east of FATH, with the other two being ALIKAHKAT and MELITET. Together, they form a loose confederacy and trade network, with few links to the outside world other than occasional trade with Etul.

Sundered from Etul proper in 3529 RM following an edict and excommunication, the city of Enerkhat is now plutocratic, with a council of elected elders from various professions elected yearly. a permanent speaker oversees the council and acts as their proxy in foreign affairs. The speaker takes the form of an otherwise catatonic FIRMAMENTIST, his body shrivelled and decaying, his head bulbous and linked to a cradle of SOULPEARLS, allowing him to speak TELEPATHICALLY to the plutocrats when needs require it (Pop. c. 136,500).

ENERYX: Set City in the north east of <u>RHINOCOLOURA</u>, forming a part of the <u>SALT ROAD</u>. It commonly trades north with the <u>MULCIBIAN</u> tribe of <u>ORIM</u> (Pop. c. 580,000).

ENERUH: Set. Settlement in the east of GYZHA (Pop. c. 5,000).

ENESH: 1. see ABYSS OF ENESH.

2. Pol. One of nine states that rose in the wake of the fracturing of the AMNATHI KINGDOMS in -589 RM. Enesh, alongside TAMESIS and NICATH (later NICAEA) formed a confederacy in c. -500 RM out of which

the nation of $\underline{\text{N\'ARTHEL}}$ would rise in -403 RM. Enesh controlled the north east of the $\underline{\text{STRAIT OF N\'ARTHEL}}$, thriving off trade and fishing. In -309 Enesh became a regional administrative centre, growing in size and wealth, though the growth of the $\underline{\text{VENATHI EMPIRE}}$ brought friction and war to its borders, which shifted continuously as Venathi troops invaded and were repelled from c. 1 RM – its eventual destruction in 92 RM, which left much of the land north of the $\underline{\text{ILLIAN}}$ forests devastated. Though some of its ruined cities were later resettled, Enesh remains a ruin to the present day, a reminder to the $\underline{\text{N\'ARTHELI}}$ people of the fragility of their cities.

ENESSAAR: Geo. Small island off the north western coast of <u>SAMMAEA</u>, 600-miles north west of the <u>KORACHANI</u> colony of <u>TAVVADRA</u>.

ENESTEA: Set. Large city in the west of <u>EREBETH</u>. Its main industry is the cutting of gems and the creation of jewellery (Pop. c. 131,700).

ENETSIC: Rvr. River in the c of OKKHAM flowing west of 250-miles from sources in the Okkhami Mountains^(1,) before meeting the coast at the south east of the SEA OF STYGAS.

ENETHU: 1. Sea. Bay in the c-south east of <u>THETIS</u>, forming the north eastern-most part of the <u>KAT ENNA</u> inlet.

2. Set Coastal settlement in the c-south east of $\underline{\text{THETIS}}$, overlooking the above bay^(1.) (Pop. c. 3,800).

ENEXTHOL III: (B. c. 1780 RM) *Pol.* Current ruler and <u>PHAOH</u> of <u>ANANTHUL</u>. Like most nobility in the <u>PORPHYRI PENINSULA</u> his body is extensively altered through technarcane orthoses, prolonging his life.

ENGAN DHED: Set. Small city in the far south east of CHEIRA (Pop. c. 14,000).

ENGARA: Sea. Body of water in the south west of KORACHAN. Its waters are relatively shallow, with the Korachani coastal shelf lying some 100-miles off-shore. At one time the entire region was replete with marine life, though over-fishing in the area until c. 1750 RM led to the dead of the seas.

<u>ENGEL</u>: Set. Coastal city in the c south of <u>KOLCHIS</u>, in the north of the <u>SEA OF SEKHEM</u> (Pop. c. 42,000).

ENGER: Geo. Peninsula in the east of KAZZAR, acting as a breakwater to the BAY OF GAARAIR.

ENGINE OF ABOSS ATHA AIHOR: Int. His. Tec. Archaic TECHNARCANE machinery in the ZOHELETHI BASIN in the east of PARTHIS. Inscribed on a bronze plaque in the ancient Azer script are the words "Atop the bones of St Katharen is this, the greatest machine, built". Little is known of the ST. KATHAREN that the inscription refers to.

The machine itself is calcified and tarnished beyond the scope of mortal understanding, and its original purpose is unknown today.

ENGINE RACING: Gam. Tec. Soc. A mechanised form of racing that emerged from chariot races of ancient <u>PARTHIS</u>, replacing horses with wheeled or tracked engines that pull a cockpit in which the pilot stands. It is incredibly dangerous and competitors are often injured in crashes, with fatalities not uncommon.

It emerged in c. 3830 RM outside the city of <u>TUALAR</u> in the <u>ZOHELETHI</u> <u>BASIN</u>, and spread from there, becoming increasingly popular amongst the nobility of Parthis and its dependencies, with most competitors being wealthy <u>FREEMEN</u> who can afford the machines used in the races. See Vol II: Games and Pastimes of Elyden.

ENFOROT: Rvr. River in the east of <u>VALBAR</u>^(2.), flowing north for 670-miles from sources in the <u>MARAGHA</u> Mountains and the <u>OSVALT</u> Hills, before meeting its parent, the river <u>VARAGOD</u>.

<u>ENGRHUL</u>: *Lak.* Lake in the c south west of <u>CHEIRA</u>, forming a part of the flow of the river <u>CHUCALA</u>, a minor tributary of the far larger parent river <u>YAHNOTH PHTHAN</u>.

ENHA RITHYEL: Set. Settlement in the east of ALAM BETHYL, to the east of the river KEGHOK (Pop. c. 5,000).

ENHEDUANN: Set. Independent city in the west of <u>THE SURRACH</u> in the north west of <u>SAMMAEA</u>. It is famed for its large 'library' that's interesting for its lack of any books – the so-called library is home to a sect of monks who keep knowledge and myths through oral storytelling. They train themselves to remember epic tales word-for-word, helping to keep myths and legends from all cultures alive. The monks travel across <u>ELYDEN</u> and

their reputation precedes them and they are valued in most societies, where they are allowed to observe customs and study at local libraries (Pop. c. 15,000).

ENHOR: Pol. Set. Capital city of the <u>BRORI</u>^(1.) nation of <u>SABOMOR</u> (Pop. c. 125,000).

ENIGOST: 1. Sea. Bay in the far north of the HENDECARCHY of CYRENIA, in the north west of MALAN. It forms a part of the border between Cyrenia and the south east of KASPIA. Its waters are noted for their fecundity, likely attributable to deposits from the river FACAL EGLEA.

2. *Pol. Set.* Costal city and capital of the <u>HENDECARCHY</u> of <u>CYRENIA</u>, in the north west of <u>MALAN</u>. The northern-most major city of Malan, Enigost lies to the east of the fertile delta of the river <u>FAÇAL EGLEA</u> and its people are expert farmers and fishermen as a result.

Its streets were all planned, and are arranged in a grid-pattern, hidden behind high wide walls. Conversely, its old city centre, far from the present coast, is a labyrinth of alleys and snaking streets, where its eldest noble families still live (Pop. c. 280,000).

ENIKOS: Rvr. River in the east of <u>PELASGOS</u> and tributary of the river <u>ELISSAMNAS</u>, flowing south west for 155-miles from the <u>BULOPARRI</u> Mountains before meeting with the river <u>ELISSANAS</u>.

ENIMIS: Set. Small city in the east of KHAMID, close to lake KANOUS.
Originally known for its goatherders it is now a stop along the Great Road trade-route, and offers accommodation to travellers, selling finely-made leathers and vellum to passing merchants (Pop. c. 19,000).

ENITH: Dem. 'Enithan'. Ntn. Failed state in the north west of SAMMAEA. It emerged from the KORACHANI colony of ITHAKA, decades after it was abandoned by Korachan in c. 1450 RM. The monarchy was overthrown by militants in 3984 RM and the region remains in a state of chaos to this day, with various groups battling for control of the capital of ITH AKHA, while no one group is able to maintain control for long. See Vol III: Extant Nations and Realms.

ENITHAN NATIONALIST COUNCIL: Pol. Org. One of many political bodies that is currently vying for control of the failed state of ENITH in the north west of SAMMAEA. The Nationalist Council was responsible for the coup that deposed the ITH AKHAN monarchy though struggled to maintain control due to a strong monarchist faction that remains prevalent in Enith.

ENKASSAR: 1. Rvr. River in the west of <u>PORPHYR</u>, flowing west for 260-miles from sources in the west of the <u>RYKK</u> Mountains.

2. Set. Major city some 40-miles upstream of the mouth of the above river^(1.), away from the influence of the <u>SEA OF LETHEA</u>. The region surrounding the city is very flat, with extreme tides. The city is famed for the rows of rusted ships that lie on the beach, which are slowly stripped of their metal and furnishings, which are sold on as scrap (Pop. c. 804,000).

ENKATTRA, OBSERVATORY OF: Ast. Str. Mountain-top observatory in the c south west of <u>RAONGEN</u>^(2.), in the c of the north eastern face of the <u>CHIAVALLE</u> Mountains.

ENKHALLA: Ser. Major coastal city in the north east of MHAROKK, overlooking the <u>STRAIT OF SHIBBOLETH</u>. It forms a vital part of the <u>RED ROUTE</u> and its busy ports are filled with merchant vessels preparing to go west up the river <u>SHIBBOLETH</u>⁽³⁾ or east into the <u>INNER SEA</u> (Pop. c. 2,075,000).

ENKIRA: also 'ENAKIRA'. Mys. Ancient ascetic philosopher of GNOTH who set down various mystic teachings and tenets which its gnostics still follow as GNOTHI MYSTICISM.

ENKOON: Set. Settlement in the west of CUTH (Pop. c. 6,000).

ENNAGAR: *Ind. Sct.* Fortified settlement in the south west of <u>VAALK</u>. It is a rapidly growing industrial centre, and <u>PATRICIAN HOUSES</u> are investing in its manufactories, with new ones appearing as recently as this year (Pop. c. 7,400).

ENNAIAH: 1. Set. Rich apathetic coastal city-state to the west of THE

SURRACH in the north west of SAMMAEA. The city grew incredibly wealthy centuries past, before the dwindling of the SEA OF ESCHATA led to the drying of its harbours. It is a spire-crowned metropolis governed by a strict social hierarchy, with the lower castes serving as little more than cattle and playthings for its dispirited and sadistic nobles, who rule as

gods. It is common in the north, where it features in a parable, the moral of which is that the inheritors of knowledge or wealth do so without also inheriting the discipline required to attain them. See Vol III: Extant Nations and Realms.

2. Pol. Set. Capital and main city of the above city-state (Pop. c. 460,000 inc. slaves).

<u>ENNAIAHN</u>: Lan. Dialect of <u>SAVIUDI</u> spoken in <u>ENNAIAH</u>. See Vol II: Languages.

ENNDACHAN: Set. Largest city on the <u>KORACHANI</u> island colony of <u>MALETH</u>, comprised mostly of the workers and sailors who make the island their home, as well as government offices. The city is known for its many metal-workers and taverns (Pop. c. 18,000).

ENNEA MANI: Set. Fortified city in the north west of TISARA. The city lies along the course of the river BOUVIN and is home to a major military fortress, where two regiments of the Tisaran army are permanently stationed (Pop. c. \$4,000).

ENNEI: f. Mys. His. In the mythologies and ancient histories of <u>ELYDEN</u>, a <u>SCION</u> and daughter of the <u>DEMIURGES ARIMASPI</u> and <u>SHIBBOLETH</u>, conceived in the waters of the <u>GOLDSTREAM</u>, becoming a spirit of all <u>ELYDEN'S</u> waters.

Following the disappearance of the <u>QUINTUMVIRATE</u> of Demiurges, travelled <u>ELYDEN</u> with her half-brother <u>ERES</u>, in search of their parents, cataloguing virgin territories as they moved. They were unsuccessful in their search and diminished into oblivion sometime during the <u>FOURTH AGE</u>. See Vol IV: Scions, Children of the Gods.

ENNERA: Pol. Set. Major city in the north of NORTHERN SIMBARA. It was once a coastal city, commanding a powerful harbour, and the city spend a period of time in c. 3400 – 3460 RM constructing elaborate mechanised channels and dykes, linking the retreating sea to its ports, though by c. 3510 RM it had become fully landlocked, its ports abandoned.

It has since become the centre for the Simbaran army and is also a major stop along the <u>NACRE ROAD</u> trade route, where the <u>NACRE LEAGUE</u> (the governing body of the trade route) was established in c. 1820 RM. Today it serves as an administrative centre to the League as well as to the Simbaran government, controlling the northern territories of the nation, where it is maintains regular contact with <u>ITARA</u>, the official capital (Pop. c. 780,000).

ENNOIA: 1. Rvr. River in central RHEA flowing south east for over 1,700-miles from sources in the AHRAN HIGHLANDS, and the ATHANIS and DORLEIDON Mountains before meeting the SEA OF ERUTHEA. It is known for its expansive deposition delta, which reaches some 120-miles from the coastline, as well as its winding route, across flat landscape, resulting in many waterlogged areas.

2. Set. Large city in the c. of RHEA, along the river of the same name^(1.), at the fork where its tributary, the river ONNOTOYA, meets it. The city originated as a boom town in c. 2300 RM, which outlasted the gold mines it was built next to. Today, the old quarries and mines have been built over and are gentrified, with its streets following the contours of the old open-cast pits (Pop. c. 220,000).

ENNU: (10,900-ft.) Geo. One of ten peaks (colloquially known as the <u>TEN PRINCES</u>) of the south east of <u>A SAVI</u>, in the north of <u>AHRISHEN</u>, named after an ancient prince.

ENNUIA: Oth. A type of HALFBLOOD with some degree of notoriety within the KORACHANI EMPIRE. The HOUSE is one of those more organised, and it actively seeks out halfbloods it believes form part of the bloodline, seeking them out and capturing them, often against their own will, where they are indoctrinated into the ways of the Ennuia. Assassins and torturers of the highest degree, they act as mercenaries within the larger mor urbane imperial cities, hiring themselves out to those who can pay the price. See Vol II: Classification and Taxonomy of Life.

ENNUPHES: Sup. Geo. ATRAMENTALLY TAINTED region in the west of the GROWING MOUNTAINS of MULCIBER, straddling the border between ILLPHAGOS and ATEVEGOS. It is a relatively-recent phenomenon, appearing in c. 3350 RM, and is studied by the shapers of the colleges of IMPONDERA.

The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI INSTITUTE OF ATRAMENTAL STUDIES</u>, though it is expected to increase in size and strength over the coming decades.

ENONT: Set. Conurbation in the north east of <u>BANT</u>, in the north east of the <u>CARCHEMISHI PENINSULA</u>^(1.), in the east of <u>SAMMAEA</u>. It is made up of no less than five separate mining settlements within a w-mile radius of each other, whose main industry is iron and pyrite mining (Pop. c. 8,600).

ENORS: Set. Crossroads city in the prefecture of ALITENEA^(1.) in the c north of HOLOLACH^(1.). It is known for its caravanserais and taverns and forms part of THE WAY trade-route (Pop. c. 8,000).

<u>ENRA</u>: See. small fortified settlement in the north of the tribe of <u>NUNEA</u>, in the south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 3.750).

ENRATON: Geo. Mountain in SAMMAEA forming a border between the east of LIDEA and the north west of SUMA'YA, itself a part of the larger SHIBOTHA Mountains. Its northern face is home to many LACER ENCLAVES, including AIMALEOCH, SESTAMEOCH, and TENELOCH.

ENSAH: *His.* An old lighthouse south of the capital in <u>NOAVATUR</u>. For centuries, its beacon guided vessels through treacherous seas. Over time, the receding waters of the <u>SEA OF LETHEA</u> led to the abandonment of the lighthouse in the region in c. 3520 RM, at which time it was replaced by a new one on the island of <u>VROTHOT</u>.

ENSHRINER: Rel. Rnk. In the KORACHANI EMPIRE, embalmers ordained by the CHURCH OF THE UNDYING MACHINE, who perform the last rites of those preserved, blessing their bodies and sanctifying their souls before their sojourn with the <u>UNDYING MACHINE</u>.

ENSUROS: Geo. Badlands region in the north east of GNOTH in the FIR. active area of AGASTIA.

ENTAFAR: Set. Fortified city in the west of ABATTUR, along the course of the river ADSULLA. It was fortified after Abattur gained its independence, and its surrounding bastions remain manned to this day. It also serves as a link with neighbouring TISARA, with trade crossing the border between the two states (Pop. c. 50,000).

ENTAPHALA: Mil. Set. Fortified manufactory city in the south west of PORPHYR (Pop. c. 20,000).

ENTARR: Rvr. River in the c of <u>AZAZEM</u>, flowing north east for 105-miles from the <u>AAORA</u> Mountains, before joining with the river <u>ASHALA</u>.

ENTARI: Sea. Sea in the south of SAMMAEA, between the nations of QARALAM and ZATAUR. The waters to the east of the sea are known to harbour the last remnants of the MERILL race, commonly seen in atolls around the isle of ST. UALLAR.

ENTELECHY: 1. *Phil.* In most philosophies, the realisation of ones' full potential.

2. Phil. More specifically, the potential of MORTALS (normally humans) to ascend to OTHERWORLDERS following their death on the MORTAL PLANE. There are many who have devoted their lives and fortunes to the pursuit of knowledge into what governs the ascent of a soul to the status of an otherworlder. This culminated in the creation of the artificial otherworlders known as LHAUAPARANS, which ultimately raised more questions than it answers. Thus far none have found a way to artificially transcend to the level of otherworlder in a natural way without first dying and gestating in the otherworld.

ENTIAN: 1. Lak. Lake in the south west of RAONGEN (2.).

2. Rvr. River and encompassing wetlands in the south west of $\frac{\text{RAONGEN}^{(2)}}{\text{EHINE}}$ Mountains, before meeting its parent, the river $\frac{\text{GARAILI}}{\text{GARAILI}}$.

3. Set. Small city in the far south west of $\underline{RAONGEN}^{(2.)}$ (Pop. c. 12,500).

ENTILLIA: *His. Mil. Str.* Ancient fortress hewn from a rusted mesa in the region of <u>BAULLAGORATH</u> in the north east of <u>PARTHIS</u>. Though the fortress is now a ruin, a small caravanserai has appeared at its foot, serving the trade-route that passes through the region (Pop. c. 1,000).

ENTIOIA: Mil. Set. Military city in the south east of <u>SAGITTARIA</u> in the region of <u>BHATHAIA</u>, overlooking the <u>SEA OF DANAEL</u> (Pop. c. 20,000).

ENTOMA: Mil. Str. Fortress in the c south of THE SURRACH, just north of the THAMAAZ. It is known for its network of deep dungeons, some of which are thought to date back to the days of the WAR OF SCOURGING in the FOURTH AGE.

ENTONIAN FORTRESS: Mil. Rel. Mys. His. Ancient fortress in the c of Kharkharadontis, just east of the MHUGIZZHE canyons. It originated

some 4,00-years ago as a <u>PLAGI</u> temple dedicated to the <u>DEMIURGE RACHANAEL</u>. It was visited by the <u>ARCHPOTENTATE MALICHAR</u> during his <u>ITINERARY</u>, and he was baptised, becoming a powerful figure to them, winning them over to his cause.

Today the temple has been built over, with a large fortress enveloping it, housing the headquarters of the <u>KNIGHTS OF THE MARCH</u>, though the temple remains whole inside it and is a major stop along the <u>SHADOW MARCH</u>, where it is venerated as the place where Malichar was first made a child of Rachanael.

ENU BOKHA: Mil. Str. Major fortress in the south east of SARASTRO, 45-miles from the border with ANUBIA. It is home to a large portion of the Sarastroan military tasked with protecting its borders with the desert lands.

 $\underline{ENU\ MARTI}\!:$ Set. City in the c south west of \underline{PNESSA} (Pop. c. 42,000).

ENU SHALAT: Mil. Str. Major fortress in the east of SARASTRO, 60-miles from the border with VENTHIR.

ENULLEA: Set. Fortified city in the south of SAGITTARIA (Pop. c. 40,000).

ENUSSYUR: Set. City in the c of <u>THE VORANDINE</u>. It was the cultural centre and main city of one of the c states of the Vorandine before the annexation of all states by the <u>UNITED VORANDI COUNCIL</u> in 3996 RM. Its main industry is iron mining, and it remains a centre of dissent, proving to be a thorn in the side of the Council (Pop. c. 40,000).

ENVATAR: Geo. Impressive cavern system in the c west of VÂRR, just east of the CALLA formations, the lower chambers of which are flooded. Though the caves are rumoured to be connected to the PRISON CARCERI, there is little evidence to confirm this. Many expeditions have been sent into the caverns though they are infested with GRUAIMIN, and no expedition has explored the caverns in full yet.

ENVOYS OF SILENCE: O_{PZ} . Pervasive political sect in the nations of <u>ACHAA</u>^(2,1), <u>AURUM</u>^(2,1), and <u>TAES</u>, in the south east of <u>MENISCEA</u>, that has recently led to a destabilisation of the government in Taes. Its main base is the <u>TEMPLE OF NERVINE</u> in Taes.

ENWATIQ: *Geo.* Mountains in the c of the <u>UHBATAQI</u>^(1.) headland in the east of <u>SAMMAEA</u>, forming an extension of the expansive Uhbataqi Mountain-range^(4.).

ENYGOHATH: Rui. AIKLAH ruins in the south east of RHINOCOLOURA, in the ZELET badlands. Little but the vaguest remnants of foundations and formless statues now remain, half buried in the foothills of the Rhinocolouran highlands, though some sun-bleached aiklah bones have been found, scattered around.

EODON LASCARIS: (B. 3939 RM) Med. PELASGOSI physician who, following years of research in the city of PARAGA, discovered the function of the FARAMON'S NODE, renaming it the ONEIRAL GLAND in 3972 RM. His research was fundamental to our modern understanding of ONEIROMANCY, and experimentation into how the gland affects SHAPING continues in earnest, with various nations competing to be the first to make a breakthrough.

<u>EOMMIN</u>: *Ind. Sct.* Small city in the south west of <u>HABOT</u>. It is an industrial centre and is known for its large foundry, which forms the backbone of the city's economy (Pop. c. 18,500).

EON ALIHOTH: Set. City in the east of LIDEA, built around the undulating contours of the land, giving its streets an unplanned snaking appearance. Indeed, the twist of streets, loggia-like overpasses and stone bridges makes navigation of its streets near impossible to outsiders, making the hiring of <u>DRAGOMEN</u> almost mandatory for foreigners. It is known for its surrounding manufactories, which also serve as homes to their workers, who rarely, if-ever, leave their confines. It also forms part of the <u>SALT ROAD</u> and maintains a very large multi-tiered market where caravans can stop to sell their wares (Pop. c. 165,000).

EOPIRA: Lake in the c of VENTHIR, in the SHARA plains.

<u>EOPIROS</u>: Set. City in inland <u>VENTHIR</u>, on the northern shore of lake <u>EOPIRA</u> (Pop. c. 43,000).

<u>EORT AULA</u>: Set. Small city in the north west of <u>CHEIRA</u> (Pop. c. 14,000).

<u>EPEHET</u>: Geo. Westernmost of the <u>MAIDEN ISLES</u>, situated off the south eastern coast of <u>MENISCEA</u>, between the <u>SEA OF NARANOR</u> and the

 $\underline{\text{BATHASHAL OCEAN}}.$ It was first documented by the explorer $\underline{\text{BOHMIUS}}$ in 1527 RM.

EPESTIS: Geo. Coastal plains in the south west of <u>THETIS</u>, south of the badlands of <u>THAAM AEGLA</u>. It is relatively level, and has increased greatly in size over the past millennium with the wane of the <u>SEA OF ERUTHEA</u>, exposing much land, allowing the people of Thetis to establish new settlements away from the RTHEI desert.

 $\underline{EPET\ KHAL}\!:$ Set. Settlement in the west of \underline{CHEIRA} (Pop. c. 9,000).

EPHALL: Lak. Lake in the c south of <u>VÂRR</u> along the course of the river ICHORIA.

EPHAN: Lake in the c north of AZAZEM, fed by the river EPHANOSH.

<u>EPHANIG</u>: petrified city, half buried in limestone fields of the east of EREBETH, 100-miles from the western coast of THE INNER SEA.

EPHANAS: Set. City in the east of <u>KARAKHAS</u>, abandoned in c 4003 RM following increased supranatural activity in the region surrounding it led to the creation of the Atramental wasteland now known as <u>AKRABATOR</u>. At its height in 3720 RM the city boasted a population of no less than 200,000.

<u>EPHANOSH</u>: Rvr. Major river in the west of <u>AZAZEM</u>. If flows year-rounds for 380-miles south east from sources in the <u>AAORA</u> Mountains, before reaching the coast in the SEA OF TYRSIS.

It was once the lifeblood of western Azazemi agriculture, and still flows across the eastern Atrophy to this day, though the once-fertile lands of the region are now grey and lifeless, the river's banks little more than

EPHAQ ILLOT: His. Rui. Ancient statue in the c north of OKKHAM, in the western foothills of the Okkhami Mountains. It takes the form of a gigantic seated figure and is made of an ancient unidentified metal that is resistant to corrosion. Its surface is tarnished, and it stands at an angle, half buried beneath the soft ground the area. It is covered in epiphytes, foliage and mosses and is rumoured to guard a great necropolis, though if this is true, its exact location has been forgotten, as is the culture responsible for the construction of the statue, which has been attributed by KORACHANI explorers to a DEMIURGE, and is thought to date back to the THIRD AGE, if not earlier.

EPHAR: Com. Set. Large trade town in the north west of TETHYSIA, to the north west of the TURCAR desert. It is a major link between Tethysia and CENTRAL LLACHATUL via the city of CYTIS in the south east of MALAN, through which it connects with the GREAT ROAD, its merchants trading many fineries and exotic goods with the west, which accounts for its relatively large size. It makes use of deep wells that tap into natural aquifers, to keep its population watered (Pop. c. 62,000).

EPHARAEL'S BRIDGE: Arc. His. Large bridge in the north of SAMMAEA, just north of lake ATATU, spanning the river SHIBBOLETH⁽³⁾, linking the south of LIDEA with the north of PARAIYA. It dates back to the THIRD AGE and is a monolithic piece of architecture, serving as the only bridge of the river for over 100-miles in either direction, along a span that is noted for its cliffs and treacherous terrain.

EPHARUSA: Sea. Sea to the north of EASTERN LLACHATUL, in the SEA OF POLARIS. It is bordered to the west by the territories of EASTERN THANO, to the south by IMEAL, and to the east by ARERAOTH. It is located within the northern POLAR CIRCLE and can freeze over in winter months.

EPHATTA: Dem. 'Ephattan'. Ntn. Nation in the south of WESTERN SAMMAEA, overlooking the SEA OF MERCUVIA. It is of a semi-arid climate, and most of its settlements are concentrated around the coast, where cool air from the Mercuvia makes life more tolerable.

Geographically, much of the east of Ephatta (and the south west of SYNCHTHONITHA) is dominated by water-carved canyons, from seasonal floods, some of which are gigantic and greatly impressive and date back many years. These canyons and the ancient ruins suggest the region was never submerged as many other coastal areas were, despite the retreat of sea levels

It is built on the ruins of a far older culture that left 15-ft basalt statues as ancestral markers. The land is littered with thousands such statues, many of which have been exported as object d'art and were used in early Ephattan construction as pillars and caryatids in architectural

construction. Its people worship the deity <u>ULUKDAM</u>, who is embodied by a monolithic 4-armed anthropomorphic water buffalo idol. They are extremely intolerant of other religions and ban their worship within their lands. See Vol III: Extant Realms and Nations.

EPHEBIA: Ind. Set. MANUFACTORY city in PARTHIS. It is known for its strong ritual combat tradition and honour system (Pop. c. 190,000).

EPHEDRA: 1. Flo. Med. Shrub endemic to the south east of SAMMAEA and most common around the SEA OF ETAGIRIA, in ILLAKRAR, northern AKACHA, and ZATAUR. It has been a medicinal plant throughout the FIFTH AGE, being the heart of various home remedies in antiquity and going on to become an active ingredient of more modern medicines.

2. Set. City in the north of <u>AKACHA</u>. It is believed to be the origin of the name of the eponymous shrub⁽¹⁾ and is also a major manufacturer of the drug <u>DYSTORIN</u> (Pop. c. 40,000).

EPHEMERIS: Pol. northern-most of the <u>SEVEN-AND-FORTY DISTRICTS</u> of the <u>CITY OF ALMAGEST</u>. It was one of the three original city-states (the others being <u>AZZII</u> and Almagest itself) that would converge early in the <u>FIFTH AGE</u>, becoming the city of Almagest as we know it today.

EPHEMERON: Myt. Set. Mythical city that is commonly referred to in various <u>SAMMAEAN</u> legends and mentioned by revealing merchants and itinerants. It is said to disappear and reappear in different areas within inland Sammaea. Attempts of making reliable accounts of the city have thus far failed and to most scholars and geographers it remains little more than legend, despite the many accounts of people who have been there.

Those who have been there say of a multicultural place of great markets filled with exotic foods and materials that have never been encountered anywhere else in <u>ELYDEN</u> (Pop. unknown).

EPHERA: Set. Settlement in the c west of <u>OPHAR</u>, about 35 miles east of the capital in <u>OPRET</u>^(3,). It is a major producer of grains and rice, which feed the larger city (Pop. c. 4,200).

EPHESUS, TEMPLE OF: Rui. Rel. Str. Solitary temple in the north east of KORACHAN. It was once a popular site to local pilgrims, though an earthquake in the region destroyed most of the temple-complex in c. 2000 RM, leaving it a ruin.

EPHIARACH KHARITA, the: Int. Dre. Obj. Large globe situated in the courtyard of the SOMNIARECHI ORDER'S LANGUE^(1.) in BAAYN, LAASKHA. The globe stands around 50-ft. tall and is an exact facsimile of ELYDEN, showing in meticulous detail all regions of catalogued dreamscapes, including their invasiveness, severity and any related phenomena. The relevant details are constructed by a group of SOMNIARIIN, and the details are only visible to SHAPERS or anyone with THE SIGHT and their job is to keep it functioning, and ONEIROMANCERS across ELYDEN are able to view it within the DREAMWORLD, if they know where to look.

The globe is kept updated by recent findings by the Order's field operatives, who are equipped with detailed regional maps based on the globe that show these dreamscapes and other phenomena in more intricate detail.

EPHIARII: see **SOMNIARII**.

EPHIARRANII: see DREAMFORGED.

EPHIREN: Geo. Low mountain in the far west of LIMOTH⁽¹⁾, serving as part of the border with THETIS. It is thought to be very old, as evidenced by its rocky and lose terrain that is difficult to navigate.

EPHON: Set. Town in the south of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>EDICULE</u>^(1.). The town is situated over the ruins of a far older settlement, that once existed along the then coast of the <u>SEA OF BOKKEA</u>, where once a series of rocky islands are now the peaks of a rocky peninsula south east of Ephon. It now forms a part of the Great Road trade route, and offers lodging to those travelling along the road (Pop. c. 7,900).

EPHORRA: Set. Major coastal city in the far east of FREE-ISLES OF PELASGOS, at the mouth of the river EPHOROS. The settlement is now half-a mile from the coast, though its harbours still teem with trade from the east. It is a major industrial centre and is known for many manufactories (Pop. c. 94,500).

<u>EPHOROS</u>: *Rvr.* Small river in the south of <u>PELASGOS</u>, flowing east for 90-miles from the <u>HELICAR</u> Mountain before emptying into the <u>SEA OF</u> SPIRES.

EPHORR: Plr. & Dem. 'ephorr'. Mil. Soc. Guardians of major cities in PARTHIS and its dependencies. They operate independently of normal law enforcement and have a higher jurisdiction and do not concern themselves with petty issues. Their purview is one of more importance and they seek to protect the cities against perfidy and perdition.

EPHOT THAS: Geo. Expansive region in the south east of <u>ANUBIA</u>, covering around 235,000-square-miles. Though dominated by sandy deserts, one can also find stony deserts and Badlands there.

Its soils are known for their highly acidic nature, which, though promoting certain flora in areas where this isn't too pronounced, can be inimical to life in other regions, for instance the <u>SANDS OF MOREG</u>.

EPHRA: Lak. Shallow waters in lake <u>ALANCARAC</u> along the border between <u>KARAKHAS</u> and <u>PARAIYA</u>. It is one of few documented spawning grounds for <u>MERILLS</u> outside of lake <u>SIBALLA</u>. Numbering no more than fifty individuals every year, the merills are largely ignored due to the stigma surrounding them.

EPHRATH: Set. Sunken city along the west of <u>NÁRTHELI</u> coast. Abandoned in 2752 RM following an earthquake that destroyed its foundations. It was repopulated throughout the next 1,000 years, as the city re-emerged from the retreating coastline (Pop. c. 6,000).

EPHREK: Set. City in the region of <u>ALBICA</u> in the c south west of <u>THE SURRACH</u>, known for its <u>ATRAMENTAL</u> industries (Pop. c. 70,000).

EPHUORI: *Pol. Set.* Major city of <u>KULIGALA</u>, and home to the <u>ONYX</u> <u>CONCLAVE</u> (Pop. c. 807,000).

EPHUTAS: Set. Northern-most of the TETRARCHY capitals in JURRAS⁽²⁾. It evolved from a large library-monastery that was already well established by the time of the rise of the empire. Its scholars had already travelled around most of <u>ELYDEN</u>, the rest collating information from the few traders and merchants who visited the land. Today it is the seat of power of <u>PATRICIAN HOUSE SYNOD</u>⁽²⁾ (Pop. c. 420,000).

EPIC OF EREMESH: Art. Vol. Epic tale with origins in the FOURTH AGE INNER SEA, the Epic of Eremesh remains popular in KORACHANI nations and was instrumental in making the WANDERER OF MALETH a character of legend that survives to this day, largely unsullied by the influence of the CHURCH OF THE UNDYING MACHINE over the years.

<u>EPIC OF SAAKAN</u>, the: Art. <u>VAALKAN</u> war epic dating back to its <u>PRE-IMPERIAL</u> days, when it was known as <u>VALKA</u>. Originally a series of oral poems and legends, it was collected into three volumes in c. -20 RM. Traditionally, the epic is expanded with a new verse following any military victory, with the story woven into the existing narrative.

Following KORACHANI subjugation of the nation in 19 RM imperial ICONOCLASTS⁽¹⁾ attempted to suppress the texts, but all were failures. Eventually they adapted the texts, slowly replacing them with corrupted versions that celebrated the works of the ARCHPOTENTATE MALICHAR AND the growth of his empire.

A few original copies are known to exist, most of them in private collections or behind lock-and-key, and today few Vaalkans are aware of the full story and only know what portions are passed down orally through family tradition. See Vol II: Books of Elyden.

EPICURE'S RETREAT, the: Bev. Cui. Str. Exclusive restaurant in the south west of the ARTUL AKAEL, just a few miles east of the city of ALMAGEST. It overlooks a subterranean lake located in the base of a mile-deep mine shaft and serves exotic foods and drinks sourced from across ELYDEN, with rumours that even MORTAL flesh is served.

<u>EPIDHAS</u>: Set. Settlement in the north west of <u>VAALK</u>, just to the north of the capital of <u>ANAKARRA</u>. Its main industry is agriculture (Pop. c. 6.000).

EPINOIA: Set. Small city in the c of **GNOTH** (Pop. c. 12,000).

EPIPHEA: Set. Major harbour in the south east of <u>SAGITTARIA</u>, overlooking the <u>SEA OF DANAEL</u> (Pop. c. 190,000).

EPIPHORA: Rvr. River in the far north west of <u>PNESSA</u>, to the south east of lake <u>AKASM</u>. It is seasonal and flows north for some 140-miles from sources in the <u>LOWER DANOSOTH</u> after the rainy season, flowing into lake Akasm. It is believed to be the most distant source of the river <u>SHIBBOLETH</u>⁽³⁾.

EPIPHYTE: Flo. Non-parasitic tree that grows on the branches of much larger trees. In dense forests, epiphytes can give the impression of multiple

forest floors at varying levels, and are relatively common, in various scales, such as in the $\underline{\text{FIRMAMENTALLY}}$ -touched forests of $\underline{\text{MALAN}}$, the tropical rainforests of $\underline{\text{WAELMIGH}}$, as well as parts of the $\underline{\text{OLD FOREST}}$. See Vol II: Classification and Taxonomy of Life.

EPIRU: Geo. Land of dust in N'RAKH. The place is an ATRAMENTAL WASTELAND and is avoided by the AANTH of the region, ventured only by those young aantha fulfilling their DREAM QUESTS in the pursuit of adulthood.

The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES</u>.

EPISCEA: Set. Small fortified city in the north east of <u>LIDEA</u>. It forms a part of the <u>RED ROUTE</u> (Pop. c. 12,000).

EPISTANA: 1. Set. Fortified settlement in the far west of GNOTH, along the ASTATI LINES^(2.) (Pop. c. 3,000).

2. Mil. Str. Fortress forming part of the defensive lines in the west of GNOTH.

EPISTARA: Dem. 'Epistaran'. His. Ntn. Historical small nation on the far south western coast of BROR^(1.) that existed in the mid FIFTH AGE. Despite now being little more than a territory of the nation of GREST, it remains renowned across the INNER SEA REGION for being a cultured land of beautiful stone art and GIGANRI. The giganri now exist as slaves of the HE'ELAN ARCHDUKES.

<u>EPISTATE</u>: *Pol. Rnk.* A ruling title amongst a caste of guild masters, overseeing the various trades and guilds that make up the cities of <u>KORACHANI</u>-occupied <u>NÁRTHEL</u>, <u>SARASTRO</u> and <u>VENTHIR</u>,.

EPISTEMIC COMMONWEALTH, the: see CYAE.

EPISTEMIC ESOTERY, ORDER OF: His. Org. Monastic order based found in various nations in the north west of SAMMAEA, including KHULL. SATHAII, the north of the CITIZENRY OF THALI, as well as the VESPERTINE LEAGUE, where it serves as an institute of learning, and whose monks follow a philosophy that is closely linked to the AELORAN church.

The order emerged in c. 100 RM, in the independent city of THERASH, not long before its expansion into an empire. They followed the Therashan religion, known as Aeloranism, though claimed that Therash had corrupted the churches beliefs to further its own goals. They concerned themselves with studying and furthering the true tenets of the faith – knowledge and understanding – and over the next centuries these monks spread with the armies of the THERASHIAN EMPIRE, making little effort to oppose the corrupted version that was being worshipped by Therash, instead founding multiple isolated monasteries where they could study undisturbed.

The fall of the Therashian empire in 902 RM led to the region falling to chaos and eventually five rival warlords emerged, bringing a semblance of order. Throughout this time of conflict, the Order of Epistemic Esotery served as a bastion of stability, with its members travelling across the lands of <u>OLD THERASH</u>, spreading news and knowledge where they went. They became beloved by the people but were feared by the warlords, who refused to act against them out of retaliation from their rivals. This allowed them to thrive across the lands of Old Therash.

In c. 1075 RM, monks from an isolated monastery in INGHULL (one of the five states to emerge from the ruin of Old Therash) became powerful in the region, teaching history and mathematics to its people. Some settled down in its more isolated towns, becoming invaluable advisors to the regional governors, where they became known as SUPHETS, who would go on to shape the history of Inghull.

By c. 1200 RM it had become common custom for most families to send their second sons to the monasteries to be educated, and in most cases, they would remain behind as monks. In Inghull, many of these young men would go on to become suphets, though in 1263 RM king <u>ASIPHYAL III</u> saw the power that they had gained, and issued an edict to abolish the custom. Within decades the Order began to wane in Inghull, though it survived in the other states of Old Therash. By 1631 RM the order had lost its link with the Aeloran church, which by then had been expelled from Inghull, and its monks had become historians and librarians, with their monasteries gaining great renown as libraries.

The Order remained largely unchanged across the rest of Old Therash and even spread to other regions, and monasteries can still be found today

in Sathaii, the north of the Citizenry of Thali, as well as the <u>VESPERTINE</u> <u>LEAGUE</u>, where they continue to spread serve as teachers, working hand-in-hand with the Aeloran church.

EPISTOLARIES, the: also 'Gnostics'. Org. Secular loremasters based in the town of ADOCT in ALMAGEST after the persecution of their kind by the KORACHANI EMPIRE in 590 RM. They have maintained since their formation that knowledge is the ultimate form of power and a man devotes his life to the pursuit of wisdom and learning will be all the greater for his troubles. Some Epistolaries maintain that the gods of the ancient world were no more than mortals who had achieved a state of being far above that of lesser beings through their greed for knowledge. Realists renounce such claims, maintaining that it is impossible for one to learn everything there is to learn. According to a Grandmaster of the Epistolaries, now long dead, yet still revered as the most learned mind of all time, the more one learns, the greater his understanding of not only the world around him, but himself becomes.

EPISTOLARY TREE: Rel. Flo. Singular tree in the south east of TEMUIA, a few miles south east of the capital, <u>DUARIAHAHN</u>. It is of great religious significance in the region, and is claimed by <u>SHAPERS</u> and <u>ANIMISTS</u> to stand above a <u>LACUNA</u> bringing it close to the <u>OTHERWORLD</u>. It is named for the thousands of written prayers that are pinned to it, each one a prayer to the <u>SPIRITS</u>^(2.).

EPITRACHON: Geo. Large mountain dominating the c northern expanse of <u>THE OLD FOREST</u>, covering around 800-miles. The mountain is old, its peaks rounded and snow-capped only at their summits, their slopes gentle save for granite extrusions and plugs that dominate its southern face.

EPIZEUA: Ser. Settlement in the c of <u>KULIGALA</u>, in the c east of the <u>CARCHEMISHI PENINSULA</u>^(1.), in the east of <u>SAMMAEA</u>. It is a source of onyx gems (Pop. c. 7,500).

EPKAL: Set. Settlement in the c of SERROK (Pop. c. 4,300).

EPONN: Mil. Org. Elite rangers in ABATTUR. They operate as a self-sufficient far-ranging corps, operating for months in the wild alone, patrolling its borders and northern and southern highlands. It is not uncommon for them to be mounted, and for champions to be mounted on MASTODONS.

<u>EPPARUM</u>: Pol. Set. Capital of <u>NIZZUM</u>, in the south of <u>SAMMAEA</u> (Pop. unknown).

<u>EPRASATTA</u>: Set. Major city in the north of <u>EPHATTA</u>, in the south of <u>WESTERN SAMMAEA</u> (Pop. c. 98,600).

EPPIUR: Geo. Reef off the southern coast of the SHIBBOTHA ISLES, in the south west of SAMMAEA, in the south eastern waters of the SEA OF MERCUVIA.

EPUPTA: Geo. Island off the southern coast of the <u>AEONAN</u> Peninsula, forming a part of <u>AEONAS</u>. It is very close to the coast and will likely become part of the mainland within a few decades.

EPUSH: Ser. City in the island of <u>ABATRA</u> in the <u>ISLAND STATES OF IRY</u>, forming a part of the <u>COTRIAN ISLES</u>.

EQARHAA: Set. City in the west of the <u>PRINCIPALITY OF SEPAHAUNAT</u> in the north west of <u>SAMMAEA</u>. The city is a major industrial centre and is known for its iron foundries (Pop. c. 50,000).

EQUARIANS, the: Law. Pol. Org. Knightly order founded by KING KHAGAN in the BAKHRAN STATES in 4002 RM to police his new kingdom. Drafted from the many noble families who supported his ascent to monarch, the Equarians are expert riders and are entrusted to uphold the word of the law and, in particular, the name of the king. They have become notorious for their treatment of those who publicly besmirch the name of Khagan, and are now distrusted by the common folk as being corrupt.

EQUERRY: 1. Soc. Rnk. In <u>TEMUJA</u>, a household attendant, entrusted with courier and minor ambassadorial duties. The term originates from its ancient meaning; that of an equestrian attendant or serf.

2. Mil. TETHYSIAN knight.

EQUIII: Set. Settlement in the south west of RAONGEN⁽²⁾, situated along the main land trade route of the nation. It is a haven to merchants and other travellers and has many hostels and merchant yards and warehouses (Pop. c. 10,000).

- <u>ERAAN</u>: Set. Fortified caravanserai in the south east of <u>THE SURRACH</u>, just south of the canyons of <u>RALLATA</u> (Pop. c. 3,000).
- <u>ERADA</u>: Geo. Island off the south western coast of <u>WESTERN SAMMAEA</u>, in the <u>COTRIAN ISLES</u>, forming a part of the <u>ISLAND STATES OF IRY</u>.
- ERAECHON: Geo. 175-mile-long ridge in the c south of THE OLD FOREST.
 Its western-face is noted for the black basaltic hexagonal pillars that make up its face for a 100-mile stretch.
- ERAIDAAL: Geo. Leg. Sinkhole in the south of Vaalk. It was once the site of a rural chapel that served the few homesteads and farms in the area, though an earthquake in 2896 RM saw the chapel and its environs swallowed up by the earth, leaving a gaping hole in its wake.

Later legends from the surrounding region claimed that the chapel had been the site of religious blasphemies and dark rituals that had caused it to be stricken down by the <u>UNDYING MACHINE</u>. The place remains shunned to this day despite it being reconsecrated various times by the church over the ensuing years.

- **ERAKHAR**: *Rvr*. River in the east of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>, flowing south for 290-miles from sources in <u>NAKARAS</u> Mountains before meeting its parent, the river <u>DAWWAN</u>.
- **ERAKHINA:** Set. Settlement in the c north east of <u>ANANTHUL</u>. Its quarries are a major source of coal (Pop. c. 7,000).
- <u>ERAKON</u>: Str. Lighthouse in the far east of <u>PELASGOS</u>, overlooking the <u>SEA OF SPIRES</u> and guarding the harbours of <u>TEREKON</u>. It is known for its large bronze bell that is struck to warn ships of danger. The bell was once also rung when important figures died and local legend claims that peals can be heard on the centenaries of their deaths.
- ERAKON: Geo. Highlands on the coast of eastern PELASGOS.
- ERALYX: Sec. City in the north west of RHINOCOLOURA, along the eastern bank of river DAKHAN. The city is a centre of a dozen smaller settlements up and downstream that are major producers of legumes, that are stored in Eralyx before being traded (Pop. c. 42,000).
- **ERAMARDA**: *Rvr.* River in the east of <u>THE VORANDINE</u>, flowing north for 340-miles from sources in the <u>ERIVOINE</u> Mountains, before meeting its parent, the river <u>MANADARAS</u>.
- <u>ERAMORN</u>: Set. Fortified settlement in the contested lands of <u>UTIMAN</u>, in the c of <u>PORPHYR</u> (Pop. c. 8,600).
- ERANDA: Rui. Ruined city in the south west of HABOT, along the river MEDDERANDI. A large portion of the city collapsed into the river in 3889 RM, which also destroyed its busy bridge. The bridge was soon rebuilt from wrought iron and concrete, but the city was never rebuilt and its remaining people slowly moved to other settlements, and was eventually abandoned in c. 3940 RM.
- **ERAPH**: Set. Settlement in <u>SALOROC</u>, to the west of the capital⁽²⁾. It was once coastal, and known for its shipyards, though is now some miles from the coast, much diminished (Pop. c. 6,000).
- <u>ERASACH</u>: Set. Small coastal city in the west of the <u>KORACHANI</u> colony of <u>TAVVADRA</u>. Its primary industry is fishing (Pop. c. 12,000).
- <u>ERASAD</u>: Lake in the c of <u>TARTAK</u>, along the course of the river <u>LLIRAD</u>.
- ERASHA: 1. His. Ntn. Late FOURTH AGE culture that was effectively ended by the WAR OF SCOURGING, the only city of note to survive the event being its eponymous capital city, which fell under the sway of a tyrannical OTHERWORLDER known as BAKORI LAUR, who let the old civilisation crumble, remaining only in the eponymous city-state. See Vol III: Extinct States.
 - 2. His. Set. Ancient city-state that emerged from the eponymous civilisation that faltered and disappeared following the events of the <u>WAR OF SCOURGING</u> in the <u>FOURTH AGE</u>. Civil strife reduced the place to chaos in c. -1300 RM after which a war with <u>SAMA PARIA</u> left the place ruined, largely deserted. The ruins of the city were settled by Erashan descendants and <u>ARABEALLI</u> immigrants, and became known as <u>ALATEAN</u>.
- <u>ERASHABETH OF DEHA</u>: (B. 3966 RM) *Pol.* Present ruler of <u>BASSORAH</u>^(2,).

- ERASHALLA OF THE BOPHOGH: (B. 3952 RM) *Pol.* Current ruler and Queen of <u>IZABAL</u>⁽¹⁾, named after her mother's <u>PEOPLE</u>, a minority in Izabal.
- ERASHAN: His. Lan. Language spoken by the FOURTH AGE culture of Erasha, from which the languages of SOTHAN and BAKORAN would later emerge. See Vol II: Languages.
- <u>ERASSOS</u>: 1. Rvr. River in the north western mainland of the <u>FREE-ISLES</u> OF <u>PELASGOS</u>, flowing for 70-miles from the <u>EROS</u> highlands west of the <u>TEREKION</u> Mountains into the <u>BROKEN SEA</u>. Its waters are fouled by <u>ATRAMENTAL ACTIVITY</u> in the Eros, explaining the lack of settlements on its banks.
 - 2. Sup. Geo. ATRAMENTALLY TAINTED marsh surrounding the estuary of the river ${\sf Erassos}^{(1)}$.
- ERAT: Mil. Str. Fortress-isle 20-miles north east of the northern coast of HARAPPA (3), formed from silt deposits from the river <u>TOTHA</u> and <u>TENE</u>.
- ERATHA: Geo. Scrubland and sparse forest in the east of VENTHIR, south of the SESHARRIB river. Tough trees adapted to the dry environment are common here, such as terebinth, myrtle, oak and sweetgum. Carobs and pomegranate are harvested in the area, particularly the groves flanking the Sesharrib that fall under the auspices of the city of TIRTHANKAR.
- <u>ERATHASH</u>: Geo. Rock formations in the <u>KHUNRATH</u> region in the far north east of <u>RHINOCOLOURA</u>, covering around 3,500 square-miles. The region is renowned for its untouched raw beauty, the red tint of its granite rock and the near geometric intrusive igneous pillars that dominate it.
- ERATRAMEA: Soc. Pol. PATRICIAN HOUSE located in ALMAGEST. Its main business is brokering mercantile deals and arrangements, and has a major presence in many other major coastal cities across THE INNER SEA. See Vol II: Patrician Houses.
- $\underline{\sf ERATON}\!\!: \mathit{Lak}.$ Lake in the east of <code>KORACHAN</code>, along the course of the river <code>CHANI</code>.
- ERATYTH: Mil. Str. Major fortress in the south west of THE OLD FOREST, overlooking AZAZEM. It forms part of the XYLLAUL defensive line.
- <u>ERAZAG</u>: Set. Small city in the east of <u>SEDISIA</u>, close to the border with <u>GNOTH</u> (Pop. c. 15,000).
- <u>ERBALA</u>: Set. Small city in the south east of <u>IO</u>, known to have been continuously inhabited since at least the mid <u>FOURTH AGE</u>. The city surrounds an ancient hilltop walled settlement that now serves as the government's hub (Pop. c. 11,000).
- ERBAYU: Set. Metropolis and largest city in CUTH, built within a large sinkhole in the south of the ERES IRKALLA highlands. The city is characterised by its two levels (over the years the city has outgrown the sinkhole and now also exists on the land above), its many pillars and tiered structures and its vast network of hanging gardens and aqueducts (Pop. c. 1,800,000).
- **ERCHIAR**: Sea. Large bay the south east of <u>WESTERN MENISCEA</u>, dividing the north east of <u>AHOPAH</u> from the south of <u>VAEVECTA</u>.
- **ERDEN**: 1. *Lak.* Lake in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>ALAMUT</u>. The lake is about 1,250-square miles and forms part of the river <u>SARA</u>.
- 2. Set. Settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>ALAMUT</u>. It is an agricultural centre, producing grains and cured meats, which are sold on to merchants passing along the <u>GREAT ROAD</u>, either for use as provisions, or to be sold on to other settlements along the trade-route (Pop. c. 7,500).
- 3. Set. Fortified settlement in the north of THE SURRACH, in the southern foothills of the NGHALLEAL Mountains, about 80-miles south of CYHLAGHARR. It is famed for its large dungeon-like prison that is hew from the harsh bedrock of the mountains. Convicts from across the north of the Surrach are sent to the prison of Erden, where they spend their lives rotting in darkness, the hope of escape almost non-existent (Pop. c. 2 5000)
- **ERDI**: Set. Settlement in the north of <u>THE SURRACH</u>, close to the border with <u>EREBETH</u> (Pop. c. 4,000).
- <u>ERDUIN</u>: For. Sparse forest in the c north east of <u>TISARA</u>. It is believed to be the remnant of a far older forest that was largely cut down throughout the <u>FOURTH AGE</u>, though parts of which have regrown over the ensuing millennia.

EREBBER: Set. Coastal settlement in the north of SURUTUR (Pop. c. 4.300).

EREBETH: 1. Dem. 'Erebethian'. Ntn. SAMMAEAN nation, south west of the SEA OF DANAEL, first explored by the mariner NAVAH BERDEN in 566 RM. EREBETH had eluded many previous exploration due the sizeable Mountain along its coast and the CYHLAGHARRI OGHURS that lived there. Berden equated its beauty with that of his wife, after whom he named the land. It was originally called CALLISTEA.

Its native society was rigidly hierarchal, with many different castes and societal tiers. Oghurs formed a part of its lower castes, including as slaves and servants.

It was fully explored centuries later, with integration and trade established with <u>KORACHANI</u> merchants in c. 1100 RM. It would slowly assimilate parts of imperial culture until in 1743 RM it became a vassal state of Korachan. It became an independent nation in 3698 RM during events leading to the <u>SUNDERING OF THE EMPIRE</u>, leading to the formation of its monarchy soon after. It became an ally of <u>ALTHA</u>⁽²⁾ by 3712 RM, by which point it had assimilated much of the more elitist parts of Korachani culture, with the divide between classes becoming severe. See Vol III: Extant Nations and Realms.

2. Geo. Plains that in the time of \underline{BERDEN} were beautiful and full of flowers, but now they are dry and waning.

EREBETH, GATE OF: Sea. Geo. western-most reach of THE INNER SEA forming a sea-strait, separating the nations of TAHALL in LLACHATUL from SAGITTARIA in SAMMAEA. It was once recorded as being as much as 43-miles wide though due to the diminishing of the Inner Sea, it has shrunk to little more than 13-miles wide, revealing the island of NERITA in the process.

It was crossed and described by the explorer $\underline{\text{NAVAH BERDEN}}$ in 565 RM.

EREBETHIAN DIVIDE: Geo. Continental divide that forms the westernmost border of the INNER SEA, between the LLACHATULI DIVIDE and the KHARKHARADONTID DIVIDE. It stretches for 800-miles from the north along the CROSLET and DOLMEN Mountains, down the BELLEPHARA and KENUNIT Mountains, into the NGHALLEAL and STRAMINEA Mountains.

<u>EREBISH</u>: Set. Settlement in the north of <u>RHINOCOLOURA</u>, situated along the course of the river <u>DAKHAN</u>. It is known for its legume productions (Pop. c. 10,000).

<u>EREBU</u>: 1. Set. Coastal city in the north of <u>ARKOS</u>⁽¹⁾, on the western-coast of the <u>SEA OF ERIA</u>. It has a large harbour that overlooks the entrance into the sea. (Pop. c. 101,000).

2. Mil. Str. Fortress in the north of $\underline{ARKOS}^{(1.)}$, on the western-coast of the $\underline{SEAOFERIA}$, overlooking the entrance into the sea.

ERECCIDART: Set. Coastal city in the south of LHACCIDA. It is the south westernmost stop along the ISHMMARRAN TRAIL, and caters to the many merchants and travellers that cross through it, and has large dockside warehouses, where goods from across SOUTHERN SAMMAEA make their way to other nations (Pop. c. 58,500).

<u>ERECHRIS</u>: Set. Settlement in the south west of <u>HOLOLACH</u>⁽¹⁾. Its main industry is lobster fishing (Pop. c. 4,700).

<u>EREDATA</u>: His. Ntn. Ancient <u>FIFTH AGE</u> territory once belonging to native <u>YARAOMIC PEOPLE</u>. It was situated in the north of <u>SAMMAEA</u>, forming the north easternmost of their ancestral lands in what is today <u>BA'AKH</u>. It was overrun by <u>KORACHANI</u> forces between 550 – 680 RM, during which time native Yaraomic People were taken as slaves or driven out, forced into ever-dwindling territories.

Like most of Yaraomic history, very little remains of its people's culture today, and the caste of lorekeepers known as the <u>IARAOM GRABBA</u> travel across northern Sammaea searching for ancient artefacts to take to their fortress-library in <u>IARSHUGGAH</u>.

EREDET: Set. Settlement in the region of <u>FURAKISH</u> in the south east of <u>KHARKHARADONTIS</u>.

EREDOS: *Mil. Str.* Fort in the north west of $\underline{\text{CHANDOS}}^{(3.)}$.

EREDUI: Rvr. Spring in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>ALAMUT</u> that supplies water to a major aqueduct that waters the city of Alamut.

<u>EREDWYN</u>: Rvr. River in the north of <u>LOEGRESS</u>^(1.), flowing east for over 280-miles from sources in the <u>VOULLOR</u> and <u>TREBAURA</u> Mountains, before meeting its mouth at the <u>SALDHUIN</u> wetlands.

EREGAT TOMBS, the: Rui. Ancient rock-cut tombs in the badlands of SHAROOK Highlands in the far west of ZHARIAH⁽²⁾. The tombs date back to the THIRD AGE and their walls are covered in a logographic script that is not found elsewhere, meaning that little is known of them. The bodies found in the tombs are almost all SHIE.

<u>EREHANN</u>: Rui. Ancient <u>FIFTH AGE YARAOMIC</u> settlement in the territory of <u>ASUWAN</u>, in what later became the settlement of <u>MEKENA</u> in the far east of <u>VAALK</u>. It was one of few Yaraomic settlements of note, and was overtaken by <u>KORACHANI</u> forces in c. 180 RM during their conquest of <u>VALKA</u>.

EREIK: Ind. Set. Quartz and shale mining settlement in the south west of LYRIDIA, south of the HELIOPARNASSUS Mountains. The quartz needed for AUGUR rituals is mined here and much of its produce is sold to merchants and resold along the RED ROUTE (Pop. c. 2,500).

<u>EREKAAN</u>: Set. Scrap city in the far south of <u>LAASKHA</u>, on the eastern bank of river <u>SAARATAPARR</u>. It is made from scrap materials from the neighbouring city of <u>HESHIACHAN</u>. It is a lawless place, attracting vagabonds and delinquents from across the river (Pop. c. 6,000).

EREKHA: Set. Coastal settlement in the south east of <u>LAASKHA</u>, along the main trade-route along its eastern coast. The settlement is a major supplier of fish to the area (Pop. c. 7,200).

ERELUL: Geo. Major island within the Federation of UGURIIT.

<u>EREMIS</u>: Set. Small settlement in the east of <u>VÂRR</u>, overlooking the <u>BAY</u> <u>OF TARRO</u>, though it is 3-miles from the coast (Pop. c. 3,800).

EREMMARA: Set. Small city in the south east of <u>TAAN AN</u>, built at the base of three gigantic columns supporting the <u>AQUEDUCT OF CREPHITHISS</u> (Pop. c.).

EREMUTUL: Set. City in the west if <u>NIZZUM</u>. It forms a part of the <u>ISHMMARRAN TRAIL</u> and imports many goods from abroad that find their way across wider <u>MULIEBRAN</u> trade-routes (Pop. c. 67,000).

EREN: Rui. Town in TAMAR, where in c. -50 RM the PHYSI philosophy (and later, religion) emerged. The religion rapidly spread across Tamar and, in the wake of natural disasters such as flooding and PLAGUE, it gained massive popularity, with Eren rising as a holy city, noted for its mystics and philosophers. Ironically, the city was destroyed by floods in 1743 RM, and abandoned, its people seeking refuge in the fortified settlement of KAHREN.

EREN BHATTOY: Set. City in the c of <u>IACIO</u>. It is a major industrial centre (Pop. c. 40,000).

<u>ERENAST</u>: Rvr. River in the north east of <u>AHRISHEN</u>, flowing south west for around 250-miles from sources in the <u>A SAVI</u> and the <u>TEN PRINCES</u> mountain ranges, before meeting its parent, the river <u>SAVEST</u>. It is connected to river <u>LANAEST</u> via <u>NEQALENI</u>^(2.) canal.

ERENDUN: 1. Set. Major city in the north west of KEPHUAAN. It is a major industrial centre, and is home to most TECHNARCANA produced by the nation. It lies along the course of the river SHAYANDI, which powers most of its manufactories, though which has become heavily polluted by heavy industries for a hundred miles downstream and its water is not deemed safe for consumption (Pop. c. 480,000).

2. Ser. Fortified coastal city in the far west of $\underline{\text{METHUMN}}$ that is perched along rocky cliffs overlooking the $\underline{\text{SEA OF MERCUVIA}}$. Founded in c. 3200 RM during $\underline{\text{VODARCH}}$ rule as a military outpost to protect the nations' westernmost coastline from seaborne invaders and pirates, it slowly grew into a settlement, becoming a large military port and dockyard by c. 3600 RM. It is known for its labyrinthine alleys and snaking streets, and its people are independent, and cold with outsiders, whose presence in their city they do not tolerate (Pop. c. 40,000).

ERENEA: Sea. Body of water forming the south western part of the MIROVEAN OCEAN, bordered by the nations of SABAISA, ZHARIAH⁽²⁾ and DHAT. Its western-most reaches serve as a strait that connects the larger Mirovean Ocean with the SEA OF LETHEA, between the north western coast of Zhariah, and the southern-most part of the PORPHYRI PENINSULA.

<u>ERENIGG</u>: Set. Small city in the c south west of <u>PHYRR</u>, controlling a pass across the <u>MAR SAHIGH</u> Mountains (Pop. c. 12,000).

EREPHYANA III: (B. 1858 – D. 1919 RM) *His. Lol.* QUEEN of INGHULL from 1875 RM until her death. She married the minor noble <u>UBÉR KOPH</u> in 1877 RM, bringing the house of <u>KOPH</u> (which had had close ties to the royal family since before the coronation of her ancestor, the first king of Inghull, <u>ASIPHYAL I</u>) into the royal family.

EREPIDIARII: also 'Telekineticist', and 'Telechirit'. Nou. 'Erepidiarear'. Plr. 'Erepidiariin'. Sup. Org. Mil. Rnk. An order of <u>SHAPERS</u> in the <u>KORACHANI EMPIRE</u>, whose <u>MINASTERIA</u>(^{2.)} has been based in the city of <u>KORACHAN</u> in the nation of <u>KORACHAN</u> since 1239 RM. They are <u>ATRAMENTAL</u> shapers whose <u>SPHERE</u> grants them the power to manipulate objects without touching them.

Most *Erepidiariin* make a career working in industrial and civil engineering projects, where they abilities are useful in controlling materials. They use their powers to fine-tune machinery and engines, and can help with lifting and constructing works.

Others can make a living from performing, using their abilities to put on impressive juggling displays and sleight of hand.

Some *Erepidiariin* can also use their abilities to levitate, using the push/pull principle (essentially pushing against the ground has the same effect as pulling yourself into the air), making them an asset in a myriad of roles, including surveying, navigating, and the military, where they can spy on enemy movements and formations.

Those with a delicate touch can work in the medical field, helping in carrying out unintrusive surgeries and other procedures.

Others are capable of passively discharging a steady stream of force outwards. This has various uses. A mundane example would be displacing incoming rain, keeping the shaper dry, while a more advanced use of this skill would be projecting a shield against incoming projectiles. Accomplished *Erepidiariin* can stop bullets and shrapnel dead in their tracks, making them incredibly useful in the military. Conversely, they can also use that force to expel projectiles, making effective as living weapons. An *Erepidiarii* with a handful of bullets and no gun can be just as effective as a skilled marksman.

Most *Erepidiariin* find out early on in their training that they have a knack at manipulating objects made of certain materials, indicating a proclivity for one sphere over others. These *Erepidiariin* must train hard to overcome these limitations, as professionals are expected to be able to work with any material, and any shortcoming may prove disastrous in practice. See Vol IV: Spheres and types of Shaping.

ERES: m. Myt. His. Per. In the mythologies and ancient histories of ELYDEN, a SCION of the DEMIURGE ARIMASPI, and half-brother to ENNEL.

The scion is believed by the <u>VAPULIM</u> of <u>DATEPHA</u> to be buried in the <u>ORMARIKH</u> Mountains, on the Island of <u>ISEA</u>. His son was <u>GAEAL</u>. See Vol IV: Scions. Children of the Gods.

ERES IRKALLA: Geo. Highlands dominating the c of CUTH, forming an extension of the fold mountains of MO-ORASSIM. The region is named after the IRKALLA, the children of the DEMIURGE NERGAAL, and are full of life, their southern-most reaches covered in jungles, and their c peaks known for their moss-covered surfaces.

ERESHKIGAL: Geo. Mountain-range around 600-miles long dividing SABIA in the west from KASPIA in the east. It is an extension of the ILLIGARHI Mountains, and stretches north into the SEA OF BIELOST in the form of a peninsula that extends 150-miles into the sea, known as the SILVERPEAKS.

ERET: Dem. 'Eretian'. 1. Sea. Bay to the south east of the SEA OF SERPENTS, bordered by the nations of Eret^(2.), the <u>URTAN LEAGUE</u>, and <u>IZABAL</u>^(1.).

2. Ntn. Small nation to the north of <u>THE SURRACH</u>, in the north west of <u>SAMMAEA</u>. The region was founded by <u>HOUSE ERET^(4.)</u> of <u>KORACHAN</u> in 1703 RM, who subsequently gained control of the lands to the north of the present-day Surrach. There was little integration with the <u>SAVI</u> natives, and as a result, the ethnicity of the region remains largely Korachani to this day, though its language has slowly taken on many aspects of the <u>SAVIUDI</u> tongue, making it an odd mix of the two, becoming known by c. 2500 RM as <u>ERETIAN</u>. See Vol III: the Nations of Elyden.

- 3. *Pol. Set.* Main city-state and capital of the eponymous region in the north west of <u>THE SURRACH</u>. The city is the seat of power to the <u>ROYAL HOUSE OF ERET</u>, and is also home to <u>KORACHANI</u> embassies (Pop. c. 720.000).
- 4. Soc. Pol. KORACHANI PATRICIAN HOUSE that colonised the north western lands of THE SURRACH in 1703 RM and founded a new nation there, under the banner of Korachan, called Eret^(2.). A monarchy emerged from the house there in 1825 RM, and rules to this day as an ally of the Korachani empire, whilst maintaining close ties with the Surrach.

The realm is a link between Korachan and the Surrach and trades with the east and west, and has a powerful navy, controlling the $\underline{\text{SEA OF}}$ $\underline{\text{AAHES}}$. Its ties with Korachan were slowly lost following the $\underline{\text{SUNDERING}}$ $\underline{\text{OF THE EMPIRE}}$ in 3705 RM, though it continues to trade east. See Vol II: Patrician Houses.

ERET, ROYAL HOUSE OF: Pol. Rnk. The royal house of ERET^(2.), which has ruled uninterrupted since 1825 RM. It maintains affiliations with HOUSE Eret^(3.) in the east, from which it is descended, and Eret is a major hub of trade between the Surrach and the KORACHANI EMPIRE.

ERETH: major city in the west of <u>MECHABET</u>, overlooking the <u>CAMARINAL SEA</u> (Pop. c. 138,000).

ERETIAN: Lan. language spoken by the people of ERET⁽²⁾, in the north west of SAMMAEA. It has at its root the SAVIUDI tongue common across all of THE SURRACH, though was heavily influenced by the language of KORACHAN that house Eret brought with it in 1703 RM. Over the years the language has taken on its own identity, disparate from its two common roots. See Vol II: Languages.

ERETREA: Set. Island-settlement off the coast of the prefecture of SONTADRIS in the south east of HOLOLACH^(1.), overlooking the BAY OF BOKKA (Pop. Unknown).

ERETTIR: Set. Settlement in the south of EZASUH^(2.) (Pop. Unknown).

<u>ERGALIA</u>: Fau. Horned long-legged ruminant native to the hills to the west & south of the <u>HAMSHEN</u> plains. See Vol II: Classification and Taxonomy of Life.

ERGAMMA: Set. Fortified city in the north west of <u>NÁRTHEL</u> and centre of opiate production there. The region around the city for miles around is covered in expansive poppy fields and farmsteads (Pop. c. 19,000).

ERGANON: Set. Small city in the south east of <u>PORPHYR</u>, overlooking the <u>BAY OF ANDAFAR</u> (Pop. c. 16,000).

<u>ERGATIS</u>: Ind. Set. City and major <u>CERUSE</u> producer in <u>ATARAXIA</u> (Pop. c. 38,200).

ERGEN: His. Ast. Ancient FIFTH AGE ALMAGESTI astronomer who in 52 RM described the comet VALASHNA, based on earlier FIFTH AGE accounts

ERGENT: Set. Settlement in the c north west of SERROK (Pop. c. 5,000).

ERGIME: Set. Small city in the c north east of <u>SABAISA</u>, along the course of the river <u>MAYED</u> (Pop. c. 14,800).

ERGONA: *Ind. Set.* Coastal MANUFACTORY city in the north western mainland of the FREE-ISLES OF PELASGOS. The manufactory is separated from the mainland by a narrow bridge-like isthmus (Pop. c. 62,000).

ERIA: Sea. Small sea to the north of ARKOS(1.).

<u>ERIAPUS</u>: See. Major coastal city in the west of <u>CALBIA</u>^(1.) overlooking the <u>BAY OF BELENUS</u>. It is the nations' largest port and its main contact with the outside world (Pop. c. 125,000).

ERIAS: also 'the Black Tower'. Tec. ATRAMENTAL SIPHON ENGINE in the region of ESCUNUR, in the south of the nation of DURCHAA^(1.). Constructed in c. 2000 RM to concentrate the considerable Atramental energies in the area, where many Atramental experiments were conducted. But the concentration of the Atramenta in the region was too much and the place was destroyed in a calamity that left it a ruin in c. 3220 RM, its researchers, SET and TECHNARCANISTS obliterated, their soulless bodies haunting its rusted chambers under the sway of the Atramenta.

ERIAS VALIAN: m. Per. (B. 3929 RM) High-ranking member of the CONCORDANTIST ORDER of the SANCTIFIED INQUISITION. Officially a

High-ABEYANCER, he is famed within the Order for his exploits over the years, and is rumoured to have spent many working deep within enemy territories, though to what ends remains unknown.

Though healthy and able-bodied for his age, his field work has lessened over the past decade, and he has come to teach others, passing down his skills to younger agents. Known for his ruthless efficiency in suppressing rebellions and innovations, he is believed to have once been a prominent member of the <u>APASTRONIC CONGRESS</u>.

ERIBEN: Set. Settlement in c north west of <u>TISARA</u>. Its main industry is the breeding and training of mastodons, which are used across the nation as beasts of burden (Pop. c. 6,800).

ERIDANA: His. Rvr. Ancient now-dry tainted river in the <u>UMBRA SOKHAR</u> that once flowed north from the northern face of the <u>MOLOTH KHAMMOTHUL</u> Mountains before meeting its parent, the river <u>SPICIA</u>, at the <u>NDEPHARA</u> canyon. The river was last described as flowing in c. 2800 RM and it is unknown exactly when and why it ran dry. Its corruption stemmed from tainted aquifers that were part of the river source, beneath the <u>ATRAMENTALLY TAINTED</u> region of <u>TELLURIA</u>.

ERIDETH: *Rvr.* Marshes within the city of <u>KHADON</u> in <u>KORACHAN</u>. They were originally a mile to the west of the city, but its growth over the last millennium has seen the city envelop them. Today they form part of the <u>KASIMMON PUMPING STATION</u>.

ERIHAAS: Geo. Harsh plains in the c of the nation of DURCHAA (1.), in the north of LLACHATUL. The plains are known for the large fauna that travel south across them in summer and for their subterranean UMBRA reserves.

The region is categorised as LEAST CONCERN by the KORACHANI INSTITUTE OF ATRAMENTAL STUDIES, though areas immediately surrounding umbra mines may be more severely categorised.

ERIILIA: Mil. Str. Major citadel in the territories of the tribe of AUEREN in the far north of the GROWING MOUNTAINS of MULCIBER, overlooking the fields of BAULDOR in SIRIPHAGOS. It was stormed by EHBOTIAN armies pursuing Auereni attackers in 462 RM, after which many Auereni people were taken north as slaves and put to work in Ehbotian industries — mines, quarries etc. Eriilia was later rebuilt and became the heart of a long defensive wall, which now lies mostly in ruins. The citadel remains, and have been restored and renovated many times over the years, and is now a hub for Aurereni armies and is the staging point for raids into Siriphagos.

ERIKIN GARAKHAMMAN: m. His Mil. Per. (B. 3648 – D. 3705 RM)
Historical SARASTROAN SARAKASHAR (general) who rose to prominence in c. 3780 RM as a mounted lieutenant who spent his days in the south of Sarastro, in the HAAGEN MOUNTAINS of MULCIBER.

He was famed even then for the PHYLACTER that he rode, which was rumoured to have been caught and tamed by himself as a young man. He later became Sarakashar of a mounted regiment in 3701 RM and played a large role in the later WAR OF SUNDERING, making a name for himself attacking KORACHANI forces around the city of TAHMAL and later attacking the city itself, being captured in the process. Despite attempts at locating him following the war, he was never found, and his eventual fate remains unknown. It is likely that he died as a Korachani slave or prisoner.

<u>ERILAU</u>: Set. Small city in the c-south east of the tribe of <u>ESSENIA</u>, in the c south west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, along the course of the river <u>PADDAS</u> (Pop. c. 12,000).

ERINAKH LAUR: lit. 'New Erinat'. His. Ntn. Nation in the north east of SAMMAEA, in what is now the north of RHINOCOLOURA that appeared in 1403 RM following the retreat of KORACHANI colonists from the region of ERINAT in 1195 RM, when the INTERREGES were left as caretakers of its abandoned mining operations there. Over the years they would forsake their Korachani roots, adopting local culture and traditions. Coupled with KZANADEMI immigrants from the south and the natives of Erinat, a new nation appeared, calling itself Erinakh Laur, which means 'new Erinat' in the Kzanademi tongue.

By c. 1780 RM Erinakh Laur had divided itself into three prefectures the north, south, and east, ruled from <u>SARDONYX</u>, <u>HAZOR</u>, and <u>ERIVUR</u>, respectively. Amongst them, Hazor would become far richer than the others through its industries and trade-routes, making its rulers believe

the prefecture was more important than the others, leading them to demand more autonomy. This was refused by the ruling council, and Hazor would distance itself from the other prefectures, expanding south. While Erinakh Laur remained a singular nation on paper, in truth it had ended with the growing ego of Hazor's rulers, the MAATHORA, and by around 2400 RM Hazor had effectively excised itself from Erinakh Laur, leaving the other two prefectures to fend for themselves. Sardonyx and Erivur petitioned the Maathora to think of the common good, but it was too late. In 2483 RM Hazor declared its independence, effectively challenging Sardonyx and Erivur to refute the claim. Knowing that they were no match for the military might of Hazor, they had no choice but to accept.

Hazor came under the leadership of the OTHERWORLDER NEANDER in 2965 RM. He ousted the Maathora and moved his armies north to challenge the remaining prefectures of Erinakh Laur for dominance. The two prefectures fractured, the dream of a united Erinakh Laur ended. Neander would then pressure both Sardonyx and Erivur to capitulate, and secreted spies in both capitals to facilitate this, but neither prefecture capitulated. In 3194 RM Hazor besieged the city of Erivur, leaving it half-destroyed, its populace decimated. No sooner was the city been taken, did the Hazori armies march against the sole remaining prefecture capital – Sardonyx – but there was no need. The loss of Erivur led to a cessation of hostilities in 3211 RM, with the eventual capitulation of Sardonyx, bringing Hazor in full control of what had once been Erinakh Laur. Neander renamed his new empire NEANDARA, after himself, bringing to an end a nation that had existed for just over 2,000-years. See Vol II: Extinct Nations.

ERINAT: His. Set. Ntn. Ancient city-state that originated in the north east of SAMMAEA in what are now the south east of Aethios and the north east of RHIND COLOURA. Having located the IDOL OF BAPHOMET, the nomadic Erinati people would settle the land around the confluence of the river DAKHAN and SARADAR, building a temple to house the Idol, which became an object of veneration to them. The people of Erinat would spread over the coming centuries, founding new settlements along the two rivers, founding the settlement of SARADRYX (now SARDONYX) in c. 50 RM.

The arrival of <u>KORACHANI</u> missionaries and colonists to the area on their way to founding new mines for the empire in c. 380 RM brought with clashes with locals. As mining operations increased, Erinat would suffer greatly against soldiers that were better-equipped than them, and settlements were lost as people retreated from Imperial immigrants.

By around 610 RM merchants from <u>HAZOR</u> made their way north, bringing with them precious ores to Erinat, and its capital, <u>TIGAR</u>, and a well-guarded trade-network was formed between them, as well as the <u>LIEGELANDS OF LAKERTHA</u>, to the west.

In around 750 RM, at the height of Korachani activity in the region, the Idol of Baphomet was stolen by a rogue shaper. This devastated the people of Erinat, who by then had become dependent on it, and the religion that had arisen around the Idol waned, disappearing completely by around 1000 RM, along with much of Erinati culture.

Between around 850-1000~RM the people of Erinat (amongst others) would experience a cultural renaissance, as <u>KZANADEMI</u> refugees fled to the region from the distant south, bringing with them a healthy culture that rapidly took root in Erinat, filling the void left by the loss of the Idol. Their polytheistic religion the Kzanademi brought with them found a foothold, as did their language, which within centuries had largely supplanted the old complex Erinati tongue.

Korachani expansion continued over the next centuries, as resources continued to dwindle. In 1195 RM the region was left in the hands of the INTERREGES, who would remain in the region until 1403 RM, by which point support from Korachan was all but terminated. By that time, they had been assimilated by local culture and traditions.

What were once the colonies of Korachan, the state of Erinat, and the Kzanademi migrants, had all mingled, becoming one people, one nation – <u>ERINAKH LAUR</u>, meaning 'new Erinat' in the <u>KZANADEMI</u> tongue. See Vol III: Extinct States.

ERINGHA: Set. City in the c south west of <u>DURCHAA</u>^(1.). Its main industry is iron mining (Pop. c. 33,000).

- ERION ITHASSAI: m. Per. (B. 3829 RM) High-ranking member of the SOMNIARECHI ORDER of the SANCTIFIED INQUISITION. A storied explorer and daredevil, he is amongst the most famous (or infamous) members from any of the Sanctified Orders, with his exploits serialised in cheap pulp adventures that were popular amongst young freemen.
- ERIROTUR: 1. *Mil. Str.* Coastal fortress in the south west of the <u>ARITEAN</u> peninsula in the south of <u>THETIS</u>, guarding the entrance into the <u>SEA OF</u> FRITTHEA
 - 2. *Set.* Coastal city surrounding the above fortress^(1,) in the south west of the <u>Aritean</u> peninsula in the south of <u>THETIS</u> (Pop. c. 43,600).
- ERISHI AIA: Geo. Plains in the c east of EASTERN MENISCEA, dominating the south east of ENDUI and the north of EASTERN LARISH. It is known for its FIRMAMENTALLY-sensitive plants, particularly the shrub EFIRMAGRA, which has been used as both a medicine and poison for thousands of years.
- ERISTHAR RAHMI: m. Per. (B. 3928 RM) High-ranking member of the MORÉHAN ORDER of the SANCTIFIED INQUISITION. Officially bearing the rank of High-VIGILATOR, he has been stationed in the city of ZEPHANICHAN since 3961 RM, where he oversees the actions of the Order there.

He has also sat on the ruling council of Zephanichan since 3977 RM, where he serves as a chair. Praised for his tactical brilliance and ruthless efficiency, he has overseen various campaigns against upstart cults and political movements, ending them before they could spread to become a true problem to the metropolis.

- <u>ERITASH</u>: Set. Small city in the c north west of the tribe of <u>EBURUL</u> in the south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is a major source of aluminium in the Growing Mountains (Pop. c. 12,200).
- <u>ERITEI</u>: Soc. Mil. Marauder tribes populating the <u>ERITEIAN</u> plains in the east of <u>KARAKHAS</u>.
- ERITEIA: 1. Geo. Plains dominating eastern KARAKHAS and home to one of three tribes of marauders that plague KARAKHAS, known as the ERITEI.
 2. Set. Main settlement and centre of the Eriteian population in KARAKHAS (Pop. unknown).
- ERITRA: Set. City in <u>BISBUT</u>. It is one of few places where <u>LODESTONES</u> are found in large amounts in the <u>NEAR HEMISPHERE</u>, and it has been a major manufacturer of lodestones that are used in <u>DISCHARGERS</u> and <u>TECHNARCANE</u> engines across the <u>INNER SEA REGION</u> (Pop. c. 14,000).
- ERIVASTA: Sup. Geo. <u>DUSTSTONE</u> expanse, over 325-miles long in the north west of <u>DURCHAA</u>⁽¹⁾, forming its north western border with the unclaimed lands of <u>VALBAR</u>⁽²⁾. The last 200-miles of the course of the river <u>VARAGOD</u> is known for its canyons and waterfalls, as the water travels through duststone formations.
- **ERIVOINE**: *Geo.* Mountain in <u>WESTERN LLACHATUL</u>, forming a border between the south east of <u>THE VORANDINE</u> and $\underline{RAONGEN}^{(2)}$.
- ERIVUR: Set. Major city in the east of RHINOCOLOURA, along the course of the river SARAKHAR. After the INTERREGES were ousted from the region in 1403 RM, it became the capital of one of three prefectures of ERINAKH LAUR (now Rhinocoloura). It was besieged in 3194 RM during a brutal civil war that left it devastated, its populace decimated. It would later recover and go on to become one of the most industrious cities in Rhinocoloura (Pop. c. 180,000).
- <u>ERKA</u>: *Set.* Trade-town in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>EDICULE</u>^(1.). It forms a part of the <u>GREAT ROAD</u> trade-route, and sees much mercantile traffic passing through its borders (Pop. c. 5,000).
- ERKALA: 1. Pol. Set. The capital city of CUTH, built on the southern slopes of the <u>ALTAR OF VAM ATAR</u>. It originated from the temple of the same name, constricted in 2252 RM by the prophet and shaper <u>KENG WALIN</u>, following the discovery of the <u>HAND OF NERGAAL</u> in the caverns of <u>TILLAYON</u>. A settlement rapidly grew around the temple, and the capital was moved there from the abandoned city of <u>KARKAUTH</u> in 2275 RM.

Its people are immensely spiritual, their entire lives regimented and bound by the strict and archaic dogma of the $\underline{\text{TWIN CHURCHES OF CUTH}}$ (Pop. c. 830,000).

2. Rel. Str. Specifically the temple that was constructed in 2252 RM to house the <u>HAND OF NERGAAL</u> by the prophet <u>KENG WALIN</u>, around which the above city later appeared. The temple is vast, with tunnels

- stretching deep underground where Winter Solstice rituals would take place, and the mummified bodies of ascetics were buried.
- ERKI: His. Eth. Ancient early FIFTH AGE barbarians whose settling of the region of HARA, alongside HÁRR and the VARL, would later lead to the birth of the CITY-KINGDOMS OF THE HARÉSHKI. They are descended from the far older HATOUMIAN people who would go on to populate the land known today as SAUA.

<u>ERKUN</u>: Rvr. Major river in the south west of <u>AKANTHRA</u>, flowing north west to the coast at the <u>SEA OF KRIHIEK</u>.

- **ERMAE**: 1. Sea. Bay in the c north east of <u>LOEGRESS</u>^(1.), in the east of the SEA OF AKRY. The river MORRINACH flows into it.
 - 2. Set. Fortified city in the c north east of $\underline{\text{LOEGRESS}}^{(1)}$, along the course of the river $\underline{\text{MORRINACH}}$. It is a major agricultural centre and is also home to military garrison, whose troops patrol the $\underline{\text{MOTTANIA}}^{(1)}$ valley and surrounding headlands (Pop. c. 48,000).
- **ERMMAS**: Set. Small fortified city in the far south east of <u>LOEGRESS</u>^(1.). Ermmas is isolated from most other settlements in the nation, and its people are survivalists. Indeed, it serves as a recruiting ground for much of the nations' military, with many novice soldiers sent to garrison the fortress of LUCH (Pop. c. 18,000).
- **ERNITUM**: *Pol.* District in <u>BAMOTH</u>, <u>ALMAGEST</u>, known for its printing presses.
- EROCH MAER: also 'the Lonely Peak'. Geo. Mountain peak in the south western steppes of <u>TEMUJA</u>. Its highest peak is said to be home to the goose-spirit <u>TENRA</u>, and its high-temple, the <u>DHU TENRA</u>.
- EROCHAN: Set. Major harbour in the KORACHANI colony of TAVVADRA off the western-coast of SAMMAEA, overlooking the BAY OF OXTER. It appeared in c. 3600 RM after centuries of diminishing sea levels left the colony's capital landlocked (Pop. c. 42,000).
- **ERODUH**: Set. Settlement in the north east of <u>AQUARIIA</u> (Pop. c. 3,000).
- EROLUSIA: His. Set. Ancient capital of the <u>UALLA MIGHAN</u> empire. Today it lies in ruins, miles to the south west of the coast of the <u>SEA OF MOSASA</u> that it once called home. It was at its height between 1500 1600 RM, at which time its harbours are filled with great catamarans that fish and trade up and down the western coast of the <u>MIROVEAN OCEAN</u>, though by this time the Ualla Mighan empire has become over extended across much of present-day <u>CHEIRA</u>. A military coup in 1663 led to a year of war, which left the Reformed Empire of Ualla Migha in power.
- ERON: Rui. Ancient ruined city in the c west of OPHAR, dating back to the early FIFTH AGE nation of ERON SOTH. It is believed to have been a politically important city, possibly originating as a waystation between large cities where government agents congregated, prospering into the reign of OPRET⁽²⁾. Many artefacts, including bronze and marble busts were looted from Eron over the centuries, many of them finding their way in the private residences of PATRICIANS in PARTHIS and surrounding lands.
- **ERON SOTH:** *His. Ntm.* Extinct early <u>FIFTH AGE</u> nation descended from the late <u>FOURTH AGE</u> culture of <u>ERASHA</u>. It became a vassal to <u>PARTHIA</u> in 237 RM, and it enjoyed a period of prosperity under Parthian leadership, with the two cities of <u>OPHAM</u> and <u>OPRET</u> becoming culturally and economically influential.

Following a devastating attack on the Parthian capital of <u>AZORIA</u> in 537 RM that left the region devastated, Eron Soth found itself in a position to break away, which it did in 542 RM. Following the signing of the <u>SEVERANCE TREATY</u> in 592 RM, the region's territories were divided in two amongst the main cities of Opham and Opret, which became known as the Kingdom of Opham and the Principality of Opret, respectively. See Vol III: Extinct States.

- ERONDAT: Set. City in the c-south east of the TARAHID ANNEXES (Pop. 40,000)
- EROS: Sup. Geo. ATRAMENTALLY-ACTIVE highland region in the north western mainland of the FREE-ISLES OF PELASGOS, forming a western extension of the larger TEREKION Mountains. It is noted for its DUSTSTONE deposits and SHADOWISPS are common, their source unknown.

- **EROSENEA**: 1. *Pol.* One of eight prefectures in <u>HOLOLACH</u>^(1.), controlling the north of the nation and the border with <u>AQUARIIA</u>. Its controlling city is Erosenea.
 - 2. Set. City in the north of $\underline{HOLOLACH}^{(1)}$ and centre of the prefecture of the same name, along the banks of the river \underline{MAAR} . It is a major stop along $\underline{THE\ WAY}$ trade-route, and has large markets that cater to the caravans that travel there (Pop. c. 71,000).
- EROT NU: Geo. Pass between the RHAECHA and AKAGHA Mountains in the c north of Korachan, linking the east of the <u>SUEVRAN BASIN</u> to the <u>PALAN BASIN</u>.
- **EROUSA**: Set. Coastal settlement in the south west of KULIGALA, in the south of the CARCHEMISHI PENINSULA (1.) in the east of SAMMAEA (Pop. c. 6.600).
- **ERR**: *Rvr.* River in the south of the <u>MULL CITY-STATES</u>, flowing south for 40-miles from sources in the <u>EBUT SAT</u> Mountains before emptying into the <u>BAY OF BOKKA</u>.
- ERR SOTA: Set. Coastal settlement in the south of the MULL CITY-STATES, at the mouth of the river ERR. It is known for its lobster fishing (Pop. c. 8.000).
- ERRA: Sea. Sea separating the south of CUTH from the headland of IRKALLA^(1.). The sea was divided in two by an isthmus as the sea levels of ELYDEN waned in the Fifth Age, leaving the island of Irkalla connected to the mainland. Both sides of the sea are still called Erra by locals, with outsiders referring to them as the western Erra and eastern Erra. The eastern coast of the Erra is known for its particularly dense vegetation, and the many rivers that flow into it.
- ERRAN: Com. Set. Small trade city in the north east of SHOTHA. It is an intermediary of trade connecting the west the <u>ALMAGESTI</u> city of <u>APOTEGA</u> with the east the city-state of <u>GÂTHA</u> (Pop. c. 16,000).
- **ERRAT**: Set. Coastal settlement in the west of <u>NAARETH</u>. Like many coastal settlements in the region, most of its buildings are constructed on stilts to weather the high tides of the region (Pop. c. 6,200).
- <u>ERRATAZ</u>: Geo. Dry-temperate plains in the south west of <u>THE SURRACH</u>, to the west of the deserts of <u>THAMAAZ</u>.
- **ERRATRODIA**: Set. City in the c north of MECHABET, along the main trade-route passing through the region and along the course of the river ACHET. The city emerged in c. 2940 RM as a caravanseral though later developed into a granite quarry, for which it is still renowned, though it still forms part of the RED ROUTE (Pop. c. 33,000).
- **ERREDH**: Set. Major city in the south east of AYAD (Pop. c. 140,000).
- ERRELIS: Ser. Small city in the c of the <u>PARTHISAN</u> colony of <u>IBANNEM</u>^(1.). It is a major producer of food in the region, though also operates a few small-scale <u>LODESTONE</u> mines (Pop. c. 16,000).
- ERRHOR: lit. 'aberration'. Mor. Common word within the KORACHANI EMPIRE, used to denote those particularly aberrant creatures born of untainted wombs. Similar to GROTESQUES, though is rarely used to describe a creature (no matter how tainted) born to humans.
- <u>ERRO RETH</u>: Set. Fortified settlement in the far north of <u>ALAM BETHYL</u>, guarding the <u>ALBUR</u> pass north into the <u>GEYISH STERKEM</u> Mountains. Its people are expert hunters and trappers (Pop. c. 4,200).
- ERROLEA: Set. Fortified city built on the north east of the hill of <u>ARRODIA</u> in the c of <u>AHRISHEN</u>. The city is built atop an old star-fort that once guarded what was then a large island off the western-coast of <u>AHRISHEN</u>, though was abandoned following the drying of the surrounding sea that left the island part of the mainland.
 - The city is surrounded by an impressive 3-layer star-fort that and was heavily defended, never having been captured, though once changed hands through political dissent. (Pop. c. 12,000).
- ERRTAH: Lak. Lake in the <u>IMMERUTH</u> basin in the north west of <u>LAASKHA</u>. It is the smallest of three lakes in the region, all of which are remnants of a large bay that until c. 2600 RM stretched 175-miles east of the <u>STRAIT OF SKAROS</u>, beyond the city of <u>FAALAR</u>. The other 2 lakes are the Immeruth and the <u>SHAOMATH</u>.

- **ERRUT**: Set. Settlement in the c of the tribe of <u>ITTRA</u>, in the c of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 3,000).
- ERSANET: Set. Small coastal city in the west of the <u>PARTHISAN</u> colony of <u>ABDAKROS</u>^(1.) on the island of <u>IRUGNA</u>^(1.) (Pop. c. 12,000).
- ERTA: Set. Major fortified harbour in the north west of <u>THE SURRACH</u> in north western <u>SAMMAEA</u> (Pop. c. 32,000).
- ERTANT: Set. Settlement in the region of <u>MEMBARRA</u> in the c east of <u>THE SURRACH</u> (Pop. c. 4,800).
- ERTH: Set. City in the c south of <u>SEDISIA</u>, along the course of the river <u>MASKHADRA</u> (Pop. c. 45,000).
- ERTHYDEA: 1. Sea. Savage sea south of SUDUNIR, dividing the east of MENISCEA from the west of LLACHATUL. The sea is noted for its treacherous waters and the gigantic anti-clockwise maelstrom that dominates its inner-most reaches, known as the Erthydea⁽²⁾.
- 2. Sea. Specifically, a great maelstrom in the centre of the eponymous sea. The cyclopean whirlpool flows anti-clockwise, affecting sea currents along the northern coasts of the west of <u>LLACHATUL</u> and the east of <u>MENISCEA</u>, affecting sea trade and travel in the area.
- ERTHYDEAN FLOW: Sea. Brings warm waters north from the SEA OF LYNNAE, making the western coast of LLACHATUL warmer than it otherwise should be.
- ERTOD: Mil. Str. Fort in the north west of <u>TAHALL</u> overlooking <u>GNOTH</u>. It guards the trade route west into Gnoth and its troops escort merchants to the Gnothi monastery of <u>ACHAMOTH</u>⁽²⁾.
- ERU'YA: Set. City in the north east of SUMA'YA. It is one of two cities that allows foreign merchants within its borders, and forms part of the SALT ROAD, where it forks into two separate parts of the trade-route west into the PARAIYAN route and north into the LIDEAN route (Pop. c. 40,000).
- **ERUA**: Sea. Shallow waters 25-miles south of mainland <u>AMONDOR</u>, south of the TOLIASOR Mountains.
- <u>ERUCHANT</u>: Set. Fortified city in the prefecture of <u>TERECHANT</u>⁽¹⁾ in the north east of <u>HOLOLACH</u>⁽¹⁾. The city makes regular contact with the <u>MULL CITY-STATES</u> (Pop. c. 20,000).
- ERUCZHAE: Mil. Str. Major fortress in the east of OKKHAM, overlooking the border east with WAELMIGH. Patrols from the fortress guard the eastern border of Okkham.
- <u>ERUISA</u>: Sea. Bay between the vassals of <u>MECHABET</u> and <u>BISBUT</u> in the north of the <u>PARTHISAN PENINSULA</u>.
- ERUK: Ser. City in the east of MHAROKK, overlooking the expansive mouth of the river SHIBBOLETH⁽³⁾. In ancient times, Eruk was an agricultural centre, relying on the inundations of the river to sustain its crops. Now it is mercantile city specialising in moving goods along the Red Route as well as the river itself, with many embassies and offices specialised in chartering voyages into deep SAMMAEA, including KHARKHARADONTIS. It has large shipyards, that have been regraded several times with canals and complex channels constructed to keep it connected to the ever-retreating coastline (Pop. c. 280,000).
- ERUKAHAD: Geo. Region in the c of KARAKHAS, known in the past for its diamond mines. The mines were established and exploited by the KORACHANI administration in c. 300 RM, following its subjugation of Karakhas in 121 RM. The number of mines grew at a steady rate, coming under control of PATRICIAN HOUSE SATINA until they reached their peak in c. 1100 RM, at which point the capital was moved from SERKAN to DEKANA solely because of the mining industry. The mines were constantly worked for the next 600 years, though many mines began to slow down production following c. 1240 RM and the last mine was closed down in c. 1720 RM and the region was then left to rot.
 - It remains now as an expanse of abandoned mining settlement and open cast mines filled with chemical-stained waters.
- ERUKH: Set. Settlement in the north east of <u>AETHIOS</u>, in the eastern face of the <u>ARAM</u> Mountains. It is built atop an ancient ruined <u>AIKLAH</u> aery, and is now renowned for its <u>ROC</u> breeders (Pop. c. 7,000).
- ERUKHAD: Set. Settlement in the c north east of <u>KARAKHAS</u>. It is known for its caravanserais, which are used by merchant caravans that pas the settlement during their circuit of the <u>SALT ROAD</u> (Pop. c. 8,000).

- ERUN: Geo. Island off the southern coast of SUOR.
- <u>ERUSIA</u>: Sea. Small sea, roughly in the middle of <u>THE INNER SEA</u>. It borders and divides north eastern <u>MECHABET</u> from the north of <u>PARTHIS</u> and the north west of BISBUT.
- ERUSK: Lak. Major lake in the c-south east of the MULL CITY-STATES, forming part of the course of the river BATALL. The capital of ZBALL GHAR overlooks its waters.
- **ERUTHEA**: Sea. Sea dividing the nations of <u>RHEA</u> and <u>SURUTUR</u> from <u>THETIS</u>. It is known for its calm waters; a result of the two natural peninsulas the <u>KOHNOR</u> in the west and the <u>ARITEA</u> in the east that cut it off from the greater SEA OF MIROVEA.
- ERUTO: 1. His. Nm. Extinct nation and city in the north west of SAMMAEA, which became vassal of PARTHIS in 2723 RM, and was later absorbed fully by the parent nation in 3232 RM. See Vol III: Extinct States.
 2. For. Following the full absorption of the vassal state of Eruto⁽¹⁾ by PARTHIS in 3232 RM, the name remained in common use for the sparse forests in the west of Parthis.
- 3. *Pol. Set.* Main administrative city of the <u>PARTHISAN</u> territory of Eruto^(2,). It is situated on high-land in the west of the territory and was once famed for its sprawling citadel, which has now been divided into government offices and private palaces, around which the rest of the settlement has grown (Pop. c. 380,000).
- <u>ERWAD</u>: 1. Geo. Island off the southern coast of <u>AEONAS</u> in the south west of WESTERN SAMMAEA.
 - 2. Set. City on the above island^(1.) (Pop. unknown).
- <u>ERYMBAX</u>: Geo. Island off the southern coast of mainland <u>PELASGOS</u>, occupied by the <u>FREE-ISLES OF PELASGOS</u>.
- ERYMBAX CHANNEL: Sca. Channel between the south of mainland PELASGOS (occupied by the <u>FREE-ISLES OF PELASGOS</u>) and the island of ERYMBAX.
- **ERYNAR**: Set. Major coastal city in the north of <u>OD MEGINNAS</u>. It is the largest city in the island-nation, and is a major industrial centre and is home to a thriving port (Pop. c. 700,000).
- ERYX: Set. Once-coastal city and drydocks in the west of SKAROS, the city of Eryx is now landlocked, its docks home to DEGENERATE and OCCULTIST shanties. The city was also known for its vast UMBRA reservoirs, which now lie disused, near spent. The city is currently the base of the MINASTERIA (2.) of SOMNIFERIIN and SOMNIARIIN (Pop. c. 52,000).
- ERZEI LEINDREJ: (B. 1571 D. 1701 RM) His. ASSESSOR-GENERAL of the AVÉNETHI SANCTIFIED ORDER OF THE INQUISITION, who was renowned for his taciturn bearing and vehemence in bringing WITCHES to justice. He was offered the role of GRANDMASTER in 1655 RM, but refused it, preferring to work in the field. He died while on campaign in AHRISHEN to a fever following being hit by a stray piece of shrapnel
- In 1616 RM he began keeping a ledger of witches he had put to justice, beginning a tradition that continues within the order to this day, in the form of the $\underline{\text{LEINDREJ LEDGER}}$.
- ERZHA KASIMMON: (B. 2941 3012 RM) Tec. Engineer who proposed and oversaw construction of the KASIMMON PUMPING STATION in the city of KHADON in KORACHAN, which reduced cases of cholera that had grown common over the past centuries due to the river KHAD being used as an open sewer.
- ES TERMEST: Pol. Str. Capital of <u>CENGUISSE</u>, in the south west of <u>SAMMAEA</u>. It is one of the largest, most sprawling, highly populated cities in Sammaea, and is known for its nearby wetlands, and for the canals that dominate its eastern reaches (Pop. 8,000,000).
- **ESAFFAH:** Set. Settlement in the c west of <u>BASSORAH</u>⁽²⁾. The ruin of an ancient likely <u>FOURTH AGE</u> fortress lies just outside the city, whose people seem to instinctively ignore it. Its main industry is agriculture, and many of its farms and farmsteads are built with blocks reclaimed from the ancient ruin, some of which have inscriptions in an unknown tongue carved into them (Pop. c. 3,250).
- <u>ESACOS</u>: Set. Settlement in the east of the tribe of <u>SUUR'KA</u> in the north east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. The settlement is known for its large groves of the hardy <u>OPOENA</u> tree, the fruit for which

- are used in the production of an analgesic in the nearby city of $\underline{\text{VISEDOR}}$, to the north west (Pop. c. 5,500).
- ESAISA: See. Small city in the c north west of SABAISA, in the far north west of the EMSUT ZHALCA Mountains (Pop. c. 16,400).
- <u>ESAMAN</u>; *Mil. Str.* large fortress in the south east of <u>SKAROS</u>, designed to guard the <u>UMBRA</u> pipelines leading north to <u>NOCEN</u>. Its troops patrol the length of the pipeline, often spending weeks in the wilderness.
- <u>ESAMMA</u>: Set. Small fortified settlement in the east of the tribe of <u>NINIR</u> in the south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 2.000).
- **ESAQ**: Set. Settlement in the south of CHEIRA (Pop. c. 6,000).
- **ESAR TA'**: Set. Small city in the c south west of KHULL. It is a recruiting ground to the KHULLAN INQUISITION and is home to many CLAVESIGNATI who go on to patrol the nations' western borders (Pop. c. 17,300).
- ESARATA: Geo. Island off the southern coast of <u>WESTERN SAMMAEA</u>, forming a part of the <u>COTRIAN ISLES</u> and the <u>ISLAND STATES OF IRY</u>.
- **ESARIDH**: Set. Settlement in the far south west of <u>ELAT</u>. Its people practice an ancient form of stilt fishing with fishermen standing on poles in shallow waters, waiting for hours at a time to fill their quota (Pop. c. 5,000).
- **ESARIMH**: Set. Large city linked with <u>PENTATAEL</u> in the west of <u>LLACHATUL</u> (Pop. c. 55,000).
- ESARRAS: Set. City in the c east of ALLASAN, known for its vineyards and wine production (Pop. c. 32,500).
- **ESATH**: *geo*. Solitary mountain in the south east of <u>OPHIUSSA</u>. It is the main major geographical feature of the nation.
- ESAUH: Rel. Str. Major temple stronghold in the south west of ELAT. Construction on it began in 3134 RM and it was completed in 3141 RM and became a centre of the religious policing force that would go on to evolve into the army of Elat.
- ESAUN: 1. Pol. Geo. One of the nine territories of <u>ALAM BETHYL</u>, entirely above the northern <u>POLAR CIRCLE</u>.
 - 2. Set. Conurbation in the c of ALAM BETHYL, on both banks of the river KEGHOK. It is one of the nation's largest urban areas, with dozens of surrounding settlements and fields, whose farmers are experts at agriculture in the polar region. It also serves as the capital of the eponymous territory^(1.) (Pop. c. 220,000).
- **ESAYAN**: Set. Settlement in the c east of the SOLEYN TERRITORIES. It is a major producer of firearms (Pop. c. 7,000).
- ESCAIA: His. Rui. City of mummies, 1,000 miles east of the BLACK FOUNTAIN.
- ESCARYAD: Rui. City in the west of <u>CYHLAGHARR</u> left ruined by the ongoing war with <u>EREBETH</u>.
- **ESCHAN DYNASTY:** *Pol. Rnk.* Ruling dynasty of the <u>PANTHEON ISLES</u>. It emerged in 2825 RM following the victory of native forces against the last remnants of the <u>LIMOTHAN</u>^(1.) occupation in the city of <u>YICTAIANDA</u>, under the leadership of <u>AGUBBRA ESCHA</u>. She would go on to become the first dynast of this ruling house that so far has controlled the Pantheon Isles for over a millennium.
- **ESCHATA**: Sea. Sea off the western-coast of <u>THE SURRACH</u> in the north west of <u>SAMMAEA</u>, to the south of the <u>SEA OF ORRIDA</u>. Its southern waters are dark, and afflicted by an <u>ATRAMENTAL</u> pall known as the <u>NAMEGHA</u>. The sunset over its waters is ironically a beautiful, if dark sight, with its light filtering through the Atramental smog in a rich purple hue.
 - The sea has, since time immemorial, been recognised as a place of death with many necropolises and death temples surrounding it, dating back to various ages.
- **ESCHATOLOGY**: 1. *His. Phil.* Study of the final events of history; the end of days.
 - 2. *His. Phil.* More specifically, in most scholarly circles, the study of the socalled <u>FADING</u> between ages; what causes life to falter and then reappear, causing a new age.

ESCULEA: Set. Small agricultural city in the c north of the <u>UMBRA SOKHAR</u> (Pop. c. 15,000).

ESCUNUR: Sup. Geo. Region of heavy ATRAMENTAL TAINT in the south of the nation of DURCHAA^(1.), dominated by many gigantic slanted menhirs in the centre of which is a coalescing of the ATRAMENTA, rendering SHAPERS in the area drunk with power, the strength of the Atramenta there crippling them. Attempts were made to harness this force, resulting in the founding of the city of ERIAS, which was obliterated in 3220 RM.

The region is categorised as <u>HIGHLY DANGEROUS</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

ESCYNUR: Mil. Str. Monolithic fortress in the west of CYHLAGHARR, on the periphery of the contested lands with <u>EREBETH</u>.

ESCYRAD: Geo. Massif in the c north of CYHLAGHARR.

ESCYSIAN NOMADS: Mor. Eth. Nomadic <u>HALF-OGHURS</u> that dwell in the white desert of <u>ESCYSIUM</u>. See Vol II: the Nomads of Elyden.

ESCYSIUM: Sup. Geo. An unnatural white desert, around 120,000 square-miles in area, between 200 and 500-miles north of the TROPIC OF RAH, south of the LHAUS nation of KHALHAT in the northern SAMMAEA. The desert's existence is attributed to an ATRAMENTAL LACUNA deep beneath the surface. The region is strewn with the ruins of exotic colossi and monolithic statues, populated by a race of xenophobic HALF-OGHUR NOMADS (believed to be descended from escaped THRACIAN OGHUR slaves) who revere the crumbling statues, rarely leaving the wastes.

ESEA: 1. Lak. Arc. Lake and dam in the south of <u>LIDEA</u>, along the course of the river <u>SICERAN</u>. The dam was erected in 3284 RM to power manufactories of the city of Esea.

2. Ind. Set. MANUFACTORY city in the south of LIDEA (Pop. c. 170,000).

3. Rel. Str. Temple outside the above city in the south of LIDEA, forming part of THE SHADOW MARCH. The temple was originally outside the walls of the city, though its constant growth has seen it swallowing the temple, which houses the remains of $\underline{ST.IDEAS}$.

ESEKSHI NORNA: (D. 2097 RM) LACER explorer, historian, commentator, traveller, and cultural hero, who in the late 21st century travelled across KORACHANI-occupied SAMMAEA, documenting his findings. He spent many years living with humans and took on many of their customs and habits, taking them back with him to his homeland, where some were adopted by other lacers, forever changing their culture.

He became quite famous in his time and wrote various notebooks, some of which were published as curios. He died of old age during an extended stay in the villa of a patrician friend of his in <u>CATHAGO</u>. His body was returned to AIMALEOCH.

<u>ESEMA</u>: *Mil. Str.* Fortress in the far south east of <u>GNOTH</u>, overlooking the <u>SEA OF LIAKARRA</u>, and guarding access into the <u>BAY OF ACHAMA</u>.

ESEREA: Set. Settlement in the c of KASPIA (Pop. unknown).

ESETTIS: Set. Conurbation of farming settlements to the west of the city of <u>HOLOLACH</u>⁽³⁾ in the west of Hololach^(1,). Ten communities along a 30-mile stretch of the river <u>HEMAVAR</u>, leading up to its mouth near the <u>BRETTA</u> headland, grow rice and other crops sent upstream to Hololach (Pop. c. 4,500).

ESEVVIDA: Pol. Set. Capital city of EPHATTA, in the south west of SAMMAEA. It is known for its tiered footprint, and for the ancient ruined fort just outside its periphery (Pop. c. 115,800).

ESFAIA: Mil. Str. Ancient fortress in the <u>BITAMMAN</u> desert constructed from desiccated <u>UMBRISKA</u>. Over the years, the fortress has sunk into the foothills, the <u>DUSTSTONE</u> on which it was built slowly crumbling. Now the fortification is largely buried, its size forgotten by most.

ESFERAENIA: Rui. Ancient FIFTH AGE ruin in the c of the DAENED SULRACH^(1.) in the N of present-day KHARKHARADONTIS. Records claim that a multicultural city once exited in the area prior to the spread of ATRAMENTAL CORRUPTION in the region, which might correspond with the location of the extant ruins, making this one of the last cities of the SULRACHI^(2.) culture that once existed here.

ESH AMAN: Sea. Lan. KHAMIDIAN name for the DARK SEA. The term predates the KORACHANI usage of the name Dark Sea and is roughly translated as 'the Western Waters.'

ESH ETEK: also 'Sea of Fire'. Sea. Small sea south east of the island of KHEMET in KHAMID, roughly translated as 'firewater'. The name is derived from the magma flows that once characterised the region in the wake of the KHAMIDIAN CATACLYSM. Such flows continued for centuries, creating a large headland known as ETEKAKET that survives to this day, covered in mosses and other plant life that thrive in the volcanic soils of the area.

ESH NEMES: also 'the Temple Sea'. Sea. Native KHAMIDIAN name for an inland sea to the east of the isle of KHOHER in KHAMID. It is named after the many large sunken and ruined temples buried beneath its surface.

Before the <u>CATACLYSM OF KHAMID</u> (101 RM) the area now occupied by the Esh Nemes was considered holy ground, believed by Khamidian chroniclers to be the region where the <u>SCION KHAMAR</u> and his <u>IFIRMIAN</u> aides first taught the secrets of the <u>FIRMAMENT</u> to natives. The ground was considered hallowed by the Khamidian priest-shapers who considered it the birthplace of their art.

ESH PHARAS: also 'the Bubbling Sea'. Sea. Small sea south of the isle of KHEMET in KHAMID. Known colloquially in the KORACHANI EMPIRE as the Bubbling Sea, it is known for its deep volcanic activity, which results in it being warmer than the latitude and climate would otherwise indicate. Sea travel across the sea is uncommon due to this volcanic activity, which is of occasional danger to vessels.

ESHAHAK: Set. Coastal city in the west of TARTAK (Pop. c. 15,200).

ESHAMIL: Geo. Mountain-range in the c of <u>HOLOLACH</u>⁽¹⁾, forming the south west of the <u>TOLIASOR</u> Mountain range.

ESHAN: Set. Settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>UCHRON</u>. The city was once coastal, though it finds itself some 4-miles from the coast (Pop. c. 6,000).

ESHAR: Voc. Org. A caste of blood-priests in the MALANI HENDECARCHY of LONAR also present in MYSTERY CULTS in other Malani kingdoms. They are based in the temple-city of KARAETER and drink the blood of hunted animals before they are cooked; seeking acquiescence from their spirits for the act of murder committed. Some are SHAMEN and they are respected members of their societies.

ESHARAT: Ind. Set. Lead mining settlement in the <u>BAKHRAN STATES</u> in the north west of <u>THE SURRACH</u> (Pop. c. 7,000).

ESHARY ICE CAVES: Geo. Large cavern in c north of <u>DURCHAA</u>, in the <u>ERIHAAS</u> plains. It is wide and shallow, dividing into various chambers and shafts, and is famed for its underground glacier and fantastical icy features.

ESHAVA: Rui. Ancient FIFTH AGE YARAOMIC settlement in the territory of AMANNI, in what is today the settlement of ZAAVAR, in the c north of VAALK. It was one of few Yaraomic settlements of note, and was overtaken by KORACHANI forces in c. 100 RM during their conquest of VALKA.

<u>ESHED</u>: Geo. Dry plains in the east of <u>THE SURRACH</u>, between the city-state of <u>KURDA</u> and <u>MERN</u>.

ESHEIHA: also 'the First and Last Word. Mys. In <u>GNOTHI</u> mysticism, a word said to mark both the beginning and end of the <u>ELYDEN</u>. The word itself is unknown to anyone, and many Gnothi ascetics devote their lives to achieving enlightenment in the hopes of learning the word, even though it is unknowable. The paradox forms a major part of a particular sects beliefs, which teach individuals to make peace with their relative powerlessness.

<u>ESHELI</u>: Geo. Rocky peninsula in the south east of <u>FATH</u> in the east of <u>WESTERN MENISCEA</u>. Its coast is a convoluted mass of shards and sea caves that scream with the constant pounding of waves from the south of the SEA OF LARISH.

The harsh coast makes the area around it particularly difficult for ships to navigate, helping to cut the region off from the outside world. Three major cities exist within its borders – <u>ALIKAHKAT</u>, <u>ENERKHAT</u>, and <u>MALITET</u> (in the far north east of <u>ETUL</u>), which together exist largely independent of their parent states thanks to an edict passed in 3529 RM following their decided excommunication by the Etulian government. The three cities form a loose confederacy, often called the confederacy of Esheli, which gathers 4-times a year to oversee matters of state.

ESHELI TRIAD, the: Pol. Following their excommunication from ETUL in 3529 RM, its eastern cities formed a nascent nation out of which the cities of ALIKAHKAT, MALITET and ENERHKAT emerged as the three major cities, which by c. 3700 RM had become known as the Esheli Triad.

ESHERA AHMA: Sea. KHAMIDIAN name for the RED SEA, which appeared following the CATACLYSM of 101 RM.

ESHERIANDI: Rvr. River in PHYRR flowing east for 270-miles from sources in the MOROSIGHI Mountains, before meeting its parent, the river URRABANA.

ESHIBA: *Rvr.* River in the west of <u>AETHIOS</u>, flowing for 130-miles from sources in the <u>ANCHIAUS</u> Mountains before meeting its parent, the river SHIBBOLETH^(3.).

ESHILL: Dem. 'Eshilli'. Eth. MORTAL descendants of FOURTH-AGE unions between SHIE and HUMANS. They were most common in the early days of the FIFTH AGE in the CARIAN peninsula (2.) and the south of present-day SAUA (then SAEDISH), though most were culled during a long period of conflict with the realm of HARA, though others were taken by ROKA as slaves, where their bloodlines were eventually diluted through breeding with humans.

Today, very few are believed to survive, though a few do live in the $\underline{\text{CITY-KINGDOMS}}$ of $\underline{\text{UCHRON}}^{(l.)}$ and $\underline{\text{NICADA}}$, and the $\underline{\text{RACHI}}$ region of Saua. See Vol II: Classification and Taxonomy of Life.

<u>ESHINJI</u>: 1. Sca. Bay in the far west of <u>WESTERN LLACHATUL</u>, between the <u>ANAGARI</u> peninsula and <u>RAONGEN</u>⁽²⁾.

2. Set. Fortified coastal city in the far west of RAONGEN⁽²⁾. It lies very close to the contested region with ANAGAR, and surrounding farmsteads and pasture are often targeted by their raids. As a result, the city has a large number of rangers attached to it who man the various lookout towers surrounding the city and patrol the surrounding farmlands (Pop. c. 28,400).

ESHINOR: Set. Major fortified coastal city in the north east of ESHIR⁽²⁾. a relatively recent city, appearing as a fishing community in c. 3800 RM, it rapidly expanded, becoming a major clamming centre and is now known for the giant sea otters that dwell in its harbours, which have become a nuisance to fishermen (Pop. c. 67,000).

ESHIR: Dem. '*Eshiran*'. 1. Sea. Bay in the north of the nation of <u>ESHIR</u>(^{2.)} to the north west of the Gulf of <u>GULF OF ESHIRON</u>. It stretches west for around 175-miles and its many creeks and inlets are home to many settlements, together making one of the more densely-populated regions of Eshir

2. Nm. An independent nation in the north of <u>WESTERN SAMMAEA</u>, to the south of the <u>SEA OF ORRIDA</u>. It is of a relatively dry climate, seeing little yearly rain, though its people are experts at making aqueducts and cisterns, and have devised ingenious ways of using cool air generated in vents within their subterranean aqueducts to send cool air into large cooling towers, that help to make their cities more comfortable.

Formally established as a Republic in 2489 RM, Eshir has a long history going back to the 7th century RM, when a caste known as the <u>ASSEERI</u> was exiled from <u>SETTAR</u> (present-day <u>TATAR</u>) for its polytheistic beliefs. These people settled the land across from the <u>GULF OF ESHIRON</u>, establishing a culture that became known as <u>ASSEER</u> – a collection of independent cities and small states known as kindreds. The discovery of an ancient <u>GODSTONE</u> in 1209 RM irrevocably changed the region's history, leading to kindreds squabbling amongst each other for its possession. Becoming known as the <u>SABRIYAN STONE</u>, it changed hands multiple times, until it came under the control of <u>DRERLLATAR FARISÛN</u> in c. 1620 RM.

Using its powers, he was able to subjugate the surrounding area, uniting Asseer for the first time since its settling almost a millennium prior. He was a tyrant, instating CANON LAW in 1677 RM, which promoted a form of avenging punishment that echoes the crime. He eventually became corrupted by the power of the Stone, increasing his lifespan and power, but becoming sadistic as a result. This ultimately led to his assassination in 2175 RM under mysterious circumstances, during which the Sabriyan Stone disappeared.

His death led to the fracturing of the region and the appearance of the <u>Order of the Stone</u>, whose members (known as <u>Seekers</u>) searched Asseer for the Stone. The Order eventually stabilised the region,

establishing a new republic council that was headed by an elected Chancellor, which saw the region renamed to Eshir. In 2489 RM the title of Chancellor was made a hereditary post, becoming akin to the sovereign of a constitutional monarchy, serving as a figurehead for the government. Over time the Chancellor gained more and more powers, effectively turning the region into a monarchy, with the republic being subservient to the Chancellor. This was overturned in 2981 RM, with the Council given back full powers.

The region has been relatively stable since then, with periods in which the Chancellor gained more power, and others when the council became more powerful. The Sabriyan Stone was rediscovered in 3203 RM and the council voted to keep the Stone away from harm, opting to construct three fortresses, secretly placing the Stone within one of them. Despite the effort, some believed that the stone was placed in a secret fourth location, with the public story of the forts merely being used as an excuse to fund the defensive military project without risking backlash.

The region is known for its tiered fortress-like cities, its sponge-divers, and for the large red canopies that criss-cross the streets of its larger cities, providing shade and allowing wind to flow beneath them, keeping the air cool. Primitive cooling towers are a common sight in most large cities, and draw cool air from subterranean aqueducts into the streets above, keeping them cool. The same aqueducts provide clean water to these cities and surrounding farmlands, making the region fertile and productive despite the hot climate. Eshir is also known for its impressive coastal cliff fortresses and for the skill of its metallurgists and artillerists, who are renowned for the quality of their coastal cannons which, though outdated, remain an important part of the nations' coastal defences.

Their dead are placed in large open-topped amphorae, with the head angled upwards facing the sky. Vermin are allowed to scavenge on the body, which in local belief allows the spirit to separate from the body, migrating to the otherworld through the mouth of the amphorae. This practice is thought to date back to their Asseerian ancestors, who buried their dead this way.

Following various attempts by foreign powers (the most notable being a blockade and various coastal sieges perpetrated by the $\underline{\text{GODSLAYERS}}$ and $\underline{\text{KAZZAR}}$ 3481 – 3514 RM) to acquire the Sabriyan Stone, Eshir has had to secure its borders against foreign infiltration. A new branch of the Order of the Stone was formed after this, made up of resourceful and skilled individuals, who came to operate both within and without Eshir, with the singular goal of maintaining the secrecy surrounding the Sabriyan Stone.

Foreign policy has become somewhat draconian over the years, with passport checks being mandatory at its ports and at land routes along the border, and foreigners are kept a close eye on by the Order of the Stone. See Vol III: Extant Realms and Nations.

ESHIRIAN: Lan. Languages spoken in ESHIR⁽²⁾, descended from SETTARAN. See Vol II: Languages.

ESHIRON: Sea. Large gulf to the south of the SEA OF ORRIDA in the north of SAMMAEA, separating ESHIR and the VESPERTINE LEAGUE in the west from TATAR and the BARRIER LANDS in the east. Its waters are known for their many GIANT SEA OTTERS, and its western-coast is particularly famed for them.

ESHKA: Set. Settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>CARIA</u>⁽⁴⁾ (Pop. c. 1,900).

<u>ESHMUN</u>: 1. Rvr. Major river in <u>PARTHIS</u> flowing for over 1,200-miles from sources in the <u>BALAUR</u>, <u>KANDIA</u> and <u>SIPYLANA</u> Mountains before emptying in the <u>SEA OF GAAN</u>. Its waters are relatively clean.

2. *Mil. Str.* Fortress in the south of <u>PARTHIS</u>, just north of the <u>ATHORHU</u> delta, and providing protection to merchants and travellers moving across the RED ROUTE.

ESHTARES: Geo. High badlands in the south west of <u>SAMMAEA</u> along the <u>TROPIC OF MAOCARHL</u>, in the west of <u>MAENMIST</u> and stretching west into PHYRR.

The region is largely shunned and is characterised by the many naturally-forming mummies buried beneath its twisting rocks, which look and move like sun-twisted rubber undulating under its own weight. Few permanent structures exist here and those which do are suitably titanic – tough enough to withstand the unending assault of natural terrain.

ESHUL: Set. Small city in the c of <u>AHRISHEN</u>, in the region of <u>CONFERVA</u>. The city was once far larger and was a busy port around 1,500 years ago, before the <u>SEA OF PYREA</u> began to retreat. The city remains to this day, though is greatly diminished, and is a producer of livestock which is traded to merchants along the <u>GREY ROAD</u> (Pop. c. 15,200).

<u>ESHUNNA</u>: *Geo.* Mountain-range in the far west of <u>SUOR</u>, the northern-most reaches of which form the border with the <u>SOLEYN TERRITORIES</u>. The range is known for its reddish colour.

ESHYAN: Set. Small coastal city in the south west of <u>CUTH</u>, along the western-face of the <u>HAMMINGHEN</u> peninsula. It lies close to the contested lands with the <u>PARTHISAN</u> colony of <u>NISSA</u>, and clashes between locals and colonists is not uncommon. This has led the population becoming trained as a militia to defend against the invaders (Pop. c. 15,000).

ESIAS: Ser. Coastal settlement in the west of <u>SKAROS</u>, built less than a mile from the ruin of an earlier settlement, <u>ESROS</u>, which was famed in around -100 RM for its <u>ALCHEMIST</u>. Little of that tradition remains in Esias, but the ruins still attract explorers intent on unearthing its secrets (Pop. c. 14,000).

ESIDDE: Set. Settlement in the east of N'RAKH (Pop. unknown).

ESKER: 1. Sea. Small bay off the north western coast of <u>JURRAS</u>⁽²⁾, north of the city of HYULL.

2. Geo. Ridge of sandy soil in the north of $\underline{\textit{JURRAS}}^{(2)}$, north east of the city of $\underline{\textit{HYULL}}$.

ESKUTET: Rvr. River in the east of <u>KULIGALA</u>, in the east of the <u>CARCHEMISHI PENINSULA</u>^(1.) in the east of <u>SAMMAEA</u>. It flows north east for 240-miles from sources in the <u>KELLOIL</u> Massif, before emptying in the SEA OF LETHEA.

ESLIUG: Set. Settlement in the c east of KASPIA (Pop. c. 4,500).

ESLON: Set. Settlement in the east of ALAM BETHYL, in the territory of MAHEN (Pop. c. 5,000).

ESMAS: Set. Coastal settlement in the north of ZHARIAH^(2.) overlooking the SEA OF LETHEA. Its main industry is fishing (Pop. c. 8,000).

ESOTER: Mys. Rnk. In VÂRR, northern PELASGOS and KORACHAN; itinerant mystics that travel between settlements (or districts in the case of larger conurbations) where they preach the words of the <u>UNDYING MACHINE</u>, help deliver and abjure <u>ATRAMENTALLY</u>-afflicted babies, and generally serve as counsellors in exchange for food and bedding.

ESOTERIC COLLEGE OF RA ALATRÉ: Sup. Str. Annex of the MINARET OF LIGHT in the island state of ARCHAEDON⁽²⁾, established in 1076 RM. it serves as an embassy of sorts to the many FIRMAMENTISTS based there, representing them within the Minaret of Light.

<u>ESOTUTH</u>: Lak. Lake in the east of <u>LAASKHA</u>, in the east hills of the <u>ARCANTHEA</u> Mountains along the course of the river <u>PARRAN</u>.

ESPERA: Set. Settlement in the c of <u>KULIGALA</u>, in the east of the <u>CARCHEMISHI PENINSULA</u>^(1.) in the east of <u>SAMMAEA</u> (Pop. c. 6,400).

ESPEER: *Geo.* Cliffy peninsula around 20-miles long along western coast of <u>NÁRTHEL</u>, near the city of <u>NEKOR</u>, where the bodies of defeated heretics were burnt after the siege of the fortress of <u>ANOTONIA</u>.

ESRAHON: Set. City-state in the north of SAMMAEA in the region of the CAMMOREAN SHADOW at the shore of the BAY OF BYSAMMA. The city is ruled by a caste of FIRMAMENTISTS who study the ATRAMENTA and is dominated by complex SIPHON ENGINES that study the Atramental phenomena of the region and protect the city from harm. The city is also known for its deep harbours (Pop. c. 38,200).

ESRAN: Set. small city in the c west of the <u>TEMPLAR STATES</u>. It was one of the first major cities to become a part of the <u>TEMPLAR KNIGHTS</u>^(2.) domains, and had become a major stronghold in the south by c. 2920 RM. The settlement proved to be tactically-important, and a large fortress was built there, though a lack of nearby resources meant it never grew beyond a small settlement intended to serve the troops stationed there.

In 3402 RM the Council of Inderachan ratified the territorial claims of the Templar States, and the fortress of Esran was expanded to guard the States' western border, and the surrounding settlement also grew, but the need for the fortress lessened over the centuries, and it was eventually decommissioned in 3683 RM, and the settlement slowly waned after this (Pop. c. 17,000).

ESRECH: Rui. Abandoned settlement in the north west of KHAR NADUL. It was attacked, if such a word can be used, by massed numbers of AL GHUL from the north in c. 3985 RM, which left the place deserted before the creatures dispersed in the surrounding countryside. It is believed that the all ghul were fleeing from an unknown calamity or persecution in the south east of HOGGOTHA ISZ.

ESROS: Rui. Ancient city in the west of <u>SKAROS</u>. The settlement of <u>ESIAS</u> now lies within 1-mile of its crumbled walls. It was once a hub of ALCHEMICAL research in the region.

ESSARA: Sec. City in the far south of <u>CARNYNGA</u>. It was once located on an island, though has since found itself part of the mainland (Pop. c. 63,000).

ESSADA: Sup. Geo. Region in the south east of SAMMAEA, just west of the SEA OF MORRAKH, noted for its low level of ATRAMENTAL TAINT and the seeping oil that renders the land inimical to mortal life. The place reeks with the decay of unnumbered fauna that gets trapped in it, mostly birds and vermin, their festering bodies attracting other creatures. Carnivorous flora thrives here, feasting on the decomposing bodies, making the place even more loathsome to mortals.

The region is categorised as a <u>MODERATE THREAT</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

ESSAM: Set. Small city in the SIX CITIES region of THE SURRACH, under the control of ALRON (Pop. c. 20,000).

ESSAND: Set. City in the c north of TAHALL (Pop. c. 37,200).

ESSAR: (8,180-ft.) Geo. Rocky hill in the c north of IPANAH^(2.).

ESSARET: Set. Fortified city in the north east of <u>IPANAH</u>^(2.). It is home to much of the nations' military (Pop. c. 45,000).

ESSENIA: Pol. Soc. Tribe in the c south of MULCIBER, in the GROWING MOUNTAINS, in the north east of SAMMAEA, overlooking the nation of PNESSA. Its geography is dominated by river PADDAS and lake LERIA. Its people are adherents of the ancient Mulcibian tradition of foot-binding, a religious practice that many women willing subject themselves too, which is considered to bring them closer to their deity NEPHTHALONT.

ESSENTIAL SALTS: Med. In the fields of <u>CLONING</u> and <u>PALINGENESIS</u>, the building blocks of life that can be manipulated and harvested to create artificial life such as clones.

ESSERIS: Pol. Soc. Tribe in the south east of MULCIBER, in the GROWING MOUNTAINS, in the north east of SAMMAEA, situated along its northern face overlooking the Mountains of ETHITUL, which form a border with the SOLEYN TERRITORIES. The people of Esseris bear a great enmity towards those of NUNEA, which is evident by the many skirmishes that happen along the 2 tribes' borders, which is in a constant state of flux.

ESSEVERA: 1. Geo. Large coastal plains in the c of <u>LACHATUL</u>, dominating the western coastline of the <u>SEA OF APHOTIS</u>. It originated as an <u>ALMAGESTI</u> territory in c. 1800 RM that emerged following imperial colonisation attempts of <u>CISNERIA</u> that began in c. 1750. Following that, it was exploited for many centuries for its major <u>UMBRA</u> reserves. The region is today contested between Almagest, various independent militant forces, <u>PATRICIAN HOUSES</u>, and the Kingdom of Cisneria.

At the centre of this region are the cities of Essevera, which is the centre of all umbra mining in the region, and which serves as a hub of its processing and refining; and <u>MEHOTHATI</u>, where processed umbra is pumped ready for redistribution, either by further pipelines or shipping. Around them are dozens of different umbra fields, dominated by <u>SIPHON ENGINES</u> and extraction facilities, each owned by different factions that are constantly seeking to increase their territories.

The cities of Essevera and Mehothati have often changed hands, resulting in a period of chaos, after which manufacture of the umbra settles down back to normalcy in which the politicking and open gang war between factions begins once more.

The region itself is a wasteland of pumps, manufactories, pipelines and <u>SOFTSUIT</u>-clad gangs roaming the oppressive landscape, with no other resources and little flora and fauna of note, and it is avoided by all but the most opportunistic and greedy.

2. Pol. Geo. Autonomous region to the west of the <u>SEA OF APHOTIS</u> in the c of <u>LLACHATUL</u>. The region is known for politicking between rival <u>PATRICIAN HOUSES</u> and the <u>ALMAGESTI</u> government, which once

controlled it, as well as hosting the open gang war between the various factions over control of the umbra fields that dominate the region, and the KINGDOM OF CISNERIA.

3. Pol. Set. Major independent city-state in the west of the above region⁽²⁾, and hub of most <u>UMBRA</u> extraction facilities there, with dozens of pipelines leading to it from across Essevera and Cisneria, where raw umbra is sold to it before being pumped east to the city of <u>MEHOTHATI</u>, before being pumped onto vessels for more distant distribution. The city is located along the course of the river <u>SAKHAOST</u> and is well-defended and it known for its mounted <u>SOFTSUIT</u>-clad private forces that guard the pipeline from sabotage, and which patrol the wastes against the threat of attack from rival forces (Pop. c. 360,000).

<u>ESSIA</u>: Sea. Bay in the south of <u>HABOT</u>, forming a northern extension of the <u>SEA OF AMMASH</u>⁽²⁾. Its waters are very fertile from deposits from the river <u>MEDDERANDI</u>, whose delta is the site of vast farmlands.

<u>ESSIKA</u>: Geo. Highlands and southern-most part of the <u>HELICAR</u> Mountains in the southern mainland of the <u>FREE-ISLES OF PELASGOS</u>.

ESSOCHAN: Pol Set. Coastal KORACHANI colony in the east of AHKA, captured from the allied defences in 3998 RM and used since then as a staging point for land offensives. Its harbours have been upgraded to receive the larger imperial transport vessels sent from OTINA and, despite Ahkan counterattacks, is growing steadily since the heavy bombardments that resulted in its fall into Korachani hands (Pop. c. 16,200).

<u>ESSOMEN</u>: Set. City in the south west of <u>SABAISA</u>, overlooking the <u>SEA OF MIROVEA</u>. It is home to a cadre of <u>SHAPERS</u> who study the future and use one of the most difficult spheres to master in an attempt to look into the future and see if there is any way of influencing it without the passing of time (Pop. c. 40,000).

<u>ESSRA</u>: Rvr. River in <u>THE SURRACH</u>, flowing south west for 1,100-miles from sources in the <u>SARRASTER</u>, <u>BAKHRAN</u> and <u>PSAMMOL</u> Mountains, before emptying in the <u>SEA OF ESCHATA</u>.

<u>ESTAL</u>: also 'the Crab. Ast. Con. Constellation in the <u>SOUTHERN</u> <u>HEMISPHERE</u>. See Vol II: Constellations.

ESTAMAL: Set. Settlement on the island of <u>ABRAMAL</u> in the east of <u>THUMAL</u> (Pop. c. 8,000).

ESTANTHANEI: also 'the Buried City'. Set. Rogue offshoot LHAUS enclave, 'exiled' in c. 200 RM because of its outgoing personality and sharing of certain lhaus secrets with other mortals. In c. 1980 RM relations with OLNNAD soured. Its people were persecuted by followers of 'true' lhaus culture and the city was eventually scoured, with caretakers placed there to oversee its people's reintegration into lhaus ways. Its caverns expanded south west to reach the true lhaus enclaves in KHALHAT.

Contact with humans was abolished in c. 2360 RM, with its borders bolstered, defended against human contact. Some rogue individuals escaped, settling into foreign lands, though Estanthanei was subjugated by its more fundamentalist kin, after which it was absorbed back into Khalhat (Pop. unknown).

ESTARATTI: *Rvr*. River in the east of <u>AETHIOS</u>, flowing west for 360-miles from sources in the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, before meeting its parent, the river <u>NARRATI</u>.

ESTHET: Geo. Island in the far west of the MAIDEN ISLES.

ESTIA: Geo. Scrubland dominating the north east of LYRIDIA, covered in sparse woods. The region is prone to flooding in winter and landslides are common as water rushes down the shallow hills to the rivers BINI and LYCEA.

ESTIL: Set. Small city in the c west of <u>RAONGEN</u>⁽²⁾. Its main industry is the processing and refining of <u>UMBRA</u> mined to the north west, before being pumped north east to <u>TAERIN</u> (Pop. c. 12,800).

ESTMANII: Nou. 'Estmanea'. Plr. 'Estmaniii'. Sup. Org. Mil. Rnk. An order of SHAPERS in the KORACHANI EMPIRE, whose MINASTERIA^(2.) has been based in the city of ETHE in eastern PELASGOS since 1822 RM. Its members are ATRAMENTAL shapers whose SPHERE of influence involves the manipulation of steam and heat, sometimes overlapping with fire and bodily manipulation.

Though this repertoire of skills seems limited, *Estmaniin* have various roles in society that are great assets to industry. They work in mines, cooling the air and equipment, effectively increasing output by making work conditions more tolerable. They work in various manufactories and around steam engines, helping to regulate boilers and the output of steam for smoother-running of engines. They can sometimes be found in large buildings where they oversee boilers that provide heating and hot water.

They are often employed in manufactories, where they help to regulate the great engines within. They are most commonly seen in PELASGOS, where they originated, and where they remain a ubiquitous sight in manufactories. They often served as vehicle crews, where their powers were invaluable in helping to control them. Similarly, they operated STEAM CANNONS or served as living artillery, earing IRON MANTLES and operating personal steam cannons that they could fire with relative precision and speed.

Some *Estmaniin* are capable for subtly manipulating living bodies through their powers over heat. They might be able to increase metabolism or overall body temperature, causing discomfort or injury, as well as death in some cases.

In many instances the *Estmaniin* are amongst the Korachani shapers whose time is thought to have come and gone. Many technologies that went hand-in-hand with the *Estmaniin*, such as steam engines, are now largely obsolete, meaning that the roles that flourished around them have also diminished. Working examples of such ancient machinery can still be found in old manufactories and rural areas, where modern technology tends to take longer to be introduced. It is in these places that the *Estmaniin* now flourish, where they remain a vital part of life, being encountered in important roles. See Vol IV: Spheres and types of Shaping.

ESTOPIR: Set. City in the region of CHYPRE in the west of THE SURRACH. Like most cities in the region, it is known for its orange groves (Pop. c. 17,000).

ESTRALLON: 1. Geo. Peninsula in the c east of the PANTHEON ISLES.

2. Sup. Geo. Atramentally Tainted region in the c east of the Pantheon Isles, centred around the above peninsula. It was first recorded in c. 1900 RM and steadily grew over the next millennia, reaching its present size in c. 3500 RM, after which it stabilised. Its interior is characterised by ichorous vines and a pitch-like substance that oozes from the ground, all of which are inimical to mortal life.

ESTRUCHA: 1. Sea. Bay in the north of ALTHA (2.).

2. Set. Coastal city in the north of ALTHA^(2.) (Pop. c. 31,000).

ESTUARY OF WINDS: see CHILD'S ESTUARY.

ESUBADRA: Set. City in the c south of <u>GIBEAH</u>. It became a base to the last 3 <u>SORCERER-KINGS</u> exiled from <u>CHEIRA</u> in 3702 RM, when it was still little more than a collection of farmsteads and a small market. From there they consolidated their power (Pop. c. 35,000).

ESURA: Set. Small city in the c south of ATARAXIA, along the course of the river MALAKAH (Pop. c. 11,300).

 \underline{ESUS} : Set. Settlement in the north west of \underline{KOMMEA} , in the northern face of the $\underline{VAELDRAN}$ Mountains. It is built on stilts due to seasonal floods that rush down the mountains (Pop. c. 3,800).

ESZALA: Geo. Expansive geothermal region dominating the inland of VALBAR⁽²⁾. The area is known for its many geysers, hot springs, methane vents and other features related to such activity. The region experiences fluctuations in activity, with gradual increases in eruptions and gaseous emissions occurring every few hundred years or so. A particularly severe surge took place around c. 3930 RM, causing all manner of turmoil within the nation. This period ultimately led to the fracturing of the nation and the dissolution of its GOVERNMENT and the formation of Valbar as we know it today.

Since then, the region has been largely dormant, with hot springs and geysers erupting with minimal lasting effect upon the nation as a whole.

<u>ESZALL</u>: Set. Settlement in the territory of <u>FARIS</u> in the south of <u>SABIA</u> (Pop. c. 7,100).

ESZIMAN: Rui. Abandoned <u>CARAVAN HALL</u> in the north west of <u>SABIA</u>, originating in c. 3420 RM in the predecessor state of <u>SAKKHRIA</u> in the region of <u>TOPORAN DOR</u>. It was one of the northernmost stops along a long trade-route, where trappers and mountain men could sell their wares

and where caravans could buy them and seek respite from the harsh weather, though it was abandoned in c. 3875 RM after an avalanche cut it off from the rest of the route a few years before.

ET ARA: Geo. Large area of scrubland that dominates most of north western TAMAR, serving as a border with the HARÉSHK, alongside the river ROHOTHA. The region was once heavily wooded, though with the CATACLYSM OF KHAMID in 101 RM, and the lowering of sea-levels over the course of the FIFTH AGE caused the climate to alter, leading to the death of the dense forests c. 1000 RM.

ETAGAR: Set. Fortified city in the far north of <u>SARASTRO</u>. It is a military centre, and a hub of troops in the north, dedicated to patrolling the border with <u>NÁRTHEL</u> (Pop. c. 40,000).

ETAGIRIA: Sea. Inland sea in the south east of SAMMAEA, dividing the nations of KHAR NADUL and HANNAH in the north, from AKAGHA and ZATAUR in the south.

ETAGIRIAN REGION: Pol. Geo. Political and cultural region in SOUTHERN SAMMAEA, made up of various states and nations, including northern AKACHA, HANNAH, ILLAKRAR, KHAR NADUL, QARALAM ZAKRON, and ZATAUR.

ETAINE: 1. Lak. One of seven major lakes in <u>KOMMEA</u>, collectively known as the <u>SEVEN MAIDENS</u>^(1.), situated in the east of the kingdom.

2. *Dei. Rel. Myt.* One of the <u>SEVEN MAIDENS</u>^(2.) of <u>KOMMEAN</u> myths. She was once human and was transformed into a lake, and now represents benevolent rebirth and transformation and is closely associated with the spring. See Vol IV: Deities and Pantheons.

3. Set. Coastal settlement in the north of <u>KOMMEA</u>, in the <u>HOLLOW COASTLINE</u>. Its main industry is fishing (Pop. c. 6,000).

ETAKHOT: Set. Settlement in the east of RHEA, just south of the river ENNOIA. Its main industry is cotton growing (Pop. c. 7,000).

ETAKRA: Set. Settlement in the south west of ATARAXIA. Its main industry is the mining of the rare ore PARADROSS (Pop. c. 4,200).

ETAMMIN: Set. Major fortified coastal city in the far south east of AMMESH, at the foot of the MEL SAGHI Mountains, guarding the entrance into the BAY OF EMIRIL (Pop. c. 120,000).

ETAMOSIS: 1. m. Mys. His. In the mythologies and ancient histories of ELYDEN, a SCION of S'HITH, one of the two facets of the DEMIURGE DOPELLANICH. His fossilised body is the site of the chief TEMPLE of the CHURCH OF ETAMOSIS in the c north west of OPHIUSSA. He was known as a seer who had visions through DREAMS, though there is little reference to him in the MYTHOLOGIA ELYDEN.

The body of Etamosis was first documented by modern mortals in c. 340 RM and recognised as being an inert <u>SCIONIC CREATURE</u> in c. 920 RM, after which it became shunned. Interest in the region surrounding it increased over the next centuries, when it was discovered that its fossilised flesh was of <u>ONEIRIC</u> properties, resulting in the mining of its flesh, which was first recorded in c. 1200 RM.

Since then, the scion came to be worshipped as the <u>DEITY</u> of Ophiussa, and the consumption of its flesh, which over millennia of mining had begun to wane, was kept for religious ceremonies. See Vol IV: Scions, Children of the Gods.

2. Dem. 'Etamosan'. Ntn. Theocratic republic that emerged in the south of WESTERN LLACHATUL, in what is now occupied present-day OPHIUSSA between 1623 – 2044 RM. The theocracy suffered at the hands of KORACHANI piracy and ICONOCLASTS(2), the latter of which launched a CRUSADE against its church in 2002 RM. The war lasted for a few decades, though primarily consisted of naval engagements and propaganda by imperial exocrines, and by the time it subsided in 2044 RM, the economy of Etamosis was crippled, and the theocracy compromised.

The Korachani empire instated a governor in 2044 RM and banned the worship of Etamosis^(1,), toppling the <u>TEMPLE OF ETAMOSIS</u>, and erecting a new church dedicated to the <u>UNDYING MACHINE</u> in its place. Secretly, the occupation continued mining the body of Etamosis and sold or exorbitant prices due to creating artificial scarcity, though it told the populace that the <u>SCIONS</u>' body was destroyed. Despite this, the people secretly continued worshipping it.

The Korachani occupation was ejected 2127 RM, after which the region began to recover, and a new Temple of Etamosis was built. Following the rediscovery of the scions' body, the religion stopped the mining of the valuable resource, reserving it for religious rituals, in which it was used sparingly.

3. Pol. Set. Major city in the c of <u>OPHIUSSA</u>, along the course of the river <u>PURUSA</u>. It appeared in c. 1300 RM and was founded by <u>SHAPERS</u> seeking to explore the oneiric effects of the torpid <u>SCIONS</u>' body, establishing a tradition of <u>ONEIROMANCY</u> that remains a dominant part of Ophiussan culture to this day. The city has steadily grown since then, as people clamour to live so close to the inert body of their deity, Etamosis⁽¹⁾. It is the terminus of <u>THE WAY</u> trade-route, and its markets and arcades are busy with merchants buying and selling before they head back east along the Way (Pop. c. 1,170,000).

ETAMOSIS, CHURCH OF: Rel. Main religion observed in OPHIUSSA, though it is also observed to a lesser degree in TAHALL and IZABAL^(1,). The religion revolves around the worship of the SCION ETAMOSIS, whose inert body was first recognised as belonging to a scion in c. 920 RM. Originally shunned due to its uncertain heritage, intermittent mining of the scions' fossilised body began in c. 1200 RM after it was discovered that the rocks acted as a FOCUS^(2,) to ONEIROMANCERS.

The religion emerged between c. 1400-1500 RM after oneiromancers began gravitating towards the region and started revering the scion as a divine being. This belief spread amongst the disparate people of the region, who elevated Etamosis to the status of god. This served to unite an otherwise fractured region, and solidified into an organised religion in 1523 RM, with the construction of the <u>TEMPLE OF ETAMOSIS</u> atop the inert body of the scion.

The body of Etamosis is mined and consumed in small quantities by priests during religious rituals, and its oneiric properties have led to many religious leaders being oneiromancers themselves, with dreams considered as gifts from Etamosis himself. See Vol IV: Religions and Cults.

<u>ETAMOSIS</u>, <u>TEMPLE OF</u>: Rel. Str. Major temple in present-day <u>OPHIUSSA</u>, outside the city of <u>ETAMOSIS</u>⁽²⁾. The temple is constructed around the inert body of the <u>SCION</u> Etamosis⁽¹⁾, though in truth the fossilised body is so large that the temple only encompasses a small part of the body, which is worshipped as a <u>DEITY</u> by the people of Ophiussa.

The temple was erected in 1523 RM by the <u>ETAMOSAN</u>^(2.) theocracy, the same year that worship of Etamosis was solidified in an organised religion. <u>KORACHANI</u> occupation of the region in 2044 RM saw the temple toppled, replaced by a new church dedicated to the <u>UNDYING MACHINE</u>. The people of Etamosis were told that the body of the scion had been destroyed, though it was secretly kept intact and mined for its <u>ONEIRIC</u> properties.

When the Korachani occupation was ejected in 2127 RM, the church of the Undying Machine was gutted and reconsecrated to Etamosis, with public worship recommencing. There was much rejoicing when the body of Etamosis was discovered intact, and it was interpreted as a miracle of faith. As a result, it was decided that mining of it as a resource would stop, with only small parts of the fossilised flesh reserved for use in religious rituals from then on.

ETANUL: Mil. Str. Highland fortress guarding the mountain-pass of EDEN

NU that links the east of AZAZEM with the west of KORACHAN.

ETAR: Set. Settlement in the north east of RHINOCOLOURA, along the course of the SALT ROAD. It is a major manufacturer of ochre pigment, which is sold across the trade-route and is used as far afield as the KORACHANI EMPIRE and PARTHIS (Pop. c. 26,000).

ETARIA: Rui. Ancient MULL gladiatorial arena in ATARAXIA. It dates back to c. 2000 RM and was a major focus of mull culture in ARGHAM, before it was ended by the KORACHANI EMPIRE in 2906 RM. following its renaming of the capital to ARKAM in 2907 RM the arena was abandoned and allowed to decay. It remains today as a ruin, visited rarely by nomadic mulls.

ETAREH: Set. Fortified settlement in the far north of <u>IO</u>, close to the border with <u>SALOROC</u>^(1.) (Pop. c. 6,400).

ETARTES: Pol. Set. City on AEONAN PENINSULA in the south west of AEONAS in SAMMAEA. It is the capital city of AEONAS and is amongst the largest urban areas in the nation. It was once an island, though

became a part of the mainland in c. 3000 RM, long before the city appeared (Pop. c. 596,000).

ETARUN: Set. southern-most major city of the <u>CEHOPHELAN</u> empire. The city is a major trade-centre, and oversees most commerce south along the <u>EGETAKH</u> mountain (Pop. c. 160,000).

ETASRE: Set. Settlement in the region of ZAFFRE in the c east of THE SURRACH. Its main industry is logging (Pop. c. 8,000).

ETEKAKET: lit. 'firestone'. Geo. Volcanically formed peninsula on the south of the isle of KHEMET, in KHAMID. The headland was created by the lava flows that were common in the area following the CATACLYSM OF KHAMID. These flows built up over centuries, creating the headland of Frekaket.

The region is renowned for its fertile, if sparse, soils and the mosses that thrive on the black rocks left behind by the area.

ETELAN: Set. The eastern-most settlement in mainland KORACHAN, along the course of the river ICHORIA. Coal from KEPHANICHAN stops here before being transported south via barges to ZEPHANICHAN and HERESI. It is also a part of the SULPHUR ROAD, forming a major link east into VÂRR (Pop. c. 12,500).

ETERITT: Set. Major coastal city in the far south west of PHYRR. Eteritt has developed a maritime culture distinct from the more industrialized cities inland, and its economy revolves around shipbuilding and fishing, though the latter has decreased in recent decades, possibly from growing pollution in surrounding waters from industrial runoff from the URRABANA river.

The city's shipyards are famed for constructing the massive ironclad vessels that patrol the <u>SEA OF AMMASH</u>^(2.), enforcing the <u>IMPERIARCH'S</u> will. However, its shipwrights are known for creating bespoke additions to their ships, producing hidden compartments and clandestine modifications for <u>TECHNARCHS</u> willing to pay the right price – a dangerous game in a land where dissent is met with brutal retribution (Pop. c. 77,000).

ETERNAL ASSEMBLY, the: Pol. Org. The government of KHULL, based in the city of EMEK TA'. It was established by the KHULLAN INQUISITION in 2853 RM following its successful eradication of the tyrannical SORCERER-KINGS^(3.) from Khull and the dissolution of the previous government (known as the SOPHIC CONCLAVE) two years earlier. Their goal complete, the Inquisitors set about selecting candidates from across all territories and social ranks within Khull, with councillors elected from the citizen population to form the first council of the Assembly.

Throughout much of its history the Khullan Inquisition, which was ultimately responsible for the creation of the Assembly, claimed to be subservient to the whims of its councillors. However, as time went on it became clear that certain members thought themselves to be above the law. In 3012 RM the Eternal Assembly voted on the status of the Inquisition and decided unanimously to move their headquarters to NEKIR, to lessen their influence. This did little to help the situation, and by the 37th century RM the Khullan Inquisition was openly attacking members of the KOPHIC HOUSES, causing it to stand trial before the Assembly for its actions. Amid accusations of bribery, the Inquisition was released with minimal punishment – something the Kophic houses would not stand for.

This propagated a new period of corruption within the Eternal Assembly, whose members came to be in the pockets of either the Inquisition or the Kophic houses and by c. 3800 RM the Assembly was not even attempting to hide this from the people. Poisonings, kidnappings, and assassinations became more common after this. Despite the blatant corruption, people continued to seek election, hoping to attract a handsome payoff from either of the two powers. Corrupt council members were bound to enact the demands of their benefactors, with failure often meaning death, or the torture of their families and loved ones.

This has caused a state of stagnation in the Assembly as every councillor works against their peers, many of whom have conflicting agendas despite ultimately being beholden to the same benefactors.

ETERNAL CITY, the: see AETONIA.

ETERNAL RALLY, the: Int. His. Art. Oil painting by an unknown artist (though thought by many to be the work of the treasonous painter

<u>LUVELL</u>) that was uncovered in the <u>BASILICA OF KHADON</u> in 3773 RM when a larger, painting, <u>THE MACHINE ASCENDANT</u>, by the artist <u>KARSIMMON VOCH</u>, was removed for restoration works.

The Eternal Rally shows the controversial regent RUGGORATH astride a rearing warhorse, leading KORACHANI troops to battle beneath a mockery of the imperial banner that is marred by his personal heraldry.

Clearly produced after his 'brief' time as regent of the Korachani empire, the painting is in the chiaroscuro style of the late 2nd millennium RM. Its treasonous intent was clear from the onset, and it remains unknown how such a piece of propaganda survived for some 13 centuries without detection. The obscuring painting was placed in the Basilica in 3234 RM, so it is likely that *the Eternal Rally* was placed there after this time, once *the Machine Ascendant* was already in place.

An order was made by <u>THE SEVEN</u> to have the piece destroyed, but it went missing before this could be done. An empire-wide search took place for years after its disappearance, to no avail.

The paintings' whereabouts remain unknown today, and it is likely to be in a private collection, probably in the possession of someone with treasonous aspirations, though whether in the empire or without can only be guessed at. There remains an open reward for its return to the authorities to this day, so that it can be properly destroyed, though it is believed that as many as a dozen independent rewards are also in place within various black-markets across the INNER SEA REGION.

ETERNAL STAIRCASE, the: see ABYSMAL STAIRCASE.

ETERNAL TREE, the: see DIAOR.

ETERO: Set. Small coastal city in the north east of mainland <u>SKAROS</u>, overlooking the <u>BAY OF DALMA</u>. Its main industry is campanology (Pop. c. 13,000).

ETERUBDA: Ind. Set. Major industrial city in the c east of PHYRR, within the ESHTARES badlands (Pop. c. 72,000).

ETHA: Sea. Small sea separating BA'AKH from IO. In its south east is the strait that leads to the DAARKEN GULF.

ETHAHASH DAYA: Geo. Lush grasslands dominating the c. of the PRINCIPALITY OF SEPAHAUNAT.

ETHAKOR: Soc. Pol. PATRICIAN HOUSE in the SARASTROAN EMPIRE that became a powerhouse of weapons manufacture during the tumultuous decades following the SUNDERING OF THE EMPIRE. Since then, it has become a renowned manufacturer of artillery and military vehicles. See Vol II: Patrician Houses.

ETHALIL: Rel. Str. Ancient temple in the south east of the <u>UHBATAQ</u>^(2.), in the north east of <u>QARALAM</u>, in the south east of <u>SAMMAEA</u>. The temple is claimed to have been built over what was once a sacred cave, where an ancient deity of the earth gave birth to a demigod. The soil there was once seen as sacred and fertile, seeped in the blood and sweat of the god, though overuse and abuse of the resource in past ages has left the region a dead land. Despite this, the temple sees strange pallid skinned pilgrims from far lands, many of which are <u>DVERGAI</u>. Some scholars claim that the deity was the <u>DEMIURGE SYNCHTHONITH</u>, and that the child is the scion DREIIKAH.

<u>ETHAN</u>: Lan. Language spoken by the <u>ETHEN</u> nomads of the <u>UMBRA SOKHAR</u>. It is thought to be descended from the older <u>FOURTH AGE SAMMONISH</u> tongue, though has many influences from a contemporaneous language that belonged to a <u>PLAGI</u> empire that existed in the north of <u>SAMMAEA</u>. See Vol II: Languages.

<u>ETHANASIUS</u>: (B. 2239 - D. 2297) *Art.* Famed <u>LAASKHAN</u> composer and librettist, most famed for his <u>PASSION OF ST. MALICHAR</u>, which is considered a masterpiece to this day.

ETHAND: 1. (B. c. 2261 – ?) half-PLAGI LIDEAN exile. An UMBRAPHAGE, he became a NEGUS of AETHIOS in 2543 RM, bringing the people of Aethios together. Worship of the UNDYING MACHINE prospered under his rule and as a show of strength to the empire that had exiled him, Ethand oversaw the damming of the river SHIBBOLETH^(3.) in 2943 RM, where he was elected ARCHNEGUS. The damming of the river caused the KORACHANI EMPIRE to declare war on Aethios, culminating in the destruction of the dam and disintegration of the nation in 3017 RM.

Aethios would never again be as prosperous as it once was and Ethand remained archnegus only though his longevity (increased by his TECHNARCANE augmentations) and the iron grip with which he ruled. He disappeared in 3027 RM, and his fate remains unknown to this day.

2. capital city of <u>AETHIOS</u> since 2943 RM, when the capital was moved there from <u>ACTANORS</u> following the completion of the <u>DAM OF AESAPIA</u> (1.). It was named after the then ruler of Aethios. It is known for its hanging gardens and indoor pools, which are fed by complex pneumatic systems that draw on the waters of the river <u>NARRATI</u> (Pop. c. 710.000).

ETHARIC: (B. 289 RM – 345 RM) Famous KORACHANI pirate whose small fleet terrorised coastal waters in the east of the INNER SEA during the REIGN OF THE EMPTY THRONE. In 333 RM he was employed by THE SEVEN and became a privateer of Korachan, preying on rival nations' vessels.

ETHARIC'S LIGHTS: Leg. Sizeable will'o'wisps seen over large bodies of open water such as the Seas of MIROVEA and MYMEREA, or the BATHASHAL OCEAN. They are often called this by those familiar with sea legends of the INNER SEA, and are named after an INFAMOUS PIRATE OF LEGEND.

ETHAT: Set. Settlement in the c north of ERET^(2.), 45-miles from the capital, along its main route south east to the city of <u>ASTRAPUR</u> (Pop. c. 7.000).

ETHE: Set. Settlement in eastern PELASGOS, in the hills east of the BATHAKOL that is dominated by the MINASTERIA (2.) of ESTMANIIN. It is also known of its many outlying fields and vineyards, where new crops and varieties are grown, hopefully for later dissemination across the empire (Pop. c. 9,200).

ETHEN, THE AUROCHS: Mys. In TEMUIAN SPIRITUALISM, the TUTELARY SPIRIT of the earth. See Vol IV: Religions and Cults.

ETHER: Plr. 'etheri'. Eth. Nomads of the <u>UMBRA SOKHAR</u> wastes. Though humanoid in form, their mannerisms are quite unlike those of <u>HUMANS</u>, as are their language and customs. They are tall, thin and of grey skin and their eyes are totally black. The effects of the <u>ATRAMENTA</u> do not seen to manifest in physical corruption within them, though they are far from immune to its touch. Though nomadic, they maintain a large metropolis in the Umbra Sokhar by the name of <u>MIHARAST</u>.

It is postulated that they are the descendants of unions between <u>PLAGI</u> and other mortals, commonly humans, formed after the plagi left <u>KHARKHARADONTIS</u> between the <u>FOURTH</u> and <u>FIFTH AGES</u>, following the imprisonment of <u>RACHANAEL</u> beneath <u>DAEKYN</u>. See Vol II: nomads of Elyden, and: Classification and Taxonomy of Life: *Asicthai*.

ETHER-ZOTHAZA: Rel. The religion and cosmogony of the ETHERI nomads of the UMBRA SOKHAR. The cosmogony is characterised by two separate pantheons: the INNER GODS and the OUTER GODS. The Inner Gods are prayed to as part of day-to-day life and, offerings are also made to them in the hopes of swaying their favour. The Outer Gods are alien and unknowable and are considered indifferent to the petty affairs of mortals.

Many of the <u>GODHEADS</u> scattered around the Umbra Sokhar are believed to be attributed to early representations of the Outer Gods, before the religion turned to the worship of the Inner Gods, and have since been abandoned.

The religion has seen itself challenged by the cult of <u>HAARUANISM</u>, which has grown in popularity over the past years. See Vol IV: Religions and Cults.

ETHEREAL: see EMPYREAN SPECTRE.

ETHERI: see ETHER.

ETHEROGH, THE ENAMELLED EFFIGY: ancient *Int. Arc.* Bust of great scale located in the northern reaches of TESCORA in KARAKHAS, this colossus of alabaster-like material is known to weep a blood-like substance. It is the centre of a small cult among which some KERATIN are known to congregate.

ETHESRA: Set. Small coastal city in the far east of SERROK (Pop. c. 15,000).

ETHIA: *Geo.* 200-mile-long peninsula dominating the north west of <u>TISARA</u>, emerging from the mainland at the mouth of the river <u>TAIHA</u>, dividing the <u>USEAN GULF</u> in the west from the <u>SEA OF GEAUA</u> in the east. The ruins of an ancient culture pepper the peninsula, though the many

earthquakes that have wracked it throughout the millennia have left most of them unrecognisable.

ETHISTONI HIGHLANDS: Geo. Expansive highland region dominating the c and southern regions of ETHISTONITH, in the north east of SAMMAEA. The highlands are made up of various ranges, all linked, including the ADARAS, KADDRAS, NAKARAS, SARASAN, and TATRASAN Mountains.

ETHISTONITH: Dem. 'Ethistoni'. Ntn. Arid highland nation in the north east of SAMMAEA, to the south of RHINOCOLOURA, the east of the UMBRA SOKHAR and west of PNESSA. Historically, its people were insular, maintaining little contact with the outside world outside of necessary trade. Its southern lands are sparsely-populated due to the climate and terrain, and most settlements were traditionally located within 100-miles of the river SHIBBOLETH^(3.).

There was much contact between Ethistoni natives and <u>KORACHANI</u> settlers during the height of Imperial colonisation of the region between c. 600 – 800 RM. this resulted in much conflict, but the Ethistoni people were adept at hiding in the rocky terrain and using it to their advantage. The Korachani invaders had difficulty securing the region, and moved on south, eventually founding the colony of <u>NOAVATUR</u>, about 800-miles south.

In c. 2500 RM Ethistonith became the target of <u>HAZORIN</u> hostilities, and the latter was able to annex some Ethistoni territories before the period passed. This stained relations with Hazor in the future and the already insular Ethistoni people would bear an enmity towards the Hazorin that lasts to this day.

In the years following 3470 RM, Ethistonith saw an influx of HALFBLOODED refugees fleeing south from Hazor – exiles of HOUSE NEANDER, which was overthrown in 3469 in Hazor, following the death of its ruler, the otherworlder Neander. These halfbloods would mostly forsake their noble heritage, mingling with the mortal populace of the north of Ethistonith. They were most numerous in the city of YEHHAN, and today most of its residents can claim some degree of Hazorin ancestry.

It was annexed by the RHANATE(2.) in 3703 RM, and its government dissolved, becoming little more than a territory of the Khanate. Today, 300-years following its assimilation by Rhinocoloura, its people are far-removed from the days of independence, and though there is an ancestral mistrust of the city of Hazor and its denizens, the people of Ethistonith have adapted to their live as part of a greater empire.

The region around the river Shibboleth remains fertile and largely rural, with few industrialised cities of note along its 1,450-mile stretch. Indeed, much of Ethistonith is considered wilderness, where wild animals roam free, the true rulers of the land. See Vol III: Extinct States.

ETHITH: Ser. Coastal settlement in the east of the nation of ENITH, in the north west of SAMMAEA (Pop. c. 7,000).

ETHITUL: Geo. Mountain in the far south west of the SOLEYN TERRITORIES, forming a natural border with the tribes of ESSERIS and GOROR in MULCIBER. The KWEI philosophy was born here in the early FIFTH AGE.

<u>ETHITLU</u>: Geo. Mountain in the north east of <u>SAMMAEA</u>, acting as a border between the south west of the <u>SOLEYN TERRITORIES</u>, and <u>MULCIBER</u>. It was the birthplace of the <u>KWEI</u> philosophy prior to its rediscovery in the south of Soleyn.

ETHNARCH: Rnk. In nations assimilated by the KORACHANI EMPIRE, a title amongst native nobles granted land and rank within the appropriating Imperial administrations, especially in relation to warfare. For instance, in VENTHIR the MARABOUTS were captains in command of large coastal towers, though after the arrival and reorganisation of the empire, the title was officially changed, to Ethnarch, though endemic peoples might still refer to them as Marabouts or, at best, Ethnarch-marabouts

ETHOROST: 1. Geo. southern-most peninsula of PERGOST, noted for its 'warmest' climate and rocky terrain characterised by rivers and lakes.

2. Pol. More specifically, since the rise of the TRIFECTATE, the region has taken on a political undertone, with many cities gravitating towards their rule, with the increasing threat that they will splinter from the FEDERATION OF PERGOST to form their own state.

ETHRA: Set. City in IO, perched on the banks of the river LOGOSH, a few miles from the present-day eastern coast of the DAARKEN GULF. The city originated in c. 100 RM, where it served as a caravanseral between the cities of UR SITH in the south and SALOROC in the north. The city steadily grew during its first 2-centuries of life, largely due to the influence of the EXARCHS OF MIRADOR, whose presence in Ur Sith was the cause of much travel between it and the north of Io.

The opening of the Ionic borders to the KORACHANI EMPIRE in 174 RM led to an influx of imperial immigrants into Ethra, which in turn allowed the city to grow prosperous, its harbours constantly in contact with Korachan and PELASGOS. As a result, the city rapidly became one of the most imperialised in Io and when the EXARCHS invited a delegation of imperial politicians to Io in 211 RM, they were housed in Ethra, their fleet filling its harbours for months. The delegation travelled to MIRADOR the next year, accepting the Exarch's surrender of Io to Korachan. Mass dissent followed the announcement, with many clashes occurring between the protestors and the newly-arrived IRON GUARD and STEEL LEGIONS of Korachan. The rebellions were quelled, with hundreds of people executed outside the city as a symbol to future unrest, though in the city of Ur Sith a warrior known as ASIMEL had gained a massive following and marched against Ethra in LIVIALEN that year, besieging the city. He was killed outside the FIRAM GATE during the battle along his army, which was broken in less than a week.

Following the SIEGE OF ETHRA the city was made capital of Io, with the ARCHPATRICIAN-general Ecius Nemes becoming its ruler. By c. 400 RM the appearance of iron mines along the south western face of the GHOLA Mountain led to the steady growth of the city, which had become a centre of cartography and exploration, with the now-legendary voyage of NAVAH BERDEN beginning from there in 559 RM. The capital was moved from Ethra to BAESHA in 1409 RM following the Exarch's rise there over the last centuries, a move which marked a steady decline for the city.

Ethra slowly dwindled in size following the government's withdrawal. The slow retreat of <u>ELYDEN'S</u> seas resulted in its coastal harbours becoming land-locked (its river docks were largely unaffected), leading to loss of trade by c. 2500 RM. Many imperial institutions and businesses fled the city as the iron mines of PTHAHIL and PYMION in the Ghola Mountain failed, exacerbating its downfall (Pop. c. 13,800).

ETHRA, SIEGE OF: His. Mil. War. Following the EXARCHS' abdication of IO to the KORACHANI EMPIRE in 212 RM, the region was replete with dissent, with people opposing their actions. Most dissenters were executed though a charismatic warrior by the name of ASIMEL gathered thousands of followers and in June 212 RM marched against ETHRA, then-seat of the newly empowered imperial administration in Io. The siege was repelled in a week by imperial forces and Asimel was slain by the recently-appointed governor of Ethra, the ARCHPATRICIAN-general Ecius Nemes.

ETIEL: Mil. Str. Fortress in the south of Io, facing north across a steep pass across the AMARU mountain. Erected in 215 RM by the newly-arrived KORACHANI EMPIRE (who had corrupted the regions' rulers into handing Io over to them in 212 RM following years of corruption), the fortress became a major southern staging point for imperial armies prior to the attack of SARASTRO that commenced in the ARCHPOTENTATE MALICHAR'S absence in 322 RM. For three years Etiel was a centre of leadership to the empire's armies in Sarastro, though it was replaced in 225 RM by the so-called PALACE OF STEAM AND RUST (its original name long-since forgotten). Though the Sarastroan command of the regions' terrain and their vehement defence let what should have been a rapid attack peter out into a stalemate that lasted upwards of a century.

Sarastro was taken in 339 RM following the return of Malichar and the fortress of Etiel was allowed to rot, re-emerging in c. 2400 RM, where it became the base to a policing force that helped maintain order in the south of Io and Sarastro.

The sundering of <u>HAGRADEA</u> from Sarastro and the rise of the Holy State of Hagradea in 2783 RM left the regions' borders contested, and Etiel emerged as the major Korachani stronghold in the area and was the centre of 2-centuries of conflict, until the fall of the <u>HOLY STATE OF HAGRADEA</u> and its reabsorption by Sarastro in 2974 RM. The fort was

allowed to fall into further disuse, with short periods of activity, though it found a new purpose following the <u>SARASTROAN SANCTION</u> of 3103 RM, which left <u>SATHEP THE RISEN</u> with direct control over Io, and autonomy over the heathen lands of <u>ARKOS</u>^(1.) and <u>MULCIBER</u>. By c. 3200 RM. Etiel was restored and became the base of Sarastroan armies and slavers venturing south into heathen lands, remaining active until c. 3700 RM, by which time the <u>WORLD'S FADING</u> had been noted and the region, like much of <u>ELYDEN</u> itself, began to dwindle.

ETICA: Set. City in the c of IZABAL⁽¹⁾. It is a burgeoning centre of metalworking and manufactories (Pop. c. 37,900).

ETIOLA: Rui. Blighted ruin on the TWILIGHT STATES, in the far west of LLACHATUL It was, at one time, one of the region's most decadent cities, and was deserted in a matter of months following a horrific PLAGUE that struck there between 3780 – 3810 RM. It is now populated by the twisted survivors who are shunned by the rest of the Twilight States.

ETIZOR: Set. FIRMAMENTAL college in the west of <u>CARNYNGA</u>, along a bottleneck in an isthmus that gives it access to the <u>VOORMIN SEA</u> in the north and the <u>BAY OF SUR</u> in the south. It originated in c. 1100 RM as a trading outpost where salt cultivated in the west was sold farther east, but as the salt trade died so too did the outpost, which was allowed to crumble. It was restored and added to over 600-years later, eventually becoming a school where <u>SHAPERS</u> could learn their art.

ETKHA: Set. Settlement in the west of LAASKHA, along the southern-face of the <u>CAALUA</u> Mountains. It is known for its limestone quarries (Pop. c. 1,600).

ETMECH'HAD: Geo. Ancient Mountain-chain in the south of THE OLD FOREST, running north from the northern face of the <u>UMBRALA</u> Mountains.

ETOMORM: Set. Settlement in the east of PORPHYR (Pop. c. 8,000).

ETONONONT: Geo. Rocky highland region in the west of <u>BANT</u>, and source of the river MELATUT.

ETRAGUR: Set. Small city in the c north of LIDEA, known for its mining of brown coal (Pop. c. 15,000).

ETRAMIL: Geo. Mountain along the border between the prefectures of $\underline{\text{HOLOLACH}^{(2)}}$ and $\underline{\text{HOLICHRIS}}$, in the north east of the nation of $\underline{\text{Hololach}^{(1)}}$, forming part of the $\underline{\text{TOLIASOR}}$ Mountain-chain.

ETRETIA: Set. Small city in the c of <u>OPHIUSSA</u> along the course of the river <u>MARAGA</u> (Pop. c. 13,000).

ETRIOR: Set. Independent city in the far south east of ANUBIA, close to the border with SUOR. It is one of the few permanent settlements in Anubia south of its deserts, and borders the northern-most reaches of the HARRUS forest and is a centre of logging, producing unique wooden that are famed abroad (Pop. c. 50,000).

ETROMU: Set. Settlement in the c south west of IZABAL⁽¹⁾, known for its OLIVE groves and oil production (Pop. c. 7,400).

ETRON: Geo. Small mountain in the c south of <u>AHKA</u>, forming a part of the TOLIASOR Mountains.

ETTAIA: Geo. Island off the south western coast of WESTERN SAMMAEA, in the COTRIAN ISLES, forming a part of the ISLAND STATES OF IRY.

 $\overline{\text{ETTELLA}}$: Sca. 1. Strait between the south east of Zhariah^(2.) and the island of SAELEH^(1.).

2. Gulf in the south east of $\underline{ZHARIAH}^{(2.)}$, dividing the mainland from the peninsula of $\underline{ABBI\ DA'AD}^{(1.)}$.

ETTERMIA: Set. City in the north west of <u>PARTHIS</u>, along the course of the river <u>BALAMUN</u>, in the region of <u>BALAMUT</u> (Pop. c. 15,500).

ETTHI: *Geo.* Scattered mountain-range in the south of <u>LYRIDIA DHAI</u>, to the west of the <u>KYTHI</u> Mountains.

ETTIGAR: Set. Small city in the east of PHYRR, in the far south east of the SASTAKAUR Massif. It controls a series of sulphur quarries in the volcanically-active surroundings. Indeed, the air outside the city is toxic from sulphuric fumes and most workers need to wear SOFTSUITS or gasmasks while working (Pop. c. 11,000).

ETTRASIA: Sec. Large settlement and mining region in the north east of ATARAXIA. It is a major producer of iron in the region (Pop. c. 4,000).

ETTRYAN: Set. Settlement in the c west of the SOLEYN TERRITORIES (Pop. c. 10,000).

ETTUR: Set. City in the far north east of IPANAH (2.) (Pop. c. 41,800).

ETUA: Dem. 'Etuani'. Ntm. Nation in the c north of SAMMAEA, nestled between the south east of THE SURRACH and the north west of KHARKHARADONTIS. It is of a dry continental climate, with very little running water. Most settlements must dig deep wells or rely on aquifers or rare few oases that dot its more hospitable regions in order to survive. Much of its land is covered in deserts, with the DUNE SEA of KHARKHARADONTIS spilling over into its eastern territories, and its c western lands dominated by the scattered stone deserts of GIGGERAGH.

Its people are insular and hardy and quite unlike <u>HUMANS</u> found elsewhere, with skin tones that range from red, to brown, and black, and features that echo other <u>MORTAL PEOPLES</u>, indicating a mixed heritage, perhaps from ancient unions with between humans, <u>LHAUS</u>, <u>KERATIN</u> and/or <u>SHIE</u>.

Most Etuani people are nomadic, moving from watering-hole to watering-hole, careful not to deplete any resource completely in any place they stop, out of respect for others who may follow. They are adept trackers, navigating their harsh homeland in even the harshest weather. This lifestyle breeds a culture of people who are highly militant, with most children capable of stripping and firing firearms and competent in close combat.

It is considered a state by most outsiders, though this is not really the case. Its people do share a cultural heritage dating back to the early <u>FIFTH AGE</u>, though most cities are self-governing with little in the form of an overarching government. One unifying factor is the <u>GIBBERING WORM</u>—the uncaring chthonic deity at the centre of a harsh religion that dominates most aspects of life in the region. Its elders rule the majority of Etuani cities under a tyrannical theocracy, who together form a network of leadership and intelligence across Etua.

Little is known of the regions' history for the Etuani people do not share their culture and history with outsiders.

Etuani merchants are known to trade gems north west with the Surrach and east with <u>MOAH</u> on occasion. Its architecture is known for its star-shaped arches, the negative shape of which is a common motif, likely dating back to an ancient precursor culture. See Vol III: Extant Realms and Nations.

3. Set. Largest city in the region of Etua^(1.), often mistakenly equated with a capital. This is not strictly the case though, as Etua is not a truly united region and most cities are self-governing.

The city is however a hub of the debased cult that worships the <u>GIBBERING WORM</u>, and many people from across the lands of Etua travel here in veneration of the grotesque being (Pop. unknown).

ETUAN WASTES: Sup. Geo. Expansive ATRAMENTAL WASTELAND in the far north west of KHARKHARADONTIS in the c north of NORTHERN SAMMAEA, crossing the border into the south west of ETUA. The natural terrain of the wastes tends towards rocky desert, of which the GIGGERAGH is the most expansive, though where the ATRAMENTA holds sway, the terrain is dynamic, varying between mud, rock and water, often changing suddenly. Underlying duststone foundations often collapse, leading to sinkholes forming and slurry gushing down. These areas are largely shunned, though are sometimes traversed by the IRASSAN people and ETUANI nomads.

It is categorised as $\underline{\text{DANGEROUS}}$ by the $\underline{\text{KORACHANI INSTITUTE OF}}$ ATRAMENTAL STUDIES.

ETUANI: 1. Eth. Dark-skinned nomads of the ETUAN WASTES. They are believed to be the native inhabitants of ETUA, predating the majority of its extant people, who arose from ancient unions between various MORTAL PEOPLES. They are known mostly amongst outsiders as worshippers of a strange entity known as the GIBBERING WORM. See Vol II: the Nomads of Elyden.

2. Lan. Language spoken by the people of <u>ETUA</u>. It is considered to be a language isolate, meaning that it has little if any links or relationships with other languages. It has some modern loanwords, largely from <u>SAVIUDI</u> via <u>SURRACHI</u> merchants, though is otherwise unique, with its roots remaining unexplored and unknown. See Vol II: Languages.

ETUKHIS: Set. Settlement in the c of KHAMID, along the course of the river ARAX (Pop. c. 10,000).

<u>ETUL</u>: Dem. '*Etulan*'. *Ntn.* Nation in the east of <u>MENISCEA</u>, north of the <u>BAY</u> OF PANOTIA.

In 3529 RM it excommunicated its eastern cities after allying with LARISH⁽²⁾, and they remain now as a loose confederacy known as the ESHELITRIAD. It emerged from the older far-ranging empire of VALARIM, that collapsed early in the FIFTH AGE. Its people follow the philosophy known as the ALEMBIC PATH. The nation is interesting in that is home to a (comparatively) large concentration of valthas, particularly in its north west, where they keep to themselves in small isolated communities, though it is not unknown for individuals to be found in larger cities across the nation.

It is ruled by an enigmatic figure known as the Yellow King, whose followers fill out the ranks of the nations' nobility, priests and law enforcement. See Vol III: Extant Realms and Nations.

ETUN: Rel. Set. Cathedral city in the north east of <u>SKAROS</u>, forming a part of <u>THE SHADOW MARCH</u> as well as the <u>RED ROUTE</u> as a result its streets are filled with merchants and peddlers selling religious trinkets and idols to <u>PETITIONERS OF THE MACHINE</u> who find their way there.

Interestingly, it is also home to the only church of the <u>ALMAGESTI TEMPLE</u> in the <u>KORACHANI EMPIRE</u> – the <u>CHURCH OF ST. SAUAEL THE PEACEMAKER</u>, which was erected there in 3187 RM to honour the life and death of the beloved diplomat. It is kept open at great effort by volunteers, donations, and guards from <u>ALMAGEST</u> and Etun alike, and its parishioners have clashed with those of the <u>CHURCH OF THE UNDYING MACHINE</u> on many occasions. (Pop. c. 68,000).

ETUNA: Set. Small city in the south west of <u>SAGITTARIA</u>. It forms part of the <u>IVORY ROAD</u> and is known for its bank and moneylenders, who serve the many merchants that cross through the city (Pop. c. 16,600).

ETUNDU: 1. Geo. Large island-chain off the western-coast of TZALLRACH, composed of 5 major island and dozens of smaller islands. That are collectively known as Etundu. The retreat of ELYDEN'S seas has left this archipelago connected in a ring, with only a few navigable straits leading into the shallow Inner Sea.

2. Set. Fortified settlement on the major island of the Etundu chain, overlooking the shallow inner sea at the chain's centre. The region around the fortress is <u>ATRAMENTALLY-ACTIVE</u>, and is a centre of research on the subject (Pop. c. 3,600).

ETUNUCH OF HAMITHA: (B. 1419 RM) *Rel.* Author of religious texts banned in <u>KORACHAN</u> by the <u>CHURCH OF THE UNDYING MACHINE</u> as heretical in 1442 RM. He was captured and burnt alongside hundreds of his texts and followers in 1458 RM by the <u>AVÉNETHI ORDER</u>.

ETURED PASS: Geo. Mountain pass crossing the <u>HAMAIDAON</u>
Mountains, close to the settlement of <u>SOSSNAR</u>. The pass allows access across the mountain in the dry months – flooding from snow-melt and storms render the passes unusable for much of the year, however.

ETUROU: Set. Settlement in the east of <u>PARAIYA</u>, along the western shore of lake <u>AREN</u>^(1,). Its main industry is the cultivation of reeds and the manufacture of reed-based products, many of which are sold on the <u>SALT ROAD</u>, which passes through it (Pop. c. 8,400).

<u>EUAHIR</u>: Set. Settlement in the north of <u>EZASUH</u>^(2.), in the forested <u>DORAKRAKOR</u> region (Pop. c. 4,300).

 \underline{EUANAT} : 1. Geo. Island off the northern coast of $\underline{EZASUH}^{(2)}$.

2. Set. Main city on the eponymous island (Pop. c. 35,200).

<u>EUANAT RIFT</u>: *Geo.* Geological rift on the island of <u>EUANAT</u>. It is known for its unstable land, cracks and fissures, as well as occasional <u>SHADOWISPS</u>.

The region is categorised as <u>DANGEROUS</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES</u>.

EUANTHEKIB: *Int. Dre. Geo.* Expansive <u>DREAMSCAPE</u> in the north of the island of <u>ISEA</u>, in the north east of <u>DHAT</u> and the north west of <u>IDRIIS</u>. It is a primal realm, known for its vast undulating rocky landscapes above which lie dense labyrinthine virginal forests with thick undergrowth, fungi and creepers. Fauna that lives within its domains are more feral and larger, with thick matted fur and horns and antlers seemingly made of wood with mosses and epiphytes growing on them. <u>MORTALS</u> who spend

even as little as a few hours within its borders begin to find their bodies irrevocably changing, taking on animalistic traits. The changes are subtle at first but following days or weeks of exposure these changes can be major — with their skeletal structures and skin warping in a painful and irreversible transformation that will ultimately see them changed into hybrid beings, an unholy meld of mortal and beast.

In extreme cases these changes can be grotesque and without form or function, with limbs, mouths and eyes emerging in place where they have no right to as their bodies balloon and warp into tortured silhouettes.

There is a group of guardians known as the <u>SENTINELS OF ARIMASPI</u>, who yet worship the languid <u>DEMIURGE</u>, and guard mortals from straying into the few places where they might mistakenly gain entry into this land.

<u>EUCALYPTUS OIL</u>: Flo. Soc. Mys. Oth. In many cultures in and around the c of <u>SAMMAEA</u>, eucalyptus oil is seen as a deterrent to unwanted spirits and <u>OTHERWORLDERS</u>. It is used in <u>EXORCISMS</u> and sold in blessed vials to ward off unwanted spirits.

This belief (not entirely unfounded, as various reports can prove) has since spread throughout the <u>KORACHANI EMPIRE</u> and farther, where it is used in rites of permission and exorcism, and is applied to the skin as a warding unguent.

EUCHRA: *Geo.* Mountain in the south of **BA'AKH**.

EUDALEON: see **ISARIC AGHREGNIS EUDALEON**.

EUDALEON CODICES, the: Mys. Sup. Dre. His. Vol. Series of six volumes that contain the sum total of the writings of the polymath ISARIC AGHREGNIS EUDALEON. Originating as simple notes, most of which were written or drawn on scrap or reused papers never intended to be published, they were collected and bound following his mysterious disappearance in 1438 RM. The volumes each were instrumental in various fields and technologies and each has a storied past, with the whereabouts of some currently lost, though others are well-known, kept behind lock and key.

The six volumes are: the <u>CODEX VAERDEN</u>, which is concerned with natural history; the <u>CODEX LIORNIS</u>, which is a geographical textbook, touching on physics and other related fields; the <u>CODEX ARCANUM</u>, which is perhaps the most infamous, concerning itself with deep mysteries of the <u>MATERIAL PLANE</u> and the <u>OTHERWORLD</u>; the <u>CODEX DEOCHAN</u>, which focuses on mechanics, engineering and geometry, with many designs for inventions ahead of their time; and the <u>CODEX MISHUR</u>, which explores the nature of <u>DREAMS</u>; the <u>CODEX RATHANASA</u>, which was a religious tome and purportedly destroyed by the <u>CHURCH OF THE UNDYING MACHINE</u> in 1443 RM.

<u>EUDESA</u>: Mil. Str. Major coastal fortress guarding the delta of the river <u>NURIA</u> in eastern <u>EREBETH</u>.

<u>EUPATRA</u>: Set. Settlement in the c of <u>SARASTRO</u>, to the south west of the capital of <u>ARGEA</u>. Its main industry is agriculture, and it sells food to merchants travelling along the <u>SALT ROAD</u> to <u>ARGEA</u> (Pop. c. 6,000).

EUPHAR, ORDER OF: Alc. Mys. Org. A sect of chanting monks based in the <u>GNOTHI</u> city of <u>EUPHONIA</u> who believe that sound can alter matter. They also dabble in FIRMAMENTISM and ALCHEMY.

EUPHARES: Rvr. Ancient river that flowed through much of the <u>HOGGOTHA ISZ</u>. It dried out millennia ago and is now little more than a parched canyon system dominating the region. It is believed to have once been a cradle of mortal life, with ruins attributable to various long-extinct cultures and civilisations.

<u>EUPHONIA</u>: Alc. Set. City in the south west of <u>GNOTH</u>, situated along the banks of the river <u>PURUSA</u>, noted as the birthplace of the <u>ORDER OF EUPHAR</u>, a sect of chanting monks who believe that sound can alter matter. They also dabble in the <u>FIRMAMENTISM</u> and <u>ALCHEMY</u> (Pop. c. 100,000).

<u>EURADA</u>: 1. *Lak*. Lake in the north of <u>AHRISHEN</u>, along the course of the river <u>PELADA</u>. The lake is fed by waters from the river <u>PELADA</u> as well as lake <u>LAOMADA</u> and <u>MAEDA</u>.

2. canal in the north west of <u>AHRISHEN</u>, linking two separate river systems – the <u>NALESH</u> in the west and the <u>PELADA</u> in the east. it is around 20-miles long and has 7 locks along its course.

EURARA: Set. Major city in the north of Illakrar (Pop. c. 400,000).

<u>EURRTOS</u>: Rvr. River in the north east of <u>JURRAS</u>^(2.), flowing north east for about 300-miles from sources in the east of the <u>SYNHODOS</u> Massif before reaching the coast in the south of the <u>SEA OF FOR</u>.

EUSATIR: Ser. Coastal settlement in the west of KAZZAR⁽²⁾ in the region of TASALOTT. Its main industry is the exporting of ivory and other game trophies, most of which make their way for sale along the IVORY ROAD (Pop. c. 8,200).

EUSIS: Lak. Lake in the north of WESTERN SAMMAEA, forming part of the course of the expansive river GAMUS. The lake formed in c. 3500 RM, when the retreat of the BAY OF SABRIYA (1.) dwindled with the retreat of the waters of the GULF OF ESHIRON The waning of the sea was the expansion of the river Gamus, which flowed along the deepest parts of the revealed valley. Lake Eusis formed when the river reached a natural basin, allowing it to collect, just where the city of ANAFA stood, giving the newly land-locked city a source of moving fresh water, which remains to this day.

EVANEVER, FLEET ADMIRAL: (B. 3593 – D. 3663 RM) *Mil.* Fleet Admiral of the ALMAGESTI navy from 3632 RM to his retirement in 3658 RM. In 3938 RM a chest with letters and correspondence from the Fleet Admiral was discovered, revealing romantic exchanges between him and a naval doctor who he would spend the years following his retirement with, until his untimely death in 3663 RM. One of the letters names the place where he declared his love – a BASTION GARDEN that would colloquially be named after him by c. 3950 RM, and which today is a safe place where minorities those who are not accepted by the populace at large can go to.

EVANEVER'S GARDEN: Int. Flo. Arc. Picturesque garden within the CITY OF ALMAGEST, overlooking its northern harbour. The garden is relatively well-hidden and is nestled between two bastions, making it difficult to access.

Situated partially within its old bastion walls, the gardens are filled with fragrant trees and flowering perennials and have had viewing platform carved out of the bastion walls, allowing quaint views of the tiered harbours far below. The gardens were opened in 3308 RM and are said to have been the place where FLEET ADMIRAL EVANEVER declared his love for the man he would go on to spend the rest of his life with. Since this came to light a few decades ago, the garden has become a haven to minorities seeking a safe place to enjoy views of the harbour. Despite this, the garden remains largely empty, with few knowing of their existence and even fewer going there regularly.

EVARII: Set. City in the c of <u>PNESSA</u>. Its main industry is iron mining (Pop. c. 30,200).

EVARSHA: Set. Coastal settlement in the west of <u>IACIO</u>, known for its fishing (Pop. c. 6,000).

<u>EVARUN</u>: Set. Settlement in the c-south east of <u>VAALK</u>, close to the woodlands of <u>OKKARA</u>. It harvests the sap of the <u>ARRAKESH</u> trees that are common in the forest, which is used to negate the effects of the <u>ATRAMENTA</u> (Pop. c. 1,000).

EVHRAN: Set. Fortified city in the south east of VETHRANDA (present-day OTINTH). In c. 990 RM it emerged as a power centre, its rulers, the Vethrandi family, uniting the disparate city-states of the region under its banner in defence against the predations of the HOLY LAND OF RACHANAEL, whose templars had come to subjugate the surrounding area. Following the wane of the royal family in 1662 RM, it remained the seat of power in Vethranda until its destruction by the scion known as the VHOCENT in 2735 RM, in which it was annihilated in an ATRAMENTAL blast of his own creation.

Today, its ruin mars the landscape of Otinth, and the surrounding area is covered in foul <u>ATRAMENTAL TAINT</u> that has forced people out of the area. It remains uninhabited to this day.

The region is categorised as $\underline{\text{DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}$.

EVIRKA: Set. Settlement in the west of SABAISA (Pop. c. 28,000).

EVOLAM: Flo. A form of giant kelp that is common along the western coast of <u>WESTERN LLACHATUL</u>, particularly <u>THE VORANDINE</u> and southern <u>RAONGEN</u>^(2.). Oil processed from the kelp is a vital part of many <u>ATRAMENTALLY-BASED</u> procedures, including <u>CLONING</u> and

 $\underline{\textit{FLESHWRIGHTING}},$ and the kelp harvested at great profit by the above peoples.

EVORADI: *Eth.* Nomads of <u>HOLOLACH</u>^(1.). They are followers of the original <u>VOLATA</u>. When the Volata settled, some of his followers continued their nomadic lifestyle, spreading his word as missionaries (some ended up in other lands, where they settled, later mingling with locals, becoming lost to history). The Volata praised them as his outriders and they took the expression to heart, making it a tradition that's followed to this day. They travel not only throughout Hololach, but move along the western coast of <u>WESTERN LLACHATUL</u>, including <u>AQUARIIA</u>, whose people are thought to be descended from early evoradi settlers. See Vol II: the Nomads of Elyden.

<u>EVRON</u>: Set. Once major harbour on an island in the south east of the <u>FREE-ISLES OF PELASGOS</u>, though it is today landlocked, and of little importance. Today it is mostly known for the large monastery of the <u>CHURCH OF THE UNDYING MACHINE</u> that produces good honey (Pop. c. 1,000).

EVURAHAN: *His. Ntn.* Ancient FIFTH AGE territory once belonging to native YARAOMIC PEOPLE. It was situated in the north of SAMMAEA, forming the north east of their ancestral lands in what is today the north east of LIDEA. It was amongst the last Yaraomic territories to be taken by KORACHAN, and was slowly overrun between 800 – 900 RM, during which time native Yaraomic People were taken as slaves or driven out, forced into ever-dwindling territories.

Like most of Yaraomic history, very little remains of its people's culture today, and the caste of lorekeepers known as the <u>IARAOM GRABBA</u> travel across northern Sammaea searching for ancient artefacts to take to their fortress-library in <u>IARSHUGGAH</u>.

EVUT: Set. Coastal city in the south west of <u>PNESSA</u>. It is known for its <u>UMBRA</u> refineries and harbours, where processed umbra is shipped around the <u>GULF OF SAURIAR</u> and beyond (Pop. c. 70,000).

EVVER: 1. *Geo.* Endorheic basin in the east of <u>LLACHATUL</u>, along the border between the <u>PANTHEON ISLES</u> and <u>TETHYSIA</u>.

2. Lak. Seasonal lake in the above region, in the north east of the mainland PANTHEON ISLES.

3. *Mil. Str.* Fortress in the above region, in the north east of the mainland <u>PANTHEON ISLES</u>, guarding the trade-route north into <u>TETHYSIA</u>.

EVVRED: (B. 1564 – D. 1622) Pol. Emperor of IMELKA and bearer of the GODSTONE (1.) PRONAOS TESSERA from 1595 RM until his death in 1622 RM. His reign began after 3-years of civil war where he fought his brother over the throne following the unexpected death of his mother, empress NIALDA, in 1592 RM.

EWATAS: Set. Small city in the c of the SULTANATE OF ABACARDAT (Pop. c. 13,000).

EWHA: f. Pol. His. Per. (B. 1906 – D. 1989 RM) Princess of the HENDECARCHY of DERAEIA in the east of MALAN. In 1922 RM she was married into ruling merchant house of TISHANNA⁽²⁾ (present-day TISARA), becoming the queen regent of a new monarchy with close ties with Deraeia.

EXIDRA: Sea. Name for the SEA OF LYNNAE amongst the people of DHA NAR in the western-coast of MENISCEA and the CITIZENRY OF THALI in the west of WESTERN SAMMAEA.

EXAHARIA: His. Ntn. Now-extinct FOURTH AGE nation in the north of SAMMAEA, around the SEA OF BYSSOS region to the north of the CAMMOREAN Mountains. See Vol III: Extinct States.

<u>EXAHARIAN</u>: His. Lan. Now-extinct <u>FOURTH AGE</u> language that was prevalent in the north of <u>SAMMAEA</u>, spoken by the people of the Exaharian empire. See Vol II: Languages.

<u>EXANEM</u>: 1. Lak. Lake in the south west of <u>AZAZEM</u>, fed by the river UGONEM.

2. *Mil. Str.* Fort in the west of <u>AZAZEM</u> guarding the region of <u>ATROPHY</u>, which is a major producer of <u>DROSS</u>. Its forces protect the north eastern routes of the region.

EXARCH: also 'Exarch of Mirador'. Pol. Rnk. In Io, a caste of FIRMAMENTAL mystics which emerged from the GHOLA mountain in c. -150 RM and, following the events of the APOSTATE WARS that sundered the nation. Learnt how to create and animate golems, bestowing upon them much power and political sway.

Legend state that they discovered ancient tablets on mount <u>MIRADOR</u> in the Ghola mountain (similar to the <u>IONIC TALPA</u> discovered in c. -730 RM) referred to as the <u>ZHATABAAB</u>. With the knowledge learnt from the Zhatabaab, the *Exarchs* travelled to the ruins of <u>GARAP</u> in c. -150 RM, searching for the secrets of the Ionic Talpa. Though largely ignored during the chaos of the <u>APOSTATE WARS</u>, the Exarchs re-emerged in its wake, and in -111 RM managed to animate a number of golems in the hollow-temple of <u>THE VOID</u> in the city of <u>UR SITH</u>. This precipitated their uniting of Io – in -47 RM they attacked the city of <u>BAESHA</u>, taking it. By -30 RM they had united all disparate regions of Io but <u>SCYTHEA</u>, ending the rule of the old Ionic Hierarchy.

Following the moving of their palace to Mirador in -23 RM, they established embassies with the <u>KORACHANI EMPIRE</u>, formally opening Ionic borders with the empire in 174 RM. This would eventually lead to their abdication of Io to Korachan in 212 RM, though they remained largely autonomous following that time, concentrating on perfecting their art through the application of imperial technarcana. By c. 900 RM the Exarchs had become part of the <u>CHURCH OF THE UNDYING MACHINE</u>, abandoning <u>ETHRA</u> in favour of <u>BAESHA</u> following the <u>SECULAR</u> DISSOLUTION.

The Exarchs were eventually disbanded following the <u>SARASTROAN SANCTION</u> of 3103 RM found <u>SARASTRO</u> gain control of Io, and its ruler, <u>SATHEP THE RISEN</u>, bequeathing the territory to his lieutenants. The Exarchs were hunted and driven out of Io, and their knowledge, including their golems, destroyed. The remnants of the Exarchs scattered around the north east of Sammaea, and their descendants continue their studies to this day.

EXCIAN HILL, the: Geo. Step hill in the c north east of SARASTRO, around which the city of ARGEA was erected, starting in 339 RM. The LICHFORT – home to the Sarastroan government, and palace to the LICHKING – envelops the hill in its entirety today.

EXECRATION: Soc. Rel. Lan. Verbal admonishments uttered by a caste of men known as <u>EXECRATORS</u> consecrated by both the <u>CHURCH OF THE UNDYING MACHINE</u> and the <u>REFORMED CHURCH OF SARASTRO</u>.

EXECRATOR: Rel. Rnk. In both the CHURCH OF THE UNDYING MACHINE as well as the REFORMED CHURCH OF SARASTRO, Execrators are a caste of men consecrated to utter curses (verbal admonishments known as EXECRATIONS that, while completely mundane, are feared by the lower classes) unless the target can make a donation to the church.

EXECRATOR HOSTS: Int. Rel. Mar. Org. Elite martial MUGHARRIBS of the REFORMED CHURCH OF SARASTRO that are tasked with hunting heretics, apostates, political dissidents and other high-profile enemies of church-and-state. The hosts are largely autonomous, answering only to their direct superiors and SATHEP THE RISEN. They typically operate in groups of three to five, with each host preferring a different composition, though these are not always the same from host to host. The most common roles are:

- ANNALIST. Theologians and historians, Annalists record the details
 of those apprehended and the judgements handed down to them.
 These records are then presented to the Reformed Church of Sarastro
 for inclusion in church archives.
- KALFA. Typically female, kalfas are infiltrators and spies, who can operate in places where men would be too conspicuous.
- LUMINARY⁽³⁾. Host leaders, luminaries have ascended farther along the hierarchy of the Reformed Church of Sarastro.
- <u>PURSUANT</u>. The martial backbone of any Host, pursuants are the equivalent of <u>KORACHANI VENATORS</u> skilled hunters and combatants and they are well-versed in the tenets of the Reformed Church of Sarastro.
- VEKKIL. Lawmakers and judges granted the power to condemn and sentence those hunted by the Hosts.

They have been compared by some to the various <u>SANCTIFIED ORDERS OF THE INQUISITION</u> of Korachan, and rightfully so, as they emerged in the wake of the <u>SUNDERING OF THE EMPIRE</u> from the said Orders and fulfil a very similar role, also operating largely autonomously of their governing body in the name of church and state.

EXCUBANT: Sup. Rnk. Rank of SHAPER in ACHAA^(2.) tasked with standing guard over the most acute of its FIRMAMENTALLY TAINTED regions,

including <u>CHORHYST PHENOMENON</u> and <u>LYNASHA</u>. They ensure that lodeliths do not drift too far into civilised lands, and also observe the Chorhyst Phenomenon for fractures or unusual activity. They are also entrusted with turning people who venture too far into dangerous lands away.

They are an important part of the social hierarchy in Achaa and are respected. Their work is difficult and they spend long periods of time away from the comforts of civilisation, though they enjoy a decent stipend that they continue to receive even after retiring.

EXECUTION: Int. The carrying out of a death sentence on a condemned person. This can take various forms, the most common of which are hanging or firing squad. Some specific forms can be found below:

1. Hanging. Common across <u>ELYDEN</u>, the condemned is hung from gallows, with a trapdoor released, allowing the person to drop, resulting in either their neck snapping, or strangulation should the former not work.

In some areas, including <u>VAALK</u> and <u>MHAROKK</u> there is a tradition that the executioner forces the condemned to kiss the gallows before having the rope tied around their neck. Many gallows have a part that is polished smooth from the lips of unnumbered thousands of previous condemned men and women.

- 2. Decapitation. An ancient form of execution that has remained prevalent in <u>SKAROS</u>, <u>LIDEA</u> and <u>MHAROKK</u> throughout their subjugation under various colonial powers is beheading by sword. This form of execution is typically reserved for heinous crimes, or treason against the government. This method of execution was most commonly administered by <u>CARNIFEXES</u>.
- **3. Crucifixion.** Common method of execution for shapers particularly against Firmamentists in the <u>HIGH-</u> and <u>LOW-EMPIRES</u>. The exact form varies by region, though most common is for the victim to be tied to a large stake or pole, with their arms bound together above their heads. They would often be covered in oil or honey to attract scavengers.
- 4. Gibbetting. A traditional form of punishment along the <u>SHADOW MARCH</u>, where those found guilty while undertaking the religious pilgrimage are left behind in gibbets (cages hung within clear view of the March) to die of starvation or exposure, whose bodies would act as a message to future pilgrims. The entire route of the Shadow March is filled with such gibbets from past executions, many dating back centuries.
- **5. Blowing from a gun.** In the <u>KORACHANI EMPIRE</u> treason and sedition are punished by tying the condemned to a cannon and firing it. This is often used to punish certain military violations, such as desertion.
- 6. Prison Tree. An ancient <u>MALANI</u> tradition where criminals were imprisoned within the hollow trunk of the <u>PRISON TREE</u> and left to starve, with their bodies sustaining the tree. Though no longer practiced in most urban areas, it is thought to still be a method of execution in more rural areas.
- 7. Quartering. Common in <u>SIMBARA</u> and other states in the south west of <u>SAMMAEA</u>, particularly amongst those convicted of treason, quartering involves the cutting or ripping of a person's extremities. In Simbara this involves the surgical removal of the legs at the hips and the then the head. In <u>HABOT</u>, the process is even more barbaric, with the condemned person chained by all four limbs to a black idol. The chains are connected to a machine that slowly pulls them taught, inflicting great pain as the limbs are stretched back, causing bones to break, flesh to tear and skin to rip apart.
- 10. Guillotine. Common in <u>PARTHIS</u> and its vassals, the guillotine is seen as a less barbaric form of execution and is quick and relatively painless, and it is used for various crimes, ranging from perfidy, murder, and crimes against the republic.
- 11. Molten Lead. An ancient form of torturous execution once common in industrial parts of established KORACHANI territories, including LAASKHA, VAALK, PELASGOS and VÂRR. In this execution molten lead is poured down the throat of the condemned. Death is painful, though mercifully quick, and results from a sudden explosion of steam releasing as the hot lead touches the windpipe, spelling air from the lungs. The lead cools within seconds, solidifying in the throat, by which point the person is typically dead from shock. Lead has sometimes been replaced with gold in rare cases, such as with royalty or nobility. This form of execution is

rare today though has been revived by ruthless leader, in particular the Vârran state of <u>NOACHIS</u> and <u>SATARR</u>.

12. The Three Deaths: a common method of execution employed by the TWIN EMPIRES, that is reserved specifically for WITCHES. The execution involves stabbing, impaling and finally drowning. In most cases the victim is dead before the third or sometimes second 'execution' is reached, though particularly reviled persons are kept alive so that they can suffer through all three. Though technically reserved for shapers, this method of execution has sometimes been used for heathen leaders and generals.

EXEMPLAR TRIAD, the: Vol. Myt. His. In the field of cosmogonical and mythological study, three unique examples of the MYTHOLOGIA ELYDEN that together have formed the basis of our extant knowledge of the Mythologia. With many extant examples of the Mythologia Elyden being inaccurate copies of copies, or transcriptions of 3rd hand accounts, these three largely unadulterated versions of the Mythologia have been used to corroborate differing accounts to remove apocryphal texts from which we have created the most accurate version of the Mythologia in the FIFTH AGE.

The individual volumes that make up the Exemplar Triad are the <u>NÁRTHELI CODEX</u>, which was discovered in <u>NÁRTHEL</u> in 320 RM; the <u>KASKEAN TOME</u>, which was discovered in <u>IZABAL</u>^(1.) in 2788 RM, and the <u>KHOLAMORI MANUSCRIPTS</u>, which were uncovered in the <u>WHITE SHEET</u> in 3221 RM, during a doomed <u>ALMAGESTI</u> expedition. See Vol IV: the Mythologia Elyden.

EXILED KING: (B. 342 – 2132 RM) *Pol.* King <u>PARDIS</u>, who in 473 RM handed <u>PARTHIS</u> over to <u>KORACHAN</u>. Following the Korachani abandonment of Parthis in 967 RM, Pardis, alongside his family and followers were exiled to <u>TARTAK</u>, from where he continued to claim the Parthisan throne. In Tartak his descendants would ultimately weaken Korachani influence there by poisoning its cities, leaving the Imperial administration there severely weakened. This culminated in the poisoning of <u>SHER</u> in 2053, which left Tartak in chaos. The Exiled King briefly ruled from Sher between 2055 and 2060 RM, though Korachan regained control, moving the capital to <u>LIRAET</u> in 2064 RM. Conflict between Tartak and Parthis dominated his time in exile, though this was ended in 2132 RM with the abdication of the throne to Parthis. This effectively ended the claim of the Exiled King and his descendants to the Parthisan throne, who were executed.

EXIOFAR: Set. Coastal city in the north of TISARA (Pop. c. 36,500).

EXITUS: Sup. Geo. ATRAMENTALLY TAINTED region in a peninsula in the south west of CHEIRA situated along the coast overlooking the SEA OF KHURSA. The region is heavily tainted and considered inimical to life, and despite being located in a tropical rainforest climate, it is a lifeless wasteland. Though not a desert (As it received too much yearly rain or moisture to be considered such) it is utterly devoid of life – both flora and fauna. There is little of value in the area, and is ignored by the people of Cheira.

The region is categorised as Highly Dangerous by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

EXOCRINE: Rel. Org. Religious order within the CHURCH OF THE UNDYING MACHINE in the KORACHANI EMPIRE and later the REFORMED CHURCH OF SARASTRO following the SUNDERING OF THE KORACHANI EMPIRE in 3705 RM. Its members specialise in spreading the word of the imperial faith outside of its borders. They are the counterparts to the ENDOCRINES, and alongside them rose from the FOURTEEN APOSTLES.

EXOGIANT: Set. Small fortified city in the region of <u>HATTRE</u> in the east of <u>THE SURRACH</u>. It is known or its classical universities, where many of nobles of the Surrach go to study arithmetic, economic and history (Pop. c. 20,000).

EXORCISM: Soc. Rel. Ritual, sometimes religious, that seeks to rid a mortal of possession by a spirit or foreign entity. In the <u>KORACHANI EMPIRE</u> exorcisms are only authorised by the <u>MINASTERIA OF EXORCISMS</u>, though <u>OCCULTSITS</u> often offer such unlicensed service on the black-market.

EXORCISOR GENERAL: Pol. Org. Rnk. Head of the MINASTERIA OF EXORCISMS, based in the city of ELAARH in the c of LAASKHA. Presently the Exorcisor General is the ATRAMENTIST NEDMEN VOSTAIM.

EXORCIST: Sup. Voc. One who performs EXORCISMS. In the KORACHANI EMPIRE these will often be shapers known as SULRACHARIIN.

EXOSIA: Ind. Set. City in the c north west of <u>SKAROS</u>, just north of the <u>BAY OF ZENID</u>. It is best known for its <u>SHADOWSTEEL</u> foundries, which are amongst the largest in the western <u>KORACHANI EMPIRE</u>, the majority of its population is dedicated either directly or indirectly to the industry (Pop. c. 33,000).

EXPANSE OF GYARHT: Geo. Region in the north of Kharkharadontis to the south west of the SEA OF UGOLOTH, though its exact location is unknown today.

EXPEDITION TO THE OBSIDIAN ISLES: see Obsidian Isles, EXPEDITION TO THE.

EXPLOITATION RIGHTS: see **SANCTION OF INDUSTRY**.

EXPLOSION OF THE ZIZ TANNIN: His. Historic event that took place in the docks of KORACHAN in 3637 RM, in which the battleship Ziz Tannin, which was in a drydock being refitted following an exchange with PARTHISAN vessels, exploded when munitions being loaded onto it detonated, causing the entire ship and much of the quayside to explode. Many were killed, most of them slaves, and hundreds were injured, and the city was left devastated.

The explosion led to riots amongst the slave and helot workers of the docks, in which dozens more people were killed, leading to instability in the city that lasted for far longer than the few months it took for the docks to be rebuilt.

Even all these years later, the scars of the explosion – both physical, in the surrounding buildings, and cultural, in the collective memories of the locals – still remain.

EXPOTRA: Set. Settlement in the c north of OKKHAM, west of the Okkhami Mountains. Its main industry is sericulture – the production of silk from caterpillars of the giant ORUNA moth that is endemic to the lower mountains of Okkham (Pop. c. 8,400).

EXPRESSMAN: Lan. Veh. Common slang within the KORACHANI EMPIRE, for AMBULANT and landship porters.

EXPURGATOR: Org. Rnk. Rank within the <u>SANCTIFIED ORDERS OF THE INQUISITION</u>. Their exact duties differ from Order to Order, though they are generally charged with stifling profanation and calumny against the tenets of the respective Orders as well as the <u>KORACHANI EMPIRE</u> itself.

The Expurgators of the MORÉHAN ORDER differ in that they fill a more martial role, and they are known for the oversized filigreed maces they wield, which are as symbolic of their iconoclastic tenets as they are practical (and brutally effective) weapons.

EXTREMELY DANGEROUS: Sup. The most harmful-class used by the KORACHANI INSTITUTE OF ATRAMENTAL STUDIES to categorise regions of ATRAMENTALLY TAINT. Regions of extreme ATRAMENTAL danger are found surrounding the most overt of Atramental LACUNAE. All travel into such regions is restricted due to the near-immediate danger they pose to mortal physiognomies and no known method of artificial protection is of adequate protection against extremely dangerous Atramentally tainted regions.

Such regions are typically ignored and may be guarded by military personnel to discourage trespassing to lessen the chance of contracting potentially contagious ailments, though they may ultimately be of value due to resources (such as <u>UMBRA</u>) contained within them. In such cases a station will be constructed outside the worst area of influence, protected by an array of siphon engines. Mortals working in these stations will still need to wear a softsuit when operating in such lands.

Most of inner <u>KHARKHARADONTIS</u> and the region known as the <u>ABYSSAL MARROW</u> is considered to be extremely dangerous.

EXULANTA: *Mil. For. Mar. Com.* Fortress of the WHITE LEAGUE in the west of the KORACHANI PENINSULA. It has a great harbour and the centre of the operations of the White League in the nation of KORACHAN.

EYA PARTHIS: lit. *New Parthis.* PARTHISAN colony in the east of MENISCEA founded in c. 3140 RM. It later fragmented, becoming CYAE and EIKARTHYEA.

EYE, the: Rel. Geo. Monolithic rock formation in the <u>TOMBS OF THE GODS</u> in <u>STOLAS</u>, at the centre of which is a gaping hole said by some to be endless. The altars and temples of many extinct cultures line the base of

the Eye, testament to the impact it has had on the inhabitants of the region.

EYE OF ARAK: Rel. Dei. In GIBEAH, name given to the sun, named after the deity ARAK. The symbol of the sun disk is used by those in power, where they often apply it to the heir left hands or foreheads as a tattoo.

EYE OF DARKNESS: Sup. Geo. Vernacular term used within the KORACHANI EMPIRE to describe the areas of KHARKHARADONTIS engulfed by the ATRAMENTA, which appeared between c. -550 RM and c. 350 RM, causing the KHARKHARADONTID EXODUS. It is used synonymously with the SHADOW IN THE DESERT and collectively encompasses may regions, including, but not limited to: the BLACK FOUNTAIN, the CARNOSE WASTES, the south east of the DUNE SEA, the FORGOTTEN DOMAINS, the PENUMBRA, the SEPULCHRAL PALACE, and many other regions. Together these form the most corrupted and inhospitable regions of Kharkharadontis and together are thought to encompass an area over 6,000,000 square-miles.

EYE OF DEKELLAH, the: Int. Geo. Spectacular geological feature in the c north west of KHARKHARADONTIS, partially within the REALM OF THE MARKED PALL, said to look like an obsidian eye by those few who have seen it from above. It is thought to be a heavily eroded dome of ancient igneous rock exposed by weathering of weaker limestone and DUSTSTONE above it. It is over 50-miles in diameter and has been explored extensively, including by the famed SURRACHI adventurer IGIDAR MOUSSAIN in 1821 RM.

EYE OF HARAGROSH: Int. Sup. Geo. Obj. Grotesque entity in the north of RAONGEN(2.), to the south in the direction of 96° of the NORTHERN POLE. It takes the form of a bismuth-like cube of pearlescent metal floating above the ice, in which is a large blinking eye. The entity appears to be indestructible and is possessed of a latent intelligence, though has no way of conveying its thoughts, of indeed it has them. This includes through MAGICKAL means such as TELEPATHY or ONEIROMANCY.

Its first recorded mention in the <u>FIFTH AGE</u> was by the Raongeni naturalist Hyogi, who described them thusly:

I first saw it bathed in the icy mist, its eye lazily blinking as it observed me from half a mile away. It drifted towards me, the many edges and angles of its geometric form catching the light. It stopped feet away from me, granting me an unrivalled view of the veins and imperfections in its alien orb. It blinked finally and turned, drifting away. Within moments it was out of sight, never to be seen again. I was left feeling exhausted, my heart heavy and my thoughts dark. In truth, I would have been glad to never see it again...

EYE OF MIMIR: see MIMIR, EYE OF.

EYE OF RAKAN: Rel. Dei. Sun deity of the PARAIYAN people of the north of SAMMAEA.

EYE OF SEBBERASH: Geo. Large circular feature measuring about 30-miles in diameter in the c north of the <u>ANUBIAN</u> desert. A bird's eye view of the formation reveals that the eroded dome looks like a gigantic eye. It is close to many notable examples of Anubian stone circles.

EYE OF KATHISIS: *Rel. Obj.* Symbol borne by the <u>PROPHET KATHISIS</u> and employed in later years by many officials in <u>TETHYSIA</u>.

EYE OF TETHYSIA, the: Ele. Obj. 4029 carat diamond discovered in 3534 RM in the wilderness of TETHYSIA. The discovered prompted the construction of a massive open-cast diamond mine there, and though it has yielded many superlative examples, none have surpassed that first chance discovery. Coveted by kings and emperors, it has been in the possession of the GOD-KING of TETHYSIA since that time.

EYE OF ZKEHOTT, the: His. Str. Ancient edifice located in the far south of the <u>SULTANATE OF ABACARDAT</u>, north of the <u>SHRUBLANDS OF AKANAR</u>. It takes the form of a spherical hollow along a cliff-face in which is suspended a chrome-like metal sphere around 100-ft. Wide. Little is known of it, save that it is thought to date back to the <u>THIRD AGE</u> of life and is likely the work of a <u>DEMIURGE</u>.

EYES OF AELLEAD, the: Myt. His. In the mythology and history of TETHYSIA, an island relic on the Tethysian coast, from the days of the DEMIURGES. The FIRMAMENT is captured here and partially trapped in two hollows along the chasm wall that separates it from the continent,

the source of its name. Its use is unknown, though <u>SHAPERS</u> sometimes visit the place. It is a magnificently powerful <u>LEY</u> marker, one of the strongest outside the <u>NEHNAXIA</u>, extremely dangerous to those shapers without the discipline to control it.

EYES OF HETEPHERES: Mil. Str. Coastal watchtowers in the north east of VENTHIR, overlooking the SEA OF KEMHAB. The watchtowers were constructed between 2379 and 2520 RM and were designed to guard against pirate and CHORSAIR attacks, numbered close to 300 during their peak use, before waning sea levels and changing political climate led to their abandonment.

EYES OF SETHENYN: Geo. Cavern system with seven ceiling entrances, in the western-face of the CAALUA Mountains in LAASKHA. The caverns, though not expansive are extremely large, with the largest chamber easily half a mile long and 250-feet high. The caves are named after the ancestral LAASKHAN deity which has seven arms.

EYU: Set. Settlement in the c south of RAONGEN^(2.), in the north of the JIANNAN Hills (Pop. c. 6,000).

<u>EZASH</u>: 1. *Rvr.* River in the c south of <u>EZASUH</u>⁽²⁾, flowing for 90-miles before emptying in the <u>SEA OF EZASUH</u>⁽¹⁾.

2. Lak. Lake forming part of the above river-system in EZASUH^(2.).

<u>EZASUH</u>: 1. Sea. Sea off the southern coast of Ezasuh^(2,), in the north west of the INNER SEA.

2. Dem. 'Ezasuhi. Ntn. Nation to the north west of the INNER SEA, off the southern coast of LLACHATUL. It was founded by the descendants of SAGITTAARI people exiled from KORACHAN during the ARCHPOTENTATE MALICHAR'S reign for their worship of a serpentine deity. They decimated the native SUHE people, and adopted their religion.

The people of Ezasuh are known for their practice of funerary cannibalism and their traditionalist views on shaping and dislike of technarcana and other modern technologies, which has seen a decline of their influence over the past centuries.

In their exploration of the peninsula, the Sagittaari people discovered ancient Suhishi texts identified as the <u>PENTATAEL</u>⁽¹⁾, a word that has since become synonymous with Ezasuh and its people. The site where the texts were found became the city of Pentatael⁽²⁾, which is a place of great <u>ATRAMENTAL</u> learning to this day.

Acting to fulfil a prophecy within the Pentatael, the Ezasuhi people undertook a massed migration west in 3133 RM, during which they founded the colony of <u>ELAT</u> at great cost. Since then, the colony has broken down into the nations of <u>AYAD</u>, Elat and <u>GYZHA</u>, which maintaining varying degrees of relations with their motherland.

The deep-rooted link between the Pentataeli texts and the ruling body of Ezasuh has led to an inseparable triad of government, religion, and shaping, making Ezasuh one of the few regions in the INNER SEA to maintain traditional shaping that is seen as antiquated by the rest of ELYDEN. See Vol III: Extant Nations and Realms.

3. Pol. Set. Capital of the above nation. located in the wetlands of <u>TROIA</u> (Pop. c. 1,017,000).

EZASUHI: Lan. Language spoken in EZASUH^(2.), as well as the PARNASIAN STATES (which include its former colony of ELAT and its child states AYAD and GYZHA). It is a mix of the native SUHISHI tongue (now extinct) and the SAGITTAARIAN dialect of EARLY KORACHANI that was brought by SAGITTAARI exiles. See Vol II: Languages.

EZASUHI PENINSULA: *Geo.* Peninsula in the south of <u>WESTERN LLACHATUL</u>, now occupied by the nation of <u>EZASUH</u>^(2.). It is separated from the mainland by the <u>BAY OF LIAKARRA</u>.

EZEDALL: Set. City in the south west of <u>ZHARIAH</u>⁽²⁾, in the region of <u>KUIASH</u>. Its main industry is the processing of raw iron mined in the surrounding region into pig iron and steel (Pop. c. 49,000).

EZEKEVAR: Set. City in the north west of the tribe of <u>JACITTA</u>, in the c of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It lies along the course of the river <u>GAZAHAN</u> (Pop. c. 24,500).

EZEROS: *Mil. Str.* Coastal fortress in the east of <u>KORACHAN</u>, overlooking the north of the <u>SEA OF LISASSA</u>.

EZHARIM: Set. Large city in AYAD, with links to the PENTATAEL (Pop. c. 48,000).

EZHIRAYA: 1. (D. 3964 RM) *Pol.* Empress Regnant of the Secular Republic of <u>PARTHIS</u>. She was succeeded by her daughter <u>EZHIRAYA II</u>.

2. Pol. His. PARTHISAN colony established on the headland of DEOBRASHIA in the far east of MENISCEA, west of the SEA OF LYNNAE, in 4002 RM by EZHIRCYN I. A huge fleet of ships sailed there in late 4001 RM, rapidly subjugating the people of KRYSA, either forcing them into vassalage or killing them.

Despite unrest from the subjugated natives, the headland is considered to be secure by the Parthisan empire, though tensions remain with its neighbours – <u>LARISH</u> to the north west and <u>OBLEVIS</u> to the south west, and the border is heavily patrolled.

- 3. Set. Small coastal city in the north of the eponymous colony^(2.). It was the first settlement of the colony, though it has since been replaced by the current capital of <u>BADTHIS</u> in 4005 RM (Pop. c. 12,200).
- 4. *Pol. His.* <u>PARTHISAN</u> settlement in the c of the established colony of <u>NISSA</u>, in the south of <u>CUTH</u>. It was a native settlement but was captured in 3961 RM, though it has been the subject of Cuthi attacks both on land and across its harbour since then (Pop. c. 2,200).

EZHIRAYA II: (D. 4001 RM) *Pol.* Empress Regnant elected empress of the Secular Republic of <u>PARTHIS</u> since 3951 RM until her death.

EZHIRCYN I: (B. 3971 RM) *Pol.* Emperor Regnant and Chairman of the People's Republic of <u>PARTHIS</u> since the death of his mother <u>EZHIRAYA II</u> in 4001 RM. He has maintained her expansionist policies, and in 4002 RM founded the colony of <u>EZHIRAYA</u> in the east of <u>MENISCEA</u>, which he named after his grandmother. Some believe that he wishes for the dissolution of the republic and many individuals and groups are keeping a close eve on his actions as he grows into his new position.

EZIMIAH: Set. Settlement in the north west of ZHARIAH⁽²⁾, in the eastern foothills of the SHAROOK Highlands. The settlement is a major manufacturer of fine limestone that is used in architectural and artistic endeavours across Zhariah (Pop. c. 7,200).

EZIRAT: Sec. Small fortified settlement in the south east of the tribe of <u>ATEVEGOS</u> in the c west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 4,500).

EZKABET II: (B. 3943 RM) Pol. Present EMPRESS in THUMAL.

EZONUH: Set. Major fortified coastal city in the c of GYZHA, overlooking the SOUND OF SAPAH. It is known for its powerful navy and large harbour. The city is relatively recent, and appeared as a result of older harbours becoming landlocked due to the withdrawal of ELYDEN'S seas. Today it is known for its shipyards (Pop. c. 95,000).

EZREN'S AEZOAN: see ATRAMENTAL FLORET.

EZRET: Set. Settlement in the east of SEDISIA (Pop. c. 8,000).

EZROKAHAELL: Rel. Dei. Idolatrous deity worshipped in parts of northern SAMMAEA. It takes the form of a 9-ft. tall statue of otherworldly detail that is crafted from a singular gigantic SOULSTONE of ancient manufacture. Its origins are unknown but likely date back to a forsaken mortal civilisation of the early THIRD AGE. It was rediscovered in the IALO ABGAN c. 2400 RM and taken to the city of TAL ZHAAN^(2.), where it rapidly became the centre of a fanatical cult of worship. The cult, now known as the CHURCH OF EZROKAHAELL spread rapidly across the north of Sammaea, taking root in the TEMPLAR STATES, and KHULL, and other scattered cities. Some scholars believe that the idol shares roots with the craven idols of KARGAMA, though lack of access to the idol prevents a more detailed examination.

EZROKAHAELL, CHURCH OF: Rel. Church prevalent along the EHRENISIAN COAST in the north west of SAMMAEA, centred in the city of TAL ZHAAN⁽²⁾, though it is also popular in parts of the TEMPLAR STATES.

It emerged in c. 3000 RM after the Sorcerer-lord <u>TAL</u> besieged the city of <u>DERAUC</u>, taking the idol as his prize to his fortress in Tal Zhaan. From there he propagated its spread to surrounding lands to add prestige to his name

The religion centres on the worship of an ancient enigmatic $\underline{\text{SOULSTONE}}$ statue that has $\underline{\text{MAGICKAL}}$ properties.

<u>EZUGHA</u>: Set. Small fortified city in the far west of <u>BANT</u>, in the east of <u>SAMMAEA</u>. It is a centre of raw umbra extraction in the region (Pop. c. 18,000).



FAALAR: Set. Remnant city in the north west of LAASKHA, in the IMMERUTH basin. It was once a coastal city, though the retreat of the STRAIT OF SKAROS left the Bay of Immeruth greatly diminished, and, by c. 3600 RM, a salty lake, that continues to dwindle to this day. Without its coastal links, the city suffered greatly and was abandoned within 2-decades, leaving it an empty place that in 3851 RM was resettled by LOUDHAN nomads, whose descendants remain there to this day, living off of the ruins and salt pans.

<u>FABBARA</u>: *Ind. Set.* City in north east of <u>KARAKHAS</u>. It is a burgeoning industrial centre and also forms part of the <u>RED ROUTE</u>, with many metal items produced here finding their way for sale on the trade-route (Pop. c. 37,000).

FABLISM: Soc. Oral storytelling tradition common in many parts of ELYDEN, particularly in the ARID TRIPTYCH, and THE SURRACH. The most popular fabulists enjoy great political influence in urban centres, and are often clan leaders in smaller settlements where their vast oral knowledge of local histories, traditions and fables make them nearmystical figures. The most famous fabulist is, ironically the VÂRRAN shell Cassia, also known as the HOLLOW ONE.

FABENTU: Set. Settlement in the c of RHEA. It is a centre of logging (Pop. c. 5.500).

<u>FABRIA</u>: Set. Settlement in the south west of <u>SERROK</u>, along the course of the river <u>BEREKODRA</u> (Pop. c. 3,000).

FAÇAL EGLEA: Rvr. River in the north of the HENDECARCHY of CYRENIA, in the north west of MALAN. It flows north and east for 600-miles from sources in the eastern DIVIDE and the DRAHOMIRA Mountains before meeting the BAY OF ENIGOST (1.), where a large fertile delta has formed.

FACE OF OUR FATHERS, the: Rui. Half-buried ancient granite monolithic head in the c of <u>TEMUJA</u>, possibly belonging to a now-destroyed colossus. Though weathered, the face's features are clearly not human, possibly a <u>SEITHIN</u>. The head is on its side, acting as an artificial cliff some 10-ft. tall behind which is gently sloping plain.

Little is known of the origins of its current name, though it is unlikely to have any bearing on the statues' original purpose or design.

FACES OF THE ANCIENTS, the: Int. His. Mys. Str. Hewn stone faces found across the south east of SAMMAEA in what are now the states of HANNAH, QARALAM, <a href="SHEZALIAH, ZATAUR, and <a href="ZHARIAH, being most common in Hannah. They are believed to be truly ancient, possibly dating to the SECOND AGE, and are thought to be amongst the first works of the earliest mortal people of ELYDEN.

It is unknown how many individual faces exist today, though hundreds of examples have been documented, in varying states of decay. A rare few are in pristine condition belying their tens of thousands of years of age, while most others are badly weathered if not completely destroyed. Despite all the extant examples that have been identified, it is thought that many thousands more once existed, scattered around the eastern

reaches of the <u>SEA OF ETAGIRIA</u> and the <u>SEA OF ENTARI</u>. Together, these faces, which traditionally stood around 6 feet tall, were at the centre of an early mortal culture of civilisation.

The faces themselves are stylistically similar, though there are enough differences that are not solely attributable to differences in skill and artistic choice to make it likely that the faces represented different figures, possibly making them idols or facsimiles of a thriving pantheon of deities or rulers.

Their age and widespread appearance have made them a ubiquitous part of life in the lands in which they are found and many later cultures, including some extant ones, continued to place importance in the eerie features, though most people simply recognise them as a part of history and think little else of them, though a few notable individuals have been fascinated by them throughout the course of the Fifth Age, enough to write or make art about them.

Few if any ruins or other traces of mortal culture have been found close to the sites of the faces, so it is possible that they were hewn in inaccessible or otherwise beautiful distant lands, far from the cultural centres. As such, they have been found in mountain peaks, cliffsides, half buried in forests, amongst other places.

<u>FACHORTEO</u>: Set. Coastal settlement in the north east of mainland <u>SKAROS</u>, overlooking the <u>SEA OF APHOTIS</u>. It is an industrial centre, with many small manufactories outside the city proper, making bespoke objects and parts used throughout the <u>KORACHANI EMPIRE</u> (Pop. c. 6.900).

<u>FACTOTUM</u>: 1. *Pol. Rnk*. Administrative rank in both the <u>HIGH</u> and <u>LOW-EMPIRES</u> that encompasses various responsibilities, often of great importance and influence.

2. Pol. Rnk. The rulers of the seven INDUSTRIES (territories) of RAONGEN (2.), and equivalent to kings, subservient only to the EMPEROR-FACTOTUM, serving as the highest noble rank in the empire. By law, they are considered equals, though in practice this is rarely the case, with each benign given certain roles and duties by the respective Emperor-Factotum, and there exists a great deal of political wrangling between the seven territories, which are known as Industries. The Factotums are also considered to be heads of industry, controlling the largest manufactories and industrial cities and regions in their own territories, and are responsible for ensuring that seasonal tithes reach GAVADA intact and in a timely fashion.

FACYDA: Set. Coastal city in the north of SABIASA (Pop. c. 38,000).

FADALK: Set. Coastal city in the west of <u>TARTAK</u>. Its primary industry is fishing (Pop. c. 19,000).

FADDOS: Geo. Leg. Strangely-shaped mountain in the north east of AZAZEM, serving as a border with the OLD FOREST. It is the centre of an Azazemi legend that depicts it as a place of primordial safety, possibly after the ancient catacomb and hewn caverns that dot its southern foothills. MORTALS have fled to these catacombs in various times over the millennia, seeking refuge, from war, natural calamities and other events. See Vol II: Legends and Folk Tales.

FADED STATES, the: see FADED STATES OF DAARKEN, THE.

FADED STATES OF DAARKEN, the: Pol. Geo. Collective term for the nations of ARKOS^(1.), BA'AKH, SALOROC, SUMA'YA and IO. The name refers to the general decline of the individual nations within the region, as well as the waning industries and growing wastelands that proliferate in their territories, as well as pollution caused by the UMBRA industry.

<u>FADING</u>, the: *His.* Generic name given to the span of time that exists outside of history along the periphery of two ages. Such periods are generally perceived to follow the diminishing of an age and preface the rise of a new age and are, historically, noted as times where the remnants of the mortal races are largely sedentary, recovering from whatever woes caused the end of the previous age, before the slow march of discovery (or, more likely, re-discovery) can resume.

The time of Fading following the <u>FOURTH AGE</u> was dominated by the worldwide war known now as the <u>WAR OF SCOURGING</u>, where the agents and allies of the <u>DEMIURGE RACHANAEL</u> opposed the rest of the free MORTAL races.

<u>FADRAD</u>: *Lak*. Lake in the south of <u>TARTAK</u>, along the course of the river LLIRA.

<u>FAE</u>: also 'Fey'. Creatures often found in the folklore of various <u>LLACHATULI</u> cultures, including those of <u>ALMAGEST</u> and <u>KORACHAN</u> and its dependencies. In most cases they are diminutive and malicious <u>SPIRITS</u> (3) of the natural world that torment <u>MORTALS</u> that venture too close to natural areas.

Though some fae have been studied and catalogued as being real beings (such as the <u>FAEREX</u>), most accounts are fancified or elaborated, making categorisation difficult. Their flitting and fidgeting nature also makes them incredibly difficult to study.

FAE EYES: Leg. A common legend within KORACHANI territories, regarding FAE creatures that dwell in woodlands. They are invisible to most mortals, though at times their eyes may become visible as pinpricks of light, staring in the darkness beneath the canopy. See Vol II: Legends and Folk Tales.

<u>FAEACHAN</u>: Ser. Prison colony on the island of <u>FAEASAAR</u> on the <u>KORACHANI</u> colony of <u>UKOBACHAN</u> off the eastern coast of <u>SAMMAEA</u> (Pop. c. 13,000).

FAEAMAR: Geo. Rugged valley region in the south of SHOTHA.

FAEAMUN: 1. His. Ntn. Historically, a small independent <u>DEMESNE</u> in the c of <u>LLACHATUL</u>, situated between <u>THE OLD FOREST</u>, <u>SHOTHA</u> and <u>STOLAS</u>. Its roots were believed to lie in the death of the nation of <u>ASIBAIA</u>, much the same as Shotha. In c. 3810 RM the nation of Shotha expanded east, conquering the Faeamun and its tributaries, eventually moving its own capital, and the base of the Desolati, there years later.

2. Pol. Set. Capital city of <u>SHOTHA</u> (Pop. c. 60,000).

FAEASAAR: Geo. Island in the KORACHANI colony of UKOBACHAN, off the eastern coast of SAMMAEA. It is home to a prison colony, where felons are 'rehabilitated' before being put to work on the umbral rigs farther east in the colony.

<u>FAEDRA</u>: Set. Small city in the east of <u>PELASGOS</u>, along the course of the river <u>PHEMOS</u>. It forms a part of the <u>RED ROUTE</u>, and has many hostels and inns where travellers can rest (Pop. c.17,000).

FAEGRIN: His. Pol. Mil. Per. (B. 2528 – D. 2590 RM) historical tyrannical king of MOTTANIA^(2.) until his defeat defending in the SIEGE OF CAER SIDI in 2588 RM, which ended with his capture and imprisonment and the marriage of his wife ARDFAEN to the warlord TORRVAN, who would later become king of a united LOEGRESS^(2.).

He was crowned king in 2552 RM following his father's death, and was known as a tyrannical ruler and many of his subjects defected to <u>GLYNNED</u>^(2.) during the conquest of Torrvan, helping him secure the territories. He killed himself whilst imprisoned in <u>CAER SIDI</u>^(2.) two years after his capture.

<u>FAELIKKA</u>: Geo. Lowland coastal region in the south of <u>TAMAR</u>. Its settlements and arable land were devastated by the <u>CATACLYSM</u> of 101 RM, leaving much of the region deserted, though it was resettled over the subsequent centuries.

FAEREX: Fau. In legends of THE OLD FOREST and other lands, where it often takes different names, the faerex are a race of FAE creatures descended from a young DERUWEID maiden who, lost and near-death in a forest came across the transformed DEMIURGE ACHAIAH while starving and moments from death. She prayed to the Tree-like Achaiah and from a branch a stream of golden sap did flow, which she drank. It saved her life, but granted her visions of pain; the memories of Achaiah's pursuit by her brother ASHTERATH. Her descendants would forevermore carry that pain, and their body would be different to that of the deruweids; far smaller, more delicate, with gossamer wings.

That original faerex maiden's progeny became truly ephemeral beings, brightest in spring-time and retreating during the winter; small, fickle, cruel, they seek the shadows and flit in scree and underbrush, preying on small creatures like insects and rodents. Larger creatures they torment for no reason other than the joy it elicits in their miniscule hearts.

In urban areas they tend to gravitate towards what nature they can find – cisterns, overgrown ruins, dead trees and so-on. See Vol II: Classification and Taxonomy of Life.

<u>FAEROAD</u>, the: Int. Leg. Geo. Region in the north of <u>CENTRAL</u> <u>LLACHATUL</u> that carries with it many legends and stories that together have given it the name Faeroad, after the unexplained phenomena and <u>FAE</u> beings that many people claim dwell there.

Despite its name, the Faeroad is not a single highway or passage, but rather a region that crosses from the east of <u>ALMAGEST</u> into the north east of <u>SKAROS</u>, that crosses into the west of <u>BASSORAH</u>^(2.) that share many similar aspects of culture and folklore despite their disparate histories. The Faeroad region is known for its many <u>OCCULTISTS</u>, <u>CUNNINGMEN</u> and women, and the eerie folktales and legends that together have made people the region distrustful of travelling at night. Similarly, the many tales and legends of fae beings haunting the forests have made people distrustful of what woodlands remain.

FAERTH: 1. *His. Ohj.* The sword of the mid-FIFTH AGE champion IATH, which was said to have been crafted by an unnamed <u>SCION-BORN</u> descendent of the <u>DEMIURGE ARIMASPI</u> sometime in the <u>THIRD AGE</u>. The sword was said to have been imbued with the very lifeblood of its creator, making it a powerful artefact with powers that were once famed but which have since been forgotten.

It is famed for having been planted into the ground in its scabbard following a battle, from which sprouted a great tree that survives to this day in <u>AKACHA</u> in the form of the Sword-tree Faerth^(2.).

2. also 'the Sword-tree'. Int. Myt. Flo. Fabled tree in the myths of ancient AKACHA that grew from the scabbard of the champion IATH'S sword that had been planted into the ground during a great battle and later forgotten. The tree not only survives to this day but has grown into a mighty willow quite unlike any other. Some in Akacha have come to revere the tree and the sword that remains embedded in its core, its MAGICKAL heritage possibly sustaining it.

FAETUNNA: Set. Small city in the south east of NARTHEL, forming part of the RED ROUTE, linking Narthel with its parent, VENTHIR (Pop. c. 13.000).

FAHR'S PLAGUE: Med. Plague common in the east of SAMMAEA, with many outbreaks over the years, one of the most well-known as in 2138 RM, affecting the nations of ABACARDAT, HADDURATH and various lands in the far east of KHARKHARADONTIS.

<u>FAIIA</u>: Geo. Cave in the far north of the tribe of <u>SATAR</u> in the north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> that leads into the <u>PRISON CARCERI</u>.

<u>FAISA</u>: Lake in the south east of <u>PERGOST</u>, in the region of <u>MENNOM</u>.
<u>FAITH, THE</u>: Rel. religion common in the city of <u>APINAR</u> in the <u>SIX CITIES</u> region in THE SURRACH. See Vol IV: Religions and Cults.

FAKIIM: 1. Sea. Bay in the west of KHAMID.

2. Set. Coastal settlement in the west of KHAMID (Pop. c. 6,000).

FALA: Pol. Duchy of the HARÉSHKI CITY-KINGDOM of ALAMUT.

<u>FALACH</u>: Mil. Str. Fortress in the south of <u>LYRIDIA DHAI</u>. It was once an island fort, though following the silting up of the <u>STRAIT OF NÁRTHEL</u> it became part of the mainland. Though its original function of guarding the entrance in the bay of <u>COTHON</u>, it remains in use to this day.

FALAD: Geo. Rel. A LODELITH temple in the east of TETHYSIA. The lodelith takes the form of a hewn cuboid, with a large window hollowed out of opposing sides, in which hangs a gigantic bronze BELL. Its walls are carved in runes and icons believed to be religious symbols taken from the region's pantheon.

FALAESA: Geo. Island off the southern coast of IACIO. A KORACHANI monastery and mission was founded there in 1524 RM, though was abandoned within a century. The ruin remains to this day, though it is now overgrown and shunned by the islands' few inhabitants.

FALASHA: Ast. Third and largest moon of the PLANET CYKRANOSH^(1.). Most mythologies across ELYDEN have it as a wandering spirit that fell in love with Cykranosh and became enslaved to her. It is visible through most common telescopes and was the first satellite other than SIELLA and ARAKHAMÉ that was observed by mortals, with FIFTH AGE records dating back to c 800 RM. See Vol II: Planets and Satellites.

<u>FALAJA</u>: Set. Fishing settlement in coastal c <u>SABIA</u>, overlooking the <u>SEA</u> <u>OF BIELOST</u> (Pop. c. 6,400).

FALAKK: Set. Small city in the c west of <u>SERROK</u>. It is located in the region of <u>KRALVISSRA</u>, and is known for its expansive coal-mines (Pop. c. 13,000).

FALANEM: Rvr. River in the c of AZAZEM, flowing south east for 100-miles from the AAORA Mountains into the SEA OF BATHOS⁽¹⁾. Its waters are polluted by industries upstream, though refineries in the city of FALKAN struggle to make it drinkable.

<u>FALAYON</u>: Set. Settlement in the west of <u>RHEA</u>, to the east of the <u>DORLEIDON</u> Mountains. Its main industry is iron-mining (Pop. c. 12.000).

FALCHAN: Set. Settlement in the c north west of KORACHAN, along the path of the SHADOW MARCH (Pop. c. 5,000).

<u>FALIA</u>: Set. Major city and surrounding conurbation in the c north of <u>SARAGOS</u>. It appeared in c. 2700 RM following the discovery of gold in the region and rapidly grew from there. The city was home of the corrupted form of the <u>CHURCH OF THE UNDYING MACHINE</u> that appeared there in c. 2400 RM.

The city grew in power following the arrival of <u>KORACHANI</u> diplomats there in 3301 RM and their establishing of a consulate in the capital city of <u>SARAGOS</u> in 3303 RM, which had links with the imperial church. By c. 3350 RM the imperial consulate was covertly manipulating the city's government, sending technarcane secrets back to Korachan. Imperial attempts to sunder the city from Saragos ended in a civil conflict in 3392 RM, which caused the abolishment of the <u>SARAGOSI CHURCH OF THE UNDYING MACHINE</u>, though its edifices remained active and are a place for contemplation amongst the people of Falia (Pop. c. 1,520,000).

FALISSIA: 1. Geo. For. Region of shrubland & sparse trees in north of the HARÉSHKI CITY-KINGDOM of EDICULE^(1.), known for its rough, fertile land.

2. Pol. Duchy in the HARÉSHKI CITY-KINGDOM of EDICULE(1.).

3. Set. City in the north of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>EDICULE^(1.)</u>, that has in recent centuries become a haven to the slave-traders that characterise the region. It is a major city along the western path of <u>GREAT ROAD</u>, trading slaves to merchants in its vast slave market (Pop. c. 9,500).

<u>FALK</u>: Cur. Korachani denomination, more commonly known as a fly. See Vol II: Currency and Coinage in Elyden.

<u>FALKAN</u>: 1. Sea. Bay in the south east of <u>AZAZEM</u>, forming the northern-most part of the larger <u>BAY OF BATHOS</u>^(1.).

2. Set. Coastal city in the south east of <u>AZAZEM</u> that controls the north western-most part of the <u>BAY OF BATHOS</u>⁽¹⁾, known as the Bay of Falkan⁽¹⁾, where its impressive harbours see to the all manner of ships, from fishing vessels to naval juggernauts.

It emerged as a major city following the <u>DORUK CALAMITY</u> that in 3088 RM devastated the <u>DORUK (1.)</u> basin, displacing thousands of people following devastating floods caused by <u>TEMPESTARII</u> meddling. Until then Falkan was a relatively recent settlement of fishermen and reed gatherers, but its population swelled in the years following the disaster, causing it to grow rapidly, becoming a major harbour at the mouth of the

river <u>FALANEM</u>. It has been home to the <u>MINASTERIA</u> ⁽²⁾ of <u>ANALOGONIN</u> since 3179 RM (Pop. c. 250,000).

<u>FALLACHAN</u>: Set. Small coastal city in the <u>KORACHANI</u> colony of <u>CRASSULA</u>, in the far north east of <u>MENISCEA</u>. It is a base for slaving vessels that ply the waters of northern Meniscea in search of slaves to work in the open- cast gold mines in the colony (Pop. c. 16,800).

FALLAN: Geo. Highlands in the east of HARÉSHK, in the CITY-KINGDOM of UCHRON, forming the southern-most part of the GESHAL massif. It is known for its silver deposits and panning is relatively common around rivers and alluvial deposits there.

FALLAR: Set. Settlement in the north of TAHALL (Pop. c. 10,000).

FALLAROUR: also 'the Island Kingdom'. Dem. 'Fallarour'. Ntn. Kingdom largely situated on the SHIELD ISLES in the south west of SAMMAEA, overlooking the BATHASHAL OCEAN. The region occupied by the islands is of a hot temperate climate, with little rain and moderate changes in seasons. The weather is characterised by stronger westerly winds that are mostly felt on the western side of the islands, with the eastern side of the islands experiencing less wind.

The kingdom emerged from the fracturing of the <u>CORAL KINGDOM</u> in 3889 RM with the sudden death of king <u>TARUSTAN III</u>, who died without legitimate heir. Baron <u>HAALDOS</u>, one of 118 barons of the Kingdom, quietly staked his claim over the Shield Isles as the other barons were distracted quarrelling amongst themselves over the matter of succession. He united the collection of islands, which in 3889 RM were formally christened the <u>ISLAND KINGDOM</u> of Fallarour.

Fallarour is considered to be technologically-backwards by those from the INNER SEA REGION, and though it is an industrialised state, it has few notable manufactories or industrial production. Use of TECHNARCANA is limited (largely due to its relative vicinity to the NULLAMBIT and the ARCANE TEMPERS there exacerbating the effect) and it does not have a strong SHAPING tradition as a result. Fallarour does however have a small but thriving ONEIRIC tradition, which emerged from the discovery of the so-called MANNALAN STELLAE, which are noted Oneiric FOCI (2.), which had a hand in propagating the tradition to flourish there.

Relations between Fallarour and the <u>CORAL BARONIES</u> (As the remnants of the Coral Kingdom became known) remain tense at best, due to them each laying claim the archipelago known as the Shibbotha Isles, leading to increased naval activity in the region, with many thinking that they will eventually end up in open warfare.

Its people are expert mariners and fishermen, and most coastal settlements survive on a seafood diet caught by distinctive <u>TWIN-HULLED DHOWS</u>. Indeed, many of them are known for the pink or orange tint to their skins, a trait acquired from eating soft-shelled shrimps. See Vol III: Extant Realms and Nations.

FALLASCHIA: *Rel. Arc.* Monument in the north west of <u>RHAMIA</u>, where the <u>KORACHANI</u> missionary, and later patron saint of Rhamia, was stoned to death in c 200 RM, before Korachan colonised the region.

<u>FALLDRG</u>: His. Late <u>FOURTH AGE OGHUR</u> nation that is said to have been founded by two brothers, <u>DUGRN</u> and <u>MALGRA</u>, whose descendants divided the land in two after their death.

It is the only known historic example of an oghur nation, and little is known of its origins, though it is known to have crumbled into many warring states towards the end of the Fourth Age, eventually leading to a loose coalition of oghur tribes that spent the FADING preying on the disparate MORTAL people who were struggling to survive. The tribes eventually coalesced in the first millennium of the FIFTH AGE, eventually becoming the SOVEREIGNTY OF CYHLAGHARR in 932 RM after centuries of tumultuous internecine conflicts. See Vol III: Extinct States.

<u>FALLDRGAN</u>: *His. Lan.* Now-extinct late <u>FOURTH AGE SAMMAEAN</u> language, spoken in the <u>OGHUR</u> nation of <u>FALLDRG</u>. Present-day <u>OHRUSH</u> emerged from this tongue between 500 – 900 RM. See Vol II: Languages.

FALLEN CITY OF QUDDISH: Rui. Once a major metropolis in the east of SAMMAEA, in what are today the JAHADAT STATES, the city was toppled by the UPHEAVAL OF LETHEA in 1303 RM and later abandoned. Its ruins are now overgrown, and barely recognisable, but rumours persist of great wealth buried in the area.

FALLIAGH: For. Major coastal forest in the far north of the nation of <u>DURCHAA</u>^(1.), overlooking the estuary of the river <u>VARAGOD</u>. <u>FALLS OF HARITH, the</u>: *Rvr.* Large waterfall in <u>TETHYSIA</u>, just over 300-miles from the <u>AZHDAN</u> coast. The spectacular waterfall spills the waters of the river <u>ADHUMLA</u> from the <u>HARITH</u> basin east into the Tethysian lowlands.

<u>FALLS OF KAAR</u>: Rvr. Waterfall in the west of <u>LAASKHA</u>, at the confluence of the river <u>SAMAPAR</u> and <u>KAARAPARR</u>

FALLS OF RUOTT: Rvr. Geo. Major cascade waterfall in the far east of XYRPHAAT⁽³⁾, covering many square miles. It is the terminus of the great VARAYA river and was revealed between c. 3650 – 3700 RM with the lowering of the SEA OF ERTHYDEA, exposing an intricate series of steps that until then had been submerged. This lengthened the flow of the river and resulted in its current 'delta', if such it can be called, taking the form of a series of massive stepped cascade waterfalls.

This has effectively cut off all cities upstream along the river from the coast, negatively impacting commerce and travel. Attempts at constructing a series of locks and canals that link the river to the coast commenced within the last decades, though administerial conflicts and the sheer scale of the project have seen it stall.

<u>FALO</u>: Set. Small coastal city on the island of <u>LATRAS</u>, in the <u>MAIDEN ISLES</u>, off the south eastern coast of <u>MENISCEA</u>. It is one of the largest permanent settlements on the isles, and its main industry is the manufacture of camphor from <u>SEA CAMPHOR</u> trees (Pop. c. 12,800).

FALSELIGHT: also 'BOTTLED LIGHT'. Tec. Name given to light generated from ELECTRICITY, as distributed by vacuum bulbs, commonly powered by DISCHARGERS.

FALUA: Set. City in MHAROKK that in 3727 RM suffered a population explosion, resulting in thousands of people being left homeless. Over the ensuing years people migrated to the ruined necropolis that lay sprawling on the horseshoe-shaped hill surrounding the city, which has since become part of the city; the old necropolis now built over and around, with some of the ancient mausoleums and sepulchres becoming apartment blocks and storage yards.

The city and its satellites are known for their MONITOR-breeding, and monitors bred there are considered to be the best-trained in all of SAMMAEA and are sold to merchants travelling to the city via the SALT ROAD (Pop. c. 630,000).

<u>FALUM</u>: Rui. Ruins of an ancient Neolithic temple in the north of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>ALAMUT</u>.

<u>FALWYN</u>: Set. Small fortified city in the south of <u>KOMMEA</u> (Pop. c. 15,000).

<u>FALX</u>: 1. Rvr. River in the west of <u>ARKOS</u>^(1.) that flows east for 175-miles from lake <u>C'DATA</u> into the wetlands of <u>SZAMAR</u>, ultimately leading to the <u>SEA OF ERIA</u>. The river serves as a link to many landlocked nations to the Inner Sea, and despite it coursing entirely through Arkos, it is considered as free water, allowing vessels to travel across it freely.

2. Fau. Messenger-raptors common in <u>ARKOS</u>^(1.) and the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. With a wingspan of around 6-feet, they are easily trained and intelligent creatures, commonly used in warfare and civil conflicts as messengers, which are able to navigate the harsh terrain of their native lands quickly where even a single human messenger would take far longer. See Vol II: See Vol II: Classification and Taxonomy of Life.

FAMIAISA: Set. Small coastal city in the c east of SABAISA, overlooking the BAY OF BERITH. It is one of few Sabaisan cities with a thriving ARK-BUILDING culture (Pop. c. 16,000).

<u>FAMILIAR</u>: 1. *Sup. Soc.* Occult companions of <u>SHAPERS</u> and mystics, of a myriad description and forms. Familiars seem to transcend cultures and can be found across various civilisations in <u>ELYDEN</u>, fulfilling similar roles. This includes the <u>KORACHANI EMPIRE</u>, where they often take the form of <u>HAEMONCULI</u> or other <u>VAT-BORN</u> creatures. Familiars often share an empathic link with their 'masters' and are more an extension of their mind and body (spirit and vessel) than a merely a mortal companion.

2. *Sup. Fau.* Bespoke creatures kept as pets by the nobility of <u>PARTHIS</u>. They are engineered and vet-grown and no two are identical, with their owners commissioning specific traits and appearances.

<u>FAMMAN</u>: Rvr. River in the north east of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>, flowing west for 310-miles from sources in the <u>DOTHEGAR</u> Mountains before meeting its parent, the river <u>DAWWAN</u>.

<u>FAMMIN</u>: *Rvr. For.* Region of mangroves and wetlands that form a contested border between the east of <u>NOAVATUR</u> and the south west of <u>PNESSA</u>. Until c. 3400 RM the entire region was submerged, though lowering sea levels revealed it and it eventually cut off the <u>SEA OF SUPPA</u> from the <u>SEA OF STYGA</u>, leading to the former diminishing greatly, until it became the snaking Gulf of Sauriar.

<u>FAMMORDRAN</u>: Set. Major city in the c of <u>CYHLAGHARR</u> (Pop. c. 45,000).

FAMNACH: Rui. GLYNNISH ruins in the north of LOEGRESS^(1.). It was once coastal, and was abandoned in c. 3300 after waning sea levels left it landlocked. Little remains of it today.

FANA: Set. Settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>CARIA</u>⁽⁴⁾, situated along the banks of the river <u>FANAL</u> (Pop. c. 7,200).

FANA KHAR'ILLAE: His. Rel. Rui. Ancient temple to KHAR'ILLAE 60-miles south of the KARAKHASID border, in the north of the UMBRA SOKHAR. The temple is expansive, covering about a square mile, and is hewn from the living rock of the region. It was almost completely buried when discovered by IMPERIAL explorers in c. 900 RM and was partially excavated over the next centuries, with its treasures and archaeological finds taken to Korachan, where many are still displayed with the IMPERIAL MUSEUM OF ARCHAEOLOGY, in KHADON. Much of the complex remains unexplored to this day.

<u>FANAGORA</u>: Lak. Lake in the west of <u>KAZZAR</u>^(2.) along the course of the river <u>VETAGAME</u>.

FANAIA: See City in the east of <u>AETHIOS</u>, along the course of the river <u>NARRATI</u>. It's a bustling metropolis, small for its population, and known for its glassworks, made with fine sands sourced in the river Narrati (Pop. c. 38,000).

<u>FANAL</u>: Rvr. River in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>CARIA</u>⁽⁴⁾. The river flows north west for around 110-miles, from its source in the northern face of mount Caria, to its mouth in the SEA OF DERAEA.

<u>FANAS</u>: *Set.* Settlement in the west of the tribe of <u>ALLAKAT</u>, in the c of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 8,000).

<u>FANATIC-CONSCRIPTS</u>: Mil. Rnk. In the military structure of the <u>KORACHANI EMPIRE</u>, an irregular corps of conscripts drawn from the most fervent of the <u>CHURCH OF THE UNDYING MACHINE</u>'s worshippers, many of which are self-flagellators. These fanatical men and women need little excuse to fight for their god, though the offer of past sins pardoned, no matter their gravity, is enough to lure many people from their prayers onto the field of battle where martyrdom is often the only reward that awaits them

FAND: Set. Settlement in the far south east of TISARA, in the southern foothills of the Rotting Mountains of VOULLOR. It is built on an ancient ruin that is equated to a mythic citadel of early FIFTH AGE myths, which was said to be of such beaty as to have been attributed to ancient deities (Pop. c. 4,000).

FANDR: *Geo.* Expansive rocky region in the west of <u>PERGOST</u>, which serves as a border with the east of <u>DURCHAA</u>^(I.) and the north of <u>SABIA</u>. The region is peppered with necropolises in which are buried bodies that have been naturally mummified over time.

<u>FANDRA</u>: 1. *Lak.* One of seven major lakes in <u>KOMMEA</u>, collectively known as the <u>SEVEN MAIDENS</u>^(1.), situated in the north west of the kingdom, close to the shore and the <u>SEA OF AKRY</u>.

2. Dei. Rel. Myt. One of the <u>SEVEN MAIDENS</u>^(2.) of <u>KOMMEAN</u> myths. She is most commonly associated with winter, love, and the unpredictability of nature, and in particular the sea. See Vol IV: Deities and Pantheons.

<u>FANE OF KONKATERAH</u>: Rui. Str. Ancient temple in the east of <u>TATAR</u>, in the north of <u>SAMMAEA</u>. It is thought to date to a <u>FOURTH AGE SERAPIS</u> culture. Little remains now of its hieroglyph-covered walls, most of which are now crumbled, or covered in underbrush.

The name of the temple is unattributed and has been used since the days of the <u>SETTARS</u>, though it appears in no other histories of the region in either the Fourth of <u>FIFTH AGES</u>. The mystery of its name has permeated local culture, and the entire area surrounding the ruin is avoided though it has become a tourist attraction to the nobility and <u>JURATS</u> of Tatar.

<u>FANE OF NIRIAR</u>: Rui. Ruined temple on the island of <u>THORTIS</u> in the far north of <u>VALBAR</u>⁽²⁾. Its design is monolithic and of large scale, and though little is known of it, may believe it dates back to the <u>FOURTH AGE</u>, but little is known of it.

FANE OF SHERTAL: Rel. Str. Temple dedicated to the deity SHERTAL in the south east of the BARRIER LANDS. Despite being a temple, it is not intended to receive worshippers and exists to appease the underworld deity. The temple was built over a vertical cave in a symbolic gesture.

FANES: 1. His. Nm. Last known KERATIN civilisation, in the c north of SAMMAEA, in what is now the south of KARAKHAS and the west of the UMBRA SOKHAR. It was largely destroyed following events towards the end of the WAR OF SCOURGING in the FOURTH AGE, in c. -1700 RM, though evidence suggests that it struggled on until c. -1300 RM, before disappearing into the increasing corruption of the TESCORA region, in which many of its ruins now lie.

Fanes was a huge metropolis-state, a singular city exerting its influence for hundreds of miles around. All settlements within its thrall were little more than slave-states and temple-cities, that existed only to serve the central-city, which was a place of decadence, home to aristocracy, many of whom claimed descent from the SCION IKHRA. The city-state rose in c. -2000 RM, following the dissolution of a larger and more united Keratin state, of which very little is known. The region of influence of Fanes extended to the north east of present-day Karakhas; dominating the lands south east of the KATHAN Mountain, south and east of the HAIMOTH and KELACHOT, and north of hills north of the CATON hills. Most of its settlements have since been reclaimed by the wastes of the area, corrupted by the ATRAMENTA, or built over by Karakhas, though the main city was so expansive that large portions of its crumbling ruins remain inhabited today by a small group of keratin that refuse to bow to the rule of Karakhas.

2. Set. Settlement to the south of <u>KARAKHAS</u> and the <u>ATRAMENTALLY TAINTED</u> region of <u>TESCORA</u>, inhabited by <u>KERATIN</u> who refuse to acknowledge the rule of Karakhas. The keratin of Fanes are descendants of a <u>FOURTH AGE</u> empire, that was known for aristocracy that claimed to be descended from <u>IKHRA</u>, a <u>SCION</u> of the <u>DEMIURGE KHARANI</u> (Pop. c. 10,000).

FANI: Plr. 'Fanin'. Sup. Rnk. A caste of SHAPERS in ancient VENTHIR, known for their shapeshifting properties and mastery over the deserts. Though spoken of commonly in lore and legends, little is known of the Fani in a historical context. It is likely that they are mythological beings, or corruptions of other creatures, such as a form of OTHERWORLDER or HALFBLOOD now forgotten of. The ANALOGONIN of the KORACHANI EMPIRE are often compared with them.

<u>FANIA</u>: Rui. Ruin in the west of <u>VENTHIR</u>. Was once a thriving settlement though is now deserted. It is named after the <u>FANI</u> of Venthiri legend, though none know why.

FANIN BHEN: Set. City in the c-south east of CHEIRA (Pop. c. 40,3000).

FANNAS: 1. Pol. Duchy in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>NICAEA</u>, famed for its <u>OLIVES</u> and farmlands.

2. Set. Settlement dominated by a citadel and its vineyards (1,200).

<u>FANNAU</u>: Set. Small city in the region of <u>KURDA</u> in the c east of <u>THE SURRACH</u> (Pop. c. 16,000).

FANNORS: Set. City in the south of <u>AETHIOS</u>. It is known for its glass production (Pop. c. 29,000).

FANTEAPH: Set. Settlement in the west of the PRINCIPALITY OF SEPAHAUNAT, west of the LOCKHABRA Mountains (Pop. c. 8,500).

FANU: Rui. Abandoned castle in the north of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>ALAMUT</u>, in the wetlands of <u>ACHUA</u>.

<u>FANUM</u>: Mil. Str. Fortress erected in c. 825 RM in the north of <u>HARÉ SHKA</u>, by its first king and ruler, <u>HAREKH</u>. The fort is known to have been built over an ancient neolithic stone circle, which was thought to have been retained in an inner courtyard, though the fortress' destruction centuries later left the entire region devastated. Little remains of the fortress today, though some scattered blocks can be found to the west of lake <u>MASTI</u>, in the east of present-day <u>AHRISHEN</u>.

<u>FAR DOLMES</u>: *Int. Set.* City and twin to <u>DOLMES</u>, which is located in the north west of <u>SAMMAEA</u>. The location of Far Dolmes is less easily stated,

as the two are linked through a strange natural phenomenon known as a lacuna, which connects the two otherwise distant places.

Many maintain that Far Dolmes exists on a plane separate from <u>ELYDEN</u>, perhaps even another <u>PLANET</u> (sometimes postulated to be <u>LIVIAD</u>), as evidenced by the different positions of the stars in the sky above. The region is exploited for its plentiful natural resources, which are transported across the lacuna back to Dolmes (Pop. c. 32,000).

FAR HEMISHPERE: also 'the Eastern Hemisphere' and 'FIRMAMENTAL HEMISPHERE'. Geo. Common term used to denote the side of ELYDEN that is centred around the KORACHANI antipode. Generally, it encompasses the majority of the continents of MENISCEA and BROR(1.).

Commonly it is further divided into two – the northern Far Hemisphere and the southern Far Hemisphere, dominated by the aforementioned continents, respectively.

Conversely, the remainder of Elyden, known as the <u>NEAR HEMISPHERE</u> constitutes the region around the Inner Sea and its environs.

FAR WORLD, the: Soc. Lan. Common term within the island-continent of BROR(1.) made in reference to the rest of Elyden, including LLACHATUL, SAMMAEA and MENISCEA, though usually intended for the NEAR HEMISPHERE.

<u>FARA</u>: Sett Settlement on the banks of the river <u>PALA</u> the <u>HARÉSHKI CITY-KINGDOM</u> of <u>PALUS</u>⁽¹⁾, along the border with <u>ALAMUT</u>. It is situated along the route of the <u>GREAT ROAD</u>, and offers lodging to travellers (Pop. c. 4,400).

FARAGOR: Set. Settlement in the c south of KOLCHIS (Pop. c. 7,000).

<u>FARAK</u>: Set. Small fortified city in the region of <u>PAAN</u> in the c south of <u>THE SURRACH</u>. The city is located along the <u>IVORY ROAD</u> and is known for its caravanserais and underground trade-halls. (Pop. c. 16,000).

FARAMON'S NODE: see ONEIRAL GLAND.

<u>FARAS</u>: Lak. Lake in the c west of <u>PORPHYR</u>, forming part of the course of the river LATUSS.

<u>FARASID</u>: Pol. Mar. His. In the history of the <u>ARID TRIPTYCH</u>, a noble caste roughly equivalent to the knights of the west. They enjoyed their peak between 1500 – 2300 RM and waned after that time, largely replaced by knightly orders of the <u>KORACHANI EMPIRE</u>. An extant example of Farasids can be found in the <u>LEGION OF THE SPHINX</u>.

FARASKER APHEMA: (B. 3933 RM) *Pol.* Present High Templar Knight of the coalition of the <u>TEMPLAR STATES</u> and ruler of the city of <u>OBYRYTH</u>. He is an acolyte of the <u>SOULSEERS</u> and is claimed to use supranatural means to retain a young appearance.

<u>FARAVAR</u>: Set. City in the south of <u>SARASTRO</u>, noted for its tumultuous history and its many periods of independence as a city-state or small nation, most notable of which was as the head of the so-called '<u>SUNDERED STATES OF FARAVAR</u>', which lasted from -138 to -37 RM.

Faravar's roots date back to the ancestral nation that predates Sarastro – <u>SAOSTANA</u>. The city began as a fortress in -796 RM overlooking the badlands of <u>KRAONA</u> to the north, the western-most expanses of the <u>MOLACHARI DESERT</u> in the east, and the <u>SOLACHAN</u> desert in the south. Initially built to keep Saostanan lands to the north safe from barbarian and nomadic incursion, the fortress of Faravar became a powerful presence in the region, its armies subjugating the nomadic tribes, taking many of them as slaves in military exercises.

It was during such exercises that the then <u>ARGDUN</u> of Faravar discovered rare <u>LODESTONE</u> deposits around 100-miles south of the fortress in c. 600 RM. Little was known of the <u>FIRMAMENTAL</u> properties of such stones and the world was as yet in its infancy, its people still remerging from a the <u>FADING</u> of the <u>FOURTH AGE</u> dark slumber, more concerned with survival than research. The Argdun noted the region to be further explored in the future, and returned to the Fortress.

Faravar was largely left to its own devices as the <u>SAOSTANAN DYNASTIES</u> concentrated in uniting the manifold city-states around the <u>DELOMIG</u> and keeping those already conquered under control. Faravar slowly grew, its people subsisting off the nomads, trading goods for services and occasionally emerging from the fortress in slave-raids. By c. -400 RM the fortress had grown into a sizeable city-state, self-sufficient with little contact with the north, the post of Argdun corrupted into a hereditary divine-right similar to a monarchy.

In -394 RM the Argdun Oracai stumbled across annals of her forebears and learnt of the lodestones discovered south of the Solachan, in what is now <u>ELOTRAUSH</u>. She travelled south with her retinue, following the directions on the crude map she had found, and found them. Mesmerised by their properties she explored the region, finding the ruins of a far older settlement and citadel nestled in the foothills of the southern <u>KHO HAGAR</u> mountain. There was little of worth in the brittle sun-bleached stones of that ancient place save for the sad beauty of its fall, though Oracai remained there for some time, venturing deeper into the ruins of that place, discovering the collapsed lodestone mines that had sustained the place.

When she emerged from the mines, she was a changed person, her eyes ablaze with pearlescent heat, her skin bronzed and radiating the heat of the sun. She had become one with the Firmament and found that she could manipulate the lodestones with her thoughts. She had the cavern sealed until mining operations could be started again, and returned north.

The region was christened <u>Oracasho</u> and mining began there in earnest by -392 RM, with lodestones transported north to Faravar where they were scrutinised by the regions' foremost scholars. At their head was Oracai herself, whose newfound gift allowed her to see into the Firmament. In the north, the assassination of the Dynast Habakukh in - 382 RM left Saostana lawless and fragmented, its cities breaking away into several quarrelling city-states. The rise of Reneb the Usurper 3-years later managed to bring a degree of order to the north, but lands south of the <u>OTINDHAR</u> were forgotten, allowing Faravar to assert its independence.

By c. -370 RM Argdun Oracai had become a mythic figure to her people. She hadn't aged a day since her experience in the caves and used her stats to unite the people of the surrounding region under her banner. All lands south of the Otindhar were hers. The lodestones were used to construct impressive high-walled keeps around the region. The citadels of Faravar became a thing of legend, spoken of in distant lands as the home of a fell sorceress.

The people of Saostana were not so easily fooled by the tales, and wanted the lodestones for themselves. In -298 RM a delegation was sent south from <u>CARULA</u> by the Dynast Sarkash. All but one amongst them were killed, the sole survivor sent north with word that Faravar could not be bought.

Enraged by this act of treason (in the eyes of Carula, Faravar was sill part of Saostana), Sarkash declared war on Faravar, dedicating his rule to bringing *Faravar* back under Saostanan rule. He was successful in -263 RM following a harrowing siege that left the Argdun Oracai dead. Their ruler dead, the city occupied by Saostanan troops, Faravar became part of Saostana once again. But their prize, the lodestone mines, had been destroyed in the final days of the war, their location (a closely guarded secret, even under the rule of Oracai) never disclosed.

As Saostana fell under the rule of the <u>SAOSHYANTS</u> in -172 RM, many regions who had recognised the sovereignty of the Saostanan Dynasties opposed this change in leadership. In the south, Faravar and its closest allies <u>HAGRADEA</u> and <u>MORULAURGO</u> failed to honour the Saoshyants and in -138 RM joined with the newly risen Dynast Sakhon Re, declaring their independence from Saostana, leading to the birth of the '<u>SUNDERED STATES OF FARAVAR</u>'. Sakhon Re was welcomed in Faravar as a symbolic leader, the line of Argduns following Oracai having grown weak since her death. Despite his assassination in -132 RM, Faravar remained a separate nation from Saostana, and capital of the so-called *Sundered States*.

The fragmentation of the <u>NATHI KINGDOM</u> to the east led to Saostana growing more confident, reclaiming many of its lost territories by -90 RM. Within a few decades the Saoshyants had made clear their intentions and in -51 RM they declared full war on the *Sundered States*, eventually occupying Faravar in -37 RM, bringing the rule of the *Sundered States* to an end after little more than a century of independence.

Unrest dominated the next decades as cities were rebuilt following the war and dissident attitudes were quelled in Faravar and surrounding cites.

The next centuries were relatively peaceful as Saostana transitioned to the more modern state of Sarastro and Faravar was brought in line, becoming a policing presence in the south of Sarastro. It was to be the KORACHANI EMPIRE'S eventual occupation of Sarastro in 339 RM following a century of war that would see Faravar enter the history books

once more. The city was wholly opposed to Korachan's occupation of Sarastro and the next century was to be dominated by severe strife. Korachan dispatched the <u>ARCHPATRICIAN</u>-general Esobis to Faravar in 423 RM, who personally oversaw the <u>EXECUTION</u> of the remaining members of the Argdun monarchy and introduced the <u>ARÂTHUAHI ORDER</u> of the <u>SANCTIFIED INQUISITION</u> to the city. By c. 450 RM the city had become heavily policed by the inquisition and any signs of unrest rapidly enacted upon. In honour of the Archpatrician-general Esobis' victories in the city, the imperial government in <u>ARGEA</u> funded construction of a triumphal arch behind the city, carved from the natural wall of the Kho Hagar mountain.

The heavy imperial presence in the city led to its embracing of the CHURCH OF THE UNDYING MACHINE, which by c. 600 RM had become a powerful institution there, controlling most of the plains east of the city. By c. 750 RM the hills beneath the city became the site of many grand umbra processors which took raw UMBRA shipped west from the mines in NEYSHABUR and processed the stuff, pumping it north to the larger cities around the DELOMIG. The fervour of its worship of the UNDYING MACHINE and its umbra processors became the characterising features of Faravar, until the mines of ACATEA were abandoned in 2523 RM, which led to a massive shift in power. The patrician families of Faravar had grown powerful from the umbra processing plants had come to control the city, though the loss of Acatea weakened their already faltering ruler and in 2531 RM the city fell under control of the CHURCH OF THE UNDYING MACHINE, and even after the EDICT OF NICAEA (which diminished the power of the Church) the Church remained a powerful influence there.

The rise of the <u>HOLY STATE OF HAGRADEA</u> in 2783 RM that fractured Sarastro brought conflict to Faravar and after a short war in 2787 RM, it joined the Holy State until its collapse in 2974 RM under the rule of <u>SATHEP THE RISEN</u>.

Faravar was a diminished place following this time, and survived as its creation had originally intended – as a fortress overlooking the expanses of the south east of Sarastro. Its population dwindled and many of its spectacular citadels were allowed to crumble into ruin (Pop. c. 1,000,000).

FARAVARI: For. Dense forest in the c of SAUA. Though not considered holy in the same manner of the FOREST OF REVERIES, it is still regarded as a spiritual place by the people of Saua, who have kept its deepest reaches as untouched as possible.

<u>FARCA</u>: Ser. Settlement in the c west of <u>THE SURRACH</u>, and satellite to the city of <u>DOSSAL</u> (Pop. c. 4,000).

FARDATH: Rui. Ancient NATHI fortress in the northern periphery of the ASOEN scrublands (once a forest). The fortress was constructed in c. -310 RM to oversee the extraction of coal and umbra from the region. Following a long war with the sphinxes native to the region (which were nearly exterminated) the fortress became a dominant feature in the region, particularly following the rise of the ALCHEMIST clans of MIDAL in c. -270 RM, though was deserted following the LION HERESIES and allowed to fall into ruin.

<u>FAREFAKSA</u>: Set. City in the north east of <u>PORPHYR</u> in the contested lands of <u>UTIMAN</u>. It is militarised and has a large army presence there (Pop. c. 40,000).

FARENTH: Set. Small fortified city in the far east of OTINTH. Like most Otinthian settlements, little is known of it due to the nations' insular nature. It is close to the border of ATILIPHO, which is contested with SEDISIA and is militarised, with fortifications extending well-beyond its borders (Pop. c. 20,000).

FARGIA: Pol. Soc. Important PATRICIAN HOUSE in the north west of AZAZEM, with lands outside AGLAIA. It has a hand in DROSS and wine manufacture, though have various other holdings. See Vol II: Patrician Houses.

<u>FARGLIA</u>: Set. Fortified coastal settlement in the east of <u>CYHLAGHARR</u>, overlooking the entrance into the <u>GULF OF OPHAR</u>^(1.) (Pop. c. 3,000).

FARIMAK: Set. Small settlement in the west of <u>TARTAK</u> (Pop. c. 18,000).

<u>FARISÛN</u>: Pol. His. One of the kindreds of ancient <u>ASSEER</u>, in what is now present-day <u>ESHIR</u>⁽²⁾. Its main stronghold was the fortress of Lirin, and for many centuries it was the ruling power in the region following the rise to power of $\underline{DRERLLATAR\,FARIS\acute{D}N}$ in c. 1620 RM. It dwindled after the mysterious death of Drerllatar in 2175 RM, after which the nation descended into chaos.

<u>FARIS</u>: 1. *Geo.* Highland region along the south east border of <u>SABIA</u> covering around 15,000 square-miles, under the rule of an <u>ONÉSIMUS</u> <u>THANE</u>. The area marks the south eastern-most border of Sabia with <u>KASPIA</u> in the east and the autonomous region of Faris in the south.

2. Dem. 'Faris'. Ntn. Small nation to the south of <u>SABIA</u> appropriated by the exiled <u>ONÉSIMUS THANE HIOVATAT</u> in 1893 RM from unoccupied territories in the east of the <u>DESOLATION OF ASTUDAN</u>. It became an autonomous territory of Sabia in 1902 RM, though later regained its independence in 3394 RM. See Vol III: the Nations of Elyden.

3. *Pol. Set.* The capital city of the autonomous territory of Faris⁽²⁾ to the south of <u>SABIA</u>. It is known for its fortifications, and it also forms a part of the <u>GÂTHAN ROAD</u>, and sees many <u>GÂTHAN</u> merchants passing by with goods from the north of <u>CENTRAL LLACHATUL</u> and beyond, many bought from the <u>GREAT ROAD</u> (Pop. c. 121,000).

4. Mil. Rnk. In SABIA, a rank of knight serving the VITYAZ-THANE.

FARJAR: Set. City in the south of SABIA (Pop. c. 20,000).

FARKAID: See. City in the south west of NAARETH, in the tidal zone north of the mouth of the river ABASHERA. It is built atop an ancient ABERANI ruin and is known for its catacombs and its harbour that operates in a cycle dictated by the tides of the GULF OF VEGATETH. At the time of low tide, it is as much as 24-miles from the coast. Its main industry is logging (Pop. c. 9,000).

<u>FARKAS</u>: Ind. Set. Lead-mining region in the c west of <u>THE SURRACH</u>, based around a large central settlement. It is famed for being the birthplace of the emperor <u>HEGEUMAR</u> (Pop. c. 17,400).

<u>FAROUT</u>: 1. *Mil. Str.* Specifically, a fortress in the south east of <u>SIRIPHAGOS</u>.

2. Mil. Str. Fortified wall on the south east of present-day <u>SIRIPHAGOS</u>, built between 3110 – 3200 RM to aid in the defence against <u>SARASTROAN</u> attacks. The wall was largely a failure and was abandoned. Today it has been partially reclaimed by the plains of <u>BAULDOR</u>.

<u>FARRAD</u>: Rvr. River in the north of <u>TARTAK</u> flowing for 175-miles from sources in the <u>JURRASI</u>^(1.) Mountains before meeting with its parent, the river KHARAD.

FARRIBA: Set. Small city in the c of <u>VENTHIR</u>, in the region of <u>ZAMAINI</u>. Its main industry is the cultivation of pistachios (Pop. c. 11,800).

FAROI: Set. Fortified city in the HARÉSHKI CITY-KINGDOM of ALAMUT^(1.), overlooking lake ERDEN. The city is known for its monastic guards, who belong to a secretive order thought to be tasked with the protection of an item of importance (Pop. c. 90,500).

FARRESH: Geo. Mountains rich in iron ore in the ANOMOFERROH region of south east <u>SKAROS</u> and the west of <u>BASSORAH</u>⁽²⁾. Like the Anomoferroh, the Farresh Mountain is scabrous with the <u>ATRAMENTAL CORRUPTION</u> that pervades the region. The iron is largely unusable, though there have been some attempts to investigate the cause of the

FARRIS: Set. Small city in the c north of ALTHA^(2.) (Pop. c. 20,000).

FARROSH: see HOLLOW DESERT, THE.

<u>FARROUN</u>: Ser. Small fortified coastal city in the south of <u>OTINTH</u>. Like most Otinthian settlements, little is known about it due to the nations' insular nature (Pop. c. 17,000).

FARSEER: Also 'seer'. Noun. 'farsight'. Sup. Rnk. Common term used in reference to shapers (both <u>ATRAMENTISTS</u> and <u>FIRMAMENTISTS</u>) with abilities, no matter how disparate, that allow them to sense or otherwise experience events at a distance. Their <u>SPHERES</u> of influence are usually referred to as <u>CLAIRAUDIENCE</u>, <u>CLAIRVOYANCE</u>, and/or <u>CLAIRSENTIENCE</u>. In the <u>KORACHANI EMPIRE</u> they are known as <u>PROCULIN</u>.

<u>FARVARI, THE SPIRIT-HOME</u>: For. Forest, around 35,000 squaremiles, in the c of <u>SAUA</u>, that is believed to be the home of many <u>SPIRITS</u>. Many temples and <u>YAZATA</u> can be found there.

<u>FARYS</u>: Set. Settlement in the region of <u>SÛR GHATH</u> in the west of <u>THE SURRACH</u> (Pop. c. 10,000).

<u>FASACIA</u>: Set. Settlement in the west of <u>PELASGOS</u>, east of the <u>GULF OF</u> <u>LEMAS</u>. It has a sizeable port and shipyard (Pop. c. 96,000).

FASASCIA: Set. Oas. Oasis-settlement in <u>EASTERN SAMMAEA</u>, just outside the desert of <u>ON FASASCIA</u>. It was discovered and named by <u>KORACHANI</u> explorers in 2016 RM.

<u>FASCIA</u>: Set. Main city-state and capital of the Loose Kingdoms of <u>RHAMIA</u>. The <u>CHURCH OF THE MEEK</u> rose here in 3450 RM. Of all the cities in Rhamia, Fascia is the only one to regularly trade with the east, particularly <u>ARMAGH</u> in <u>AHRISHEN</u> and <u>URINIT</u> in <u>LYRIDIA</u> (Pop. c. 819,000).

FASEX: 1. also 'the Maw'. Rui. Ancient edifice located in the south west of ROMOREA (2.) close to the border with the BARRIER LANDS. The structure takes the form of a monolithic obsidian ring constructed around the natural gaping maw of a vertical cavern. The obsidian ring is around 50-ft. across and the ring itself is around 10-ft. wide, and sculpted into an orgy of MORTAL bodies that literally writhe as though alive, their eyes glowing red. The ring is anathema to SHAPERS or others who are sensitive to the MATERIA OMNA, and any attempts at exploring the depths beyond have been unsuccessful, with groups describing a feeling of palpable dread overcoming any who venture too close.

None know the provenance of the ring, though it likely dates back to the <u>THIRD AGE</u>, and may be the work of a <u>DEMIURGE</u> or <u>SCION</u>.

2. Mil. Str. Large fortress in the south west of ROMOREA⁽²⁾, situated close to the above feature. The fortress guards the Romorean border against possible incursion from the west, including the <u>BARRIER LANDS</u> and <u>HOGGOTHA ISZ</u>. However, some claim the fortresses true role is to protect against the strange obsidian ring^(L) that lies to its south west.

FASSA: Set. Settlement in the HARÉSHKI CITY-KINGDOM of NICAEA (Pop. c. 3.200).

FASTAR: Set. Settlement in the south east of KETESH⁽²⁾. It is known for its varied fruit groves, most of which are sent north to the capital in Ketesh⁽³⁾, with the remainder being sold to merchants travelling the RED ROUTE (Pop. c. 7,400).

FASTING TEMPLARS: Law. Org. Order of policing templars located in AZAZEM, at their strongest in the north east.

<u>FASTUNTIA</u>: Geo. Large rock-crowned hills in the c south west of OPHIUSSA.

FASUA: Ind. Sec. UMBRA MANUFACTORY owned by HOUSE LLANA in the north east of PELASGOS, close to the ATRAMENTALLY-ACTIVE region known as the CIMMERIAN PALL. The manufactory is guarded by troops of HOUSE LLANA stationed 70-miles south east in Fort CARNIR, as is the pipeline running south east to MALICHARICHAN (Pop. c. 2,300).

<u>FATA</u>: 1. Sea. Strait in the north of <u>SAMMAEA</u>, serving as a channel between the <u>SEA OF ESCHATA</u> in the north west and the Sea of <u>HASAAZ ARAAT</u>.

2. *Mil. Str.* Major coastal fortress in the north west of <u>ROMOREA</u>⁽²⁾, overlooking the Strait of Fata⁽¹⁾, guarding the only entrance into the Sea of HASAAZ ARAAT.

FATAAR: Rvr. River in the prefecture of HOLOLACH^(2.) in Hololach^(1.), flowing for 4420-miles from its source in the KATEKUIL Mountains before meeting with its parent, the river HEMAVAR.

FATACHAN: Sct. City in the c east of <u>VÂRR</u>, known for its walled groves of <u>ARISOUL</u> plants and the manufactories where its taproots are dried into resin for use in metagenic medicine (Pop. c. 20,000).

FATARAH: 1. Sea. Bay off the c north eastern coast of the SULTANATE OF ABACARDAT. The bay is guarded by the coastal fortress of MUN BIQQAR.
2. Set. Major coastal city in the north of ABACARDAT. The city is the major link between c and eastern Abacardat, and maintains a steady sea trade-route with the city of ARHBAH, in the east. It was once coastal and was, during its peak, 2 millennia past, a great metropolis with a population of close to 3,000,000, but it has since waned greatly in size. Today it is a

major port that sees most of the collieries to the south west exported (Pop. c. 208,400).

<u>FATH</u>: Dem. 'Fathi'. Ntn. Nation in the east of <u>MENISCEA</u>, east of the <u>SABARAAN</u> Mountains, overlooking the <u>SEA OF SIPARIA</u>.

Its people follow the philosophy known as the <u>ALEMBIC PATH</u>. It is also known for its relatively large <u>VALTHAS</u> population, most of whom live in ghettos in human cities, though there are a few isolated valthas settlements, particularly in the south west of the nation.

It is noted for its government, which is technically a plutocracy, but in which the elected emperor is a puppet of the <u>PRAETORIAN GUARD</u>, who are responsible for choosing the ruler and are the true power, having been so since c. 3540 RM. The position of emperor is one that few honestly want, but those chosen do the best they can, given their limitations. It emerged from the older far-ranging empire of <u>VALARIM</u>, that collapsed early in the <u>FIFTH AGE</u>. See Vol III: Extant Realms and Nations.

- <u>FATHA</u>: 1. Set Small city in the c north of the <u>BAKHRAN STATES</u>, 35-miles from the border with <u>MARACHA</u> (Pop. c. 15,000).
 - 2. *Rvr.* River in the c-south east of <u>MHAROKK</u> flowing for 550-miles south east from sources in the <u>SOLON HIGHLANDS</u>, before meeting its parent, the river <u>SHIBBOLETH</u>^(3,).
- <u>FATHAZ</u>: Set. Small city in the c of <u>LIMOTH</u>^(1.), to the south of the river <u>ATROTHA</u>^(1.). Like many cities in the region, it receives a large influx of people late in Summer, as farmers and other agriculturalists from around the river Atrotha move south to escape the flooding of the <u>VOTH</u> Valley. They spend the Autumn there before returning north.

The city was once a major source of iron in the days of the early years of Limothan culture in c. 1500 RM, though were spent by c. 1700 RM (Pop. c. 17,000).

- <u>FATHAREN</u>: *Geo.* Expansive rocky coastal hills in the north west of <u>SAMMAEA</u>, in the far north of the <u>VESPERTINE LEAGUE</u>, overlooking the south of the <u>SEA OF ANIPTERRA</u>.
- FATHEL ID: 1. Geo. Region in the c west of NOAVATUR. It is one of few large virginal regions of jungle left in the nation and is untouched by industry. This is likely due to the ancient monument, known as the ANAPIT NASTHALLA, that has exerted its influence over the region, drawing mortals away from it.
 - 2. Set. Major fortified city in the west of <u>NOAVATUR</u> in the above region^(1.). It is a major logging centre (Pop. c. 180,000).
- <u>FATHERS AND MOTHERS</u>: also 'Untu Nata'. Myr. His. Lan. Antiquated name used in much of the north of <u>SAMMAEA</u>, to describe the Two-and-Twenty worker gods of myth, making the term synonymous with that of <u>DEMIURGE</u>.
- FATHMMA: Geo. Mountain in the east of the HENDECARCHY of AMILLAERE^(1.) in the c of MALAN. It forms a western extension of the Argent Mountains and serves as a border between the east of Amillaere and the west of DERAEIA. It is home to the LADY'S PALACE, where the LADY AEGIS often spends her summers. The mountains are very old, their surface crumbling, the ruins of ancient temples barely recognisable on their hewn platforms, most of them now slanted due to the disintegration of the mountain
- FATICARIA: Mys. A form of agrarian MYSTICISM unique to the KORACHANI EMPIRE, that is distinct from SHAPING. There is little official schooling regarding faticaria, for it is a tradition that is largely oral, with its secrets handed down from master to apprentice within occultist circles. Its use is outlawed and its practitioners are hunted by members of the AVÉNETHI, GRIGORIAN, and KYONI SANCTIFIED ORDERS OF THE INQUISITION. See Vol IV: Other Forms of Mysticism.
- FATIMAN: Set. Small city in the south east of MHAROKK, along the course of the river FATHA, just upstream of its expansive delta, which is populated by crocodiles and hippopotami. It forms a part of the RED ROUTE, and operates ferries where caravans can cross the river (Pop. c. 14,000).
- <u>FATRAROS</u>: *Rvr.* River in the north of <u>PORPHYR</u> flowing west for 820-ft. from sources in the north of the <u>POROPHOSSYR</u> Mountains, and the north east of the <u>RYKK</u> Mountains, before meeting its parent, the river <u>SOCCATOROS</u>.

- <u>FATUACH</u>: Geo. Mountain-range forming the spine of the <u>KORACHANI</u> PENINSULA.
- FATUGHMA WEGH: Int. Arc. Gigantic glassy-blue monolith in the plains of LAULAR in the north east of TRAKIA, in the north of SAMMAEA. The tower is around 1100-ft. high and stands on an elevation of 130-ft. and can be seen as far away as 53-miles. Within this radius travellers are known to spontaneously develop headaches, nosebleeds and other phenomena that worsen the closer one gets to the monolith. This supranatural phenomenon has prevented exploration of the immediate area around the edifice, preventing more examination of its properties.

Little is known about its origins, though it is believed to date back at least the <u>SECOND AGE</u>, though there are little indications as to its true origins, though many scholars have put forth an unknown <u>DEMIURGE</u> as the architect.

- <u>FATUK</u>: Set. Fortified settlement in the north of <u>SARASTRO</u>, along the main trade-route between it and <u>NÁRTHEL</u> (Pop. c. 8,000).
- <u>FAUG</u>: Com. Set. A trade city in the north of <u>VENTHIR</u>, along the coast of the <u>DARK SEA</u>. It is renowned throughout the <u>KORACHANI EMPIRE</u> for its vast <u>SLAVE</u> markets. Most Venthiri slaves have passed through Faug, either upon entering or leaving the nation (Pop. c. 1,000,000).
- <u>FAUGL</u>: 1. Geo. Dry canyon in the south of <u>CYHLAGHARR</u> running for some 60-miles.
 - 2. Rui. Subterranean necropolis located in the bottom of the above canyon in the south of CYHLAGHARR dating back to an unknown THIRD or FOURTH AGE culture. It is made up of many hewn vaults and corridors, each of which contain row upon row of niches, each of which originally contained canopic jars, lacquered skulls, mummified idols and other funerary paraphernalia. It is shunned by the OGHURS of Cyhlagharr and is largely unexplored.
- FAULALA: 1. Geo. Region in the south of the HARÉSHKI CITY-KINGDOM of ALAMUT, dominating the eastern banks of the southern-most flow of the river SARA for some 90-miles from lake MONA in the north to the mouth of the Sara and the city of NILA in the south. The region is fertile, though naturally rocky and most farmlands in the area are cultivated through great toil, and are terraced.
- 2. Pol. Duchy in the HARÉSHKI CITY-KINGDOM of ALAMUT,
- 3. $\it{Mil. Str.}$ Citadel in the south of the $\underline{\sf HAR\acute{E}SHKI}$ CITY-KINGDOM of $\underline{\sf ALAMUT}$.
- FAULIL: Pol. One of the <u>SEVEN-AND-FORTY DISTRICTS</u> of the <u>CITY OF ALMAGEST</u>, known for its arched, multi-tiered architecture and many cottage industries.
- FAVUAR: Geo. Island around 10-miles off the western-coast of THE SURRACH, in the north west of SAMMAEA. This tiny island, less than half a square-mile in size, was once a prosperous mining city with a population of around 6,000, with apartments built directly above the vertical mine shafts that extracted coal from the region. It was abandoned almost overnight in c. 3876 RM and remains deserted to this day.
- <u>FAZAR</u>: Set. Coastal settlement in the north of <u>KHULL</u>, overlooking the <u>BAY OF KALLAR</u>. Its main industry is fishing, and, like many coastal cities in Khull, it is famed for its fish sauce (Pop. c. 6,300).
- FAZAUT, TEMPLE OF: Rui. Ancient FOURTH AGE temple located in the c south of SAMMAEA, in the northern foothills of the ACHARKHARAN Mountains. The temple is at the foot of a volcano, and is believed to have been constructed there intentionally. Today it is abandoned and half buried in cooled lava flows, and any trace of what divinity or power it was once dedicated to has long-since been erased.
- FE DURRA: Rui. Ruined white marble campanile (bell tower) in the c of the URARAGHI Mountains in the c of AMMESH overlooking the pass of SATAMMA. It is perched on the edge of a sheer rise and takes the form of a circular tower with external loggias topped by a collapsed dome, its bell long since lost. The tower is linked to the mountain by a long causeway which was once flanked by statues AMMASHI⁽³⁾ luminaries, which were added by the Ammashi government in its peak, though the tower itself is likely from the FOURTH AGE.
- FEAST OF MALICHAR THE RISEN: see FEAST OF THE REBIRTH OF ST. MALICHAR.

FEAST OF THE MORTAL BIRTH OF ST. MALICHAR: Rel. Soc. Cal.

One of four major seasonal holy days celebrated across the KORACHANI

EMPIRE taking place around the spring equinox, this festival originated in

PRE-IMPERIAL celebrations that honoured the passing of winter and the
rebirth of life. Today, the spring equinox is celebrated as the
commemoration of the first birth day of the ARCHPOTENTATE

MALICHAR, which was actually thought to be in mid-Rachalen.

Many regions observe an ancient tradition where lambs are slaughtered and crucified before being paraded as part of festival processions. Once the procession is over, they are eaten as part of a feast. In larger cities tens of thousands may be slaughtered in one go, making for a grizzly sight. See Vol II: Feasts and Holidays.

FEAST OF THE MORTAL DEATH OF ST. MALICHAR: also 'Feast of Passed Souls'. Rel. Soc. Cal. One of four major seasonal holy days celebrated across the KORACHANI EMPIRE. Those who died during the previous calendar year are commemorated during this holy day which encompasses the two days of the winter solstice. See Vol II: Feasts and Holidays.

FEAST OF THE REBIRTH OF ST. MALICHAR: Rel. Soc. Cal. One of four major seasonal holy days celebrated across the KORACHANI EMPIRE observed around the autumn equinox. It originated as a traditional festival celebrated around harvest-time, however, as seasons became less distinct and traditional agricultural practices gave way to modern DROSS manufacture, the original meaning of the festival was lost. See Vol II: Feasts and Holidays.

FEAST OF THE SOLSTICE: Rel. Soc. Cal. Summer festival in TETHYSIA, seen as the high point of the KATHIAN religious calendar.

FEAST OF THE SOLSTICE, TEMPLE OF THE: Rel. Str. Situated on the Isle of <u>AARU</u> in <u>TETHYSIA</u>, its causeway facing east. Seasonal offerings are made to the Tethysian Pantheon, particularly <u>KATHISIS</u>.

FEASTS OF A HUNDRED-AND-THIRTY-EIGHT: Rel. Soc. Cal.

Festivals in MALAN, each corresponding with one of the 68 full moons of its LONG-COUNT CALENDAR, with a patron saint, hero or spirit residing over each.

FECUND IDOLS: Myt. Obj. Ancient idols depicting stylistically obese female bodies that are found across ALMAGEST, western ASTUDAN, northern SKAROS, eastern KOLCHIS as well as the north east of the OLD FOREST. They range in size from small figurines to monolithic idols and are believed to date back to the THIRD AGE, where they formed a vital part of shamanistic cultures. Many of the larger examples are found at conjunctions of LEY lines and were protected by temples, forming part of a widespread network that implies a large cultural reach.

Of note is the so-called <u>IDOL OF AMAGAT</u>, which is the largest such idol ever found, and possibly formed the centre of a fertility cult.

FEDEQAM: Geo. Mountain range in the c of PNESSA.

FEDERAL ASSEMBLY: Pol. Org. Ruling organisation in ALAM BETHYL that was introduced in 3482 RM to replace the tyrannical rule of the SORCERER^(2.) caste that was ousted following a bloody civil war that had raged there for decades. The region of Alam Bethyl was divided into eight territories (later adding a ninth in the south west), each of which governs its people as it sees fit, with each territory having its own laws and traditions. Together the nine territories answer to the Federal Assembly, which rules from SA RETH, and which is largely concerned with the protection of its borders, smooth passage of trade between territories, and conserving the balance between its established culture and the rapid change towards industrialisation.

The Federal Assembly elects a new Chancellor from potential candidates from across the nine Territories every five years, with previous chancellors remaining on the Assembly council as advisors. The present Chancellor is <u>ASEMMA AMBARAS</u>.

It also oversees the enforcement of laws originally passed in 3562 RM regarding shaping - particularly the sorcerer caste, which, though deposed as rulers centuries ago, remain as individuals. Intended to limit the spread and power of Sorcerers, these laws are strict and upheld by a specially-trained policing force known as the WARDERS.

FEDERATION OF ELITAGRI STATES: see ELITAGRI STATES, FEDERATION OF.

FEDERATION OF FREE NATIONS OF MENISCEA: Pol. Org. Federation of many nations in MENISCEA that aimed to maintain peace and security across Meniscea. It was founded in 2643 RM, largely in response to the growing political power of the Korachani empire in the west, and its increased colonial efforts, though disbanded in 3272 RM following political tensions amongst many of the member states and the withdrawal of SHAZGIN in 3258 RM.

<u>FEET BINDING</u>: Soc. Tradition of applying tight bandages to feet, with the goal of altering their size and shape. It is common in various cultures, though is most well-known in the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, specifically in the tribe of <u>ESSENIA</u>, where is it a self-inflicted display of devotion to their deity <u>NEPHTHALONT</u>.

<u>FELATHRI</u>: Pol. Sec. Capital city of <u>AYAD</u>, in the south west of <u>WESTERN LLACHATUL</u>. It is known for its Guardians of the Groves, whose members guard its orchards (Pop. c. 421,000).

<u>FELID</u>: Fau. 1. Also 'feline'. Generic term for a wide range of Therops that share various similarities and which typically fulfil a predatory role in their environment. Examples of felids include <u>HOUSECATS</u>, <u>LIONS</u>, <u>TIGERS</u>, <u>FELORS</u>, and <u>SERPOPARDS</u>, amongst others. There are hundreds of varieties, with habitats ranging from savannahs to forested areas, including temperate and tropical woodlands.

Their numbers have dwindled during the Fifth Age due to the encroachment of mortal civilisation and may forms have since disappeared from areas where they were once common, such as <u>CENTRAL</u> LLACHATUL.

2. the term felid also can refer to a specific form of feline that is native to the $\underline{SHARA\ PLAINS}$ in the c of $\underline{VENTHIR}$, almost wiped out due to industrialisation. They exist in wild areas where $\underline{MORTALS}$ do not dwell and the natural world remains inhabitable. Reaching up to 10-ft. long, with golden coats, and white and black stripes, they were once synonymous with nobility and the $\underline{MAPHRIA}$ before their numbers lessened due to industrialisation and the spread of mortals.

FELLAQISH, FOLLOWERS OF: also 'Fellaqish'. Rel. Main religion followed by the people of HANNAH, QARALAM, ZHARIAH⁽²⁾, and SHEZALIAH. Its adherents are known as Fellaqishi and are divided into three distinct sects, each of which believes in a prophecy that culminates in the arrival of a religious figure who will unite Elyden under this singular faith.

The religion originated as a secretive cult within the ancient pantheonic religion of the FOURTH AGE YASHMINI empire (which persists in corrupted form in the religions of neighbouring HANNAH and KHAR NADUL). The Fellaqishi believe that a prophesied 'chosen one' – known as Fellaqish – will rise to unite its people and subjugate all unbelievers. Fellaqish was described with very particular features and 'deformities' (including a left hand bearing seven fingers and large pale eyes, amongst other details). Members of the sect came to engineer unions between chosen couples whose appearances were most similar to those of Fellaqish so as to manipulate the chances of the chosen ones' birth.

The sect was branded as heretical by the Yashmini religion, and its remaining followers had been exiled by the time of the empire's collapse before the <u>FADING</u> of the Fourth Age, where they continued in their selective breeding to engender the appearance of the chosen one. Priests became powerful figures, and the families of these children enjoyed lives of luxury and veneration in their own right. However, in the centuries following the Fading, there emerged three conflicting ideologies, based around three different bloodlines. Their leaders believed their respective bloodline was the one destined to birth the chosen one, leading to strife and conflict that remain a part of Qaralami life to this day.

The Royal bloodline of Qaralam is closely related to one of these three bloodlines, and though it is constrained by custom to not publicly show favouritism, it is believed to secretly favour that line over the others, which have become less popular over time. See Vol IV: Religions and Cults.

<u>FELLAQISHI</u>: *Rel.* Members of the religion known as the <u>FOLLOWERS OF</u> <u>FELLAQISH</u>.

<u>FELLOAR</u>: Sea. Sea in the east of <u>EASTERN MENISCEA</u>, dividing <u>TAHOMIA</u> in the west from <u>CYAE</u> in the east. It forms a north western part of the <u>SEA OF LYNNAE</u>.

<u>FELONAL</u>: For. Sparse deciduous forest in the east of <u>PELASGOS</u>, on the shallow slopes of the <u>BATHAKOL</u> Mountains and fed by the river <u>ELISSANAS</u>.

<u>FELORCA</u>: Set. Small coastal city in the north east of <u>OD MEGINNAS</u>^(1.). Its main industry is fishing (Pop. c. 14,300).

FELORS: Plr. 'felors'. Fau. Creatures bearing feline and ursine features, with flat mall face, big shoulders and large pointed ears. They are native to dry areas of Meniscea, and are largely found in savannahs. They are typically scavengers, though are very powerful, with large neck muscles designed to rip carcasses apart. They sometimes brawl with large sloths if very hungry. See Vol II: Classification and Taxonomy of Life.

<u>FELUTHA</u>: Set. City in the north east of <u>AZAZEM</u>, just south of the <u>ULLATAR</u> scrub forest. It was once a major centre of logging, but began dwindled following the death of the forest. It remains now along the course of <u>THE SHADOW MARCH</u>, serving pilgrims that stop there (Pop. c. 32,000).

<u>FELUUDA</u>: Set. Settlement in the c south of <u>RHINOCOLOURA</u>, at the south of lake <u>SIBALLA</u>, along the course of the river <u>SHIBBOLETH</u>^(3.) (Pop. c. 8.000).

FELXIII: Set. Small city in the far south west of RAONGEN⁽²⁾, located upstream of the delta of the river SO FELX. The city's main industry is textile manufacture and the riverfront is crowded with manufactories (Pop. c. 15,000).

FEM: Set. City in the far north of BROR (2.). The city has ancient roots and has been abandoned and resettled many times over, with the most recent incarnation dating to c. 2200 RM, and being continuously settled since then. In c. 2790 RM an intricate network of catacombs was unearthed beneath the city, stretching west, far under the GILLIAN Ridge (Pop. c. 43,000).

<u>FEMEND</u>: *Geo.* Badlands in the c of <u>SAMMAEA</u>, serving as a border between the north of <u>ADHERA</u>, the far south east of <u>GRARNEÂST</u>, and the west of <u>HOGGOTHA ISZ</u>.

FEMERE: Set. Small city in the c north of <u>TZALLRACH</u>, known for its iron mining. It forms a part of the <u>GREAT ROAD</u> trade-route (Pop. c. 15,000).

<u>FEMMEN</u>: *Rvr.* River in the c of <u>RHINOCOLOURA</u>, flowing north west for 630-miles from the <u>NORERAEL</u> and <u>DOTHEGAR</u> Mountains before meeting its parent, the river <u>SHIBBOLETH</u>⁽³⁾.

<u>FENDOL</u>: Com. Set. Fortifier city in the east of <u>KARGAMA</u>. It maintains close relations with <u>ESHIR</u>, and is home to the <u>ZILLAS</u> merchant houses that control trade between the two nations (Pop. c. 43,200).

<u>FENDOR</u>: *Rvr.* Large lake in the c-east of <u>KARGAMA</u>, along the course of the river <u>WOLMASH</u>. It is very shallow and its shores are wetlands that are home to a vast variety of wildlife, most prominently of which are mosquitos and other pests. These insects were partially responsible for the capital moving from <u>LERA</u> to <u>KARGHEMIR</u>^(2.) in 2875 RM.

FENEAL: His. Set. FOURTH AGE city in the west of LYRIDIA DHAI, now 4-miles from the coast with the SEA OF SPIRES in LYRIDIA. For much of the FIFTH AGE the city was partially submerged beneath the waters, with the remnants of its granite towers and spires visible - giving the sea its name. The retreat of the coastline led the city's slow re-emerging, and it is now buried in the compressed silt that covers the region. Despite this, rumours still abound of riches buried in the city.

FENT: Set. Settlement in the west of KARGAMA. It was founded in c. 2900 RM after the capital was moved to nearby KARGHEMIR⁽²⁾, and was built atop the ruin of an older city, known as PHAND⁽²⁾, that was once itself capital to the ancient CONSANGUINE DYNASTIES, but which had been abandoned for over 17 centuries. New structures in Fent were built using the derelict masonry of ancient palaces and halls, and many modern buildings have similar footprints to ancient structures. Fent lies some miles from the river WOLMASH, which has shifted its course in the years since the fall of Phand.

Today the settlement is a source of food for the capital and is famed for its cured meats and <u>TSAMMA</u> fields (Pop. c. 7,000).

<u>FENWALKER</u>: Soc. Itinerants of <u>AHRISHEN</u>. Stilt-travelling storytellers, often taking on the role of moderators in the villages they pass through.

FERANE: Set. settlement in the south west of the <u>TEMPLAR STATES</u>. Its main industry is the mining of copper (Pop. c. 8,000).

<u>FERASOS</u>: Set. Settlement in the c north of <u>LIDEA</u>. Its main industry is the cultivation and exportation of spices, which are sold to merchants visiting the settlement along the <u>SALT ROAD</u>, which find their way across the kitchens of the <u>INNER SEA REGION</u> (Pop. c. 7,800).

FERATORA: Geo. The southern plains of <u>TETHYSIA</u>, known for their rare seasonal rains and parched soil. The region is dotted with ancient half-buried colossi, amongst which is said to lie a half-forgotten shrine dedicated to the deity <u>KATHISIS</u>, where the relic known as the <u>IDOL OF THE FALLEN</u> is said to be buried.

FERIUG: Set. Settlement in the c of <u>KASPIA</u> (Pop. unknown).

<u>FERMAT</u>: Sea. Reef off the southern coast of the island of <u>HAR FARRASH</u> in the north of <u>SEPAHAUNAT</u>.

<u>FERRENTIA</u>: Ind. Set. <u>MANUFACTORY</u> city in the c of <u>TARTAK</u> along the shores of lake <u>FADRAD</u>. It forms a part of the Salt Road and offers repair services to <u>AMBULANTS</u> and other machinery that crosses its borders (Pop. c. 39,000).

FERRIM: Nou. 'Ferrear'. Plr. 'Ferrimin'. Sup. Org. Mil. Rnk. An order of SHAPERS in the KORACHANI EMPIRE, whose MINASTERIA (2.) has been based in the city of KORACHAN in KORACHAN since 2016 RM, though it was located in the city of ALMAGEST prior to the WAR OF THE ARTIFEXES. Its members are ATRAMENTAL shapers whose SPHERE allows them to control and manipulate metals. They are similar to TELLURARIIN, who have mastery over stone, but the two hae distinct roles in Korachani industries.

No other shaper within the Korachani empire is as valued as a *Ferrim*, and a child who is chosen to study at its Minasteria brings great respect to its family.

Ferrimin are most often found working in cities, where they repair metal objects (though rusted metal can only be restored by the most accomplished of Ferrimin, who would not be doing such menial jobs anyway), fixing dents, restoring sheen, sharpening blades, and repairing small holes and general wear. Others make a meagre living sifting through waste, separating metal from other refuse, or extracting certain metals from alloys so that they may sell them to industries in need of them. These tend to be the lowest of the Ferrimin who earned no accolades during their studies.

Others find work as sculptors or performance artists, using their skill in manipulating metal to create art that they either sell or use in performances. The steel ribbon performers of <u>LAASKHA</u>, known as *EDDEFERROCHIN*, are famed for their beautiful displays.

Perhaps more importantly, they can be found working in various industries in manufactories or in civil engineering, where they shape metal as it is being formed, or provide invaluable guidance in construction projects – such as bridges, fortresses and other large structures that make use of metal. Some may be able to control metal to such an extent that they can lift it with their minds, replacing the need for cranes and elevators. They are also an important part of mining, where they are able to rapidly located veins of ore, guiding mining and quarrying works, ensuring that all available ore is extracted. They are also expert metallurgists, working to device new alloys and methods of preparing metals for use in industry.

Many of those whose mins are strong-enough to move and shape metal to their will find gainful employment in the military where they can fulfil a myriad of roles. Infiltrating enemy territories and sabotaging their infrastructure and artillery. Repairing friendly equipment or otherwise altering or improving them. Carrying out battlefield engineering works. Or simply working as living artillery – hurling metal projectiles at enemies.

However, the truth is that most young shapers who show a propensity for *Ferrear* are often bought by manufactories and other industries illicitly before their training is complete to be interred in <u>HEART ENGINES</u>, where they toil without sleep or reprieve until their bodies eventually give out after little more than a decade of toil. The manipulation of metal and other ores is a potent gift and much politicking goes on behind the scenes in the training and search of such shapers. See Vol IV: Spheres and types of Shaping.

FESTAL: *Rui*. Abandoned <u>UMBRA</u> extraction city in the north east of <u>BA'AKH</u>. The city was abandoned in c. 2550 RM following the spread of the <u>ATRAMENTALLY TAINTED</u> region of <u>HAMNEITH</u>.

FESTERWOOD: also 'Vaggotha'. For. Large area of dense forest in the north east of the HENDECARCHY of STHAMAN, stretching east into the north of Atallua, in the c south of MALAN. The region is known for its dense flora and numerous fauna, and the large fleshy flowering plants and trees, and the distinctive odours that surround them. Its common name is derived from the musty stench of pollen and nectar that fills the air, and which is overpowering to many mortals. Indeed, the region is sparsely populated, with the city of TOBOSK being its only major city.

FESTIVAL OF AFFIRMATION: Rel. Soc. Cal. One of four major seasonal holy days celebrated across the KORACHANI EMPIRE taking place close to the summer solstice, the Festival of Affirmation is a time for celebrating life and the good-fortunes of the empire, and for giving thanks to the wealth and health of the celebrants, be what they may. See Vol II: Feasts and Holidays.

FESTIVAL OF HAMMERS: Soc. Martial festival celebrated in LAASKHA,

VAALK and MHAROKK with its roots in an ancient FIFTH AGE test of
prowess celebrated with CONCUSSIVE SLEDGEHAMMERS. Today the
festival makes use of concussive hammers similar to those employed by
military shock troops. These hammers have gunpowder in their heads,
which when struck produce a flash and a loud bang. The contestant who
can produce the largest concussive blast whilst remaining standing is
declared the winner.

FESTIVAL OF THE LADY: Rel. Soc. Cal. Four-day festival celebrated at the end of the 1014.8 day LONG-COUNT CALENDAR of MALAN.

FEUTA: Set. Major city in the south of the HENDECARCHY of AMILLAERE^(1.) in the c of MALAN. It is known for its hospitals and convalescent houses, and many who are injured while travelling the AEGISWAY are brought here for treatment (Pop. c. 58,000).

<u>FHALAR</u>: His. Pol. Failed <u>PARTHIAN</u> colony, established on an island just south of the <u>BLACK MOUNTAIN</u> in c. 180 RM. The region struggled for around 3-decades, suffering raids from natives to the north as well as succumbing to local diseases. The colony was abandoned in c. 230 RM.

FICASAT: Set. One of the northern-most permanent settlements in ALMAGEST, north of the MARMARA massif. The settlement is fortified due to its relative isolation and vicinity to the border with KOLCHIS (Pop. c. 7,500).

FICHIM: (B. c. 100 – 450 RM) Oth. Pol. CHARAMAN HALFBLOOD champion who killed the Lion King LABAISINGH in battle in 151 RM, ending the VENATHI EMPIRE'S war against his people, and effectively causing the collapse of the empire.

FIEFLORD: His. Pol. Soc. Rnk. Prior to THE CULLING of the RAONGENI⁽²⁾ political system and hierarchy in 2792 RM, the Fieflords were considered to be the highest members of the social structure outside of the Royal family. There were nine Fieflords (though the true number may have varied over time, depending on political events) and they answered only to the King of Raongen.

In 2792 RM King <u>INVIS IAFENG</u> restructured the entire political system in an event known now as the Culling, in which he executed two of the Fieflords, distributing their lands amongst the remaining seven and renaming them <u>FACTOTUMS</u>⁽²⁾.

FIELDS OF JERICHA, the: see JERICHA, FIELDS OF.

FIERISTA: Geo. Highland valley in the c north of CISNERIA, forming part of the eastern-most reaches of the BLACK MOUNTAINS. It is known for its rigged beauty and primal nature — it is inhabited by a high concentration of wildlife of myriad forms. It is dangerous to travellers, and is only of interest to the CARIOUNS, who hunt and trap in the peripheries there.

FIERY MARSHES, the: Rvr. Marshlands in the north of KASPIA, dominated by igneous fissures and crates, through which seeps volatile oil, which burns near-constantly. The air here is noxious and what creatures and plants live here are unlike those found elsewhere.

FIFTH AGE OF MORTAL LIFE, the: Cal. Soc. The present age, and the only age not to be featured in the earliest versions of the <u>MYTHOLOGIA</u> ELYDEN. It is commonly accepted to have started in around -1500 RM,

following the <u>FADING</u> of the <u>FOURTH AGE</u> after the conclusion of the cataclysmic <u>WAR OF SCOURGING</u> that saw the <u>DEMIURGE RACHANAEL</u> defeated and imprisoned in the <u>PIT OF DAEKYN</u> by his sister ALLAISHADA.

A common misconception within the <u>KORACHANI EMPIRE</u> is that the Fifth Age began with the <u>AGE OF STEEL</u> in 0 RM and the dawn of the rule of the <u>ARCHPOTENTATE MALICHAR</u>.

Many claim that we are living in the twilight years of the Fifth Age, and that its Fading will soon be upon us. See Vol IV: the Mythologia Elyden.

FIG GATE, the: Flo. Mil. Arc. Two gigantic expansive bay figs in the city of NABERIZ, in the south of AKHELIZ. Together they serve as the gateway into the CHEVETINE CITY, where the royal palace and governmental buildings are located. The figs are gigantic and are considered a national monument. Guards make their homes in humble treehouses situated high in their canopies, which are linked by rope bridges and connected to the stone walls that surround the Chevetine City.

<u>FIK</u>: Sca. Bay in the north of the <u>TEMPLAR STATES</u>, to the east of the GHORDADOS headland.

FILADELFIA, TEMPLE OF: 1. Rel. Str. One of the SEVEN TEMPLES OF THE MACHINE, erected in c. 750 RM on ruins of an old temple in VAALK, that was originally created by the DEMIURGES. The temple was besieged by the GODSLAYERS in 2903 RM, its ruin now forming a major place of pilgrimage along THE SHADOW MARCH.

2. Rui. KORACHANI name for an older settlement that was once located on the side of the later temple, in central VAALK. The city, appearing in c. 450 RM, became an important municipal region and stronghold of the CHURCH OF THE UNDYING MACHINE in the empire's southern territories, leading to the construction of the temple in c. 750 RM, though records show that the settlement was constructed over an ancient heathen temple dedicated to Vaalkan deities.

The city dwindled by c. 1200 RM due to water shortage and marauder raids, though the temple remains a major part of <u>THE SHADOW MARCH</u>.

FILLICILIA: Set. Major fortified city in the south east of CISNERIA, in the valley of LIENE, overlooking lake BARGO and the river ARASTA. It is a major refuge to CLAN KRISLOR. A city of this size would not normally survive in a region such as this, but the discovery of a powerful GODSTONE in the region in c. 3300 RM allowed life to thrive there, and a fortress was soon built to defend the stone, and a settlement appeared around it over the coming years (Pop. c. 180,000).

FINAL COMMUNION OF SHADOW: Rel. Soc. The most common COMING-OF-AGE RITUAL in cultures that follow the doctrine of the THREE CHURCHES OF THE UNDYING MACHINE, and of particular relevance in the KORACHANI EMPIRE, dating back to the first days of the CHURCH OF THE UNDYING MACHINE in the Korachani peninsula.

Celebrated during mass on the first <u>IKUAIONAL</u> following the <u>FEAST OF THE MORTAL BIRTH OF ST. MALICHAR</u>, children who turned 13 in the past year recite a chosen passage from the third part of the <u>BOOK OF RACHANAEL</u>, after having studied it over the previous years while attending meetings of the <u>SOCIETY OF RACHANAELI INDOCTRINATION</u>.

The ritual ends with the child being anointed by the <u>HOLY SHADOW</u> for the first time, after which they are seen as adults in the eyes of their respective church.

FINGER ROT: Med. Common ailment in cold regions in northern LLACHATUL, including ALMAGEST. It is so common in these regions that holding up ones' hands in greeting, to show that a person has all digits, is a widespread gesture, and is more well known as an ALMAGESTI GREETING. See Vol II: Diseases and Illnesses.

FINMALEN: Set. Settlement in the south west of KOMMEA, in the far south of the THUILOR Mountains. Its main industry is copper mining (Pop. c. 3,800).

FIORRE: Bev. Alcoholic beverage common in the KORACHANI EMPIRE, mostly in lands north of THE INNER SEA. It is distilled from the taproot of the fleshroot plant and, due to plant's natural resilience to the ATRAMENTA, the drink is often recommended to those suffering from its effects, though the benefits are far from certain. See Vol II: Beverages.

<u>FIRAM GATE, the</u>: Art. Arc. Triumphal arch outside the city of <u>ETHRA</u>, in Io.

FIRASAM: Rvr. A 20-miles stretch of the river LASIQ, in the c-south east of KHAR NADUL, whose surface is constantly aflame. Fed by a cocktail of chemical runoff from dozens of chemical plants upstream, this part of the river has been aflame for over 3-centuries, with no signs of extinguishing any time soon. All life in the river died long ago, and even downstream, where the flames no longer burn due to the chemicals being diluted, its waters remain inhospitable to life.

FIRE LIZARD: Fau. Large quadrupedal reptile, related to MONITORS, named after their red scales. They are heavy-set, their legs sprawled beneath them and average 3,600 lbs. in weight and 14 – 18-ft. in length, about a third of which is attributed to their heavy tails.

Like monitors, fire drakes are omnivorous, though prefer meat when food is abundant. They are difficult to tame, and offer little loyalty on the occasions when they are tamed, but are fierce in battle and in antiquity were valued for their psychological impact when used in war.

They are common in the north of <u>SAMMAEA</u> and the south east of <u>LLACHATUL</u>, particularly the <u>ARID TRIPTYCH</u> and the dry regions of <u>EASTERN LLACHATUL</u>, where they live in small numbers in the wild, except in <u>SAUA</u>, where a handful are bred every generation to be used as mounts in battle, usually by <u>WUHIA</u>. See Vol II: Classification and Taxonomy of Life.

FIRE PRINCE: Pol. His. Ruling title in the ancient FIFTH AGE kingdom of VOLTUMN, who was said to be anointed by the deity TURRAN.

<u>FIREA</u>: Set. Small city in the c north of <u>LIDEA</u>, along the shores of lake <u>CATHA</u>. Its main industry is the cultivation and exporting of spices. The city is notable for the large stone platform that stands, abandoned, outside its borders, harking back to an ancient <u>FOURTH AGE</u> religion.

It forms a major link in the land trade of the north of $\underline{SAMMAEA}$ as both the \underline{SALT} ROAD and \underline{RED} ROUTE cross it before they diverge, with the Red Route heading to the north east and the Salt Road continuing east (Pop. c. 14,400).

FIREBLOODED: Soc. Rel. The descendants of the goddess OT, commonly regarded as a noble caste in TEMUIA. In some cases, the term refers exclusively to pure descendants of the goddess Ot, though it is usually used more freely as a way to identify those with even the slightest Fireblood. Fireblood is required for a man to enter the ranks of the KESHIKS.

<u>FIREBOULES</u>: *Gam.* Ball sport common to the <u>KORACHANI EMPIRE</u> and its dependencies, which originated in the south of <u>KORACHAN</u> millennia ago, similar to bowls.

It is characterised by its use of gunpowder in the Prido- the primary ball that is thrown, and the resultant small explosion of which moves the surrounding balls. Today it is most common in the north of <u>LAASKHA</u>, and the south of <u>SKAROS</u>. See Vol II: Games and Pastimes of Elyden.

FIREDANCE: Mys. A form of mysticism that borrows from the <u>ATRAMENTA</u> and <u>FIRMAMENT</u> to fuel a tribal belief in the divinity of flames, which are manifested during heated rituals around the firedancers who invoke them. The practice is most common in <u>KARAKHAS</u> and is most prevalent in the north of <u>SAMMAEA</u>, and was once practices in <u>PARTHIS</u>, when worship and belief in <u>AZER</u> was still common. It is believed that the origins of the word <u>EMPYREAN</u> lie in the roots of this tradition. See Vol IV: Other Forms of Mysticism.

FIREWINE: see AHUREDH.

FIREWORKS: see <u>PYROTECHNICS</u>.

FIRMAMENT, the: Sup. Also 'the Helix'. The light half of the MATERIA OMNA (with the other half being the ATRAMENTA) that originates on the MATERIAL PLANE through the PRIME LACUNA located in the FAR HEMISPHERE known commonly as the TRUE MENISCUS.

The Firmament was partly used as material in the <u>SHAPING OF CREATION</u> at the hands of the <u>DEMIURGES</u>. Similarly, it can also be <u>SHAPED</u> by well-attuned <u>MORTALS</u>, in the form of <u>FIRMAMENTISM</u> and other mystical arts. The effects of the Firmament upon the material plane and <u>ELYDEN</u> are subtle and its domains are that of the mind and constancy, though its influence on Elyden usually takes the form of magnetism (for instance, <u>LODELITHS</u>), and calcification of the living matter, both flora and fauna.

In the <u>MYTHOLOGIA ELYDEN</u>, it was created by the dreams of <u>THE</u> SHAPER, who churned the SEA OF CHAOS into the two halves of creation

– the <u>FIRMAMENT ABOVE AND THE ATRAMENTA BELOW</u>. See Vol IV: the Materia Omna.

FIRMAMENT ABOVE AND THE ATRAMENTA BELOW, the: Myt. In the MYTHOLOGIA ELYDEN, the DREAMING of THE SHAPER caused the SEA OF CHAOS to churn, eventually separating into two linked, yet separate elements, known as the Firmament Above and the Atramenta Below, in what is known as the GREAT DIVINE UNDERTAKING. From these would emerge the FIRMAMENT and ATRAMENTA, with the MATERIAL PLANE, that the worker gods known as the DEMIURGES would shape in their ACTS OF SHAPING. See Vol IV: the Mythologia Elyden.

FIRMAMENTAL HEMISPHERE: Sup. Geo. The geographical hemisphere that lies between the TRUE MENISCUS and the NULLAMBIT, where the FIRMAMENT is typically believed to hold sway. It is often used synonymously with the term FAR HEMISPHERE, though the two are not identical terms.

FIRMAMENTAL TAINT: Geo. Regions of ELYDEN where the presence of the FIRMAMENT is strongly felt. This may be due to proximity to the TRUE MENISCUS or due to a powerful nearby lacuna or LEY, or some other effect that may or may not be related to fluctuations the ARCANE TEMPERS.

Typically, regions of Firmamental taint are shunned by most mortals due to their inimical effects on life and health, though they may be of interest to scholars and <u>FIRMAMENTISTS</u>.

FIRMAMENTAL TONGUES: Mys. Sup. Lan. Mystical language devised by ancient MORTAL people as a means of gatekeeping FIRMAMENTAL SHAPING from non-SHAPERS, serving to increase the apparent mysticism surrounding the tradition.

Traces of these Firmamental Tongues survive to this day, either as loanwords in other languages or as mystical languages in their own right, now much evolved from their ancient roots. These are common in parts of MENISCEA as well as in KHAMIDIAN still carries some influences from ancient Firmamental Tongues. See Vol II: Languages.

FIRMAMENTIAN, LODGE OF THE: Sup. Org. Scholars who devote their lives to the study of the FIRMAMENT and its domains, though whose respect and reverence for it necessitates that they not despoil it through SHAPING, meaning that they are never Firmamentists themselves (or if they are, they vow not to shape). The order emerged in c. 3500 RM in ARINAMA, in the north of TZALLRACH, after Firmamentally-devoted scholars unearthed many marble engravings in the ruins of an ancient shaper's enclave on a sheer-sided island in the BOILING SEA.

The Lodge has since spread to other lands of the free east, including <u>TETHYSIA</u>, where they are based in the city of <u>EPHAR</u>, from which various expeditions have been mounted east in the <u>NEHNAXIA</u>.

FIRMAMENTISM: Sup. SUPRANATURAL act whereby an individual, known as a SHAPER, can manipulate the FIRMAMENT to achieve one of many varied results. The act is reliant on the shapers' distance relative to the TRUE MENISCUS, as well as other local phenomena, known as ARCANE TEMPERS. See Vol IV: Shaping.

FIRMAMENTIST: Sup. One who is capable of SHAPING by accessing the FIRMAMENT. No two Firmamentists share identical skills and powers, though most SHAPERS can their group their abilities within a specific SPHERE – a range of linked abilities and skills that is shared by many other Firmamentists across ELYDEN. See Vol IV: Shaping.

FIRMAMENTOLOGY: study of the **FIRMAMENT**.

FIRMATITE: Ele. Rare ore found in areas of ancient or prominent FIRMAMENTAL activity, often close to LACUNAE or in the FAR HEMISPHERE. It is very difficult to extract, though when worked resembles somewhat pearlescent pink marble with metallic veins ranging from violet to purple and blue. Under certain conditions it can take on a crystalline form, which is considered very beautiful, and is sought after by sculptors and architects. This form of firmatite is also known for its use in TECHNARCANE industries.

Due to the difficulty in extracting and working it, it has been considered a royal substance for millennia and what few quarries exist are heavily guarded.

It is most-common in $\underline{\text{MENISCEA}}$, due to its vicinity to the $\underline{\text{TRUE}}$ $\underline{\text{MENISCUS}}$, and is most abundant in $\underline{\text{AURUM}}$ and $\underline{\text{IMELKOT}}$, as well as in

<u>RASTAN, KASHAAL</u>, and <u>KASIHAAL</u>. It is also found around <u>THE INNER SEA</u> in <u>GNOTH</u> and <u>VENTHIR</u>, though such deposits are small.

<u>FIRMATITE WEAVE</u>: Sup. Soc. Obj. Fabric made from silk and rare <u>FIRMATITE</u> ore, specifically the metallic veins that are common in the latter. The fabric is used in garments worn by <u>SHAPERS</u> in <u>ZOHAK</u>, <u>VARU</u>, and <u>DANU</u>, and acts as a <u>FOCUS</u>^(1.).

FIRST AND LAST WORD, the: see ESHEIHA.

FIRST AGE OF MORTAL LIFE: also 'First Age'. Mys. His. In the MYTHOLOGIA ELYDEN, the first age in which the newly born MORTAL RACES took part after their premature birth following the hubris of the DEMIURGES. The age ends with the mortal races struggling to survive in a world that is not yet ready for them. See Vol IV: the Mythologia Elyden.

FIRST AGE OF SHAPING: Mys. His. The MYTHOLOGIA ELYDEN states this as being the first age and precedes the appearance of the MORTAL RACES. This is the period of mythic history in which the DEMIURGES performed the SHAPING OF CREATION, in which the FIRMAMENT and the ATRAMENTA were shaped into the mortal plane. This included the shaping of the sphere of ELYDEN. It is followed by the FIRST AGE OF LIFE. See Vol IV: the Mythologia Elyden.

FIRST OTHERWORLDER, the: see VOID.

FIRST SIEGE OF ARGEA, the: see ARGEA, SIEGE OF.

FIRST TEMPLE, the: Rel. Str. Ancient FIFTH AGE temple in the c-south east of Thetis, claimed by THETISIANS to be the first temple dedicated to the KATHISIS.

FIRST TREE, the: Mys. His. In MALANI history, the tree thought to have been the first one shaped by the DEMIURGES in ELYDEN. The WOODEN THRONE of MYEIN is said to have been carved from the root of the great tree millennia past. The location of the First Tree has been lost, though many theologians, scholars, and historians have postulated on various locations over the years.

FIRST WAR OF FAITH: see WAR OF FAITH, FIRST.

FIRUN: Set. Coastal settlement in the far north west of Io (Pop. c. 8,000).
 FIRUS: Set. Major coastal city in the far north of the HENDECARCHY of DERAEIA in the c east of MALAN. (Pop. c. 250,000).

FIRUSH: Set. Small city in the south east of the JAHADAT STATES, under the control of the city of <u>ZUHAL</u>, at the mouth of the river <u>VLARA</u> (Pop. c. 16,000).

FISTS OF KYON: Mil. Org. The main militant arm of the KYONI ORDER of the SANCTIFIED INQUISITION, named after the orders' emblem, whose members are drafted from the ranks of the Order's ACCENSORS. Regiments of Fists of Kyon are stationed at strategically important cities across the KORACHANI EMPIRE, where they work with the IRON GUARD in strengthening defences.

Most regiments of Fists contain a number of specialists, with different regiments having different specialities, and they tend to be stationed to maximise their effectiveness, when logistically possible.

<u>FITHA</u>: Soc. Pol. A form of courtier common in <u>LIDEA</u>, with many traits in common with the eastern <u>DRAGOMAN</u>.

FIVE-AND-SIXTY LANDLORDS, the: Pol. Rnk. The feudal lords of SAUA, answerable only to the DIADON PRIME DARASSIN. Each has their own territories for which they are responsible, and from which they draw an army of conscripted ASHAKATARS and professional forces known as KATARS, as well as independent WUHIA drawn from local nobility. The institution of the Five-and-sixty emerged c. 3108 RM following the founding of Saua.

FIVE-AND-SIXTY STATES, the: Pol. The feudal partition of SAUA, with each state overseen by a <u>LANDLORD</u> who controls their own personal army and is answerable only to the <u>DIADON PRIME DARASSIN</u>.

FIVE SAILS, the: His. Org. Historical pirate fleet based in the <u>DRAGON ISLES</u>, named after the <u>FIVE SEAS</u> region in which they operated. The fleets roots lie amongst a group of people who called themselves the <u>SEA NOMADS</u>, who emerged in the nation of <u>SIBBION</u> (later assimilated by the <u>CITIZENRY OF THALI</u>) in c. 3000 RM, but whose leadership became corrupted by a series of depraved new recruits over the coming decades.

By c. 3130 RM the Sea Nomads were no more, replaced by a ruthless and efficient empire of pirates who came to terrorise the Five Seas. It was

to this culture that a girl, <u>ZAYANOZA</u>, was born in c. 3275 RM. An able sailor, she rose up the ranks of her ship, <u>THE SIREN'S SONG</u>, becoming its captain by 3298 RM. Within two years she was blockading the harbours of <u>DANNAR</u>, and would go on to become its first Queen under the new name of <u>DHA NAR</u>. For many years, the pirates of the Five Sails continued to ply the waters of the Five Seas, but over time their piracy lessened and by c. 3500 RM they had become the professional marines and merchants of Dha Nar, their ignoble roots abandoned, if not forgotten.

FIVE SEAS: Sea. Collective name for the region between the east of MENISCEA and the west of SAMMAEA, which the seas of LYNNAE, SIPARIA, NARANOR, SAVAEN, and TIVARRA converge to the west and north of the DRAGON ISLES.

FIVE STATES, the: Pol. New name for the <u>BAKHRAN STATES</u> following the appointment of <u>KHAGAN</u> as Lord Potentate in 4002 RM.

FIVE THRONES: see THRONES, FIVE.

<u>FIVE WALLS</u>: *Pol.* One of the <u>SEVEN-AND-FORTY DISTRICTS</u> of <u>ALMAGEST</u>, built around the ruins of a star fort that was constructed c. 900 RM, before the three cities of <u>EPHEMERIS</u>, <u>AZZII</u> and Almagest truly converged into one.

FIVEFOLD SIEGE, the: Mil. His. Apex of the FOREST WARS that took place between the KORACHANI EMPIRE and THE OLD FOREST from 1485 RM to c. 2800 RM east of the ANATOLA Mountain in 2201 RM where independent armies of the nations of ALMAGEST, AZAZEM, Korachan and PELASGOS attacked the powerful stronghold of a tribe whose records have since been expunged from imperial records, the rubble of the fortress scattered across the plains and the land tainted so as to render it barren.

FJARMAKER: Sup. Rnk. A caste of FIRMAMENTISTS in SABIA possessing talents similar to those of RUNISTS. They use stone menhir circles built on mounds atop powerful LEY points in the snowfields to read possible paths in the future. The heat produced from the SHAPING is usually enough to melt surrounding snow, which explains the otherwise frugal clothing of the Fjarmakers.

FLAESCID CRAB: Fau. Arachniform vermin common to the FLAESCUS and other similar regions of ATRAMENTAL CORRUPTION in KHARKHARADONTIS. They were first recorded by the KORACHANI explorer TAHLOSH in 324 RM, though were not properly examined until much later.

They grow to around 1-ft. long though are typically smaller, living in follicles and feeding on hair-like growths in the fleshy plains of their habitat. They are not only resistant to Atramental corruption, but seem to thrive in regions of such taint. Those that have been removed from their native habitat for research purposes have all died, possibly due to a lack of atmospheric Atramenta. This has made them a fascinating subject for scholars and researchers of the Atramenta, who believe they may find better cures for <u>Atramental Ailments</u>. See Vol II: Classification and Taxonomy of Life.

FLAESCUS: also 'St. Tahlosh's Garden'. Geo. Expansive region of ATRAMENTAL TAINT, covering some 70,000 square-miles within the region of dense Atramental taint known as the EYE OF DARKNESS in the c of KHARKHARADONTIS. The ATRAMENTA here affects living creatures, leeching them of strength. While life struggles, the land perversely seems to thrive in some areas of the Flaescus, where it is covered in a thick humus of undecaying bodies – the only nourishment available to living creatures in the area.

As in many places in Kharkharadontis, both fauna and flora are greatly corrupted here, and the land itself can, in place, take on aspects of the flesh that decays around it — with laconically blinking eyes observing trespassers from fleshy lids, or jaws and teeth sprouting obscenely from what should be unliving matter. The most nightmarish of these zones is known as the <u>PLAIN OF FLESH</u>.

The Flaescus was first discovered by the <u>KORACHANI</u> explorer <u>TAHLOSH</u> in 324 RM and many expeditions have since been mounted here, due to morbid fascination with the nature of the region here, and many foreigners' conception of Atramentally Tainted lands comes from the widespread accounts of the Flaescus. Following the canonisation of Tahlosh in 792 RM, the region has been known as <u>ST. TAHLOSH'S GARDEN</u>.

The region has grown steadily, in both size and severity, since its discovery in 324 RM, when it was surveyed as being around 24,000 square-miles.

The region is categorised as <u>EXTREMELY DANGEROUS</u> by the <u>KORACHANI INSTITUTE OF ATRAMENTAL STUDIES</u>.

FLAGEL: Mil. A hafted chain weapon that is popular amongst <u>NÁRTHELI</u> irregulars.

FLAME OF RACHANAEL, the: see URIAH.

FLAME OF SARCOMYR, the: Int. Sup. Geo. Blue flame burning perpetually on the peak of the rugged hill <u>VITTATA</u> in the south west of <u>RAONGEN</u>⁽²⁾. It is shunned by most, and it features in local legends as a place where ancient people were taken to be punished. Today, few people go there, and of those that do some do not return.

Those who have returned were missing parts of their extremities, with smooth unblemished stumps in place of fingers, hands, arms, or feet, as though they had never been. These individuals have no memory of what happened to them and carry themselves irrationally as though they had been born that way, even while they crawl or try to hold a pen with a hand that no longer exists.

FLAMING ROSE, ORDER OF THE: Org. An ascetic order based in TETHYSIA, whose main tenet is that of a dichotomous existence; where a true life is one lived in harmony and balance. Life/death, light/dark etc. are all things they seek to find a balance between. Though there are no connections between them, OTHERWORLDERS and the restless dead are viewed as exemplars by them, as they have achieved a full compromise between life and death.

The order has flourished and disappeared many times throughout history, its most recent reappearance being in 3362 RM, where the ruins of a monastery dating to c. 1000 RM were rediscovered by the MENDICANT LAANAH, who became its last <u>LUMINARY</u>.

The orders' lore believes that its first Luminary was the <u>DEMIURGE TALANTEHUT</u>, known to them as the <u>SHUNNED ONE</u>, who is said to have founded the order after discovering her mortality after the Demiurges' punishment by <u>THE SHAPER</u>. Very few members of the order are privy to this ancient history and most only know of the Shunned One as the orders' founder.

FLAMING SEA, the: Sea. Sea to the west of the SEA OF LETHEA, cut off from the sea itself by the CARCHEMISHI PENINSULA^(1.). Its name is thought to derive from the nearby KURANOG volcano, whose sporadic lava flows have encroached on the sea's western shores. Its waters are often seen steaming or otherwise appearing to be on fire.

The <u>ARCHPOTENTATE MALICHAR</u> is said to have wandered its shores during his <u>ITINERARY</u>.

<u>FLAMMA</u>: Soc. Pol. <u>PATRICIAN HOUSE</u> in the <u>SARASTROAN EMPIRE</u> most famous for its involvement in <u>KU'KU NAL WRESTLING</u>, particularly its lose ties with champion wrestler the <u>GREAT GARGANO</u>.

FLAUROS: Rel. Mys. In LYRIDIAN religion and myth, one of the NINE

<u>FLAVESCA</u>: 1. *Ind. Pol.* City-state in the west of <u>THE SURRACH</u>. It is known for its sulphur and iron mines.

2. *Ind. Set.* Main city of the eponymous city-state in the west of <u>THE SURRACH</u>. It is known for the huge sulphur open-cast mines that surround it. Its main industry, other than the mining of sulphur, is the production of gunpowder and vulcanised rubber and it is one of the more advanced cities within the Surrach (Pop. c. 90,000).

FLEGA: Set. Coastal settlement in the north west of the <u>TEMPLAR STATES</u> (Pop. c. 7,000).

FLESH-ENGINE: *Sup. Tec.* A form of *SICTHAINEN TECHNA*, built around a base-form of a <u>HAGHOUER</u> or a <u>LARVA</u>. The fleshy core of the engine is augmented with armoured extremities, and is typically used as a shock troop in battle, to draw the attention of artillery away from more important targets and sow fear and confusion amongst enemy ranks. They are typically employed by the armies of the <u>HIGH-EMPIRE</u> and are commonly crafted in the <u>ATELIERS</u> of the nation of <u>DURCHAA</u>^(1.).

<u>FLESH MARKET</u>: Com. A common sight in regions known for the manufacture of <u>DROSS</u>. Cadavers, both <u>MORTAL</u> and fauna Are brought to such markets and sold in bulk to processors and other parties.

Generally, they are used in the manufacture of dross, though they may be used in the cloning and fleshgrowth industries, as well as in scientific experiments.

<u>FLESHMILL</u>: Sup. Med. Ind. Manufactories that are dedicated to the creation (often through <u>CLONING</u>) of flesh and other organic matter, including organs, which are used in various industries, including the creation of <u>VAT-BORN</u> creatures.

FLESHROOT: Flo. Waxy-leaved plant with tuberous taproot, common in temperate lands north of THE INNER SEA, the plant is noted for its hardiness and natural resistance to the ATRAMENTA, making it a crop of choice in ATRAMENTALLY TAINTED areas. The taproot can be eaten or distilled into the alcoholic beverage known as Florre. See Vol II: Classification and Taxonomy of Life.

FLESHTOWER, the: see KHARTEHOGHUA.

FLESHWEAVE SPIRE, the: also 'Zhaggûffre'. Sup. Str. Tower in the c north east of the ETUAN WASTES, in the south west of ETUA. The tower's mundane origins, now lost to time, are buried beneath a grotesque mass of sinewy lattice that stretches desperately toward the heavens, having long ago replaced the structure's metal and concrete heart. These sinews pulse and tremble as unseen innards susurrate, the sound causing the earth around the tower to tremble.

The region immediately surrounding the spire is shunned, with travellers and nomads alike giving it a wide berth. Those who spend too close around the spire can find their own flesh swelling and taking on a lattice-like texture not unlike that of the spire itself.

The region is categorised as $\underline{\text{HIGHLY DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ Institute of Atramental Studies.

FLESHWRIGHT: Rnk. One who practices FLESHWRIGHTING.

FLESHWRIGHTING: Med. Surgical and TECHNARCANE practice where bodies – be they MORTAL or fauna – are altered. This can take the form of alteration of ones' body, or the growth of organs and body parts which are then surgically-attached to the recipient.

The practice is most common in Parthis and its dependencies, though it is common in other technologically-advanced cultures such as the KORACHANI EMPIRE, the SOCIALIST REPUBLIC OF ALMAGEST, and the REFORMED EMPIRE OF SARASTRO. Farther afield, the insular people of MACELLARIA in the south west of Sammaea are infamous for their warped techniques.

FLIDAIS: Fau. Exotic cervid found in the tundra of northern PERGOST and SABIA. Reaching 7-feet long, the males of which grow great antlers that easily measure 6-feet across, the <u>TURAAN</u> people consider the flidais to be a gift of their gods, sent to <u>ELYDEN</u> to guard their lands. The beasts are hunted in moderation by the venhundurs of those lands during the winter festivals and consumed in symbolic communion with their deities. See Vol II: Classification and Taxonomy of Life.

FLIDAN: Set. Coastal city in the c east of LOEGRESS^(1.) (Pop. c. 37,000).

FLOATING COURT, the: Pol. The government of the MALANI HENDECARCHY of STHAMAN, ruled over by the HALFBLOOD queen LYSERITH BATOR. The Floating court is constantly in motion, moving from region to region within its own territories; a great caravan of thousands of princes, diplomats, sycophants, aides, assistants and soldiers, accompanied by vast armies and INDRIK and ANTHER mounts hauling palatial tents. Little is known amongst KORACHANI scholars as to why the court is constantly in motion, though it is postulated that it is a cultural trait shared with none of the other Hendecarchies. The Floating predated the already long rule of Lyserith by many centuries, and likely has roots in the pre-Malani state of LARAM^(1.).

FLOKKA: Mil. Str. Major fortress in the west of the <u>TEMPLAR STATES</u>, guarding the border west with <u>TAL ZHAAN</u>⁽¹⁾. It is home to large barracks as well as a small embassy where diplomats from Tal Zhaan sojourn before moving east to the capital of OBYRYTH.

FLORIAN BARDAS: (B. 2989 – D. 3043) Art. ARTALSCELLIAN artist who became renowned in the early fourth millennium RM for his romanticized landscape art featuring the ruins and cliffs of KHAMID, which are responsible for the common public perception of Khamid as a dead land of ruins and flaming cliffs.

FLORIK: Set. Small fortified city in the c-south east of <u>UKHARTH</u> (Pop. 16.400).

<u>FLOROANA</u>: *Geo.* Badlands region in the c of the <u>BARRIER LANDS</u> known for its <u>PSEUDO-NECROMANCY</u>.

FLOROANAN BODIES: also 'Floroanan Corpses' and 'Floroanan Skeletons'.

Obj. Soc. Ancient practice observed in what is today the BARRIER LANDS, where ATRAMENTISTS would cover skeletons of the recently deceased in mud, placing FOCI⁽²⁾ in joints and eye sockets, allowing them to be controlled by the SHAPER, with the bodies acting as GOLEMS⁽²⁾ of sorts, though they are restricted to acting under the direct influence of the controlling shaper and are not autonomous like golems.

The bodies are named after the place where their remains have been most commonly encountered by extant explorers, but it transpires that they were common in the entire region of northern <u>SAMMAEA</u> south of the <u>SEA OF ESCHATA</u> in the late <u>FOURTH AGE</u>, and were likely involved in the <u>WAR OF SCOURGING</u> before the culture that employed them died out, leaving remaining bodied inert. Some Atramentists continue the tradition today, though they are misanthropes and loners, and their ways are not studied or known to the people of the Barrier Lands as a whole.

FLOSCULLA: Sup. Rvr. ATRAMENTALLY TAINTED river in the c west of the UMBRA SOKHAR. Its source was once in the northern face of the MOLOTH KHAMMOTHUL Mountains though it ran dry in c. 2,300 RM after the Atramentally Tainted area known as FLAESCUS increased in size, crossing the rivers' flow. This caused its waters to grow thick, eventually into a tar-like substance that drive over decades under the sun. The river remains to this day, its bulbous expanse cracked and stretching for close to 200-miles.

FLUMINA: Set. City in the c north west of AHRISHEN. Once located at the mouth of river PELADA, Flumina was a major harbour of old Ahrishen. The city has diminished since the retreat of the SEA OF PYREA left it 360-miles from the coast, though the nearby river has ensured its survival (Pop. c. 18,000).

FOCALA: Rvr. River flowing through the HARÉSHKI CITY-KINGDOMS of PALUS^(1.) (where its sources lie along the southern face of the ASHER Mountains) and ALAMUT (where it flows into lake MASTI, where it eventually becomes part of the river SARA.

<u>FOCALOR</u>: 1. Rvr. Marshland in the north of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>ALAMUT</u>, at the lowest point of the <u>ACHUA</u> wetlands.

2. Set. City in the north of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>ALAMUT</u>, <u>HARÉSHK</u>, along the south western shore of lake <u>MASTI</u>. The city has a large church dedicated to <u>ASHKERON</u>, which is surrounded by a large consecrated garden that overlooks the lake (Pop. c. 50,000).

FOCARUM: 1. *Ind. Set.* Mining conurbation in the c of KORACHAN, comprised of no fewer than 24 separate settlements, mines and quarries in an area of around 10-square-miles. Many of the mines are now spent and have become dumping grounds for waste, scavs and other wasteland itinerants trouble the region. The main city, also named Focarum, is controlled by the KYONI SANCTIFIED ORDER OF THE INQUISITION (Pop. c. 110,500).

2. Set. Principal city in the eponymous conurbation in c. <u>KORACHAN</u>, controlling most trade and mining operations in the region (Pop. c. 50,000).

FOCUS: 1. Sup. In both FIRMAMENTAL and ATRAMENTAL SHAPING, a state of concentration reached that SHAPIRS must achieve before shaping. Inexperienced shapers must spend time concentrating in this way, while more experienced shapers can do so relatively effortlessly while performing other activities. Focus can be lost if the shaper suffers physical pain and mental damage.

When Focused, a shaper is able to view the $\underline{\text{INTEGUMENT}}$ – a visual manifestation of the $\underline{\text{MATERIA OMNA}}$ that is only visible to shapers or some creatures with an intrinsic ability to do so. It is only once Focused and with the Integument in their sight that a shaper can reach $\underline{\text{ATTUNEMENT}}$.

When Focus is lost, a shaper will find themselves in a state of <u>TWILIGHT</u> where they are momentarily dazed. **See Vol IV:** the Materia Omna.

2. Plr. 'Foci'. Sup. Obj. Item, usually a few inches across, that is imbued with elements or materials that a <u>SHAPER</u> can easily shape. These objects are used across various shaping cultures to help identify the <u>SPHERES</u> that a

neophyte shaper is most attuned to. Though their use may aid young shapers to grasp the intricacies of their art, their continued use can stunt the growth of their shaping abilities, with over-reliance on the foci making it more difficult or even impossible to *Shape* without them. See Vol IV: the Materia Omna.

FODAN SOMA: (B. 3961 RM) Pol. Current prime minister of ATARAXIA.

<u>FOLCHAN</u>: Rui. Ancient <u>KORACHANI</u> colony in the <u>CARCHEMISHI</u>
<u>PENINSULA</u>^(1.). It was established in c. 1217 RM by Korachani troops attempting to reclaim the peninsula during the <u>WAR FOR THE CRADLE</u>. A new <u>TEMPLE OF THE CRADLE</u> was built there at the same time, which welcomed pilgrims who came from far and wide to see the place where the ARCHPOTENTATE MALICHAR was reborn as an OTHERWORLDER.

The colony was abandoned in 1333 RM following years of attacks from KULIGALA.

*FOLLOW THE ORYX TO FIND RAIN: Soc. Saying common along the tropics in the north and south of WESTERN SAMMAEA, most common in the CITIZENRY OF THALI, the VESPERTINE LEAGUE, BELEGOR, EPHATTA, SYNCHTHONITHA, ADHERA. It is often used as a response to something obvious.

FOLLOWERS OF FELLAQISH, the: see FELLAQISH, FOLLOWERS OF.

FOLLOWERS OF THE PATH: Phil. Org. Those who follow the tenets of the PATH OF THOUGHT in SAUA.

FOLOMUN: Ind. Set. UMBRA mine in the ATRAMENTALLY TAINTED region of LARSHEN in the c north of VAALK. The mines pump and refine raw umbra, which is pumped to the capital in ANAKARRA (Pop. c. 1,600).

<u>FOMENTATION</u>: *Med. Obj.* Restorative unguent with faint <u>FIRMAMENTAL</u> properties that is made from the waters of the <u>SERUM SEA</u> and used to heal wounds and scars. It is popular in <u>ENDUI</u> and <u>EASTERN LARISH</u>. Prolonged use is known to cosmetically heal scar tissue, though it can weaken the flesh beneath.

<u>FONESA</u>: Rvr. River in the far south east of <u>KAZZAR</u>^(2.), flowing east for 175-miles from sources in the south of the <u>OZZARUN</u> Mountains and the north of the <u>SILMA</u> Mountains, before reaching the coast at the Sea of Eschata via lake <u>BATA</u>.

FOOD CAMPAIGNS, the: Mil. His. A series of campaigns that took place c. 2100 – 2300 where the STEEL LEGION, under the command of the KORACHANI EMPIRE raided nations outside the then-borders of the empire for food due to food shortages propagated by increased life-spans of people and the propagation of the <u>ATRAMENTA</u> throughout its lands.

<u>FOOTWORM</u>: Fau. Worm, reaching up to 10" long, that lives in the mud of salty wetlands across Sammaea. They are of little value though are eaten in areas where little else abounds, though are notorious parasites burrowing into the skin of any creature that stands still in their wetland homes for long enough. See Vol II: Classification and Taxonomy of Life.

 \underline{FOR} : 1. Sea. Narrow strait, 5-miles wide at its narrowest, in the south of the $\underline{SEA\ OF\ FOR}$, linking the sea to the $\underline{SEA\ OF\ AZAM}$.

2. Sea. Muddy-coloured sea between the seas of AHAMA and AZAM, in the south west of THE INNER SEA, between the nations of JURRAS⁽²⁾ and VAALK. The sea is accessible by three straits – the STRAIT OF CYKRANOSH⁽²⁾ in the north west, the STRAIT OF DERKAZ in the south east, and the Strait of For in the south. Its distinctive colour comes from the soils washed into it following climate change that accompanied the lowering of the regions' waters over the last 1,000-years.

 $\overline{FORAUTRANT}$: For. Forest on the island of \overline{HAR} FARRASH in the north of $\overline{SEPAHAUNAT}$.

<u>FORBIDDEN BASTION</u>: *Mil. Str. Pol.* The winter palace of the <u>DIADON</u> in eastern <u>SAUA</u>, in the lush valley that exists between the mountain of <u>ISINU</u> and <u>KARPAROS</u>.

FORBIDDEN WALL, the: *Mil. Str. Rui.* Expansive wall lying half-buried in the far east of the <u>Zaharan Desert</u> across the south eastern-most reaches of <u>Shazgin</u>, close to the border with <u>Vala</u> in the c south of <u>Western Meniscea</u>. Though fragmented, it is thought to have measures at least 300-miles long when constructed.

It is of a singular black substance, largely weathered and alien in design. Clearly ancient, it is flanked on its northern side by the remnants of a petrified forest.

FORCED MARRIAGE: Soc. A practice where one or more parties are married against their will. Arranged marriages are common in tribal and feudal societies where relations between families are seen as more important than the desires of the individuals involved. It is also practiced between PATRICIAN HOUSES seeking to solidify alliances, and more often than not the opinions and desires of the two young heirs being forced into the arrangement will have no say in the matter.

Though it is impossible to compare a forced marriage amongst nobility with slaving away in a mine for 60-hours a week, the act is still considered as being slavery, with the term conjugal slavery being commonly used. Following the marriage, the bride can look forward to a life of isolation, her role being that of bearing children to continue the house bloodline, and little else.

The practice is most common in the <u>SECULAR REPUBLIC OF PARTHIS</u>, and the <u>HARÉSHK</u>, though it is relatively common amongst the Patrician Houses of the KORACHANI EMPIRE.

<u>FORDONEA</u>: Set. Small city in the south of <u>OPHIUSSA</u>. The city is renowned for its vast fields of flowers and for its perfumeries, many of which operate from rural manufactories and farmsteads outside the city proper (Pop. c. 18,000).

FOREON: Sup. Rnk. Within the art of FIRMAMENTISM a SPHERE whose SHAPERS are adept at exerting force and pressure through thought alone. An uncommon sphere, most practitioners are itinerants who wander the isles of the BROKEN LANDS searching for the ruins of the Seminary of Foreons, which was once a centre of learning for those of their ilk. Foreons are most common in TZALLRACH, where they are influential public figures, comparable to the master architects of other cultures, their abilities used in the aid of public projects. Where available, they are used in warfare to great effect. See Vol IV: Spheres and types of Shaping.

<u>FOREST OF CHAOS</u>: *Sup. For.* Grotesque forest in the south east of <u>KHARKHARADONTIS</u>, north of lake <u>SARIS</u>. It is noted for its fleshy trees, with whip-like leaves that writhe about, oozing a sickly-smelling sap that attracts animals to their deaths.

The region is categorised as a <u>MODERATE THREAT</u> by the <u>KORACHANI INSTITUTE</u> OF <u>ATRAMENTAL STUDIES</u>, though the forest itself is particularly dangerous to travellers.

 $\underline{FOREST\ CRUSADES}\text{: see}\ \underline{FOREST\ WARS,\ THE}.$

FOREST OF FLESH: see CTAAGRU.

FOREST KINGDOMS, the: Pol. Common term used for the collective HENDECARCHIES of MALAN. Though referred to as kingdoms, many of the eleven Hendecarchies have invariably been ruled by different forms of governments at different times, including republics and even autocracies – for instance, AONIA while under the rule of RAMATAR KAN. In the present age, most Hendecarchies are ruled by a form of absolutist government, such as an elected or hereditary monarchy.

<u>FOREST OF PSALMS</u>: Rel. For. Holy forest in the c north west of <u>KORACHAN</u>, known for its many '<u>LIVING PSALMS</u>' – oak and willow trees with psalms from the <u>BOOK OF RACHANAEL</u> carved into their bark. The forest is a major producer of ink, which is made from tree galls (small growths that appear on the trunks of trees). This ink is used in the writing of <u>CATHADESMS</u> across the <u>INNER SEA REGION</u>.

The forest is protected at all times by the militant arm of the <u>CHURCH</u> <u>OF THE UNDYING MACHINE</u>, and there are harsh punishments for those caught harming its trees or disrupting the gall cultivation in any way.

<u>FOREST OF REVERIES</u>: Rel. For. An ancient spiritually-important forest in the c west of <u>SAUA</u>, cossetted by the <u>ORCAMMOR</u> Mountains in the west and <u>MT. MERA</u> in the east.

FOREST WARS, the: also 'Forest Crusades' Rel. His. CRUSADES undertaken by the KORACHANIEMPIRE against THE OLD FOREST, started in 1485 RM in ALMAGEST. The crusades reached their peak around 2200 RM with the FIVEFOLD SIEGE before losing momentum and dying out in c. 2800 RM. The ARCHPATRICIANS of the northern Korachani empire were responsible for the Wars, at the heart of which was the POTENTATE-Domnitor of VARR; WALISOR, BREAKER OF TREES.

The crusades of the Forest Wars petered out towards the end of the third millennium RM due to dwindling resources and funds.

FORGOTTEN DOMAINS, the: Geo. Region in the south east of NORTHERN SAMMAEA, to the south east of KHARKHARADONTIS, west of the FLAMING SEA. It is a generic term of KORACHANI origin used to denote treacherous lands soe 2,500-miles south east of the BLACK FOUNTAIN that remain largely unexplored to this day. The KORACHANI UNDERTAKING that made landfall in HADDURATH in 1262 RM was funded primarily to explore the region following rumours of great resources and riches waiting to be found, but little of value was found.

Rumours abound to this day of the chaotic nature of the region and the mockeries that are made of physical laws there. It beckons many explorers, who go there in search of romantic adventure, yet few if any emerge alive, and those that do are broken by their experiences there.

FORGOTTEN GODS, TEMPLE OF THE: also 'Panthea'. Rel. Str. Temple in the c of TETHYSIA, north of the PERIEDAS Mountain, erected in 3636 RM, dedicated to the largely forgotten pantheon of Tethysian deities. The temple is sacred to those who still believe in the divinity of the forgotten gods, and is heavily protected by templars of their faith.

FORGOTTEN ONES, the: Mys. His. Entities from ELYDEN'S cosmogony, rarely mentioned in present-day texts. What is known of them is mostly from legends and oral lore that has survived in some form from ancient times, many of which bear many similarities to the story of the MESOCHTHONS. Some KORACHANI folklore remembers them as the MES YAMMANA, DEMITHO SHOSHATHANI, NEGADHAISH ALLAI, and the LHAMACTHOI, amongst others.

They are mentioned in passing in certain versions of the <u>MYTHOLOGIA ELYDEN</u>, where they are referenced in the passage regarding the <u>PRISON CARCERI</u>, which was created by the <u>DEMIURGE VORROPOHAIAH</u> at the behest of <u>THE SHAPER</u> as a prison for them, though the fragmentary nature of the texts has led the passage to be labelled as apocryphal and unreliable by most scholars.

Lost legends label them as slothful beings, reduced to a catatonic state by their torpor and imprisonment by The Shaper. The dreams of their aeons-long sleep seep across the land under which they repose, infecting the landscape as though gripped by the <u>ATRAMENTA</u>.

FORGOTTEN SHRINE, the: Rel. His. Ancient temple ruins in the PERQHUTA region in the east of the HENDECARCHY of HATON, in c north of MALAN, overlooking the GULF OF ELRI. It takes the form of a large temple complex and dates back to c. –1800 RM, and was likely built by descendants of the NAHORITES. It survived the FADING relatively intact, remaining an impressive ruin to this day.

The ruins surround a once-sacred pool, with a destroyed temple at their centre. Today very few people know of the area save hunters, and they know little of its ancient history. The <u>LADY AEGIS</u> is known to have come here at least once, in c. 2075 RM; where she meditated for seven days and nights before finally uniting the <u>FOREST KINGDOMS</u>.

<u>FORGOTTEN</u>, the: *Mor.* One of the original Two-and-Twenty <u>MORTAL PEOPLES</u>, and the children of the <u>DEMIURGE ABUFIHAMAT</u> (later known as <u>BAPHOMET</u>). Once a prosperous civilisation, they eventually became oppressed to the point of desperation by Abufihamat. A few amongst them began to secretly worship a corruption of Abufihamat that they named Baphomet, whose tenets espoused wanton excess, lust, and greed – all things they wanted under the yoke of Abufihamat.

These heretics were persecuted and slain by the true followers of Abufihamat, though by then the cults' roots had set in deep and its tenets slowly spread across ELYDEN, bypassing borders.

Abufihamat was punished alongside the rest of the <u>DEMIURGES</u> for their hubris and fell from grace, greatly weakened. That, coupled with a tribe that eventually abandoned them for the blameless excesses offered by Baphomet, destroyed Abufihamat, who was replaced by the upstart false idol Baphomet.

Baphomet ignored its children and instead sought the embrace of alien tribes, who it bribed with gold and fecund capriform idols. Growing weak and sickly from their excesses, the children of Abufihamat were allowed to dwindle, surviving only in small numbers that scattered across Elyden in bitterness to be forgotten.

The handful of Baphomet's true descendants that remain are now warped by millennia of bitterness into strange alien beings, with lanky bodies, long digitigrade limbs, and elongated faces with equine and insect features. They live on the fringes of society, in places shunned by civilisation – marshes, wastelands, corrupted places, and barren lands far from the gaze of other mortals, and especially <u>HUMANS</u>, who they utterly hate.

Known only as the Forgotten, they remain now as simple huntergatherers, sullen, aloof and xenophobic, living in large communal tents, as they once did under the auspices of Abufihamat. From the few historical interactions other mortals have had with the forgotten, it is believed that they have difficulty in perceiving detail, including writing and mortal faces, which leads to them having difficulty in distinguishing different people from one another. Their culture has adapted to this, and individuals make use of tattoos and scarification to make them look more unique. See Vol II: Classification and Taxonomy of Life: Sicthain.

<u>FORII</u>: Lak. Lake in the far east of <u>PNESSA</u>, along the course of the river YAGNOTH PHTHAN.

<u>FORIS</u>: Lake in the c west of the <u>AMMESH</u>, along the course of the river <u>ANTEVALLA</u>.

FORSAKEN MOUNTAINS, the: see KARARTA.

FORCAS: 1. Geo. Island off the south east-coast of ALTHA (2.).

2. *Mil. Str.* major fortress on the south of the above island^(1.), guarding the south of <u>ALTHA</u> and the entrance into the <u>BAY OF IDABESS</u>^(1.).

FOREST OF PEARLS: Int. Sup. For. Tropical forest dominating the south of TAES, in the south east of MENISCEA that is named for the SOULSTONES that are embedded in the trunks of its trees. It is unknown whether this is a natural occurrence or if they were placed there intentionally in the ancient past, but regardless, the soulstones have an aura that is palpable to SHAPERS. The soulstones are largely ignored due to cultural and religious reasons, though some scattered attempts have been made to profit off them over the years, largely by foreign powers.

FORT DALEDI: see DALEDI, FORT.

FORT INVERGA: Mil. Str. Stronghold of the <u>WITCH-KNIGHTS</u> in the south west of the <u>HENDECARCHY</u> of <u>CHLORIS</u> in the south of <u>MALAN</u>. It is a major fortress, situated close to the cost, not far from the delta of the river <u>SIELL NA</u>, and with access to the sea. It is home to recruiters and champions alike, who launch ships across the <u>DARK SEA REGION</u> to search for new recruits and warriors to join their cause against the predations of the <u>KORACHANI EMPIRE</u>.

FORTRESS OF DERDON: Rui. Arc. Ancient sprawling defensive lines in the c north of ANUBIA. It dates back to the FOURTH AGE, when it was fought over during the WAR OF SCOURGING. It is mostly ruined today, buried and crumbling the north of the MOLACHARI DESERT.

FORTRESS OF ESHEGDA: Rui. Ancient basaltic ruin in the north of the island of CAMARA in the CORAL BARONIES. It is considered the paragon example of the basaltic ruins that pepper the Baronies and FALLAROUR off the south western coast of SAMMAEA, being the largest and best-preserved example. The purpose of these structures, which are misidentified as fortresses, is unknown, as is their age, though they are believed to date back to the THIRD AGE. Many, including Eshegda, include expansive catacombs and crypts, which in many cases are caved in, their secrets as yet unexplored.

FORTRESS OF THE GODS: Mil. Str. Citadel in the west of SAUA, situated along the lowest foothills of the western-facing KOKORO Mountain, overlooking the plains of AHRISHEN and the region of KARROQ, and the only route along the GREAT ROAD to link Saua and Ahrishen.

FORTRESS OF THE NEW EMPIRE: Mil. Str. His. An ancient castle in the north east of AZAZEM restored and appropriated by an unknown party (thought to be one of THE SEVEN, or an influential patrician), and used to train the children of powerful patricians, where they are taught imperialistic-skewed histories and propaganda in the hopes of strengthening the empire's future. The school was founded in 3966 and has trained many who went on to become powerful generals, INQUISITORS, and politicians.

FORUM OF THE DEMIURGES: Int. His. Rui. Leg. Str. Ancient THIRD AGE forum thought to be in the far west of the present-day wastes of KHARKHARADONTIS. It was monolithic in size, comprising 22 individual vestibules that surrounded a truly gigantic domed hall. So large was the structure that various accounts of it claim that clouds would form within it at times, which would, at times when the forum was filled with MORTALS, even rain.

Its true purpose is now unknown, though both its name and the nature of its geometry indicate that it might have been used by all of the mortal peoples, or was perhaps intended as a memorial or cenotaph to honour the DEMIURGES of old. Its exact location is unknown, and the few large-scale expeditions mounted to find it have thus far been unsuccessful.

Though some believe that the name implies the structure was constructed by an indeterminate number of Demiurges, most now believe the name was used as a way of showing the monumental undertaking behind its mortal construction.

The forum is considered by many to be one of the <u>WONDERS OF THE</u> ANCIENT WORLD.

FORUM OF THE SPHINX: Pol. Str. Large forum in the city of HETEPHEROPOLIS in VENTHIR. It is made of bonded clay bricks and mortar, and is noted for its domed ceilings and the thickness of its walls, which give the impression of it being subterranean and hewn from the living earth.

Dating to c. 200 RM it has been added to continuously over the millennia and is now a labyrinthine expanse, with many secret rooms and passages that are used by different people and it is unlikely that every single passage and secret door is known.

<u>FOSET</u>: Set. Coastal settlement in the west of <u>METHUMN</u>, in the <u>HENAKARAIAN</u> peninsula, just south of the city of <u>HEZAZ^(2.)</u>. Its main industry is agriculture, most of which is shipped across the Bay of Hezaz^(1.) to feed the city's burgeoning population (Pop. c. 8,000).

<u>FOSSAL</u>: Set. Coastal city in the north west of the <u>VESPERTINE LEAGUE</u>. The city's leaders are known to foster an environment favourable to the arts, and its artisans and craftspeople are renowned, with the art they produce finding its way across the League (Pop. c. 54,000).

FOSSARI: Set. Major city in the east of AZAZEM, renowned for its vast necropolises, many of which supposedly date to before the time of the KORACHANI EMPIRE'S influence in the region. Over the centuries, the city has slowly overflowed into the necropolis that surrounded the ancient city, until the two became difficult to distinguish from one another. This has resulted in oddities such as administrative buildings with the mummified remains of their former clerks interred in niches along their hallways; and palaces converted from ancient sepulchres, amonest others.

Today it is a major industrial centre, with disparate manufactories, many of which have been built over ancient crypts, or which have otherwise incorporated them into their construction. Merchants travelling the Red Route, which passes through the city, buy many of the items produced, selling them further along their travels, spreading them across the <u>INNER SEA REGION</u> (Pop. c. 234,000).

<u>FOTHWYN</u>: Set. Fortified city in the south of <u>KOMMEA</u>, close to the coast, and overlooking the <u>BAY OF BELENUS</u> (Pop. c. 41,000).

<u>FOULA</u>: *Rvr.* River in the west of <u>GIBEAH</u> flowing north west for 245-miles from sources in the <u>ZOIQUAGO</u> Mountains before reaching its parent, the river <u>KHEBOU</u> at the city of <u>KHUDEA</u>, before reaching the coast at the <u>BAY OF KHATOQ</u>.

<u>FOUNA</u>: Geo. Plains dominating the c of <u>RAONGEN</u>⁽²⁾, comprising grasslands, shrubland and sparse forests.

<u>FOUNTAIN OF VOL</u>, <u>the</u>: also 'Vol'. *Str.* Fountain in <u>ACTANORS</u>, built over a natural spring in c. –100 RM, and became famed for never running dry. A local legend emerged from this fact, claiming that Actanors (later Ethand) would be safe, as long as its waters flowed.

In 2942 RM the waters of Vol ran dry, and many foresaw the end of Actanors and its culture. Confirming this belief, less than a year later, the capital was moved to the city of Ethand, and the city of Actanors was allowed to dwindle, marking a cultural transition, and what many truly believe was the transition of the empire of Actanors into the KINGDOM OF AETHIOS.

<u>FOUR ANGELS, the</u>: *Mil.* Common name for four legendary 150-ton cannons employed by the Korachani empire in the defence of its major military areas. They are located in the colony of <u>AMONDOR</u>, the city of <u>KORACHAN</u>, the city of <u>BAAYN</u>, and the city of <u>TAKUH</u>.

FOUR JOURNEYS, the: Mys. In GNOTHI MYSTICISM, a symbolic journey that gnostic monks take during the pursuit of their art, leading them from the four material elements, known as emotions: AIR, EARTH, WATER and ALKAHEST; to the fifth, otherwise known as enlightenment; the BLOOD OF VALA and finally, the DRAGON: True Enlightenment.

FOUR LANCERS, the: Leg. Eschatological myth common in the FOURTH

AGE THYMIEMPIRE. The Four Lancers were symbolic of the four manners in which an empire could fall – corruption, decadence, disease, and barbarism – and were harbingers of the end times. When the empire eventually fell towards the end of the Fourth Age, its people turned to the texts in which the Lancers were featured, with certain political and military figures coming to be associated with them.

The myth largely died with the Thymi empire, though aspects of the Lancers survive in the legends and folktales of various ancestor states such as <u>LIDEA</u>, <u>MHAROKK</u>, and <u>PARAIYA</u>. See Vol II: Legends and Folk Tales.

FOUR WIVES, the: also 'the Four Winds'. Rel. Dei. Powers commonly worshipped in Ahrishen as demigods who stand beneath its chief deity, the SKY-LORD. While not corresponding directly with the four generally perceived winds of power (north, south, west, east) the Four Wives do each share traits in common with each of the four cardinal points. Commonly, each of the winds has traits and characteristics and tenets that the people of Ahrishen adhere to. See Vol IV: Gods and Pantheons.

FOURTEEN APOSTLES, the: also 'the Fourteen'. Rel. His. Rnk. The fourteen apostles chosen by the <u>ARCHPOTENTATE MALICHAR</u> during his conquest of the seven nations, which ended with the subjugation of <u>NÁRTHEL</u> in 84 RM. They became the missionaries of the early <u>CHURCHOF THE UNDYING MACHINE</u> and many amongst them would travel across <u>LLACHATUL</u>, <u>SAMMAEA</u> and <u>MENISCEA</u>, spreading Malichar's early teachings. They would later give rise to the orders of <u>ENDOCRINES</u> and <u>EXOCRINES</u>. Alongside the <u>SEVEN CHAMPIONS</u> and the <u>SEVEN-AND-FORTY DISCIPLES</u>, they make up the <u>CHOSEN OF MALICHAR</u>.

FOURTH AGE OF MORTAL LIFE, the: also 'the Fourth Age'. Mys. His. In the mythology and ancient history of <u>ELYDEN</u>, the Fourth of Five ages spanning the mythic history of <u>ELYDEN</u>, as described in the <u>MYTHOLOGIA ELYDEN</u>. It is characterised by the continued wane and torpor of the <u>DEMIURGES</u> and the fragmentation of the <u>MORTAL PEOPLES</u>, and the continued spread of independent <u>HUMAN</u> cultures and civilisations, no longer tethered by the umbilical of their Demiurge parents.

Warfare between the surviving Demiurges – particularly <u>RACHANAEL</u> and <u>ALLAISHADA</u>, and their respective allies and supporters – dominated this age, and these conflicts escalated into the <u>WAR OF SCOURGING</u> in which many mortal civilisations were destroyed in cataclysmic events, and at the end of which Rachanael was imprisoned in the <u>PIT OF DAEKYN</u>, ending the time of the Demiurges.

Some postulate that a natural calamity hitherto inexperienced on Elyden also contributed to the rapid fall of culture prior to the end of the War of Scourging. The exact nature of this calamity is unknown but the period of Fading between the Fourth and <u>FIFTH AGES</u> saw a rise in sun cults, particularly cults that fear the destructive nature of the sun. Some scholars believe this means the calamity may have been related to the sun.

The period of Fading following the Fourth Age would last until c. -1500 RM, at which point the Fifth – and present – Age was said to have begun. See Vol IV: the Mythologia Elyden.

FOWAR: Sec. Small fortified city in the c north east of <u>KASPIA</u>. Its main industry is cattle-rearing and the manufacturing of hides and leathers, many of which find themselves across the <u>INNER SEA REGION</u> (Pop. c. 13,400).

<u>FRACEDINOUA</u>: Sup. Geo. Atramentally tainted region in the c south west of Romorea^(2.). The earth here is reeks of putrefaction, and is soft and sponge-like, absorbing moisture that by rights should not exist (some have postulated that the moisture in the region is drawn upwards from some deep reservoir.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}$.

<u>FRANDA</u>: 1. Set. Fortified coastal city in the west of the <u>AMMASHI FREE-ISLES</u>, on the island of <u>SAMMALIM</u>. Its main industry is the cultivation of cotton and grains (Pop. c. 48,000).

2. Set. Settlement and surrounding villages in the north west of <u>KEPHUAAN</u>, situated along the north eastern edge of the <u>SHAYANDI</u> delta. Its main industry is agriculture (Pop. c. 6,000).

FRASHAH: Set. Settlement in the north of ZHARIAH⁽²⁾ (Pop. c. 6,750).

FRATERNAL ORDERS OF THE INQUISITION, the: see SANCTIFIED INQUISITION OF THE KORACHANI EMPIRE.

FREE-CITY OF SIRIPHAS: see SIRIPHAS.

FREE-ISLES OF PELASGOS: See PELASGOS, FREE-ISLES OF.

<u>FREE COMPANION</u>: Rnk. Org. Mar. Name of most common mercenaries operating within the <u>WHITE LEAGUE</u>, often abbreviated to simply 'companion'.

FREEMAN: 1. Soc. In the KORACHANI EMPIRE, a HELOT who buys their way out of indentured servitude. Freemen make up a lower-middle class in imperial settlements, and commonly fulfil the role of tradesmen, business-owners and low-key merchants and traders.

2. Rnk. In KHURAUR, the ruler caste descended from the original STEEL LEGIONNAIRE rulers.

FREESTONE: Ele. A type of igneous rock known for its lack of impurities or imperfections. Mythologists claim that freestones are the untainted remnants of the <u>DEMIURGE'S</u> very first creations, though geologists claim they are merely relatively recently recent igneous formations, which explains their relative lack of impurities.

In its most common form freestone is semi-translucent, appearing as a dark glass that barely allows any light through when held to the sun. It can be worked into angled stones that are valued (more for the legend surrounding them than true value) as a raw material for art and architecture. The <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> are renowned for their freestone reserves.

<u>FREKOST</u>: Set. City in the c of <u>KASPIA</u>, along the course of the river <u>VANDAHAR</u> (Pop. c. 41,000).

FREMEN: Soc. Rnk. A caste apart from others in the free land of Khuraur, descended from the Legionnaires that liberated the city from imperial occupation following the signing of the Covenant of Khuraur in 3478 RM. Their history lies with the defection of the regiment of the Steel Legion known as the 'Anvil of Steel', who occupied Khuraur in 3103 RM and later led its people in war known as the BLOOD HETERODOXIES, freeing much land in eastern Tartak and western Karakhas. Bred from the flesh of the occupying Legionnaires, the first fremen were borne from Steel Wombs in c. 3200 RM; a caste apart from their forefathers, able to breed true with humans. The first Vat-Born generation was carefully nurtured, cultivated in the nuances of governance and warfare. For them were selected the healthiest local women, with whom they created the first truly fremen generation, whose descendants would continue to be the rulers of Khuraur, even after its vassalage to Parthis in 3752 RM.

<u>FRITH</u>: Set. Fortified coastal city in the north west of the Templar States. Its main industry is fishing (Pop. c. 40,000).

FROST KING, the: (D. 3222 RM) Oth. Pol. OTHERWORLDLY ruler of the extinct kingdom of <u>SAKKHRIA</u>. His death propagated the collapse of the kingdom, though his name would be remembered as the chief deity of the <u>FROSTBLOOD</u> pantheon, which is worshipped in <u>SABIA</u> (successor to Sakkhria) to this day.

FROSTBLOOD, the: Rel. Dei. The religion and main pantheon of gods in SABIA, though the faith is also found in western KASPIA and PERGOST in smaller numbers. The religion is polytheistic, with each region, city and/or principality taking one deity as its patron, while also observing other gods within the pantheon. Together the gods dwell in what is known as the Halls of the Frost King (a colloquialism for the OTHERWORLD).

The <u>FROST KING</u> is the head of the pantheon; an ascended OTHERWORLDER who once lived as a living god, uniting the various states

together into the kingdom of <u>SAKKHRIA</u> before his final death in 3222 RM propagated a civil war that left the land fractures, with no strong claimant to the throne. The religion remained strong amongst the varied people who claimed the ruin of Sakkhria, and the religion would take on a different aspect in each region.

When the kingdom of Sabia first appeared in 3493 RM, it inherited dozens of different versions of the Frostblood, which remain today – each major city and region has its own version of the pantheon, though by c. 3700 RM these had consolidated into the same pantheon we know today, with each city having its own patron and version of its sagas.

Temples and churches of the Frostblood are known for their steep thatched roofs, and even larger structures such as the equivalent of cathedrals have thatched roofs. See Vol IV: Deities and Pantheons.

FROSTMARSHAL: also 'Frostmaiden'. Mil. Pol. In SABIA, twelve warlords, each of which is in command of a different region. Each frostmarshal has a different role and his/her troops usually lean towards different battlefield roles. In times of total war, the <u>VITYAZ-THANE</u> unites the frostmarshals under his banner.

FRUHIA: Set. Small fortified coastal city in the south east of <u>OTINTH</u>. Like most Otinthian settlements, little is known about it due to the nations' insular nature (Pop. unknown).

<u>FUDANA</u>: Set. Fortified settlement in the south of <u>NAARETH</u>, along the course of the river <u>ABASHERA</u>. It is a major logging centre (Pop. c. 12,800).

<u>FUGUE</u>: Oth. In the <u>KORACHANI EMPIRE</u>, a name for <u>OTHERWORLDERS</u> with no memory of their previous live, the purpose behind their reincarnation lost. They wander <u>ELYDEN</u>, lost shells, aimless, yearning for insight into their reason for being. See Vol II: Classification and Taxonomy of Life

<u>FULCAR'S NEEDLE</u>: Geo. Igneous rock formation in the west of <u>ALMAGEST</u>, 20-miles north east of the <u>CITY OF ALMAGEST</u>, The needle has a glass-like sheen, not unlike polished obsidian, and rises for close to 100-ft., making it an important navigational landmark.

<u>FULGOR NOMOS</u>: His. Sup. Org. Ancient <u>FIRMAMENTAL</u> organisation once active in the <u>FAR HEMISPHERE</u>, believed to have served as the governing body of all <u>FIRMAMENTISTS</u>. It faltered late in the <u>FOURTH AGE</u>, possibly under the chaos of the <u>WAR OF SCOURGING</u>, though the later <u>FIFTH AGE</u> authority that rules from the <u>MINARET OF LIGHT</u> has elements that were likely salvaged from its predecessor's tenets.

Despite its apparent ubiquity in the Fourth Age, little is known of the groups' hierarchy and beliefs, though ruins belonging to the group can be found today in INNER CHAUTULA, south western VECTIS, south eastern VALA, and northern IMELKOT.

FULGURA HAIN: (B. 3792 RM). Per. Pol. The present EMPEROR-FACTOTUM of RAONGEN^(2.), who ascended the throne in 3922 RM following the death of his mother Cordjin II. Like most Emperor-Factotums of Raongen and the ancient kings before them, Fulgura Hain is able to prolong his life through the best technarcane and magickal innovations. He is paranoid, rarely, if ever, leaving his quarters, opting instead to act via SHAPER proxies who communicate with him TELEPATHICALLY.

<u>FULUGRANT GLASSLANDS</u>: Geo. Plains in the c of <u>KHARKHARADONTIS</u>, in the south east of the <u>DUNE SEA</u>, where the dunes are thinner and the ground beneath them is fused into mushroom shaped glass pillars from millennia of Atramental lightning-strikes, which are increasingly common the closer to the <u>BLACK FOUNTAIN</u> one gets from this region.

<u>FULUINA</u>: Set. Small city in the south of <u>TATAR</u>, along the southern shore of lake <u>PITIA</u>. It has a large harbour and controls a fleet of river boats that trade along the <u>TIAGAME</u> and <u>DIELEGAME</u> rivers (Pop. c. 14,000).

<u>FULIGIA</u>: also '*POlain of Ashes'*. *Geo.* Area of moraine in the north east of <u>PELASGOS</u> characterised by centuries-old sooty deposits known as <u>CHOLE</u>, from the many manufactories that once dominated the region, most now lie disused, slowly sinking in the soft earth.

<u>FULIGINA</u>: Set. City in the region of <u>SHAAT LOTHA</u> in the c north of <u>THE SURRACH</u>. Its buildings are made from dark stone, giving it a sooty appearance (Pop. c. 38,000).

FULLERE: Set. Small city in the south of CISNERIA (Pop. c. 12,000).

FULMIN: Set. Town in the c of <u>TZALLRACH</u>, along the course of the river <u>BAELLI</u>. It is a stop along the <u>GREAT ROAD</u> trade-route, and offers lodging to merchants and travellers passing through (Pop. c. 20,000).

FUMIFICIA: Set. Small city in the north west of the PRINCIPALITY OF SEPAHAUNAT, 40-miles south of the CAPRIZANT Caldera. The city is downwind of prevailing winds from the north and is often covered in smoke from the caldera. Those who can wear masks over their mouths to help against smoke. Those who cannot are prone to coughing and death from prolonged exposure to smoke inhalation is common (Pop. c. 17.300).

<u>FUNERAL CUSTOMS</u>: Soc. Different cultures deal with death in different ways, and many states and people have particular customs. Some transcend borders, either carried by trade or common roots, whereas others are isolated.

Below are some of the more common or interesting funeral customs from across Elyden:

1. KORACHAN: *

2. <u>RAONGEN</u>: Funeral rituals in Raongen are an eerie affair, with mourners employing psychoactive drugs (such as <u>WYRDWORT</u>) and <u>SHAPERS</u> that let them contact the recently dead in the <u>OTHERWORLD</u>. These events are solemn affairs, replete with mourning and the incoherent babbling of those under the effects of wyrdwort.

In ancient times the mourner was sometimes sacrificially killed while in this heightened state of awareness, though the custom is no longer practiced. This was most common in the case of royalty, with the surviving consort being killed as a symbol of loyalty to their spouse.

<u>FUNERARY TOWERS</u>: Rel. Soc. In the mortuary traditions of <u>KORACHAN</u>, an ossuary in the form of a tower, often hundreds of feet high, in which are interred the <u>SKULLS</u> of the dead in niches and family crypts on the inside. The towers are hollow, with many steps and ladders on the inside leading up to the least accessible reaches of the towers.

The towers exist within necropolis complexes that are commonly found in all Korachani settlements of note, and in many cases larger cities will have multiple such-complexes. The towers within a complex are often linked by crypts and tunnels and are maintained and well-guarded against vandalism and theft by CHURCH-funded organisations and the MORTUARY CULT, whose members oversee their overall maintenance.

Korachani funerary customs dictate that the body be reclaimed for use in the manufacture of <u>DROSS</u>. This only leaves the skull of the deceased for the purposes of burial and veneration by surviving family members. For most this means interment in a funerary tower, though those with the means to may have the skull of the deceased decorated – carved, etched, gilded, or covered in filigree or jewellery – and placed in a shrine within a tower or in a private shrine in their home.

Most, however only have the means to inter a skull within a funerary tower, and a short ceremony takes place in the lowest level of the tower around an <u>AGAPE TABLE</u>, where friends and family of the deceased have a feast to celebrate the deceased's life, as the skull – already cleaned and prepared by the Mortuary Cult – is consecrated and the details of the bearer – including their name, date of birth and death and an epithet – are etched onto the skull.

<u>FUNEREAL SODALITIES</u>: Rel. Soc. Org. Independent religious organisation that exists across the <u>INNER SEA REGION</u> in lands where the <u>THREE CHURCHES OF THE UNDYING MACHINE</u> are prevalent.

The Sodalities serve as guilds and unions of sorts to their various members, who form a mortuary cult offering various services including MOURNING for the SPIRITS^(1.) of the recently deceased, SINEATING, and offering DELEGATORY PRAYERS. When mourning, members of the Sodalities wear black robes and conceal their faces behind featureless pewter masks and hoods which lend them a sinister air, causing others to avoid them. Most live solitary lives, and at best keeping the company of other mourners.

The Funereal Sodality works closely with both the Church of the Undying Machine as well as the <u>MORTUARY CULT</u>, though it is not a part of either and survives largely through donations.

<u>FUNGAL FOREST, the</u>: see <u>SOPHAMYK</u>. <u>FUNGUS DEPTHS, the</u>: see <u>JUNCTA</u>. FURAKISH: Geo. Region in the far south east of KHARKHARADONTIS, between the CTUUQ Mountains and the west of ABACARDAT. The region is characterised by hills that descent from the mountains to the east, ranging from desert in the north to savannah in the south, and the various city states and tribes that call it home. The region is characterised by its unique settlements, which are built within natural sinkholes found in the region, with abodes and granaries hewn into the walls, with a communal courtyard uniting them. In the middle of the courtyard is a deep well, used to provide much-needed water for the settlement.

The political status of the region is in a constant state of flux, and varies from unification of the disparate settlements and tribes to full separation, and little contact between then. The death of queen $\underline{\text{MLIRESS}}$ in 3998 RM led to the fracturing of what had for the past decades been a relatively peaceful unification of the tribes. To this day the region remained fractured, and the destruction of the caravanserai of $\underline{\text{CEDANTUQ}}$ in 4000 RM has disrupted trade between the region and Abacardat.

<u>FURAMESE</u>: *Ind.* Manufactory outside the city of <u>FOSSARI</u> in the c east of AZAZEM.

FURNACE MOHNACRON, the: His. Ind. Rui. Fossilised furnace in the northern expanse of the KHARKHARADONTID desert, 750-miles south of the TARTAKHID border, south of the EGERIAN RIDGE. The furnace is thought to date to the days of the original tribes, and is half buried, encased in stone, its inner workings and archaic machinery immovable.

FURFUR: 1. Pol. Geo. One of three political territories (known as MANSIONS) in the nation of GREST^(1.) in the west of the island-continent of BROR^(1.). It is the northernmost Mansion of Grest and is its smallest and most industrially-active, with vast ore reserves in its east, along the western foothills of the LAHAED Mountains.

2. Pol. Set. Administrative centre of the eponymous^(1,) MANSION in the north of the nation of <u>GREST</u>^(1,) in the west of the island-continent of <u>BROR</u>^(1,). It is coastal and overlooks the south of the <u>SEA OF RAETUMA</u>, though is protected from open waters by a small peninsula. It is known for the monolithic iron statue of the <u>ARCHDUKE ARA YETZIRAH</u> who rules the city with an iron fist. (Pop. c. 283,000).

<u>FURUD</u>: 1. Dem. 'Furud'. Ntn. Sovereign state in <u>THE SURRACH</u> ruled by the <u>SLEEPING KINGS</u>, catatonic conjoined twins. The region is composed of three primary cities (Furud, <u>HUND</u> & <u>ASDULL</u>) and as many as a dozen small towns.

2. *Pol. Set.* Capital city of the eponymous region and seat of the <u>SLEEPING KINGS</u>. It is one of the more forward-thinking cities in <u>THE SURRACH</u> and is known for its metallurgy and manufactories (Pop. c. 80,000).

<u>FURUQ</u>: Set. Settlement in the south of the <u>JAHADAT STATES</u>, under the control of the city of <u>LOQTUSH</u> (Pop. c. 7,000).

<u>FUSILIER</u>: Mil. Rnk. Long-ranged <u>POWDERGUNNERS</u> common in the military forces across the <u>INNER SEA REGION</u>. The tradition stemmed from the <u>IANISAAR</u> culture of the <u>ARID TRIPTYCH</u> and became entwined with the rising popularity of powderguns around c. 1000 RM. Fusiliers are most commonly highly-trained nobility with adequate equipment based on the needs of the battle or campaign.

<u>FUSSAK</u>: *Ind. Ser.* Gold mines in the c of <u>IZABAL</u>⁽¹⁾. The mines have a relatively low yield and are controlled by the government (Pop. c. 15,000).

<u>FUZINI</u>: Set. City in the c north west of the <u>TEMPLAR STATES</u> (Pop. c. 37,800).

FYLODOR: Geo. Dead region in the c north of the HENDECARCHY of NHORA, in the north east of MALAN. The land here is scorched as though scarred by some ancient calamity; the rock fused together like dark glass. Bereft of soil, the land here is incapable of supporting life and is covered in a thick blanket of black ooze, with vine-like tendrils holding it all together over the glass-like surface.

FYNDOUR: Rvr. River in the north of <u>LOEGRESS</u>⁽¹⁾ flowing east for 230miles from sources in the <u>VOULLOR</u> Mountains before meeting its parent, the river <u>DRUITHAL</u>. The river flows through the <u>ATRAMENTALLY</u> <u>TAINTED</u> land of <u>AEHKAUROLOR</u> for about 15-miles of its course, though this is has little effect on the water's purity.

<u>FYTAS</u>: 1. Lak. Lake in the north of <u>PELASGOS</u>, in the <u>CALDERAN</u> Mountains along the course of the river <u>ISSOS</u>.

2. Set. Settlement in imperial <u>PELASGOS</u>, noted for its sulphur mines (Pop. c. 2,000).

G

<u>G'DARHU</u>: Rui. Neolithic niches built into the base of the <u>CHTHAEITICATH</u> mesa in the c north of <u>N'RAKH</u>.

<u>G'GHARSHANS</u>: Eth. Soc. Nihilistic inhabitants of the <u>KALISANGELID</u> <u>ISLES</u>. They are the lesser descendants of a mighty <u>FOURTH AGE</u> culture of scholars and mystics, who were a homogenised people following millennia of ancient unions between various <u>MORTAL</u> people and <u>HALFBLOODS</u>. They are said to have been wise beyond measure, becoming powerful and rich, eventually descending into nihilism and epicureanism, and were known as the G'gharshans by the dawn of the <u>FIFTH AGE</u>.

Today they are an insular sparse people, ruling over dead demesnes from mighty fortresses, where they waste away their unimaginable accumulated wealth on depravities and other sins unimaginable by other people. Their small population has left them deformed and, in many cases, mentally stunted or twisted. Today they pay hefty dowries to neighbouring demesnes to spread their bloodlines, which they still consider to be superior to those of outsiders, who they shun as ignorant plebs who are only of use as slaves and playthings.

G-P SCALE: see GEKN-PRAQ SCALE.

- <u>GAAN</u>: 1. Sea. North eastern part of the <u>SEA OF BYSSOS</u>, forming the waters between the archipelago of Gaan and the <u>STRAIT OF GATH</u>. Its waters are largely controlled by the city-state of Gaan, after which it is named.
 - 2. Set. Large city-state ruled by the <u>HALFBLOOD</u> tyrant <u>HASHIM</u>. It is situated on an archipelago just south of the <u>ATHORHU</u> region in <u>PARTHIS</u>, that in 3999 RM achieved independence from Parthis under the leadership of Hashim. It has dominated trade through the <u>SEA OF BYSSOS</u>, and its fleet has clashed with that of <u>GATH</u> on many occasions for control of the entrance into Byssos, though it now lies landlocked, with the portcity of <u>ADAG</u> now linking it to the sea (Pop. c. 350,000).
 - 2. Set. City-state in the region of $\underline{ERRATAZ}$ in the desert of $\underline{THAMAAZ}$, in the south of \underline{THE} SurracH. It was once a coastal settlement though following the withdrawal of $\underline{ELYDEN'S}$ seas, became landlocked in c. 3100 RM.

The city is renowned for its bleeding monolith, around which it is built, and is regarded by locals as a deity (Pop. c. 80,000).

- <u>GAARAIR</u>: Sea. Bay in the east of <u>KAZZAR</u>, bordered to the north west by the <u>ODU</u> Mountains, the south west by the Ozzarun Mountains, and the east by the <u>ENGER</u> peninsula.
- GAAZUSH: Rvr. River in the south east of <u>ELEKHID</u> flowing east for 172-miles from sources in the <u>GOROGUOR</u> Mountains before meeting its parent, the river <u>GRELLOR</u>. The fork where the two rivers meet is occupied by the city of <u>EBROVAMM</u>.
- GABAL GARAP: Mar. Mixed martial art common in MENISCEA that originated in the early FIFTH AGE in the extant city of GISHHAR. It was localised around the SEA OF LARISH^(1.) area for many years, though it had

started to spread by c. 1200 RM until by c. 1800 RM it had become relatively common across Meniscea.

It combines elements of dance and acrobatics, and since c. 2200 RM a popular variant also trains followers in the use of concealed blades, though this is prohibited in most urban areas. It is practiced by many merchants and their bodyguards, as well as sailors, while those who frequently travel alone are often encouraged to learn it.

GACETEN: Set. Fortified near-costal settlement on the island of ALPHITOMATIA, off the eastern coast of SABAISA. It overlooks coastal cliffs and has withstood centuries of coastal storms and is known for its skilled shipwrights, who build swift, sturdy vessels favoured by Sabaisan traders. Its markets bustle with the exchange of rare spices and silks, and the shimmering blue pearls harvested from below the cliffs – a prized commodity across the Porphyri Peninsula.

Its people are marked by faintly blue-tinged skin, a relic of old <u>IROTHAN</u> heritage (Pop. c. 7,000).

<u>GAD</u>: Set. Fortified city in the c-south east of the tribe of <u>ESSENIA</u>, in the c south west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>.

<u>GADAGHATI</u>: Set. City in the c of the <u>HENDECARCHY</u> of <u>ATALLUA</u> in the south east of <u>MALAN</u>. (Pop. c. 44,000).

<u>GADDI</u>: Eth. People common in the jungles of <u>WESTERN SAMMAEA</u>, including the <u>WOLD</u>. Their homeland is known for its multitude of small lakes, many of which are obscured beneath sprawling canopies from surrounding trees. The lakes form the basis of their mythology, with gods and demigods based on the shape and character of the lakes.

<u>GAEAL</u>: Myt. His. In the mythology of <u>ELYDEN</u>, the son of the <u>SCION ERES</u>, himself son of the <u>DEMIURGE ARIMASPI</u>. Gaeal would, through various corruptions, become a popular earth-spirit and deity to various cultures through the <u>FOURTH</u> and early <u>FIFTH AGES</u>.

Early Fifth Age depictions of him were eventually corrupted into a <u>SAINT</u> of the <u>CHURCH OF THE UNDYING MACHINE</u> during the early decades of <u>KORACHANI</u> expansion. See Vol IV: Scions.

- GAEFANG: Geo. Mountain-range in the south east of ALMAGEST, around 525-miles long. The range is noteworthy for its relative lack of physical corruption and the granite quarries that dot its foothills. The range is reorganizable by its three wide peaks, from which its name is derived.
- GAELLNYN: Lan. Language spoken in LOEGRESS^(1,), which emerged from the earlier language of <u>PRAETTANIAN</u> following the unification of its descendent states by the warlord <u>TORRVAN</u> in 2588 RM. It was originally a dialect of Praettanian spoken in <u>GLYNNED</u>^(2,), Torrvan's home state, but by c. 2750 RM it had become the only major language spoken in the region, remaining so to this day. See Vol II: Languages.
- <u>GAEOS</u>: *Ind. Set.* <u>SKAROSIAN</u> <u>ADAMANTINE</u> mining settlement in the region of <u>ADAMATI</u>, north of the <u>STRAIT OF SKAROS</u> (Pop. c. 2.000).
- <u>GÂER KHONA</u>: Set. Wealthy free city in the c of <u>BROR</u>^(1.), between the south of <u>ISESETH</u> and the north of <u>SHAUATAS</u>, dominating trade in the

region and serving as a crossroad of culture. It guards the \underline{ADALKH} pass that leads east through the \underline{LAHAED} Mountains (Pop. c. 410,000).

GAESHA: Set. Coastal settlement in the south west of IO (Pop. c. 8,000).

<u>GAETARA</u>: Dem. '*Gaetaran'*. *His. Ntn.* Ill-fated late <u>FOURTH AGE</u> culture that emerged from the ruin of <u>LAET</u>, in what is thought to be south of present-day <u>EREBETH</u>. It is thought to have been destroyed by events of the <u>WAR OF SCOURGING</u>. See Vol III: Extinct States.

<u>GAETARISH</u>: His. Lan. Language of the <u>FOURTH AGE</u> Gaetaran people of northern <u>SAMMAEA</u>. The language is thought to be the predecessor of present-day <u>SAVIUDI</u>, via <u>CHEGRINTISH</u>. See Vol II: Languages.

GALADRAT: Soc. Org. One of the 17 GRAND HOUSES of the NACRE LEAGUE. The House was originally based in MAENMIST though fled the nation in 3959 RM mere months before the nation closed its borders to outside travel and trade, effectively making the House dispossessed. In the years following the closing off of Maenmist and the war that followed (now known as the NACRE WAR), the House has spread across the NACRE ROAD and focuses on sea trade, House Galadrat was partially responsible for the League establishing the new short sea route in the SEA OF AMMASH^(2.) in response to Maenmisti actions. As a result, the House has a large presence in the cities of CYNDARA in HABOT and BAVVERA in NORTHERN SIMBARA.

<u>GAIAT</u>: Set. Basin in the c north west of <u>NAARETH</u>, between the west of the <u>IROTHA</u> and the north of the <u>DYLPHIRA</u> Mountains. It is home to tarragons and other wild creatures, and is largely uninhabited.

<u>GAIJA</u>: Set. Coastal settlement in the far south west of <u>RAONGEN</u>⁽²⁾, overlooking the <u>BAY OF ORAT</u>. Its main industry is agriculture and fishing, with most of its produce going towards the upkeep of the capital (Pop. c. 8,000).

<u>GAIONGN</u>: Set. Major coastal city on the island of <u>IZEAMAR</u>, in the far east of the PANTHEON ISLES (Pop. c. 103,000).

<u>GALABRIA</u>: 1. Dem. '*Galabrian*'. *His. Ntn.* Now-extinct nation dating from the early <u>FIFTH AGE</u> between c. -1500 - 250 RM in what are now <u>CALBIA</u>, <u>KOMMEA</u>, <u>HALEDONIA</u>, and eastern <u>LOEGRESS</u>^(1.). It was powerful during its time, though was eventually destroyed by its own excesses and negligence.

King <u>SCYLAX</u> was a major cultural legend of Galabria, exiled by his upstart brother after abdicating. He found the blade <u>TARTARUCH</u> in c. - 100 RM and won back his home, where he ruled until his death in -38 RM. The blade was lost after Galabria fragmented, its people eventually repopulating what later became the region of <u>PRAETTANIA</u>, out of which would emerge Haledonia, Kommea and Loegress.

Many of its myths and legends were appropriated by its descendent states, and remain in corrupted form to this day. See Vol III: Extant Realms and Nations.

2. Set. City in <u>HALEDONIA</u>, overlooking the inland sea of <u>UDANILLA</u>. The city is built on the ruins of a large Galabrian city, its shell forming the backbone of the extant city of Galabria, whose harbours and docks are the pride of Haledonia (Pop. c. 170,000).

GALAMSHAM: Set. Once-capital of <u>PORPHYR</u>, in the east of its territories. It was once coastal, though the coastline has since left it behind, and it lost favour following a change in regime after the intervention of the <u>PRAEDICATE</u> <u>TELEANYARA APEXEIDE</u>, and the capital was moved to BETTYL.

Galamsham has since become a major city to the faith of NYARALA, and is a centre of the faith in the east of Porphyr. It is also a major producer of ARKS OF PORPHYR, and the largest such ships are constructed there, and left to rot under the harsh suns of the region on a flat plateau to the west of the city. The city is very secretive and selective of those it allows within its walls, and foreigners are denied entry completely (Pop. unknown).

<u>GALAN</u>: Set. Settlement in the south west of <u>AETHIOS</u>, in the region of <u>ATHAPEN</u>. The settlement is known for its <u>MONITOR</u> rearers, who train monitors used by military forces that patrol the western border with the <u>UMBRA SOKHAR</u> (Pop. c. 8,000).

<u>GALARIR</u>: Sect. Small city in the c of <u>TATAR</u>. Its main industry is the mining of fine granite, which is used in construction across the nation (Pop. c. 16,000).

<u>GALATA</u>: *Lak.* Lake in the far north west of <u>AHRISHEN</u>, forming a border with <u>RHAMIA</u> and <u>THE OLD FOREST</u>. The lake is fed by various river with sources in the <u>KARAEHLA</u> Mountains and is itself considered the main source of the river NALESH.

<u>GALATEA</u>: Set. Major city in the north east of <u>RHEA</u>. Legend claims that the city was founded by a peripat <u>SHAPER</u> in c. 700 RM. Centred around a classically-proportioned statue, which some historians claim was once the wife of the shaper, cursed somehow into her current state. The shaper (whose name is now lost) could not bear to leave his wife behind, so began constructing the town around her, ensuring that every door faced towards her.

The inner city remains the same as originally constructed by those early FIRMAMENTISTS and is known for the nuances and fortitude of its architecture. The city has since grown into a wealthy trade-centre, controlling trade in-and-out of the north eastern routes that link Rhea with THETIS.

Between c. 3630 – 3700 RM the city became a hub of the cult of <u>AARU</u>, which has grown to become a major religion in Rhea, though it has not surpassed worship of <u>SAEWAL</u> (Pop. c. 400,000).

GALATIA: also 'Gala'. Sec. Small city in the north east of VAALK, home to AHASUERUS, a renowned EXOCRINE and SET who was believed by his followers to be possessed by the ATRAMENTA. The city was once far larger and coastal, though found itself landlocked in c. 3500 RM, and it has slowly dwindled since then (Pop. c. 14,000).

GALE: Rel. Str. LACHRYMIST monastery in the c-north of <u>THE SURRACH</u>, in the western foothills of the <u>NGHALLEAL</u> Mountains.

<u>GALENDA</u>: Lak. Lake in the east of <u>AHRISHEN</u> forming part of the course of the river SARA.

GALENIC ORDER: Pol. Org. One of the minor SANCTIFIED ORDERS OF THE INQUISITION in the KORACHANI EMPIRE whose agents are focused on the health of its citizens and on keeping pandemics and epidemics in check, mobilising to contain them when they do arise. Whey also ensure that all medical procedures and medicines used within the empire adhere to approved standards set by the Order itself.

It was founded in the city of <u>ALMAGEST</u> in c. 1500 RM to combat the rapid increase in cases of cholera and dysentery that followed the rapid growth of imperial cities as industrialisation became more prevalent. Its <u>LANGUE^(1.)</u> was exiled from Almagest following the <u>WAR OF THE ARTIFEXES</u>, and it soon relocated to <u>SKAROSIA</u> in <u>SKAROS</u> after this, where it remains to this day. The loss of the <u>ILLDISADAI ORDER</u> to <u>SARASTRO</u> following the <u>SUNDERING OF THE EMPIRE</u> saw the Galenic Order inherit its roles and tenets in Korachan, absorbing any agents who remained loyal to the empire within its own ranks.

The Order is vital for the smooth running of the empire, though due to its less militant nature it is regarded by <u>The Seven</u> as a minor Order.

<u>GALETE</u>: Mus. Ind. Set. Small coastal city in the west of <u>KORACHAN</u>. It emerged in c. 3300 RM following the retreat of the coastline revealed a dead coral forest which was quarried for its raw materials. The coral was exhausted by c. 3750 RM, leading to the diminishing of the settlement. Its main industry is <u>CAMPANOLOGY</u>, and many of the <u>BELLS</u> used in churches and government edifices in the <u>KORACHANI PENINSULA</u> are made here. (Pop. c. 17,200).

<u>GALETIA</u>: Set. Coastal city in the north west of <u>KHITAI</u>, overlooking the <u>GULF OF VEGATETH</u> (Pop. c. 40,000).

<u>GALIA</u>: Set. Settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>UCHRON</u>, along the <u>BLUE MOUNTAIN</u>. It is part of a trade-route into <u>SAUA</u> (Pop. c. 15,500).

<u>GALIDA</u>: Lake in the c-south east of <u>AHRISHEN</u>, forming one of the sources of the river <u>ARESH</u>^(2.), and leading directly into lake <u>CRENESIA</u>.

<u>GALK</u>: Rvr. River in the north of <u>THE VORANDINE</u>, flowing west for 265-miles from sources in the <u>IAPEGRAN</u> Massif.

GALLATRIS EBUL, FIFTH OF THE ELEVEN: x. Pol. Per. (B. 3877 RM). Fifth of the HENDECARCHS of MALAN and ruler of the HENDECARCHY of MYEIN. Sombre and aloof in character, they enjoy their solitude and work through proxies more than any other Hendecarch, enjoying time in the ARUFON forest, in particular the private woodlands of KOYEE, which are protected by decree.

<u>GALLESH</u>: R_{VT} . River in the east of the emirate of <u>OTHOTEL</u> (1.) in the west of <u>LIMOTH</u> (1.).

<u>GALLIOS</u>: Rvr. Slow-moving river in the south east of the <u>FREE-ISLES OF PELASGOS</u>, flowing 150-miles east from the foothills of the <u>HELICAR Mountains</u>.

GALLET: Rui. Ancient trade-town and fortress in the south of ERASHA (ERON SOTH, under PARTHIAN rule), and surviving in present-day TRAKIA, to the south of PARTHIS. The town was abandoned following the Parthian subjugation of Erasha in 237 RM.

The ruins of the town served as the foundations of a fortress built by the <u>OPRETIAN</u> people (who, alongside the people of <u>OPHAM</u>, inherited Eron Soth, dividing its lands amongst themselves) in c. 675 RM. The fortress defended the region from the lhaus enclaves that existed in the south. A fortified wall known as the <u>GALLET LINES</u> was constructed along the <u>YOTHSHAMMANEI ESCARPMENT</u>, with Gallet as its centre.

Following the region's defeat against oghur attackers in 729 RM the fortress became a recluse for human refugees though it was eventually taken and destroyed in 731 RM.

GALLET LINES: Mil. Str. Fortified wall some 190-miles long built between 692-7792 RM along the YOTHSHAMMANEI ESCARPMENT in the north west of the DAENED SULRACH in TRAKIA, in the north of SAMMAEA. The wall was constructed by the people of OPRET to defend against the LHAUS enclaves that existed in the south.

Following the fall of the fort <u>GALLET</u>, the walls fell into disuse (the <u>LHAUS</u> enclaves were largely insular and posed no direct threat to the north) and remain to this day, badly eroded and beaten by the harsh winds of the region, reduced to little more than hillocks and concrete mounts.

<u>GALLI</u>: Set. Settlement in the north west of the <u>HENDECARCHY</u> of <u>DERAEIA</u> in the east of <u>MALAN</u> (Pop. c. 6,400).

<u>GALLIA</u>: Ser. Settlement in the far south east of <u>PELASGOS</u>, close to the border with the <u>FREE-ISLES OF PELASGOS</u>, to the north east of the <u>HELICAR</u> Mountains. It controls the passage of the Red Route from the west and leading to the north with <u>KAVALOIKA</u> (Pop. c. 2,400).

GALLIAN PASS: Geo. Pass between the <u>TEREKION</u> and <u>HELICAR</u> Mountains in <u>PELASGOS</u>.

GALLIMORA: Rvr. River in the north of the TEMPLAR STATES, flowing north east for 460-miles from sources in the THALLEI Mountains before reaching the coast at the BAY OF OMERA (1.). The river's course was around 130-miles shorter in c. 2000 RM, before the shrinking of the Bay of Omera caused the length of its course to increase as the coastline retreated.

<u>GALMAIN</u>: Set. Settlement in the south of <u>NOAVATUR</u>, along the periphery of <u>HA ATH</u> desert (Pop. c. 6,300).

<u>GAMBRAO</u>: Set. Fortified mining settlement in western <u>EREBETH</u>. The city and the entire region are known for their rubies (Pop. c. 4,000).

<u>GAMIA</u>: Set. Settlement in the north west of <u>PELASGOS</u> in the region of <u>CHIREA</u>. It's a producer of food for the larger cities in the region (Pop. c. 1.600).

<u>GAMIGAHUA</u>: Geo. Massif in the c east of <u>THE SURRACH</u>, north of the SALITH desert.

<u>GAMUS</u>: Rvr. Major river in the north of <u>WESTERN SAMMAEA</u>, flowing east and then north east for some 2,000-miles from various sources, before emptying into the <u>GULF OF ESHIRON</u>. It forms a vital part of life in the east of the <u>VESPERTINE LEAGUE</u>, providing water to many settlements and industries.

The river once ran much shorter than it does today, due to the higher sea level of the region, which reached as far west as the east of the <u>VESPERTINE LEAGUE</u>, in what was then known as the <u>BAY OF SABRIYA</u> (1.), which shrank with the waning sea levels, allowing the Gamus to flow farther east. Many farming communities eventually appeared in areas where its mouth once formed, taking advantage of the alluvial deposits left there as the river continues its march towards the expanding coastline

<u>GANANTUR</u>: Geo. Region of sub-tropical scree in the c of <u>SUOR</u>, south of the <u>JHAPARA</u> Mountains and north of the <u>MADHARA</u> Mountains. It is largely uninhabited, though is home to much wildlife.

<u>GANEM KASSAB</u>: Set. Small fortified city in the south of <u>TETHYSIA</u>, along the northern shore of lake <u>RAHAL</u>. It is a centre of trade and serves as a link with <u>LIMOTH</u>^(1.) via the city of <u>LEITH</u> (Pop. c. 17,200).

GANGUA: 1. Geo. Region in the SURRACHI PLAINS in the c of THE SURRACH, famed for the large impact crater in which its capital is built.

2. Sec. Major city in the eponymous region in THE SURRACH. It originated in c. 1000 RM as a mine over the GHAT KHA crater and slowly grew into a prosperous city directly above the mines. The city grew upwards, building high citadels and towers, connected to each other by walkways for ease of access and support. Similarly, its mines led directly down like a taproot, branching outwards to extract as much meteoric iron as possible.

Over time, as the upper reaches of the mines were exhausted, people began moving underground, leading to a class divide – all those concerned with the mining industry, from rich oligarchs to poor workers – moved underground, whereas others, including the metallurgists, remained above ground.

The soil within the crater basin is fertile and covered in farmlands that sustain the city to this day. It is a powerful city-state with a very strong military tradition and metallurgists. Interestingly, there is a powerful, if small religion in the city that worships the meteorite as a deity, which is seen as a chthonic giver-of life – for without the meteorite the city would not exist (Pop. c. 110,000).

<u>GANILLA</u>: *Set.* Settlement in the c of the <u>HENDECARCHY</u> of <u>HATON</u> in the north of <u>MALAN</u>, in the western face of the <u>JHALOSS</u> Mountains. Its main industry is the mining of jade (Pop. c. 9,500).

<u>GANT</u>: Rvr. River in the nation of <u>OPHAR</u>, in the north of <u>SAMMAEA</u>, flowing north for 175-miles from sources in the far north west of the <u>HOGHSOTHOMON</u> badlands. It is a tributary of the river <u>OPHRA</u>.

<u>GANTDR</u>: Rui. Ancient oghur tomb and temple, carved into the northern face of the south eastern—most reaches of the <u>NGHALLEAL</u> Mountain, just south west of <u>CYHLAGHARR</u>. The mummified body of an ancient oghur prophet was discovered there in c. 1230 RM, though any cults that arose around him have long since passed from memory.

GANTH: Rui. Ruined harbour in the c south west of <u>THE SURRACH</u>, once belonging to the empire of <u>SELAHIM</u> Today it is 90-miles from the coast, and long-since deserted. It was once a major sea-port trading goods west, though today little remains of it save for rusted ships and crumbled buildings.

<u>GAODDEN</u>: *Pol. Set.* Capital city of <u>LAOD</u>. It is a major stop along the <u>BROKERS' ROAD</u> trade route (Pop. c. 210,000).

<u>GAP OF ASHOM</u>: *Geo.* Major pass across the c-south east of the <u>MOLOTH KHAMMATHUL</u> Mountains, linking the south east of the <u>UMBRA SOKHAR</u> with the far north of <u>KHARKHARADONTIS</u>. Despite the relative ease with which one can cross the Mountains at this pass, the region is little-used for it leads to the tainted lands of Kharkharadontis.

GAP OF DIEZI: Geo. largely flat expanse dominating the c north of the border between CEHOPHELA in the west and IMEAL in the east, in the c of MENISCEA, running north to south for some 250-miles between the VUGNIAN Ridge in the north and the SACHRAN Roughlands in the south. The Imeali side is guarded by the bastions of HAMANA PITH.

GAP OF EREBH: Sup. Geo. ATRAMENTALLY TAINTED region in the c north west of AKANTHRA, encompassing wetlands in the south and grasslands in the north. It is known for its proximity to the OTHERWORLD and for its ghostly manifestations, which have a reputation for savagery and violent telekinetic activity. The ebb and flow in the ARCANE TEMPERS in the region see the Gap of Erebh stricken by pervasive bouts of darkness, which are referred to as 'the Pall by locals, and which can last for weeks on end.

GAP OF SHADOWS: Geo. Major pass across the MOLOTH KHAMMATHUL Mountains which, in the first millennium of the FIFTH AGE, served as a passage for those fleeing north east from the growing SHADOW IN THE DESERT, into the UMBRA SOKHAR. This mass migration of DEGENERATES and other peoples fleeing the growing grotesqueries of the KHARKHARADONTID desert would lead to the downfall of the SOKHARAN EMPIRE, from the ruins of which extant Umbra Sokharan cities would emerge.

- <u>GAP OF SHUL</u>: Geo. Coastal cleft in the far west of <u>TZALLRACH</u>, overlooking the <u>SEA OF VENTHA</u>. It is named after the ruined city to its immediate south, <u>SHUL</u>.
- <u>GAP OF ST. PRIMASA</u>: *Geo.* Valley in the east of <u>SKAROS</u>, around the river and lake <u>ULAROS</u>, named after the patron saint of Skaros.
- <u>GAP OF ALGOL</u>: *Geo.* Valley in <u>SAMMAEA</u>, between the <u>RUADOM</u> and <u>KELACHOT</u> Mountains and the north west of the <u>ALGOL HAREN</u>.
- <u>GAPI</u>: Rvr. River in the west of <u>ESHIR</u>^(2.), flowing west for some 260-miles from sources in the <u>HIGA</u> Mountains, before meeting its parent, the river GAMUS.
- GARA GHATAR: Set. Ancient city in the mountain valleys of the HENDECARCHY of ATALLUA in the east of MALAN that dates back to the time before the unification of the post NAHORIAN states by the LADY AEGIS in 2075 RM, and which is still inhabited to this day. The original incarnation of the city was founded by a warlord who united various mountain peoples together under his banner. In c. 800 RM a large raised platform was constructed, the peripheries of which were reinforced behind walls and towers at regular spaces, behind which residences, businesses, temples, and municipal structures were built.

Today, Gara Ghatar has expanded beyond these ancient confines and the old city is now made up of parks, government structures and is populated by ancient noble houses, many of which claim to trace their ancestry thousands of years. Modern dwellings have spilt over the old walls and surround the city, and are in turn surrounded by terraced fields where hardy potato and tomato crops are grown (Pop. c. 28,000).

- <u>GARAAN</u>: Set. Settlement in the north west of $\underline{\text{HARAPPA}}^{(3)}$ (Pop. c. 8.000). *
- <u>GARABA</u>: Geo. Mountain in the north west of <u>PARAIYA</u>, forming part of the <u>AGOUTRA</u> range.
- <u>GARADA</u>: Set. Settlement in the east of <u>LYRIDIA DHAI</u>, under the control of house LLANA, dedicated to the extraction of UMBRA (Pop. c. 2,200).
- GARAGAR SLATES, the: His. Obj. Brass plates discovered by the KYONI agent VARIAN VYR in his early years of service while exploring temple ruins in the WOLD. He spent the rest of his life researching them, and continues to oversee the translations of the text, which remain largely incomplete due to a lack of a cipher to identify them.
- <u>GARAGIRA</u>: *Rvr*. River in the c south of <u>METHUMN</u> flowing north west for around 280-miles from sources in the <u>MAR SAHIGH</u> Mountains before joining its parent, the river <u>SAPPARANTI</u>. The river's flow varies throughout the year, with it being weakest in late summer and strongest in early summer and the wet season.
- GARAILI: Rvr. River in the south west of RAONGEN^(2.) flowing west and south for 750-miles from sources in the ZEHINE and CHIAVALLE Mountains, before meeting the coast at the BAY OF ORAT. Downstream of lake RA the river's course becomes dangerous, both wide and very fast flowing, and filled with rapids, making navigation long or across it close to impossible. The river becomes navigable again just upstream from the city AEYUAN.
- <u>GARAKK</u>: Rui. Ruined fortress in the far west of <u>LIDEA</u>, overlooking the mouth of the <u>SHIBBOLETH</u>⁽³⁾. It played a vital role in the <u>WAR OF SUNDERING</u> and was a major <u>SARASTROAN</u> stronghold, where various incursions into eastern <u>MHAROKK</u> were launched. It was finally destroyed by <u>KORACHANI SHAPER</u> corps, ending the <u>MHAROKKIN CAMPAIGN</u>.
- <u>GARAIXUR</u>: Set. Major city in the north of the mainland <u>PANTHEON</u> <u>ISLES</u>, alongside the course of the river <u>YEEZ</u> (Pop. c. 82,000).
- <u>GARAL</u>: 1. *Geo.* Island in the south west of the <u>CORAL BARONIES</u> and home to the city of the same name ⁽²⁾. The island has a very steep coastline and what few settlements exist on it are all located in the few valleys that provide easy access to the shore.
 - 2. Set. Major coastal city of the <u>CORAL BARONIES</u>. Known for its deep natural harbours and small trade with <u>KEPHUAAN</u> and the <u>SHIBBOTHA ISLES</u>. The city lies above a great bridge that spans the natural harbour, beneath which cargo ships coma and go, offloading goods, which are hauled by crane to the citadels above (Pop. c. 59,000).
- <u>GARALIAN</u>: *Geo.* Reef in the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u>, to the north west of the island of Garal^(1.).

- **GARAMIA**: Set. Settlement 18-miles north of <u>AMUAR</u>, the capital of <u>BISBUT</u> (Pop. c. 8,000).
- <u>GARAN</u>: Set. Settlement in the south east of <u>ARKOS</u>⁽¹⁾, north of the city of SALPINIX (Pop. c. 8,000).
- <u>GARANDI</u>: *Rvr.* River in the north west of <u>KEPHUAAN</u>, flowing west and north for 170-miles from sources in the <u>GARDAGHIN</u> Mountains before meeting its mouth at the <u>VEREN ITRUSH</u>.
- GARAP: also 'High-city of Garap'. His. Set. Ancient city built atop even older ASADEAN ruins. Little is known of its earliest history, though records state that the 3 IONIC GOLEMS (2.) were relocated to Garap in -692 RM. It rapidly came to oppose SALOROC by c. -600 RM and in -587 RM the priestly caste known as the IONIC HIERARCHS overtook Saloroc in a bloodless coup, from which they came to rule. In -543 RM Garap was made the capital of Io, and was bestowed the epithet of High-city. Garap was attacked by dissenters in -192 RM in what would become the first conflict of the APOSTATE WARS. Its Hierarchs mostly slain, the city was left half-burnt and hollow, and was never resettled.

In c. -150 a group of <u>FIRMAMENTIST</u> mystics emerged from the <u>GHOLA</u> Mountain, calling themselves the <u>EXARCHS</u> of <u>MIRADOR</u>. During the chaos of the Apostate Wars, they searched the ruins of Garap for knowledge of <u>TULPA</u> that would aid them in the creation of new golems. They finally emerged from Garap in the wake of the Apostate Wars, with knowledge of the construction and animation of golems, allowing them to rise as eventual rulers of Io.

The city's ruins are a popular spot for explorers and tourists, and it forms a common stop along the <u>GRAND TOUR</u>.

- GARAP, STRAIT OF: Sea. Strait that separates the northern SEA OF

 ETHA from the southern DAARKEN GULF. The strait was dominated by
 the SALOROCAN city of GARAP until its sacking in -192 RM. Following
 the rise of KORACHAN in the region first in IO in 212 RM, then in
 BA'AKH in 634 RM traffic across the strait was taxed by imperial
 DOMNITORS, though their vigilance was relaxed by c. 920 RM, with trade
 allowed to pass unfettered across it.
- <u>GARAPPA</u>: Set. Geo. Major agricultural region in the north of <u>HARAPPA</u>⁽³⁾, fed by the delta of the river <u>TENE</u>. Its main industry is the production of musical instruments, including the <u>SUNTARA</u>, the national instrument of Harappa (Pop. c. 27,500).
- <u>GARARIS</u>: Rvr. River in the north of <u>WESTERN SAMMAEA</u>, flowing east from sources in the <u>VESPERTINE LEAGUE</u> into the north of <u>ESHIR</u>⁽²⁾, where it empties into Bay of Eshir⁽¹⁾.
- <u>GARAT</u>: Ser. Fortified coastal settlement in the <u>URTAN LEAGUE</u>, south west of <u>IZABAL</u>⁽¹⁾ (Pop. c. 35,000).
- GARATH: Set. Fortified settlement in the south west of PHYRR, in the south eastern face of the MOROSIGHI Mountains. Its main industry is the mining of the iron that Phyrr is famous for, which is extracted from deep shafts with branching tunnels. Work in the mines is difficult, with most workers dying within 5 years of beginning work in them. Garath is probably the most productive of the many iron mines in Phyrr, and it is well-protected against theft and sabotage (Pop. c. 8.000).
- <u>GARDAGHIN</u>: Geo. Sedimentary mountain in the south west of <u>KEPHUAAN</u>, in the <u>AMMASHI</u>^(1.) Peninsula. Its northern face is known for its water-hewn vertical shafts and deep caverns, most notable of which is the <u>AD NETIR</u>.
- GARDEN OF APAHIR, the: also 'Apahir'. Sup. For. Large tropical area in the far south of AHOPAH, in the south east of WESTERN MENISCEA. Characterised by its fertile red soil, the region is only covered in sparse woodlands. However, the shrubs and plants that grow there are affected by an extreme form of gigantism, allowing to grow as much as ten times the size of examples from elsewhere.
 - It is thought that this fecundity is in part due to <u>FIRMAMENTAL</u> influence, though the region has not been adequately investigated by <u>SHAPERS</u> from the <u>NEAR HEMISPHERE</u>.
- GARDEN OF THE DEMIURGES: Mys. Geo. Mythical location said to have been created by a group of <u>DEMIURGES</u> known as the <u>QUINTUMVIRATE</u>.
- GARDENS OF THE DEMIURGES: Mys. His. In the mythologies of ELYDEN, the Gardens of the Demiurges are regions in the extant world

that are thought to be directly created by a specific named <u>DEMIURGE</u> or Demiurges.

Examples include the <u>Garden of the Demiurges</u>, created by the <u>Quintumvirate</u>; <u>Prison Carceri</u>, created by <u>Vorropohalah</u>; <u>Manna Trees</u>, created by <u>Arimaspi</u>; the <u>Soul-engine^(1.) Meharraat</u> and the <u>Minaret of Mallareon</u>, created by <u>Nyarloth</u>; and the region of <u>Alkahest^(2.)</u>, created by <u>Urakabarameel</u>, amongst many other unnamed structures.

GARDEN OF DOUN: see DOUN, GARDEN OF.

GARDEN OF KORACHAN: His. Lan. Ancient name for AZAZEM common in the early days of the KORACHANI EMPIRE, used due to the fact that its farmlands were responsible for feeding the growing empire and its armies.

GARDEN OF MHIURVITTAL, the: Int. Flo. Geo. Ancient region in the c south west of SERROK, in a secluded valley to the east of the OMLOUDOCH Mountains. It is dominated by dense virginal rainforest that obscures a far older ruined city thought to date back to the late SECOND AGE.

GARDEN OF ZIACAN: Str. Flo. Walled garden in the c south east of HENDECARCHY of DERAEIA in the south east of MALAN, just west of the ARGENT Mountains. It has ancient origins, dating back to the 15th century RM, and remains a spectacular mountain plateau garden, nestled behind high sandstone walls and watered by deep aquifers. It is famed for its fruit trees and exotic flora from across Malan and beyond. It is guarded by the troops of the HENDECARCH and stealing from its groves is punishable by public execution. Despite this, many have attempted to sneak into its deepest groves over the years, lured by tales of MAGICKAL fruit that can prolong mortal lifespans by many centuries, which some believe is why so many Hendecarchs live so long.

GAREA: Set. Small coastal city in the north of LIDEA, just north west of the city of ZERED. It was founded in c. 3970 RM following the passing of an edict in Zered in 3966 RM that outlawed all non-HUMANS. The next years were dominated by an exodus of other peoples from the city, many of whom settled the small peninsula to the north west, which was eventually named Garea.

A shanty of unregulated buildings, it grew rapidly and soon became a concern to Zered, which criticised its founding, claiming the land on which it was built belonged to Zered. The people of Garea retorted, saying that as a new territory (having been revealed geologically recently in c. 3500 RM) it was open to claims of ownership, which Zered had never done. In retaliation Zered launched various campaigns against its people over the next centuries, though the Gareans had expected such an attack and had fortified their home well, constructing a series of well-defended tunnels under its streets, which were of great use in outmanoeuvring the attackers. Eventually the attacks were dropped, and there hasn't been any open city-sponsored hostility in over 150-years, though it is not unlikely for private groups to foolishly oppose the people of Garea.

Its population is unknown, but some scholars from Zered believe its people may have burgeoned over the past century to well over 50,000 bodies (Pop. unknown).

<u>GARES</u>: 1. Sea. Bay in the far south of the <u>CAMARINAL</u>, in the north of the <u>INTERURBAN STATES</u>.

2. also 'the Marble Court'. Pol. Ser. Capital of the INTERURBAN STATES, which rose to prominence in the TARAHID ANNEXES in c. 2875 RM. Prior to that it was a minor shipping centre, though it later grew into a major harbour and coastal city. The name Marble Court comes from its marble citadel, from which ruled COUNT OTARAN, a KERATIN tyrant (Pop. c. 387,500).

GAREXE: Int. Geo. Region in the south of ELEKHID known for its gigantic inexplicable geometric rock formations that are commonly attributed to ancient giants. The formations appear as though monolithic blocks of stone were dropped from a height and allowed to settle, being slowly eroded and filled out with soil over time.

<u>GARHADDON</u>: *His. Nm.* Ancient <u>FIFTH AGE</u> territory once belonging to native <u>YARAOMIC PEOPLE</u>. It was situated in the north of <u>SAMMAEA</u>, forming the north west of their ancestral lands in what are today <u>KETESH</u>^(2.), the east of <u>VAALK</u>, and the north west of <u>MHAROKK</u>, until it was taken by <u>KORACHANI</u> armies between c. 250 – 320 RM following

their conquest of <u>VALKA</u>, during which time native Yaraomic People were taken as slaves or driven out, forced into ever-dwindling territories.

Like most of Yaraomic history, very little remains of its people's culture today, and the caste of lorekeepers known as the <u>IARAOM GRABBA</u> travel across northern Sammaea searching for ancient artefacts to take to their fortress-library in <u>IARSHUGGAH</u>.

GARGOYLE: Sup. Dre. Fau. Grotesque <u>DREAM-CREATURES</u> that can be found across <u>KHARKHARADONTIS</u>, in greater sparsity the farther from the <u>SEPULCHRAL PALACE</u> one moves. They are most commonly found in around the Palace itself, where they roost amongst its many spires and belfries. They are also found along the passage of the <u>SHADOW MARCH</u>, where they live in rock formations and ruins, terrorising pilgrims.

They are horrid beings of vaguely humanoid appearance, with rock-like hides, lurid animalistic faces, and great enveloping wings protruding from their backs. No two are alike and they are born from the twisted DEMIURGE RACHANAEL and have become naturalised over millennia, and can even survive outside the immediate area around the Palace by his sheer force of will. They prey on small critters as well as solitary pilgrims and other MORTALS that stray too far from crowds, and they take great delight in torturing their victims, prolonging their suffering before eating them (though they do not require material sustenance to survive). Their presence around the Sepulchral Palace is tolerated by guards, and many have been coerced (or bribed) into serving their needs in return for a steady supply of food (usually prisoners or the bodies of pilgrims that die on their way to the Palace).

They often feature in nursery rhymes, and were popularised by the legend of the <u>GARGOYLES OF HAR VHOLLO</u>, in which they are often depicted as keeping guard, defending buildings from those who would venture to close.

GARGOYLES OF HAR VHOLLO, the: Leg. Popular legend in the north of KORACHAN and AZAZEM, from a time when GARGOYLES were far more common and feared than nowadays. It was intended to teach children to be weary of the dark. See Vol II: Legends and Folk Tales.

<u>GARIDA</u>: Set. Fortified coastal city in the north west of <u>KEPHUAAN</u>, situated at the mouth of the river <u>GARANDI</u>. It is known for its expansive natural harbour with many inlets (Pop. c. 45,000).

<u>GARNARATH</u>: 1. *Geo.* Plains in the north west of <u>KEPHUAAN</u>, in the <u>AMMASHI</u>^(1.) Peninsula. The plains are peppered with various remnants of <u>FOURTH AGE</u> structures.

2. Rui. Ancient FOURTH AGE ruins in the c north west of KEPHUAAN, after which its vast northern plains are named $^{(1)}$.

<u>GAROMMA</u>: Set. 1. Major city in the c north of <u>AMMESH</u>. It lies along the <u>NACRE ROAD</u> trade route and has adapted to cater to the many merchants and travellers passing through (Pop. c. 90,000).

2. Major city in the south west of <u>KEPHUAAN</u>, along the course of the river <u>ANDGAR</u>. It is home to a large university, and many individuals who eventually find their way in the <u>COUNCIL OF MERIT</u> studied here (Pop. c. 89,000).

GARR: m. His. Pol. War. Per. (D. 3411 RM) self-proclaimed sovereign of the AMMASHI FREE-ISLES, who in 3392 RM made claims of ancestry and birthright that supported his claim as sovereign over the Free-isles. With the support of a few of the islands and their leaders, he began a campaign to claim them all, leading to a war (now remembered as the GARR FALLACIES in the Free-isles) that lasted until his defeat in a naval battle in 3397 RM in the SANNAL ITRUSH. He remained in control of a small demesne based around the island of ICHLASH, though his territories crumbled following his death, returning to singular island states.

GARR FALLACIES: His. War. Civil conflict that wracked the AMMASHI FREE-ISLES in 3392 – 3397 RM. Named after its chief instigator, the warlord GARR, who claimed to be the true sovereign of the Free-isles through claims of heritage and birthright that few of the island accepted. Nevertheless, he gained enough of a following to pose a threat to the other islands, leading to a civil war that consumed most islands. He was ultimately defeated in a naval exchange in the summer of 3397 RM where most of his fleet was destroyed. He returned to his stronghold on the Island of ICHLASH, still in control of a small sovereign state, though it crumbled after his death, its handful of island territories fragmenting.

<u>GARRAI</u>: *Geo.* Low mountains in the north west of the <u>KAZZARAN</u> peninsula⁽¹⁾ in the north of <u>SAMMAEA</u>, forming an extension of the larger <u>ODU</u> Mountains and the backbone of the <u>UNARALOTT</u> peninsula.

GARRAM: Rui. Ancient city buried in the sands of the far north west of the <u>DUNE SEA</u>, in the south east of <u>ETUA</u>. Very little is known about the city, and it is believed to date back to the <u>FOURTH AGE</u>. Bass carvings on columns discovered nearby indicate that the ruin may once have belonged to LHAUS.

GARRARU: Soc. Str. Reverse ziggurat-like pits hollowed out of the bedrock in what is now the south of PARAIYA and the north of the UMBRA SOKHAR. The structures are remnants of an ancient culture that coexisted with the Parian culture of the region and are believed by IMPERIAL scholars and explorers to be temples to a deity of the chthonic world. The centre of each garraru is fashioned into a narrow pit that leads down into the caverns that pepper the region. Explorations of the caverns have revealed bones and waste of ancient cultures.

The culture that fashioned these pits has long since vanished, and most now lie ruined, caved-in, though a few remain active, serving now as the centre of some Paraiyan settlements.

GARROS-PISTOME HORIZON, the: Sup. Mys. In occult and mystic studies, an intangible boundary between the MATERIAL PLANE and the OTHERWORLD, with the accompanying hypothesis that this may be traversed through non-supranatural means if the correct conditions are met, much in the same way that SHAPERS have been accessing it for millennia.

Experiments to cross the boundary between the Material and the Other through mundane means have thus far failed, though many still believe it's just a matter of doing so when the <u>ARCANE TEMPERS</u> are just so. The region known as the <u>LIMINAL SHORES</u> is of particular interest to the scholars of the Garros-Pistome Horizon, and a small research station was established there in 3943 RM.

The hypothesis is named after the <u>PARTHISAN</u> scholars <u>OLOM GARROS</u> and <u>TILLA PISTOME</u>, who published their research in a <u>TETHRAN</u> journal in 3371 RM.

GARSHAM THE FALSE: See PARIAH-KING, THE.

GARUDA: Fau. FIRMAMENTALLY-sensitive bird common to the south east of MENISCEA and the north of BROR^(1.). Males are known to display a mane of fire when displaying with other males for mating privileges. Their feathers have fireproof qualities and are used by natives to their habitats, and often used to make cloaks and other fire-proof material. See Vol II: Classification and Taxonomy of Life.

<u>GARUR</u>: Rvr. River in the north east of <u>AZAZEM</u>, flowing south from the <u>CHACTHORNYS</u> Mountains into lake <u>RANNO</u>.

<u>GARUS</u>: Mil. Str. Major fortress in the south of <u>SARAGOS</u>. It is guarded by various troops, including cavalry mounted on <u>MONITORS</u> ⁽²⁾.

GASRA: Set. Small city in the c west of HARAPPA (3.). Its main industry is the production of musical instruments, including the SUNTARA, the national instrument of Harappa (Pop. c. 42,000).

<u>GASTEN</u>: Fau. Large species of owl once common to most of <u>LLACHATUL</u>, though is now restricted to <u>THE OLD FOREST</u> (where it exists in many forms) and <u>AHRISHEN</u>. Many cultures have superstitions involving the Gasten, which is seen as a bad omen in the <u>HARÉSHK</u>, <u>LYRIDIA</u> and parts of Ahrishen. See Vol II: Classification and Taxonomy of Life.

<u>GASHA</u>: Set. City in the south east of <u>LIDEA</u>, close to the <u>EICLON</u>
<u>BADLANDS</u>. Its people are known to trade with the <u>LACER ENCLAVES</u> to the east (Pop. c. 31,000).

<u>GASHEIA</u>: Set. City in the east of <u>THE VORANDINE</u>, along the course of the river <u>ERAMARDA</u>. It is known for its large bridge that forms part of the main land trade-route of the Vorandine, and on which is its largest market (Pop. c. 37,300).

<u>GATA MATHA</u>: Sec. Small fortified city in the south east of the tribe of <u>OSRIS</u>, in the east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 18,000).

2. Mil. Str. Gate-fortress in the $\underline{\text{HAR\acute{E}SHKI}}$ $\underline{\text{CITY-KINGDOM}}$ of $\underline{\text{CARIA}}^{(4)}$ guarding the pass of Gatan through the $\underline{\text{CARIAN}}$ Mountain⁽²⁾.

GATE OF BAB-ILU: Rel. Str. Huge gateway outside the SEPULCHRAL PALACE of the UNDYING MACHINE in DAEKYN. The word Bab-ilu is derived from the language of one of the degenerate tribes of KHARKHARADONTIS, and is loosely translated as 'gate of god'. The gate is the final obstacle crossed by the PETITIONERS OF THE MACHINE undertaking THE SHADOW MARCH before arriving at the Sepulchral Palace, the enormity of which beckons them from the horizon beyond the Gate of Bab-ilu

GATE OF EREBETH: see EREBETH, GATE OF.

GATE OF FALLEN HEROES: His. Art. Bass cliff-side carving in the north western face of the TEREKION Mountain in the c of PELASGOS, dating back to the days of the HADENI civilisation.

<u>GATE OF GARCHUN</u>: Myt. Arc. Mythical city gate mentioned in the <u>MYTHOLOGIA ELYDEN</u>, which became infamous following an edict that made the district in which the gate was located inaccessible to non-humans and other marginalised people. The gate was the city's only entrance, and the only way of accessing the market from outside its walls, and the edict effectively ostracised half the city's populace.

The hero <u>Heuxeres</u>, believed to be a <u>SCION</u> of <u>SYBARIS</u>, is said to have lifted the gate, carrying it elsewhere, circumventing new laws, allowing all people to pass through it, thus accessing the city.

Scholars now think that the gate is analogous with the old city gates of $\underline{\text{Liot}}.$

GATE OF MOSTATHOS: His. Arc. Gigantic iron door, blocking the entrance into a cavern in the north western face of the CAMMOREAN Mountain in the c north of SAMMAEA, facing the shelf of ANDILUTH. The gate depicts in bass-carvings the ascent of the ARCHPOTENTATE MALICHAR to the OTHERWORLD after his sojourn in DAEKYN. The gate's origin is unknown, with scholars and clerks never finding records of an edict proclaiming its construction and it has never been successfully opened despite many attempts by explorers and SHAPERS to do so.

<u>GATE OF OCHIENG</u>: *Geo.* Spectacular natural window, serving as a marker between the tribes of <u>ILLPHAGOS</u>, <u>JACITTA</u>, and <u>ATEVEGOS</u>, in the west of the GROWING MOUNTAINS of MULCIBER.

GATE, ORDER OF THE: Org. Order sworn to defend trade and traffic in general that passes across the GATE OF EREBETH. The order was created in 2781 RM by merchant houses, magnates, patrician families and ARCHPATRICIANS to safeguard their business and shipping lanes across the Gate of Erebeth, into THE INNER SEA to the east and the SEA OF SERPENTS to the west, and beyond. Early in its history the Order clashed with the TAHALLI and SAGITTARIAN fleets, which until then had formed a trade monopoly across the Gate. Decades of harassment and privateer predation ended in in 2824 RM with the signing of the Accord of the Gate officialising the roles of all parties concerned.

The order is well-funded and comprises a fleet of privateers that guard shipping, and provides guards to caravans and merchant fleets. Its headquarters are in the free-city of <u>SUCHARIIT</u> on the island of <u>NERITA</u>, though it possesses harbours and strongholds across the Inner Sea and the Sea of Serpents.

GATES OF DHAT: Sea. Opposing sides of the small island-continent of ISEA serving as a strait, leading into the inland sea of ADHES. The Gates have been slowly narrowing with the retreat of ELYDEN'S seas, leading to the strait's decrease in size. It is now thought to be under 18-miles wide at its widest point.

GATES OF M'BESSA: His. Arc. Ancient pumice colossi guarding the exit of lake C'KHAMAR into the river SHIBBOLETH⁽³⁾. One of the colossi is ruined, and the other remains, facing north, its origins unknown.

GATES OF PURGHA: Geo. Mountain pass along north east face of the PERIEDAS in the c east of TETHYSIA. It is flanked by ancient hewn transoms in the shape of rearing serpents, believed to date back to the THIRD AGE

GATES OF THAR: Arc. Expansive city gate in the east of <u>DEOCHAN</u>, guarding the highway that leads to the <u>BASTION OF STEEL</u> in <u>KHADON</u>.

<u>GATEKEEPERS</u>, the: *Rel. Org.* Monastic order based in the <u>ISINU</u> Mountains of eastern <u>SAUA</u> who worship the <u>FOUR WINDS</u>, a practice brought to them by the herald <u>SARMAUL</u> of <u>AHRISHEN</u> in c. 2000 RM.

GATEWAY, the: 1. also 'Yo- Darassi'. Int. His. A monolithic bastion and staircase in the mythical land known as the GREEN LABYRINTH in SAMMAEA, that is said to be guarded by creatures shaped by the DEMIURGE NYARLOTH. Beyond the staircase is a rift that links ELYDEN directly with the MATERIAL. The uncontrolled life and growth of the Green Labyrinth is attested to this feature, though little else is known about it.

2. see INFERNAL REST, GATEWAY TO THE.

<u>GATEWATCH</u>: *Mil. Enk.* Main rank within the <u>KYONI ORDER</u> of the <u>SANCTIFIED INQUISITION</u>, whose members form a well-trained civil defence force that can be dispatched to most parts of the <u>KORACHANI EMPIRE</u> to help cities that have become stricken by various calamities, either natural or mortal-made.

They are drafted from the ranks of the Order's <u>ACCENSORS</u> and are competent in leading evacuations, training civilians to defend their homes, stalling the spread of fires, and so-on. They are also given specific militant training, which includes how to deal with crowds as well as leading defences and counter-attacks for use in times of war. Following the <u>IRON GUARD</u>, they are typically the first fighting force to come to the help of a stricken settlement, arriving before the imperial armies, which take longer to mobilise.

GATEWAY TO THE EAST, the: see GESHIJAL.

GATEWAY TO THE INFERNAL REST: see INFERNAL REST, GATEWAY TO THE.

<u>GATEWAY OF SUN AND MOONS</u>: Arc. massive stone statue carving that resembles a horned dragon. The statue guards the city of <u>BISMUTH</u> in GNOTH.

<u>GATH</u>: Set. Lighthouse-port-city in the south east of <u>PARTHIS</u>, overlooking the <u>SEA OF GAAN</u>. Gath controls access into the larger <u>SEA OF BYSSOS</u> that lies beyond, its legendary lighthouse guiding ships across the narrow strait.

Following the abandonment of most settlements along the $\underline{\text{ZOHELETH}}$ due to the retreat of $\underline{\text{THE INNER SEA}}$ it became the largest and most active port in Parthis. The Strait itself was heavily fortified by Parthis between 2149-2172 RM, making the strait a veritable fortress. Since then, it became an unmanageable feat to keep the port operating, with Parthis spending a great deal of resources to keep the port functioning. In 3842 RM all attempts at maintenance were abandoned and its intricate system of locks and shipyards were allowed to dry up, subsequently becoming warehouses.

Though it diminished, the city remains large, and is now connected to the sea through the new port of $\underline{\text{EGATH}}$ and remains a vital part of the $\underline{\text{RED ROUTE}}$ (Pop c. 80,000).

<u>GATH, STRAIT OF</u>: sea <u>GATH, STRAIT OF</u>. Sea. Narrow strait dividing the <u>SEA OF BYSSOS</u> from the <u>SEA OF TARAMAR</u>. The strait is formed by the <u>GATHI</u> headland in south eastern <u>PARTHIS</u> and <u>SEDI</u> peninsula in the west of <u>JURRAS</u>⁽²⁾.

As of publication the strait is only just over 20-miles wide at its narrowest point. Records dating back to c. 2000 RM place the strait at over 30-miles wide. The construction of a bridge across the strait, known as the KETESH BRIDGE, has been toyed with for many years, and is currently ongoing, though construction has been stalled for some time.

GATH VALLII: Geo. A cavernous hall in the PRISON CARCERI, said to lie beneath the east of LYRIDIA. The hall is characterised by the plethora of gigantic chains that hang from its unseen ceiling, some of which bear individual links that are the size of large buildings. Most are rusted solid, orange stalactites hanging from them, though a few hang freely, swaying impossibly in the unfelt breezes of Carceri.

<u>GÂTHA</u>: 1. *Rvr.* Seasonal river in the c north of <u>LLACHATUL</u>, flowing west from the <u>ERESHKIGAL</u> Mountains for 280-miles before reaching the city of Gâtha⁽²⁾, where it meets the river <u>ALLIA</u>, with both disappearing beneath the city into caverns below.

2. Set. Independent city-state in the c north of <u>LLACHATUL</u>, and defacto capital of the <u>DESOLATION OF ASTUDAN</u>, located to the far right of the region, bordering the area known as the <u>BONEFIELDS</u> to the west of <u>TEMUJA</u>. The city originated as a small caravanserai built over the ruins

of an ancient stargazing city in c. -100 RM, at the confluence of the rivers <u>ALLIA</u> and Gâtha, before the waters disappear beneath the Desolation.

Gâtha survived for many years as an independent entity, growing rich from its role as middle-man linking the RED ROUTE of the south west with the GREAT ROAD of the east, and its merchant caravans of LODESTONE and other exotic items were once a common site across the north of Llachatul. It was assimilated into the KORACHANI EMPIRE as a colony in 2103 RM, after which it and its satellites became major outposts for the mining of lodestone. After veins were largely exhausted c. 3350 RM, Korachani influence dwindled and the city struggled under the leadership of the INTERREGES, who within less than a decade became corrupt and concerned with trade more than governing.

Gâtha experienced a renaissance of sorts in c. 3750 RM following a short civil uprising that ousted the remnants of the old Korachani caretakers and saw it become an autonomous region once again. As trade increased through its pushing of the so-called <u>Gâthan Road</u> into neighbouring nations it begun to attract adventurers, outcasts, and explorers from far regions, many of whom settled there. Similarly, it attracted a large number of individuals from disparate <u>MORTAL PEOPLES</u>, as <u>HALFBLOODS</u>, <u>SCION-BORN</u> and <u>OTHERWORLDERS</u>. They thrived in Gâtha, as did their various conflicting religions and philosophies, all of which were allowed by law to be observed without hindrance. The city's diversity remains a defining feature to this day as what those who have never been there are likely to know it for.

The city is located in a depression in the surrounding land, rests atop the confluences of the rivers Allia and Gâtha, which both disappear below the city.

Gâtha is divided into 17 loose districts, each with its own characteristics and roles, and the city is powered electricity generated by hydroelectric stations positioned above the various subterranean waterfalls beneath its foundations (Pop. c. 262,000). See Vol II: Extant Realms and Nations.

<u>GATHAMED</u>: *Rvr.* River in the north east of <u>TAHALL</u>, flowing for 320-miles east from sources in the <u>HARKONNA</u> and <u>DHAKALL</u> Mountains before emptying in the <u>SEA OF MARDEN</u>.

<u>GÂTHAN</u>: Lan. Language spoken in <u>GÂTHA</u>. Its true roots are unknown, though it likely shares a common root with <u>ASIBAIAN</u>, though it has since taken on elements from so many different cultures and languages over the years that is has become a hotchpotch. See Vol II: Languages.

<u>GÂTHAN ROAD</u>: Com. Geo. Major trade-route in <u>CENTRAL LLACHATUL</u> linking the city of <u>GÂTHA</u> in the <u>DESOLATION OF ASTUDAN</u> with various regions, including <u>ALMAGEST</u> in the west, <u>TEMUIA</u> in the east, <u>SABIA</u> and <u>KASPIA</u> in the north, and the <u>OLD FOREST</u> in the south. The route brings iron from farther west, such as <u>ATARAXIA</u> and <u>ALMAGEST</u>, to Temuja, and exotic fruits and fabrics from as far east as <u>MALAN</u> and <u>TZALLRACH</u> into Gâtha and beyond. See Vol II: Major Trade Routes.

<u>GATHANOTHA</u>: Sup. Fau. Dei. Singular aberration that dwells in the wastes of the southern <u>CITRINE PLAINS</u> in the c south of the <u>VESPERTINE LEAGUE</u>, in the c of <u>WESTERN SAMMAEA</u>.

It is likely extraterrestrial in origin and is unnatural and unsettling in form, resembling a floating gigantic bulky capital letter 'T' with tentacles descending from its lowest facets. Its flesh is of an organic stone-like matter (possibly bone or cartilage) and it has no recognisable sensory organs or other appendages of which to speak. Its very presence is a bane to MORTALS and fauna alike, whose thoughts unravel even as far as a mile away, with all sense of the self and cognisance melting away the closer one gets, irrevocably-so after prolonged exposure. Those who have been exposed to it repeatedly or for long stretches become vegetative, their thoughts (or what remains of them) locked in, utterly incapable of reasoning.

The entity is worshipped by uncivilised wretches who observe it as it hovers between bluffs and hills in the distance, safe from harm. Little is known of its origins or what culture or doctrine surround its worship. See Vol IV: Deities and Pantheons.

<u>GATHIYA</u>: Rui. Abandoned city in the north west of <u>PARAIYA</u>. It was once a thriving city, but it waned after the capital was moved to <u>SOPORA</u> in 3813 RM and was allowed to die by c. 3850 RM. <u>GATTA</u>: Set. Large caravanserai-kasbah in western <u>KARAKHAS</u>, noted as one of the larger settlements in <u>KARAKHAS</u> to revere ancient traditions. It forms a part of the <u>SALT ROAD</u> and offers hostel and bedding services to travellers (Pop. c. 8,000).

GATTARACH: Ind. Set. Str. Rui. Expansive grain mills in the north of AZAZEM. The site is sprawling with dozens of gigantic metal bell-shaped silos, industrial structures, processing manufactories, storage depos, LANDSHIP yards, and a workers' village where all its workers once lived. The silos and structures are all connected by gantries and walkways, and the area serves as the nucleus to the vast network of artificial canals (collectively known as the AGALLOCH WATERWAYS) that once formed the lifeblood of northern Azazem.

Most of the area is now abandoned, with the majority of grain produced in Azazem being diverted to the <u>DROSS</u> industry, but six of its towers remain in use to this day, with barges from across the north of Azazem still serving them.

A common job in the manufactory sees young men being lowered in baskets inside the towers, where they bang on them with metal poles to loosen grain that has become stuck to the sides. This is one of the more coveted jobs as it is less backbreaking than other work on site, but it is also amongst the most dangerous such jobs – and many careless youths have fallen into the grain only to be swallowed by the mass, losing their lives as a result

<u>ATUN MORATHA</u>: Pol. Set. Ruling city in the tribe of <u>OSRIS</u> in the, c east of <u>MULCIBER</u>, in the eastern face of the <u>GROWING MOUNTAINS</u>. It is a metropolis and most of the population of the tribe is situated there, or nearby in the dozens of smaller satellites that surround it. The city is very religious and the <u>PANTHEON OF OSRA</u> is based there (Pop. c. 210,000).

GAUGMOTHA: Geo. Plains dominating the east of VAALK and the c north of MHAROKK. The region is level and relatively featureless, save for scattered salty formations. The region is known for its lack of life and still air. Marble ruins of past ages abound here, their quality so good that many have been looted for their stone, despite the dangers of sojourning there for too long.

<u>GATUNG</u>: Set. Small city in the region of <u>GENETHAANT</u> in the c east of <u>THE SURRACH</u>. It is a major producer of glass, used primarily in the construction of glasses and telescopes, and mines fine sand in quarries (Pop. c. 15,000).

<u>GAUL</u>: His. Str. Ancient man-made trench in the far north of <u>THE SURRACH</u> in <u>SAMMAEA</u>. One side of the trench collapsed long ago, and exists now as a fragmented steep slope leading down to the concrete wall of the trench, which rises 50-feet at its highest point.

Many settlements can be found along its 15-mile length, with the clear ground at its foot serving as a thoroughfare of sorts, linking them all onto a lose confederacy, the largest of which is the city of <u>MENTA</u>.

GAULT: Set. Fortified coastal city in the Free Land of TRINITANIA⁽¹⁾ northern coast of SAMMAEA, in the far north of KHARKHARADONTIS, overlooking the SEA OF UGOLOTH. It is located close to the southern periphery of the CAMMOREAN SHADOW and forms part of the SALT ROAD. It has great SIPHON ENGINES to protect its territories from the ATRAMENTAL TAINT, allowing merchant caravans to pass through it without hinderance, though it does charge a levy for this privilege, which has allowed it to grow rich over the years (Pop. c. 37,200).

<u>GAUR</u>: 1. Fau. Sturdy pony-sized bovine known for their white hides, characteristic hunched shoulders and recurved horns. They are rare today, and restricted to regions of deep wilderness that have been untarnished by <u>MORTAL</u> hands, largely in c latitudes of <u>LLACHATUL</u>, and the jungles of <u>EASTERN SAMMAEA</u>, where they are semi-domesticated, serving as an important herd animal in rural areas. See Vol II: Classification and Taxonomy of Life.

2. His. Arc. Ancient white marble monument in the south west of <u>ALMAGEST</u>. It is considered by most to be a relic of ancient times, attributed to the <u>DEMIURGES</u> of old, and little is known about it safe for its incorruptible surface, which glints under both sun and moonslight.

3. Sec. City in the south west of <u>ALMAGEST</u>, that emerged around the eponymous monument, taking advantage of the fertile land, growing slowly from an oasis way-point along <u>THE SHADOW MARCH</u> into a sizeable city that now forms part of the <u>RED ROUTE</u> (Pop. c. 66,000).

GAUSSAMAR: Set. City in the east of SHAUATAS, located on the northern edge of VAKAR wetlands. It is often shrouded in morning mists and is protected against flooding by vaulted structures (Pop. c. 200,000).

GAUTER GRABRES: (B. 87 – D. 149 RM) *Mil.* KORACHANI general who between 122 RM and the day of his death led the <u>ANTHROPEIDOS CRUSADES</u>. Following his death and the massacre of his armies in 149 RM the crusades were abandoned.

<u>GAVADA</u>: Pol. Set. The capital city of the empire of <u>RAONGEN</u>^(2.). The city is located on the western-most known part of the ancient <u>GREAT ROAD</u>. The city is the only one to exist outside of the even <u>INDUSTRIES</u> (territories) of the empire, and by extension, is the only city not directly in control of one of the seven <u>FACTOTUMS</u>, being governed by the EMPEROR-FACTOTUM instead.

As capital, Gavada receives tremendous amounts of tithes every three months, in the form of food, resources, goods, soldiers, and money, and as a result it is known for its many sprawling storage halls, granaries and well-guarded barracks and silos (Pop. c. 870,000).

GAYODUR: Set. Small coastal city in the c east of the mainland PANTHEON ISLES (Pop. c. 12,000).

GAZAHAN: Rvr. River in the north east of the GROWING MOUNTAINS of MULCIBER, flowing south west for 530-miles through the tribes of SALARNA, EATAN, JACITTA, and ILLPHAGOS, before meeting its parent, the river BYSTRA, which is itself a tributary of the river SHIBBOLETH⁽³⁾.

<u>GAZARDA</u>: Set. City in the c south of <u>GNOTH</u>, along the course of the river <u>REDEKHIN</u> where it meets lake <u>IAMATI</u> (Pop. c. 32,000).

GAZUL: Set. Coastal settlement in the north east of VENTHIR, to the west of the delta of the river HETHA. It is built atop a mound that was, prior to c. 3000 RM a small island on which was an ancient monument, now long-gone, its origins and purpose unknown (Pop. c. 6,000).

<u>GDUS</u>: *Ast. Con.* Star in the constellation of <u>CHTHONITHON</u>. See Vol II: Constellations.

<u>GEAFIR</u>: 1. Flo. Gigantic trees common in <u>THE OLD FOREST</u> in the c of <u>LLACHATUL</u>, which form the centre of entire ecosystems, their branches large enough to house established forests of <u>EPIPHYTES</u> (non-parasitic trees that grow on the branches of other, larger trees). The tangled mass of <u>GEAFIR</u> forests is multi-layered, with life occurring on many different levels. See Vol II: Classification and Taxonomy of Life.

2. Set. City in the west of <u>THE OLD FOREST</u>, in the region of <u>RAM 'ATHI</u>, built amid a tangle of geafir trees, from which its name is derived (Pop. unknown).

GEAGAS: Set. Settlement in the c south of OPHIUSSA (Pop. c. 3,750).

<u>GEAUA</u>: Sca. Small narrowing sea extending from the south eastern arm of the <u>IALCUS</u>, in the north of <u>ELYDEN</u>, between the north of <u>LLACHATUL</u> and <u>MENISCEA</u>, dominating the north western coast of <u>TISARA</u>.

If the findings of those <u>FIRMAMENTISTS</u> attuned to the motions of Elyden can be trusted, the sea is said to be dwindling as the continents of Llachatul and Meniscea slowly crawl closer towards one another.

<u>GEBER</u>: Set. City in the south east of $\underline{GREST}^{(1)}$ in the island-continent of $\underline{BROR}^{(1)}$ (Pop. c. 40,000).

<u>GEDDIAL</u>: Set. Settlement in the far south east of <u>ZHARIAH</u>⁽²⁾, situated along the <u>ABBI DA'AD</u> peninsula. Its main industry is the mining of raw umbra, which is piped north to the refinery of <u>JAZIBAL</u> (Pop. c. 9,000).

<u>GEDEMM</u>: Settlement in the south west of <u>HABOT</u>, along the course of the river <u>GITTARANDI</u>. It is a major agricultural centre (Pop. c. 8,000).

<u>GEDRISS</u>: *His. Arc.* Ancient fountain located in the far south east of <u>KHARKHARADONTIS</u>, in the region of <u>FURAKISH</u>. It is monolithic and is thought to have once formed part of a far larger network of aqueducts, which were destroyed in an ancient earthquake. The lands surrounding the fountain have since become <u>ATRAMENTALLY TAINTED</u>, and it now pours black ichor which overflows from the structure, tainting everything it touches, eliciting strange fungal growths from its dried skin.

The fountain is considered by many to be one of the <u>WONDERS OF THE</u> <u>ANCIENT WORLD</u>.

<u>GEDRON</u>: Set. Small city in the c of <u>PARTHIS</u>, to the west of the <u>SIPYLANA</u> Mountains (Pop. c. 18,000).

- GEES: Plr. 'Gees'. Rnk. Administrative title commonly used in TEMUJA, northern HARÉSHK, and eastern AHRISHEN. Gees can be found as administrators, and officials in positions of authority.
- <u>GEHUTH</u>: Lak. Lake in the east of <u>LAASKHA</u>, in the south eastern hills of the <u>ARCANTHEA</u> Mountain, forming part of the course of the river PARRAN.
- GEITRA: Set. Major city in the c north west of AETHIOS, around 25-miles from the river SHIBBOLETH^(3.). It is a hub of the raw UMBRA trade, and umbra SIPHONED from the BLEEDING PLAINS is pumped 100-miles north to the city, where it is processed and pumped to other major cities in the region. It is also a major producer of SHADOWSTEEL, where imported iron is turned into an alloy with UMBRA, that is used in construction and other civil engineering projects (Pop. c. 180,000).
- GEKN-PRAQ SCALE: also 'G-P scale'. Sup. In the study of the ATRAMENTA, a common scale used to measure the strength of Atramental activity in any particular, area. It is commonly used on ATRAMENTOMETERS, which produce a clicking sound that increases in volume and intensity as Atramental activity is detected in the surrounding area. The scale measures Atramental 'events' per second (events in this case being Atramental activity that triggers the devices' instruments).
- <u>GELAH</u>: 1. *Pol. Geo.* One of the nine territories in the south west of <u>ALAM BETHYL</u>, sharing a border to the west with <u>GNOTH</u>. It lies along the northern <u>POLAR CIRCLE</u> and is thought to be the most populated of Bethylan territories.
 - City in the south west of <u>ALAM BETHYL</u>, in the eponymous territory^(1.).
 It lies along the main trade-route of the nation, and sees much trade, and also leads to the trade-route south into <u>AQUARIIA</u> (Pop. c. 42,000).
- <u>GELERIS</u>: Com. Set. Major city in the south of <u>VECTIS</u> in the south west of <u>WESTERN MENISCEA</u>. It is a major economic centre and a crossroads of trade and travel and is renowned for its many large markets, including a thriving black-market where illicit goods are traded from across Meniscea (Pop. v. 98,000).
- <u>GELHANA</u>: 1. Geo. Valley across the border between the south west of <u>ARKOS</u>^(1.) and <u>I'THANA</u>, named after the ancient nation that once existed there. The valley was once a place of religious significance, where the dead were left to rot. The bodies of the ancient dead (some of them naturally mummified) can sometimes be found here.
 - 2. His. Set. Ancient city in present-day <u>J'THANA</u>. In c. -1100 RM it was known to trade with <u>KANACH</u> and had contact with <u>ACTANORS</u>. The <u>AANTH</u> exodus had an impact on it between -1000 -400 RM, during which time it found itself diminishing. It was eventually overtaken by aanth, with its human population becoming slaves. It later became independent in 2193 RM, by which time it was known as J'thana.
- <u>GELIA</u>: Set. Small fortified city in the south west of <u>KASPIA</u>, along the northern shore of lake <u>ALGIA</u> (Pop. c. 12,000).
- <u>GELICIA</u>: Sea. Bay in the <u>KORACHANI</u> colony of <u>CRASSULA</u>, of the north east of MENISCEA.
- GELLAN: Geo. Region in the south of the HENDECARCHY of HATON in the c north of MALAN. It is an area of wilderness that is divided from the rest of Haton by the NIYAN Mountains and from the north east of AMILLAERE (1.) by dense forest. It is uncivilised and is home to the last major remaining population of ALMAS in Malan, which are relatively isolated, who make little contact with civilised lands without their domains.
- <u>GELORA</u>: Set. Settlement in the c north of <u>AZAZEM</u>, in the region of <u>ALLARIS</u>. It is known for its <u>OLIVE</u> oil production (Pop. c. 6,000).
- GEM OF PERSANEER: see PERSANEER, GEM OF.
- **GEMANGH:** Set. Large fortified city in the <u>MULL CITY-STATES</u>, close to the river <u>TENASAAR</u> that acts as a border with <u>HOLOLACH</u>^(1.). The city is the main military power in the region, though it also lies along the route of <u>THE WAY</u> trade-route, and maintains close contact with Hololach as a result (Pop. c. 33,000).
- <u>GEMARIS</u>: *Geo.* Island off the northern coast of <u>ESHIR</u>⁽²⁾, to the north east of the <u>SEA OF AGAIRA</u>.

- <u>GEMILIM</u>: Set. City in the south of <u>ESHIR</u>⁽²⁾. It maintains links with the <u>VESPERTINE LEAGUE</u> via fort <u>LAUK</u> (Pop. c. 38,400).
- **GEMIRIM**: *Set.* small city in the c of ESHIR⁽²⁾. Its main industry is the quarrying of clay, which is exported and used to manufacture the pottery containers that the region is known for (Pop. c. 11,200).
- <u>GEMINATE</u>: Med. Name given to those born of a congenital defect in <u>VARU</u>, <u>DANU</u>, and to a lesser extent, surrounding areas. The defects rarely take the same form, though typically manifest as eyes with twin pupils, distorted facial features and rarely, twin mouths (or mouths that are distended, as though partially split into two). Extreme cases were found with traits similar to those of conjoined twins.

Though such beings would be shunned or killed at birth in most other regions, they are celebrated in Varu, where they are sent to <u>EN AADU</u>, to study the FIRMAMENTAL ARTS.

Despite the adoration that's bestowed upon them, few live healthy lives and many die during their studies. Those who survive are typically weak, though rise to positions of power in Varu.

There is speculation that geminates are descended from ancient unions between $\underline{CATACHIS}$ and \underline{HUMANS} , though this cannot be proven.

- <u>GEMMEDRA</u>: *Set.* Major city in the c of <u>EREBETH</u>. Over the past decades it has exploded in size due to an influx of refugees from the east (Pop. c. 1,000,000).
- <u>GEMOPHAR</u>: 1. *Geo.* Peninsula in the far north west of <u>OPHAR</u>, protruding north into the <u>INNER SEA</u>, serving as a divider between the <u>GULF OF OPHAR</u>^(1.) in the west and the <u>CAMARINAL SEA</u> in the east.
- 2. For. Woodland in the north of OPHAR, occupying the eponymous peninsula⁽¹⁾. Cork, chestnut and beech trees are the most common.
- GEMS, the: also 'the Three Gems'. Soc. Colloquial name within the KORACHANI EMPIRE for its largest and most wealthy, impressive cities. At one time there were many such cities; BAALBETH and Oress in BA'AKH; HETEPHEROPOLIS and TEIRA in VENTHIR; the CITY OF ALMAGEST in ALMAGEST; MAKHARA and KORACHAN in KORACHAN and ANAKARRA in VAALK, amongst others.

Due to the decline of the empire (such as the <u>SUNDERING OF THE KORACHANI EMPIRE</u> and the eventual loss of Venthir in 3781 RM) and the slow death of <u>ELYDEN</u> most of those cities have since waned, leaving only a few to claim the title of Gem.

Today the Gems are considered to be KHADON, BAAYN, and Makhara.

GENERAL ARANTUR: see ARANTUR, GENERAL.

- <u>GENESSARET</u>: Geo. Small hill overlooking lake <u>KHASAGA AUR</u> and final resting place of the <u>HIGHBORN PRINCE NAPHTALI</u>, in <u>TEMUJA</u>, just north of the <u>GREATTOWN</u> of <u>DUARIAHAHN</u>.
- GENETHAANT: 1. Geo. Fertile, if dry plains in the c east of THE SURRACH.
- 2. Fortified city and central settlement in the eponymous region in the c east of <u>THE SURRACH</u>. Its people are renowned astronomers, who place great importance in the position of the stars, which they believe govern the lives of those born beneath them (Pop. c. 37,000).
- <u>GENETIC MEMORY</u>: a trait observed by naturalists where some creatures inherit memories or mannerisms of their direct ancestors. This is most well-known amongst the <u>MERILLS</u>: one of the original Two-and-Twenty <u>MORTAL PEOPLES</u>.
- <u>GENEVETH</u>: Geo. Scrublands in the west of <u>LIMOTH</u>^(1.), crossing the emirates of <u>OTHOTEL</u>^(1.) and <u>DEITHO</u>^(1.).
- **GENMA**: Set. Settlement in the north west of <u>KHAMID</u>. It is known for its carob groves, which are used to produce flour (Pop. c. 8,100).
- <u>GENNAN</u>: Set. Small coastal city in the south east of <u>SABAISA</u>. Its main industry is fishing (Pop. c. 15,000).
- GENUREN: also 'Monolith of Genuren'. His. Arc. Large monolith, some 300ft. high in the south east of AETHIOS, carved, in situ, from the pink stone
 of the region, possibly from a natural rocky pinnacle. It dates back to the
 FOURTH AGE or earlier and glass artifacts found near its base were
 attributed to a culture that faltered in the wake of the WAR OF
 SCOURGING that ended the Fourth Age.
- **GEODES:** Set. Settlement in the c of the <u>INTERURBAN STATES</u>, producing most of the food consumed in the capital of <u>GARES</u> (Pop. c. 6,400).

<u>GEOLITH</u>: *Geo. Sup. Str.* Colloquial name for gigantic floating octahedron monoliths that are common in the south of <u>MENISCEA</u>, located in the far east of <u>DANU</u> and over the <u>SEA OF IPERIA</u>.

The monoliths are of artificial origin, dating back thousands of years. They float around 100-ft. above the surface of the ground over well-known LEYLINES. Some are held in a network with runic MAGICK, forming a floating fortress that is known as SPIRAFIR, though dozens of separate formations exist, some drifting aimlessly, others held in place by ancient magicks.

<u>GEPHESOCH</u>: also '*Gypsum Forest*'. Geo. Area in the far north of <u>THE OLD FOREST</u>, dominated by gypsum karst formations, tightly packed like a maze, often with razor-sharp edges. It acts as an effective border with the <u>DESOLATION OF ASTUDAN</u>.

<u>GER</u>: Soc. Arc. Traditional <u>TEMUIAN</u> dwelling; originally temporary structures used and carried by nomads; now more permanent with stone bases, wattle-and-daub walls and either thatched or hide roofs. Larger stronger municipal structures, usually of stone and wood are often called gers too.

GERANT: see MALANI TREE RAT.

GERASHEND WEBS, the: Sup. Geo. Pervasive ancient Atramentally Tainted region along the border between the east of MACELLARIA and the west of EPHATTA. The region is named after the pulp-like lattice that forms its greater mass, that covers and binds the surface of the surrounding geology, holding together landforms that should have decayed and crumbled by the passage of time. The place is inimical to all forms of flora and fauna and the air is thick with SHADOWISPS, making it of little value to mortal industries.

The region is categorised as <u>EXTREMELY DANGEROUS</u> by the <u>KORACHANI INSTITUTE OF ATRAMENTAL STUDIES</u>.

<u>GERAT II</u>: (B. unknown) Pol. Current dynastic ruler of the City-kingdom of <u>KETESH</u>. Little is known of him or the dynasty itself, for the dynastic family has for centuries been notoriously reclusive, though most believe that they live lives of decadence, living in the tattered finery of generations past, oblivious to the goings on of the city itself.

<u>GEREMA</u>: 1. Geo. Hills in the north east of <u>SUMA'YA</u>, close to the border with BA'AKH.

2. Sup. Geo. ATRAMENTALLY TAINTED region in north eastern SUMA'YA.

GERENT: Soc. Rnk. In the KORACHANI EMPIRE, the head of a PATRICIAN HOUSE. Not to be confused with the PATRIARCH or MATRIARCH (1.), who is the eldest and most respected member of the House, the gerent is the heart of the House; the core around which the other members revolve—the gerent is usually in charge of House holdings, businesses and ventures and wields the most power in the House, with their beliefs shaping those of other members.

<u>GERENT OF AMBRA</u>: *Leg. Myt.* Mythic figure in <u>LYRIDIA</u> said to inhabit the ruins of <u>CARCOSA</u>, in the east of the nation. Legends claim that the Gerent was cursed to spend eternity in the ruins, and his ghost is said to haunt it to this day. See Vol II: Legends and Folk Tales.

GERESAH: Rui. Abandoned settlement in the west of AETHIOS, in what is now the BLEEDING PLAINS. It was abandoned in c. 2800 RM after the aforementioned ATRAMENTALLY TAINTED region expanded beyond its borders.

GERESSA: Set. Major city in the north west of PNESSA, along the southern shore of lake AKASM and the mouth of river EPIPHORA. It is the southern-most major city along the course of the river SHIBBOLETH⁽³⁾ and is a major trading centre along the course of the river (Pop. c. 225,000).

<u>GERGEST</u>: Set. City in the north of <u>ETUA</u>. It is amongst the most metropolitan of Etuani settlements and is famed for its large fruit groves, which grow oranges, dates, pomegranates and persimmons. It originated as an oasis and a settlement grew around it, watered y extracting water from deep aquifers beneath the oasis (Pop. c. 40,000).

<u>GERICIA</u>: *His. Nm.* Early <u>FIFTH AGE</u> culture that dominated the <u>PELASGOSI PENINSULA</u>, west of the <u>BATHAKOL</u> Mountains. It diminished in c. -50 RM following wars with the <u>KORACHANI</u> city-states^(1.), and <u>PELASGOS</u> would ultimately emerge from its ruin decades later.

<u>GERICIAN</u>: Lan. Language of ancient <u>PELASGOS</u>, still spoken in some regions of Pelasgos and the <u>FREE-ISLES OF PELASGOS</u>, as well as the south of <u>VÂRR</u>. See Vol II: Languages.

GERIGASHA: Sup. Geo. Dre. DREAMSCAPE in the north east of GRARNEÂST, notorious for its MANIFORM BEASTS, which terrorise the area, and which are able to escape into the MATERIAL PLANE for short periods of time in search of prey. The region is patrolled by rangers experienced in hunting the beasts.

GERIN TA': Sec. Small coastal city in the north of KHULL. Situated at the edge of the HYLIN delta, it is a major agricultural centre, providing food to much of the northern coast of the nation. It is known for an ancient arena that has been converted into a grain silo – one of the largest in the nation (Pop. c. 14,000).

GERM-BIRTH: Med. Tec. In advanced nations with access to sophisticated cloning techniques, such as KORACHAN, PARTHIS, and SARASTRO, germ-birth has come to refer to the engineering of UMBRANS, often to the specifications of wealthy and/or influential individuals, such as patricians and magnates who cannot conceive through more mundane means.

GERM-BORN: see **GERM-BIRTH**.

<u>GEROD</u>: Set. Settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>SYRTIS</u>^(1.) (Pop. c. 6,000).

<u>GERRICA</u>: Set. Coastal settlement in the c south west of <u>HABOT</u>, overlooking the north west of the <u>BAY OF ESSIA</u> (Pop. c. 8,200).

<u>GERRON</u>: Set. Small city in the region of <u>EDALLA</u> in the west of <u>THE SURRACH</u>. It is a major source of food and reed-items in the area (Pop. c. 15,200).

<u>GERUT</u>: *Geo.* Wastes in the c north west of <u>BROR</u>^(1.), south of the Black Desert of <u>ARUTESH</u>, across the border between the east of the nation of Bror^(2.) and the west of <u>KASIHAAL</u>.

GESHAL: 1. Geo. Large massif dominating the eastern territories of the HARÉSHKI CITY-KINGDOMs, most notably the city-kingdom of UCHRON. The range covers no more than 50,000-square miles, including foothills and badlands.

2. Pol. Duchy in the HARÉSHKI CITY-KINGDOM of UCHRON.

3. See. The largest city in the Geshal massif, along the <u>FALLAR</u> highlands, in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>UCHRON</u>. The city is fortified and heavily-guarded on account of its silver mines (Pop. c. 15,800).

 $\underline{\text{GESHEAH}} : \mathit{Set.}$ Settlement in the east of $\underline{\text{GIBEAH}}$ (Pop. c. 6,000).

GESHIJAL: also 'the Gateway to the East'. Mil. Str. Major fortress in the far east of THE OLD FOREST, close to the border with AHRISHEN along the AQARASHA outcrops. It was once a gate for traffic between the Old Forest and Ahrishen, and it commanded a vast network of defensive towers that stretch to the border with the DESOLATION OF ASTUDAN 175-miles distant, though the route has fallen silent due to the regions' xenophobia, with only sporadic trade allowed across it, at best.

GESHTINANNLAN: Set. City in the c of THE OLD FOREST, along the shore of at the point where the river <u>IAGANNATH</u> enters lake Iagannath. It forms part of many <u>KORACHANI</u> legends, though little is known of the truth behind them (Pop. c. 32,000).

GESHTU: Int. Soc. Ancient place of great cultural significance to the people of THE OLD FOREST. Located in the northern face of the NELCHA Mountains, it is a flat platform hewn from the mountainside, facing north. In old myths of the Old Forest (which are largely ignored by its people today) it is the place where the first seven members of the forest tribe were created. Though similar to the creation myths common across all cultures of ELYDEN, there is no proof linking this tale to that of the creation myths of the MYTHOLOGIA ELYDEN.

GESKIR: Ind. Set. Settlement in the south east of SKAROS, within the western-most reaches of the ANOMOFERROH wastes, its main industry is the extraction of UMBRA. Many of the roustabouts and roughnecks working on its umbra rigs are SKAROSIAN GIANTS – uncorrupted natural MORTAL HUMANS commonly grow to 7-ft. tall (Pop. c. 6,000).

<u>GESSEL</u>, the: Geo. Rough upland region in the east of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>NICADA</u>.

GESSMERAON: Rui. Arc. Ancient colossus carved from the volcanic rock of a now destroyed caldera in the wastes of POURA in the far north of RAONGEN^(2.), along the southern edge of the WHITE SHEET. The colossus takes the form of a sombre, slender seated being, its features, though gigantic, worn from age. The remains of a great metropolis lie at its feet, almost completely erased from records and wasteland alike. Little else is known of this place as there has been close to no imperial exploration of the region.

GETA: Rui. MINTHAN ruin in the c-south east of present-day THETIS, though to date back to c. 2900 RM.

GETE: Geo. Island off the south western coast of the nation of ELAT.

<u>GETH VARGA</u>: Mys. Rui. Ancient <u>ATRAMENTAL</u> conduit located in the south west of the <u>KORACHANI</u> colony of <u>MADOUR</u>. The conduit is thought to date back to the <u>FIFTH AGE</u>, though was already ruined by the time of the <u>FADING</u>. It was made from a rare crystalline substance that acted as a <u>FOCUS</u>^(2.) to nearby <u>SHAPERS</u>.

It has been investigated throughout the <u>FIFTH AGE</u>, though was determined to no longer be functional, though that does not stop upstart shapers from visiting the site and experimenting with the crystals.

<u>GETHEM</u>: Set. Coastal settlement in the north east of the <u>TEMPLAR</u> <u>STATES</u>, overlooking the <u>BAY OF SHERUSALL</u> (Pop. c. 6,200).

<u>GETHIN MAUSOLEA</u>, the: *His. Rui.* Twin mausolea in the north of <u>PARAIYA</u>, along both banks of the river <u>PAARA</u>, west of the city of <u>BELUAN</u>. Constructed in c. 1800 RM, before the appearance of the <u>KORACHANIEMPIRE</u> in the region, when it was still known as <u>THE PARIA</u>, the mausolea were commissioned by a nobleman (remembered only as Gethi, after whom the monuments are named).

The mausolea are built in the typical Paraiyan style, crowned by octagonal tapering domes, and anyone observing them from the distance would mistake them for great palaces. The larger of the two mausolea lies north off the river and is made of white marble and houses Gethi's wife. The second mausoleum is the final resting place of Gethi and is made of black marble and is much smaller, and is largely hidden from view, so that its larger companion can take centre stage. Gethi designed and built the two tombs after his wife's death and killed himself once both structures were complete, so that he could be buried looking at his wife across the river.

The mausolea are now abandoned and largely forgotten, save by local herders. Despite their age they remain in good condition, though most of their riches have been plundered – with most treasures taken by Korachani troops in 1329 RM and taken to Khadon, where many now remain on display in museums.

<u>GETHSEMA</u>: Set. Major city in the c east of <u>OD MEGINNAS</u>^(1.). It is a major link in the land trade network, linking the central region with the more rural south east. Situated along the course of a river, some 20-miles from the coast, it has become an important centre of trade (Pop. c. 140,300).

GETWAELL: Mil. Str. Major fortress in the east of THE OLD FOREST, overlooking lake TOROTH, along the border with RHAMIA.

GEYISH STERKEM: Geo. Mountain range in the north east of WESTERN LLACHATUL, serving as a border between the north of ALAM BETHYL and the east of the LOST DEMESNE. It is named after the major constellation of STERKEM, which is anthropomorphised in the Bethylan religion of SABIANISM, and is said to be the tomb of fallen deities after they are cast down from the heavens.

<u>GHADRA</u>: Dem. 'Ghadran'. His. Ntn. Historical nation in the far south of <u>SAMMAEA</u>. The nation was annexed by the <u>SYCHTAN PREFECTURES</u> between 3799 – 3822 RM, and the eastern most of its territories were later absorbed by <u>NIZZUM</u>.

The region now known as Ghadra comprises 21 of the 107 prefectures of Sychta, and it is now a vital part of its territories today, controlling many industries and resources, including iron mines. See Vol III: Extinct States.

GHADRAI: also: 'Ghadraian Pillars'. Sup. Geo. Dark ATRAMENTALLY
TAINTED region in the north west of the CAMMOREAN Mountains,
forming a natural border between MOAH and ANDILUTH. It is described
by explorers as undulating as though breathing, with oily black tendrils
bursting from the earth writhing lazily.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}.$

GHAGRISZH: Mil. Str. Expansive lines of fortifications in the south of KHALHAT, within the region of ATRAMENTAL TAINT known as the DAENED SULRACH^(I.). Little is known of these fortifications by outsiders, but they are believed to be home to legions of the PORCELAIN PHALANX, standing ready against threats from KHARKHARADONTIS.

<u>GHAIYAN</u>: Set. Small coastal city in the south of <u>PERGOST</u>, overlooking the <u>SEA OF USOLESA</u>. Its main industry is fishing and whaling, though it has a proud ancient tradition of <u>SHAPING</u> that its people keep largely to themselves (Pop. c. 12,000).

GHAL RIMMA: His. Ntn. Extinct nation in the north east of EASTERN LLACHATUL, occupying what is now the c and north east of KOMMEA. It emerged in c. 340 RM from the ruin of the earlier state of GALABRIA, which had collapsed about 100-years earlier, in c. 250 RM.

The region established its own religion and unique culture, but these were eradicated following the rise to power of the <u>SCIONIC CREATURE</u> <u>CUNOMAGLIO</u> in c. 1200 RM, whose regime had all traces of the previous culture expunged.

<u>GHALA</u>: Sec. Small fortified settlement in the east of <u>PNESSA</u>. Portions of the settlement are made from the ivory and bones of long-extinct beasts that once roamed across the surrounding woodlands (Pop. c. 6,000).

GHALATTA: His. Ntn. Ancient FIFTH AGE territory once belonging to native YARAOMIC PEOPLE. It was situated in the north of SAMMAEA, forming the north of their ancestral lands in what are today the east of MHAROKK, and coastal areas of HARAPPA⁽³⁾. Indeed, Harappa is a corruption of the word Ghalatta. It is amongst the last Yaraomic territories to be taken by KORACHAN, and was slowly overrun between 750 – 900 RM, during which time native Yaraomic People were taken as slaves or driven out, forced into ever-dwindling territories.

Like most of Yaraomic history, very little remains of its people's culture today, and the caste of lorekeepers known as the <u>IARAOM GRABBA</u> travel across northern Sammaea searching for ancient artefacts to take to their fortress-library in <u>IARSHUGGAH</u>.

<u>GHALLETHA</u>: lit. 'plains of decay'. Common colloquial term in the <u>KORACHANI EMPIRE</u> for lands that have died whilst under Korachani rule; typically, through mismanagement of agriculture or <u>ATRAMENTAL TAINT</u>. These include, but are not limited to:

1. Geo. ATRAMENTALLY TAINTED plains in the far south of VÂRR, close to the border with PELASGOS. The plains are grey and riddled with DUSTSTONE formations and the ruins of ancient industries. The region has become particularly inimical to life with mortals and fauna spending prolonged periods of time within its expanse contracting various ATRAMENTAL AILMENTS.

The region has increased in severity over the past decades and has recently been re-categorised as <u>HIGHLY DANGEROUS</u> by the <u>KORACHANI INSTITUTE OF ATRAMENTAL STUDIES</u>.

- 2. Geo. Plains in the north east of <u>NARTHEL</u>, overlooking the <u>ABYSS OF ENESH</u>. It was, until c. 2400 RM, a major agricultural region known for its wines, though only one major producer remains <u>ARALKAL</u>.
- 3. Geo. Wasteland in the north of <u>SARASTRO</u>. The land was once comprised of rugged woodlands in the south of <u>NÁRTHEL</u> but over-exploitation left the region barren, and Sarastro was granted the lands as part of the <u>SARASTROAN SANCTION</u>, though they are largely ignored to this day, their soil barren and lifeless.
- 4. also 'the sky Wastes'. Ast. Located in the <u>SOUTHERN HEMISPHERE</u>, this region of the night sky is named for its dearth of constellations, due to the relatively weak magnitude stars that are found within.
- Sup. Geo. Atramentally tainted wasteland in the west of <u>SUMA'YA</u>, in the north west of the <u>PACHADRON</u> region.

The region is categorised as <u>LEAST CONCERN</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES</u>.

GHALMAR: Set. Settlement in the c north west of <u>PHYRR</u>. Its main industry is the mining and processing of the rare element known as PARADROSS (Pop. c. 7,000).

<u>GHAMIFATAN</u>: Sec. Small city in the c west of <u>NOAVATUR</u> (Pop. c. 38,000).

<u>GHAMMARA</u>: Set. City in the c south of <u>METHUMN</u>, in the east of the <u>IRAGASH</u> valley. It forms a part of the main inner trade route in the nation, and trades goods found and manufactured in the more arid south eastern territories with the capital, Araroby (Pop. c. 38,000).

<u>GHAN</u>: *Geo.* Region in the north east of <u>VENTHIR</u>, encompassing the cities of <u>LATUAR</u>, <u>KATLEGO</u>, <u>HAUTIA</u> and <u>TEIRA</u>; known throughout the <u>ARID TRIPTYCH</u> as a hub of spice- and salt-trade.

<u>GHANAIN</u>: Set. Costal settlement in the far north of the <u>BARRIER LANDS</u>, overlooking the <u>BAY OF BEREV</u>. Its main industry is the farming of oysters for flesh and pearls (Pop. c. 5,200).

GHANQI: 1. also 'the Grand Delusion'. Int. Sup. Geo. Dre. Expansive and powerful DREAMSCAPE in the east of QARALAM. It appeared in 3730 RM and over the city of the same name⁽²⁾, engulfing it and all of its people. The dreamscape completely cut off the city from surrounding lands, effectively rendering it invisible to outsiders, and completely undetectable to outside of ONEIROMANCY and astral projection. Its people are stricken by a compulsion that makes them believe that they are nobility, living lives of decadence, where in fact they are diseased and living in wretched squalor.

The region is shunned to this day, and tales of the misguided decrepitude of Ghanqi are famous across not only Qaralam but also surrounding lands.

2. Set. City in the east of <u>QARALAM</u>. Once a prosperous metropolis along the route of the <u>NACRE ROAD</u>, it found itself at the epicentre of a newly-appeared <u>DREAMSCAPE</u> in 3730 RM that effectively removed the city from the <u>MATERIAL PLANE</u>, making it indetectable and impossible to travel to or from outside of through <u>DREAMWALKING</u> and astral projection.

The city exists today in a limbo, its structures decrepit and rotting, its denizens ensorcelled by a strange compulsion known as the Grand Delusion, in which they believe they are the nobility living lives of decadence, where in truth they dress in rags, live in squalor and eat scraps of rotten food.

The Nacre road has since shifted, circumventing the invisible city, though some morbid tourists pay good coin to look into the dreamscape where it is said to still exist, undetectable by mortal eyes (Pop. unknown).

GHARAD: Geo. Desert in the c north of the Barrier Lands, along the path of the TROPIC OF RAH. It is a barren expanse of dust-like soil that received very little rain. When it does rain, however, something spectacular happens, and the entire area explodes into a bloom of colours as tiny flowers grow. The spectacle is short-lived, however, for the flowers typically die within a week of appearing.

GHARAKHLOR, AISLE OF: see AISLE OF GHARAKHLOR.

GHARALL: Set. Small city in the c north of ELEKHID. It is twinned with the settlement ALLATHU, which faces it across the river VHOTHAL. Together they operate a ferry service that allows one of the few crossings of the river (Pop. c. 14,5000).

GHARAMALH: Mil. Str. Major coastal fortress and pirate outpost in the north west of CYHLAGHARR, on the island of BARGHEANN, overlooking the BAY OF SCENEA. The fort is the base of the infamous pirate lord HAYREDHOSS UYHAVEN, and serves as the dock to his ship the KISSAMAYHA.

GHARUM: Geo. Desert in the north of KHARKHARADONTIS, forming the north eastern part of the great DUNE SEA. In 3900 RM Excavator-general LURION TED ASTERIS of the AIWAHAN ORDER of the SANCTIFIED INQUISITION led an expedition to the region, drawn by rumours of ancient industrial and mechanical ruins, and discovered the so-called MECHANISED COLOSSUS – an artefact shrouded in mystery that is said to have been use to reverse engineer various TECHNARCANE technologies presently used by the Order.

GHASH: Plr. 'Ghasha'. Rel. Rnk. Spiritual leaders in the SOLEYN TERRITORIES who operate independently of the KWEI philosophy and, in theory, are agnostic to any religious and philosophical movements. Over the years they have become the centre of an agnostic spiritualism, now known as GHASHA, that became prevalent between c. 3470 - 3540 RM, to the disgust of fervent worshippers of Kwei, and there has existed a

schism between the different beliefs that persists to this day, causing much friction across the Soleyn Territories.

They are comparable to viziers of other nations, and act as advisors to the <u>MAHANTKHAI</u>, and elect a new Mahantkhaj should anything happen to the current one. They are often students of the <u>MATERIA OMNA</u> and the teachings of the <u>MYTHOLOGIA ELYDEN</u> (or what corrupted forms of it are known to the Solyeni), and, rarely, are <u>SHAPERS</u>, though Soleyn has little in the form of a shaping tradition.

<u>GHASHA</u>: Rel. Phil. Soc. An agnostic spiritualism that originated in the <u>SOLEYN TERRITORIES</u> in c. 3470 – 3540 RM in the city of <u>PASHANI</u>, spreading rapidly to surrounding areas as the teachings of the first <u>GHASH</u> became widely popular. It has since become a rival to the severe philosophy of <u>KWEI</u> and there is a divide in Soleyn between the disparate schools of thought.

It has also since spread to the north of the $\underline{\text{GROWING MOUNTAINS}}$ of $\underline{\text{MULCIBER}}$, and many of its north and eastern territories make use of $\underline{\text{GHASHA}}$ advisors. See Vol IV: Religions and Cults.

GHASSERAN: m. Per. (D. 1485 RM) Rel. Religious heretic in ancient FIFTH

AGE VAEVECTA^(1.) who was executed for his blasphemous teachings, which included worship of the antediluvian being known as CHIMAERA. His death stalled the spread of this new religion, but it eventually spread into various mystery cults would become the dominant religion of the region following the death of the god-king ISTAR^(1.) and the collapse of Vaevecta.

He remains an important figure amongst the various cults of Chimaera, and is worshipped as not only the prophet of Chimaera, but also its only saint. He was drawn and quartered, and in so-doing, his body was spread across the various territories in which Chimaera is now worshipped.

<u>GHAT KHA</u>: *Geo.* Impact crater, measuring some 10-miles across, in the c of <u>THE SURRACH</u>, in the north west of the <u>SURRACHI PLAINS</u>. The city of <u>GANGUA</u> is situated atop its peak.

<u>GHATA</u>: Rvr. River in the west of <u>ESHIR</u>⁽²⁾, flowing west for some 285-miles from sources in the <u>HIGA</u> Mountains, before meeting its parent, the river <u>GAMUS</u>.

GHATAN: Rvr. River in the south east of CHTHYRID, flowing north west for 300-miles from the northern face of the RHAECHA Mountains, through the highlands of BRMYIRID before joining up with the river ALLIA. It is the main source of fresh water in Chthyrid, alongside the river NOTHA.

<u>GHATI</u>: *Rvr.* River in the south east of <u>ESHIR</u>^(2.), flowing east for 210-miles from sources in the <u>HLARIRIS</u> badlands, before reaching the coast at the <u>GULF OF ESHIRON</u>.

GHATREL: Set. Coastal city in the south east of NÁRTHEL (Pop. c. 20,000).

GHAYATTAN: Sea. Shallow waters off the western-coast of the continent of BROR^(1.), encompassing almost 1,000-miles of coastline from KRENN in the north to the coastal plains of QUALTHAS in the south. The waters of Ghayattan are incredibly shallow, rendering the passage difficult for most vessels. Should ELYDEN'S waters continue to drop it is likely the entire sea will dry up.

GHAZHARID AUTOCRACY, the: Pol. Autocratic regime that ruled over the PANTHEON ISLES between c. 1320 – c. 1580 RM. They emerged following a coup against the then-ruling monarchy and ruled the archipelago with an iron fist until their waning influence following a costly and fruitless war with RHEA, which left their coffers empty, their influence diminished. They spent the last of their days holed up in their citadel in the city of TODRRA, living in ignorant decadence until the death of their last surviving member in c. 1630 RM, decades after their rule had floundered.

GHAZIZ: Plr. 'Ghazizi'. Rel. Mil. Rnk. Militocratic religious fanatics within the REFORMED EMPIRE OF SARASTRO. They emerged in the decades following the SUNDERING OF THE EMPIRE when the REFORMED CHURCH OF SARASTRO was expanding rapidly across its new territories, pushing any remnants of the CHURCH OF THE UNDYING MACHINE north. The Ghazizi grew from the many independent gangs that had appeared in areas where the new religion grew strong, becoming an informal militant arm of the Reformed Church.

They were often found on church-funded ships between 3870 – 3910 RM, preying on the northern coast of the INNER SEA, taking worshippers of the Church of the Undying Machine as SLAVES. Though this activity lessened over the years as their role within the church became more codified. Today, they accompany SARASTROAN-allied pilgrimages of the SHADOW MARCHES, where they act as guards, and they can still be found as adjuncts to individual churches, where they act as guards and bullies, often being regarded as little more than gangers supposedly acting in the interests of the church.

<u>GHEB</u>: Set. Highland settlement in the south of <u>CHTHYRID</u>, along a fork in the river <u>ALLIA</u> (Pop. c. 14,300).

GHELGAR: Geo. Major valley in the c of <u>TEMUJA</u> dominating around 90-miles of the course of the river <u>AIHANE</u>, south east of the region of <u>TOGARMAH</u>.

<u>GHENAN</u>: Set. Settlement in the c east of <u>THE SURRACH</u>, known for its proud hunters and trade in gazelle skulls and other trophies (Pop. c. 26,000).

GHER SHOM: (B. 3934 RM) *Pol.* NÁRTHELI exile, travelled to CARIA (6.) and was elevated by KING CAERAN to personal advisor in 3993 RM, later becoming the true power in Caria.

GHERA: Geo. Gypsum karst formation in the south west of the WORKNAH Mountains, in the east of VENTHIR. The formation is characterised by its black-stained jagged peaks and ridges, some of which are carved into geometric designs by a long-dead culture. The canyons of HANUH are an extension of the Ghera formation and are known to easily flood following the first rains autumn.

GHILL AMORA: Rvr. Major river dominating the c and north of the TEMPLAR STATES. It its fullest flow it runs for 600-miles from sources in the <u>SIDIRION</u> and <u>THALLEI</u> Mountains, before meeting lake <u>DORRA</u>. The flow of the river lessens greatly in summer, as many of its sources run seasonally run dry, though it does flow all year round.

<u>GHILLIK</u>: Lak. Lake in the c north west of the <u>TEMPLAR STATES</u>, along the course of the river <u>GALLIMORA</u>.

<u>GHOLA</u>: Geo. Mountain dominating central <u>IO</u>, running from the north west to the south east for some 330-miles. It is the main source of the river <u>SHAMAR</u> and <u>SALORA</u>, which flow north.

GHORDADOS: Geo. Rocky headland and coastal highland in the north of the <u>TEMPLAR STATES</u>, stretching south for some 170-miles. Until c. 2000 RM the headland was an island, though lowering sea levels saw it linked to the mainland via a narrow isthmus on which is perched the fortress of <u>DAPRE</u>.

GHORQUMM: Set. Major city in the c of PNESSA, and one of its largest conurbations, straddling both banks of the river IGRROD. It is the largest city in Pnessa and its southern districts are known as an industrial centre and are noted for their many manufactories (Pop. c. 1,400,000).

<u>GHOST</u>: Sup. Rel. Supranatural manifestation common across <u>ELYDEN</u> and documented by all cultures across multiple ages. The definition of a ghost can vary wildly form area to area, though commonly encompasses <u>SPIRIT</u>-like apparitions and otherwise unexplained phenomena.

It is believed that ghosts are linked to spirits and <u>OTHERWORLDERS</u> in some way, though whether these are remnants of dead mortals or manifestations of as-yet unborn spirits remains to be decided, though many believe that there are different forms of ghosts covering both those theses, as well as others. Many ghost sightings are thought to be sightings of supranatural beings, such as <u>OMNAL GHOSTS</u> or possibly little-understood creatures such as <u>CYRION'S GEOMORPHS</u>.

Though much is known about ghosts through <u>ASTRAL PROJECTION</u> and other forms of <u>SHAPING</u> that brings the <u>SHAPER</u> closer to the otherworld and spirits. See Vol IV: the Materia Omna.

GHOST BELLS: see BELLS, GHOST.

GHOST OF THE INNER SEA, the: also 'the Ghost of Korachan'. Int. Law.

His. Purported serial killer active in the INNER SEA REGION, who is believed to be an OTHERWORLDER or some other SCIONIC CREATURE with a long life span, or possibly a legacy mantle that is passed on to successors who continue acting in the same modus operandi.

Killings were first noticed in the city of <u>DEOCHAN</u> in 3499 RM, with bodies discovered missing their livers, kidneys and hearts. The killings

continued for seven years, with dozens of victims claimed over the period, and suddenly stopped in 3506 RM. The killings started again around half a century later, with another body discovered outside Deochan in 3555 RM that had had the same organs removed, though no link was noticed at the time, with most people involved in the original investigation having died long before. Killings continued for several years before dying down again. It was only after several such cycles that historians learnt of the patterns, which led to a city-wide manhunt in 3669 RM that brought chaos to the city and saw several innocent people lynched and killed before the investigation was brought under control again. The spree continued until 3674 RM before stopping again, though police forces prepared contingencies for the next 50-years, should the killings start again.

They never did, at least not in Deochan. Nothing happened for over a century, and then killings started once more in the city of KORACHAN. A single spree that saw the bodies of 33 people found, all missing their livers, kidneys and hearts, though it is believed that many more were killed in this way without their bodies being recovered. The killings ended after that spree, though weeks later 5 people were found dead under similar circumstances in KHADON. By then words of the old killings from Deochan had resurfaced and people had coined a term for the supranatural killer – the Ghost of Korachan. Panic struck the nation, and freemen became afraid of leaving their houses alone. Cases of missing people and mysterious deaths became misattributed to the so-called ghost. Even the economy suffered through this period and martial law was enacted across the KORACHANI PENINSULA in 3780 RM to get things moving along again. Copycat murders matching the original MO spiralled out of control, and though they too died out by c. 3790 RM, years after the original killings had likely ended their present cycle.

Decades passed and the populace at large forgot about the events of those few years, and while historians and the Korachani government waited for more killings in c. 3890 RM, nothing happened. A century passed and no such murders came to pass – at least none that were conclusively related to the Ghost of Korachan. Then in c. 3950 RM bodies began to appear in cities in eastern AZAZEM, with each discovery located farther west, including 3 bodies found in AGLAIA and more in northern LAASKHA between 3954 and 3955 RM, where dozens went missing, with bodies turning up in remote areas, indicating that they had been hidden intentionally. This fresh spree earned the killer their current moniker, and word spread across the INNER SEA, where it became embedded in the public consciousness, remaining infamous for decades after the trail went cold.

The killings resumed in 4004 RM, when the body of an influential merchant was discovered in a canal in Khadon, presaging a fresh set of killings that led to renewed fears and increased tensions. Children played singing games with the ghost as a subject, without knowing the centurieslong history behind it. Many larger cities enforced curfews and discouraged people from stepping out after dark, though even with such measures, bodies continued being found in Khadon and, later, in surrounding settlements reaching farther east with every discovery until the publication of this volume, with the latest body found in ZEPHANICHAN in 4006 RM.

Luckily, few alive today know the history behind the killings, or there might be more panic regarding these latest killings. Scholars and criminal historians have attempted to make sense of the killings, noting a pattern of roughly 50 years of inactivity (with some specifically citing 49-years) and about 7 years of killing. Countless theories as to the identity of the killer have been proposed over the years, including that it is an otherworlder of some kind (the most popular opinion), or that they are a monstrous being of strange physiognomy that is dormant for decades and awakes to seek specific nourishment. Others have proposed that the killer is a SCION of KHARANI that kills as part of an unfathomable ritual. Others still believe these killings are not the work of a single being, but that they are the collective work of a secret organisation that are mapped to an ancient preordained calendar of events.

GHOST OF KORACHAN, the: see GHOST OF THE INNER SEA, THE.

<u>GHOST IN THE MACHINE</u>: *Tec.* Aspect of <u>TECHNARCANA</u> in which a <u>SPIRIT</u>^(1.) is bound to an engine, effectively acting as a regulator and filter

through which the engine can accomplish more specific results without constant need of a technologist or <u>TECHNARCANIST</u> to supervise it.

GHOST MOUNTS, the: see LITANI.

GHOST SEED: see BAEROLOLLACH.

GHOST TOWNS: Soc. Settlements that were abandoned after mining was and other industries were stopped typically haemorrhaged people, who fled to other more prosperous regions and settlements, leaving their original homes abandoned. This was often the case in old KORACHANI dependencies that were left to the INTERREGES or DOMNITORS after industries ended following waning resources. In other cases, many settlements were just shut down by the government, with people forcibly moved to other cities where labour was needed.

There are a few outliers scattered about the empire, with a handful of people who refused to move away, still living in these abandoned places with no amenities, postal service, electricity, industry, shops or even churches. Many of them have been degazetted, and have been removed from official maps and documentation and are not considered as settlements by the Korachani government, with their residents left to fend for themselves.

Much of <u>VÂRR</u> and <u>SUMA'YA</u>, as well as many parts of c <u>AZAZEM</u> are noted for their many ghost towns and the disparate people that still skulk around in their shadows.

<u>GHOUD</u>: *Ind. Set.* Gold mining settlement in the <u>MULL CITY-STATES</u>, in the $\underline{\text{TOLIASOR}}$ Mountain chain (Pop. c. 4,100).

<u>GHOUL FEVER</u>: *Med.* Flu-like illness with diarrheal symptoms that is common in the lower wards of large cities, particularly where there is inadequate sewage.

It was originally believed to have been caused by al ghuls, leading to a madded genocide of the beings in the city of <u>ALMAGEST</u> in 1166 RM, though it was later found to be caused by contact with untreated drinking or sewage. See Vol II: Diseases and Illnesses.

GHOULISLES, THE: Geo. Largely unexplored island chain comprising four major islands and many smaller ones off the north western coast of THE SURRACH, divided from the mainland by the STRAIT OF KHADRA. In the early days of the FIFTH AGE the island was home to an ancient nation now remembered only as the TRAGIC KINGDOM, which is believed to have died out from a horrific PLAGUE in c. 580 RM, leaving the island uninhabited and blockaded by Surrachi ships for centuries after.

Legends in the Surrach that developed since that time claim that the Ghoul Isles are populated by a considerable number of <u>DEGENERATES</u> or similarly wretched beings, though there is little proof of this due to the cultural fear of the island that persist to this day. Rumours abound of cannibalism, debased magicks, profane religions and worse.

GHOUL REEF: Sup. Geo. Reef off the coast of south eastern OBLEVIS, known for the gruesome ATRAMENTAL TRAITS of its waters, in which the bodies of those who drown do not decay in any observable manner, and also maintain a modicum of motion, with limbs grasping for any living object that moves close as unthinking eyes register the movement.

GHRA: Set. Settlement in the north of CHTHYRID, along the southern bank of the river NOTHA. It controls many settlements to its south, along the scree at the base of the DAGHA plateau, who mine its riches (Pop. c. 19,000).

<u>GHRATH</u>: Set. Settlement in the territories of <u>UKHARTH</u>, in <u>SAMMAEA</u> (Pop. c. 8,000).

GHROND: Dem. 'Ghrond'. Ntn. Coastal nation in the west of BROR^(1.), overlooking the GHAYATTANI coast. Its main industry is cotton farming. See Vol III: Extant Realms and Nations.

GHULAN: Set. Fortified city in the west of VIRAHAN, along the course of the river SARA. It forms part of the GREAT ROAD, and is noted for its large market, which is built within a ravelin that was originally located outside the city, but which has since become surrounded by buildings – mostly warehouses and the offices of merchant houses (Pop. c. 48,000).

<u>GHULKULL</u>: (6,320-ft.) *Geo.* Spire mesa in the c. of <u>ATARAXIA</u>, 180-miles from the coast at the <u>STRAIT OF SKAROS</u>. The spire was the foundation of the old <u>MULL</u> city of <u>ARGHAM</u>, much of which was hewn from its roots, and is thought to be the ancestral home of their kind in the region. Much of the spire has since crumbled following harsh acid rains in the region

between c. 2100 – 2800 RM (it was once recorded as standing at 1,720-ft.), and much of its south western foothills are hidden beneath the sprawl of the Ataraxian capital, <u>ARKAM</u>. Its roots have been tunnelled extensively over the years and the vast catacomb complexes of Arkam stretch deep beneath its surface.

GHUTHORA: Geo. Massif in the west of <u>TETHYSIA</u>, within the <u>TURCAR</u> desert in <u>EASTERN LLACHATUL</u>. The region is largely unexplored and is still regarded as mysterious to this day.

GHUZZ: Geo. Limestone mountain-range in the c south west of THE SURRACH, to the south east of the MISHANOS Mountains. The foothills south west of the mountains are riddled with caves, known as CAMERANIA.

GIANT FICUS: Flo. A single tree can cover a huge area, with aerial roots growing to effectively serve as secondary trunks, with some older examples having hundreds of such secondaries. They are endemic to south east MENISCEA though examples have found their way across ELYDEN and many can be found in botanical gardens in cities across the INNER SEA REGION, including the famed MESANIN GOLIATH in the city of ALMAGEST.

GIANT FLEA: see PSULLANT.

GIANT GROUND SLOTH: Fau. Large therops native to the plains of western BROR, weighing up to 9,000 lbs. and measuring around 24-ft. in length. They are characterised by their strong forearms and long claws. Though they are herbivorous, eating plants, nuts and fruits, they are easily startled and quick to attack any beings that come across them. See Vol II: Classification and Taxonomy of Life.

GIANT OF KHADON, the: Int. Sup. His. 10-ft. tall humanoid discovered in c. 3166 RM just outside the city of KHADON during maintenance of its vaulted sewers. Thought to have been naturally mummified in the ancient peat bogs on which most of western Khadon is now built, the being is believed to date back to the THIRD AGE, though scholars have this far been unable to unanimously categorise it, with some believing it to be an abnormally large human, and others believing it to be a bulky, misshapen giganri. It remains on display today, at the KHADON MUSEUM OF NATURAL HISTORY, where it has become somewhat of a folk legend, with various deeds and exploits erroneously attributed to it.

GIANT-KING, the: see SANAKHA.

GIANT ROSEWOOD: Flo. Large deciduous trees native to the south west of Sammaea, common to <u>MACALLARIA</u> and <u>EPHATTA</u>. Their bark smells faintly of roses and they can easily grow to 300-ft. in height. See Vol II: Classification and Taxonomy of Life.

GIANT SEA OTTER: see **SEA OTTER**, **GIANT**.

GIANT SEROW: Fau. Large bovid capriform that is native to west of MENISCEA, specifically the western face of the EGETAKH Mountains, where individuals can grow to well over the size of a horse, with individuals sometimes reaching twice that size See Vol II: Classification and Taxonomy of Life.

GIANT, SKAROSIAN: Eth. People of south eastern SKAROS, noted for their natural size, often growing to 7-ft. tall, retaining proportionality of the average HUMAN. Though they claim giganri blood, this has been disputed by most scholars who have investigated their heritage, though no other explanation has been proffered – to all intents and purposes, they are human, with no foreign bloodlines detected.

They are most common in the region of <u>KIURRA</u> and can often be found amongst the roustabouts and roughnecks that work in the <u>UMBRA RIGS</u> in the area.

GIANT SNAIL: Fau. Cui. Gigantic land snails native to the south east of MENISCEA. They can grow up to 12" long and their meat is eaten across ACHAA⁽²⁾, AURUM⁽²⁾, and IMELKOT. Their shells have traces of metal in them, possibly from proximity to the true meniscus and their meat is rich in iron. They are hermaphroditic and can rapidly take over an area from relatively few numbers. See Vol II: Classification and Taxonomy of Life.

GIANT VELVET WORM: see MUHADDAK.

<u>GIANT'S MOUND</u>: *Geo.* Mesa formation in the c south of <u>AHRISHEN</u>. The solid ground there is home to many small settlements, including the <u>IVORY CITADEL</u>.

<u>GIBAL</u>: Set. Settlement in the c south of <u>VENTHIR</u>, just north of the <u>WORKNAH</u> Mountains. Its main industry is gold mining (Pop. c. 6,200).

<u>GIBBERING WORM, the</u>: also 'Hossoguegt'. Rel. Dei. Wretched alien deity of the <u>ETUANI</u> people buried beneath a <u>DUSTSTONE MONUMENT</u> in the middle of the <u>ETUAN WASTES</u>.

It is unknown to outsiders due to the insular nature of its worshippers, though is considered to be a living, breathing creature. It is a cosmic being, born wholly outside of the <u>MATERIAL PLANE</u>, and is unfathomable to mortals. It is believed to have sought out the dry underworld beneath the Etuan Wastes of its own volition, where it has cocooned itself to serve its millennia-long transmogrification into a supreme deity that will oversee the reign of the people of Etua and possibly all of <u>ELYDEN</u>.

Though none have ever seen it, it is commonly depicted as a corpulent maggot-like worm with 3 sets of human-like arms and a small featureless face with a singular maw. On its stomach is a symbol that is represents the totality of creation – the MATERIAL PLANE, the OTHERWORLD, the DREAMWORLD, the MATERIAL OMNA, everything. Due to this, it is considered to be immeasurably wise, though blind to matters of morality or the desires and needs of mortals themselves. Its name is derived from the sound that echoes from the chthonic world on still nights as it contemplates the universe and all within it.

Little else is known about the mythology that surrounds this creature, and even less is known to outsiders. Rituals to the Gibbering Worm often include large crowds of flagellants that use drugs to induce trances and seizures, through which they are said to commune with their god, evoking a heightened state believed to be akin to that which the worm feels. This is done by consuming the fermented flesh of dust-worms cultivated in the region, which are thought to be related, somehow, to the Gibbering Worm. See Vol IV: Deities and Pantheons.

GIBBERING WORM, CULT OF THE: Rel. Religion that whose adherents worship the unknowable entity known as the GIBBERING WORM. The religion is most dominant in ETUA, though some natives of surrounding regions have also turned to the misguided cult, including many within the DAENED SULRACH (1.).

GIBBERING WORM, IDOL OF THE: Rel. Str. Monolithic DUSTSTONE idol in the middle of the <u>ETUAN WASTES</u> in the south west of <u>ETUA</u>. IT serves as a religious waypoint and marker for the resting place of the <u>GIBBERING WORM</u>, the alien deity of the <u>ETUANI</u> people. The structure's brittle nature requires constant maintenance and restoration, and the site is a constant buzz of activity, be it workers, priests prognosticating, or pilgrims flagellating themselves.

GIBBORA: see GIBBORAH.

GIBBORAH: also 'Gibbora'. Mountain, almost 400-miles long, in the south of JURRAS⁽²⁾ that serves as a natural border between it and KARAKHAS.

<u>GIBBORAH PASS</u>: pass in the c south west of the <u>GIBBORAH</u> Mountains linking the south east of <u>JURRAS</u>⁽²⁾ with north western <u>KARAKHAS</u>.

GIBBORIM: a martial GIGANRI caste in GNOTH.

<u>GIBEAH</u>: 1. Peninsula in the far east of <u>SAMMAEA</u>, to the south east of the <u>ROILING SEA</u>, protruding east of the <u>WAELMIGHI</u> rainforest.

2. Dem. 'Gibeahn'. An isolationist nation in the far west of the SAMMAEAN continent, Gibeah lies just north of the equator and is of a tropical monsoon climate, characterised by relatively constant temperatures and rainfall across seasons.

It originated in its present guise in 3878 RM, after a mysterious plague emerged in 3860 RM that only affected <u>HALFBLOODS</u> and OTHERWORLDERS, having a less pronounced effect on those with more human blood, and being most deadly against otherworlders. This decimated its then ruling council, which was made up of septuplet otherworlders, known as the ASTERI, and by 3878 RM only one remained, its mind twisted by the untimely deaths of its peers into a paranoid, delusional tyrant who ruled church and state to this day as a living deity of the CHURCH OF ARAK.

Before this, the region had already become known as a misanthropic state, more concerned with the immediate world than far states and empires, and it had a reputation as being an ally of the <u>ABYSSAL TEMPLARS</u> – a nihilistic death cult that is notorious in the north-east of Sammaea. Few foreigners are allowed into Gibeah today, and those that

are merchants whose movements are restricted to the harbours and markets of its ports. Very little is known of the workings of the nation and most of its inner cities are known of only through hearsay and ancient explorations, and most information we have today is likely outdated or outright incorrect. See Vol III: Extant Realms and Nations.

<u>GIBEAHN</u>: Lan. Main language of the nation of <u>GIBEAH</u>. It emerged early in the <u>FIFTH AGE</u> from the earlier <u>AKSARAN</u>⁽²⁾ language **See Vol II:** Language of Elyden.

GIBEL: also 'the Waning City'. City in HADDURATH in the c east of SAMMAEA, some 150-miles south west of the SEA OF LETHEA, on the edge of the HOLLOW DESERT of FARROSH. The city is a major manufacturer of UMBRA, with a great number of SIPHON ENGINES and purification plants dominating its skyline, that pump the processed umbra to major cities around the Lethea.

The city's nickname comes from the expanding <u>DREAMSCAPE</u> of <u>FARROSH</u>, commonly known as the Hollow Desert, which is slowly consuming the periphery of the city and is causing its people to lose their memories. The city was a major metropolis when it was noticed that the expanding dreamscape would eventually reach the city, but the umbra trade was so lucrative that measures were not taken until it was too late.

As people in Gibel age, they are increasingly suffering from amnesia, a direct side-effect of the city's proximity to Farrosh. Even younger people are suffering from this effect and some children are even born without the ability to form long-term memories, preventing them from learning, leaving them in a vegetative state. Such individuals are usually killed once it's learnt that they are unable to advance beyond the level of infants, if even that. As a result, the city has a very large cemetery dedicated to its many euthanised infants (Pop. c. 60,000).

GIBEON: 1. Main currency used in GIBEAH. See Vol II: Currency and Coinage in Elyden.

2. Rel. Set. Temple-city in GIBEAH dedicated to a forgotten deity, possibly one of the DEMIURGES. It is populated by the deformed descendants of those who built it millennia past, though they are ignorant to the place's origins or history. The temple is typical of Gibeahn architecture – pinnacles and blade-like buttresses, once white, now tarnished and grimy. It is carved from the south-facing cliff-face of the BERDERAN highlands in the c of Gibeah.

Discovered during the infamous <u>BERDEN</u> expedition by imperial explorers in 609 RM, the temple was a place of fecund disparity where the veiled priests existed apart from the stunted and deformed neophyteslaves, who toiled under barbaric conditions to maintain the lavish offerings and idols that existed within the temple.

At the time, the temple-city was an independent region that existed outside of the culture and politics of the <u>ELLAN KINGDOMS</u>. Indeed, it was opposed to it in most ways and its followers were known to war with the people of the Ellan Kingdoms over trivial matters. The Ellan Kingdoms were eventually subsumed by the empire of <u>UALLA MIGHA</u>, which ignored the region surrounding the temple, allowing its people to live in their own enclave, where they were free to continue in their misguided worship.

Today the temple-city remains as its own entity, largely ignored by the people of Gibeah, outside of occasional trade. Like Ualla Migha before it Gibeah allows Gibeon to worship its deity, so long as their venerations remain contained and are of no disruption to daily life within Gibeah (Pop. unknown, < 10,000).

GIDIAH: Set. Coastal settlement in the east of ZHARIAH^(2.) (Pop. c. 6,800). GIEDUH: Set. Settlement in the c of AQUARIIA, along the course of the river ZHUSH (Pop. c. 6,000).

GIGANRI: also 'goliath, sûnéanthros'. Plr. 'giganri'. Mor. One of the original Two-and-Twenty MORTAL PEOPLES, and the children of the DEMIURGE URAKABARAMEEL. The giganri, alongside HUMANS, have changed the least since their creation so long ago. They are sometimes referred to as goliaths in KORACHAN, and giants by nations farther east, which have had even less contact with them over the years. They are insular, though individuals can be found scattered in other non-giganri lands, though they are not that common in the INNER SEA REGION. Far more common are their corrupted descendants, the OGHURS, who are thought to be descendants corrupted by ATRAMENTAL exposure in mythic history.

They stand roughly 10-ft. tall, though their limbs are proportionately longer than those of humans, giving them a somewhat lanky gait. Despite this, they are prodigiously strong of both body and mind, with their culture placing a great deal of importance in asceticism and martial perfection and moderation. Their bodies bear signs of an earthly heritage, and their skin is cold and rough to the touch like the granite and marble from which legend (falsely) claims they were shaped. Likewise, their skin can range in colour from alabaster-white to obsidian-black and a myriad of other colours in-between.

Generally, the giganri are morose and quiet beings, likely to be considered slow by other peoples for their reticence to speak that stems from their calculating natures. Little is known of the culture save their extreme asceticism and their devotion to the philosophy of <u>ALCHEMY</u> and <u>GNOSTICISM</u>, lending them a mystical air. It is believed that giganri do not have souls in the commonly understood sense, leaving behind <u>SOULSTONES</u> upon death. This has caused many scholars to call them more primordial beings than other mortals.

The giganri are a rigidly hierarchal culture, and were once divided into castes determined by their skin. Though this ancient practice was ended in a social revolution millennia ago, they still cling to their social hierarchies and social segregation to this day. The NIGRED, of ash-grey to jet-black skin and blood-red eyes, are known for their outgoing personalities — a trait somewhat at odds with the norm for giganri — and they are often found as travellers or diplomats working in foreign nations. The MARAMARI are an off-white colour with green veins and tend to be silent and morose, being pensive and slow to action. The KARNOUS are red-brown and stand taller than others, and were historically chosen to be warriors, often against their will. The AURAE are a merchant caste with no fixed ethnicity. The ALTETH are pale-skinned and rough to the touch and make up the majority of the population of Gnoth, which is their largest-known concentration in all of ELYDEN.

They are amongst the more populous of mortal peoples, after the conspicuous dominance of humans and sundry others, and they are common in the west of LLACHATUL, where their nation of Gnoth is located. Nestled behind the sprawling BLACK MOUNTAINS, the nation escaped the attentions of the Inner Sea for a long time, allowing their culture to mature without the warfare and scrutiny that was more prevalent in the east. See Vol II: Taxonomy and Classification of Life.

GIGANRI MOTH: Fau. Named for its size, this moth has a wingspan of around 1-ft. Its larvae are prized for their taste and level of sustenance they provide and farmed and eaten in much of north western SAMMAEA, where they are most abundant. See Vol II: Classification and Taxonomy of Life.

GIGIDEAH: Set. Major city in the c west of GIBEAH (Pop. c. 800,000).

GIGGERAGH: Geo. Expansive stone desert dominating over half of the territories of ETUA, covering some 600,000 square miles in total. The region receives very little rain, and rarely enough to lead to running water, though a deep aquifer that lies beneath it from which settlements and outposts draw water.

<u>GIHON</u>: *Rvr.* River in the south west of <u>AETHIOS</u>, flowing for 210-miles east from sources in the south of the <u>ANCHIUSA</u> Mountains before meeting its parent, the river <u>SHIBBOLETH</u>⁽³⁾.

GIKOR: Set. Fortified coastal city in the north of the independent region of <u>ANAGAR</u>, west of <u>RAONGEN</u>^(2.). Most of the raiding ships that sail north for <u>THE VORANDINE</u> leave from here (Pop. c. 48,000).

GILAM ASH: Dem. 'Gilam Ashan'. Rui. Ruined city and ancient capital of VALKA, at a fork in the river RAANA. The fabled IVORY THRONE was constructed there in -43 RM, and it quickly became notorious for the rituals of bloodletting that surrounded it as defeated enemies of the Gilam Ashan warlord were decapitated, their blood poured onto it.

Following the <u>KORACHANI</u> attack of Valka and subsequent subjugation of its people in 19 RM, the throne went missing. The capital was eventually moved to <u>ANAKARRA</u> in 223 RM following two centuries of <u>KORACHANI</u> occupancy.

GILDASTA: Str. Mansion in the hills south west of SKAROSIA, in the north of SKAROS. The mansion is a winter retreat of PATRICIAN HOUSE TARIFAN, and its grounds are used for hunting game (particularly swine).

GILDED MASK, the: Pol. Obj. The gilded mask worn by the Speaker of the GILDED UNION in METHUMN, who acts as the defacto leader of the Union and the state. The Mask ats back to the early days of the Union and is over 500-years old, and is maintained through great cost and care. It is of a vaulted appearance with multiple hollows through which the wearer's face is visible and it is gilded, granting it a golden aura which many have likened to depictions of the god RAKETH.

GILDED TABLE, the: Pol. Obj. The council table of the GILDED UNION.

It is over 500-years old and bears the marks of hundreds of different ministers.

GILDED UNION, the: Pol. Org. The ruling caste of METHUMN. They rose to power in 3452 RM as a coalition of powerful merchant guilds and trade magnates who came to oppose the rule of the VODARCHS. Collectively known as the Gilded Union, they had grown disillusioned with the Vodarchs' inability to control its distant territories.

Capitalizing on economic discontent and the Vodarchs' struggles, the Gilded Union orchestrated a series of coordinated economic manoeuvres designed to further weaken the Vodarchs' grip over their home. They had also amassed a sizeable private army in the city of <u>ARAROBY</u>, and in 3449 RM seceded from Methumn alongside a handful of other cities and territories, leading to a three-year war from which they ultimately emerged victorious. They moved the capital from <u>HEZAZ</u> to Araroby in 3352 RM, turning it into a thriving centre of trade, culture and commerce.

The Gilded Union ruled as a competent council for well over a century, unifying Methumn under a cohesive government, though by c. 3500 RM many of its departments had fallen to corruption. It also gradually shifted from a meritocracy to a plutocracy, and by c. 3700 RM it had become an autocratic oligarchy, whose members ruled not on merit, but on bribes and corruption. Today the members of the Union are an elite ruling caste who have distanced themselves from the rest of the populace and live in fortified estates away from the lower classes.

During its slow change to the preset-day oligarchy, the Union became more and more secretive, turning Araroby into a fortress. They became paranoid of outsiders, and this attitude slowly filtered down into the nation's people, who themselves became distrusting of outsiders. In 3783 RM they founded the ORINSIAN GUARD, a xenophobic government agency that publicly served to protect Methumni cities and people, but who served as secret police of the Union, policing its cities and highways for foreigners and unauthorised travel.

The Gilded Union takes the form of a cabinet of twelve members, known as ministers, each of which oversees a particular governmental department. The ministers sit around a great <u>GILDED TABLE</u>, and Union sessions are chaired by a Speaker, who acts as a defacto representative of the government. <u>AGGORD BRINI</u>, currently wears the <u>GILDED MASK</u> of the speaker.

<u>GILED</u>: Ind. Set. Diamond mines in the c north of <u>SARASTRO</u> (Pop. c. 6,000).

GILEMASH: Rui. Ancient metropolis in the east of the HOGGOTHA ISZ. It is now buried beneath millennia of landslides and scree in the eastern face of the KARKARMIS Mountains, most of its monolithic stone foundations shattered by earthquakes and the passage of time. Those few that remain intact are crowned by strange tentacle-faced many-armed idols and baleful scripts that have no analogue elsewhere in ELYDEN.

GILGAMAE: Geo. Plains in the far south of LIDEA. They are known for their FOURTH AGE ruins and have been a target for treasure hunters and tomb robbers for centuries.

GILILIA: Set. Coastal city in the north of VENTHIR. It forms a part of the RED ROUTE and trade goods are bought and sold here, and its harbours are busy with cargo (Pop. c. 34,000).

<u>GILKARR</u>: 1. *Geo.* Island in the <u>SEA OF NUTHEN</u>, to the west of mainland <u>VAALK</u>. The island is considered the western-most part of Vaalkan territory.

2. Mil. Str. Fortress and harbour on the eponymous island (Pop. c. 14,000).

GILLAIR: Set. Settlement in the c north east of KAZZAR^(2.) (Pop. c. 7,000).

- <u>GILLEN</u>: Set. Settlement in the south east of <u>SARASTRO</u>. It forms part of the <u>ARGEAN PIPELINE</u> and processes raw <u>UMBRA</u> from <u>EMI BEN</u> in the north east.
 - It was constructed centuries ago by a cooperative of five $\underline{PATRICIAN}$ \underline{HOUSES} , though it is now controlled exclusively by House $\underline{MORISKER}$, following years of oppressive business moves (Pop. c. 6,400).
- GILLI: Geo. ridge in the north of the nation of BROR⁽²⁾, whose geographic orientation runs north to south, to the <u>LAHAED</u> Mountains.
- GILOR MYANA: Geo. Sheer-sided valley in the <u>EIDOGOTATH</u> in the south of <u>TETHYSIA</u>, named after the brilliant golden sunrises that can be seen from it.
- GIMAND: Set. MULL city in the east of BLACK MOUNTAINS, some 230-miles west of the SEA OF APHOTIS, forming an enclave within the Kingdom of CISNERIA. What little contact that has been made with the city is through imperial (now ALMAGESTI) traders who have marched inland, drawn by strange lights in the mountain. It is unknown if Gimand is a solitary settlement or part of a larger mull nation, possibly with other settlements underground, but it is thought that the people of Cisneria have regular contact with it (Pop. unknown).
- GIMUNG: Set. Major coastal city in the north east of SHAZGIN, overlooking the SEA OF INDIRILL. It is known for its large port and guildhall, in which various guilds operate. It was once a major hub of trade, where overland trade and sea trade converged, though a homogenisation of commerce has seen this influence wane over recent decades. The region immediately surrounding the city is known for its tree-dwelling spiders, whose webs can at times blanked entire woods (Pop. c. 180,000).
- <u>GINANGRA</u>: Pol. Set. Major city-state in <u>MULIEBRA</u>, controlling the north eastern-most reaches of the states. It forms a part of the <u>ISHMMARRAN TRAIL</u> and imports many goods from abroad that find their way across wider Muliebran trade-routes (Pop. c. 89,000).
- GINENDEL, TEMPLE OF: Rui. Ancient temple on a large LODELITH in the north west of ACHAA⁽²⁾ in MENISCEA.
- GINGHAA: Set. Small city in the c. of the nation of <u>DURCHAA</u>⁽¹⁾, along the north western shore of lake <u>THYTHIA</u> (Pop. c. 16,500).
- <u>GIRAYA</u>: Set. Small fortified city in the north west of <u>CUTH</u>. A trade-route exists between it and the caravanserai of <u>CHURRALEI</u> in the south of <u>KREM</u> (Pop. c. 12,000).
- <u>GIREN HEUT</u>: *His. Mil. Str.* Ancient <u>FOURTH AGE</u> stone fortress in the east of <u>SAMMAEA</u>, in the <u>HENAHABB</u> massif, to the north of the <u>SEA OF</u> LETHEA.
- GIRENEN: Set. Small city in the south east of KULIGALA (Pop. c. 13,000).
- <u>GIRIGOSS</u>: Rui. Arc. Gigantic fountain in the north east of <u>LANTUA</u>, carved from a large monadnock in the <u>THIRD AGE</u>, and watered by deep aquifers. Though the structure is damaged and overgrown today, water still flows from its mouth, serving as a source for a major river.
- <u>GIRIS</u>: Set. Small fortified city in the north west of the tribe of <u>OSRIS</u>, in the east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 18,000).
- GIRRON: Set. Major coastal city in the south east of NAARETH, in the GULF OF VEGATETH. Like many coastal cities in Naareth most of its buildings are constructed on stilts to weather the high tides of the region (Pop. c. 32,000).
- GIRSHA: Geo. Island off the north western coast of <u>DANU</u>, in the north of the <u>SEA OF IDALIA</u>. It was 'discovered' and named by the explorer BOHMIUS.
- <u>GIRSIN</u>: Mil. Str. Fort in <u>SAMMAEAN LYRIDIA</u>, south of lake <u>DOGON</u>. The fort is home to a large number of troops, who patrol the border with NÁRTHEL.
- GIRTHA: Lak. Lake in the c of ALAM BETHYL, forming a part of the course of the river <u>KEGHOK</u>, and a confluence of many tributaries, including the HESSRIL.
- GISHABAL: Arc. Road in the south of VAALK, covering some 200-miles, built over the remnants of a FOURTH or THIRD AGE road made from a concrete-like substance.
- GISHEN IV: (B. 2319 D. 2371 RM) Pol. His. Last king of the HOUSE OF UMATRA in AHRISHEN. He died in battle in 2371 RM while trying to

- quell barony uprisings, leading Ahrishen into its second inter-monarchic period. His son <u>DIERDFAN</u> was exiled to <u>HARÉ SHKA</u> and Ahrishen languished for over a century, with none of its barons unable to amass enough support to secure the kingdom.
- GISHHAR: Set. Major city in the south west of WESTERN LARISH. It is a major industrial area, known for its large ATELIERS privately-owned workshops that specialise in a myriad of bespoke object d'art that are sold across the SEA OF LARISH^(1.) area. It is built atop an ancient FIFTH AGE city that was famed as the birthplace of the martial art of GABAL GARAP, which has since become ubiquitous across MENISCEA (Pop. c. 80,000).
- GISHITEN: Rui. Ancient MERILL ruins that were revealed in the c of the present-day VESPERTINE LEAGUE^(2.) through the disappearance of lake BATHIN in 2315 RM. The ruins are constructed from coral and soapstone, and are likely incredibly old. Various treasures were recovered from the ruin, eventually spreading across the region, bringing wealth to various cities in the surrounding area.
- <u>GISHRU</u>: Rui. Remains of a <u>FIRMAMENTAL</u> temple in the north east of <u>N'RAKH</u>, its origins unknown, though thought to date back to the early <u>FOURTH AGE</u>.
- GISKAR: Sec. Small city in the c of the western territories of SKAROS, to the west of the SEA OF APHOTIS. It forms a part of the RED ROUTE and offers hostelry services to those travelling along the trade-route (Pop. c. 17,000).
- GISTRI: Ser. Fortified city in the west of the HENDECARCHY of AONIA in the north west of MALAN, along the course of the river ARILLIEN. It is relatively close to the border with SAUA, and is a gateway between the two states (Pop. c. 45,000).
- GITHILALAN: Leg. Set. Fabled metropolis in the heart of the RAM 'ATHI region of THE OLD FOREST, considered by KORACHANI scholars to be the heart and 'capital' of the Old Forest, though no records exist of it ever being explored by the Korachani empire. The city is ruled by the OTHERWORLDER NATHA TAMAR, but his secretiveness has become the source of many rumours over the years (Pop. unknown >5,000,000). See Vol II: Legends and Folk Tales.
- <u>GITHKA</u>: Sea. Deep narrow gulf forming the eastern-most part of the <u>SEA</u>
 <u>OF URAN</u>, serving as a natural border between the south of <u>SAUA</u> and the south west of the <u>HENDECARCHY</u> of Lonar in the south west of <u>MALAN</u>.

 Its northern coast is dominated by the cliffs known as the <u>BLACK WALL</u>.
- GITHKIHIR: 1. Set. Settlement in the west of EZASUH^(2.) (Pop. c. 14,800).

 2. Geo. Pass in the west of EZASUH^(2.), across the THABAT Mountains.
- GITTARANDI: Rvr. River in the south west of <u>HABOT</u>, flowing east for over 280-miles from sources in the <u>SETHIGH</u> Mountains, before meeting the coast at the far south west of the <u>BAY OF ESSIA</u>.
- GIVAH: Set. City in the east of GIBEAH. It is a sprawling port, its ships braving the waters of the ROILING SEA, trading with MULCIBER, and SOLEYN and SUOR. It was formerly an independent city-state, though was absorbed by Gibeah in 3622 RM following decades of close relations. The city is Gibeah's major sea link with the world at large, and it is the base for many trade houses that export luxury items from the region (Pop. c. 480,000).
- GIVVAN: Set. Major coastal city in the south east of NOAVATUR, overlooking the BAY OF TAFAZA. It is a major mercantile centre, and is known for its great portside warehouses and deep harbours (Pop. c. 170,000).
- GLADAGHRA: also 'the Whispering Catacombs'. Rui. An extensive network of tunnels beneath the ancient city of VUMMARA in the west of METHUMN. They are expansive, stretching for around 2-miles, and have hundreds of antechambers, many of which branch off down steep hewn stairs and are known for the eerie whispers that echo through their passageways. The walls are covered with inscriptions in an ancient tongue (possibly from the early FOURTH AGE) that are believed to be epitaphs of the dead whose bodies were looted and taken centuries ago. Today, the catacombs are empty, with many sections caved in and inaccessible, though parties have occasionally ventured into the depths in search of sealed portions.
- GLADIATOR: Mil. Rnk. Arena-warriors common in SARASTRO and VENTHIR, and other regions, though not unknown in other regions,

particularly nations along the southern coast of <u>THE INNER SEA</u>. In most places gladiators are slaves, though there exist lucrative private leagues in Venthir with professional gladiators, many of whom are rich.

GLAESWEN: Rvr. River in the c north east of KOMMEA, flowing south west for 470-miles from sources in the BRAT EDRAN and LYRLDRAN Mountains, before meeting its parent, the river GOIRATH at lake ATHUIN. Like its parent, it is known for its rapids and shallow waterfalls that prevent its use for transportation and travel.

GLAGG: Rvr. Foul river flowing for some 3,500-miles, from sources in the east of the ACHARKHARAN Mountain in the c of SAMMAEA. The river is renowned around the HADDURATHI wastes and the city-nation of HISISH for its thick, almost jelly-like waters that slowly ooze east towards the rivers' mouth, far in the FLAMING SEA. When dried, the jelly is somewhat flammable and during dry seasons, its banks have been known to catch fire – one of various sources for the sea's name.

<u>GLAINIS</u>: Set. Coastal city in the east of <u>KOMMEA</u>, in the <u>HOLLOW</u> COASTLINE, overlooking a deep fjord (Pop. c. 28,000).

GLAKIA: Set. Major coastal city in the east of KASPIA, overlooking the SEA OF DAGGERS. Its main industry is fishing, and it has sizeable harbours that are used in trade with nearby nations (Pop. c. 104,000).

<u>GLALLDRA</u>: Set. City in the south east of the <u>SYCHTAN PREFECTURES</u>, in the region of <u>GHADRA</u>. Of all the Ghadran cities annexed by Sychta, Glalldra maintains the closest cultural ties to its roots (Pop. c. 38,000).

<u>GLAN</u>: settlement in the north east of <u>AUEREN</u> in the north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is known for its breeding and training of large sturdy ponies, known as <u>HARROWERS</u>, that are employed in travel across the Growing Mountains (Pop. c. 7,200).

GLAND: Sec. Independent city on the south western-most peninsula in BROR(1.). It is a city of unbridled physical experimentation where those pioneers persecuted from their own lands flee to. It is populated by FLESHWRIGHTS, BIOPSIST, FIRMAMENTISTS, ATRAMENTISTS, and ALCHYMISTS. The city borders a cold marshland that is populated by flora and fauna of all kinds, as well as the naturalised results of their bioarcane experimentations, including strange amphibious half-men (Pop. c. 50.000).

GLANDULAR DISTEMPER: Med. ATRAMENTAL AILMENT that may be contracted by prolonged exposure to feculent regions of ATRAMENTAL CORRUPTION, resulting in a dry cough and dry mucal discharge from the nose and, rarely, the eyes. See Vol II: Diseases and Illnesses.

GLARAN: Set. Small fortified city in the south of KOMMEA (Pop. c.

<u>GLAT</u>: 1. Geo. Small peninsula in the west of <u>LYRIDIA DHAI</u>, overlooking the <u>SEA OF SPIRES</u>.

2. Mil. Str. Fortress on the above peninsula.

<u>GLAUCON</u>: also 'Sea Dragon'. Int. Fau. Poi. Large <u>ICHTHON</u> that dwells in the warm waters of the <u>BATHASHAL OCEAN</u>. Named after their strange biology, they appear to have two large pairs of wings, each ending in 'fingers', that grand them tremendous mobility in the sea. Growing up to 40-ft. long, their main body has a cartilaginous skeleton though their wings are boneless. They prey on smaller animals and are apex predators in any sea they inhabit, though their method of feeding is strange.

Though an apex predator, glaucons have no mouths that we recognise, and they only have one large black eye that bulges from the middle of their forehead. Their wings are each tipped with feeding organs inject paralysing venom into their prey, and they are equipped with minute hooks that help them hold on to their prey, as they paralyse them and begin digesting them while they are helpless, yet still alive. See Vol II: Classification and Taxonomy of Life.

GLAURNN: Mil. Str. Fortress in the south west of <u>CYHLAGHARR</u>, in the eastern face of the <u>NGHALLEAL</u> Mountains.

<u>GLEED</u>: Sup. Geo. Large faint <u>ATRAMENTAL</u> sinkhole in the south of <u>VAALK</u>, its coal-like rocks ever-burning. Some small industries have exploited this phenomenon and mine the rocks, which are used as powerful fire-starters and fuel.

<u>GLEIMOUNA</u>: *Rui*. Ancient ruined pit-settlement in the c north of the <u>FURAKISH</u> region in the far south east of <u>KHARKHARADONTIS</u>. Like many settlements in the area, it is built within a natural sinkhole in the region,

with abodes and granaries hewn into the wall, with a communal courtyard uniting them. In the middle of the courtyard is a deep well, originally used for water. However today this well is filled with a feculent slime that can be smelt far beyond the confines of the ruin. A pall of flies, mosquitoes and midges lies heavily upon the ruin, which is shunned.

<u>GLEMA</u>: Set. Fortified city in the north of <u>KOLCHIS</u>, in the region of <u>SHUK RAZHA</u>. Its main industry is the mining of <u>METEORE</u> (Pop. c. 4,200).

GLOAMING, the: Sup. Geo. Expansive region in the far south east of the UMBRA SOKHAR wastes in SAMMAEA, where the sky is covered by insipid clouds beneath which the day is never brighter than twilight.

The region is dominated by the gigantic rock-pillars and stone-stacks of the <u>MEREHIM</u> badlands in which are carved the dwellings of long-since corrupted people. Corrupted river, thick with shadowstuff, snake through the region, rendering it inimical to most life.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ Institute of Atramental Studies.

<u>GLODONT</u>: Set. Major skyport and trade centre in the tribe of <u>DATHOA</u> in the south west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. The city is the western-most stop of a 1,250-mile-long airship route that ends in <u>KATTAROCHIA</u> (Pop. c. 42,000).

GLOMA: 1. Pol. Smallest of the <u>HARÉSHKI</u> duchies, forming part of the city-state of <u>MEDES</u>. Gloma is alone in being an island duchy, contained entirely in the <u>SEA OF URAN</u>.

2. Mil. Str. Well-fortified citadel situated on a peak on the eponymous island in the $\underline{\text{SEA OF URAN}}$.

GLOMA PASS: Geo. Land bridge in the HARÉSHK connecting the isthmus known as the ANGEL'S WING to the mainland, in the region of CARIA⁽⁴⁾. The land bridge collapsed in c. 3940 RM, following the erosion of the surrounding cliffs.

GLOSSUAHI ORDER: Pol. Org. One of the minor SANCTIFIED ORDERS

OF THE INQUISITION in the KORACHANI EMPIRE, whose agents control
the use of language within the empire. It enforces usage of KORACHANI
(in both HIGH KORACHANI and LOW KORACHANI forms) within its
territories and limits the use and spread of other languages, in particular
those of vassal or child states, which throughout history have used their
native languages to conspire against their occupiers.

Its agents are licensed to use force when necessary, particularly during times of political unrest, and they commonly destroy libraries within newly-conquered states and as well as sensitive books in foreign languages. They also hunt down demagogues and proponents of native languages, who they label as enemies of the state.

The Order was founded in Khadon c. 50 RM when it became clear that language had become a powerful tool amongst oppressed peoples, and though it never reached the heights of some other Orders, it remains a powerful tool of imperial propaganda to this day, though its role has changed over time. With the borders of the empire relatively stable, its agents are now custodians of the imperial tongue, seeing that it is not corrupted by outside influence, and enforcers of its use, limiting the use of foreign tongues outsider of places of diplomacy and trade. Its agents are a common sight in ghettos and areas of minority foreigner populations, where they keep an ear out for tongues being spoken. This extends to secret languages such as thieves' cant and other argots, which are oppressed whenever encountered, but impossible to fully destroy.

<u>GLUTTAR</u>: Set. Coastal settlement in the north east of <u>VÂRR</u>, overlooking the north of the <u>SEA OF PROPONTIS</u>. The settlement subsists on shellfish, which are common in the region (Pop. c. 6,400).

<u>GLYNNED</u>: 1. *Geo.* Region in the far north of <u>LOEGRESS^(1,)</u> in north east of <u>EASTERN LLACHATUL</u>. It is known for its fog, vast coastal wetlands, salt marshes, sedges, sparse woodlands and water-logged islands. The region is a major producer of peat that is used as fuel across Loegress.

2. Dem. 'Glynnish'. His. Ntn. Historical region in what are now the north of LOEGRESS^(1.) and the far east of ABATTUR. It emerged in c. 2450 following the collapse of PRAETTANIA a few decades earlier, though never coalesced into a single culture as the regions of ENAELLON^(2.) and MOTTANIA^(2.) had, though by c. 2570 the warlord TORRVAN had emerged in the region of CAELMOR, allying surrounding settlements and taking the maiden ELOEVREN as his wife in 2572 RM, eventually securing the territories and allying them under his banner in c. 2578 RM.

Torrvan made Glynned his base as he move his armies south, though would ultimately make his capital in <u>CAER SIDI</u>^(2.) in 2588 RM. Torrvan moved south over the next decade, ultimately uniting the disparate descendant-states of <u>PRAETTANIA</u> in 2588 RM, choosing the castle of <u>CAER SIDI</u>^(2.) as his capital, where he took queen <u>ARDFAEN</u> of Mottania as his bride. See Vol III: Extinct Nations.

3. Set. Major city in the north of LOEGRESS^(1.). It is at the heart of the region's peat manufacture and once served as the base of the warlord TORRVAN during his conquest of surrounding regions, prior to making the castle of CAER SIDI^(2.) his capital (Pop. c. 67,000).

<u>GNANHA</u>: Set. Small fortified coastal city in the far north of the nation of <u>DURCHAA</u>^(1.), overlooking the <u>SEA OF POLARIS</u>. It is a major whaling outpost and trades in whale oil and meat. The city is largely self-sufficient and has little overland contact with the rest of Durchaa, though maintains a tentative sea trade-route with the Durchaan city of <u>UROTHA</u>, as well as <u>VALBAR</u>^(2.) and <u>PERGOST</u> (Pop. c. 16,500).

<u>GNASSIA</u>: For. Forest in the far north west of <u>SKAROS</u>, north of <u>STRAIT OF SKAROS</u>, in the region of <u>ADAMATI</u>, and source of industry to the city of <u>EDUASIA</u>. The region is famed for its <u>HEIRLOOM</u> production.

<u>GNATHALLO</u>: Sup. Geo. Mildly <u>ATRAMENTALLY TAINTED</u> region along the border between the south of <u>KARAKHAS</u> and the north of the <u>UMBRA SOKHAR</u>. The taint is largely felt through its effects on the rocks in the region, with <u>DUSTSTONE</u> formations and avalanches being common.

The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

<u>GNIHLAS</u>: Ast. The fifth of seven known <u>PLANETS</u> orbiting the star <u>SOR</u>. Its mean orbital distance from Sor is 430,000,000-miles and has an estimated diameter of 80,000 miles.

It is the first of the <u>OUTER PLANETS</u> and is famed for its 5 layers of expansive concentric rings and its vibrant colours, ranging from mauve, to red, purple, and white. It has two known moons, <u>UKEORS</u>, and <u>ARTHICE</u>, which are locked in orbit around each other. See Vol II: Planets and Satellites.

<u>GNOMATH</u>: Set. Fortified city in the c of <u>GNOTH</u>, in the eastern face of the <u>SOLUN HIGHLANDS</u> (Pop. c. 42,000).

<u>GNOMOS</u>: Set. Small city in the c north of <u>GNOTH</u> that is renowned for its university that studies the history of its <u>GNOSTIC</u> ways, and the many human scholars that live there (Pop. c. 12,000).

<u>GNOSCIA</u>: Set. Settlement in the region of <u>EMPUSA</u>⁽²⁾ in the c north of <u>THE SURRACH</u>, along the <u>IVORY ROAD</u>. It is a place of learning and has possibly the largest written history of the Surrach (Pop. c. 10,000).

GNOSIS: Phil. The concept of spiritual knowledge, often attained through the study of philosophy or meditation. It is common to the mystics of GNOTH, as is referred to in a more pragmatic sense by the <u>PARTHISAN</u> concept of <u>AO</u>.

<u>GNOSTICATORS</u>: *Rel. Rnk.* Shaper-priests of religious-philosophy of <u>DARESH</u> that is practiced in <u>ARCHAEDON</u>^(2.).

GNOSTICISM: Rel. Phil. Soc. School of religious and philosophical thought that emphasises spiritual knowledge as it can be attained outside of established religions and traditions. In most gnostic teachings the <u>FIRMAMENT</u> and the <u>ATRAMENTA</u> are regarded as a single element, known as the Pleroma.

GNOSTICS: lit. 'anthslach'. see **EPISTOLARIES**.

GNOTH: Dem. 'Gnothi. Ntn. The GIGANRI homeland, dominating the east of WESTERN LLACHATUL, Gnoth is surrounded by splendid mountain-chains that form a natural wall running continuously from its north western-most borders, all the way to the east; and it has large harbours overlooking the SEA OF SERPENTS as well as the SEA OF MARDEN.

It is known to outsiders as an enigmatic place of aesthetics and monks who practice ancient forms of mysticism that date back to their people's first footsteps behind their <u>DEMIURGE</u> father, <u>DURUTHILHOTEP</u> with whom the giganri have a deep-rooted link: and as Duruthilhotep once grieved and languished over his place in ELYDEN, so do they feel the same.

The Gnothi people are largely insular but accommodating to outsiders and little is known about their land outside of its merchant ports. The nations' roots go back to the <u>FOURTH AGE</u>, and in many ways it hasn't much over the years, though has diminished in size and power. Despite

this, It is thought that Gnoth possesses great military strength – Indeed, it has resisted what few attempts have been made against it in the <u>FIFTH AGE</u>, though given the belligerence of some regions in the <u>INNER SEA</u> to their neighbours, it is odd how such few attempts have been made against Gnoth overall. See Vol III: Extant Nations and Realms.

GNOTHI LLACHATUL: see WESTERN LLACHATUL.

GNOTHI MYSTICISM: Mys. Form of mysticism that is common in GNOTH, originally set down by the ascetic philosopher ENKIRA when undertaking the FOUR JOURNEYS, a symbolic journey that GNOSTIC monks take during pursuit of their art, leading them from the four material elements, known as emotions: AIR, EARTH, WATER and ALKAHEST; to the fifth, otherwise known as enlightenment; the BLOOD OF VALA and finally, the DRAGON: True Enlightenment.

<u>GNOTHI ROAD</u>: *Com. Arc.* Main highway within <u>GNOTH</u> connecting its major cities with each other. It stretches for over 3,000-miles from the city of <u>ACHAD</u> in the west to <u>TIPHARET</u> in the east, with a separate road heading north from PLEROMA to ALKAHEST.

GNOTHA: also 'Western Llachatul'. Geo. Common KORACHANI name for the subcontinent that makes up the west of LLACHATUL, west of the STRAIT OF SKAROS, encompassing the lands of GNOTH, TAHALL, OPHIUSSA, AQUARIIA and HOLOLACH⁽¹⁾, amongst others.

<u>GNYATEHUA</u>: Rui. Ancient stone ruins discovered in the <u>WHITE SHEET</u> in the far north of <u>LLACHATUL</u> in 1134 RM by a doomed <u>KORACHANI</u> expedition. Little is known of the ruins, but they are proportions for beings far larger than humans and even <u>GIGANRI</u> and are thought to date back to the <u>SECOND AGE</u> and are possibly created by a <u>DEMIURGE</u> or unknown force.

GO BISAMMAM: lit. 'the Black Desert'. Geo. Large windy dry plains separating VENTHIR from the MOLACHARI DESERT, dominated by regions of fine black sand that are known to blow across the plains in large sandstorms that turn day into night. The region is mostly deserted save for a few ruins that lie scattered, eaten by the crawling sands. When the sands do not blow for long, tough grasses and shrubs manage to survive, attracting particular fauna, though such periods of life are intermittent, broken by the fierce storms that wrack the region.

Occasionally, <u>KHERI</u> nomads wander into the area and some scattered clans of <u>SERAPIS</u> are said to make the region their home. Few oases exist in the Go Bisammam, and the few that do are treasured by the people of Venthir, and have either become caravanserais, are treasures as prized watering holes, or the root of settlements and manufactories.

GOAT, KEVERAN: see KEVERAN GOAT.

GOAT OF RACHANAEL, the: see TOPHAMAEL.

GOBAI: Set. Large fortified city in the c north of AETHIOS. Its primary industry is the study and refining of SOULSTONES unearthed to the north in DAGESARETH. It is a city of universities, scholars, SHAPERS, philosophers, not to mention the technarcanists who put the soulstones to use in archaic engines. It is also heavily fortified and guarded by private armies that serve the magnates that control the soulstone reserves, which are stored there to create artificial scarcity within foreign nation (Pop. c. 80,000).

<u>GOBID</u>: *Set.* Coastal town in the south east of the <u>TARAHID ANNEXES</u>(Pop. c. 8,000).

<u>GOBLIN TAPESTRIES</u>: *His. Obj.* Large tapestries commissioned by future emperor <u>TYRIDESH II</u> of <u>PARTHIS</u> in 3056 RM, a year before his accession to the throne when it was clear that his father was reaching the end of his days.

Known as a sophomoric spendthrift, he had himself inserted into the tapestries, which depict him as an outlandish god-like figure on the field of battle, defeating hordes of misshapen enemies that some have likened to goblins, earning the tapestries their nickname.

The tapestries were ridiculed by the emperor's opponents, and many were persecuted and even executed for their open derision, which only served to further ostracise the emperor. The tapestries were eventually removed by his successor following his assassination, though by then they had become infamous and were the lasting memory of a largely ineffectual emperor, and they later became known as the Goblin Tapestries. Indeed,

their original name is now forgotten, as are the unfortunate people who were made to craft it.

Parts of the tapestries occasionally resurface in the antiquities market, though it is impossible to verify their authenticity.

GOBYAN: Set. City in the c of CUTH (Pop. c. 45,000).

GOD ADRIFT, the: Rel. Dei. Cosmic deity worshipped by minorities in TAES, that is characterised by its unknowable aspect. It is catatonic and is equated to a dark cloud drifting forever above ELYDEN, its DREAMS bringing about change, which can be both miraculous or cataclysmic. The eerie DESICLAIA monuments that are scattered across the nation are considered sacrosanct and it is common cultural practice to tend to them when travelling and to leave offerings of food or drink at their feet.

The religion surrounding his strange deity was largely obliterated by <u>KORACHANI</u> missionaries arriving in the region in c. 1530 RM, to be supplanted by the <u>CHURCH OF THE UNDYING MACHINE</u>. Since then, worship of the God Adrift has remained as decentralised local mystery cults that are largely made up of the lower classes, with each cult having its own dogma and doctrine, likely corrupted from the <u>PRE-IMPERIAL</u> version of the religion.

<u>GOD-ANCESTORS</u>, the: *Rel. Dei. Pol.* Deities, rulers, and advisors of the nation of <u>ZAKRON</u>. They are interred within <u>CANOPIC ENGINES</u> – great archaic machines that allow their consciousnesses to survive for millennia after their <u>VESSELS</u> have perished.

GOD-FUNGUS, the: see HADATH.

<u>GOD-KING</u>: *Rel. Dei. Pol.* The title of the <u>PROPHET KATHISIS</u> after being elevated to godhood in the nation of <u>TETHYSIA</u>. He was reborn as an <u>OTHERWORLDLY</u> spirit in 2137 RM, after which a willing volunteer was found every generation who would be possessed by the spirit and rule as the <u>GOD-KING</u>, who rules from the <u>TEMPLE OF THE NEVERDYING</u> in the capital in <u>LYSITEAS</u>.

The God-kings are referred to by their generation. Currently Tethysia is ruled by the $57^{\rm th}$ God-king.

GOD-KING ASTER: see ASTERI.

GOD-MACHINE: see INTERMINABLE ONE, THE.

GOD-SLAYER, the: see AKACHI.

GOD WHO SPEAKS, the: also 'Raon' and, mistakenly, 'Raong'. Rel. Dei. Chief deity worshipped by the people of RAONGEN⁽²⁾ as well as THE VORANDINE. It is so-named for the visions and prophecies that many of its worshipers experience, and through which the deity is solely known. The first of these visions to be recorded in the FIFTH AGE were experienced between -600 and -500 RM around lake Ra (after which the god and the nation are named).

The interpretation of these visions forms a major part of the religion, with legions of monks, known as <u>OBSERVERS</u>, devoting their lives to collecting and cataloguing the many visions that the people of these regions experience. Indeed, the investigation and verification of the many visions forms an important part of the Raongeni economy.

The God Who Speaks has no physical form and those who receive visions never see anything – they only hear a powerful voice, disembodied, speaking as though hundreds of people – men, women, and children alike – were speaking the same words at the same time. Indeed, so central has the lack of any physical appearance become, that no idols or art depicting the god is allowed.

The religion is not as centralised as many other major religions, and there are few major places of worship outside of the many monasteries scattered around <u>Western Llachatul</u>. Most people revere the God Who Speaks in their own homes, though idols do exist in places of natural beauty or otherwise associated with the deity, such as locations where verified visions have been experienced. The religion has been appropriated by the <u>United Vorandi Council</u>, which came to power in the Vorandine in 3996 RM, and its Exponents have worked tirelessly since then enforcing their laws, known as the <u>Gods' Laws</u>, in an effort to bring unity to the region.

Outsiders believe that the visions and dreams experienced are the product of a torpid <u>DEMIURGE</u> or <u>SCION</u> that is buried in Western Llachatul. Though other scholars counter this, claiming that only locals

report such visions – foreigners sojourning in such lands rarely, if ever experience such visions or dreams. See Vol II: Religions and Cults.

GODAN: Set. Small fortified coastal city in the south west of the PARTHISAN colony of IBANNEM^(1.). It is the only city in the colony to be situated on the western-coast, and its harbour is heavily fortified against ABARHALI attack (Pop. c. 16,400).

GODHEAD: Myt. Arc. His. Relics of ancient times; large often marble hand-carved heads thought to be dedicated to ancient deities that rose in the wake of the DEMIURGE'S loss of divinity amongst alienated mortals. Found scattered throughout the UMBRA SOKHAR and parts of KARAKHAS and AETHIOS, these decayed relics have defaced the lands around them through impure energies, causing them to be shunned by present-day mortals. The largest and most infamous of them all is AELLO, THE GODHEAD. They are thought to have been constructed by VALTHAS in the FOURTH AGE and possibly early FIFTH AGE.

GODLESS REALM, the: *His. Ntn.* Moniker given to the KORACHANI vassal state of VAALTHA (now VAALK, under SARASTROAN vassalage since 3705 RM) in c. 2310 RM. For decades, organised crime had been allowed to fester in Vaaltha, spreading roots across its government as well as the CHURCH OF THE UNDYING MACHINE and its industries and commerce. The ARCHPOTENTATE MALICHAR brought loyal church troops down upon the nation in 2309 RM, destroying the city of MEKENA and attacking strongholds of the criminal families. The attacks were successful, bringing stability and order back to Vaaltha, but at the cost of tens of thousands of innocent lives and a rapid wane in the influence of the Church of the Undying Machine there, which was seen by most HELOTS as responsible for the attacks and allowing the corruption of the crime families to spread in the first place.

The name continued to be used until Vaaltha was abandoned by Korachan and it was absorbed by the $\underline{\text{LOW-EMPIRE}}$ of Sarastro in 3736 RM.

GODHEAD OF SIELLA: Rel. Leg. Arc. His. Rumoured tomb and place of repose of the DEMIURGE SIELLA, claimed to be in the deepest forests of MALAN. The Godhead of Siella is a common apocryphal location known of by many around the Inner Sea, though the people of Malan put little stock in such tales, and likely have their own knowledge on such things, which they are unlikely to disclose to outsiders.

<u>KORACHANI</u> scholars debate the existence of the <u>GODHEAD</u>, which features in legends that date to the early <u>FIFTH AGE DARK SEA REGION</u> (particularly in <u>AHRISHEN</u>, <u>LYRIDIA</u> and <u>THE HARÉSHK</u>) as being myth, or a relic from ancient accounts that became corrupted through oral retellings. Many people believe it to lie in the <u>HENDECARCHY</u> of <u>AMILLAERE</u>^(1.).

GODLESS, the: Rel. Soc. Rnk. his. Caste of religious servants in the old nation of ASSEER (present-day ESHIR^(2.)) that first appeared in c. 1320. At the time they were simply individuals who believed that the SABRIYAN STONE that had been discovered in 1209 RM had been sent by the ASSEERI PANTHEON to sort the wicked and greedy from the just and devout, and they decried the power struggle that had consumed their homeland for the past century as a result.

They became ostracised for their beliefs, causing them to turn deeper to their worship and devotion of the pantheon, and by c. 1350 RM people were calling them the Godless as an insult, leading to them dwindle in social standing, slowly turning them a lower class, forced out of their homes into ghettos where they languished together. Their descendants were eventually taken in by the various temples of the Pantheon, where they became servants to the gods and their idols. They embraced the name Godless and took it as their own, claiming it served as a humbling reminder that despite their prayers and sacrifice, mortals could never be alike the gods.

Despite their outspoken defiance of those who wielded the Godstone, the Godless came to enjoy a level of immunity as servants of the temples, and so the uneasy status quo was allowed to continue.

This state lasted until 1923 RM, when the overlord of Asseer, <u>Dreplicate Farisón</u> (by then a feared tyrant whose centuries of using the Sabriyan Stone had given him great powers and a prolonged lifespan) reformed the Asseeri Pantheon, elevating himself to the position of chief deity whilst delegating the dozens of deities in the pantheon to demigods

under his rule. This allowed him to finally rid Asseer of the Godless caste, who were rounded up and executed ruthlessly within a few days of the reforms taking effect. Few, if any, escaped these actions and the religion suffered in the wake of their culling.

GODOS: Set. Small city in the south west of the tribe of ASSAGOS in the east of the GROWING MOUNTAINS of MULCIBER. The City is renowned for its ROC tamers, and it has a lucrative trade in roc eggs which it sells to wealthy or foreigners at great profit (Pop. c. 15,400).

GODS' GRAVEYARD, the: see LPAAZASASHAT.

GODS' LAWS, the: Law. Code of laws introduced by the UNITED VORANDI COUNCIL to THE VORANDINE, following its usurping of the previous coalition council in 3996 RM. The laws are based on the interpretations of visions and DREAMS by the Vorandi people, which have been attributed to an unknowable deity known as the GOD WHO SPEAKS, with little effort to disguise their use for propaganda intended to further the goals of the Council and to quell the individual cultures that were common in the Vorandine until its forced unification a decade ago.

The Laws are upheld by an expansive policing force that is operated by the United Vorandi Council, which are seen by most as being oppressive, intent only on quelling 'dissident' beliefs, rather than truly maintaining order.

GODS' WOUND: also 'Nerkala'. Int. Myt. Geo. Said to be one of the last of the DEMIURGE NERGAAL'S creations following his estrangement from THE SHAPER in ELYDEN'S mythohistory. Located in the far east of CUTH, in the eastern-most reaches of the MO-ORASSIM Mountains, the God's Wound is a spring, said to flow with the blood of the Demiurge. A fortress was built atop the spring in c. 2853 RM by the WORD BEARERS, who control access to it to this day.

It is visited by pilgrims of the <u>TWIN CHURCHES OF CUTH</u>, who immerse themselves in the waters formed by the pool, which are red from chemicals in the surrounding rocks.

GODBSORN, the: also 'Asicthai'. Myt. Mor. Common name within CENTRAL LLACHATUL and particularly in the KORACHANI EMPIRE for those beings who were created directly by the actions of the DEMIURGES, rather than having been created in two-and-twenty pods of seven (known as the Two-and-Twenty SICTHAIN, which include HUMANS).

Various accounts within the <u>MYTHOLOGIA ELYDEN</u>, show that many Demiurges felt closer with the godsborn than with the seedborn, for they had created them themselves, rather than being bound to them by their <u>FATHER</u> by their hubris. Most famed is <u>ARIMASPI</u>, who was perhaps the most prolific of the Demiurges, having created beings as diverse as the <u>EELYOUHNS</u> and <u>AIKLAHS</u>, to whom he felt a far greater bond than the <u>VAPULIM</u> he was burdened with.

They are often compared and contrasted with the so-called <u>SEEDBORN</u> (or the <u>ASICTHAIN</u>) – Two-and-Twenty <u>MORTAL PEOPLES</u> whose creation was ordained by <u>THE SHAPER</u> in the form of the <u>IMMORTALS</u>^(1.), but whose birth was pained and premature due to the Demiurge's hubris. The two disparate people as said to have lashed in a great war in mythic ages, known in contemporary texts as the <u>CHILDREN'S WAR</u>. See Vol II: Classification and Taxonomy of Life.

GODSCION: see <u>SCION</u>.

<u>GODSHOME</u>: *Lan. Ntn.* Throughout the free lands of the east, a common name for <u>TETHYSIA</u>.

GODSLAYERS, the: Org. Secular organisation that emerged from an earlier agnostic political group founded in 1748 RM in PARTHIS. The Godslayers are a mercenary force who dedicate themselves to the eradication of organised religion, particularly the CHURCH OF THE UNDYING MACHINE, whose treatment of Parthisans during imperial occupation there between 463 – 967 RM caused much suffering. They served readily in the war against TARTAK after Parthis was freed, though their most infamous action was during the siege of the TEMPLE OF FILADELFIA in VAALK in 2903 RM, in which the temple was destroyed, its treasures looted, funding their actions for centuries to come.

Following <u>KORACHANI</u> persecution, their headquarters were moved from Parthis to the city of <u>AAMINA</u> in <u>KAZZAR</u>^(2.) in c. 3148 RM. They took to the atheism of their adoptive home well, and over the years became increasingly influential, becoming rulers in 3562 RM. It is

believed that in their history the Godslayers have killed many <u>SCIONS</u> and otherworlders, and hundreds of thousands of their supporters.

GODSMEAD: also 'halfador'. Mys. Bev. A form of mead brewed in the west of NORTHERN SIMBARA from a specific variety of honey produced by bees that harvest pollen from a unique flower, known as <u>HALFADEL</u>, whose roots grow in soil that is steeped in the blood of an ancient fallen god (believed to be a <u>DEMIURGE</u> by some scholars).

The drink has a bittersweet flavour and is thicker than normal mead. Drinking it quickly and in volume can lead to a minor psychedelic experience, which is attributed to the divine origins of the mead. Visions experienced under the influence of godsmead have been interpreted as divine whispers by some, though in general they are not considered as anything other than a physical reaction to chemicals introduced to the body.

GODSMEN: Law. Org. Policing force in THE VORANDINE governed by the UNITED VORANDI COUNCIL. The Godsmen are responsible for upholding the will of the council under the pretence of bringing order to the disparate regions of the Vorandine, which in many areas are still reeling from the forced unification of their homeland.

The Godsmen also have the task of scouring libraries and archives across the Vorandine for ancient historical records predating the arrival of king <u>VORAND</u>, resulting in increased tensions in many regions.

GODSPAWN: see SCION.

GODSTEARS MOUNTAIN: See DORÉSAI.

GODSTONES: 1. *Int. Mys. Obj.* Powerful artifacts created by some <u>DEMIURGES</u> during their <u>ACTS OF SHAPING</u> that created <u>ELYDEN</u> and her landforms and the flora and fauna that inhabit her. It is thought that each godstone was imparted with a small mote of a Demiurge's essence, and through the transference of this essence, their work in that sphere was rendered easier, similar to a <u>FOCUS</u> used by <u>SHAPERS</u>.

Passages from the <u>MYTHOLOGIA ELYDEN</u> indicate that the godstones may also have been used by <u>SCIONS</u> and the first <u>MORTAL</u> shapers to perform acts of creation on their behalf.

The Godstones feature in many region's legends and myths, though they often go by different names. Despite their widespread appearance in local legend, there have been very few verified documented instances of any of these artefacts being discovered in the modern world.

2. Rui. Arc. Unrelated matted iron monuments in JURRAS^(2.). Their origin unknown; they were worshipped by the pastoral people that lived in the area before the <u>KORACHANI</u> conquest in 403 RM, where their veneration was abolished by the <u>ICONOCLASTS</u>^(1.). Most godstones remain, though any link with past worship has been expunged from the memories of those who dwell there. They are often confused with the <u>SIMULAEKA</u>, which are divine idols of a far more sacred nature.

GODSCLOAK: see DIVINIFUGUE SUIT.

GOELLEND: Geo. Sinkhole in the north east of the VOULLOR Mountains, in the east of ABATTUR. The sinkhole is overgrown with shrubs and trees and little of the hollow is actually visible, though it leads to an network of vertical shafts and caves that are quite expansive. A wretched smell emanates from the sinkhole, and the only exploration that has taken place there has been through the aid of softsuits for no mortal can stomach the fetid odour for long.

Despite various explorations taking place between 3220-3360 RM, following the cave's rediscovering by Abatturi explorers, only a handful of the shafts have been fully investigated due to their depth and size. Strange scuttling noises can be heard from the deepest levels, though their source, whatever it may be, remains elusive. A handful of eyewitness accounts have described pale-skinned black eyed reptiles in the depths though nothing concrete has been documented.

The sinkhole has been largely forgotten today and few local maps even indicate its location.

GOETH: 1. His. Nm. Ancient FOURTH AGE empire in the c of LLACHATUL, encompassing what are today the north west of THE HARÉSHK, the LEVANTINE region of southern AHRISHEN, as well as the east of LYRIDIA and TAMAR. Goethan ruins are common in the above regions, and many present-day cities are built atop the ruins of its ancient cities.

- 2. *Eth.* Ethincity in the c of <u>LLACHATUL</u>, encompassing the north west of <u>THE HARÉSHK</u>, the <u>LEVANTINE</u> region of southern <u>AHRISHEN</u>, as well as the east of <u>LYRIDIA</u> and <u>TAMAR</u>.
- 3. Geo. Western area of THE HARÉSHK, encompassing the states of EDICULE^(1.), PALUS^(1.), ALAMUT and the LEVANTINE region of AHRISHEN, as well as the east of LYRIDIA and TAMAR Its people share a common cultural identity, and are descended from the ancient FOURTH AGE empire of Goeth, and, more recently, the FIFTH AGE nation of GOETHA. Despite scattering over the borders of different nations. They are united by their belief in the prophesied leader, known as the HEIR OF GOETH.
- <u>GOETHA</u>: *His. Nm.* Early <u>FIFTH AGE</u> nation that in 807 RM united with <u>HARA</u>, founding the state of <u>HARÉ SHKA</u>.
- GOETHAN: His. Lan. Now-extinct language that was spoken by the mid FOURTH AGE empire of GOETH. Many extant languages of the south east of CENTRAL LLACHATUL ultimately emerged from this language, including AHRISHENI, BAATANISH, and VIRAHANI. See Vol II: Languages.
- GOETHAN ORDER: Sup. Org. Law. HARÉ SHKAN order established in c. 940 RM to oppose the growing influence of FIRMAMENTISTS and their allies within their homeland. The order became an official policing force of the region in 974 RM, though was disbanded with the change in regime that replaced Haré Shka with the HARÉSHK.
- GOETIAN BLUE: Obj. Dye and pigment that is common in THE HARÉSHK and the LEVANTINE region of AHRISHEN. Made from a mix of woad and ground blue glass, it has been used around the DARK SEA for millennia.
- GOGOAL GATE, the: Arc. Tec. In the catacombs of the PARTHIA APEX in TETHRA, PARTHIS; an archaic TECHNARCANE doorway that is never opened and always guarded by the PALATINES^(2.) of the Parthia Apex. Some believe an OTHERWORLDER or SCIONIC creature may be imprisoned behind the door, though few are those who can say for sure.
- GOIRATH: 1. Rvr. Major river dominating the c and south of KOMMEA. It is known for its many tributaries that begin in the highlands of the HOLLOW COASTLINE and converge, winding their way south to the BAY OF HARURHOTA across rocky terrain, and much of the river's course is unnavigable due to rapids and waterfalls.
- 2. Set. Major city in the c of KOMMEA, on the bank of the above river⁽¹⁾. Little is known of this city save that is built on uneven rocky ground and that its foundations are built atop great unseen arches beneath which are cisterns and hollows that most of its people are unaware of (Pop. c. 220,000).
- <u>GOJAN</u>: *Geo.* Young mountain-range running for almost 2,500-miles in a south western direction to the east of the <u>SEA OF LETHEA</u>, serving as a border between the south west of <u>NOAVATUR</u> and the north of <u>MNEMON</u>. To their south is the sheer coastline known as the <u>CLIFFS OF BERDEN</u>.
- **GOJIDHU:** Set. Coastal settlement in the c of <u>PERGOST</u>. It is largely known as the old capital of the <u>ELDRIAN</u> empire, though is today much diminished, surrounded by the concrete ruins of the brutalist palaces of the <u>ORREX</u> dynasty (Pop. c. 5,000).
- GOLATH AGG: (B. c. 2000 2647 RM) Oth. Arr. Patrician-gentile of ALMAGEST. Renowned HALFBLOOD artist, who rose to prominence in c. 2340 RM, before disappearing three centuries later. His works are noted for their grotesque and suggestive nature.

GOLDBARK: see <u>SÖRR</u>.

GOLDEN MAP, the: His. Car. Ancient map, thought to have been Atramentally-preserved, depicting the INNER SEA and the north of LLACHATUL. It is named for the colour of the vellum on which it is made, and is thought to date back to the FADING following the FOURTH AGE.

GOLDEN MOUNTAIN: see KOTHA ICHOLLIGHA.

GOLDSTREAM, the: Myr. Rvr. In the MYTHOLOGIA ELYDEN, a great nourishing river created by the DEMIURGE ARIMASPI to water his manifold creations and children. If the river truly exists, its location is unknown, though it is more likely to have become corrupted by the passage of time, rendering it unidentifiable. It is sometimes confused with the river SHIBBOLETH^(3.), which is attributed with the eponymous Demiurge, which Arimaspi is said to have been close.

GOLDTREE: see SÖRR.

<u>GOLDWATER</u>: Bev. Colloquial term in the <u>KORACHANI EMPIRE</u> for ale or beer or what equates such beverages, depending on the raw materials available to brewers. See Vol II: Beverages.

GOLEM: 1. lit. 'Living Machine'. Also 'Sicthainen techna'. Med. Tec. Engines of war that marry TECHNARCANA, ATRAMENTISM and FLESHWRIGHTING to create hulking humanoid creates with fleshy cores encase in mechanical bodies. These VAT-BORN creatures (more advanced, complex forms of STEEL OGHURS) are made of a form of SHADOW IRON that makes them extremely tough, though their upkeep and creation are incredibly expensive, far more so than that of STEEL LEGIONNAIRES. Due to the specialist nature of their construction, there are only a handful of manufactories scattered throughout the $\underline{\text{KORACHANI EMPIRE}}$ that are capable of constructing these golems, the largest of which was in DURCHAA (1.). Other manufactories were in ALMAGEST, PELASGOS and VENTHIR, each specialising in different forms. Outside the empire, PARTHIS was the only noted region with the means and purpose to construct such beings, though today Durchaa and Almagest - both of which are no longer part of the empire - are still thought to be capable of constructing golems.

Generally, golems are large constructs varying in height from 8 – 20-feet, depending on their design; and weighing between 8,000 – 30,000 lbs. The <u>SOHBAL FERROLLI</u>, Steel Oghurs and <u>TALOS</u> engines are all a variety of <u>SICTHAINEN TECHNA</u>.

- 2. Mys. Tec. In IO, a form of CREANT made through ancient techniques handed down from religious patriarchs known as EXARCHS for ages. They bear little resemblance to the TECHNARCANE golems of the modern age, which are far more sophisticated creations.
- GOLDEN AGE OF MYMEREA: His. Historical period in the east of EASTERN LLACHATUL following the signing of the MYMEREAN ACCORDS in 2996 RM, between HALEDONIA, LIMOTH^(1.), the PANTHEON ISLES, TETHYSIA, and THETIS, bringing an end to massed piracy and SLAVERY in the region. KOMMEA entered the Accords later, in 3189 RM, following the rise of its monarchy.

This ushered new trade and political alliances that brought a newfound prosperity to the region, which is said to have lasted until the withdrawal of Tethysia from the Accords in 3523 RM. Most political commentators believe that the region is now in a period of decline, much like most other regions of $\underline{\text{ELYDEN}}$.

GOLDEN CRESCENT: also 'Golden Sickle, the'. Pol. Geo. Lan. Common name given to the nations surrounding the SEA OF ETAGIRIA, including ZATAUR, AKACHA, ILLAKRAR (3), ZAKRON, KHAR NADUL, HANNAH, QARALAM, SHEZALIAH, and ZHARIAH (2). The region shares many cultural elements, including various overlaps in language and artistic and architectural styles, most of which are due to a shared cultural heritage dating back millennia.

The name originates from the yellow crescent that featured first in the ancient heraldry of the region and later the flag of the <u>AKHSARAYAN</u> empire, which remains in the extant flags of Zakron and Illakrar⁽³⁾.

GOLDEN EWE, ORDER OF THE: Soc. Org. Esoteric society in the western reaches of the ETAGIRIAN REGION, primarily in the lands of ILLAKRAR, KHAR NADUL, ZAKRON, and YSACYITHAIA. Publicly, it is a social alliance between powerful individuals that originated in c. 3620 RM in the city of EURARA, though there are many theories as to the true nature of the group, including that it is a network for the rich and powerful to gain more money and power, a forbidden cult that petitions ancient spirits for power, or other more nefarious pursuits. None are fully correct. In truth, the Order serves little material purpose and is a seen as a diversion by most who attend, with lots of ritual, pageantry and symbolism married together in obtuse rites that serve no true purpose other than to occupy the times of those with too much time to waste.

GOLDEN SICKLE: see GOLDEN CRESCENT.

GOLET: 1. Rvr. Seasonal river in the c north of LIDEA, flowing from sources across the JAELLAN plains and the north east of the ORIAN Mountains.

2. Geo. Canyon system in the c north of LIDEA with one main length around 90-miles long. A calcified ridge up to 15-feet wide runs along the midspan of its cliffs, creating a natural mezzanine, perhaps a remnant of when the river flowed constantly. Many settlements lie along its span, the ridge acting as a thoroughfare, across which many bridges have been

raised. Calcite and garnet prospecting are common in the dry-season; the flooding of wet-season rendering mining impossible.

<u>GOLETH</u>: also '*Death*'. *Ast. Con.* Constellation in the <u>NORTHERN</u> HEMISPHERE. **See Vol II: Constellations**.

GOLHEDON: Soc. Rnk. In KORACHANI-controlled CARCERI, a class of clerk responsible for the tracking and recording of slain SHAPERS. Traditionally, their roles involved collecting the skulls of dead FIRMAMENTISTS and inscribing their name, offence and method of death on them (though in reality a golhedon rarely carried out any of the above duties, entrusting them to his underlings; a practice that became increasingly popular as the caste grew wealthier towards the end of the AVÉNETHI ORDER'S tenure there). The skulls were placed in special rooms (called a GULGOLETH) where they remain to this day, numbering in their hundreds of thousands.

The practice is an offshoot of the more common Korachani custom of scrimshawing or filigreeing the skulls of the dead.

GOLORHIR: Set. Small city in the south of EZASUH^(2,), along the foothills of the THABAT Mountains (Pop. c. 20,000).

GOLYDIS: Set. City in the c of OPHIUSSA (Pop. c. 42,000).

GOMANATHU: Set. Town in the east of the small nation of KETESH (Pop. c. 6,000).

<u>GOMELA</u>: Geo. Rocky region of undulating hills in the south of <u>OPHIUSSA</u>. The region is noted as being of great beauty, and of few notable resources, so has been largely ignored by the industrialisation of the nation, though is known for its vineyards and production of <u>OPHIR</u>^(3.) liquor.

<u>GONLEA</u>: For. Boreal forest in the region of <u>ON POUR</u>^(1.) in the north west of <u>RAONGEN</u>^(2.). It reaches north to the southern-most edge of the <u>WHITE SHEET</u> and east to lake <u>TAHONG</u>.

GOODFAITH: Soc. Lan. Common greeting in TEMUJA.

GOPH: Rui. Mil. Str. Ruined fort dating back to c. 900 RM in the far east of TRAKIA. The fort once overlooked the <u>SEA OF BYSSOS</u>, which in those days reached as far inland as the fort, in the form of a narrow gulf.

<u>GOR</u>: Rvr. River in the c west of <u>PORPHYR</u>, flowing west for 780-miles from sources in the <u>RYKK</u> Mountains before meeting the coast of western Porphyr, at the <u>SEA OF LETHEA</u>.

<u>GOR'KHAN</u>: Geo. Ridge in the <u>JAELA</u> Mountain in the north east of <u>SARASTRO</u>.

<u>GORADACH</u>: 1. *Pol. His.* One of the seven <u>ORIGINAL KORACHANI</u> cities, to the north west of the peninsula.

2. Rui. Abandoned city in the c north west of KORACHAN, in the SUEVRAN BASIN in the north west, along the course of the river ENDRACH. It was once coastal and one of the original seven tribes, and was abandoned following the retreat of the seas.

GORAKANDRA: Set. Coastal city in the south east of SUMA'YA, named after an OTHERWORLDER of local myth. The city and its environs are one of the few fishing areas in Suma'ya (Pop. c. 13,600).

GORAN: Geo. Area in the south of the HARÉSHKI CITY-KINGDOM of DANILAT, covered in scenic ruins of palaces and cathedrals from c. 1900 RM — the earliest known structures erected by GOETHAN people following its re-settlement in the FIFTH AGE.

<u>GORANTUR</u>: Set. Fortified city in the north west of the tribe of <u>SALARNA</u>, in the c north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 26,000).

GORC BADAL: Set. Major city in the c south west of CHEIRA, and capital city of the seventh prefecture of Cheira (Pop. c. 39,500).

GORDESA: Set. Settlement in the c east of EREBETH (Pop. c. 8,000).

GOREMAIDEN: Myt. Name sometimes given to the SCION KHAR'ILLAE in antiquity. It has resurfaced in the past decades in mystery cults that have appeared in NORTHERN SAMMAEA dedicated to her.

<u>GORGELAN:</u> Rvr. River-system in <u>VÂRR</u>, made up of many steep-banked rivers, the largest of them the river <u>EGGOS</u>, which flows east along its southern border, into the <u>SEA OF SPIRES</u>. Like most of Vârr, the region is now barren after uncounted centuries of industry, its land grey, the waters of its rivers largely lifeless.

GORGER BEETLE: also 'Gorger Grub'. Fau. Large insect relatively common in KHARKHARADONTIS due to their natural resilience to ATRAMENTAL TAINT. They grow to just under 1-ft. in length and are famed for their voracious grubs, which have become common around the INNER SEA REGION, possibly having made their way there along the SHADOW MARCH centuries ago.

They spend most of their lives in a larval form, which eats almost constantly until it pupates into its adult form, which is lacking a mouth and exists only to find a mate and reproduce, after which it dies. Females live long enough to lay eggs in dark humid areas. They favour Atramentally tainted lands, in particular those regions where the land has been corrupted into flesh, such as the <u>FLAESCUS</u>, where they engorge themselves, attracting opportunistic predators that feed on them.

Desperate pilgrims undergoing the <u>SHADOW MARCH</u> have been known to cook and eat the grubs, though they cause mild sickness. Some people indigenous to Kharkharadontis have learnt how to cook them, removing certain glands from them before grinding them up into a paste with herbs and spices, before being made into patties or sausages. They have also become a more common sight along the route of the Shadow March, where they feast on the flesh of fallen pilgrims who are left behind.

They have become a persistent pest in agricultural lands around the INNER SEA Region and farmers must be vigilant to stop entire crops from being eaten. They are a blight in dross manufactories and have become a nemesis to the MORTUARY CULT. Some dross manufactories have converted to using the grubs as part of their mix, to varied effect. See Vol II: Classification and Taxonomy of Life.

GORGO: Ser. Small city in the north east of AYAD. Its main industry is the cultivation of exotic fruits, most of which are exported east (Pop. c. 11,000).

<u>GORGON</u>: 1. *Lak*. Lake in the south west of <u>PELASGOS</u>, in the region of <u>IRTHA</u>. It is fed by the river <u>ABERIA</u>, which flows west from the <u>BATHAKOL</u> Mountains.

2. Pol. Soc. Famed <u>PATRICIAN HOUSE</u> based in the main peninsula of the <u>CITY OF ALMAGEST</u>. It is a major industrial power in the nation, controlling various iron mines, foundries, manufactories, and shipyards. See Vol II: Patrician Houses.

GORGON HOUSE: Str. The ancestral home of PATRICIAN HOUSE GORGON^(1.) dominating the upper storeys and penthouses of an entire block in the central peninsula of the CITY OF ALMAGEST. The house is famed for its stark architecture and use of gold gilding and basalt, and it has a large glasshouse in which are kept exotic animals and plants from across ELYDEN.

<u>GORIA</u>: 1. *Rvr.* River in the c of <u>AHKA</u>, flowing north for 442-miles from sources in the west of the <u>TOLIASOR</u> and <u>SOTTHEA</u> Mountains before meeting its parent, the river <u>AMALTHEA</u>.

2. *Rvr.* Wetlands along the course of the eponymous river in the c of AHKA, covering some 850-square miles.

GORKA: Ser. City in the south west of KORACHAN, north of the SEA OF ENGARA (Pop. c. 29,200).

<u>GORLAN</u>: Set. Settlement in the north of <u>LOEGRESS</u>⁽¹⁾, along the course of the river <u>DRUITHAL</u>. It is a major agricultural centre and is surrounded by miles of bucolic farmlands (Pop. c. 7,300).

GORMAKHIA: Set. Small coastal city in the north east of <u>ANANTHUL</u>, overlooking the border with <u>SABAISA</u> (Pop. c. 16,300).

GOROCZHAN: Set. Fortified coastal city in the far south east of the OKKHAMI peninsula (2.), in the nation of OKKHAMI. It originated as a failed KORACHANI colony in c. 2820 RM, when the peninsula was divided in two and the south eastern-most part was an island known as KHURTAE, and was largely uninhabited. Coastal settlements were raided for slaves by the invading empire, but the colony was abandoned within a decade, and the slaves maintained it, and the name, originally Gorachan, became corrupted, and it slowly grew into a prosperous city.

Following the wane of the <u>SEA OF KHURSA</u>, the city was regraded, with new structures moved closer to the coast, and the harbour relocated multiple times. Today it is the only major settlement in the headband of Khurtae and is centre of governance in the region (Pop. c. 48,200).

<u>GOROGUOR</u>: Geo. Mountains in the east of <u>SAMMAEA</u>, forming a border between the nations of <u>ELEKHID</u> and <u>CHEIRA</u>.

GOROLAVARTUR: m. Mys. His. In the mythologies and ancient histories of ELYDEN, a SCION of the DEMIURGE SYNCHTHONITH, thought to have died in the rainforest of PNESSA. See Vol IV: Scions, Children of the Gods.

GORONN: Set. Small coastal city in the north west of the <u>TEMPLAR</u> STATES (Pop. c. 14,000).

<u>GOROR</u>: 1. Sea. Bay in the far east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, forming a western part of the <u>BRINE SEA</u>.

2. Pol. Soc. Tribe in the far south east of MULCIBER, in the GROWING MOUNTAINS, in the north east of SAMMAEA. It is one of three tribes with a coastal presence, and has the shortest coastline of the three, at around 170-miles. The tribal territories are made up of the drainage basin of the river MMITH.

3. *Pol. Set.* Ruling city in the tribe of Goror, in the far east of <u>MULCIBER</u>, in the east of the <u>GROWING MOUNTAINS</u>. The city lies along the banks of the river <u>MMITH</u> (Pop. c. 48,000).

<u>GORORI</u>: *Geo.* Rocky region forming an extension of the <u>BAKHRAN</u> Mountains in the west of the <u>BAKHRAN STATES</u>, forming a border with the <u>SIX CITIES</u>. The region is known for its harsh northern peaks and its shallow decline to the south into the <u>HEHABAAN</u> wastes.

GOROSHONNAR, the: also 'the Suture'. Int. Sup. Geo. Aerial LACUNA⁽²⁾ just to the north west of the desert of ANTHAR, in the far east of METHUMN in the AMMASHI⁽¹⁾ peninsula of south western SAMMAEA, that drifts lazily above the ruin of EKACARAX.

The lacuna was once a link to the <u>ATRAMENTA</u>, that in c. -200 ruptured, leading to a massive outflux of <u>ATRAMENTAL</u> energies that was second only in severity to the <u>BLACK FOUNTAIN</u> itself. This led to the death of dozens of surrounding cities, including the metropolis of <u>EKACARAX</u>, and spelled death to many cultures and people that dwelt beneath it for many centuries, until in c. 340 RM, the rupture began to heal itself, leading to the scar forming above the desert now commonly known as *the Suture*.

Despite this, the region remained <u>ATRAMENTALLY TAINTED</u> for many centuries, and people never returned to the region, even as the corruption eventually diminished, leaving many ruins.

The feature itself is beautiful to behold, and shimmers in an iridescent sheen that ranges from green to purple, and which is thought to change with the <u>ARCANE TEMPERS</u>. The Suture can be seen around a mile overhead above the Anthar desert, and can be seen from many miles around, and serves as a navigational tool to travellers today.

GOROXTUR: Geo. Island in the c east of the PANTHEON ISLES.

GORRA: (11,420-ft.) Geo. Highest peak of the GORRAN Mountains, within the nation of <u>BASSORAH</u>⁽²⁾.

GORRAN: Geo. Mountain in the east of SKAROS, around 450-miles long, bordering THE OLD FOREST. The mountain's western-face was rich in various mineral deposits, including iron, copper and tantalum. The mines and quarries that proliferated the region were exhausted c. 2800 – 3100 RM, leaving the western face of the mountain a wasteland.

GORRHASH: His. Ntm. Late FOURTH AGE nation that emerged from the ruin of the OLYAMMYAD EMPIRE in what are now AZAZEM and KORACHAN. It lingered into the first centuries of the FADING, but is believed to have faltered by c. -1800 RM. See Vol III: Extinct States.

<u>GORRHASHI</u>: *His. Lan.* Now-extinct language spoken by the late <u>FOURTH</u>
<u>AGE</u> nation of <u>GORRHASH</u>. It emerged from the earlier <u>OLYAMMYAD</u> and became the root of modern <u>KORACHANI</u>, amongst other languages. See Vol II: Languages.

<u>GORROS</u>: Set. Farming region in the c of <u>TAMAR</u> comprised of four separate settlements (Pop. c. 52,800).

<u>GORRUDO</u>: Geo. Large prismatic spring and associated geysers in the c of <u>VALBAR</u>⁽²⁾, in the region of <u>ESZALA</u>. Though it is very close to the city of <u>KIGATHAL</u>, it is not considered to be dangerous.

GORSAN: Rvr. River in the c north of BASSORAH^(2.).

GORTU: Set. Small city in the south west of SERROK. It is located in the region of KRALVISSRA, and is known for its expansive coal-mines (Pop. c. 12.000).

GOSASHANA: Sup. Geo. Region of faint <u>ATRAMENTALLY TAINT</u> in the c of ESHIR⁽²⁾.

The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

GOSOTH: Set. Fortified coastal city in the south east of the emirate of OTHOTEL(1.), in the south west of LIMOTH(1.). It is located close to the mouth of the river GALLESH and is a major producer of beans and legumes (Pop. c. 14,750).

<u>GOSPELS OF THE FOURTEEN</u>: Rel. Vol. Third volume of the <u>BOOK OF</u>
<u>RACHANAEL</u>. They were penned by the followers of the <u>ARCHPOTENTATE MALICHAR</u> following his mortal death and eventual rebirth as an <u>OTHERWORLDER</u>.

GOSPELS OF GNOTH, the: Vol. Phil. Populist and far-reaching GNOTHI text, reaching as far east as VENTHIR and TETHYSIA. Originating in c. 1800 RM in the city of SAHIVAN, the texts spread outside of Gnoth, carried by missionaries of the FOUR JOURNEYS. The century following the first spread of the texts outside of Gnoth was rife with religious conversion and persecution of said missionaries by many governments, particularly in the KORACHANI EMPIRE, which was quick to ban the texts and outlaw those spreading them across the empire.

Today, Gnothi missionaries continue to spread the teachings of the Gospels of Gnoth, both within and without the <u>INNER SEA</u>, spreading west, into the <u>VORANDINE</u>, and south west beyond the <u>SEA OF ORRIDA</u> and the western-coast of <u>MENISCEA</u>.

GOSPELS OF SPURINA: His. Rel. Vol. Heretical pamphlets published by the heretic Spurina who was eventually captured by the CHURCH OF THE UNDYING MACHINE and executed for treason and spreading blasphemies.

The gospels took the form of close to a hundred single page pamphlets that were distributed across markets and ports in <u>VÂRR</u> between 2854 – 2866 RM, from where they spread further across the <u>INNER SEA REGION</u>. They attempted to part the veil that the Church had cast over the true history of <u>ELYDEN</u>, explaining the tale of the <u>DEMIURGES</u> and their role in shaping the early history of the <u>MORTAL</u> races, and dispelling the propaganda surrounding the <u>UNDYING MACHINE</u> that had been allowed to fester unchallenged for close to three millennia.

The KORACHANI GOVERNMENT, the Church, as well as various orders within the SANCTIFIED ORDERS OF THE INQUISITION worked tirelessly to stop the spread of the pamphlets and apprehend the parties responsible for their creation, eventually apprehending a single man, known only as Spurina, in NOUVATAI in 2866 RM. He was executed following weeks of torture, by which point it had been revealed that he had been working alone, printing the pamphlets in an abandoned warehouse in Nouvatai for over a decade. It is unknown where he learnt the history of the MYTHOLOGIA ELYDEN, though no physical evidence was ever discovered and he never admitted to anything, not even under duress.

The Gospels were instrumental in teaching an ignorant populace the truth of the world, and despite the Church being successful in quashing their spread and neutralising those who were found in possession of them, whispers of the Demiurges continued to be felt around the Inner Sea Region for many decades later. The Gospels were also responsible for a minor schism within the Church of the Undying Machine, with some high-ranking priests thinking that censorship of religious expression was too difficult a task, but the predominant belief that the laity needed to be 'protected' from the true history of the world prevailed, and remains so to this day.

GOSPODI: Rnk. Title in AHRISHEN, roughly analogous with lord or master.

GOSSAMER FICUS: Sup. Flo. Large variety of fig tree that is common in the south of MENISCEA. It is named for its glass-like leaves that refract light through them like a prism. The trees are known for their vast canopies and the aerial roots that hang down from them, and for the rainbow patterns that surround them when direct sunlight strikes their leaves. They are most common in ZOHAK, VARU, and the south of SABAEA, and are well regarded, often forming a part in those regions' mythologies. See Vol II: Classification and Taxonomy of Life.

GOSTAKIS: 1. Sea. Large bay in the north of the SEA OF SERPENTS, forming part of the coasts of the east of OPHIUSSA and the south west of TAHALL

2. Set. Coastal city in the east of <u>OPHIUSSA</u>, serving as a major harbour to the capital of <u>DRAK LON</u>. It controls river traffic up and down the river

 \underline{INA} and operates a fleet of transport barges between it and the capital (Pop. 48,000).

GOSTEA: Set. Fortified settlement in the prefecture of HOLICHRIS in the c north east of HOLOLACH^(1.), overlooking the MULL CITY-STATES (Pop. c. 2,300).

GOTOROS: Rvr. River in the c south of PORPHYR, flowing south from sources in the far east of the RYKK Mountains and the c of the POROPHOSSYR Mountains for 650-miles before meeting lake RESKOKH, which in turn leads to its parent, the river.

GOTSAR: 1. Geo. Island off the eastern coast of VARR.

2. Mil. Str. Harbour and fortress on the eponymous island $^{(1)}$ off the eastern coast of $\underline{\text{VARR}}$, guarding the entrance to the harbours of the capital, $\underline{\text{NOUVATAI}}$.

<u>GOTTARUSH</u>: Set. City in the north of <u>HOGGOTHA ISZ</u>, famed for its throne, which is made from a large <u>GREATSHELL</u> shell (Pop. unknown).

GOUSON: Geo. Badlands in the south of PARAIYA.

GOYA: His. Geo. Historic endorheic basin in the ROMOREA^(1.) rift valley. In 3821 RM it was flooded alongside other endorheic basins, by the Kingdom of Romorea^(2.), creating the artificial inland sea of HASAAZ ARAAT.

GOZZA: Geo. Island off the northern coast of KAZZAR⁽²⁾. It is largely unpopulated, and is known in Kazzar and TATAR for the ruined early FIFTH AGE CHIWENOOL fortress known as GRUHVIID.

GRABRES' MONUMENT: Mil. Arc. Art. Marble pillar monument outside the city of KHADON in KORACHAN, dedicated to general GAUTER GRABRES who led the ANTHROPEIDOS CRUSADES between 122 - 149 RM, where he was killed in action by a halfblood SHAPER.

<u>GRAIAIN ANOINTING</u>: Soc. A coming-of-age ritual observed in <u>CEHOPHELA</u> dating back to the height of the old <u>SEPU</u> religion. It in, children of the aged between 12 and 13 are submerged in the river <u>MISED</u> by elders of Sepu. Whilst in its waters they are said to be visited by nature spirits known as <u>WINJI</u>, who leave their blessings behind, after which the children are regarded as being adults.

GRAMARYE: Mys. A form of occult teaching that is common in tropical regions in the north east of SAMMAEA, including CHEIRA, ELEKHID, GIBEAH, KHITAI, NAARETH, SOLEYN, and SUOR. It is believed to be a relic of ancient mysticism that was prevalent in the THIRD AGE, possibly established by DERUWEIDS and VAPULIM in response to the increased prevalence on the FIRMAMENTAL and ATRAMENTAL arts. Like LEY magick, it taps into the lambent energies stored in ELYDEN, possibly from the FIRST AGE OF SHAPING when the DEMIURGES, working at their peak, shaped ELYDEN and crafted their true-born children.

It is a subtle form of mysticism that seeks to empower the individual, granting insight into the world unseen (MATERIA OMNA), and is a dying art. Its practitioners were hunted to near extinction during the EGRET CRUSADES, and few survived who could pass on its secrets to younger generations. It is now mostly prevalent in rural communities in the tropical rainforests of WAELMIGH, and has largely died into obscurity in other lands, remembered as an extinct form of mysticism rather than as a thriving art. See Vol IV: Other Forms of Mysticism.

<u>GRAMMATER</u>: Dem. '*Grammatan*'. *Ntn.* Nation in the far south of <u>SAMMAEA</u>, along the southern <u>POLAR CIRCLE</u>.

The nation is known around the <u>INNER SEA REGION</u> is known for its acceptance of <u>OCCULTISM</u>, which forms a major part of Grammatan culture, from everyday life to warfare and politics. See Vol III: Extant Realms and Nations.

GRAMREA: Set. Settlement in the c of GIBEAH (Pop. c. 8,000).

<u>GRAN</u>: Set. Settlement in the c of the tribe of <u>RAOSI</u>, in the north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is known for its granite quarries (Pop. c. 5.000).

GRAND ARENA: Str. Gam. Large sporting arena in <u>THETIS</u>, <u>PARTHIS</u>, built in a neoclassical style. It is home to the largest <u>ENGINE RACING</u> circuit in the <u>PARTHISAN EMPIRE</u> and can seat over 85,000 spectators.

GRAND ARMOURY: His. Mil. Ind. Str. Large military storage facility in the city of TARKUSH in AZAZEM. It exploded on the 4th ASHTALEN 3704 RM during the WAR OF SUNDERING. It remains unknown if this was an accident or the result of enemy sabotage, but no perpetrators were found. The explosion left half the city destroyed and it took many months for <u>KORACHAN</u> to recover from the loss. The armoury was later rebuilt, and remains in use today.

GRAND ATELIER, the: His. Tec. Clo. Str. Once-major CLONING ATELIER in the south of MHAROKK. Built in 2966 RM, it was, during its peak in c. 3350 RM, the largest and most advanced cloning atelier in the KORACHANI EMPIRE, and was responsible for the inception of hundreds of generations of STEEL LEGIONNAIRES and tens of thousands of individual clones over the years, as well as HAGHOUERIN.

It was attacked by <u>LIDEAN</u> forces on the 2nd of <u>RACHALEN</u> 3705 RM, during the <u>MHAROKKIN CAMPAIGN</u> of the <u>WAR OF SUNDERING</u>. A handful of small elite Lidean teams penetrated deep into southern Mharokkin territories, leading to vicious fighting breaking out outside the facility, with the small regiment of the <u>IMPERIAL ARMY</u> and <u>PROVINCIAL BATTALIONS</u> that were stationed there doing what they could to repel the attack, unleashing the very creatures they were defending on their foes.

When it became clear that the defence would fail, the remaining imperial forces, including a small squadron of Steel Legionnaires, made the difficult choice to destroy the facility and all its birthing vats to prevent them from falling into enemy hands.

The facility was never rebuilt, though rem ours persist of strange creatures living in the wilderness surrounding its ruin, possibly descended from haghouerin that were cloned there.

GRAND BAILIFF: Org. Rnk. Head of the WHITE BANK.

GRAND DELUSION, the: see GHANQI.

GRAND FORUM, the: Soc. Str. Massive public hall in the city of Tethra in <u>Parthis</u>. The structure is massive and takes the form of two wide intersecting arches of white marble, which offer a vast enclosed space that gives the impression of an exterior space due to its four open sides. The interior is filled with gardens, fountains and tiered platforms that offer a safe and beautiful place for people to enjoy.

It is open to everyone, and people use it for a variety of functions, including as impromptu markets, concert venues, a meeting place, or a soap box where people can lecture to people on any subject. It is also home to various cenotaphs, monuments and tombs, where the lives of influential Parthisan people are celebrated.

GRAND HARBOUR: Sea. Bay in the south of KHAR NADUL, located to the west of the peninsula of KHU ENDAT.

GRAND HOUSES: see <u>LEAGUE HOUSES</u>.

<u>GRAND KNIGHT UNSHACKLED</u>: *Mar. Pol. Rnk.* The ruling title of the <u>KNIGHTS OF THE SUNDERED SHACKLE</u>. The present Grand Knight Unshackled is <u>CHANDAN TODR</u>.

GRAND MARKET, the: Str. Part of a major overhaul of the inner districts of the city of ARGEA envisaged by the OVERCOUNCIL and started in 2231 RM, the Grant Market was to be a multi storey structure surrounding a large plaza that was to serve as a hub of culture, commerce and administration alike. Only half-finished before a change in administrative direction saw works halted, it soon attracted a lower class of people who squatted in its unfulfilled bowels, attracting crime and disease. An attempt to demolish it in 2623 RM was met with resistance by thousands of occupants, and after months of conflict, plans for it were eventually abandoned, with the distinct allowed to rot.

It remains today, a blight on the streets of western Argea, and is still known as the Grand Market.

GRAND MASQUERADE, the: Phil. The philosophy of the sodality of the BOMOLOCHUSES. They disseminated their beliefs within their performances and anecdotes, which were imparted upon those who watched them before the sodality was eradicated in 3924 RM.

GRAND MISRAH, the: Str. Gigantic amphitheatre that sits in the western districts of the city of KHIRITT, in the south of PHYRR. It is a massive structure made up of brutalist tiered grandstands that seats over 500,000 people. Citizens, workers and slaves are regularly herded into the Grand Misrah, where they are compelled to attend rallies and ceremonies led by the IMPERIARCH. It is also used for public executions of state enemies and occasional blood sports intended to boost manufactory worker morale.

The amphitheatre is a symbol of the Imperiarch's absolute power, and the events held here are grandiose displays of military might and ideological indoctrination. It is whispered amongst slaves that its foundations are lined with the bones of those who have opposed the regime: a grim reminder of the price of defiance in Phyrr.

GRAND OSSUARY, the: Rel. Soc. Str. Large necropolis in the south east of the city of AGLAIA (2.) in the north west of AZAZEM. It is renowned for being both the largest and the oldest FUNERARY TOWER in the KORACHANI EMPIRE, and originated some 3 millennia ago. It has been in constant use since then and is believed to house tens of millions of skulls, and many thousands of full remains in familial sepulchres and crypts.

The original thick stone-walled tower originally stood around a mile outside Aglaia⁽²⁾ though is today well within its south eastern bastion and now stands in the centre of a sprawling labyrinthine structure that is made up of hundreds of long corridors whose walls are lined with niches in which lie the skulls of the dead. Custodians drafted from the MORTUARY CULT guard the edifice and man its offices.

The offices of the Grand Ossuary are themselves voluminous, with a vast filing system that can, in theory, trace the location of every remain deposited within the Ossuary. Despite the meticulousness of the system, most of the remains in the Ossuary are millennia old, with no living descendants with memory of who the bodies and skulls once belonged to, leaving them forgotten and gathering dust. The Ossuary itself is disorganised, with many niches having collapsed, with skulls littering the floor, and ancient crypts having been broken into and looted centuries ago.

Anyone can gain entry into the Ossuary via appointment, given that they can provide a name and date of death that matches the records. Despite this, it is not difficult to falsify the information to gain entrance and explore the depths.

<u>GRAND PRIOR</u>: *Mar. Rnk.* Head of the <u>WHITE LEAGUE</u>, who also sits on the ruling council of the WHITE BANK.

GRAND REPOSITORY, the: Str. Library and repository of artefacts in the ancient city of <u>TARTAK</u>. Originally acquired through the spoils of war, they later became archaeological discoveries and purchases. The repository was destroyed in 417 RM during the siege of Tartak, and what treasures remained were plundered by <u>KORACHANI</u> troops and taken to KHADON.

GRAND TOUR, the: Int. Soc. Traditionally, a trip of THE INNER SEAS' most affluent cities and interesting historical sites, generally undertaken by young members of the upper-classes as a form of rite of passage for young princes and PATRICIANS. See also the ORRIDAN CIRCUIT, which is a similar custom common amongst those of WESTERN LLACHATUL and north western SAMMAEA.

GRANDIA: Set. Settlement in the north west of <u>HABOT</u> (Pop. c.).

GRANDMASTER also 'Grandmistress'. Mil. Rnk. Heads of each of the SANCTIFIED ORDERS OF THE INQUISITION. They are typically elected by and from eligible high-ranking members within the Order following the death (or rarely, the abdication) of the incumbent Grandmaster. Once elected, the Grandmaster is in absolute control of all the Order's assets and its members, and is answerable only to the COUNCIL OF SEVEN, the CONSULITE and the ARCHPOTENTATE MALICHAR himself.

The exception to this is Grigorian Order, which is organised into TRIUMVIRATE, each of which is led by a TRIUMVIR..

GRAOSAR: Set. City in the north west of PORPHYR (Pop. c. 37,000).

<u>GRAPHOMISSA</u>: *Rel. Rnk.* Nuns who spend their days writing the <u>CATHADESMS</u> that are sold at <u>CATHADEMACHI</u> in territories that worship one of the <u>THREE CHURCHES OF THE UNDYING MACHINE</u>.

<u>GRARNEÂST</u>: *Ntn.* Nation in the south of <u>WESTERN SAMMAEA</u>, to the east of <u>SYNCHTHONITHA</u>. Climate/terrain *

It emerged from the latter alongside <u>HAÏRAMAL</u> and <u>MEHDRA</u> in 3817 RM. See Vol III: Extant Realms and Nations.

<u>GRAROW</u>: also 'City of Ashes'. Rui. City in the north west of the <u>DESOLATION OF ASTUDAN</u>. It was razed to the ground in a <u>KORACHANI</u> crusade in c. 2600 RM. It is now buried, though the bones and rusted weapons of its people still litter the countryside around the old ruin.

<u>GRARRD</u>: Sec. City in the south east of <u>CYHLAGHARR</u> along the banks of the river <u>SATRYAN</u>, that is known for the high-number of hydrocephalic birth defects and the raw, usually untrained <u>ATRAMENTAL</u> abilities that some such individuals display. The city is ruled by a caste of these hydrocephalic <u>SHAPERS</u>, many of which are incapable of unaided physical activity due to their weak bodies, but whose Atramental skills mark them above others. The city is alone in Cyhlagharr in that its leaders are not autocrats, but the most regarded of these shapers (Pop. c. 38,000).

<u>GRASH</u>: Geo. Hilly region in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>MEDES</u>. It is an extension of the eastern CARIAN⁽²⁾ Mountains.

GRASSLANDS FEDERATION, THE: Geo. Expansive region in the south of SAMMAEA, to the east of the SEA OF KRIHIEK, made up of thousands of extended family groups that populate the grasslands of BIOUYISH.

GRATH: Ser. Coastal city along the north western coast of KHITAI, made up of cliffside- and pillar-dwellings connected by dozens of stone bridges. Khitai is well-known for such settlements and Grath is the largest and has become a major link between NAARETH, and is known for its many embassies and consulates and is the base of Naarethi governance in the region. As a result, it is one of the least insular of Khitai's cities (Pop. c. 492,000).

GRATIN IV: (B. 3966 RM) Pol. Current Patriarch (ruler) of ACHERA (1.).

<u>GRAVE OF THE TIMELESS GUARDIAN</u>: Rui. Ancient tomb in the far west of the VARASI region of NÁRTHEL.

<u>GRAVI</u>: Geo. Mountain range in the south west of <u>SAMMAEA</u>, crossing the border between <u>METHUMN</u> in the west and <u>PHYRR</u> in the east. It is known for its <u>PARADROSS</u> deposits, which are mined by Phyrr.

GRAVID WASTES, the: Int. Sup. Geo. ATRAMENTALLY TAINTED stone desert in the far south east of KHARKHARADONTIS, to the west of the WALL OF HAVEKH. It is relatively featureless but for the egg-like growths that pepper the region, from which are born grotesque beings of the earth. The region was only described once by explorers during the KHARKHARADONTID UNDERTAKING, and have not been studied in detail since, so very little is known about it.

The region is categorised as $\underline{\text{DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}$.

GRAVITIC PATH: see GRAVITIC WAVE.

GRAVITIC WAVE: also 'Gravitic Path'. Sup. Invisible waves common in the FAR HEMISPHERE, particularly within approximately 1,500-miles of the TRUE MENISCUS that allow matter to levitate, and flow along set paths between established points.

Over time, <u>SHAPERS</u> have mapped these waves and have learnt to harness the powers of these waves, using <u>FOCI</u>⁽²⁾ to allow larger objects to use the waves, allowing them to create a frictionless form of transport between these set paths. Vehicles known as <u>SKYSKIFFS</u> are relatively common in the south west of <u>MENISCEA</u> and are a vital link between many cities and the various <u>LODELITH</u> settlements that are scattered around the continent. <u>VACUUM AIRSHIPS</u> also make use of gravitic waves to facilitate their movements.

The paths these gravitic waves take slowly shift over time, though shapers can anchor them, allowing the waves to be more effective for the purpose of transportation.

<u>GRCAUTH</u>: Geo. Massif in the east of <u>CYHLAGHARR</u>, forming a natural extension of the larger <u>GRCAUTHAIRM</u> massif to the west. The massif is ancestrally a place where young <u>OGHURS</u> from surrounding regions would perform their transitory quests.

GRCAUTHAIRM: Geo. Massif dominating the entire c north of the CYHLAGHARRI peninsula, around 64,000-square-miles in area. It serves as a major boundary within the nation dividing the largely arid south from the rocky elevated north.

GREAT ARSENAL: His. Mil. Str. Historical foundry on an island surrounded by canals in the city of TEIRA, VENTHIR, where cannons and hand cannons were once made. Founded in c. 1300 RM, it would go on to become a major weapons and ammunition manufacturer in the Kingdom of Venthir, and by c. 3500 RM it had become the foremost manufacturer of modern artillery in the DARK SEA REGION.

It was severely damaged on the 12th of <u>AKORALEN</u> 3703 RM by a malfunctioning piece of artillery whilst testing, during a period of

increased output to support the <u>VENTHIRI/SARASTROAN WAR</u>. The explosion led to a chain that tore through the manufactory that left half of it in ruins, and the rest of it unable to continue operating. It was abandoned soon after and production was moved to other industrial centres around Venthir.

<u>GREAT ARTIFICER</u>, the: *Mys. His.* Common epithet by which the <u>DEMIURGE NYARLOTH</u> was once known.

<u>GREAT BEAR</u>: also 'daegaren' Fau. Large bear common to temperate regions of <u>CENTRAL</u> and <u>EASTERN LLACHATUL</u>. They are the largest bears known in Elyden and have hunched shoulders covered in tough matted fur, backs that slope down to their smaller hind legs and flat faces covered with callouses. They have large ranges and are solitary outside of mating season and raising cubs.

They are known for their cantankerous demeanours and are avoided by most people, being considered very dangerous. The yare also known to sometimes wanders into <u>TEMUJA</u>. * See Vol II: Classification and Taxonomy of Life.

GREAT BROR DIVIDE: Geo. Main continental divide in the continent of $BROR^{(1.)}$.

GREAT CENSUS OF 2474 RM, the: Int. His. Pol. Soc. Census in the KORACHANI EMPIRE, taking 3 -years to complete and a further decade to compile by the MINASTERIA OF TITHES. This census took place during the height of the Korachani Empires dominance around THE INNER SEA and provided a great deal of information to the government, primarily for the purposes of taxation.

GREAT COUNCIL OF THE PLAINSLEAGUE, the: Pol. Org. Gathering of rulers and representatives from the free nations of LLACHATUL that convened within the CHAMBER OF THE PLAINSLEAGUE of TEMUJA beneath the CRYSTAL PALACE in DUARIAHAHN in 4006 RM to discuss the movements of the KORACHANI EMPIRE and the imminent threat of war.

GREAT CULLING, the: Mys. His. Historical period within the KORACHANI EMPIRE during which SHAPERS were culled by the VÁMAN ORDER of the SANCTIFIED INQUISITION – where they were rounded up and either forced to train to get a licence to continue practising, or otherwise being detained in suitable prisons, or executed if they proved to be too much of a liability to public safety.

The period began in c. 1310 RM when the idea of various $\underline{\text{MINASTERIA}}^{(2)}$ to oversee the licensing and training of shapers had become standardised and was fully ratified by the $\underline{\text{COUNCIL OF SEVEN}}$ following a calamity in which a shaper died in a $\underline{\text{MAGICKAL}}$ conflagration that claimed the lives of many bystanders.

Thousands of shapers were apprehended and others fled as exiles during this period, and by the time it ended in c. 1345 RM, the education and licensing of shapers had become standardised across the empire, with its descendent states continuing the tradition to this day.

GREAT DESERT, the: see GO BISAMMAM.

GREAT DIVINE UNDERTAKING, the: Myt. His. In the mythology and mythic history of ELYDEN, the act through which THE SHAPER crafted the SEA OF CHAOS into the FIRMAMENT and the ATRAMENTA and the MATERIAL PLANE between; and later the Two-and-Twenty DEMIURGES and their respective MORTAL children. See Vol IV: the Mythologia Elyden.

GREAT FAR SEA: see BATHASHAL OCEAN.

GREAT GARGANO, the: m. (B. 3923 RM) Gam. Per. Popular GIGANRI sporting personality who takes part in KU'KU NAL WRESTLING. One of a handful of non-HUMAN wrestlers, he grew up as a slave though was bought a PATRICIAN from HOUSE FLAMMA who saw in him the makings of a champion.

He was trained and slowly rose through the echelons of local contests, steadily making his way towards the Imperial Invitational, to which he first won entry in 3978 RM, winning it three years later. Uncharacteristically boastful and ostentatious for a giganri, his size and theatrics have earnt him a massive following, making him one of the richest and most influential sporting personalities in the INNER SEA REGION. He was awarded his freedom by the state in 3984 RM, after having won a further two times, and became a partner of House Flamma, going on to manage various Ku'ku Nal Wrestling arenas across the

<u>SARASTROAN EMPIRE</u>, though his love of wrestling eventually saw him return to the arena in 4004 RM and he continues to fight to this day.

<u>GREAT LIBRARY</u>, the: Str. Library in <u>DUARIAHAHN</u>, <u>TEMUJA</u>. It contains a repository of ancient lore and knowledge, much of which was oral and transcribed by loremasters onto scrolls.

GREAT PYLON OF MUASTRI: Rui. SALRIDEAN^(2,) ruin in the north west of <u>LLACHATUL</u>, beneath the <u>WHITE SHEET</u>, overlooking the <u>SEA OF SUDUNIR</u>. It takes the form of a monolithic basalt pylon, thought to have been a temple of the ancient Salridean people. Parts of it protrude from the ice today, though it is thought that miles of temple-complexes lie buried beneath the surface.

GREAT RESULT, the: see SIMEIAN.

GREAT ROAD, the: Com. Geo. Major trade-route dominating CENTRAL LLACHATUL linking the nations of AHRISHEN, VIRAHAN, BAATAN^(1.), TEMUJA, MALAN, TZALLRACH, SAUA, the HARÉSHK, TAMAR, and LYRIDIA. It is a remnant of a far older and larger trade-route that crossed from present-day GAVADA in the far west of Llachatul, all the way around ELYDEN'S NORTHERN HEMISPHERE to ARSCAL in the south east of MENISCEA, and many regional trade-routes follow paths established by this ancient route.

The Great Road is ironically less far-reaching than the imperial $\underline{\text{RED}}$ ROUTE, and though no city lies along the direct path of both routes, offshoots of the two do serve to link them together – primarily in Lyridia, as well as via $\underline{\text{RHAMIA}}$ and Ahrishen.

The Great Road cycles goods manufactured across Central Llachatul and beyond throughout its course, bringing much-needed resources as well as exotic items to distant cities. It also serves as a source of information and gossip, which filters across nations and borders to distant settlements that may not directly lie along the route of the Great Road, via local trade and travel. See Vol II: Major Trade Routes.

GREAT SADNESS, the: Geo. ATRAMENTALLY TAINTED sandy desert in the north of KHARKHARADONTIS, to the east of the DUNE SEA. It is named after its primary effect on mortals travelling through it, who feel a great sense of melancholia which worsens to suicidal urges the longer one spends within it. Some people who travel inside simply lose the will to live and lie down to die of starvation. This phenomenon was first noticed during an expedition that took place in 531 RM from the UMBRA SOKHAR, where multiple members of the expedition were forced to be left behind.

It is categorised as $\underline{\text{DANGEROUS}}$ by the $\underline{\text{KORACHANI INSTITUTE OF}}$ ATRAMENTAL STUDIES.

GREAT SAMMAEAN TRIAD: Geo. Common term given to the expansive mountain-chains that dominate the central regions of the SAMMAEAN continent. Thought the number of formations are near innumerable, they are commonly broken down into three distinct regions – the ACHARKHARAN, SHAKHURAN and KARKARMIS Mountains, more commonly known as the WORLD'S CROWN, the WORLD'S THRONE, and the WORLD'S SCEPTRE, respectively.

GREAT SLAUGHTER, the: Pol. His. Political event in the early history of XYRPHAAT⁽³⁾ that followed the collapse of the XYRPHANI EMPIRE in 3685 RM. Xyrphaat fragmented into dozens of rival states within decades of its founding due to conflicting interests and an inability to maintain a centralised government. Relations between these states soured, and as tyrants and warlords took control of them the region became embroiled in a long period of conflict that lasted from c. 3740 – 3780 RM, leading to the death of millions. During this time, borders shifted, territories were absorbed and lost and new states were formed, changing the political landscape of Xyrphaat into something that might be recognisable to someone today.

There are many regions across Xyrphaat that were once the site of bloody battles that have since been reclaimed by nature. Others remain littered with the bones of thousands of people, and are shunned to this day, believed to be cursed.

GREAT SHAPER, the: see THE SHAPER.

GREAT SHAPING, the: also GREAT DIVINE UNDERTAKING, THE.

<u>GREAT SIMULAEKON</u>: *Soc. Arc.* Paragonic iron icon in <u>JURRAS</u>⁽²⁾, after which all other smaller yet similar icons known as <u>SIMULAEKA</u> are named in the religion of the <u>JURRASI SYNHOD</u>⁽²⁾.

GREAT STRUGGLE, the: Soc. His. Eth. Common term for the cultural and personal challenges faced by the YARAOMIC PEOPLE of northern SAMMAEA. Their ancestral lands were appropriated by Korachani colonists within the first centuries of the rise of the KORACHANI EMPIRE, beginning with the conquest of VALKA in 19 RM and ending with the successful siege and sacking of their greatest and last city in KEKELIB in 933 RM, after which they dwindled, becoming slaves to their conquerors or scattering to the wildernesses, where they lost touch with their heritage over the centuries as they struggled to survive.

Their quest to regain their heritage is known as the Great Struggle, and it has marked their lives in the modern world, and their kindreds are known for their lorekeepers (*IARAOM GRABBA*) who scour their old territories for fragments of their history in the hopes of rebuilding their identity, which has been marred by millennia of Korachani corruption that has altered, excised, or buried their history, warping it into a grotesque shadow of what it once was.

<u>GREAT SYNOD</u>: Pol. Org. The direct government of <u>AHRISHEN</u>, concerned with the day-to-day running of the Kingdom. Its members are elected from the 17 territories of Ahrishen and rule from <u>MAHSERTH</u> for a period of 4-years each.

GREAT TECHNARCANE SYMPOSIUM: Tec. His. Exhibition of culture, technology and industry in KEPHUAAN that took place in 3825 RM. It saw exhibitors from across the AMMASHI^(1,) peninsula attending, showing technological and technarcane innovations and marvels, kickstarting a technarcane revolution in the nation, leading to it becoming one of the more technologically-advanced states in the peninsula, remaining so to this day.

The exhibition took place in a great cast iron and plate glass structure outside the capital <u>HALAGAA</u>, which has since been converted into an arboretum where exotic plants and trees are kept.

<u>GREAT TITHE</u>, the: Rel. Common name for the rampant pressganging of helots and slaves that takes place across the <u>KORACHANI EMPIRE</u> by the <u>CHURCH OF THE UNDYING MACHINE</u> to serve as <u>PILGRIMS</u> along the <u>SHADOW MARCH</u>.

GREATER ADJUTANT: Fau. Large avian scavenger that is often found in garbage wastes and other forsaken lands rummaging for scraps. They are common across civilised lands across the south of <u>LIACHATUL</u> and the north of SAMMAEA. See Vol II: Classification and Taxonomy of Life.

<u>GREATER NICODEMIUS</u>: Geo. Largest of three islands making part of the <u>ISLES OF NICODEMIUS</u>, around 300-miles off the southern coast of <u>OKKHAM</u>.

<u>GREATSHELL</u>: Fau. Large <u>THEROPS</u> bearing similarities to a tortoise, but around the size of a horse and far heavier. They were native to savannahs of <u>SAMMAEA</u>, though are now thought to be extinct.

GREATTOWN: Lan. Set. Term used in TEMUJA to describe a large urbane settlement, synonymous with the word city (though, being a sparsely-populated nation, Temujan cities are invariably smaller than those in more industrialised regions, such as the KORACHANI EMPIRE or other lands). Younger generations have begun calling DUARIAHAHN a city, against tradition.

<u>GREEN CHAPEL</u>: Rel. Str. Holy site in the far north east of <u>THE OLD FOREST</u>. A moss-covered chapel to unknown divinity, possibly a forest-deity. Its floors and stairs are hewn from the bedrock of the area and its walls are woven from living trees.

GREEN DESERT, the: see AERUGINIA.

GREEN LABYRINTH, the: Mys. Geo. Mythical land that is said to lie beyond the mountain of <u>ACHARKHARA</u> in distant south western <u>SAMMAEA</u>. The land is said to be fertile and verdant, a labyrinth of forests and tangled growth where life runs rampant and the taint of the <u>ATRAMENTA</u> is unfelt. There is little empirical evidence for the place and the origins of its existence are thought by most scholars to lie in the wishes and hopes of the ill-treated people of the <u>KORACHANI EMPIRE</u>.

Despite this, some respected <u>FARSEERS</u> and others with extraordinary abilities maintain that such a place exists.

<u>GRED</u>: 1. *Mil. Str.* Major sea fort on the eastern-most tip of the <u>ITARAN</u>^(1.) peninsula, guarding the entrance into the <u>SEA OF ADAMASTOR</u>^(1.). It belongs to <u>CENGUISSE</u> and is home to a large part of its navy.

2. Set. Major coastal settlement in the south west of <u>SAMMAEA</u>, in a <u>CENGUISSAN</u> exclave on the tip of the <u>ITARAN</u>^(1.) peninsula. It emerged from the fort of the same name^(1.) in c. 3680 RM and has grown steadily since then, becoming a metropolis and one of the nations' most powerful and well protected and armed cities (Pop. c. 273,000).

GREEN WELL, the: see KYCEOLAN^(1.).

<u>GRELEM</u>: Set. Coastal settlement in the south west of <u>AZAZEM</u>, overlooking the <u>BAY OF BASILEA</u>^(1.).

It is a relatively recent settlement, having been founded in c. 3230 RM on a newly-revealed rocky coastline in the wake of expanding coastlines following the dwindling of <u>ELYDEN'S</u> Seas in the early 4th millennium RM (Pop. c. 4,400).

<u>GRELLOR</u>: Rvr. Major river in the south east of <u>ELEKHID</u>, flowing east for 685-miles from sources in the <u>GOROGUOR</u> and <u>NARAVASH</u> Mountains, before meeting the coast at the <u>ROILING SEA</u>. Its delta forms part of the <u>XEXILIB</u> mangrove.

<u>GREMASH</u>: Set. City in the c south of <u>RHINOCOLOURA</u>, along the course of the river <u>ABBEN</u>, close to a fork where it meets the river <u>SHIBBOLETH</u>⁽³⁾ (Pop. c. 42,000).

GREMOREM: Set. Coastal city in the west of <u>GREST</u>^(1.) on the south east of the island of <u>MBAST</u>. It is believed to be the only settlement of note on the island (Pop. c. 38,000).

<u>GRESS</u>: 1. Lak. Endorheic lake in the c of <u>HOAMM</u>. The lake was once a large bay, forming the north western-most part of the <u>SEA OF ARTA</u>, though the diminishing of <u>ELYDEN'S</u> seas left it landlocked by c. 3600 RM, its waters salty. The narrowest point of old bay of Gress was home to the infamous BRIDGE OF VALAMIR.

2. Rvr. River in the south of \underline{HOAMM} , flowing for 30-miles from the above lake into the \underline{SEAOF} ARTA.

<u>GREST</u>: Dem. 'Grestin'. 1. Ntn. Nation in the west of the island-continent of <u>BROR</u>^(1.). The nation is of a temperate climate and its southernmost reaches are known for their cool wet winters, and it is famed in Bror for its diverse wildlife and southern forests.

It was founded in 3263 RM as a monarchy headed by the house of IUNITAT, who emerged victorious from a three-decades-long civil war that ended in the death of its predecessor state of AHAGGAD and the razing of the old capital in NEYEM, with the new capital moved to SCELD. The monarchy was eventually undermined and supplanted in 3781 RM by the three HE'ELAN ARCHDUKES — descendants of the ancient SCION ORIAS YETZIRAH who once subjugated all of Bror under his rule. They divided the land into territories known as MANSIONS, each of which came to be controlled by dukes and their personal cults, many of which had been active in Grest for centuries, hiding in the shadows.

Under the leadership of the Archdukes, Grest has become a land of fanaticism and dark <u>OCCULTISM</u>. Its people have pioneered a form of <u>TECHNARCANA</u> that utilises the enslaved <u>SPIRITS</u>⁽¹⁾ of the dead in place of <u>LARVAE</u>, whose timeless whispers and wisdom provide the dukes and their cultists with knowledge and secrets that give them the upper hand against their foes.

The people of Grest are fanatically religious, with each worshipping a <u>DAIMON</u> – a patron spirit from the <u>OTHERWORLD</u> that is called upon in times of need. Most adults carry a self-made holy text that collects many important texts from the holy <u>HE'ELAN WRITINGS</u> that have been personally annotated and illustrated, making each one unique to its bearer. These documents are almost the equivalent of a passport or licence in other lands, and to lose this book is considered a great disgrace, bringing dishonour upon the individual. As part of their dark occult indoctrination, the people of Grest are highly xenophobic, reserving a seething hatred of <u>HALFBLOODS</u>, who they consider to be blasphemous and unclean. These they hunt and torture in merciless crusades, which often reach into the <u>FAR WORLD</u>.

Of note are the armies of Grest, which are decentralised, beholden to their dukes. Soldiers bear the sigil of their duke (which are in turn derived from those of various <u>DAIMONS</u>) proudly upon their equipment and as brands on their very flesh – a true mark of loyalty, and a conduit for the

foul <u>MAGICKS</u> of their leaders. These sigils are said to bestow upon them the protection of their duke and daimons.

Grest and its people are avoided by most other Brori people, who they consider to have taken on the worst traits of <u>DALLIAMORAAN</u> culture. See Vol III: Extant Realms and Nations.

2. *Pol. Geo.* One of three political territories (known as <u>MANSIONS</u>) in the nation of <u>GREST</u>^(1.) in the west of the island-continent of <u>BROR</u>^(1.). It is ruled by the <u>ARCHDUKE JURASAMA YETZIRAH</u> and is the largest Mansion of Grest and is home to its largest cities.

<u>GRESTIN</u>: Lan. Main language spoken in <u>GREST</u>⁽¹⁾. Like most languages in the island-continent of <u>BROR</u>⁽¹⁾, it is descended from the ancient language of the <u>DALLIAMORAAN EMPIRE</u>, though it is perhaps one of the closest to this original tongue, with its rulers, the <u>HE'ELAN ARCHDUKES'</u>, being intimate with ancient <u>MAGICKAL</u> texts that had been outlawed in the latter days of the empire. See Vol II: Languages.

<u>GRETHEL</u>: Lak. Lake in the c north west of <u>ALAM BETHYL</u>, forming a part of the course of the river <u>HESSRIL</u>.

GREY CITADEL, THE: Pol. Str. Seat of power in the ETHERI city of MIHARAST in the UMBRA SOKHAR. It houses many ancient relics and reliquaries of the etheri people, and even etheri nomads who would otherwise not set foot in a permanent settlement are said to make a pilgrimage to the citadel at least once in their lives to look upon the relics.

<u>GREY JACKAL</u>: Fau. Fiery-tempered jackals common to the plains of south western <u>MENISCEA</u>. They are semi-domesticated in <u>DANU</u>, <u>VARU</u> and <u>ZOHAK</u>, where they are employed by shepherds and other rural workers to protect them and their flocks from predators and banditry. See Vol II: Classification and Taxonomy of Life.

GREY FOREST, the: Lan. Pol. Common vernacular in the KORACHANI EMPIRE and ALMAGEST for KOLCHIS, though more specifically used in reference to the MARINVYAAL Forest. The name was first used millennia ago, when the forests' extent was far larger than its present borders.

The name is believed to be a reference to the months of darkness and twilight that are experienced in Kolchisi winter.

GREY MERCHANTS: Com. Org. Secretive caste of traders common across the GREAT ROAD. They have outposts and warehouses in most major cities along the road, and are even found in the cities of the HIGH- and LOW-EMPIRES, where they marry into powerful merchant and PATRICIAN HOUSES of their host regions. They are very powerful though few know the full extent of this power or indeed how individual grey merchants are linked with the organisation as a whole.

They originated in Ahrishen, and still maintain a local trade-route, known as the <u>GREY ROAD</u>, that links the nation to <u>RHAMIA</u>, and the east of the <u>OLD FOREST</u>. They are named for the grey robes they once wore, though changing fashions means this is rarely the case anymore, though recently some amongst their numbers have been wearing the robes in an attempt at reviving the tradition. They are generally identified by the pewter medallions they wear bearing their seal, and are members of the <u>SIRIPHAGAN ALLIANCE</u>.

GREY ROAD, the: Com. Geo. Trade-route that originated in AHRISHEN in c. 2100 RM, and which today stretches west into RHAMIA and the east of the OLD FOREST, serving as a link between the RED ROUTE of the INNER SEA REGION and the GREAT ROAD of CENTRAL LLACHATUL.

The Grey Road is maintained by the <u>GREY MERCHANTS</u>, a secretive cast of trades who originated in Ahrishen in c. 1990 RM to take advantage of the Great Road that passed through their territories. They grew in influence and power, gaining control of many stretches of the <u>AHRISHENI WATERWAYS</u>, later branching out to land trade. They are notoriously secretive and are recognised by the pewter medallions they carry – showing their licence to trade by the Ahrisheni government. See Vol II: Major Trade Routes.

<u>GREY STAIRS, the</u>: Geo. Stairs hewn into lowest part of the <u>ASHER</u> Mountains in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>PALUS</u>^(1.). Built on a large scale, and flanked by cave-like antechambers, the stairs lead to ruined hollows and atria of a dead proto-Haréshki culture.

<u>GREY TOMBS, the:</u> Geo. Rugged area in the north of <u>STOLAS</u>, south of the <u>REGHAN</u> Mountains and east of the <u>VOROCH</u> hills. The area is dominated by remnants of ancient <u>DUSTSTONE</u> formations, mesas and relatively few fertile areas (most notably the <u>WAILING FOREST</u>).

GREY WIGHT, the: Leg. VÂRRAN legend, dating back to the early days of the FIFTH AGE, and possibly borrowing elements from FOURTH AGE history. The legend follows the titular Grey Wight, a disgraced knight of KEHUAGH as he travels ELYDEN seeking redemption and a conclusion to his story. The legend is episodic different editions contain different stories, few of which are certain to date back to the origins of the story. One thing all tales have in common is the lack of a name and the unknown event that caused the knight to be disgraced. See Vol II: Legends and Folk Tales.

<u>GREYHALL</u>: Str. Fortified hall in the east of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>NICADA</u>, where the kingdom's leaders meet.

GRIFFIN: Fau. Creatures of the <u>DEMIURGE ARIMASPI</u>, noble yet savage. They display traits of both eagles and lions, and by extension the <u>AIKLAHS</u> and <u>EELYOUHNS</u>, and are guardians of Arimaspi's <u>GOLDSTREAM</u>. Their bodies covered in intricate <u>RUNIC</u> scarification, said to be the source of their strength.

Rarely seen nowadays, they are thought by most to be extinct or otherwise to be creatures of myth and legend, though they can still be found in small numbers on the island of Isea and, in lesser numbers, in the west of the island-continent of <u>BROR</u>^(1.). They were once common in temperate regions, favouring cliffs and rocky terrain, particularly in the c and south of <u>LLACHATUL</u>. See Vol II: Classification and Taxonomy of Life.

GRIFFIN, BASILICA OF THE: Rel. Str. Basilica in the city of SKAROSIA noted for its marble clerestories, great verdigris-encrusted dome, and the two gigantic bronze griffin couchant that flank its famed bass-carved bronze door.

The griffin statues were animated by the <u>ARCHSHAPER NOMRA DHISS</u> during the <u>WAR OF THE ARTIFEXES</u> in the defence of the city, where they wreaked havoc on <u>ALMAGESTI</u> forces.

GRIFFIN COLOSSUS, the: Arc. Large bronze griffin statue in the city of MALADAE in CEHOPHELA. The colossus is believed to be the ur-example of the now-ubiquitous stylistic griffin statues that have become synonymous with Cehophela. It dates to c. 2630 RM and is now a pale green, the centuries of oxidisation discolouring it.

<u>GRIFFIN OF KORACHAN</u>, the: 1. *Soc.* Accepted by most as an emblem or mascot of the city of <u>KORACHAN</u>, the <u>GRIFFIN</u> is a ubiquitous sight, appearing in statues, heraldry and designs across the city.

2. Art. Arc. Specifically, an aluminium statue off the coast of KORACHAN, just out of the Korachani harbour, heralding visitors into the city. Once positioned on a small rock, the waning sea level has left it landlocked today.

<u>GRIFFINSTOWER</u>: Pol. Str. Main citadel and palace of <u>CARIA</u>^(6.) in the <u>HARÉSHK</u>.

GRIGORI ZAHHAK: (B.303 – D. 391 RM) *Pol.* Founder of the <u>Grigorian</u>
Sanctified Order of the <u>Inquisition</u>.*

GRIGORIAN ORDER: Mil. Pol. Org. In the KORACHANI EMPIRE one of the SANCTIFIED ORDERS OF THE INQUISITION, tasked with rooting out and extinguishing evil in all its forms. Its members are less specialised than those of the other orders and are often part of the first line of defence, with other orders called in to investigate specific cases. They are master trackers and investigators.

The Order names itself after the <u>HIGH QUAESTOR GRIGORI ZAHHAK</u>, who founded the Order in 358 RM in the city of <u>TAHIL</u> in <u>VAALK</u> upon the command of the <u>ARCHPOTENTATE MALICHAR</u>. The founding of the Grigorian Order marked the first common usage of the term Sanctified Order of the Inquisition and propagated a time of growth, with various other orders, many now extinct, founded in its wake.

The order was later moved to the city of KYDONIA in 1263 RM, where it remained until the SUNDERING OF THE EMPIRE, after which it was moved to KHADON, to be at the heart of the empire, where it could better respond to threats. During this move the GRANDMASTER of the Order made the decision to divide it into three distinct LANGUES(1.), spread across the empire. The other two Langues are found in SINITAS and the colony of TAVVADRA(2.), and each is ruled by a TRIUMVIRATE of the Order, replacing a Grandmaster.

The Grigorian Order is the most 'domestic' of Inquisitorial Orders, and its chief concern is the search for evil (by definition: any threat to the empire) within Korachan. As a result, it is the most widespread Order

within the empire, boasting the highest members, with outposts in most imperial settlements. The Sundering of the Empire that saw Korachan torn apart by a civil war in 3705 RM was seen by many within the Order (and many more without) as a failure on the Grigorians' part, and since then its Triumvirs have become increasingly fanatical and taciturn in their actions, out of a yearning to prevent further political calamities from happening again. Due to this, many of its members carry a form of guilt or bitterness over their predecessors' inability (or unwillingness) in preventing the Sundering. To its credit, the Order is recognised as having prevented various conflicts and schisms since then, including a heretical plot by dissident PATRICIANS in 3822 RM, known as the EDUASIAN PLOT, that had come very close to reaching fruition.

The Order is highly hierarchal, with many ranks and positions, some shared between other Orders, and other unique to the Grigorians. These include the <u>WATCHERS</u>⁽²⁾, who are the rank and file agents and investigators of the Order; and <u>SEERS</u>⁽³⁾, who are <u>SHAPERS</u> that surveil the empires' people; and less common ranks such as the <u>QUAESTORS</u>⁽²⁾, <u>OVERSEERS</u>, and <u>HIGH QUAESTORS</u>. It makes great use shaping and <u>TECHNARCANA</u> to track and survey perceived threats to the empire, and its agents are amongst the best interrogators of the all the Orders.

The Order's emblem takes the form of three interconnected circles, representing vigilance, perseverance, and mercilessness towards their foes – all traits the Grigorians hold in high regard.

The Grigorian Order is alone in that it is ruled by a council of its three most respected Overseers and High Quaestors, which is known as the Triumvirate. The Order's three present Triumvirs are <u>KOLROKH HANNO</u>, <u>KALEN PENSETTAR IV</u>, and <u>NUALLA INEN ARGHAAV</u>, who have each ruled since 3992, 3979, and 4001 RM, respectively.

GRIIN YADGMA: Int. Str. Geo. Scientific borehole in the CHATHADHAA area of northern DURCHAA. Drilling began in c. 3980 RM and continued near constantly over the next 20-years, reaching a depth of around 50,000 ft. in 4001 RM, before stopping due to technical problems caused by drilling into soft stone at such depths.

While drilling was suspended, <u>SHAPER</u> attachés consultants on site detected incredibly dense and dangerous <u>SHADOWISPS</u> (umbrekha) began emerging from the hole, leading to the site becoming corrupted. It was evacuated in the summer of 4002 RM and though the plan was to construct <u>SIPHON ENGINES</u> there before returning, the site remains abandoned.

Today, those travelling close to the site claim they can hear otherworldly wailing, as though coming from the hole, which lies abandoned, open to the elements.

GRIM MANIKINS: see **SURROGATE MOPPETS**.

GRIMAINA: Set. Fortified settlement in the west of <u>KAZZAR</u>, along the southern shore of lake <u>FANAGORA</u> (Pop. c. 6,200).

<u>GRIMOIRE HALKOTA</u>: Vol. Religious text important to followers of the <u>DEMIURGE KHARANI</u> and his scions, particularly <u>KHAR'ILLAE</u>. Most rites common to the religion can trace their origins to this text, the original of which is thought to be a series of six codices thought to date back to the dying days of the <u>THIRD AGE</u>.

 $\underline{\textbf{GROMMET}}\text{: see }\underline{\textbf{OCCLUSION}}.$

GROMORA OF KORACHAN: (B. 3971 – 4007 RM). Rel. EXOCRINE who travelled around THE INNER SEA, stopping in each settlement she passed, sermonising the words of the UNDYING MACHINE and his prophet; the LADY MAELARTA. She carried the CIRCLET OF THE LADY around her waist.

<u>GRONT</u>: Geo. Mountain forming a small branch of the far larger <u>NGHALLEAL</u> Mountains in the c north east of <u>THE SURRACH</u>.

GROTESQUE: also 'Grotteschi'. Sup. Mor. Imperial vernacular used to describe any creature believed to not be of NATURAL BIRTH, including CLONES (including PALINGENETIC), DEGENERATES, HAGHOUERS, GOLEMS, UMBRANS, etc. It is more commonly used in a derogatory way for VAT-BORN creatures with particularly mishappen features.

GROVE, the: Org. Expansive private enclosure to the north of the <u>CITY OF</u> <u>ALMAGEST</u>, along the western-most expanse of the <u>SUPHLATUS</u>, owned by the <u>OKKSHILT PATRICIAN HOUSE</u>. The enclosure is walled and is

home to old growth forests that have been largely cut down in the rest of coastal ALMAGEST.

The enclosure is walled and is home to a vast tract of old growth forest – the last remnant of ancient forests that have long since been cut down by the industries of Almagest.

It is famed not for its nature reserve, but for its prestigious clubhouse that has been present there for upwards of three centuries. The clubhouse is exclusive to male members who are of a particular social station, and new members can only be invited by three existing members. Current and past members include members from the cognoscenti and MTELLIGENTSIA, as well as Patricians, magnates, politicians and industrialists from across Almagest, and it is extremely protective of its secrecy, with several measures used to prevent non-members from accessing it.

Many conspiracy theories surround the club, likely due to its very secrecy, and include theories that its members are secretly <u>DEMIURGE</u> worshippers, or that they form an alliance with the most powerful individuals from across the <u>INNER SEA</u> who secretly work together to achieve an unknown goal.

GROWING CLEFT, the: see CRESCIVIA.

GROWING MOUNTAINS, the: Geo. Also MULCIBER. Expansive mountain-range in the north east of SARASTRO, stretching for 2,800-miles, from the south of ARKOS (1.), where it runs south east, ending along the south western coast of the ROILING SEA. It is home to fractured tribes of Mulciber, each of which possessed a tract of the rocky regions of the mountain, including its foothills and lowland regions. It is known for its frequent earthquakes and volcanic eruptions, hence the name.

Between 3200 – 3700 RM Sarastro conducted multiple raids across the mountain-range, many of them launched from ETIEL in <u>IO</u>.

GRRGAN REEF: Geo. Expansive reef off the western-coast of the CYHLAGHARR, in the SEA OF IMERRIL. It is around 130-ft long and prohibits entrance into the Sea of Imerril from the north or west, forcing ships to enter from the south and south west.

GRUAIMIN: also 'grue'. Pir. 'gruaimin'. Fau. Mor. Diminutive bipeds living in the many hollows found in the SALKHAN Massif in AHRISHEN and similar isolated areas, primarily temperate regions of LLACHATUL. They are around 4 – 5 ft. tall, though are hunched, giving them a more diminutive appearance. They have tanned skin that is covered in thin fur, primarily on their backs. Their faces, while humanoid, have traits akin to those of rodents or bats, and they have long rat-like tails. They have human-like hands that are capable of wielding weapons and tool to various effect.

They live in lose tribal structures and are of a rough stone age mentality, and have a primitive language comprised of simple words, clicks, whistles and intricate hand gestures. Shy and tentative creatures, they crave shelter and the cover of darkness. They are known for their trembling or shivering, which is not related to them feeling cold, but which is a thought to be a condition related to their metabolism.

Some periods of Ahrisheni history were characterised by the capture and enslavement of the creatures, mostly as objects of entertainment though some recorded instances of domestication are known. Presently the practice is not common in Ahrishen, though the creatures are sometimes captured and sold in <u>SAUAN</u> markets to this day. See Vol II: Classification and Taxonomy of Life.

GRUAIMIN KING, the: Leg. Folk tale common in AHRISHEN, BAATAN, VIRAHAN, and west of SAUA and north of the HARÉSHK. Though many iterations exist, most share the same core of a GRUAIMIN who was banished for trying to steal an apple from a HUMAN town. Eventually it rises to power in the caverns of northern Ahrishen, becoming a ruler of thousands of its kin. Under his command, the gruaimin attack the human town, killing its people and looting it before burning it to the ground, burning all the apples with it. The gruaimin king grows old, rich and powerful, but dies still craving an apple. See Vol II: Legends and Folk Tales.

GRUDRRAN: Set. Coastal city in the c of the <u>PANTHEON ISLES</u>, in the east of the region of <u>KARAXHANES</u> (Pop. c. 38,000).

<u>GRUGAMA</u>: Mil. Str. Major fort in the north of <u>IZABAL</u>^(1.), guarding the waters that lead to the capital of Izabal.

<u>GRUHVIID</u>: Rui. Early <u>FIFTH AGE CHIWENOOL</u> fortress on the far south of the island of <u>GOZZA</u> in the far north of <u>KAZZAR</u>⁽²⁾ GRYPHOSS: Geo. Mountain in the c north west of GNOTH.

<u>GUARDIAN TOTEM</u>: Soc. In the <u>SYCHTAN PREFECTURES</u>, a totem that is chosen by an individual when they come of age, usually from amongst the ancient idols that are unearthed along the <u>DREGLANDS</u> during times of low tide. The totem becomes a guardian of sorts, which serves as a shrine in their home that they pray to. After death, the idol is repurposed and becomes a headstone, bearing honorifics.

GUARDIANS OF THE FOOTPRINT: also 'D'haid Maraka'. Org.

Organisation of disparate individuals that operates in the west of DHAT, specifically where it protects the region known as ARIMASPI'S FOOTPRINT. Known to be a place of primordial virginal beauty relatively untouched by mortal hands across all five ages, it is safeguarded from harm by diligent members of the Guardians of the Footprint, who are partially funded by the government of Dhat, though most funding comes from benevolent benefactors from across Isea and beyond.

The guardians are volunteers from across the island of Isea, though some members hail from distant shores. There is no shared demographic other than a desire to keep the region safe from outsiders and those who would seek to exploit or corrupt it. Indeed, members come from a variety of peoples, particularly vapulim and godsborn who owe their existence to the DEMIURGE ARIMASPI. Many are also SHAPERS, or otherwise those with a respect for history and the natural world.

There is little in the form of strict organisation, and members vary from militant to scholarly, with most falling somewhere in between. Most must know how to survive in the wilderness for it is expected of them to trek across the periphery of the park region with little outside support.

- GUARDIANS OF THE GROVES, the: Org. Group of dedicated volunteers in the city of FELATHRI in the AYAD who guard its many orchards and help to maintain them. The members are female and many amongst their numbers are members of the royal family.
- <u>GUARUSH</u>: Set. Settlement on the island of <u>HAR JAKALL</u>, in the <u>PRINCIPALITY OF SEPAHAUNAT</u>, 525-miles north east off the coast of mainland (Pop. c. 8,500).
- <u>GUATH ARUGTHO</u>: Rel. Obj. Major <u>LITHOGLYPH</u> marker in the c north of <u>THE OLD FOREST</u>, north of the <u>EPITRACHON</u> Mountain. It is a part of the <u>VALKAI</u> pilgrimage around the <u>OLD FOREST</u>.
- <u>GUAZADEAH</u>: Set. Major coastal city in the c of <u>GIBEAH</u>. It is known for its vast harbours and ports, and most of the nickel exports of Gibeah leave the nation from here (Pop. c. 74,000).
- <u>GUBOKHRATAR</u>: Set. Small city in the far east of <u>BANT</u>, in the c of the <u>CARCHEMISHI PENINSULA</u>^(1.), in the east of <u>SAMMAEA</u> (Pop. c. 13,000).
- <u>GUELEAPH</u>: Set. City in the south of the <u>PRINCIPALITY OF SEPAHAUNAT</u> in the north west of <u>SAMMAEA</u>, at fork where the river <u>JEL HARATH</u> meets its parent, the river <u>JEBED DHUSH</u>. It is a military centre in the nation. And many high-ranking members of its military are born there (Pop. c. 50,000).
- <u>GUEN</u>: Sea. Bay in the west of <u>KAZZAR</u>, to the east of the <u>BAY OF RIPAA</u>, forming a part of the greater <u>IGUZZEN</u> lagoon region.
- GUGGOTHA: 1. Myr. A great behemoth in the myths of ancient GERICIA.
 2. Tec. Veh. Ind. His. One of the three so-called THREE BEHEMOTHS gigantic crawling vehicles designed for industrial scale open caste mining. Guggotha was the third to be manufactured, and was commissioned by a VÂRRAN mining consortium, with construction completed by HOUSE BARATHIN in 3160 RM.

It was put to good use and slowly crawled across its industrial landscape over the next centuries, falling into disuse in c. 3800 RM with the Interregnum's departure from Vârr. It was allowed to rot after this and was looted for parts over the subsequent decades, with little remaining now to distinguish it as the mining behemoth it once was.

GUIDESTONES: see WITAN.

<u>GUILD TREATY</u>, the: Pol. His. Treaty signed in <u>MAKHARA</u> in 1073 RM standardising guild activities across the <u>KORACHANI EMPIRE</u>. This led to the unification of many industries which ultimately strengthened industry and trade across the empire. Following the Guild Treaty, many so-called

- guild pacts arose, uniting merchants, industries and artisans into various sanctioned groups.
- <u>GULA</u>: *Mil. Str.* Major fortress in the south of <u>VENTHIR</u>, guarding the border south with SARAGOS.
- <u>GULDUND</u>: *Geo.* Dune fields in the south east of <u>KHULL</u>, cossetted to the south and east by the <u>IMRARKHAL</u> plateau. The region is noted for its sparse white shrubs and relative in hospitability. It is home to the temple of KHITUL.
- <u>GULGOLETH</u>: lit 'place of skulls'. Soc. Str. Ossuaries belonging to the <u>AVÉNETHI SANCTIFIED ORDER OF THE INQUISITION</u> during its stay in the upper levels of the <u>PRISON CARCERI</u>, where the skulls of executed witches were kept and maintained by a <u>GOLHEDON</u>.
- <u>GULLAETHA</u>: also 'the Sand Gardens'. Geo. Sandstone rock formations in the c of <u>NAARETH</u>, along the course of the river <u>TULAR</u>.
- <u>GULNESS</u>: Set. Settlement in the c south west of <u>KOLCHIS</u>, in the eastern foothills of the $\underline{BAND}^{(2)}$ Mountains (Pop. c. 5,000).
- GULZAR: His. Rui. Oas. Neolithic ruins carved from hardstone of the BALGED region of BA'AKH. Built around an oasis, it is a common stop for DHAMATEAN nomads, who continue to leave offerings in the overgrown place.
- GUNDUAHIR: Set. Small fortified city in the c of KAZZAR^(2.) in c south of the OZZARUN Mountains. It originated in c. 800 as a caravanserai within SETTARAN lands and prospered into the rule of the ALCHIARAN DYNASTY, though was heavily damaged in the 29th century following major earthquakes in the region. It lingered for years, eventually remerging as a link in local trade, and it remains so to this day (Pop. c. 14.000).
- <u>GUNGUNNAR</u>: Geo. Mountains in the far south east of <u>SAMMAEA</u>, serving as the western-most border of the <u>SARASTROAN</u> colony of <u>IPSISSIMA</u>^(1.). The mountains are very old and weather-beaten, their crags rounded and glossy.

GUNKNIGHT: see **COHORT**.

- <u>GULAM</u>: Rvr. River in the north of <u>VENTHIR</u>, flowing east for 375-miles from various sources in the <u>JAELA</u> Mountains, before meeting the coast at the <u>BAY OF DAVKA</u>.
- GUPRA: Ser. Small city in the north west of the mainland PANTHEON ISLES. In recent history, the city has become well-known for its frequent changes in government, with 5 different changes in regime in the last two decades. This had had an adverse effect on the city, with many people moving away to smaller satellite villages on the mainland, or to nearby islands (Pop. c. 13,400).
- <u>GURI</u>: 1. *His. Geo.* Historic endorheic basin in the <u>ROMOREA</u>^(1.) rift valley. In 3821 RM it was flooded alongside other endorheic basins, by the Kingdom of Romorea^(2.), creating the artificial inland sea of <u>HASAAZ</u> ARAAT.
 - 2. *Geo.* Island in the above body of water in the north of <u>ROMOREA</u>⁽¹⁾. It is home to the <u>SHRINE OF MILAD II</u>, where <u>KING MILAD II</u> is laid to rest.
- <u>GURKA</u>: Pol. Set. Capital of <u>ADHERA</u>. The region surrounding the city is prone to earthquakes, and parts of the city have been felled various times throughout history, with the worst quake hitting in 3254 RM devastating the city, after which it was mostly rebuilt.
 - It was once a major trade-city in the now-extinct nation of <u>RAMIS</u> (Pop. c. 231,600).
- <u>GURON</u>: Int. Rui. Rusted metal monument in the north west of <u>AHKA</u>. It is thought to date back to the <u>THIRD AGE</u>, and is believed to have been constructed by ancient <u>SHAPERS</u>. Its purpose is unknown, and the archaic writings on the bass-carvings at its base are so-far undeciphered.
- <u>GURON HAAS</u>: Geo. Rocky region in the north west of <u>AHKA</u>. It is thought to be one of the few last territories of the <u>BALAUR</u>.
- <u>GUSARETH</u>: Set. Settlement in the south west of <u>KOLCHIS</u>, in the south eastern foothills of the BAND⁽²⁾ Mountains (Pop. c. 6,300).
- <u>GUTHA</u>: *Rel. Dei.* An ancient deity with a provenance amongst early mariners and pirates, Gutha was a demigoddess of the sea who was worshipped by early <u>FIFTH AGE</u> cultures in the south west of <u>SAMMAEA</u>. Early depictions represented her with 3 pairs of arms and a fishes tail in place of legs, though this aspect seems to have been forgotten by c. 500

RM, replaced with a more typical mortal physiognomy. She was said to embody individuality and enterprise, though as the coastal communities that worshipped her were assimilated by larger powers, she was largely forgotten by the end of the 1st millennium RM.

Worship of her saw a resurgence in the 4^{th} millennium RM within the so-called <u>GUTHEE CULTS</u> – whose descendants would go on to form an organised crime racket in the city of <u>ITARA</u> that would eventually spread to all of <u>NORTHERN SIMBARA</u> by c. 3420 RM. Her worship was eventually culled with the eradication of the Guthee Cults in 3794 RM. See Vol IV: Deities and Pantheons.

<u>GUTHAOCH</u>: Sup. Geo. Dre. Major <u>DREAMSCAPE</u> in the c north of <u>THE OLD FOREST</u>, attributed to the <u>TREE OF AGEN</u>, which lies at its heart.

GUTHEE CULTS: His. Org. Mystery criminal cult prevalent in SIMBARA for much of the 4th millennium RM. Its members formed a well-connected organised crime network that by c. 3600 RM had spread across all of Simbara, and whose members were responsible for smuggling, racketeering, and bribery on an industrial scale.

Named after <u>GUTHA</u>, an archaic sea demigoddess embodying individuality and enterprise, the cults first emerged in the city of <u>ITARA</u> in c. 3390 RM. The descendants of these early worshippers would eventually form a criminal racket that by c. 3420 RM had spread across <u>SIMBARA</u>. These Guthee Cults would go to severely undermine the Simbaran economy over the coming centuries, until their final eradication in 3794 RM following decades of systematic retaliation by the government. Strongholds scattered across a dozen different cities were raided simultaneously, with no quarter given, largely nullifying their leadership across all Simbaran territories, effectively ending their reign of organised crime.

Despite their well-publicised eradication, rumours persist, particularly in rural areas, of a resurgence over the past years. Authorities have thus far ignored these rumours, and many believe that this inaction may exacerbate the situation, should the rumours prove to be founded.

GUTHEN: Rel. Dei. God worshipped in MHAROKK, its name evolved from the original deity known as NUTHEN^(2.). The arrival of KORACHAN to Mharokk in 2693 RM, saw the worship of Nuthen abolished in favour of the true UNDYING MACHINE, and later became corrupted into Guthen, which became an acceptable from of worship of the Undying Machine in Mharokk in c. 3100 RM in the guise of a SAINT created by propaganda of the CHURCH OF THE UNDYING MACHINE.

GUTTER SAINTS: Sol. Rel. A common term used in the KORACHANI EMPIRE for low-born people to whom miraculous acts have been attributed by their communities, but which have gone unrecognised by the CHURCH OF THE UNDYING MACHINE. Many of these personalities have been elevated to the status of community heroes, being regarded as saints in all but name, with shrines being built in their honour. Many of these so-called gutter saints effectively become patrons of their communities despite the Church's disregard for their deeds, often due to their low social standing.

Efforts have been made by the church to quell the idolatry of these figures, but its agents and <u>ICONOCLASTS</u>^(2,) are unable to penetrate the deepest slums, which are fiercely guarded by their residents, who are distrustful of outsiders.

<u>GUTTERBIRD</u>: Fau. Common name in <u>KORACHANI</u> for feral pigeons that are seen as pests in most <u>KORACHANI</u> cities. They are similar yet larger and more repugnant than the domesticated rock pigeons they evolved from. See Vol II: Classification and Taxonomy of Life.

GUTTERTALK: also 'Low Korachant'. Soc. Lan. Derogatory term for LOW KORACHANI, a KORACHANI language spoken by work-slaves and HELOTS. Interestingly, it remains prevalent in the underworld of the CITY OF ALMAGEST. See Vol II: Languages.

GUYEN: Set. City in the c north west of AHRISHEN (Pop. c. 29,000).

GWYDEMAR: Set. Small city in the c east of Loegress^(1.). (Pop. c.).

<u>GYALTSA</u>: Set. City in the west of <u>CYHLAGHARR</u>, flanking both banks of the river <u>NURIA</u>. The city is known outside Cyhlagharr for its slaver-tradition, and its merchants travel south into <u>THE SURRACH</u> to sell their slaves (Pop. unknown).

<u>GYNOCRACY OF MULIEBRA</u>: *Pol. Org.* The governing force of the freecity of <u>MULIEBRA</u> and its satellite states. The government is a remnant of an ancient order that existed in an ancestor city that existed before the founding of Muliebra.

GYPS: Fau. Giant vulture native to the dry plains north of the NGHALLEAL Mountains in the south of CYHLAGHARR. The birds grow to have a wingspan of 12 – 15-ft. and were often trained by falconers. Though the tradition has largely died out, it survives in the region of YGRALLA. See Vol II: Classification and Taxonomy of Life.

<u>GYPSALA</u>: Set. Small coastal city in the c east of <u>SABAISA</u>. Its main industries are its steel foundries (Pop. c. 13,500).

GYPSUM FOREST: see GEPHESOCH.

GYPSY KINGS, the: Pol. Rulers of the city of HAPANTHA in the c east of THE SURRACH. Their entourage is known as the ITINERANT COURT due to their nomadic nature. They spend most of the year travelling around the and eastern basins of the Surrach, from the SURRACHI PLAINS in the north west to the INOTARHL basin in the south east, visiting most major cities along their circuit to the city of Hapanth, which is largely abandoned in the long dry months, but explodes with an influx of people in the few short wet months, when the river TADESSA come alive with flood waters. The Gypsy Kings return to the city where they open the yearly gladiatorial combats that draw competitors from around the Surrach.

GYRE CORE: His. Sup. Tec. Ancient ARCHAEOTECH that is kept by the AIWAHAN ORDER of the SANCTIFIED INQUISITION in its fortress-repository known as the VAULT OF VAURNOS. An attempt was made to steal it by Parthisan spies in 4001 RM, but these attacks were silently rebuked under the steely vigilance of SORAYA VINDEX, and news of the event never spread beyond members of the Order.

Little is known of the object or its provenance, though it is believed to be important or otherwise powerful, given its history.

GYRFALCON: Fau. Medium-sized raptor common to CENTRAL LLACHATUL, including TEMUIA, SAUA, AHRISHEN, LYRIDIA and MALAN. They were once relatively common in lands west and south of there, though the pollution of the INNER SEA REGION has pushed them farther away. See Vol II: Classification and Taxonomy of Life.

GYRGYLLA: Set. Major city in the c east of CYHLAGHARR, along the banks of the river SATRYAN. It is known for its large arena, known as ACAMAS' FIELD, which hosts gladiatorial games that are popular throughout Cyhlagharr. This is most famed such arena in Cyhlagharr and sees a lot of tourism from other cities, and has many balconies that are owned by oghur nobles, including the royal box owned by ACAMAS II himself (Pop. c. 50,000).

<u>GYSTAR</u>: Soc. Pol. One of seven ruling <u>CLANS</u> in <u>CISNERIA</u>, whose emblem is the bear, who embodies perseverance and hunger, and is a guardian to men. The other clans are <u>BERMION</u>, <u>DISLMA</u>, <u>HOMMAL</u>, <u>KRAKYR</u>, <u>KRISLOR</u>, <u>SKULFUR</u>.

GYTRACH: Fau. Large mastiff growing to 40 inches in height and weighing as much as 350 pounds. The dogs have incredibly powerful forequarters and a strong muzzle, commonly black. They are bred in the KORACHANI EMPIRE as guards and attack hounds. See Vol II: Classification and Taxonomy of Life.

<u>GYUYODUR</u>: Set. Settlement on the island of <u>VHOPRA</u>, in the <u>BHALASSIAN ARCHIPELAGO</u>⁽²⁾ in the east of the <u>PANTHEON ISLES</u>. Its main industry is the quarrying of silver and sulphur (Pop. c. 5,000).

<u>GYZHA</u>: 1. *His. Nm.* Late <u>FOURTH AGE</u> culture native to the south west of <u>LLACHATUL</u>, east of the <u>PARNASIAN</u> Mountains. Though its people died out by the end of the <u>FADING</u> of the Fourth Age, their ruins remain, giving their name to the region of Gyzha in the <u>REPUBLIC OF ELAT</u> (1.), becoming an independent nation in 3762 RM.

2. Dem. 'Gyzhan. Ntn. Nation in the far south west of <u>LLACHATUL</u>, situated south of the <u>PARNASIAN</u> Mountains, and east of <u>ELAT</u> and south of <u>AYAD</u>. It is comparatively small, and predominantly made up of coastal plains and sparse woodlands. Wind from the <u>SEA OF DURAHRAT</u> moves inland, carrying moist air with it, making the plains of <u>SCANSCIALA</u> lush and perfect for raising crops.

Named after <u>FOURTH AGE</u> ruins scattered across the Scansciala, Gyzha has, since its settlement by <u>EZASUHI</u>^(2.) immigrants after their arrival in the peninsula in 3133 RM, been a centre of agriculture and husbandry, which it remains to this day, supplementing its shipbuilding industries.

Gyzha declared its independence from the Republic of Elat following the signing of the peace treaty that ended hostilities with Korachan in 3762 RM. This forced Elat to march its armies against Gyzha, though the simultaneous secession of one of the Elatian TRIPARTITE MONARCHS was too much for Elat to cope with, and it was forced into ratifying the claim to independence of the two other regions later in the same year.

Situated between the other two newly-formed nations, the ensuing decades were difficult to Gyzha – Elat was still bitter at losing over half its territories, and Ayad became insular, its armies facing south. Gyzha was weary of its neighbours moving against it and it fortified its lands, establishing a well-trained army that remains one of its defining points to this day, alongside its elite mercenary forces that are expert marines and serve as guards on ships based in the <u>ORRIDA</u>.

As a result, the <u>PENTATAEL</u> religion which was common to its ancestral lands, lost favour in Gyzha, and the five aspects of its pantheon became replaced instead by the singular entity known as <u>KENGRAD</u>. See Vol III: Extant Nations and Realms.

H

<u>HA-AL</u>: *Geo.* Stone desert in the south of <u>THE SURRACH</u>, north of the <u>STRAMINEA</u> Mountains. Fragmented <u>LHAUS</u> ruins from the <u>FOURTH AGE</u> can be found here, though there is little of worth in the wastes.

<u>HA'ADDARA</u>: Set. City in the far north west of <u>BA'AKH</u> founded by gold prospectors in c. 3710 RM, who settled the region after finding it in an abundant land (though not rich in gold as they had hoped). It rapidly abandoned its prospector roots and has grown steadily into a prosperous city. Today it is known for its many shrines, chapels, and churches, and it trades west with LIDEA (Pop. c. 41,000).

<u>HA'DDHOTHAT</u>: Sup. Geo. Vast region of <u>ATRAMENTAL WASTE</u> in the highlands of <u>MO-ORASSIM</u>, across the border between <u>KREM</u> and the deserts of <u>RTHEI</u> in the far north west of <u>THETIS</u>. It is noted for its duststone formations and <u>SHADOWISPS</u> that can travel far on prevailing winds.

The region is categorised as $\underline{\text{DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}.$

HA ATH: *Geo.* Artificial dust-basin in the c of <u>NOAVATUR</u>, created through deforestation and mismanagement of crops through the 2nd and 3rd millennia RM. It is expansive, covering some 70,000 square-miles, and is home to many ruins and abandoned quarries and logging camps, from its more industrious days.

Its soil is now sterile, little more than dust that is no longer anchored in place following the deforestation of the region. Dust storms are common, and there is little wildlife at all, with most indigenous life either destroyed or forced to the west and north from through the movements of ancient industries.

<u>HA MAZA</u>: Sec. Major city in the c north east of <u>NAARETH</u>. The city is divided into many quarters, including a large central expanse that is famed for its verdant boulevards and fountains, in which dwell nobility and relatives of the matriarchy (Pop. c. 160,000).

<u>HA PHA</u>: Geo. Expansive massif in the north of <u>RAONGEN</u>⁽²⁾, bordering the <u>WHITE SHEET</u>.

<u>HA SAWEL</u>: Set. Coastal city in the south west of <u>KREM</u>. It is known for its daring sailors who hunt <u>TALASOMEDS</u> in the waters of the <u>IAPETAN</u> and <u>BALIMAN</u> Seas (Pop. c. 30,000).

<u>HAAB</u>: Set. City in the east of <u>THAMAAZ</u>, in the far south of <u>THE SURRACH</u>, in the north west of <u>SAMMAEA</u>. It is the southern-most of the major city-states of Thamaaz, and exists only due to the great spring atop which it is constructed.

Its waters are kept clean by the constant vigil of an exclusive caste of <u>ATRAMENTISTS</u> who are the law keepers and tyrannical rulers of the city and its satellites. Shaping is prohibited under their rule and allowed only amongst a select few with close ties to the rulers (Pop. c. 52,000).

<u>HAAD</u>: Set. City in the region of <u>SIN JEMMA</u> in the c south of <u>THE SURRACH</u> known for its cattle. Its people are known to be tight-lipped, and are amongst the few Surrachi people to be unaccommodating to outsiders.

This is believed to stem from centuries of rule under a tyrannical regime that has restricted freedom of speech (Pop. c. 50,000).

HAAEL: Set. Settlement in the c north east of GNOTH, along the GNOTHI ROAD (Pop. c. 6,000).

HAAG HAAD: Geo. Mountain in the south east of <u>THE OLD FOREST</u>, forming a natural boundary with the artificially-created <u>VARRACHON</u> Mountain and the lands of north western VÂRR.

<u>HAAGEN</u>: 1. Geo. Long low rough mountain over 600-miles long, forming the north western-most part of the <u>GROWING MOUNTAINS</u>. The mountain is named after the <u>HAAGENI</u> people who lived there in the first centuries of the FIFTH AGE.

2. *His. Ntn.* Ancient nation in the north east of <u>SAMMAEA</u>, in what is now the south west of <u>SARASTRO</u>, the north of <u>MULCIBER</u>, and the north west of <u>ANUBIA</u>. See Vol III: Extinct States.

<u>HAAGENI</u>: Eth. The people of <u>HAAGEN</u>, an ancient nation that survived until c. -400 RM between the <u>OTINDHUR</u> and <u>KHO HAGAR</u> mountain in the south of <u>SARASTRO</u>. The <u>HAAGEN</u> Mountains are named after them as is the mythic creature known as <u>HAAGENTI</u>.

HAAGENTI: Fau. 1. Named after the <u>HAAGENI</u> people that once populated the lands north of the <u>HAAGEN</u> Mountains; a creature the body of a bull, and the torso, arms and head of a human (with bull-like features) and large black feathered wings. It features in the mythology and ancient history of nations in the <u>ARID TRIPTYCH</u> and is regarded as a guardian and ward against disease.

It is also considered a creature symbolic of the dichotomy perceived by many cultures (as evidenced by the FIRMAMENT and the ATRAMENTA, light and dark, etc). It is commonly featured in many mythologies around ELYDEN, particularly those of SARASTRO, where it is associated with the deity HAGE. The many depictions in art around cultures around SAMMAEA, lend credence to belief that the depictions of Haagenti may be based on a now extinct creature that existed in ancient times known as the LAMMASHU.

They are said to be creatures of the <u>DEMIURGE ARIMASPI</u>, considered by most to be creatures of two worlds, children of the air and earth, yet belonging truly to neither.

Soc. Common heraldic device in <u>KASPIA</u>, alongside the <u>WINGS OF TAHIRA</u>, commonly employed by nobility and its elite <u>AUROCHS RIDERS</u>.
 also 'the Winged Bull'. Ast. Con. Constellation in the <u>NORTHERN HEMISPHERE</u>, reaching across the equator See Vol II: Constellations.

HAAGENTI METEOR SHOWER: Ast. Prolific meteor shower associated with the comet <u>VALASHNA</u>, that is at its peak in the middle of <u>ASHTALEN</u>. The meteor shower is named for the constellation of <u>HAAGENTI</u>⁽²⁾, which it most commonly passes through.

<u>HAAKH</u>: also 'the Levelled City'. Set. A large city in the region of <u>ADA</u> in the c of <u>THE SURRACH</u> that was levelled by an earthquake in 2904 RM. Survivors and refugees scattered across the <u>SURRACHI PLAINS</u>, with some integrating with neighbouring settlements and others remaining nomadic

to this day, refusing to allow themselves to be put into their ancestors position ever again. The remnants of the city were ignored, left to rot.

Today most of it is overgrown, buried, covered in scrub, with only small echoes of the old city remaining. Many have explored it since then, and MORACHANI archaeologists have emerged from the area with vast treasures, though it is not without perils - tremors are common and caveins often follow them; chthonic beasts now dwell there; and it is said that the descendants of those few who remained there following its destruction haunt the region, little different to DEGENERATES.

HAALALLIME: f. Pol. Per. (B. 3971 RM) Present Queen of FALLAROUR and great Granddaughter of King HAALDOS. She inherited the throne following her mother BAHALALLA'S death in 3988 RM, when she was only seventeen. Many within the court of Fallarour as well many more without opposed her ascent to the throne, believing it would have been better for a regent to rule in her stead while she studied, but she was vehement. A life of being the subject of derision, condescension and doubt made her strive to exceed not only her commenters' expectation but also her own. Today, she is regarded as being a competent leader by many of her former detractors, though she has become a cold figure, having distanced herself from the people and her council.

She inherited a realm that was increasingly expectant of a war (one largely of its own design) over the SHIBBOTHA ISLES, which remain contested with the CORAL BARONIES. Her rule has been characterised by an increase in naval construction and the training of marines and sailors has become a priority. On her command, mighty TWIN-HULLED DHOWS patrol the waters around the SHIBBOTHA ISLES, intercepting SCYLLARETHI patrols.

HAALDOS: m. His. Pol. Per. (D. 3858 – 3933 RM) The first king of the ISLAND KINGDOM of FALLAROUR. He was one of the 118 barons that outlived king TARUSTAN III of the CORAL KINGDOM. While his peers squabbled and fought amongst themselves for the throne, Haaldos secured a series of islands in the north west of the Kingdom, biding his time. By the time the kingdom had divided into the CORAL BARONIES he had successfully founded the Island Kingdom of Fallarour in 3889 RM, which remain to this day, ruled by his great granddaughter HAALALLIME.

HAALDOS II: m. His. Pol. Per. (B. 3891 – D. 3949 RM) Son of King HAALDOS and the second monarch of FALLAROUR, who acceded to the throne in 3933 RM, following his father's death. He was succeeded by his daughter BAHALALLA in 3949 RM. He is remembered now as an instigator of already existing yet largely inconsequential enmities between Fallarour and the CORAL BARONIES, which increased throughout his rule and into those of his descendants, leading to the state of cold war that exists today amid territorial claims over the SHIBBOTHA ISLES.

<u>HAALUANKA</u>: His. Obj. Sword of <u>VAALKAN</u> legend, which was purported to make its wielder invulnerable.

<u>HAAMU</u>: Set. Settlement in the Kingdom of <u>ROMOREA</u>⁽²⁾. Its main industry is iron mining (Pop. c. 7,500).

HAARANO TH: Set. Mountain-top city in the hinterlands of the far west of PNESSA, between lake AKASM^(1.) and the GULF OF SAURIAR, and close to the border between the east of NOAVATUR and the far east of the KHARKHARADONTID desert, along the eastern face of the OEIKITH Mountains.

An ancient city left to ruin in c. 300 RM, the present-day city of Haarano Th was founded upon the ancient foundations in c. 1200 RM, and is partially hewn from the natural buttresses and arches of the cliffs in the region. It is now inhabited by the descendants of ETHERI nomads who settled the region c. 1000 RM, becoming their own people and existing largely independent of Pnessa.

Despite its population, the city remains a shadow of its original incarnation, which was said to be a multicultural metropolis of great scope. Today it exists mostly to mine raw <u>UMBRA</u>, which is piped south to <u>EVUT</u> (Pop. c. 60,000).

HAARAZHAL: Sct. ETHERI enclave in the south east of the <u>UMBRA SOKHAR</u> wastes, The enclave is built within the labyrinthine roots of a dead ATRAMENTAL tree; its skeleton gigantic and grotesquely shaped.

The $\underline{SALT\ ROAD}$ is documented as reaching this far south in c. 2950 RM, at which point $\underline{SIRIPHAGOS}$ became very powerful. The route south

did not last long though, but some customs from the north remain and the descendants of Siriphagan merchants can still be found here.

The settlement is thought to date back to c. 2700 RM, when it was part of the <u>LIEGELANDS OF LAKERTHA</u>. When the Liegelands were forcibly taken by <u>HAZORIN</u> armies in 3298 RM, Haarazhal was left behind, becoming an independent city (Pop. c. 7,500).

<u>HAARU</u>: His. Arc. Ancient idol in the c east of the <u>UMBRA SOKHARI</u> wastes made out of a single block of <u>SUNSTONE</u> – a clear crystal with gold veins. The idol is the focus of a sun cult known as <u>HAARUANISM</u> that is prevalent amongst the <u>ETHERI</u> nomads and other natives of the Umbra Sokhar region.

<u>HAARUANISM</u>: Rel. Sun-cult prevalent in the <u>UMBRA SOKHAR</u>. Perhaps due to the general lack of sunlight in the Umbra Sokhar, many <u>ETHERI</u> nomads and other <u>MORTALS</u> venerate a faceless idol known only as <u>HAARU</u>, which represents the sun and its power over life and death.

There is a growing conflict amongst those who cling to the old religion of <a href="https://example.com/et-nc-state-ed-nc-stat

HAARVUH: Set. Settlement in the north east of <u>ELEKHID</u>. Its main industry is the mining of lapis (Pop. c. 6,000).

<u>HAASA</u>: Ind. Set. Mining settlement in the south of <u>MECHABET</u>, along the northern face of the <u>DUMACHA</u> Mountains. Its main industry is the mining of iron (Pop. c. 4,800).

<u>HABAKK'S SWORD</u>: (19,420-ft.) Geo. Needle-like pillar in the far west of <u>VÂRR</u>, 8-miles from the border with <u>KORACHAN</u>. The formation is distinctive and visible clearly in the east at least as far as <u>CARILLAR</u>.

<u>HABAKKEN</u>: *Rvr.* Fetid wetlands in the north east of <u>IO</u>, south of the city of <u>HABAKKUK</u>, along the course of the river <u>SEROSH</u>.

HABAKKUK: 1. Pol. One of the principalities in the north of IO, halfway along the southern coast of the SHADOW SEA. Comprised of a handful of coastal settlements, the principality, dating back to c. 2500 RM, formed a trade-route between NÁRTHEL and BA'AKH, with traffic remaining constant throughout its history. Many of the principalities' towns were abandoned following an outbreak of ATRAMENTAL PLAGUE originating in Ba'akh in 3632 RM, leaving the principality crippled; a tragedy from which it never truly recovered, leaving many of its settlements empty.

2. Set. City in the north of <u>Io</u>, along the banks of the river <u>SEROSH</u>. It was left depopulated in c. 3650 RM after a large outbreak of <u>ATRAMENTAL PLAGUE</u> that originated in the wetlands of <u>HABAKKEN</u>, after which the empire largely abandoned the region to fend for itself. It has slowly recovered, though remains much smaller (Pop. c. 32,000).

<u>HABAL</u>: Set. Settlement in the north east of <u>BA'AKH</u>, in the region of <u>ELOTTUAKEI</u>. People here venture into the tainted regions in <u>SOFTSUITS</u> and gas masks to capture the gasses, which are vital in the technarcane industries. It is built atop the ruin of an ancient <u>FIFTH AGE YARAOMIC</u> settlement, which was known as <u>IABBAL</u> (Pop. c. 6,800).

<u>HABASHAM</u>: Set. Major city in the far south of <u>PORPHYR</u>, at the pass crossing the <u>POROPHOSSYR</u> Mountains. It is an important city, linking west and east of Porphyr together, and is a major hub of trade and travel, and is known for its large inns and hostelries (Pop. c. 825,000).

<u>HABASSA</u>: Set. Small city in the south of the tribe of <u>OURANASSA</u>, in the far south west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 13,000).

<u>HABATZ</u>: Lan. A common toast in <u>SARASTRO</u> and <u>VENTHIR</u> when drinking or eating in company.

<u>HABBACHAN</u>: Set. City in the west of <u>KORACHAN</u>. Its main industry is <u>FLESHMILLING</u>, and it has a major manufactory that is indirectly responsible for the employment of most people in the city (Pop. c. 40,000).

<u>HABBAD</u>: Geo. Expansive ridge forming the south western border of <u>GNOTH</u> with <u>SEDISIA</u>. Its western-face is known for its violent lightning storms due to cold storm clouds from the north approaching warmer air in the east of Sedisia, brought north across winds over the <u>SEA OF ORRIDA</u> from <u>SAMMAEA</u>.

<u>HABBAR</u>: *His. Set.* Ancient settlement in the c-south east of <u>AZAZEM</u>, abandoned in c. 1200 RM.

<u>HABBAR KOHIR</u>: Set. Coastal city in the south east of <u>GYZHA</u> (Pop. c. 45.000).

<u>HABBARAD</u>: *Rui*. Abandoned city in the south east of <u>SUOR</u>, abandoned following the effects of the EGRET CRUSADES.

<u>HABBARO</u>: Set. City along the banks of the river <u>SHAMAR</u> in the c south west of <u>SARASTRO</u>, very close to the border with <u>IO</u>. The city is situated along the path of <u>THE SHADOW MARCH</u> and is known for its many hostels which fill up whenever the March passes through (Pop. c. 20,000).

<u>HABBAS</u>: Set. Settlement in the <u>DAGHAR CAVES</u> region of lake <u>DRACONA</u> in the far south of <u>LYRIDIA</u>, along the <u>STRAIT OF NÁRTHEL</u>. It is populated by people displaced from <u>DACIA</u> and <u>NÁRTHEL</u> who established an independent settlement there, outside of the confines of any larger power in the region (Pop. c. 1,200).

<u>HABBOT</u>: dem. 'Habbot'. His. Ntn. Historical kingdom in the <u>AMMASHI</u>^(1.) peninsula in the south west of <u>SAMMAEA</u>, in what is now extant <u>HABOT</u>. It rose in c. 2650 RM after the warlord <u>KERELL</u> rallied various homesteads and small city-states to defend against increasing marauding groups that emerged in the lawlessness that followed the fall of the nation of Ammash^(3.) in c 2550 RM. A cult of personality emerged around the warlord, who became monarch in 2654 RM, becoming the primogenitor of its royal dynasty.

In 3743 RM the tyrant of <u>AHAFRAT</u> married into the ruling dynasty of Habbot to save what remained of his land after its western territories were absorbed by the <u>AMMASHI COALITION</u> in 3743 RM. This brought the remaining territories of Ahafrat under the control of Habbot, though the monarchy faltered soon after. The rapid increase in territory saw political and economic dynamics shift, leading to the ruling dynasty losing power to the growing merchant caste, which continued to gain power and supporters over the years, leading to the royal family being delegated to figureheads in 3835 RM, by which time shifts in languages saw the region known as Habot. See Vol III: Extinct States.

<u>HABBRI</u>: Set. Major coastal city in the west of <u>RHEA</u>, overlooking the <u>SEA</u>
<u>OF PYTHEA</u>. It is known for its shipyards and aluminium foundries (Pop. c. 82,500).

<u>HABBUR ABUIT</u>: also 'the Craven Throne'. Pol. Rui. Abandoned throne in the wastelands of the <u>BITAMMAN</u> Desert, in the north west of the <u>VESPERTINE LEAGUE</u>. The throne is made of an unknown metal of incredible hardness, and is now calcified and half-buried, with any structure that once surrounded it long-gone. Atop the throne is a mummified <u>MORTAL</u> body (likely <u>HUMAN</u>), in mouldering mustard-coloured robes that should by right have decayed completely long ago.

The throne is thought to date back to the early <u>FOURTH AGE</u>, and the body that sits upon it is believed to be an ancient despot known as Habbur Abuit, after whom the throne is now named. He was known as an accomplished <u>SHAPER</u> and a misanthrope, whose extreme views led to the demise of his people.

<u>HABERUH</u>: Ast. Set. OBSERVATORY-CITY in the far north east of AQUARIIA (Pop. c. 38,000).

HABIR: Set. Small fortified city in the north west of BA'AKH, overlooking the border with LIDEA. It originated as a SARASTROAN fortress built soon after the SUNDERING OF THE EMPIRE, intended to guard against KORACHANI-occupied Lidea, though as diplomacy between the two empires held up over the years, the need for a fortress diminished, and a settlement grew around it, which now trades north with Lidea (Pop. c. 14.400).

<u>HABONRA</u>: Set. Settlement in the region of <u>SISKIN</u>, in the c north of <u>THE SURRACH</u>. It is known for its woody red wines (Pop. c. 9,000).

<u>HABOT</u>: Dem. 'Habot'. Ntn. Nation in the <u>AMMASHI</u>^(1.) peninsula in the south west of <u>SAMMAEA</u>. It is of a hot climate in the north, which cools to a warm temperate in the south, with long wet winters and dry summers. Its terrain is characterised by savannahs, scrubland and sparse woodlands in the south, to bordering mountains and highland regions in the north that are peppered with stony deserts.

It emerged in c. 3835 RM from the collapse of the monarchy of <u>HABBOT</u>, which began when it appropriated the remaining territories of <u>AHAFRAT</u> following the marriage of its ruler into the royal family. This brought about the unforeseen rise of a merchant class that rapidly

siphoned power from the royal family, putting more influence in the hands of its people. This saw the royal family grow weaker with each passing generation until it was eventually relegated to figurehead status in 3835 RM. Today the region is ruled by an <u>ANAGURAM</u>, who is appointed through a complex election process that is meant to discourage corruption and bribery. Once elected the Anaguram rules for life. The present Anaguram is <u>ZUTRAS</u>, who was elected in 3981 RM.

It is known for the mysterious black idols that dot its landscape, which are ancient relics tens of thousands of years old, possibly dating to the

THIRD AGE">HIRD AGE, that the ancestors of local people knew well to avoid. Their extant descendants barely acknowledge them at all following hundreds of generations of trepidation and they are simply ignored today, allowed to decay in isolation.

By c. 3940 RM, the anarchic religion known as the <u>MASQUERADE OF</u> <u>THE LAUGHING GOD</u> had made its way to Habot from <u>SIMBARA</u>, though thanks to the vigilance of the militant arm of the <u>LAZANIST</u> faith there, it never became as popular as other regions, though it remains a source of unending trouble for the government. See Vol III: Extant Nations and Realms.

<u>HABRANT</u>: Ser. Small city in the east of <u>AZAZEM</u>. Its main industry is the bottling of mineral water, which is sold across the empire and beyond via the <u>RED ROUTE</u>, whose merchants take it with them across the <u>INNER SEA REGION</u> (Pop. c. 15,000).

HABZ GINATH: Rui. Expansive region in the c north east of ESHIR^(2.) that is dominated by abandoned and ruined settlements that were abandoned and left to ruin between c. 3300 – 3700 RM, followed the continued retreat of the GULF OF ESHIRON, specifically the disappearance of the BAY OF SABRIYA^(1.). The region was known for its many small fishing villages, most of which suffered greatly in the wake of bays dwindling, far from any fresh water sources, they were allowed to rot, with many people abandoning their ancestral homes. Many more refused to leave, choosing to spend the rest of their years in the same area. Their descendants lingered for a handful of generations, though by c. 3700 RM the region had been effectively deserted, its old ports and boathouses crumbling. Today many of the old structures still remain, though they have been reduced to foundations and rotting wood in most places, shunned by the civilised world and reclaimed by nature.

Ginath was the name of the largest settlement in the region, and habz is the native word for 'abandoned'.

HACAT: Rui. Abandoned town in the <u>ARTUL AKAEL</u> in <u>ALMAGEST</u>. Its church, the <u>BLACK CATHEDRAL</u> was a popular destination to pilgrims, who flocked to see the incorruptible body of <u>ST. SAASTA</u>, though following its sudden corruption in 2653 RM, the church lost credibility and was allowed to rot by the <u>CHURCH OF THE UNDYING MACHINE</u>. Hacat was allowed to decay in the wilderness, defenceless against the opportunistic <u>DEGENERATES</u> and <u>SCAVEN</u> of the region, which have looted the place of all valuables, leaving the settlement a skeleton of rusted girders.

HACHA NUR: Sup. Geo. ATRAMENTAL WASTELAND in the south of the region of ASCORYCA in the south east of CYHLAGHARR. It was formed in 1178 RM, during the height of the war between Cyhlagharr and CHEGRINT, by a shaper who failed to control their powers, resulting in a massive ATRAMENTAL explosion that devastated the region, killing all present there. The explosion played a large part in ending the war and the region is shunned today.

The region is categorised as a <u>MODERATE THREAT</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

HACHALIAH: Set. After the so-called PALACE OF STEAM AND RUST fell into disuse (following, perhaps, the death of the river SINA c. 2700 RM), it was allowed to decay, its workers cast out into the lands surrounding it, penniless, without homes. Over the years they plundered the ruin, creating a shanty town beneath the palace, in the deepest gorge of the Sina canyon, drawing water from deep aquifers and wells (Pop. c. 80,000).

HACHEM: m. Pol. Per. (B. 2493 – 2576 RM) King of the Republic States of TISARA, who acceded the role of figurehead in 2515 RM following the assassination of his aunt SHIRAT, the last true feudal queen TISHANNA^(2.).

<u>HADAAL</u>: 1. Rui. Ancient town in the west of <u>BA'AKH</u> (present-day north western <u>SUMA'YA</u>). It was the only significant settlement constructed

beyond the <u>SHIBOTHA</u> mountain and appeared in c. -820 RM. It originally acted as a gate between <u>DHEA</u> and the <u>NAAHI</u> city-states, serving caravans that made their way across the <u>GAZHAN</u> valley between the nations. The area was rife with <u>LACER</u> and the town was home to many mercenaries serving the merchants that travelled through it.

An increase in lacer attacks in c. -450 RM left the town isolated from the rest of $\underline{\rm DHEA}$ for some decades, though as the conflict subsided in c. - 300 RM, the settlement re-emerged, its people battered but not broken by over a century of conflict with the creatures. The settlements' government had largely broken down in the absence of the Dhean confederacy, with various warlords taking power, though order was restored over the next decades through contact with the city of $\underline{\rm ALBA}$.

Following a massive Atramental outbreak in <u>DHAMATEA</u> that left the region crippled, Dhea saw an influx of refugees trying to enter its cities. Hadaal was such a place, and as it became apparent that the <u>DHAMATEANS</u> were carrying <u>ATRAMENTAL DISEASES</u> with them, the city refused them entry. The Dhamateans, angered and embittered by their misfortunes besieged the city in -98 RM. The attack failed but the damage was done; the Atramental disease had spread into its walls and within a year it was abandoned, razed to the ground, its dead burnt in a bid to contain the spread of the taint.

Hadaal was never rebuilt – the trade-route was abandoned; the <u>NAAHI</u> people had by then disappeared, replaced by the nation of <u>LIDEA</u>, with which there was no trade. The ruin of Hadaal was cleansed of taint and a great monument to <u>THE TERATHA</u> constructed by the <u>ADUMBRAESKI</u> atop the tombs of the unnumbered dead.

2. Rel. Str. A large platform in the north west of <u>SUMA'YA</u>, built in 628 RM from the ruin of a town and great idol that once stood there. The platform was constructed in preparation of the <u>ARCHPOTENTATE MALICHAR'S</u> arrival there in 633 RM from which he spoke to hundreds of thousands of Ba'akhi natives.

The platform is gigantic, truly a feat of engineering, and was built from the shattered remains of a monolithic stone idol that was destroyed by ICONOCLASTS(2) of the MONEHAN ORDER of the SANCTIFIED INQUISITION who were exploring the region in c. 550 RM. The idol was the last remaining stronghold of the native BA'AKHI religion known as following 40-years of conflict with IMPERIAL immigrants. The platform was constructed from the remains of that idol; once a strident statue that was reduced to boulders of rock, each carved into bricks by Ba'akhi slaves, onto which they were forced to etch prayers and oaths of loyalty to the Archpotentate Malichar; a humiliating act of tyranny.

The construction of the place took place over three years and was a sign of the Korachani empire's affluence at the time, summarily discarded after the Archpotentate's arrival, allowed to fall into ruin where it is now visited by pilgrims undertaking <u>THE SHADOW MARCH</u>, where they each kiss the platform on which the Archpotentate stood seven times seventy times, before making camp on the platform.

Much of the area has now caved in, the <u>DUSTSTONE</u> on which it was built having eroded in the millennia following the platform's creation, revealing hollows beneath it in which many small chapels and ossuaries have been constructed; in honour of those who died during the Shadow March.

The region is now home to mercenaries serving pilgrims undertaking the Shadow March east into <u>ASOA</u>, defending them against the predations of the <u>LACER ENCLAVES</u> that inhabit the <u>SHIBOTHA</u> mountain.

<u>HADAD</u>: Geo. Plains in the east of <u>BISBUT</u>, crossing the border into the north east of <u>PARTHIS</u>, just south east of the <u>KANDIAN</u> highlands. The region is replete with wetlands and river, which flow slowly to the south east coast of the peninsula.

<u>HADAK</u>: Geo. Peak bog in the north east of <u>VALBAR</u>⁽²⁾. It is frozen in permafrost for most of year though it is dug in large quantities in the summer months by the people of <u>OLBRI</u>⁽²⁾.

<u>HADAL</u>: also 'the City of the Abysm'. Set. Ancient city that sits unopposed in the highland plateau of <u>ILLAKRAR</u> in the south west of <u>QARALAM</u>.

It was built by the half-breed descendants of <u>AIKLAHS</u> millennia past to oversee an important trade-route and path of pilgrimage, both of which are now dead. What they lead to is unknown and attempts to trace their path have so-far been unsuccessful (Pop. c. 15,500).

<u>HADAMAPH</u>: Set. Small coastal city on the island of <u>HAR JAKALL</u>, 435-miles north east of the <u>PRINCIPALITY OF SEPAHAUNAT</u> (Pop. c. 15,500).

<u>HADAR</u>: 1. Mil. Str. Fortress in the north east of <u>LIDEA</u> along the <u>CON</u> peninsula. It was built in c. –300 RM, to house a regional council. It was taken by the <u>KORACHANI EMPIRE</u> following its occupation in 911 RM where it became the hereditary seat of house <u>RIUFAN</u>; <u>ARCHPATRICIANS</u> of great influence in the region.

2. Set. Fortified coastal city 5-miles north west of the above fortress, appearing in c. 2750 RM, after the fortress^(1.) became landlocked following retreating coastal waters. The city is now home to one of <u>HOUSE RIUFAN'S</u> largest shipyards and warehouses (Pop. c. 35,000).

<u>HADARMIEL</u>: Set. Major coastal city in the c south of <u>SATARIEL</u>. It guards the entrance into the inland sea of <u>MELEN</u> and is home to a major port and harbour (Pop. c. 120,000).

<u>HADASHIN</u>: Geo. Mountainous region in the north of <u>SAUA</u>, and source to many rivers, including the <u>TAIROKO</u> wetland forest, which itself is a major source of the river ACHI.

<u>HADASSALON</u>: For. Verdant region dominating the northern border between the east of <u>IO</u> and in the south west of <u>SARASTRO</u>, covering some 35,000 square-miles and reaching as far south as lake <u>SAEB</u>. Although the <u>MOLACHARI DESERT</u> is relatively close (just over 400-miles), the many rivers and lakes in the area allow the woods to thrive. Myrtle, carob, oak and palms are all common in the area.

The forest was heavily logged by the $\underline{\text{KORACHANI EMPIRE}}$ during c. 3000-3300 RM, due to overlogging in other more established imperial nations, though unlike many other forested regions that were logged to extinction, Hadassalon remained thriving, its many fruit-bearing trees of more profit to the surrounding cities than their wood.

HADDEN: Set. Fortified settlement in the west of the tribe of <u>AUEREN</u>, in the far north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is surrounded by lands contested by <u>AETHIOS</u> and <u>AUEREN</u> and is now part of the war, its people embroiled in the conflict for decades (Pop. c. 2,000).

HADDORA: Set. Settlement in the c north west of the tribe of <u>ASSAGOS</u>, in the east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 3,000).

HADDURATH: 1. Geo. Plains to the south of KURNUGIA in the east of SAMMAEA, overlooking the SEA OF LETHEA. Until c. 750 RM the plains formed the heart of the Haddurathi empire⁽³⁾, with its eldest and most powerful cities located there. The northern-most part of the plain was covered in thick lava flows following the eruption of KURANOG in c. 760 RM, leaving the region destroyed, buried beneath feet of ash and flows of glass-like lava.

2. Sea. Strait in the north west of the <u>SEA OF LETHEA</u>, serving as a division between the <u>FLAMING SEA</u> in the north west and the <u>LETHEA</u>, to the south east.

3. *His. Ntn.* Now-extinct empire that dominated the lands west of the <u>SEA OF LETHEA</u> in the <u>EASTERN SAMMAEA</u> in the early days of the <u>FIFTH AGE</u> of mortal life. The nation was in decline when first <u>KORACHANI</u> explorations of the area began, and an eruption of <u>KURANOG</u> in c. 760 RM left its heartlands devastated, precursing its eventual fragmentation over the next decades. The salination of the <u>BITTER SEA</u> caused by the lowering of sea-levels throughout the continuation of the age only served to exacerbate the decline of the region.

Today its lands are populated by scattered savannah nomads, who occasionally form incursions against neighbouring lands, including <u>ABACARDAT</u> to the south and <u>BANT</u> to the north. They live in stone stepped cities ruled by powerful <u>SHAPERS</u> who are adept at wielding the <u>ATRAMENTA</u> against the waxing corruption of <u>KHARKHARADONTIS</u>. Though are not a united people, they revere as a deity an <u>OTHERWORLDER</u> who wears its flayed skin as a robe. See Vol III: Extinct States.

HADDURATHI: Lan. Language that appeared in c. -500 RM in the HADDURATHI EMPIRE^(3,), though which is largely spoken today in stunted form by the savannah nomads that populate its ruin^(1,). The language would become the basis for the later KULIGALAN and BANTISH tongues that emerged to the north, both of which were influenced by KORACHANI, due in no small part to colonists and missionaries in the later 1st and early 2nd millennia. See Vol II: Languages.

HADEA: His. Nan. FIFTH AGE kingdom that existed in the east of EASTERN LLACHATUL, in what is today occupied by LIMOTH (1.) and the peripheries

of surrounding nations. It emerged from the collapse of its parent state, the empire of PHOL EGEDDA, in c. 1060 RM, and quickly became renowned for its industrious nature, though collapsed in 1154 RM following the IRON CATASTROPHIES that saw iron deposits in much of EASTERN LLACHATUL became corrupted, leading to a decline in its economy, which was dependent on iron mining.

Its economy collapsed, leading to the deposing of its monarchy amid the chaos of starvation. The Kingdom fractured in two after this, leading to decades of strife as these splinter kingdoms further fractured into increasingly smaller states that would, in time, lead to the rise of Limoth in c. 1463 RM after the effects of the Iron Catastrophies had subsided.

The nation is today remembered for its great colossus, the construction of which encompassed most of the timeline of the short-lived kingdom, its construction completed in 1151 RM, just a few years before the effects of the Iron Catastrophies were felt there. It is known today as the HADEAN COLOSSUS, and to many it is the only known usage of the name Hadea, which has otherwise fallen into obscurity. See Vol III: Extinct States.

<u>HADEAN</u>: *His. Lan.* Now-extinct language spoken by the ancient <u>FIFTH</u>
<u>AGE HADEAN</u> people of <u>EASTERN LLACHATUL</u>. See Vol II: Languages.

HADEAN COLOSSUS: also 'the Folly of Hadea'. His. Arc. Ancient colossus known amongst historians as the Folly of Hadea, on account of its construction encompassing the entirety of the short-lived kingdom of HADEA – from its inception in c. 1060 to 1151 RM, just 3 years before its eventual downfall.

The colossus is now situated in the west of <u>LIMOTH</u>^(1.), which inherited most territories lost by Hadea, and has since become a mascot of sorts to the Limothan people. Today a local legend claims that the nation will persevere so long as the colossus remains intact. So far it has survived various earthquakes and wars.

<u>HADEN</u>: Dem. 'Haden'. Eth. Late <u>FOURTH AGE</u> culture, prevalent in what is now the north of <u>PELASGOS</u> and the south of <u>VÂRR</u>, its most populous areas having been the shores of the <u>PROPONTIS</u> and <u>SEA OF SPIRES</u>. It is believed to be descended from the older Fourth Age <u>OLYAMMYAD</u> EMPIRE.

Its people had a prevalent cult of knowledge, at the centre of which was the mysterious deity <u>MIMIR</u>. All that remains of the culture are ruined temples and other stone structures, scattered across Pelasgos. Many Pelasgosi settlements have been built on the sites of old cities, their remnants now buried.

Most extant Pelasgosi people are descended from the Hadeni. See Vol III: Extinct States.

<u>HADESH</u>: Geo. Rocky region covering some 120,000 square-miles in the c north east of <u>TETHYSIA</u>. It is home to many granite quarries and gemmines.

 $\underline{\textbf{HADHA TOO}} \text{: } \textit{Set.} \textbf{Settlement in the south east of } \underline{\textbf{CHEIRA}} \text{ (Pop. c. 6,000)}.$

HADHAR: Pol. Set. Independent city-empire in the <u>TIAMOLDORAN CITY STATES</u>, to the south east of <u>BROR</u>^(1,), just beyond the foothills of the <u>OROGEN Mountains</u>. It stands as the seat of the Conclave of the City States.

Little is known of the city to outsiders, though it is considered a to be a great metropolis built atop a fabled <u>THIRD AGE</u> city. It is also a direct antipode of the <u>GNOTHI</u> capital of <u>BISMUTH</u> (Pop. c. 1,334,000).

HADHUR NEB, LIBRARY OF: Int. Rui. Tec. Ancient subterranean temple-complex in the west of ANANTHUL, in the far east of SAMMAEA, forming a part of the PRISON CARCERI. Situated within the CHAMBER OF LAMENTS, the Library of Hadhur Neb is a sprawling labyrinth of chapels and repositories hewn from the deep earth of the region, much of which is now collapsed and buried beneath old silt-deposits. The complex is thought to link with the Prison Carceri.

Exploration of the site has revealed corroded clockwork automatons, rusted beyond all recognition. Whatever they once guarded is now either lost or rotten, any treasures likewise lost.

<u>HADIDAU</u>: also 'the Iron Fist'. Mil. Org. Martial discipline within the <u>KORACHANI EMPIRE</u> that appeared c. 3400 RM. It was originally taught by those with knowledge of shaping, and many of their techniques are still taught to adherents, including the Sight, and other spheres of knowledge normally only taught <u>SHAPERS</u>. HADIN: Rui. Deserted city in the east of SUMA'YA. Once a major manufacturing centre, the city was abandoned following the KORACHANI retreat from BA'AKH after three centuries of wane under the custody of the DOMNITORS. Today, its silent foundries and rusting chemical foundries are empty, nothing more than crumbling ruins surrounded by ghost towns and farmland that has been reclaimed by an ailing nature, a reminder of what industry once existed in the region.

<u>HADIR</u>: Mil. Str. Fortress in the c-south east of the <u>PARTHISAN</u> colony of <u>ABDAKROS</u>^(1.) on the island of <u>IRUGNA</u>^(1.). It guards against potential attacks from the MALEFACTOR HORDES.

HADIREA: Set. Fortified coastal city in the <u>SARASTROAN</u> colony of <u>IPSISSIMA</u>^(1.). It is the largest harbour in the colony, and is known for its sheltered ports and shippards, where vessels undergoing the long journey from the colony to the <u>INNER SEA</u> can be maintained. It lies around 12-miles north of the southern <u>POLAR CIRCLE</u> (Pop. c. 29,000).

HADIT: 1. Sup. Arc. Grotesque metal monument in the c north east of AHKA, between the river AMALTHEA and the river GORIA. It is curved and lithe, and its once-smooth surface is putted and oxidised from exposure to the elements. The monument's base is covered in fossilised bones, many of which are unidentified, and the air around it is alive with the buzz of unnumbered insects, due to which it has been shunned.

2. Set. Settlement in the north of AHKA, along the course of the river AMALTHEA. It is known for its caravanserai that cater to caravans travelling along the RED ROUTE (Pop. c. 11,000).

HADON: His. Rel. Dei. Ancient <u>PELASGOSI</u> god of the dead, which also served as a psychopomp, guiding newly deceased souls through their voyage of the <u>OTHERLIFE</u>. There is evidence that shows he may have been an otherworlder, though this cannot be verified.

HADON BATTA: His. Rel. Ancient region in the c of present-day TZALLRACH, thought by some to be a fabled GARDEN OF THE DEMIURGES. Presently a plain, it is around 5,000-square-miles in area and is filled with thousands of stone spires and minarets, most now ruined and toppled. The region is of little value to most and is home to a great variety of flora and fauna.

<u>HADRA</u>: Rvr. River in the c of <u>BISBUT</u>, flowing for over 375-miles from sources in the <u>KANDIA</u> Mountains before emptying in the <u>SEA OF</u> <u>TARAMAR</u>.

<u>HADRAMAOUT</u>: Set. Major city in <u>SABAEA</u>, in the west of <u>MENISCEA</u>. It was once coastal, though found itself landlocked in c. 3450 RM. Since then, it has been connected to the coast through an intricate system of lochs and canals. It is a stop along the <u>EGETAKHAN ROAD</u> (Pop. c. 119,000).

HADYIN: Set. Small city in the c-south east of the <u>SOLEYN TERRITORIES</u> (Pop. c. 13,500).

<u>HAEAGH</u>: Dem. 'Haeaghi'. Set. City in the c north of <u>AHRISHEN</u>, populated by descendants of <u>ARESHI</u> immigrants fleeing there millennia past (Pop. c. 32,000).

HAEGORN: also 'the City of Angels'. Set. Originally the tomb of an ancient OTHERWORLDER known as Govadelek, its body beautifully fossilised in the granite rock of the c south of NARTHEL. The tomb became a site of pilgrimage to the ADHERENTS OF THE REPENTANT in the early FIFTH AGE. By c. 750 RM the site had grown into a small town, little more than a cloister to the faithful. In 950 RM it was visited by the ILLIDRAE Sarosh, who claimed to be a descendant of Govadelek. Sarosh came to be worshipped as a living god by the Adherents of the Repentant. A fervent ascetic, he spent his days meditating, never eating, until by c. 1300 RM he had become a living mummy, where his body remains to this day, occasionally visited by what few Adherents of the Repentant remain.

Haegorn became a staging post for Venthiri armies during the <u>WAR OF SUNDERING</u>, allowing them to march south into <u>SARASTRO</u>. The city grew in influence after the <u>SUNDERING OF THE EMPIRE</u>, particularly after the old capital, <u>DACIA</u>, was lost. Haegorn later became a major city in the south east of Nárthel, and remains one of its largest cities to this day, forming a vital part of the <u>RED ROUTE</u>, serving as a hub of culture and trade, as well as serving as a political centre and home to <u>VENTHIRI</u> diplomats and governors. Many believe it will become the new capital should the Nártheli vassalage to Venthir continue (Pop. c. 1,230,000).

<u>HAEL</u>: Ast. The first of seven known <u>PLANETS</u> orbiting the star <u>SOR</u>. Its mean orbital distance from Sor is 35,000,000-miles and has an estimated diameter of 3.200 miles.

It is the first of the <u>INNER PLANETS</u>, and is rocky, bereft of water due to the proximity with which it orbits around Sor and there is no reason to believe it has any life due to the extreme conditions on its surface. It has no known moons. See Vol II: Planets and Satellites.

<u>HAELEN</u>: Cal. In the <u>KORACHANI CALENDAR</u>, the eleventh month of twelve, comprising 30-days. It is named after the <u>PLANET HAEL</u> and is considered the second of three months of summer. See Vol II: Months and Lunar Cycle in Elyden.

<u>HAELINA</u>: Geo. Island off the north eastern coast of <u>KAZZAR</u>⁽²⁾. It is largely unpopulated though has some small coastal communities.

HAEMACOLYTE: also 'Blood Servant'. Mys. Med. Tec. Rnk. A form of HAEMONCULUS common in the KORACHANI EMPIRE created and employed as servants across many TECHNARCANE and BIOMECHANICAL professions. The blood of the creator is often used in the manufacturing of these creatures in an archaic process that links the two together, similar to the classical creation of haemonculi.

<u>HAEMAGOGUE</u>: Rel. Rnk. Temple priests in <u>KARAKHAS</u> who are in charge of the <u>COMING-OF-AGE RITUAL</u> of <u>TORATAP HALKHIR</u> amongst other roles.

<u>HAEMICHAN</u>: Set. Sole surviving settlement of note in the region of <u>HAEMICHOR</u> in the north east of <u>VÂRR</u>. The settlement was once a centre of the logging industry in the area and remains now, largely uninhabited, clinging to life (Pop. c. 2,000).

HAEMICHOR: Geo. Spent forest in the north of <u>VÂRR</u>, exploited to death by c. 3200 RM. The entire region – encompassing 15,000 square miles of the hills south east of the <u>VARRACHON</u> Mountain – is now little more that hardened tree stumps and dusty earth peppered by the ruins of wood mills and settlements that were abandoned hundreds of years ago following the abandonment of the region.

HAEMONCULUS: n. 'Haemonculid', Plr. 'Haemonculi'. Mys. Med. Tec. Rnk.
Artificially-bred beings originally crafted through <u>ALCHYMICAL</u> processes, which have since been improved through <u>TECHNARCANE</u> and biomechanical methods.

The practice of breeding haemonculi emerged in MHAROKK in around 740 RM, and rapidly spread across the INNER SEA from there, leading to the CHEMISTERS' WAR in 816 RM, in which various groups engaged in a WAR OF SCOURGING with each other over claims of ownership over manufacturing processes. The original creation of haemonculi was a highly ritualised affair, using a base of organic matter, chemicals and UMBRA, brought together by SHAPING. Later attempts made use of artificially-grown foetuses that are created from biological matter donated by the intended owner of the haemonculus, to whom the artificially-created being bonds with once it is incepted. The strongest bonds exist between donors and haemonculi that have been created from a partial liver transplant.

Today, haemonculi are bred for servitude, warfare, and study purposes, amongst others, and are often augmented through the application of <u>ORTHOSES</u> and other implants to aid in their selected roles. The <u>CLONE</u> troopers of the <u>STEEL LEGION</u> are examples of highly advanced haemonculi, whose complex biological manufacture; followed up with rigorous <u>ATRAMENTAL</u> augmentation, advanced orthosis and psychological indoctrination; is the pinnacle of the art of haemonculi manufacture.

Their physical appearances vary wildly and they range from child-like in size to muscle-bound lummoxes. Of note are their facial features, which, regardless of body-type, appear old beyond their years, and who often have features similar to those of the donor. They are often hairless, with dark veins easily visible beneath their pale skin. See Vol II: Classification and Taxonomy of Life: Asicthain.

HAFFALIN: m. Per. (B. 3269 – 3321 RM). Pol. His. The last sultan of the ZARALL DYNASTY in SHAZGIN. He came to power following the assassination of his cousin ZARALL III, though died heirless.

HAFIZMERAI, GUARDIAN OF THE DEEP WOOD: (B. unknown) Sup.
<u>HUMAN</u> male, powerful <u>FIRMAMENTIST</u> with abilities tied to the <u>SPHERES</u>

of humamism, avanism and dowerism. He rose in THE OLD FOREST in c. 1200 RM, and was prevalent in the south where he stood up against the advances of the KORACHANI EMPIRE, awakening swathes of the forest to oppose its armies. Their largest clash was in 1917 RM, at the Siege of Ottegaah where he defeated a full STEEL LEGION by raising the earth around the Ottegaahan citadel, and burying the legion beneath the resultant avalanche. Hafizmerai was never seen by imperial forces again though it is believed that he remains, guarding the so-called Deep Wood of RAM 'ATHI.

<u>HAGAAT</u>: Geo. Basin plain in the north east of <u>SARASTRO</u>, close to the border with <u>VENTHIR</u>. The region is known for its gold and has been the source of much conflict over the years.

HAG ATA: Rui. Arc. Granite pillars scattered across the west and north of ALAM BETHYL, crafted by elder MORTAL races thousands of years ago. Many of them are now toppled, their ruins littering the southern slopes of the AZAKKALIN Massif, though a region remains around the ATA hills, where they are preserved in better condition. Where intact, they are spectacular, rising for 150 – 200 feet, their once-smooth sides now pitted and corroded. Little is known of their origins or what culture created them or what their original purpose might have been.

HAG WITCH, the: see SWERTHA, WITCH OF BLADES.

<u>HAGAGH</u>: Set. Fortified settlement in the south west of the <u>MULL CITY-STATES</u>, close to the river <u>TENASAAR</u> that acts as a border with <u>HOLOLACH</u>^(I.) (Pop. c. 7,000).

HAGAR: Set. Small cliffside settlement in the west of <u>SARASTRO</u>, overlooking the sea of <u>TIAMA</u> situated at the mouth of the <u>BLACK RIVER</u>. The settlement is renowned for its <u>EARTHWRIGHTS</u> and <u>FERREAR</u> (Pop. c. 11,000).

HAGE: His. Rel. Dei. Ancient <u>SARASTROAN</u> deity, with the form of a winged humanoid with the hind limbs and horns of a bull and four digits on each hand. It was a multifaceted deity, symbolising both femininity and masculinity, warfare and family and above all, omniscience. It is believed that its form was drawn from that of <u>HAAGENTI</u>. Beneath him ruled a court of forty-nine divine judges who oversaw all matters of mortal and <u>OTHERWORLDLY</u> life.

With the <u>ARCHPOTENTATE MALICHAR'S</u> appearance in Sarastro in 339 RM, many icons of Hage were destroyed by the <u>ICONOCLASTS</u>^(1.), though Malichar, enlightened in his new form, saw it fit to leave the grandest idols and sacred area intact and declared in 340 RM that Hage was an incarnation of the <u>UNDYING MACHINE</u> (many speculate this was a means of placating a populace that was not as supportive of his new regime as he would have had commentators believe). Slowly Hage became corrupted by the Imperial clergy into the Undying Machines' brother, and by c. 700 RM he was openly worshipped as a proxy of the Undying Machine, so long as his adherents owed the Undying Machine and the Korachani church fealty.

Following the <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM and the schism within the <u>CHURCH OF THE UNDYING MACHINE</u> that led to the appearance of the <u>REFORMED CHURCH OF SARASTRO</u> it returned to worship of a deified version of Hage as part of a triptych that replaced Malichar as a religious figure.

<u>HAGESH</u>: Rui. Ruined city in the east of <u>SABAISA</u>, east of the <u>US'HUT</u> Mountains, overlooking the <u>BAY OF BERITH</u>. It is half-disappeared, like a sandcastle half-collapsed. It has been the subject of many artists' works over the past millennia and the tale of its fall is highly romanticised and fictionalised versions of it are commonly known across the <u>INNER SEA</u>.

HAGGAD: also 'the God-fungus'. Int. For. This peculiar fungus-like anomaly festers within the heart of c RAONGEN^(2.). Shrouded in mystery and local myth, this grotesque growth is rumoured to trace its lineage back to a cutting from the ancient TREE OF AGEN, which by extension means it was taken from the flesh of the DEMIURGE ACHAIAH. According to legend, one of her devoted DERUWEIDS embarked on a mission to propagate awareness of Achaiah's existence. In pursuit of this enigmatic goal, the cutting was meticulously interred within a shrine, only to succumb to an insidious and voracious metamorphosis.

The growth's texture is reminiscent of flesh melded with mushroom that exhales a putrid aroma of death. Its lifecycle is an enigma shrouded in unsettling patterns: it burgeons with unnerving rapidity, only to wane and

retract during summer's heat, then mysteriously rejuvenates and expands once more when the weather becomes more clement. Its insatiable hunger for vitality devours all living beings, flora and fauna alike, that dare to obstruct its insidious path. Dark tales persist, suggesting that the cutting's descent into tainted soil forever tainted what trace of Achaiah's essence it carried.

For daring <u>ALCHEMISTS</u>, the lure of the growth's macabre flesh holds an undeniable allure. Curious experiments, most notably in the <u>INCEPTION</u> of <u>HAEMONCULI</u> and other artificial entities, have harnessed its regenerative properties to evoke haunting results. Nearby cities are famed for their alchemical institutions, where the fungus is studied. Most famous is the citadel of <u>SHAONG</u>.

<u>HAGHOR</u>: Plr. 'Haghorin', lit. 'bestial being'. Mor. Fau. In taxonomy, a haghor is considered similar to a mortal, but with the distinct difference of having been created entirely by a <u>DEMIURGE</u> rather than being a corrupted from of <u>IMMORTAL</u> due to the Demiurges' hubris during their shaping of <u>ELYDEN</u>.

The haghorim share more in common with their Demiurge creator than the mortals do with the same Demiurge, and their forms are more fantastical and varied than the mortals, who largely share similar morphologies. <u>ARIMASPI</u> was famed amongst his siblings for giving live to many haghorim, including <u>AIKLAHS</u>, <u>EELYOUHNS</u>, and <u>VISUNDS</u>, amongst others. See Vol II: Classification and Taxonomy of Life.

<u>HAGHOR -I'ARIMASPI</u>: Fau. <u>KORACHANI</u> name for the see <u>BEAST OF</u> ARIMASPI.

HAGHOUER: Plr. 'haghouerin'. Also 'shadow-beast'. Sup. Fau. KORACHANI word for artificially-made creatures (UMBRANS) that are created through an archaic marriage of TECHNARCANA and ATRAMENTISM. They are often made as beasts of burden or for use in warfare, and are also designed to be pets and exotic beasts, though ultimately their roles are as varied as their forms are diverse. They are either made to bespoke designs, or mass produced, either being made from scratch or by taking particular animals and warping their forms. Either way they are slowly grown in VATS within ATELIERS and manufactories.

<u>HAGKOR</u>: Set. Settlement in the south east of <u>TEMUJA</u> known for its glass quarries in the Plains of LAES (Pop. c. 3,200).

<u>HAGLACH</u>: Set. Settlement in the prefecture of <u>HOLICHRIS</u> in the c east of $\underline{HOLOLACH}^{(1.)}$ (Pop. c. 4,000).

<u>HAGRA</u>: Geo. Desert mesa caravanserai in the north east of <u>TETHYSIA</u>, in the south west of the <u>TULKHIN</u> savannah. The caravanserai is carved into a large mesa and though it is abandoned following the death of the nearby trade-route, it is often used by nomads and other travellers.

<u>HAGRADEA</u>: Set. Major city in <u>SARASTRO</u>, commonly known as the <u>SLAVER</u> capital of the Sarastro, where most slaves who eventually find themselves scattered around the empire are originally bought and/or sold. The city is large though mostly flat, sprawled across many miles of lake shore, its harbours and slave-markets dominating its architecture.

The city was born in c. -600 RM during a tumultuous time in SAOSTANA. Conflict with the NATHI KINGDOM had dominated the last decades, and Hagradean slave-raids against the north and south came to dominate its culture and it rapidly became a slaving capital in SAMMAEA, if not all of Elyden. By c. -400 its predation on the HAAGENI nomads of the region had led to their virtual extinction as a people. Later, during the APOSTATE WARS that engulfed IO between -192 and -128 RM it singled out the merchant-city of TYROPOEA and its environs and preyed on its people. Under imperial rule Hagradea became part of THE SHADOW MARCH, evolving over the years to cater to the thousands of pilgrims that pass through its gates every year, with caravanserais and voluminous chapels and shrines designed for the masses who cross in en-route to KHARKHARADONTIS.

Today it is home to the mercenary force known as the $\underline{PRAETORS OF}$ \underline{TEUTAR} and it is a major city along the course of the $\underline{SALT ROAD}$ (Pop. c. 1,700.000).

<u>HAHAN</u>: Set. City in the c of <u>KRENN</u>. It is as a melting-pot of cultures from surrounding regions and is known for its large market, around which the city itself revolves. Indeed, it originated as a caravanserai many centuries ago (Pop. c. 61,000). HAHAR: Set. Major city in the south west of AMMESH. (Pop. c. 303,000).

<u>HAHEIA</u>: Set. Small city in the north of <u>ANUBIA</u>. It is a stop along the <u>RED ROUTE</u>, linking Anubia with <u>SARASTRO</u> in the west, and has many hostels and inns, catering to the many travellers that make their way across its borders (Pop. c. 11,300).

HAIDAR: Mor. Last known living EELYOUHN.

HAIDU OKHE: 1. Sea. Lan. KORACHANI term for the INNER SEA.

2. also 'the Inner Sea'. Ast. Con. Constellation in the NORTHERN HEMISPHERE. KORACHANI legend maintains that its current name was coined after an ancient clairvoyant first viewed the INNER SEA from high and noted the similarities. See Vol II: Constellations.

HAII: Pol. Set. Capital-city in SEDISIA (Pop. c. 1,200,000).

<u>HAILIAR</u>: Rel. Str. Shrine in the c north west of <u>VENTHIR</u>, forming part of <u>THE SHADOW MARCH</u>. The body of <u>ST. BHEMAH</u> is interred in the shrine, which is guarded by templars.

<u>HAIMOTH</u>: Geo. Steep-sided volcanic area in the c of <u>KARAKHAS</u>, covering over 200-miles. Most of the peaks are dormant, but small earthquakes and rumblings are not uncommon around the peak known as <u>MT. OROROTH</u>, the last major eruption of which was in c. 2000 RM.

HAÏRAMAL: Nm. Nation in the south of WESTERN SAMMAEA, to the east of SYNCHTHONITHA. Climate/terrain *

It emerged from the latter alongside $\underline{GRARNE \hat{A}ST}$ and \underline{MEHDRA} in 3817 RM. See Vol III: Extant Realms and Nations.

HAJDUK: Mil. Rnk. Castle-guard and elite foot-troops in the HARÉSHK.

HAJJAHAN: Set. Major city in the c south of the <u>SULTANATE OF</u>
<u>ABACARDAT</u>, located at the edge of the seasonal endorheic lake <u>KEBETT</u>
(Pop. c. 90,000).

HAKARIM ELSHIFFRA: m. Pol. Per. (B. 3901 RM) Present MUTTAHARCH of the NADI'RAH KHAMSAL.

<u>HAKARSAD</u>: Int. His. Tec. Ancient <u>TECHNARCANE</u> engine, thought to date back to the <u>FOURTH AGE</u>. It is rusted solid and its original purpose is unknown

HAKEGOTHA: Rui. Overgrown ruins in the north western periphery of the fog-shrouded jungles of <u>WAELMIGH</u>, in the north west of <u>CHEIRA</u>, around 40-miles from the border with <u>PNESSA</u>. The ruins are barely visible beneath the weight of vegetation that engulfs them, though what remains of them are black and covered in carved pictographic symbols that echo similar markings found farther north, in <u>RHINOCOLOURA</u>, <u>ETHISTONITH</u> and the <u>GROWING MOUNTAINS OF MULCIBER</u>.

HAKGHAR: Set. City in the MULL CITY-STATES, in the TOLIASOR Mountain chain. It is known for its limestone mines (Pop. c. 34,000).

HAKKA: Geo. Mountain-range in western <u>LLACHATUL</u>, which alongside the <u>HARKONNA</u> Mountains acts as a border between <u>GNOTH</u> and TAHALL.

<u>HAKOR</u>: Set. Small coastal city in the south west of <u>THETIS</u> (Pop. c. 13,400). *

<u>HAKRAT</u>: Rui. Abandoned city in the c-south east of <u>TARTAK</u>. The city was overwhelmed by the <u>ATRAMENTAL WASTELANDS</u> of <u>HOTUTAER</u> in c. 3280 RM.

<u>HAKUR</u>: Mil. Str. Fortress in <u>KHAMID</u>, to the north of the <u>SEA OF IANA</u>, north of the capital of <u>IAHNEF</u>. Together with fort <u>INBET</u>, it guards entrance into the bay.

<u>HAKURAM</u>: For. Sparse woodlands in the far north west of <u>VENTHIR</u>, noted for its walnut, myrtle, <u>OLIVE</u> and poplar trees.

HAL HALAT: Geo. Long escarpment forming a border between the north west of <u>LYRIDIA</u> and the south west of <u>AHRISHEN</u>, around 200-miles long. Its incline is sudden at first, which alongside the <u>QANAM HALAT</u>, makes is a natural deterrent to travel between Lyridia and Ahrishen.

<u>HALA</u>: Set. Settlement in the <u>UHLSAAT</u> region of c <u>ARKOS</u>⁽¹⁾, known for its salt-pans (Pop. c. 7,800).

<u>HALABBAR</u>: Set. Settlement in the c north west of <u>SARASTRO</u>, along the north western shore of lake <u>SILEB</u>. It is located in the <u>LAXARTHA</u> region, which is the only major source of coal in Sarastro, and as a result its main industry is coal mining (Pop. c. 5,400).

<u>HALAD</u>: Lak. Expansive depression in the south east of <u>ROMOREA</u>⁽²⁾ forming a part of the greater Romorean^(1,) rift valley. The depression forms an endorheic basin, the central-most parts of which are covered in salt flats, indicating the region was long ago underwater.

<u>HALAEON</u>: m. Myr. His. Pol. War. Per. Ancient human champion and father of the 2nd generation scion <u>SALLON</u>. See Vol IV: Scions, Children of the Gods.

HALAGAA: Pol. Set. Major city and capital of KEPHUAAN, located in the north of the nation in the AMMASHI^(1.) peninsula. It emerged as a major city prior to the rise of Kephuaan, as part of its predecessor state KAPHAAR, and became important for writing the first draft of the legal text that would go on to become the AMMASHI TREATY. The Treaty was signed in 3594 RM in the neutral city of RAMINA, though Halagaa remained an important cultural city, and was renowned around the Ammashi peninsula as the birthplace of the Treaty.

To this day, so many years after most surrounding states have forgotten the spirit of the Treaty, it remains home to many diplomats and expats from across the peninsula and it remains true to its cosmopolitan roots (Pop. c. 487,000).

<u>HALAIA</u>: Set. City in the c of <u>SKAROS</u>. It is a major industrial centre (Pop. c. 40,000).

HALATIA: 1. Ind. Geo. Expansive salt-stone mines in the east of <u>PARTHIS</u>, in a rocky region of the c south of the <u>ZOHELETHI</u> Basin. The mines have been continuously used since c. 2780 RM, and are expansive and sprawling, stretching for miles from the main entrance, around which a large city is situated.

2. *Ind. Set.* City and centre of the above salt-stone mines, in the c south of the <u>ZOHELETHI</u> Basin in the east of <u>PARTHIS</u>. The city is only partially located above ground, where a large market and stone-working yard are found. The majority of the city is located underground, where large mechanical pumps circulate air and fresh water for the inhabitants.

Much of the city is made from disused portions of old mines, some of which date back to c. 2780 RM and are expansive. The largest such chamber, used now as a square and market, is over half-a-mile long and many-tiered, with rooms, business and apartments carved from the stone (Pop. c. 200,000).

<u>HALCYON</u>: 1. Fau. Raptor indigenous to <u>TETHYSIA</u> and the far east of <u>LLACHATUL</u>. The bird is its national creature, and is believed to be a guardian of the weak. The <u>HALCYON-PRIESTS</u> of Tethysia are named after the bird.

2. Set. City and religious centre in the north west of <u>HALEDONIA</u> (Pop. c. 230.000).

HALCYON: Geo. Island off the south western coast of SATARIEL, to the north west of the SEA OF GEAUA. It is widely considered to be a place of natural rugged beauty – picturesque rock formations covered in mosses and thick grasses. The people of Satariel acknowledge the beauty of the island and have left it uninhabited, making travel to it punishable by death. The island was once at least partially inhabited as its highest point is crowned by the ruins of a mighty coastal fortress that legends claim is the resting place of the HALCYON SWORD.

HALCYON DAIS, the: Pol. Obj. Throne in HALEDONIA.

<u>HALCYON-PRIEST</u>: Mil. Rel. Org. Hospitaller priests in <u>TETHYSIA</u>, sonamed after the Tethysian national <u>BIRD</u>^(1.). They are part of a sect of the cult of <u>AARU</u>.

HALCYON SWORD: Leg. Obj. Apocryphal object from the legends and histories of <u>SATARIEL</u>, believed to have been wielded by an ancient champion that is now buried on the island of <u>HALCYON</u>. The existence of the sword has never been proven, and ancient laws prohibiting travel to the island has made it difficult to conduct research on sword's history.

<u>HALCYON WATERS</u>: Sca. Shallow waters off the eastern coast of the <u>PRINCIPALITY OF SEPAHAUNAT</u>, just south of the city of <u>WAHHAD</u>. The coastline and waters are particularly beautiful and have been the subject of Sepahaunati art and literature for centuries.

<u>HALDATA</u>: Geo. relatively uncorrupted dry region in the east of the <u>UMBRA SOKHAR</u> wastes in <u>SAMMAEA</u>. It is home to the city of <u>ONEIRACHAN</u>, amongst others.

<u>HALDUA</u>: Geo. Shallow sea off the south east coast of <u>THETIS</u>.

HALDUAN SEA: see HALDUA.

<u>HALEB RHOTHL</u>: *Set.* Major city in the south of <u>TZALLRACH</u>. It is known for its wide thoroughfares that are shielded from the tropical sun by great red awnings, as well as its large military presence.

It was originally an <u>ISURAN</u> colony, established in c. 2200 RM, due to rich copper reserves there, though was abandoned by c. 2900 after the depletion of its quarries and effects of the seas' waning in the area. Its ruin was later taken over by the <u>KREMI</u>, and it then defected to <u>TZALLRACHI</u> rule in c. 3510 RM.

It was once a coastal city, known for its cavernous harbour and the overhanging cliffs that protected it, on which were stood its palaces and temples, overlooking the <u>GULF OF THAATA</u>. Today it is 6-miles from the coast, its old harbours now a necropolis (Pop. c. 200,000).

<u>HALECHEN, MARTYR OF THE BELL</u>: also 'St. Halechen'. m. Per. (B c. 1989 – D. 2022 RM) Mus. Chief <u>BELL</u>-ringer of the then newly-completed <u>BASTION OF STEEL</u> in <u>KHADON, KORACHAN</u>.

He was killed defending the bastion from an infiltration attempt by what may have been an assassin. He was later canonised, becoming a saint of the, and patron to <u>CAMPANOLOGISTS</u>.

<u>HALEDONIA</u>: Dem. 'Haledonian'. Ntn. Eastern-most nation in <u>LLACHATUL</u>, east of <u>HARITH</u> and south east of <u>KOMMEA</u>. See Vol III: Extant Realms and Nations.

HALF OGHUR: Mor. The offspring of OGHURS and MORTALS, most commonly HUMANS. Of note is the city of AN SIMEIA, which is populated by a race descended from half-oghurs now known as SIMEIANS, and the nation of DURCHAA, where they are relatively common, particularly in the cities of DAALKATH, DHAUGOSH, and Durchaa⁽²⁾. Members of the ruling HUS caste of Bastros are descended from ancient half oghur unions, though have bred amongst themselves for centuries and consider themselves a people onto their own. See Vol II: Classification and Taxonomy of Life

HALFADEL: Flo. A variety of Asphodelus that is endemic to the HYPAMARA region in the west of NORTHERN SIMBARA. The plant is said to grow in soil seeped in the blood of an ancient felled deity, and bees pollinate the plant, producing a strong honey that is used to make a mead known as HALFADOR, or GODSMEAD, that is commonly drunk in the region and which grants imbibers hallucinations.

HALFADOR: see GODSMEAD.

HALFBLOOD: Also 'ANTHROPEIDOS'. Oth. Those who can trace their ancestry back to an OTHERWORLDER ancestor. Typically, a halfblood has one MORTAL parent, usually HUMAN, and another parent of otherworldly blood. This could either be an older generation halfblood or an otherworlder. The halfblood child of an otherworlder and mortal is typically referred to as a 1st generation halfblood, and their child with a mortal is a 2nd generation, and so on. It is very rare for a 1st generation halfblood to be born to their otherworldly sire, and through an unexplained quirk of otherworlder physiognomy, their halfblood child will be gestated by their mortal partner, be they male or female.

Halfbloods typically inherit both physical and esoteric traits their otherworldly ancestor, though these become less pronounced with each passing generation. Typically, by the 7th or 8th generation the halfblood is considered to be a mortal and only has a few subtle hints to its heritage – more distant generations than this will most likely not even be aware of their heritage and would be indistinguishable from their mortal lineage, whatever it may be. Some otherworldly sires might be known for their strong bloodline, with traits inherited by descendants far beyond the 8th generation, though the opposite might also be true.

There are many recognised halfblooded houses within the <u>KORACHANI</u> <u>EMPIRE</u>, some of which are relatively powerful, though most halfbloods know little of their progeny and exist as outcasts in their own societies. Scholars speculate as to the origins of many lineages or houses of halfbloods, and many believe that those who share common traits can trace their ancestry to the same parent otherworlder; the so-called <u>PRIMOGENITOR</u> of their kind.

An uncommonly known but well-recorded fact is that a 1st generation halfblood (that is a halfblood directly sired by an otherworlder) can be born to a male mortal. This is a part of the alien lifecycle and gestation process of otherworlders, which is still not fully understood. Upon

copulation, a womb-like organ (known as a <u>STARWOMB</u>) begins to grow within the stomach cavity, in which a foetus gestates. In such cases, the starwomb is expelled following the birth. The male body is not adapted for giving birth, and many such pregnancies either end in the death of the mortal parent following complications, or stillbirths, or otherwise require an incision made through the abdomen to deliver the child.

Despite this being a well-recorded (if rare) part of the otherworldly lifecycle, halfbloods are rarely born to male mortals, and the act carries a social stigma in many cultures, including matriarchal and patriarchal societies. Of note is the nation of <u>TISARA</u>, where mortal fathers of halfbloods are treated with respect, with the birth itself being considered a great honour. The fathers being given the best medical care possible during such pregnancies, resulting in the highest successful birth rate of male-borne halfblood pregnancies across <u>ELYDEN</u>. See Vol II: Classification and Taxonomy of Life.

<u>HALGAD</u>: 1. Set. Settlement in the north west of <u>KEPHUAAN</u>, in the north of the plains of <u>GARNARATH</u>^(L). Its main industry is the manufacture of opioids (Pop. c. 5,300).

2. Set. Small coastal city in the west of <u>METHUMN</u>, in the <u>ZERESAN FLATS</u>, overlooking the <u>BAY OF HEZAZ</u>^(1,). The city was founded in c. 3560 RM around the recently exposed wreck of a sunken ship and expanded from there (Pop. c. 16,000).

HALGDAGGR: Sup. His. Set. Ancient OGHUR metropolis and conurbation, the basis of which appeared in c. 500 RM as SLAVERS and nomads settled the river ORGDA. Through the work of the Great king Acattas the region prospered, becoming a stronghold to oghur pirates and privateers, with many outlying settlements appearing close by. The city continued to grow, reaching its peak in c. 900 RM, by which time it was referred to as the conurbation of Halgdaggr, its many satellite towns having been consumed by its sprawling districts. In 941 RM oghurs returning from OPRET brought with them a prize for the city's ruler; a SIMEIAN ALCHEMIST said to be the leader of an enclave that was toppled in Opret. The ruler, a cousin of Acattas, accepted the gift and kept the alchemist as a slave, teaching it the intricacies oghur language and their own research into alchemy.

The slave was long-lived and outlived three owners, becoming a powerful figure amongst the court slaves of Halgdaggr, though its loyalty was disproved in 1008 RM when the city and dozens of square miles of surrounding territory were destroyed by a massive alchembral explosion, the cause of which was attributed to the slave. The explosion tainted the whole region, leaving the conurbation <u>Atramentally-Afflicted</u>, its populace either dead of sickened. Crops withered and the waters of the Orgda flowed black for generations. The region has since been shunned by oghurs and it was directly responsible for their distrust of <u>Atramentism</u>.

<u>HALHUL</u>: Set. Fortified city in the far north west of <u>LYRIDIA</u>. The city was opened up to trade with the north in 3989 RM, and trade is slowly growing with <u>AHRISHEN</u> alongside the city itself, which is expected to become one of the largest cities in Lyridia in the future (Pop. unknown).

<u>HALICA</u>: Set. Town in the <u>FREE ISLES OF PELASGOS</u>, overlooking the isles of the <u>BROWN WATERS</u> (Pop. c. 9,500).

<u>HALIDOMA</u>: Set. Major city in the south of <u>KULIGALA</u>, in the <u>CARCHEMISHI PENINSULA</u>^(1.) in the east of <u>SAMMAEA</u>. The city is a known for its large temple dedicated to the worship of the <u>NEPHILIM</u>, which is the main religion of the peninsula. Life in the city revolves around the church and caters to pilgrims from across Kuligala, and the maintenance of the many temples, shrines, monasteries and seminaries that proliferate (Pop. c. 180,000).

HALIR: (3,520 ft.) Geo. Treacherous peak around midway along the MARCHOSLIOS Mountain, between the HARÉSHKI CITY-STATES of EDICULE^(1.) and PALUS^(1.). The peak is renowned for its carved eastern face, its features weathered and corroded, though clearly depicting an elongated HUMAN face.

<u>HALITHEA</u>: Geo. The south east coast of <u>TAHALL</u>. It was once known for its shallow waters and lagoons, though the diminishing of <u>ELYDEN'S</u> seas have left the region landlocked, little more than an expansive salt-pan, peppered with life-defying salt lakes. In the past, the sea of Halithea saw much traffic to and from <u>THE INNER SEA</u> and as a result of the sea's waning in recent centuries, the place is now littered with the rusting hulks of

tankers and other vessels that ran aground. Must such hulks are now little more than skeletons – their metal taken years ago by <u>SCAVENGERS</u> that now roam the area, trading salt with the north.

HALIRA: Com. Set. Trade centre in the north west of VENTHIR. It was little more than a small caravanserai prior to the WAR OF SUNDERING, though it was used as a staging post for Venthiri armies ahead of marching across the KOROR Mountains into SARASTRO the settlement grew after peace came to the region and it now controls the NATHI ROAD across the mountains, allowing trade to flow between the two nations (Pop. c. 38,500).

<u>HALISSAR</u>: Set. Fortified coastal city in the far west of <u>TATAR</u>, guarding the entrance into the BAY OF EDDISA^(1.) (Pop. c. 40,000).

HALL: (B. 2562 – 2646 RM) Pol. Regent of <u>TEMUJA</u> following death of the <u>LEGEND MAGHORA</u>. He oversaw the creation of the <u>HALLAN LINES</u> in the <u>DUIÁRHI</u> Mountains in the south of Temuja, which were instrumental in the struggle against the barbarians that dominated the decades of his rule. It is only because he ruled after the great Legend Maghora that he is not remembered with more respect; a shame for he was a great leader and a fitting one to walk in the shadow of so great as Maghora.

HALL OF ANCESTORS, the: Mil Str. Tower in the city of ADAIA, in SAUA. It is known for its large mausoleum, where past <u>DIADONS</u> are laid to rest, and the elaborate festival and rituals that take place here at the death of the current Diadon.

HALL OF CHAMPIONS: Str. Ancient temple at the peak of MT. KU'KU NAL in the south of BA'AKH, where prospects wishing to become wrestlers in the KU'KU NAL WRESTLING tradition must travel to before they can begin their training. Those who are able to reach the temple sojourn there for two days, recovering their strength and partaking in a ceremony where they are granted a leather cowl that they must take to the arena where they wish to train. Upon completion of their training, they must return to the temple to give up the cowl, after which they adopt a persona in which guise they will perform. Any wrestlers who die in the arena are buried here, and are regarded as heroes of the REFORMED EMPIRE by those who follow the sport.

HALL OF DOMINION: Str. Large baroque contemplative hall in the grand palace in TEIRA, VENTHIR. Renowned for its central hall in which stands the so-called SPHERE OF DOMINION; an ancient and beautifully ornate artefact depicting ELYDEN as a globe; the earliest-known object to do so. The item was discovered by the Venathi empire in c. 300 RM in the GO BISAMMAM desert, after which it was moved north to the hall. It is believed to date to FOURTH AGE and some have attributed its construction to the ILLIDRAEN.

The hall is heavily guarded by <u>SICTHAINEN TECHNA</u> and only a handful of scholars have ever been allowed inside, and then only after the permission of the <u>STRANGLER-QUEEN</u>, so the many relics it contains have only been seen by a handful of individuals, most of them now dead. The <u>ARCHPOTENTATE MALICHAR</u>, alongside the <u>HIGH CONSULITE</u>, entered the Hall in 2236 RM after an invitation by Queen Hetepheres, who accompanied them. Some believe her fascination with biomechanical <u>ORTHOSES</u> is an attempt to sunder her mind from the sphinx collective due to the secrets she has learnt in this hall.

HALL OF THE HENDECARCHS: also 'Palace of the Twelve'. Pol. Str. An impressive hall in the city of <u>AMILLAERE</u>⁽²⁾, in the c of <u>MALAN</u>, where the <u>HENDECARCHS</u> convene every five years to discuss matters of state under the guidance of the <u>LADY AEGIS</u> and the <u>HIGHBORN LESSOR KOIOS</u>.

When not in use by the Hendecarchs, the Palace is used by envoys and diplomats to petition their Kingdoms' causes under a council of 121 councillors who speak on behalf of the Hendecarchs.

HALL OF LUMINARIES: Str. Hall within the GREAT LIBRARY in DUARIAHAHN, TEMUJA, where the present LUMINARY (1.) sits.

<u>HALL OF MARTYRS</u>: Str. Large hall in the west of <u>ALAM BETHYL</u> hewn from the rocks of the <u>BLACK MOUNTAIN</u> where the mummified cadavers of fallen ascetics of the <u>UNION OF THE FIERY HAND</u> are venerated.

HALL OF PATRICIANS, the: Pol. Str. Most major IMPERIAL cities and capitals have a hall of patricians where representatives from the various PATRICIAN HOUSES based in the city and its environs gather to discuss

matters of worth to them. Specific examples of such halls can be found

1. Pol. Str. Hall of Patricians in $\underline{AGLAIA}^{(2.)}$, capital of \underline{AZAZEM} . Under its government, a representative of each PATRICIAN HOUSE gathers there every 3-months to vote on matters of importance to the ruling government. It is famed for its large domed vestibule in which is contained the statue known as THE LAMENT OF ST. EARTA.

HALL OF SAINTS: Pol. Rel. Str. Politico-religious structure in the capital of CISNERIA, VELVERDA. It is famed for the granite statues of past CHILD-MONARCHS and, if they are ever recovered, their bodies, following their pilgrimage into the BLACK MOUNTAINS. The hall is a place of pilgrimage and is considered a holy site in Cisneria.

HALL OF SOULSTONES: Int. Soc. Phil. Str. Gigantic repository in the capital of BISMUTH in GNOTH. It is heavily fortified and has crypts that extend deep beneath the city and lake IAMTI. The hall is a repository of the $\underline{SOULSTONES}$ of generations of $\underline{GIGANRI}$ who lived and studied in Gnoth, amongst them well-regarded philosophers, and scholars spanning thousands of years. The hall is sacred and very few people are allowed to enter, and even then, at the behest of the ARCHIGENITORS.

HALLAN LINES, the: Mil. Str. These defensive walls, which measure just under 120-miles long, were ordered built by the LEGEND MAGHORA of TEMUJA in c 2530 RM and completed by the Regent HALL in 2610 RM as a countermeasure against the increasing barbarian attacks at the time. The walls were 4-ft. high and six wide, running along the DUIÁRHI. The Hallan Lines were used to good effect in the spring of 2790 RM, when a force of ranged troopers was able to keep a far larger barbarian force at bay until reinforcements arrived. Nowadays, the lines are largely forgotten and lie mostly in disrepair, with only scattered sections still intact.

HALLAS: Geo. Wastes in the far west of the SOLEYN TERRITORIES, crossing north into the south western border of ANUBIA. The region is covered in smooth windswept rocks that are home to the seasonal flow of the river ATEIGHA and its tributaries.

HALLOWED CITY, the: Pol. Set. Major palace in the c of CEHOPHELA. It stands now as a massive edifice - itself a city with a population of thousands within the capital city, MALADAE. It was built at the behest of the TAQUELLANE EMPEROR between 1133 - 1272 RM. Over 100,000 artisans and millions of forced rural labourers from the LOWER CITIES. The city is walled and its population serves the imperial family, either directly as servants, dignitaries, courtiers, or guards, or indirectly, producing food and selling goods needed for the Hallowed City to operate. Most who live within its grey pylon-like walls never leave the city and inherit their positions, with some families proudly tracing their lineages to its first inhabitants, over two millennia ago.

It is known today for its lack of electricity. Indeed, anyone lucky enough to step inside any one of its four gates would be forgiven for thinking they stepped back in time, for even the garb of its clerks and factotums is classical in appearance.

The palace is sparsely-built with compounds, royal residences and offices scattered between gardens and parks, most of which are exclusively used by the royal family and their visitors. Of note is the so-called MERIDIAN TEMPLE,

It is built on top of a powerful ley, and the positioning of its walls and building and many of the materials used in its construction serve to promote the Arcane Tempers. It is unknown if the Taquellane Emperor was a shaper, given his insular nature, but this indicates he at least had an interest in the magickal arts (indeed, many scholars believe was not only a shaper, but an incredibly powerful one).

HALLS OF HEARING, the: Pol. Str. Great chamber in the SAUAN capital ADAIA, where the FIVE-AND-SIXTY LANDLORDS and their representatives can meet under the guidance of the DIADON PRIME.

HALLUX: Geo. Headland to the south west of EPHATTA, overlooking the SEA OF MERCUVIA. A series of islands, known as the ELEMITES, form an extension of the headland, stretch to the south into Mercuvia.

HALNI: Rvr. Expansive bog in the south west of EASTERN THANO, and a

HALOLAN: also 'the Saltlands'. Geo. White desert in the north of VENTHIR covering almost 4,000 square-miles west of the STIGHO WALL. The place

is almost entirely devoid of life, though half-buried bleached ruins of a past culture indicates that the region was not always so. Nomads are sometimes forced to enter the region, and those who are known to travel the WHITE ROAD are easily-recognised by their distinctive garb - multi-layered robes that leave no portion of their skin exposed to the harsh light of the region.

It is thought that the desert in unnatural in nature, possibly ATRAMENTAL in origin.

HALON: Cur. Main currency in CUTH and KREM. See Vol II: Currency and Coinage in Elyden.

HALONTH: Rui. Abandoned open-cast colliery in the south west of PELASGOS, abandoned in c. 3320 RM after decades on diminishing yields. It is guarded by imperial troops to dissuade opportunists from mining what coal remains.

HALLAREQ: Set. Dominant city in the region of HANNASTRA, in the c of THE SURRACH, along the banks of the river HANNA (Pop. c. 42,000).

HALYAR KHO-MENET: Fir. Edu. Str. Org. FIRMAMENTAL college located in the north east of KOMMEA, in the foothills of the HOLLOW COASTLINE. It was founded by king ABBARUD, the first king of a united Kommea.

KHAMIDIAN by birth, he ensured that the college espoused the ancient Khamidian shaping traditions, which it continues to do today, over 900years after its founding. Many of its resident SHAPERS and scholars are of Khamidian heritage, and the college not only serves as a place of Firmamental learning, but also as a repository of Khamidian and Kommean history, particularly the historical links between the two. IT is believe by some that the college contains a hidden annex that maintains ties with the MINARET OF LIGHT in MENISCEA.

HAMA: Set. City in the south east of LYRIDIA, in the far south east of the region of ESTIA. Most of the city's populace is made up of descendants of the HARÉSHKI diaspora who settled there in c. 3325 RM. It forms a part of the GREAT ROAD and is amongst the most modern and forwardthinking of Lyridian cities (Pop. c. 47,300).

HAMAAR: also 'the Stone Crag'. Rui. Mil. Str. Old early FIFTH AGE stone citadel built along the table hills of MENKA in the far east of MHAROKK, overlooking the waters of northern MHARKA(1.) Though once a powerful fort, little remains of it now save crumbled foundations and an echo of what once was.

HAMAD: Geo. One of many mountains forming part of the MENEFIR mountain-chain, dominating the c of LANTUA, where it serves as a border between it and western $\underline{ACHAA}^{(2.)}$ and the south of $\underline{AURUM}^{(2.)}$.

HAMADA: Set. 1. Small city in the c west of AMMESH, along the north eastern coast of lake RALIA. It is an agricultural centre and most of its population is scattered across many small rural communities that are each centred around a fortified citadel. The city itself was once walled but they were outgrown long ago, though parts of them survive scattered across different districts, forming walls of other buildings or as freestanding relics (Pop. c. 18,200).

2. Small fortified city in the far north east of AMMESH, between the Igusighi Trethigh Mountains (Pop. c.

HAMADID: Set. Small city in the south west of TARTAK. Its main export is carved ivory from PHYLACTER hunting (Pop. c. 20,000).

HAMADIN: (D. 3928 RM) Soc, Mil. A well-regarded AHRISHENI general who was pivotal in fending off KORACHANI attacks during the SCOURGE OF WITCHES. Many monuments, triumphal arches, and statues are now named after him, as are various streets, buildings, streets, and palaces. He is known by the nickname that was bestowed upon him by the people of Ahrishen – the BASTION OF AHRISHEN.

HAMAGIA: Set. City in the c-south east of AETHIOS, along the north western-most shore of lake NURAS. It is a place of relaxation, where the ABUNA and others of wealth retreat to in spring to enjoy heated baths (Pop. c. 28,000).

HAMAIADON: Geo. Major mountain chain in the inland portion of SERROK, in the east of SAMMAEA. It dominates the north east of the nation, slowly sloping downwards to the south west, effectively sundering the nation in half. There are two highland passes along its midspan -ETURED in the north and MURET in the south, allowing access across it in the dry months - flooding from snow-melt and storms render the passes unusable for much of the year, however.

HAMAJAYA: Set. Settlement in the c north of CHEIRA (Pop. c. 7,000).

<u>HAMAL</u>: Oth. Type of <u>HALFBLOOD</u> whose blood is a good coagulant and healing agent. Most <u>HOUSES</u> of this bloodline have been hunted into extinction or slavery, where they are interred within <u>HEART ENGINES</u> where their blood is slowly collected. The one remaining free house is based in <u>TETRA</u> in <u>PARTHIS</u> and is relatively well-known, but very influential within the body-editing industry that is prevalent there. See Vol II: Classification and Taxonomy of Life.

<u>HAMALL</u>: Set. Settlement in the south of <u>TAHALL</u>, close to the city of <u>BARATALL</u>. It is a major source of food for the metropolis (Pop. c. 10,000).

<u>HAMAN</u>: Sea. Bay in the east of <u>CUTH</u>, leading to the salt plains of BRAGGAY.

<u>HAMANA PITH</u>: Mil. Set. Major city in the far west of <u>IMEAL</u>, guarding the <u>GAP OF DIEZI</u> – the easiest crossing across the border between it and <u>CEHOPHELA</u> in the west. The city itself is a marvel of military engineering, cossetted behind concentric lines of bastions, redoubts and demi lunes that stretch for hundreds of miles to the south (Pop. c. 320,000).

<u>HAMANDA</u>: Set. Settlement in the far north west of <u>METHUMN</u>, along the course of the river <u>HELAGHILRA</u>. Its main industry is agriculture (Pop. c. 6,000).

<u>HAMAR ULLUREN</u>: (B. 579 – D. 634 RM) Pol. His. The first king of the royal <u>HOUSE OF ULLUREN</u> in <u>AHRISHEN</u> who killed king <u>DHAAHAN II</u> in 614 RM, ending the HOUSE OF MENEVATH.

<u>HAMARAN</u>: Sct. Small city in the north west of <u>ABACARDAT</u>, in the east of <u>SAMMAEA</u>. It was once a coastal city, existing along the northern shores of the <u>BITTER SEA</u>, and was known for its fishing, but found itself isolated from the sea with the waning of the <u>SEA OF LETHEA</u> which left the Bitter Sea landlocked and highly salinated, leading to the death of most of its marine life. The emergence of <u>FAHR'S PLAGUE</u> in 2136 RM saw the city, like many others in the region, decimated.

The city would likely have been abandoned had it not been for the appearance there of the otherworlder $\underline{\text{JAHINN}}^{(1)}$ in c. 2140 RM, which led to a religious revolution that would in turn lead to the emergence of the Sultanate of Abacardat farther south in 2326 RM.

Today the city is a place of pilgrimage amongst those who worship the original Jahinn and the salt cultivated there is used in religious rituals across Abacardat and the Jahadat States (Pop. c. 18,000).

<u>HAMARIKA</u>: Rel. Soc. A sacred ritual performed by holy figures in <u>MALAN</u> during eclipses of the <u>IVORY MOON</u>, believed to strengthen the connection between the <u>MORTAL PLANE</u> and the <u>OTHERWORLD</u>. Little is known of this ritual to outsiders, though the Sarastroan traveller

<u>HAMARTIA</u>: Gco. Desert in the east of the <u>UMBRA SOKHAR</u> wastes, in <u>SAMMAEA</u>. The desert is characterised by grey dunes composed of ground down <u>DUSTSTONE</u> from the surrounding areas, and has grown in recent centuries to encompass what was once the great endorheic river-system of <u>ERIDANA</u>.

<u>HAMASADANDARA</u>: Rvr. Major river in the c of <u>PERGOST</u>, flowing south for close to 1,000-miles from sources in the <u>DANTIS</u> Mountains. Its delta is large, and empties into the <u>BAY OF OMONIA</u> just below the northern <u>POLAR CIRCLE</u>.

<u>HAMASHSHI</u>: Cui. Common street food in <u>VENTHIRI</u> cities, particularly <u>HETEPHEROPOLIS</u>, *hamashshi* typically consists of ground offal, mixed with grains (usually barley) and vegetables, tightly packed and cooked in a camel spleen. The contents of the spleen are typically served in hollowed out hardbread that soaks up the juices as the meal is eaten (usually on the move), by the end of which the bread has softened enough to be eaten.

<u>HAMAWE</u>: Set. Coastal city in the south west of <u>TZALLRACH</u>, overlooking the <u>TORRENT OF KARROCK</u>. It is known for its fleet of fishing trawlers that ply their trade south (Pop. c. 33,000).

<u>HAMAZOR</u>: *Mil. Str.* Major coastal fortress in far south west of <u>IO</u> and home to much of its naval fleet.

<u>HAMEOUR</u>: Set. Settlement in the west of <u>TAAN AN</u>. Its main industry is the mining of <u>SERPENTINE</u>, and it is the largest such mine in the region, with large fortified storage yards there the raw mineral is stored prior to being worked (Pop. c. 7,000).

HAMET: Geo. Small mountain-range in the c north of NÁRTHEL.

HAMITHA: Set. Settlement in the c of KORACHAN (Pop. c. 6,800).

<u>HAMLLAN</u>: Set. Fortified settlement in the c of <u>MHAROKK</u>, south of the <u>SOLON HIGHLANDS</u>. It is known for its salt mines and the chapel that was constructed in an abandoned part of the mines a centre of the region's military forces (Pop. c. 9,000).

HAMMA: Pol. Set. Main city of AMMESH, in the AMMASHI^(1.) peninsula, in the south west of SAMMAEA. Though many foreign ambassadors call it the capital of Ammesh, this is not entirely true for Ammesh is made up of around two dozen distinct demesnes, each governed by its own city, though Hamma is considered a neutral city where diplomats and envoys from the other demesnes convene to discuss matters of political importance to the entire region.

It is the western terminus of the <u>NACRE ROAD</u> and is very wealthy as a result. It has a long history and was also the capital of the ancient <u>FIFTH AGE</u> nation of Ammash⁽³⁾ until 1877 RM, when it was moved to <u>TAMMANA</u>. The city dwindled after that, forced to fend for itself though it later became a central stronghold of the <u>AMMASHI COALITION</u>, becoming a major political centre following the change in regime in c. 3759 RM (Pop. c. 880,000).

HAMMAB: Set. Settlement in the south east of AYAD (Pop. c. 8,200).

<u>HAMMADA</u>: Set. Small coastal city in the south of <u>KEPHUAAN</u>, overlooking the <u>BAY OF COMMARA</u>^(1.) (Pop. c. 12,800).

HAMMADARA: Set. Major coastal city in the south west of HABOT, overlooking the north west of the BAY OF ESSIA, just south of the mouth of the river MEDDERANDI. It is the largest city in Habot, and is known for its harbour and prosperous ports, and controls large-scale agriculture in the river delta to the north (Pop. c. 1,317,000).

HAMMAI: Geo. Volcanic ridge in the east of the GROWING MOUNTAINS of MULCIBER forming a border between the tribes of ITTRA and DRAKAINA in the north and ASSAGOS in the south, to the west of the HALLASI wastes in the north west of the SOLEYN TERRITORIES. The ridge is prone to earthquakes and is some 200-miles long. It is home to many ROCS.

<u>HAMMAR</u>: Sec. Coastal settlement in the south west of <u>AMMESH</u> (Pop. c. 10,000).

<u>HAMMARI</u>: Set. Coastal settlement in the west of <u>AMMESH</u>. Its people are known for their fishing (Pop. c. 8,000).

HAMMAT: Set. Coastal settlement on the island of <u>CYNAKRIA</u>, in the south east of <u>AMMESH</u> (Pop. c. 6,500).

HAMMER DEEPS, the: Sup. Geo. Deepest expanse of <u>SÛR GHATHI</u> vaults, thought to be <u>ATRAMENTALLY TAINTED</u>. It's depths are flooded and believed haunted. Those disgraced in Sûr Ghath are sent there in exile to repent for their transgressions.

HAMMER OF HERESIES, the: Rel. Obj. Ornate SHADOWSTEEL hammer crafted by VARRAN smiths in 2132 RM. The hammer has existed as a potent relic since then, carried by leaders of the CHURCH OF THE UNDYING MACHINE. during the various CRUSADES and scourges of the east.

The Hammer was in possession of the <u>Almagesti</u> arm of the Church during the <u>War of the Artifexes</u> in 3014 RM and remains in its possession to this day. When not in use the hammer is held in an ornate repository in the <u>Cathedral of Hatala</u> in the far south of <u>Almagest</u>, where it is visited by those undertaking <u>The Shadow March</u>.

<u>HAMMINA</u>: Ser. 1. Settlement in the south west of <u>AMMESH</u>, in the foothills of the <u>BORRAGHI</u> Mountains. Its main industry is the mining of quarry, and it controls vast tracts of land that have been dedicated to its extraction on an industrial scale (Pop. c. 8,600).

2. *Mil. Str.* Coastal fortress on the island of <u>IANLET</u> in the south of <u>KEPHUAAN</u>. Its fleet guards the waters of the western <u>LEPHET</u>.

<u>HAMMINGHEN</u>: 1. Geo. Peninsula in the south east of <u>LLACHATUL</u>, forming the southern-most expanse of the nation of <u>CUTH</u>. It stretches for around 600-miles into the waters of the <u>SEA OF BALIMAN</u>.

2. Geo. Long narrow mountain-range running from north – south in the south of $\underline{\text{CUTH}}$, dominating the peninsula of the same name^(1.).

<u>HAMMNAL</u>: Set. Major city in the c east of <u>IZABAL</u>⁽¹⁾. It is known for its gladiatorial games, and the industry is a major one in the city, with

successful fighters becoming incredibly famous and wealthy across Izabal and beyond (Pop. c. 122,000).

HAMMOLEKETH, THE HIGH: (B. c. -1000 RM) His. Rel. Oth. Priestess of SHIBBOLETH: a HALFBLOODED high-priestess and founder of the TEMPLE OF SHIBB in present-day VENTHIR; a cult dedicated to the DEMIURGE SHIBBOLETH. Born c. -1000 RM she was a simple acolyte in NATH (the civilisation that predated the VENATHI EMPIRE that would later give rise to Venthir) who served a deity or power whose identity is now lost.

In the dying days of the Nathi city state, c. -200 RM, she opposed the religion she once served, forsaking the deity and leaving the state under exile. She returned 200 years later, around the time of the birth of the KORACHANIEMPIRE, and erected a small temple dedicated to Shibboleth, after which the strait dividing Venthir from TZALLRACH was later named. Gaining many followers from the hopeless tribes that managed to survive after the fall of Nath, she continued adding to the temple even as the Shibboleth cursed through her.

She remains in the temple, her body unageing, guarding its altar a single guardian to a gigantic edifice.

<u>HAMMON</u>: 1. Sea. Narrow bay, 80-miles long in the south west of <u>CUTH</u>, leading from the <u>SEA OF BALIMAN</u> to the city of Hammon⁽²⁾.

2. Set. Heavily fortified city in the west of <u>CUTH</u>, overlooking the <u>SEA OF BALIMAN</u>. It is one of few Cuthi cities to trade with the west, particularly with <u>VENTHIR</u>, <u>TZALLRACH</u> and <u>KHAMID</u>. It is known for its large city walls which have large pylon-like towers overlooking both land and sea, as well as its dockside markets, where goods from the west are sold.

The city now known as Hammon exists about 35-miles south of the original city, which is now lost to the jungles of Cuth. It is a major harbour, trading goods from the west, which are sent overland to <u>DIMYA</u> to be traded east (Pop. c. 50,000).

<u>HAMMUIANDI</u>: Rvr. River in the south west of the <u>SAMMAEA</u>, flowing south west for around 615-miles from sources in the far west of the <u>SASTAKAUR</u> Massif, before meeting its parent, the river <u>HELAGHILRA</u>.

HAMMURAD: Rui. Expansive ruins to the south of the KOGILIR plateau in the south west of GREST^(1.). It is believed by many scholars to be one of the first major VALTHAS cities in ELYDEN. It was once a sprawling metropolis, though little of that ancient place now remains above the level of ruins, though a part of the central city remains inhabited by what are possibly remnants of unions between ancient valthas and HUMANS; a twisted and wretched breed.

<u>HAMMURASTA</u>: Set. Small city in the east of <u>SARASTRO</u>, along the course of the river <u>SEMARAH</u> (Pop. c. 19,000).

<u>HAMNEITH</u>: *Int. Sup. Geo.* <u>ATRAMENTALLY TAINTED</u> lands in the north of <u>BA'AKH</u>. The region was once a major producer of <u>UMBRA</u>, centred around the old <u>MANUFACTORY</u> city of <u>AHLAKSISH</u>, though its industries were abandoned in c. 2550 RM after the spread of corruption could not be controlled. What siphon engines existed there are now dormant, the flesh-like growths of the land slowly spreading over them.

The region is categorised as $\underline{\text{HIGHLY DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}$.

<u>HAMOR ABBI</u>: Mil. Str. Ziggurat-fortress in the far north western face of the <u>HAAGEN</u> Mountain in the south of <u>SARASTRO</u>. The fortress has stood on the west of the <u>MOLACHARI DESERT</u> since c. 1000 RM and remains in use to this day, where it overlooks the nation of <u>ARKOS</u>⁽¹⁾.

HAMORUH: Set. Small city in the c south west of ELAT (Pop. c. 18,000).

HAMSHEN: Geo. Large plains in the north west of <u>VENTHIR</u>, between the <u>KOROR</u> Mountains and the <u>BAY OF KALAUN</u>. It was once a fertile region, though the slow desertification of <u>ELYDEN</u> has seen it dwindle over the centuries, and some newly-emergent <u>ATRAMENTAL CORRUPTION</u> has been documented in its centre, known as the <u>NANAEL</u>.

The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI INSTITUTE OF ATRAMENTAL STUDIES</u>, but Atramentists are keeping a close eye on it for development.

<u>HAMUDI</u>: Set. Settlement in the south east of the <u>JAHADAT STATES</u>, under the control of the city of <u>ZUHAL</u>. It is known for an ancient religious site that (stands ruined on a hill outside the settlement (Pop. c. 6,000).

<u>HAMULAR</u>: Set. Major city in the north of <u>THE SURRACH</u>. It is known for its proud monarchy and for its <u>ROYAL FUNGUS</u> that is endemic to the region (Pop. c. 90,000).

<u>HAMVAH</u>: 1. Set Coastal settlement in the south west of the <u>AMMASHI</u> <u>FREE-ISLES</u>, on the island of <u>TARIAN</u>. Its main industry is the cultivation of cotton (Pop. c. 6,500).

2. Set. Settlement in the north east of $\underline{\mathsf{HABOT}}$, in the $\underline{\mathsf{VAIAMMESHI}}$ valley. It controls a mountain pass south east across the $\underline{\mathsf{MOROSIGHI}}$ Mountains (Pop. c. 6,000).

<u>HAN</u>: Ser. Coastal settlement in the south east of <u>AQUARIIA</u>, facing south across the estuary of the river <u>ALLAMAR</u>. It is known for its reed gatherers (Pop. c. 5,000).

<u>HANAKHA</u>: Set. Settlement in the north west of <u>LAASKHA</u>, appearing in c. 3600 RM in the wake of the loss of the <u>BAY OF IMMERUTH</u>. In appeared in response to <u>THE SHADOW MARCH</u> moving west and is dominated by caravanserais, hostels and shrines (Pop. c. 4,000).

<u>HANALI</u>: Rvr. River in the west of <u>KORACHAN</u> and tributary of the river <u>SUARA</u>. It flows for 110-miles from the western foothills of the RUTHUNODA.

<u>HANANA</u>: Set. Settlement in the west of <u>KARAKHAS</u> known for its cattle, which is bred for food and their hides, which are sent to <u>KERMES</u>, 20-miles north west (Pop. c. 5,000).

<u>HANAP</u>: Set. Fortified settlement along the <u>IVORY ROAD</u> in the region of <u>LLARON</u> in the c west of <u>THE SURRACH</u> (Pop. c. 6,800).

HANAR: Set. City in the north of <u>TATAR</u>, in the c north west of <u>SAMMAEA</u>, overlooking the <u>AGAIRAN SEA</u>. It was once a major harbour, but is now landlocked, its once thriving docks abandoned and overtaken by a sprawling shantytown. It is a major industrial centre today (Pop. c. 43,000).

<u>HANAS</u>: Set. Coastal settlement in the south of the <u>SOLEYN TERRITORIES</u>. 7Its main industry is fishing (Pop. c. 6,000).

HANAT: Set. Settlement in the south of the HARÉSHKI CITY-KINGDOM of ALAMUT, near the mouth of the river SARA, where it harvests clams and other seafood (Pop. c. 9,000).

<u>HAND OF NERGAAL</u>: Rel. Obj. Religious artifact uncovered in the caverns of <u>TILLAYAN</u> in the c of <u>KARKAUTH</u> (present day <u>CUTH</u>) in 2236 RM. It became the object of veneration to the Karkauthi people, and the <u>CULT OF NERGAAL</u> was resurrected there without them fully knowing its history.

HANDMAIDENS OF THE SKY-LORD: Rel. Org. Religious order in AHRISHEN, made up of virgins who devote their lives to the SKY-LORD. They dress in blue and wear thin blue veils that cover their faces, on top of which are halo-like crowns. They tend to the shrines of the Sky-lord and offer him prayers on behalf of his other worshippers.

HANNAH: Dem. 'Hannahan'. Nm. Nation in the south east of SAMMAEA, north of the SEA OF ETAGIRIA. It is of a warm temperate climate, with wet winters in the south and dry hot summers in the north.

Between 3932-3941~RM it was the target of massed <u>SERAPI</u> incursions from the south east of Hoggotha Isz against its north western territories, which were successful in annexing a large portion of its land, including the vast network of military fortifications now known as <u>IOBHOLPHOSS</u>. Since then, the people of Hannah have had to maintain a stoic vigil of their north western borders, defending them from the constant threat of serapi incursion.

Its people worship a pantheon of spirits that are thought to be a corruption of the deities of the <u>FOURTH AGE YASHMINI</u> empire.

The nation is also prone to <u>ATRAMENTAL TAINT</u> – both of its land, as well as its people – and <u>AEPATHY</u> and other congenital defects are relatively common here. So common are they that a cult of mutation worship has arisen, where those so-blessed are seen as holy. Its holy men are known to submerge babies in <u>UMBRA</u> to encourage mutation. Most grow into weak wretches but some gain the desired traits, becoming living saints, which brings great honour and prestige to their families. See Vol III: Extant Realms and Nations.

<u>HANNO</u>: Set. Settlement in the north of <u>ELEKHID</u>. It is known to be a religious city, where <u>SHURANISM</u> plays a vital role in day-to-day life (Pop. unknown). HANDS OF THE DAMNED: Soc. Rel. In KORACHAN, the souls of those who upon death are not recognised by the CHURCH OF THE UNDYING MACHINE to be worthy of acceptance by the UNDYING MACHINE are said to remain in limbo. Prints of their left hands are made on long parchments, and their sins listed, to help the soul find its way. Many cities in the empire have repositories beside them where thousands of such parchments are left hanging above professional prayers, usually widowed women clad in black, who spend their days praying for the eventual safe passage of the prayers.

<u>HANEHOTH</u>: Set. Major city in the west of <u>ISESETH</u>. It was once the seat of power of an ancient empire, and the heart of the city is filled with ruins and ancient structures, including its great cliffside amphitheatre (Pop. c. 770 500)

HANIGAR: Geo. Plains in the c of VIRAHAN.

HANNA: Rvr. River in <u>THE SURRACH</u> flowing south for 700-miles from sources in the <u>NGHALLEAL</u> Mountains, before emptying into lake IGRAAL^(1.).

<u>HANNAI</u>: Sea. Narrow bay in the north of the <u>SEA OF GEAUA</u> that serves as a border between the south of SATARIEL and the north of ABATTUR.

HANNAIFAR: Also 'the Twin City'. Set. City in SATARIEL situated on two sides of the BAY OF HANNAI. The southern part of the city is the only Satarian territory to be situated on the LLACHATULI continent, as the city's culture has adapted much of TISARAN and ABATTURI culture. As a result, the city is wildly different on different sides of the bay, resulting in its nickname. It was once coastal though is now some miles from the coast (Pop. c. 100,000).

<u>HANNAN</u>: Rvr. Wetlands in the north of <u>J'THANA</u>, and the c of <u>BARATHEA</u>^(1.) along the western-coast of lake <u>C'DATA</u>.

<u>HANNASTRA</u>: For. Sparse forest in the c east of <u>THE SURRACH</u>, to the south east of the SURRACHI PLAINS. Its dominant city is HALLAREQ.

<u>HANOTRA</u>: Set. City in the west of <u>PORPHYR</u>, to the north of the capital in <u>BETTYL</u>, where the cliffs of <u>ASKARNA</u> meet the plains of the <u>METET BANAN</u> (Pop. c. 42,000).

<u>HANUH</u>: *Geo.* Canyon-system in the south of <u>VENTHIR</u>, west of the <u>GHERA</u> formation, of which the canyon is a geographical extension, known to easily flood following the first autumn rains.

<u>HAOH SAYON</u>: Set. Expansive metropolis in the far south east of <u>LLACHATUL</u> in the south east of <u>IACIO</u>. It was, at its peak in c. 430 RM, a city of over 1-million bodies, serving as a hub of trade, where goods from west and east arrived before being traded away. Its harbour was monolithic and its warehouses were unrivalled.

In 247 RM, after laws were passed giving the <u>KARKAUTHI</u> kings divine right to rule over the lands of <u>ARRETOY</u>, the kingdom descended into a civil war that only ended in 453 RM, with the secession of the greater part of Arretoy from Karkauth. Karkauth retaliated, sending its armies into Arretoy, but the conflict would drag on into a war of attrition, in which Haoh Sayon would itself become a powerful independent city-state in 273 RM that was able to largely avoid the conflict.

The eventual lowering of sea-levels led to its eventual downfall, and what was once a great metropolis and hub of trade and cultures dwindled greatly. Sea trade likewise diminished in this time as harbours and ports around <u>ELYDEN</u> found themselves landlocked. It would be many centuries before new ports were built and sea trade reappeared on a large scale, by which time Haoh Sayon was miles from the water, a shadow of its former self.

Its drydocks were converted to markets and caravanserais as its mercantile tradition lingered on, and to this day, the ancient drydocks are still used for the buying and selling of goods from west and east. The currency of the entire east of Llachatul originated here and is known as the HAON (Pop. c. 28,000).

HAOJAQ: Set. Fortified settlement in the north west of the PRINCIPALITY OF SEPAHAUNAT, west of the IQEKHABRA Mountains. It is accessible across the Mountains through a seasonal pass. When the pass is closed in winter months, contact with the rest of the nation. Remains possible but travel time is greatly increased. The settlement is known for its caravanserais and hostels that house merchants and other travellers in winter (Pop. c. 5,000).

<u>HAOL</u>: Geo. Highland region in the north of <u>MHAROKK</u>, sloping gently down towards the coast to its east.

<u>HAON</u>: Cur. Major coinage that is prevalent in <u>EASTERN LLACHATUL</u>, spanning most nations between the <u>ARGENT</u> Mountains and the <u>ROTTING MOUNTAINS</u>, including <u>RHEA</u>, <u>SURUTUR</u>, <u>IACIO</u>, <u>THETIS</u>, and <u>LIMOTH</u>^(1.). It originated millennia past in the once-major harbour of <u>HAOH SAYON</u>, and spread from there through the movements of its merchants. See Vol II: Currency and Coinage in Elyden.

HAOS: Geo. Dre. Large cave-system in the c east of <u>LYRIDIA DHAI</u>, beneath the <u>PLALEPH</u> Mountains. It is a large and intricate system with many narrow passages and large stalactite-filled chambers and flowing river from the <u>TULIAI</u> above.

Parts of the cavern are noted by <u>SHAPERS</u> and <u>ONEIROMANCERS</u> to act as amplifiers to <u>DREAMS</u> and the <u>DEMIURGES</u> memories and were exploited by the <u>KORACHANI EMPIRE</u> during its occupancy of the region, though they are now abandoned, shunned by most save for inquisitive oneiromancers.

HAPAMALA: Soc. Burial practice in VALA, where the dead are buried in clear resin that serves as a preservative, allowing the body to remain visible and uncorrupted for millennia after death. The practice serves as a division between social classes, with the poor unable to afford such burials, and the rich creating lavish shrines at the centre of which are the goldenframed blocks of AMBER within which lie the bodies of their ancestors.

HAPANTHA: Set. Semi-permanent settlement in the c east of THE SURRACH, situated along the course of the seasonal river TADESSA. It is ruled by the so-called GYPSY KINGS, who spend most of the year travelling with their court and followers across the east of the Surrach, from the SURRACHI PLAINS in the north west to the INOTAHL BASIN in the south east.

The settlement is near-abandoned during the dry months, with only the elderly and certain industries remaining there until the wet season, which brings with it water and an influx of nomads and merchants from hundreds of miles around.

Hapantha is most well-known for its arena sports, which attracts competitors and spectators from across the Surrach (Pop. c. various - 180,000 at the height of events).

<u>HAPAX</u>: Set. Independent city in the east of <u>THE SURRACH</u>. It is known for its <u>CYNOSIATY</u>, which originated there in c. 3580 RM. Despite the arid location of the city, it is well-watered by deep aquifers that are exploited by wells across its major crossroads. The entire region is noted for its hard sandstone (Pop. c. 26,400).

HAPHAEL: Rvr. River in the north west of GNOTH, flowing south for 45-miles from sources in the VAGNOSTAN Mountains, before meeting its parent, the river MARAGA, at the city of BASILIDIA.

HAPHSHETH: Soc. Prison in the city of NEKIR, in the west of KHULL. The prison also serves as the headquarters of the KHULLAN INQUISITION, which was ejected from EMEK TA' in 3012 RM after a vote the previous year by the ETERNAL ASSEMBLY to strip the Inquisition of some of its power.

The prison was greatly expanded into a mighty fortress over the next centuries, and now looms over the city below. Its status as prison is diminished today, but it continues to be used as a dungeon where enemies of the Inquisition are tortured and held.

<u>HAPOT</u>: *Set.* Settlement in the west of <u>GNOTH</u>, in the region of <u>ALKAHEST</u>. It is known for its iron mines (Pop. c. 3,500).

<u>HAQ VAND</u>: Set. City in the c north west of <u>CHEIRA</u> (Pop. unknown).

<u>HAQABAR</u>: Set. Settlement in the c-south east of <u>CHEIRA</u> (Pop. c. 5,750).

<u>HAR</u>: Set. Expansive walled city in the south east of the <u>HENDECARCHY</u> of <u>MYEIN</u>, in <u>MALAN</u>, situated along the course of the river <u>LAUL EGLEA</u>. It is the biggest city in Myein and forms part of a trade route along the well navigated river, and its barges and longboats are a common sight as far south as <u>EGOTHAN</u> (Pop. c. 500,000).

<u>HAR BAQRI</u>: Geo. southern-most of the four major islands forming the archipelago of <u>SEPAHAUNAT</u>.

<u>HAR BROQA</u>: 1. Geo. Island 6-miles north of the mainland of the <u>PRINCIPALITY OF SEPAHAUNAT</u>, and controlled by same nation.

- 2. Set. Coastal settlement on the above island. Its main industry is the production of unguents and perfumes used by those who tend to the idolons of the church of <u>SYBARR</u> (Pop. c. 5,000).
- <u>HAR DISAQ</u>: Geo. Small island in the north of <u>SEPAHAUNAT</u>, off the eastern coast of <u>HAR QALAM</u>. The island is noted for its native coastal tern population
- HAR DOHAQ: Geo. Island off the north west of the <u>PRINCIPALITY OF</u> SEPAHAUNAT.
- HAR ERABH: Set. Settlement in the south west of the PRINCIPALITY OF SEPAHAUNAT in the north west of SAMMAEA. It was an island but as sea levels decreased it became landlocked and part of the mainland (Pop. c. 10,000).
- <u>HAR FARRASH</u>: Geo. One of four major island forming the archipelago of <u>SEPAHAUNAT</u>.
- HAR GHAQAR: Rel. Str. Sybarri temple on the island of HAR FARRASH, to the northern mainland of the PRINCIPALITY OF SEPAHAUNAT in the north west of SAMMAEA. It was once an island itself, though found itself part of the larger island in c. 2500 RM following the lowering of sea levels in the area. The temple is inhabited by ascetics of the religion, who spend most of their days in a drug-induced stupor to help them seek enlightenment.
- <u>HAR JAKALL</u>: Geo. northern-most of four major islands forming the archipelago of <u>SEPAHAUNAT</u>.
- <u>HAR QALAM</u>: Geo. One of the four major island forming the archipelago of <u>SEPAHAUNAT</u>.
- HAR SITTAR: Rel. Str. Monastery of the NIGHT SISTERS in the north west of the PRINCIPALITY OF SEPAHAUNAT. Once an island Off the north western coast of Sepahaunat, it is now part of the mainland due to the lowering of sea levels in the past millennium. Originally chosen for its seclusion, the monastery remains isolated and remains under the aegis of the Night Sisters to this day.
- **HAR-RSI**: see PROPHET OF THE EMPYREAN.
- <u>HARA</u>: 1. Dem. 'Haran'. His. Eth. Ancient ethnic group that emerged in the early <u>FIFTH AGE</u> in <u>CENTRAL LLACHATUL</u>. Today, the haran people make up a large part of the populations of the <u>HARÉSHK</u> and the north east of TAMAR.
 - 2. *His. Set.* Ancient early <u>FIFTH AGE</u> city-state that dominated the area occupied by present-day north eastern <u>TAMAR</u>, the far south of the <u>LEVANTINE</u>, and the north west of what is today <u>CITY-KINGDOMS OF THE HARÉSHK</u>. It emerged from the union of the disparate barbarian states of <u>HÁRR</u>, the <u>ERKI</u> and the <u>VARL</u> in c. -1050 RM to the west of the <u>SEA OF DERAEA</u>. Between 438 and 807 RM it was ruled by the <u>TRIARCHY</u>.

The idyllic climate and favourable harbours of the Deraea allowed Hara to prosper, eventually uniting with $\underline{\text{GOETHA}}$ in 807 RM, giving rise to the nation of $\underline{\text{HAR\'e}\,\text{SHKA}}$.

- 3. *His. Set.* Ancient city and capital of the realm of Hara⁽²⁾, precursor to the extant <u>HARÉSHKI CITY-KINGDOMS</u>. A period of civil war in c. -875 RM saw the place looted by <u>AAMAGHI</u> armies which moved the capital farther south. The region's expansion east to more resource-rich lands saw the city of Hara further diminish until in c. -710 RM it was left as little more than a ghost-town. Around a hundred years later a new settlement appeared around 350-miles south-east, adopting the name. It would later become the city of <u>HARAK</u>⁽²⁾.
- HARA KOHIR: Set. City in the north west of AYAD (Pop. c. 28,000).
- <u>HARAB</u>: 1. Mil. Str. Fortress in the north west of <u>ATARAXIA</u> guarding the pass north into <u>AQUARIIA</u>.
 - 2. Geo. Mountain pass between the <u>TOLIASOR</u> and <u>BLACK MOUNTAINS</u>, along the border between AQUARIIA and ATARAXIA.
- <u>HARACIA</u>: Dem. 'Haracian'. His. Eth. Ancient people that populated the region now known as <u>VAALK</u> during the early <u>FOURTH AGE</u>, predating the <u>SAMMON</u> culture that would later emerge there. They left few ruins behind, but the most notable of their relics was thought to be the large citadel known as the MOLOSSUS, in present-day c Vaalk.

Little is known of the Haracian people, but it is believed that they died out in a great genocide that occurred towards the end of the Fourth Age, prior to the <u>WAR OF SCOURGING</u>.

- <u>HARADH</u>: Set. Coastal city in the <u>KORACHANI</u> colony of <u>MADOUR</u>. The city's harbours are busy with the <u>SLAVE</u> trade, with slaves brought there from <u>AHRISHEN</u> and other lands outside of the empire's borders (Pop. c. 20,000).
- <u>HARAEL</u>: Geo. Mountain in the south of <u>WESTERN MENISCEA</u>, forming an extension of the larger <u>MENEFIR</u> Mountain-chain. It acts as a border between the north east of <u>AURUM</u>⁽²⁾, and the north west of <u>IMELKOT</u>.
- HARAG: Rui. Ruin in the HARÉSHKI CITY-KINGDOM of NICADA.
- <u>HARAHADDI</u>: Sct. Settlement in the north west of <u>IACIO</u>. Its main industry is <u>ALUMINIUM</u> mining (Pop. c. 5,000).
- <u>HARAHI RIDGE</u>: Geo. Karst ridge forming an extension of the southern-face of the <u>BLACK MOUNTAINS</u>. in the north of <u>ATARAXIA</u>. The southern part of the ridge is forested and regarded as a place of great beauty.
- <u>HARAK</u>: 1. Sea. Bay in the east of the <u>SEA OF DERAEA</u>, in the <u>HARÉSHK</u>. It is named after the nearby settlement of Harak.
- 2. Set. Large walled caravanserai in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>NICADA⁽¹⁾</u>, serving as a local trade hub. The settlement is constructed on the apex of a treacherous overhang facing the <u>SEA OF DERAEA</u>. (Pop. c. 6,000).
- <u>HARAKH</u>: Soc. Pol. Bus. <u>PATRICIAN HOUSE</u> and one half of the <u>HARAKH</u>
 <u>& ARDEN POWDERGUN</u> manufacturers based in <u>PELASGOS</u>. See Vol II:

 Patrician Houses.
- HARAKH & ARDEN: Ind. Mil. Major powdergun manufacturer, based in PELASGOS. Based around an alliance between PATRICIAN HOUSES HARAKH and ARDEN, both of which are based in Pelasgos. Their rifles are used throughout imperial armies and are amongst the most popular rifles around THE INNER SEA.
- <u>HARAKAI</u>: also 'the Red City'. Com. Set. Major mercantile city in the c south east of <u>LAOD</u>. It is a major stop along the <u>BROKERS' ROAD</u> trade route, and serves as a crossroads of cultures from across <u>MENISCEA</u>(Pop. c. 710,000).
- <u>HARAM</u>: Set. Settlement in the c south west of <u>THETIS</u>, along the course of the river TSAMETITH (Pop. c. 5,800).
- <u>HARAMET</u>: Set. Coastal city in the south east of <u>THETIS</u> overlooking the <u>SEA OF HALDUA</u>. Its main industry is shipbuilding and repairs (Pop. c. 43,000).
- <u>HARAMIS</u>: Set. Small scholar-city in the north east of <u>THE SURRACH</u>, noted for its order of historians, who are eponymously-named (Pop. c. 18,000).
- <u>HARAMIS</u>, <u>ORDER OF</u>: Org. Order of classically-trained historians from the city of <u>HARAMIS</u>, in the east of <u>THE SURRACH</u>. They are famous around the region, and beyond and their library is amongst one of the best-stocked of northern SAMMAEA.
- HARAPPA: 1. Geo. Mountain-range, around 500-miles long, forming the north eastern peninsula of MHAROKK, flanked to the south by the BAY OF MHARKA^(1.) and the north by THE INNER SEA. The northern face of the mountains is known locally and amongst various scholarly circles around the KORACHANI EMPIRE for the cave-systems and the undecipherable scripts carved onto their inner-most walls. They are believed to date back to the early days of mortal life within ELYDEN, though little else is known about them. The scripts are known as the HARAPPAN MARKS.
- 2. Geo. Peninsula in the north of Sammaea, protruding north into the Inner Sea, on which the Mountain of Harappa⁽¹⁾ is found.
- 3. also 'Demesne of Harappa'. Ntn. Comprising the north west of the Harappan peninsula⁽²⁾, the Demesne of Harappa is dominated by the Harappan Mountain chain to the south and dry grasslands to the north. It is a relatively new nation that separated from MHAROKK in 3754 RM after years of ongoing strife in the region centred around the city of NUTHACHAN, after which it became a vassal of the REFORMED EMPIRE OF SARASTRO. A large portion was appropriated by Hoamm in 3822 RM, centred around the city of SKEIN. Nuthachan itself later defected from Harappa to become a foreign territory of the KORACHANI EMPIRE in 3916 RM. A large portion of Harappa would be lost to HOAMM in 3822 RM, centred around the city of SKEIN.

The demesne has little in the form of natural resources, though it is valued for its production of coffee, which is consumed in countless cafes across the $\underline{SAMMAEAN}$ coast of the $\underline{INNER\,SEA}$. The capital of \underline{TOTH} is a major port that is busy with merchant ships that travel across the Inner Sea and beyond.

Being so close to Korachan (and with the exclaves of Nuthachan and Skein touching its northern borders), Harappa is hotbed of political tension between the <u>HIGH-</u> and <u>LOW-EMPIRES</u>, and the region has been unstable for some times, with shadow-wars between gangs loyal to various factions a commonly-known secret in its larger cities, such as <u>HARASS</u> and Toth. See Vol III: Extant Nations and Realms.

<u>HARAPPAN MARKS</u>, the: His. Undecipherable scripts carved onto the inner-most walls of caverns deep in the <u>HARAPPAN</u>^{1.)} Mountains. They are believed to date back to the early days of mortal life within <u>ELYDEN</u>, though little else is known about them.

<u>HARASH</u>: *Geo.* Cliff-sided escarpment in the c of <u>THE SURRACH</u>, forming the eastern part of the <u>GHUZZ</u> Mountains.

<u>HARASS</u>: Set. Settlement in the north of the <u>HARAPPA</u>⁽³⁾. It is known for its vast tea fields and manufactories and the unseen gang warfare between <u>HOAMMI</u> and Harappan factions. It also forms part of the <u>RED ROUTE</u> (Pop. c. 166,500).

<u>HARAST</u>: Lak. Lake in the c north of <u>GNOTH</u>, along the course of the river <u>NEPHOT</u>.

HARAT CHLO: Sup. Geo. ATRAMENTALLY TAINTED area in the c-south east of THE SURRACH. It appeared over the course of just a few years in between 3681 – 3684 RM, devastating many settlements in the region that operated a major SOULSTONE-mining operation. The largest of those cities, ZAAZUASH, remains to this day, though it is an eerie place, shrouded in fog, the earth waterlogged, its people covering themselves in heavy tarps and gas masks to survive.

The region is categorised as a $\underline{\text{LEAST CONCERN}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}$.

<u>HARATAMAH</u>: Set. Settlement in the north west of the <u>JAHADAT STATES</u>, under the control of the city of <u>MARABAIJA</u> (Pop. c. 6,000).

<u>HARATHA</u>: *Geo.* Smooth valley dominating the north of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>NICADA</u>,

<u>HARBIDA</u>: Geo. Mountain-range in the far south east of <u>LYRIDIA</u>, forming the southern-most part of the <u>CARTIGA</u> Mountains, extending south into the north east of <u>TAMAR</u>. The hills to the west of the mountain were rich in granite though the <u>KORACHANI EMPIRE</u> mined the resource to depletion, leaving behind many mines and quarries in its wake.

2. Geo. Geo. Island off the north western coast of <u>DANU</u>, to the north of the <u>SEA OF IDALIA</u>. It was 'discovered' and named by the explorer <u>BOHMIUS</u>. The island is believed to have been named after the Lyridian Mountain of the same name^(1.).

<u>HARBINGERS</u>, the: Org. A sect of priests within the <u>CHURCH OF THE UNDYING MACHINE</u> who act as heralds to mass. Traditionally, they stand on pulpits on the roofs of the great imperial edifices, calling to the faithful.

HARDSUIT: Tec. The epitome of personal body armour, encompassing the height of TECHNARCANE artifice and metallurgy - the hardsuit not only protects its wearer, but also augments them; enhancing their strength and endurance. Worn as a sophisticated bulky suit of full-plate, the hardsuit is a made up of many layers, the first of which is a simple linen suit over which is a heavier padded layer that serves as soft armour and a form of protection against the weight of the armour that lays on top. Around the padding is worn a complex baldrick of thick treated leather and metal bands, which serve as a skeleton atop which the true armour is later placed. The bulk of the technarcane machinery that powers the suit is usually worn at this stage, above the baldrick - UMBILICALS from the technarcane engine are connected to OCCLUSIONS in the wearer's skin, from where they can pump treated UMBRA to strengthen the wearer, effectively merging armour and wearer as one. A sophisticated pneumatic system serves as muscles and tendons atop the baldrick skeleton, and finally thick SHADOWSTEEL attached, one plate at a time, by slaves and serfs.

As can be imagined, hardsuits are incredibly expensive, their manufacture a complex feat that brings together components and machines that are produced in disparate manufactories in civilised lands across the $\underline{\text{INNER SEA}}$.

Originating in their crudest form c.1500 RM around the time when <u>POWDERGUNS</u> became developed that could negate the heaviest armour of the time, hardsuits continued to evolve alongside the development of modern weaponry, with armourers trying hard to craft armour that stayed a step ahead of weaponry, with the earliest versions of the modern iteration appearing in c. 3000 RM, and they featured heavily in fighting in major conflicts such as the <u>ARTIFEX WAR</u> and particularly the <u>SUNDERING OF THE KORACHANI EMPIRE</u>, the latter of which was to be the last major conflict in which hardsuits played a central role.

Only a handful of nations and powers had powderguns that were capable of negating hardsuits (most of them around the Inner Sea), so their production remained viable for many centuries and they played a vital role in colonial expansion. Even today, where cannons and artillery are capable of decimating entire units of hardsuit-clad troops, or where SHAPERS can crumple their machinery with but a thought, they continue to be used in particular theatres of war, such as sieges, close quarter fighting and city-fights.

Lighter versions of hardsuits, known as halfsuits, are also common, with lighter armour that covers a lesser percentage of the body, which is also useful in specific scenarios.

<u>HARÉ SHKA</u>: His. Ntn. Now-extinct nation in the c-south east of <u>LLACHATUL</u> that gave rise to the present-day nation of the <u>HARÉSHK</u> in 2893 RM See Vol III: Extinct States.

HAREKH: His. Pol. First king and ruler of HARÉ SHKA.

HAREM CONSPIRACY, the: Pol. His. Event that took place in 3288 RM in SHAZGIN, where the harem of the ZARALL SULTANATE revolted following months of planning, destroying the royal court from the inside and killing various members of the sultanate, including SULTAN ZARALL III and his viziers. The harem attempted to instate its own government but was ousted mere weeks after the coup, with most members being either killed in the fighting or later executed. The closest living heir of Zarall III, HAFFALIN, was instated in his place following the quelling of the conspiracy.

HARÉSHK, CITY KINGDOMS OF THE: Dem. 'Haréshki. Ntn. Nation in the south of <u>CENTRAL LLACHATUL</u>, situated between the nations of <u>TAMAR</u>, <u>LYRIDIA</u>, <u>AHRISHEN</u> and <u>SAUA</u>, overlooking the <u>SEA OF URAN</u>. It is of idyllic climate and is characterised by a rocky landscape, particularly in the <u>CARIAN</u> peninsula^(2.), and verdant valleys and plains that have been taken over by well-managed farmlands, with many small woodlands between them.

Founded in 2893 RM after the conquest of the warlord KHAD over SA'WEHI invaders, the Haréshki City-kingdoms are a remnant of an ancient feudal system that features heavily in works of chivalrous fiction from across LLACHATUL, a fact which is likely to blame for the skewed perception of the region. Where most picture knights, damsels, balaurs and other mythical beasts, the truth is now far less romantic.

What were once feudal fiefs are now regions controlled by workhouses, with their owning magnates owing fealty to the <u>HIGH-KING</u>. The romanticism of the past has been forsaken for the wonders of industrialisation offered by the west, though a strong heraldic tradition remains, identifying the various merchant houses, manufactories, workhouses and magnate households of the region.

The region is divided into eight kingdoms, each of which is ruled by a monarch. Collectively, the eight City-kingdoms are ruled by the Highmonarch. This is traditionally the King of Caria⁽⁴⁾, who is currently the High-king <u>CAERAN IV</u>. Each of the kingdoms is made up of various duchies, each of which is ruled by a Duke or Duchess; which are in turn divided into counties, each of which is ruled by a Lord. Most counties are further divided into estates, which are overseen by knights, patricians, and magnates. Curiously, there exists a second court, known as the <u>SHADOW MONARCHY</u>, that operate in parallel to the High-monarchs' court, which is headed by the next in line to be High-monarch. This allows for alternative opinions on the governing of the realm.

The silting of the <u>STRAIT OF NÁRTHEL</u> over the past centuries has all but stopped trade flowing from the west, keeping lands to its east technologically stunted. Parts of the Haréshk have forged a desperate alliance with <u>KORACHAN</u>, which has fractured the nation as others oppose this 'deal with the devil', believing that it will lead to the ruination

of their idyllic land, which has thus far been fortunate in avoiding any <u>ATRAMENTAL TAINT</u> of note. See Vol III: the Nations of Elyden.

HÁRESHKAN: Lan. Language spoken in the HARÉSHK.

HÁRESHKI BASIN, the: Geo. Drainage basin formed by various continental divides in the continents of <u>LLACHATUL</u> and <u>SAMMAEA</u>, including parts of the <u>LLACHATUL</u> and the <u>EASTERN SAMMAEAN DIVIDES</u>. The basin comprises parts of the east of Llachatul and the north east of Sammaea, and all rivers within it drain directly into the <u>DARK SEA</u>. Nations and territories that are at least partially within the Haréshki Basin include: <u>THE HARÉSHK, KHAMID</u>, <u>LYRIDIA</u>, <u>MALAN</u>, <u>NÁRTHEL</u>, <u>TAMAR</u>, <u>TZALLRACH</u>, and <u>VENTHIR</u>, amongst others.

<u>HARETH</u>: Set. Settlement in the north of <u>LOEGRESS</u>^(L), at the fork where the river <u>FYNDOUR</u> meets its parent, the river <u>DRUITHAL</u>. It is a major agricultural centre, and is surrounded by miles of well-tended farmlands (Pop. c. 8,000).

<u>HARHAI</u>: also 'Temujan Death Worm'. Fau. Poi. Large worm-like creature native to the upland regions of the south east of <u>TEMUJA</u>, the north east of <u>SAUA</u>, and parts of western <u>MALAN</u>, including the <u>HENDECARCHIES</u> of <u>CYRENIA</u> and <u>AONIA</u>. Individuals can grow to about 6 – 10-ft. long, with a 9 – 12-inch-long spike on their 'forehead' that is used to lance and paralyse their prey, which are usually swallowed whole. Despite their well-documented size legends abound of gigantic examples.

The paralytic venom is harvested by <u>AONIAN</u> hunters in Malan, where it used to tip projectile weapons used for hunting and in warfare. See Vol II: Classification and Taxonomy of Life.

<u>HARHOM</u>: Set. City in the north east of <u>TAHOMIA</u>, in the east of <u>EASTERN MENISCEA</u>. It is located close to the ruin of <u>VIARACHAN</u>, the original <u>KORACHANI</u> colony from which Tahomia emerged (Pop. c. 28,000).

<u>HARIAR</u>: Set. Fortified settlement in the west of the tribe of <u>NUNEA</u>, in the south east of the GROWING MOUNTAINS of MULCIBER (Pop. c. 3,000).

<u>HARIB</u>: Set. Settlement in the c north of <u>MHAROKK</u>, known for its carob sweets. It forms a part of the <u>RED ROUTE</u>, where its traditional sweets are sold to travellers (Pop. c. 8,000).

<u>HARIID</u>: Rvr. River In the region of <u>HA ATH</u>, in the c of <u>NOAVATUR</u>, flowing south west for 550-miles from sources in the <u>IQUAHAITH</u> Mountains before reaching the <u>BAY OF HALIIM</u> Am in the north west of the <u>SEA OF RTHAS</u>. The region of Ha Ath is barren, reduced to a dust basin by centuries of clear cutting and quarrying, and the river now cuts a sheer lifeless course through the impacted dust.

<u>HARINA</u>: Set. Coastal city in the north eastern coast of <u>KAZZAR</u>^(2.), at the northern-most tip of the <u>ENGER</u> peninsula, guarding entrance into the <u>BAY OF GAARAIR</u> (Pop. c. 44,000).

<u>HARIOGOR</u>: Set. Settlement in the west of the tribe of <u>ORIM</u>, in the far west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 2,500).

<u>HARISS</u>: Set. Fortified settlement in the north of <u>KOLCHIS</u>, in the region of <u>NOLKOSH</u>. Its main industry is <u>METEORE</u> mining (Pop. c. 6,700).

HARITH: 1. Rvr. Expansive wetlands in the north of the nation of Harith^(2.) in north east of <u>EASTERN LLACHATUL</u> fed by aquifers and the <u>ADHUMLA</u> river that flows through them from the <u>PERIEDAS</u> and <u>ARGENT</u> Mountains in the west. The region is very fertile and teeming with life, though the conditions are not suggestive to the building of settlements.

2. Dem. 'Harithan'. Ntn. Nation in the north east of <u>EASTERN LLACHATUL</u>, to the north east of <u>TETHYSIA</u>. It broke away in 3592 RM following years of religious war, which ended finally in the signing of the <u>COVENANT OF PEACE</u> that saw it became an independent state with its own religion. See Vol III: Extant Realms and Nations.

<u>HARKONNA</u>: Geo. Mountain in <u>GNOTH</u>, serving as a border between TAHALL and Gnoth.

<u>HARMACHIS</u>: Geo. Lan. Imperial name for the south east <u>TAMARAN</u> coastline, named after <u>ST. HARMACHIS</u>, patron of seafarers.

<u>HARORIN, CAVES OF</u>: Geo. Major geological system dominated by sinkholes, mesas, steep valleys and caverns, in the c east of <u>ELALLIA</u>, in the c of <u>SOUTHERN SAMMAEA</u>.

HAROSHETH: Set. City in the east of <u>JURRAS</u>⁽²⁾. After <u>KORACHAN</u> destroyed the city of <u>JURRAS</u>⁽³⁾ and took control of the region, it took over the city of <u>SAMARIS</u>, renaming it Harosheth, and setting it as its capital.

It remained capital until 3143 RM, when the <u>INTERREGES</u> were left there following its abandonment of the nation. The interreges were in turn deposed in 3167 RM, and Harosheth became capital to a free Jurras for the first time, and became the seat of power to the <u>JURRASI SYNHOD</u> until its later vassalage to PARTHIS.

Independence was to be relatively short-lived, as the struggling nation entered into trade agreements with Parthis in 3651 RM, becoming its vassal officially in 3703 RM amid political turmoil in Korachan that would lead to the <u>SUNDERING OF THE KORACHANI EMPIRE</u> 2-years later.

The capital was moved from Harosheth to <u>KETHRA</u> in 3704 RM, though Harosheth remains an influential and powerful city to this day (684,000).

<u>HAROTRARA</u>: Rvr. River in <u>WESTERN LLACHATUL</u>, flowing west for 240-miles from sources in the <u>ZEHINE</u> Mountains along the border between <u>RAONGEN</u>^(2.) and the south west of <u>THE VORANDINE</u> before moving north into the latter, where it empties into the <u>BAY OF NURCYA</u>.

HAROVA: Set. Fortified city in the c north of MHAROKK, 40-miles south of the border with VAALK. It is known for its manufacture of spices, including saffron, which are a major part of Mharokkin cuisine (Pop. c. 20,000).

HARP, ZIROL: Mus. Obj. Bulky string instrument with 49 strings that is almost exclusively played by <u>SHIE</u>, whose two pairs of arms allow them a wider range of motions needed to play the instrument effectively. It is played sideways across the lap, and the strings are plucked with the tips of the fingers. Its origins are unknown, though it remains most common today in <u>CENTRAL LLACHATUL</u>.

<u>HARPA</u>: Geo. Salty endorheic lake in the south of <u>LYRIDIA</u>, and remnant of the now dry <u>STRAIT OF NÁRTHEL</u>.

HARPY: Sup. Mys. Mor. A corrupted primitive form of AL AKHI, harpies can be likened to humanoid vultures. They have keen eyes, seeing particularly well during dusk and dawn, and hunt at those times. Though incapable of flight, their forelimbs have feathers, with razor-sharp edges they use when attacking prey. They are common in CHTHYRID and the north of KORACHAN and, increasingly, in VÂRR, though are not native to those regions – they were brought north by Korachani explorers returning from expeditions to KHARKHARADONTIS between c. 1300 – 1500 RM, and escaped, slowly spreading to those lands.

Many have adapted to subterranean lives, where they crawl in caves and catacombs, using little energy, eating decayed flesh and fungi. Most of these subterranean harpies, colloquially called crypt harpies in the Korachani empire, have lost their feathers and have developed pale, near-translucent, skin. See Vol II: Classification and Taxonomy of Life.

<u>HÁRR</u>: Dem. 'Hárran'. His. Ntn. Ancient early <u>FIFTH AGE</u> barbarians whose settling of the region of <u>HARA</u>, alongside the <u>ERKI</u> and the <u>VARL</u>, would later lead to the birth of the <u>CITY-KINGDOMS OF THE HARÉSHKI</u>. The Hárran are thought to have come from the north east of present-day Haréshk, in what would have been <u>ISHIDEN</u> before the <u>WAR OF SCOURGING</u>. See Vol III: Extinct States.

<u>HARRARA SUR</u>: Mil. Str. Great fortress in the north of <u>KORACHAN</u> in the south east of the <u>ADALLA</u> Mountain, surrounded by lava fields. The fortress is a prison to <u>ASICTHAIN</u>, <u>HALFBLOODS</u> and <u>OTHERWORLDERS</u>, and a repository of their heresies.

<u>HARRAS</u>: Set. Settlement in the c north of <u>KARAKHAS</u>, 40-miles to the west of the capital in <u>DEKANA</u>. It forms a part of the <u>RED ROUTE</u> (Pop. c. 13,000).

<u>HARREFA</u>: Set. Small fortified city in the south east of the <u>BARRIER</u>
<u>LANDS</u>, to the far east of the <u>VANNAKORDOR</u> Mountains (Pop. c. 18,200).

<u>HARROD</u>: Set. Settlement in the north west of the tribe of <u>ITTRA</u>, in the c of the GROWING MOUNTAINS of MULCIBER (Pop. c. 2,000).

<u>HARROS</u>: also 'the Bear'. Ast. Con. Constellation in the <u>SOUTHERN</u> HEMISPHERE. See Vol II: Constellations.

<u>HARROW</u>: Ast. Con. Constellation in the <u>NORTHERN HEMISPHERE</u>, often referred to as a bear. The name is used by most <u>KORACHANI</u> nations and originated in ancient <u>PELASGOS</u>. See Vol II: Constellations.

<u>HARROWER</u>: Fau. Breed of large tough ponies used by the people of <u>AUEREN</u>. They are adept at walking in the unstable foothills of the $\underline{\text{GROWING MOUNTAINS}},$ and are used by both military and civilians across $\underline{\text{MULCIBER}}.$

HARRUA: Set. Settlement in the south of the HARÉSHKI CITY-KINGDOM of CARIA^(4,). The city is known for its interesting construction: it is built almost in its entirety on the leeward side of a steep steer-topped hill to guard against the year-round winds that constantly assail it. Its streets are long and parallel to each other, following the elevation of the hill, and they are connected by various steep stepped alleys. The main temple complex of the city has a long tunnel that leads to the windward side of the hill that serves as ventilation and access (Pop. c. 6,200).

<u>HARRUS</u>: *For.* Dry sparse forest in the north east of <u>SAMMAEA</u> that forms a border between the north east of <u>SUOR</u>, and the west of <u>NAARETH</u>.

<u>HARSHAKIRA</u>: Int. Arc. Obelisk of glass in the middle of the basin of <u>SATAR</u> in the north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. The obelisk is some 200-ft. tall and is made of clear glass and is known to attract lightning from nearby storms, even attracting the storms towards it. The obelisk was once worshipped by nomadic <u>HALFBLOODS</u>, but encroaching mortal activity drove them away and they have not been sighted by locals since c. 920 RM. Today, the obelisk is ignored by most, though remains as a dominant feature in the basin, visible for many miles around.

<u>HARTOUMIAN</u>: Eth. Native people of <u>KHAMID</u>, who repopulated the region early in the <u>FIFTH AGE</u>. <u>MENISCEAN</u> migrants mingled with them between -1000 and -750 RM, bringing with them <u>FIRMAMENTAL</u> traditions, to which the people of Khamid are still closely-associated, with many ill-informed people thinking that Khamid is the location of the TRUE MENISCUS.

 $\underline{HARUBADA}$: Set. Major coastal city in the south west of $\underline{EPHATTA}$, in the south west of $\underline{SAMMAEA}$ (Pop. c. 130,400).

HARUN: Set. Settlement in the south west of NÁRTHEL (Pop. c. 8,000).

<u>HARURHOTA</u>: *Geo.* Large bay in the north east of <u>EASTERN LLACHATUL</u> dividing the south east of <u>KOMMEA</u> from the north of <u>HALEDONIA</u>.

<u>HARUSPEX</u>: Noun. 'Haruspicy'. Mys. Diviners who are able to tap into the <u>MATERIA OMNA</u> and the <u>OTHERWORLD</u> using ancient forms of mysticism outside of the realms of commonly-accepted methods of <u>SHAPING</u>. Their methods allow them to read auguries within the entrails of sacrificed animals.

The practice is ancient, and one of the most primitive forms of divination employed by MORTALS. It was once very common around the Inner Sea, particularly in what are now KORACHAN, PELASGOS, LYRIDIA, and LYRIDIA DHAI, though has not been mostly supplanted by the more regimented use of shaping. Today, practitioners of haruspicy can be mostly found in rural areas, and slums in larger cities, though there are a large number of charlatans who take advantage of those who seek the aid of haruspices. See Vol IV: Other Forms of Mysticism.

<u>HARVII</u>: *Mil. Str.* Fortress in the far north of <u>ELEKHID</u>, guarding its northern-most territories from threats from MULCIBER.

<u>HASAAZ ARAAT</u>: Sea. Artificially-created narrow sea in <u>SAMMAEA</u>, south of the <u>SEA OF ESCHATA</u> in the <u>ROMOREAN</u>^(1.) rift valley.

It was the result of an ambitious civil engineering project carried out by the young Kingdom of Romorea $^{(2.)}$ in 3821 RM, where 10-mile long canal was dug south east from the Eschata, linking to it a series of endorheic basins (primarily the \underline{GOYA} , \underline{GURI} , \underline{HUGHA} , and the \underline{ITOS}) that lied below sea level. Many settlements, ruins, and ancient sites were flooded and now lie beneath the surface of the Hasaaz Araat.

Today the Hasaaz Araat has allowed many settlements to appear along the waters' edge, in areas that would have otherwise been in a depressed basin incapable of supporting life.

<u>HASAD</u>: Set. Settlement in the north west of <u>PNESSA</u> (Pop. c. 5,000).

<u>HASALLAR</u>: Set. City in the south of <u>HOGGOTHA ISZ</u>, south of the <u>ACHARKHARAN</u> Mountains. It is one of few stable serapi cities in Hoggotha Isz, and it is known to trade west with <u>SIMBARA</u> and south with <u>AKANTHRA</u> (Pop. c. 38,000).

<u>HASANEN</u>: Rvr. Picturesque waterfall in the c north west of <u>AHRISHEN</u>, famed for its hexagonal rock formations.

<u>HASARAL I</u>: (1416 – 1479 RM) *Pol. His.* The last king of <u>HOUSE TANDENDER</u> in <u>AHRISHEN</u>. His rule was largely uneventful and he is remembered as the king who ended decades of relations with SA'WEH.

His death in 1975 RM left the House without direct heirs and the throne passed to a distant cousin of partial <u>HARÉ SHKAN</u> ancestry, <u>MUNTER OF UMATRA</u>, marking the end of the House of Tandender.

<u>HASARAT</u>: Set. Settlement in the c of <u>SUMA'YA</u>, known for its breeding of <u>MONITORS</u>⁽²⁾ (Pop. c. 7,500).

HASEPHA: Set. Coastal city in the south east of GNOTH, and home to one of its largest harbours in the INNER SEA, and its main sea link to foreign nations (Pop. c. 48,000).

<u>HASHARAN</u>: Rel. Deity in the <u>YAGHUKLI PANTHEON</u> that is worshipped by various peoples in the <u>BARRIER LANDS</u>. Hasharan is the result of centuries of local tradition corrupting worship of the <u>UNDYING MACHINE</u> brought by <u>KORACHANI</u> missionaries and exocrines in c. 1440 RM in the wake of the discoveries made by the <u>PELASGOSI</u> explorer <u>SIPARON</u> in the region. Fanatics of Hasharan crawl on their bellies as a form of penitence, some of them spending years in this decrepit state. The tradition stems from a mistranslation from Korachani missionaries millennia ago, and it became a focal point amongst some worshippers of Hasharan. See Vol IV: Gods and Pantheons.

HASHATH: Geo. Massif in the north east of the <u>SOLEYN TERRITORIES</u>. It tapers to the west, and at an elevation of around 1800 – 2100-ft. its western-face is near unassailable, with sharp crevices and buttes serving as aeries and rooks to various types of birds, including ROCS.

The Hashath massif is said to be the birthplace of a bull-blooded scionic creature whose presence is claimed to be responsible for the relative barrenness of the region and features in local legend.

HASHEL: Geo. 200-mile stretch of mountains and coastal cliffs in the north east of <u>EASTERN LLACHATUL</u>, dominating the south of <u>CALBIA</u>^(1.). They are characterised by monumental structures, such as carved monoliths, that protrude from the cliffs, as though they were buried there eons past.

HASHI: Mil. Str. One of three major fortresses in the east of SAUA (the other two being the KOTIO and the NAITO), serving as a defence along the eastern border from MALAN. Built during a time of unease between the two states, the fortresses are still manned though they have not been modernised to the most recent theories of military engineering. It is the largest of the three forts and now guards a trade-route east into the HENDECARCHY of AONIA in western MALAN.

HASHIB: Set. Settlement in the c west of <u>AHRISHEN</u>. The city dates back to c. 2400 RM and was originally a tidal island, though the retreat of the <u>SEA OF PYREA</u> left it landlocked, perched on a hill, though the region around it remains wet, particularly in summer (Pop. c. 4,200).

<u>HASHIM I, TYRANT OF GAAN</u>: (B. unknown) Oth. Pol. <u>HALFBLOODED PENUMBRIST</u> and ruler of the city-state of <u>GAAN</u> since 3999 RM. They manipulated unrest from increased military presence in the region to rally the populace and, with their own personal troops and a great number of mercenaries, pushed the <u>PARTHISAN</u> administration out of the city, after which they have been fighting diligently to maintain their independence.

<u>HASHIR</u>: Set. Small city in the south west of <u>AHRISHEN</u>. It is a centre of <u>INDRIK</u> breeding(Pop. c. 14,200).

 $\underline{HASLA\;ERSYL}\!{:}\;\mathit{Set.}$ Small city in the c of \underline{OKKHAM} (Pop. c. 13,500).

<u>HASOTLEPH</u>: Sea. Sea in the south east of <u>TETHYSIA</u>, forming a large natural harbour around which many small coastal fishing settlements can be found.

HASSABRY: Set. Small city in the west of RHEA, to the east of the DORLEIDON Mountains. Its main industry is iron-mining (Pop. c. 12,000).

HASSAOS: Set. Small city in the west of PNESSA (Pop. c. 15,000).

<u>HASSARAK</u>: Sct. City in the c-south east of <u>TARTAK</u>, along a fork between the river <u>KHARAD</u> and <u>AALARAD</u>. It is a minor producer of <u>UMBRA</u>, which is used to convert to fuel for the ambulants that cross its borders when plying their trade across the <u>SALT ROAD</u> (Pop. c. 32,000).

<u>HASSIMRA</u>: Set. Fortified coastal city in the north of <u>IO</u>, overlooking the south of the <u>SEA OF SÛN</u>. The city is politically tense due to its proximity to the capital of <u>SALOROC</u> (Pop. c. 42,000).

HASTA: Set. City in the east of CHTHYRID (Pop. c. 41,200).

HASTANAL DAGGASH, the: Mil. Str. Major fortress constructed by the DEMIURGE RACHANAEL early during the Demiurges' tenure over the MORTAL RACES, before bitterness fully engulfed him. The fortress is a testament to the sheer power and scope of his original creations and sprawls for dozens of miles in all directions. It was once the central stronghold of his children, the PLAGI, guarding their northern-most domains. Today it is broken, mostly reclaimed by the lifeless sands of the <u>DUNE SEA</u> of <u>KHARKHARADONTIS</u>, though is still monolithic, its broken spires and cracked domes drawing awe from those few who have seen it.

After many years of use as a fortress, around which a large city had grown, Rachanael began expanding the fortress, adding expansive crypts and large towers. Within, he placed those he looked upon with favour, promoting them to positions of power and influence. Thus, slowly it became a prison to the powerful, and many plagi flocked to it to never leave. It was within its confines that the plagi became xenophobic and aversive to sunlight. Under Rachanael's aegis, the plagi of Hastanal Daggash forsook the divine claim of the other Demiurges, who they were led to believe were lesser brethren of Rachanael, unworthy of the name Demiurge.

The place became a prison to not only the plagi, but to Rachanael himself who sank deeper into his anguish and bitterness, from which he would emerge only before the onset of the events that led to <a href="https://doi.org/10.1081/j.cours.c

<u>HÂT</u>: Lak. Lake in the south of the <u>HENDECARCHY</u> of <u>DERAEIA</u> in the east of <u>MALAN</u>. It is the larger of two lakes forming a part of the river <u>ENDULLI</u> and is home to various small mountain settlements, the largest being <u>KOPHIS</u>.

<u>HATADA</u>: Set. Small city in the east of <u>CUTH</u>, built atop the ruin of an ancient early <u>FOURTH AGE</u> tower constructed by the people of <u>MOTANTA</u> (Pop. c. 16,000).

HATAKON: Set. Small city in the c of NOAVATUR, along the eastern edge of the SUZHASHAL ID plains. It was once a major depot of timber cut down in the region and had a population of c. 80,000 at its peak, though as the jungles decreased in size, so too did the city (Pop. c. 47,500).

<u>HATARA</u>: Set. Fortified coastal city in the far south west of Vaalk. It is a major stop along the RED ROUTE (Pop. c. 41,700).

HATAYOON: Geo. Island around 200-mile off the south western coast of CUTH. Though uninhabited today, an attempt was made to colonise it by the KORACHANI EMPIRE in c. 1525 RM. The colony, called SAMUCHAN, did not last long, and its ruins remains on the island today, visible to ships as they pass by it.

<u>HATEDYAR</u>: For. Geo. Dense forest in the c west of <u>GIBEAH</u>, to the south of the river <u>KHIORRER</u>.

<u>HATH</u>: For. Sparse forest in the east of <u>THETIS</u>. It is a remnant of a far larger forest that once dominated most of the coastal region of <u>EASTERN LLACHATUL</u> many thousands of years ago, as artefacts recovered from ruins of the region can attest to. The forest dwindled before the <u>FADING</u> of the <u>FOURTH AGE</u> – a precursor of the increased desertification of the region over the past millennia.

HATHAMOTH: Geo. An ancient expansive canyon system in c of the MOLOTH KHAMMOTHUL Mountains in SAMMAEA. The canyons are largely hidden by the dust dunes created by broken down duststone formations in the area, though their presence indicates that the region was once dominated by an ancient river system that dried up eons past.

Various caves in the canyons and the surrounding area are said to lead to the so-called $\underline{\text{CHAMBER OF STARS}}$ in the $\underline{\text{PRISON CARCERI}}$.

HATHKEPA: Int. Rui. Ancient mud-brick pyramid found on the island of KHEMET, believed to be one of the earliest KHAMIDIAN pyramids. Despite its brittle materials the pyramid remains largely intact, its casing stones long since removed or fallen. The area around the pyramid is thought by some scholars to be a FIRMAMENTAL LACUNA, helping to stall the rate of decomposition. This is correlated by the presence of a calcified body in the heart of the structure; thought to be an ancient king.

<u>HATHOR</u>: Set. City in <u>VIRAHAN</u>, situated along a fork with the river <u>SARA</u> and <u>VARON</u>. It has a long history, dating back to the early years of the Kingdom of <u>AHRISHEN</u>, in c. 100 RM (Pop. c. 31,500).

HATHRA (the Sow): Rel. Dei. In TEMUJAN SPIRITUALISM, the TUTELARY SPIRIT of fertility, femininity, womanhood and care. See Vol IV: Religions and Cults.

<u>HATHTIS</u>: Set. Lapis lazuli mine in the south east of <u>KHAMID</u>, south west of the <u>NEFERATH</u> Mountains (Pop. c. 8,000).

HATHURAN: 1. Rvr. River in the west of <u>THE SURRACH</u> in north western <u>SAMMAEA</u> that flows for 850-miles south west from sources in the <u>MISHANOS</u> and <u>THISATHON</u> Mountains before emptying in the <u>BAY OF</u> BHAAD.

2. Geo. Region in the c west of <u>THE SURRACH</u>, surrounding the eponymous river and controlled by the city of ADA.

HATO MEDICER: 1. Int. Ast. Sup. Fau. Planet-like astronomical object discovered in 3276 RM orbiting around the sun <u>SOR</u>, known for its highly elliptical orbit, making it unobservable for centuries.

It is named after the eponymous^(2.) <u>SCION</u>, who was exiled from <u>ELYDEN</u> by his aunt <u>TALANTEHUT</u>. Some claim that the two are the same, though there is no way or verifying this.

2. Myt. His. In the mythologies and ancient histories of <u>ELYDEN</u>, a <u>SCION</u> of the <u>DEMIURGE ARIMASPI</u> who is described in the <u>MYTHOLOGIA ELYDEN</u> as:

"...a being of grotesque form. A medusa, bearing various traits and features common amongst mortal animals, such as wings, tentacles, segmented limbs and body, all of which exist out context of their true design. A nightmare, anathema to mortals and their ilk...'

It was an agent of destruction revelling only in the wanton death of mortals and the destruction of their lands and belongings. It was eventually exiled by its aunt Talantehut, condemned to forever roam the skies of <u>ELYDEN</u>, never able to return to the <u>MATERIAL PLANE</u>. See Vol IV: Scions, Children of the Gods.

HATOKR: Geo. Large plains dominating the west of CYHLAGHARR, covering 50,000-square-miles of land. The grasslands are relatively featureless and flat, sloping gently towards the coast of the SEA OF IMERRIL from the foothills of the NGHALLEAL Mountains. The north east of the plains end at the AGRNN SOUND and their western-most reaches are at the contested border with EREBETH. The region is home to most Cyhlagharri farmlands.

<u>HATON</u>: Pol. Eighth of the <u>HENDECARCHIES</u> of the <u>FOREST KINGDOMS</u>, located in the north of <u>MALAN</u>. Its capital is the city of <u>BETHAR</u>, and it is ruled by the <u>HENDECARCH</u> Archlector <u>MAGNUS SÖVIREN</u>.

The Kingdom is dry and of a cool temperate climate, though its coastal areas, bordering the <u>GULF OF ELRI</u> are damp, seeing lots of rain. In the west, the region of <u>BEGAPHLIA</u> is notable for its springs and geysers. It is also home of the <u>HIGHBORN LESSOR KOIOS</u> of Malan, a renowned dignitary and aide of the <u>LADY AEGIS</u>.

<u>HATORIN</u>: *Ind. Set.* Crystal quarry and mines in the c west of $\frac{\text{HOLOLACH}^{(1.)}}{\text{(Pop. c. 1,000)}}$.

<u>HATRAS</u>: Set. Settlement in the prefecture of <u>SONTADRIS</u> in the far south east of <u>HOLOLACH</u>^(1.), close to the border with the <u>MULL CITY-STATES</u>. The settlement is known for its clay and pottery (Pop. c. 5,200).

HATRAT: 1. Rvr. Delta of the river <u>DASALL</u> in the east of <u>TAHALL</u>.
2. Set. Settlement in the east of <u>TAHALL</u>, known for its shipyards (Pop. c. 9.000).

HATRATH: Set. Settlement in the c south west of LYRIDIA, specialising in the growth of grapes and wine-production for use in the rituals of the AUGURS. Consumption of wine is forbidden outside of religious festivals and the town has a sizeable wine vault, where large amounts of wine is stored for use in such feasts. The settlement originated as a TROGLODYTE stone-hewn dwelling in c. 900 RM, though was abandoned following flooding in 1700 RM. It was later repopulated, by a mixed populace in c. 2000 RM (Pop. c. 7,800).

<u>HATRIA</u>: Geo. Island off the southern coast of the <u>PARTHISAN</u> colony of <u>NISSA</u>^(1.), to the south of <u>CUTH</u>.

<u>HATSHATHIID</u>: Rvr. River in the south west of <u>NOAVATUR</u> flowing east for around 500-miles from sources in the <u>GOJAN HIGHLANDS</u>, before meeting the <u>BAY OF KZANADEM</u>, in the west of the <u>SEA OF RTHAS</u>.

<u>HATTAMAGHAZH</u>: Set. Coastal settlement in the c south west of <u>NOAVATUR</u> (Pop. c. 7,000).

<u>HATTARA</u>: Set. Coastal settlement in the south east of \underline{AYAD} (Pop. c. 6,000).

HATTEL: Lake in the c north of AZAZEM, fed by the river EPHANOSH.

<u>HATTION</u>: Set. Settlement in the south of <u>IZABAL</u>⁽¹⁾. Its main industry is the production of <u>OLIVES</u> and olive oil (Pop. c. 6,000).

<u>HATOUM</u>: His. Ntn. Late <u>FOURTH AGE</u> culture that existed in lands now occupied by present-day <u>KHAMID</u>, who would largely die out during the <u>WAR OF SCOURGING</u>. Their descendants would become the <u>ERKI</u> barbarians.

<u>HATTRE</u>: Set. City-state in the far east of <u>THE SURRACH</u>, known for its dealings with the nomads of the <u>YOTHSHAMMANEI</u> escarpment. The city guards the pass of <u>SURRA</u> west into the Surrach and is known for its trade yards (Pop. c. 60,000).

<u>HATU</u>: Sup. Flo. <u>ATRAMENTALLY TAINTED CENTURY PLANT</u> forest in the north west of <u>N'RAKH</u>, bordering the eastern banks of the river <u>SHIBBOLETH</u>^(3.). The place is a tangle of grotesque century plants, believed by some to have been corrupted by the <u>ATRAMENTA</u> into a single entity that lies heavily on the land, its roots rotting the earth, poisoning the very air. The area is shunned by most, and the 110-mile stretch of the <u>SHIBBOLETH</u> that flanks the region is travelled quickly.

The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

- <u>HATUR</u>: 1. Geo. Isolated island off the s coast of <u>SURUTUR</u>, in the s of the <u>SEA OF KRYMEA</u> forming part of the <u>SPICE ISLES</u>. It was 'discovered' and named by the <u>VENTHIRI</u> explorer <u>BOHMIUS</u> in 1524 RM and was uninhabited at the time.
- 2. Set. Small city on the above island $^{(1)}$. Its main industry is the production of cinnamon. (Pop. c. 12,500).

<u>HATUTH</u>: Set. Settlement in the west of <u>ANDILUTH</u>, north of the <u>SHAROTHAN</u> Ridge. It is the main source of trade with <u>MOAH</u> to the south west (Pop. c. 7,500).

HATYÉ: 1. His. Ntn. Historical nation in the north west of NORTHERN SAMMAEA that rose in c. 1100 RM following the conquests of the warlord MMKORO (1.). The empire spread across what is now the north east of the BARRIER LANDS. It struggled following his son's rise to power and abolishment of hundreds of deities from the YAGHUKLI PANTHEON, which he replaced with a singular pantheon of his own design. This ultimately led to his death by quartering in 1169 RM at the hands of religious extremists. With Mmkoro dead, the old pantheons were restored, and the empire soon fragmented into a series of cities and small states. See Vol III: Extinct States.

2. Rui. Ancient <u>FIFTH AGE</u> city in the north of the <u>BARRIER LANDS</u>. It was home to the warlord <u>MMKORO</u>^(1.) and in c. 1100 RM became the centre of his short-lived empire. After the empire collapsed in c. 1170 RM the city waned in size and influence. The later retreat of the coastline saw it dwindle further until it was abandoned in c. 3100 RM. Its ruin remains to this day, forgotten by most.

<u>HAU</u>: Pol. Major noble household in <u>RAONGEN</u>⁽²⁾, based in the city of <u>PRAESHENG</u>⁽²⁾. The household has been the ancestral ruler of Praesheng⁽¹⁾ for 600 years, and it is based in the Hau Citadel, which dominates the skyline of the city, and which over the centuries has incorporated various manufactories and other industrial structures.

<u>HAU'MA</u>: Geo. Cavern system in the far north west of the <u>NARAHASAPHAEL</u> Mountains in the north of <u>LLACHATUL</u>. The caves are expansive, and in many parts their walls are frozen into a slick sheen, making travel through them difficult, if not outright dangerous.

The caves are thought to lead to the <u>CHAMBER OF TEARS</u> in the <u>PRISON</u> <u>CARCERI</u>, though have not been extensively explored due to the inimical terrain.

<u>HAUDAUG</u>: Set. Coastal settlement in the far south east of <u>CHEIRA</u>, along the peninsula of <u>XENIA</u>. It is a major fishing centre (Pop. c. 6,000). HAULA: Mil. Str. Large mountainside fortress in the south east of KHURAUR, built into the north western side of a pass in the KELACHOT Mountain. The fortress protects pilgrims undertaking THE SHADOW MARCH along the pass, as well as protecting the area from ETHERI predation.

HAURU: For. Sparse tropical scrub forest in the south west of PORPHYR.

HAUSHA: Lan. Ancient language spoken by the LHAUS of KHALHAT, thought to date back to the early lhaus empires of the THIRD and early FOURTH AGES. It is exotic and has remained largely unchanged for millennia due to the insular nature of the lhaus and their sedentary culture. It is highly technical and has many words that describe very specific subjects. See Vol II: Languages.

HAUTIA: 1. Com. Set. Prosperous city in VENTHIR, once situated at the mouth of the river MAPHANI^(2.), in the inlet of a narrow bay, some 50-miles from the true coast. The city is known for its trade in exotic goods and the many brothels and other sybaritic pleasures on offer there. Its harbours are teeming with entertainment of all sorts, catering to the naval traders, merchants and fleets that often lay anchor in its bays (Pop. c. 650,000).

2. Sea. Body of water in far east of the <u>DARK SEA</u>, serving as a border between the open sea and the <u>BROKEN LANDS</u>.

HAVAK: 1. Sup. Geo. ATRAMENTAL region in the north east of VAALK, covering the foothills north west of the ARIS Highlands, known for its ATRAMENTAL LACUNAE. The air there is incredibly thick, the sky appearing dark and distant, with sunrises and sunsets a deep violet-red. The region is pitch-black at night, though stars above appear as violet pinpricks that flicker or pulse.

A lake was constructed to dam river flowing from the region which would otherwise join with the river <u>RIPARIS</u>, which feeds many settlements downstream.

The region is categorised as <u>DANGEROUS</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

2. *Rvr.* Dam and artificial lake in the north east of <u>VAALK</u>, built in c. 2000 RM to dam the flow of river flowing north west into the river RIPARIS.

<u>HAVAKI</u>: Set. Major city in the east of <u>SEDISIA</u> (Pop. c. 80,000).

HAVATH: Soc. Tribe in the far south east of MULCIBER, in the GROWING MOUNTAINS, in the north east of SAMMAEA. It is one of only three coastal tribes in Mulciber, and borders the nation of ELEKHID. Its people are expert mariners and are, possibly the most culturally different of all of the tribes of Mulciber, and they openly trade with the people of EBURUL, as well as Elekhid. It is a known base of the AHHAS, who control the city of USUTH.

HAVELRA: f. Myt. His. In the mythologies and ancient histories of <u>ELYDEN</u>, a <u>SCION</u> and the first Daughter of the <u>DEMIURGE DURUTHILHOTEP</u>. Her birth was preordained by her father, whose acolytes wrote extensively about her before her mystical birth directly from the <u>FIRMAMENT</u> under a halo of light above her father.

She was kindly and had a kinship with the Firmament that few others could understand, and even her father is noted as having said during a sermon atop the great ROSTRUM OF ANGH ITIS 'she is closer to the Light than I could hope to dream'. Over time she became alienated from her siblings and her father's followers, who either grew embittered by her birthright or put much more reverence in her than she was comfortable with .

She left her homeland early in the <u>FOURTH AGE</u>, espousing the Firmamental philosophy of <u>VALLIRIEN</u>, or Light's Love, across all of <u>ELYDEN</u>, though she met violent criticism in some lands, where she is believed to have eventually been slain. Towards the end of the <u>FOURTH AGE</u> she, alongside the remnants of the <u>IFIRMIANS</u> and their descendants, the so-called immortals, rebuilt the Firmamental monument known as the <u>MENISCUS</u>, giving access once more to <u>MORTALS</u> to shape the Firmament.

The <u>MYTHOLOGIA ELYDEN</u> names her as one half of the divisive <u>MOTHER AND FATHER OF CREATION</u> prophecy, with the other being the scion <u>AZER</u>^(2.) and she was killed by him after the two met following a lifetime of trying to prevent the prophecy from coming to pass. See Vol IV: Scions, Children of the Gods.

<u>HAVETH</u>: Set. Settlement in the c of <u>PARTHIS</u>, along the course of the river <u>ESHMUN</u>. It lies along the <u>RED ROUTE</u> and caters to the many merchants and travellers that cross it (Pop. c. 6,000).

<u>HAWAN</u>: Rui. Ruin in the south east of <u>MHAROKK</u>, just west of the <u>MENKA</u> table hills. The ruin dates to the early days of the <u>FIFTH AGE</u>, where it is thought to have been a sizeable settlement.

<u>HAYANA</u>: Set. Fortified coastal settlement in the c south of <u>CUTH</u>, along the western-face of the <u>HAMMINGHENG</u> peninsula (Pop. c. 20,000).

<u>HAYAVAR</u>: Fau. Grotesque animal common to temperate regions of <u>SAMMAEA</u> thought to have arisen during the <u>FOURTH AGE</u> from exposure to ATRAMENTALLY TAINTED regions over many generations.

Today they breed true and are dull of colour, and largo of body with hulking shoulders and brutish heads, not dissimilar to those of warthogs, but with flat bony protrusions on their chins used to dig through earth for tubers. They are of matted fur which makes good rope.

They are unruly and difficult to domesticate, and their flesh is of a particular taste that does not sit well with <u>HUMANS</u>, but it is not harmful to them. They are largely solitary and are the bane of farmers, so they are hated creatures.

Though not native to the region, they are also found in the south of <u>WESTERN SAMMAEA</u>, in northern <u>SYNCHTHONITHA</u>, north western <u>GRARNEÂST</u>, southern <u>NASTAL</u>, and north eastern <u>BELEGOR</u>. It is thought that they were introduced there by immigrants from the north millennia ago. See Vol II: Classification and Taxonomy of Life.

HAYREDHOSS UYHAVEN: (B. 3966 RM) infamous CYHLAGHARRI pirate lord, known to most mariners as the Scourge of the Inner Sea. An OGHUR of noble descent, he is the first cousin of KING ACAMAS, and became a mariner at a young age, serving aboard a slave ship as an apprentice, earning his stripes. A natural at sea and with the charisma that his family was famed for, he became a captain of his own ship in 3985 RM, and began conducting slave raids in the CAMARINAL SEA, earning the enmity of dozens of coastal communities.

In 3989 he was granted a formal letter of marque, making him a privateer captain of the Cyhlagharri crown. His attacks became more brazen following his appointment, and he became commodore, in command of seven ships. By 4002 RM he was in control of the entire Cyhlagharri privateer and slaver fleet – numbering hundreds of ships in total, terrorising the INNER SEA and its peripheries. He is thought to be responsible for hundreds of thousands of captured slaves every year and the loss of millions of bits in dozens of nations' economies.

Many nations, including the <u>TWIN EMPIRES</u>, as well as <u>PARTHIS</u> and <u>ALMAGEST</u> and others, have bounties on his head, though he is known as somewhat of an escape artist, having evaded capture on no less than five separate occasion, which is no small feat given the size of oghurs. He is based in the heavily defended coastal fortress of <u>GHARAMALH</u>, though is rarely to be found on land, preferring to command his fleet for the fortress-ship <u>KISSAMAYHA</u>.

<u>HAYSHAB</u>: Set. Small city in the north of the <u>JAHADAT STATES</u>, in the east of <u>SAMMAEA</u>, and capital of one of the twelve States (Pop. c. 17,800).

HAYYAL: 1. Myt. A great behemoth in the myths of ancient GERICIA.

2. Tec. Veh. Ind. His. One of the so-called THREE BEHEMOTHS – gigantic crawling vehicles designed for industrial scale open caste mining. Hayyal was the second to be manufactured and was sent to the plains of central LAASKHA, where it became a major producer of raw iron, operating to this day, slowly crawling across the land, tearing at the topsoil with its long neck and rotating maw.

A shrine was constructed on its back in c. 3400 RM, which has become a focal point for the many technologists, engineers and mechanics who tend to the gargantuan machine.

<u>HAZABOS</u>, the: Geo. Grasslands in the c south of the <u>KAZZARAN</u>^(1.) peninsula.

<u>HAZAROT</u>: (B. 3922 – D. 3982 RM) *Pol.* Prince and former ruler of the <u>PRINCIPALITY OF SEPAHAUNAT</u>, in the north west of <u>SAMMAEA</u>. He was succeeded upon death by his daughter, princess <u>JEMMAHALA</u>.

<u>HAZGORGOR</u>: Int. Flo. A specific monumental tree in the east of the <u>HENDECARCHY</u> of <u>AONIA</u> in the north west of <u>MALAN</u>. It was exploited in the past, its core hollowed for its hard wood and replaced with archaic machinery millennia ago, though the tree itself remains alive in spite or (or perhaps because of...) the machinery. There were once three such trees, though its two siblings did not fare so well, and are now grey and fossilised, lying abandoned. The fate of Hazgorgor may be the same if people do not intervene.

A small order of caretakers exists in the area, guarding the tree from harm.

HAZOR: Dem. 'Hazorin'. Set. Storied city in the south east of RHINOCOLOURA, based around an ancient citadel in the east of the DOTHEGAR Mountains. Hazor has roots in the early days of the FIFTH AGE and was a major fortress where natives fought against the KORACHANI colonists that were invading lands to the north east, in the region of UGOSTAUTH, between c. 390 – 420 RM. Following this the city became a centre for both culture and military and stood apart from the growing ERINATI state in the north.

It grew wealthy from mining valuable ores in the southern-face of the DOTHEGAR Mountains and its unsurpassed natural defences made it easily defensible, and by c. 750 RM it had dominated lands south of Dothegar, as far away as BIRAMA'S NEEDLE, around which it constructed a major fortress that today lies in ruins.

As <u>Erinakh Laur</u> expanded to the north between 1400 - 600 RM, it would slowly exert political pressure on Hazor, which in 1720 RM became the capital of one of three prefectures of the nation though by c. 2400 RM, Hazor had grown so powerful that it excised itself, effectively becoming an independent region, though on paper, it remained one of three prefectures of Erinakh Laur. In 2483 RM it formally declared its independence from the other prefectures, which were unwilling to risk open war with the more powerful prefecture.

In 2965 RM it was visited by an <u>OTHERWORLDER</u> calling itself <u>NEANDER</u>, who gained a vast following amongst the city's upper echelons, rising to power in 1001 RM, where he ruled until his death in 3462 RM. Hazor served as the capital of the empire of <u>NEANDARA</u>, after Neander united the 3 prefectures of Erinakh Laur under his banner in 3211 RM following a lengthy civil war. Hazor was to remain capital until the unrest following his death led to the fracture of its lands, after which Hazor would survive as an independent region on the peripheries of what would become Rhinocoloura.

In 3739 RM, 36-years after Rhinocoloura was able to orchestrate the capitulation of <u>ETHISTONITH</u>, Hazor was also absorbed by the $\underline{\text{KHANATE}}^{(2)}$ after years of political marriages and influences finally paid off.

In 3808 RM the city of Hazor was attacked by seven pale otherworlders, who hunted the remaining members of the <u>HALFBLOOD</u> house of Neander across Rhinocoloura like animals. They appeared without warning and acted without provocation, stoically murdering all descendants of Neander they could find. It is unknown if any escaped, and if they did, they surely fled far from Hazor or Rhinocoloura. After weeks of conflict in the region, the mortals and halfbloods unable to wound, let alone slay any of the attacking otherworlders, the seven attackers disappeared without word, and nothing is known of their purpose in Rhinocoloura, or the reasoning behind their attacks.

Today, Hazor remains a powerful city in full control of the surrounding region, its armies forming a major part of the Rhinocolouran military forces (Pop. c. 280,000).

HAZORISTRANISM: Rel. Religion implemented by the <u>TYRARNON</u> leaders of <u>HAZOR</u> following their overpowering of the city-state in 3808 RM. The religion is a form of deification of <u>OTHERWORLDERS</u> and their direct progeny, specifically the Tyrarnons, with gigantic platinum idols and temples erected in their honour. See Vol IV: Religions and Cults.

<u>HAZZAR</u>: *Mil. Rnk*. Rank within the <u>WHITE LEAGUE</u>, similar to lieutenant. <u>HAZZATH</u>: *Rvr*. River in the c of <u>ALMAGEST</u>, flowing south for 275-miles from sources in the <u>THAURIR</u> Mountains, before meeting its parent, the

<u>HE'ELAN ARCHDUKES</u>: Mys. Pol. Org. Occult group with presence in many <u>BRORI</u>⁽¹⁾ nations, and also the ruling caste in the nation of <u>GREST</u>⁽¹⁾ since 3781 RM, though the group was a pervasive presence there for many centuries before that.

river DANUR.

Its members are OCCULTISTS who are united by the tenet that the descendants of the SCION ORIAS YETZIRAH are the rightful rulers of Grest, with some going so far as to say all of Bror^(1.). Many claim direct ancestry from Orias Yetzirah, which they use to legitimise their claims.

The group first appeared in the city of NEYEM in c. 3300 RM under the leadership of JURASAMA YETZIRAH, a self-proclaimed descendant of Orias, possibly in response to the sacking of the city and the moving of the capital to SCELD. There, they worked in the shadows for years, adapting the ancient occultist HE'ELAN WRITINGS to their purposes. They contacted the OTHERWORLD and communed with OTHERWORLDERS, gleaning forbidden knowledge from the gestating SPIRITS^(1,1) of the dead. They used their knowledge to manipulate events and people in Grest to their advantage. Her scionic blood made Jurasama unnaturally long-lived, and she was calculating and conniving, biding her time as her followers grew old and died. She eventually found two others of her bloodline – ARA and IEBESH YETZIRAH – and indoctrinated them into the ways of the He'elan Writings, and by c. 3500 RM were calling themselves the He'elan Archdukes.

By c. 3600 the Archdukes had amassed a large following across Grest, with underground mystery cults appearing in most cities. With a decentralised leadership, most of these cults adapted the teachings of the Archdukes, with many of them corrupting their tenets for selfish gains, their occultists turning to darker rituals with which they enslaved spirits to their cause.

Jurasama moved the main cell of the cults from Neyem to Scaled, where she orchestrated the downfall of the NULUM dynasty in 3781 RM, which culminated with the deposing of the monarchy and the elevation of the Archdukes to positions of power in Grest. The cults emerged from the shadows across Grest, ousting what governments had survived the death of the monarchy, bringing most of the land under the yoke of the Archdukes.

Jurasama and her peers instilled the populace with their occultist beliefs, rapidly corrupting the nation to a land of fanatical zealots beholden to dark teachings, whose leaders subjugated spirits known as DAIMONS to their twisted causes. They enslaved these spirits into technarcane engines to power their industries and cities while they enforced the teachings of the He'elan Writings across their lands. By c. 3830 RM the He'elan Writings had become so pervasive that most people now carry personalised holy texts on their persons that have been personally annotated and illustrated, making each one unique to its bearer. These documents are almost the equivalent of a passport or licence in other lands, and to lose this book is considered a great disgrace, bringing dishonour upon the individual.

HE'ELAN CULTS: My. Pol. Org. Mystery cults that were prevalent in GREST^(1,) between c. 3500 and the rise of the HE'ELAN ARCHDUKES in 3781 RM. Following this the Archdukes legitimised their belief system and the mystery cults were brought out of the shadows, where they slowly corrupted all aspects of life in the autocratic nation into the darkly fanatical dystopia of today.

The cults now serve as regional administrative councils, with each one headed by a He'elan Duke that in turn answers to the three Archdukes in a form of neofeudalism.

HE'ELAN WRITINGS, the: *Mys. Rel. Vol.* 1. Mystical <u>DALLIAMORAAN</u> scriptures penned between c. 700 – 950 RM by fanatics of the <u>SCION ORIAS YETZIRAH</u>. The writings were banned for their extremism and dark occult rituals, though were later adapted by the <u>HE'ELAN ARCHDUKES</u> and corrupted to their purpose, eventually seeing them rise to the position of rulers of <u>GREST</u>^(1.), which they rule with an iron fist to this day.

The writings have since become a unifying religious text that every adult in Grest copies, crafting a personalised version that they carry around with them as a form of personal mantra. These are also known as He'elan Writings^(2,).

2. Rel. Vol. Personalised holy texts that all adults carry with them in GREST. Part of the coming-of-age ritual when an individual reaches the age 17 is the crafting of a personalised version of the He'elan Writings⁽¹⁾. Often hand-made, though usually written on blank booklets sold by the church itself, individuals copy certain passages, parables and litanies into their pages, adding personalisations, annotations, marginalia, and so-on. Some people devote a great amount of time and effort into making their

copies works of art, and some fanatics take great pride in the size of their copies, which in some cases can be so big they must be carried on one's back. There are museums in the larger cities of Grest that display the Writings of deceased individuals.

These documents also fulfil a role similar to that of passport or licence, and to lose this book is considered a great disgrace, bringing dishonour upon the individual.

HEART VENERATION: Int. Soc. Common practice in the FOREST KINGDOMS of MALAN, where the hearts of the dead are removed from their bodies and mummified. These are either buried close to home in dedicated gardens scattered throughout settlements, or which are encased in resin and placed in a reliquary, which are placed in home shrines for veneration. These can remain in houses for many generations building up over time in dedicated shrines where a family's ancestors are paid their respects on particular feast days. Those with the means to may build impressive shrines and temples in their own homes that serve as focal points for prayers.

The practice is most common in the <u>HENDECARCHIES</u> of <u>NHORA</u>, <u>DERAEIA</u>, and eastern <u>AMILLAERE^(1.)</u> and <u>STHAMAN</u>, and are not as prevalent in <u>CYRENIA</u> and <u>AONIA</u>.

HEART OF THE VOLUTE: *Rel. Str.* The headquarters of the state religion of <u>NAARETH</u>: the <u>CHURCH OF THE VOLUTE</u>. It is built in the side of a sheer cliff in the <u>LATHMM</u> plateau in the north east of Naareth, and is topped by a gilded dome. It is home to the interred body of the founder of the Temple, <u>EISHETH</u>, who continues to spawn <u>DRONES</u> for the church. See Vol IV: Deities and Pantheons.

HEADNAL: Geo. Dry rocky plains in the west of <u>ANANTHUL</u>. The region is largely uninhabited.

HEART ENGINE: Tec. In TECHNARCANE disciplines common throughout the industrialised world (including the SOCIALIST REPUBLIC OF ALMAGEST, the KORACHANI EMPIRE, the SECULAR REPUBLIC OF PARTHIS, and the REFORMED EMPIRE OF SARASTRO) a TECHNARCANE engine at the heart of which is a mortal host, commonly a LARVA or SHAPER. The host body acts as a link between the outside world and the machine, allowing time for quick calculations and other cogitations that would otherwise be impossible without the mortal host. More often than not the host is a shaper, either VAT- or WOMB-BORN, whose innate abilities are amplified exponentially by the engine, which requires an external fuel source and operators. SARCOPHAGI are a relatively common example of heart engines used in important structures as a means of defence against supranatural attack.

Though similar to <u>IRON MANTLES</u>⁽²⁾, and <u>TECHNACHI</u>, the three can be distinguished in a few ways that are commonly understood within the fields of technarcana:

A *heart engine* is a more extreme form of technachi, often encasing a mortal body (be it vat- or womb-born) within a technarcane engine that can at times encompass entire rooms and, which by default, is immobile and commonly catatonic.

A *technachi* is generally a series of orthoses or grafts based around a vat-born creature or a clone of artificial origin, bred and incepted specifically for the task at hand, and will, more often than not, perform like an automaton with little personality or individual characteristics.

An *iron mantle* normally takes the form of orthoses or technarcane grafts or a harness or <u>HARDSUIT</u> applied to a sapient womb-born mortal with an individual personality and full mobility. **See Vol II: Technarcana.**

HEART OF KHAR'ILLAE, the: Leg. Mys. Obj. In many legends and myths across <u>ELYDEN</u>, the mummified heart of the <u>SCION KHAR'ILLAE</u>, kept as a reliquary following her death in the <u>SECOND AGE</u>. The Heart was kept as a relic and passed on from culture-to-culture. It was lost for much of the <u>FOURTH AGE</u>, though was recovered during the <u>WAR OF SCOURGING</u>, and remained in the north of <u>SAMMAEA</u>, changing hands between groups various times since then. Today it is held under lock-and-key by the <u>REFORMED CHURCH OF SARASTRO</u> in <u>MHAROKK</u>. See Vol II: Legends and Folk Tales.

HEART, MIND, AND BLADE, ORDER OF THE: Org. Law. Warrior-monks common in both pre- and post-Imperial <u>VÂRR</u>. The most fervent followers of the martial-deity <u>SOLUM</u>, they live monastic lives which are

devoted to the perfection of the mind and body, as well as blade-making skills. They are considered the knights of Vârr.

The order rose c. 1000 RM from the already well-established religious orders of Solum, and remained a powerful martial body following Vârr's abandonment of Solum (enforced by its <u>KORACHANI</u> rulers) in 2012 RM in favour of the <u>UNDYING MACHINE</u>, their martial talents recognised by the <u>STEEL LEGION</u>, where they were used as elite auxiliaries in battle. During the time of the <u>INTERREGES</u>, beginning 3412 RM, they became caretakers sharing powers of leadership with the Interreges, and following their retreat in 3791 RM, they became lawkeepers.

<u>HEART OF SAMMAEA, THE</u>: Arr. Epic written in <u>LIDEA</u> in 775 RM, detailing an expedition up the river <u>SHIBBOLETH</u>^(3.) into the heart of the <u>SAMMAEAN</u> continent.

<u>HEARTLAND</u>: *His. Lan.* Colloquial name for the Korachani empire, and following the <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM, the <u>HIGH-EMPIRE OF KORACHAN</u>.

HEARTPOME: *Flo.* Fruit of the rare <u>BEAMMIN</u> tree, that resembles a dark pulsing heart, roughly the size of a palm. Its flesh is stringy and drips with a thick red juice that tastes earthy and has remedial traits that refresh and energise those that consume them, though are difficult to digest. In antiquity they were eaten by nobility and royalty, and were for the most part kept out of the reach of common folk, which served to mythologise the fruit's properties.

The fruit formed part of an ancient myth in the <u>ARID TRIPTYCH</u>, whereby it was gifted to mortals by ancient deities as reward for their worship. This is likely corruption of a far older parable from the <u>MYTHOLOGIA ELYDEN</u>, in which the heartpome was stolen from the <u>DEMIURGES</u> by a group of <u>MORTALS</u> who were then punished for their deeds.

HEAT BLADE: Tec. Wea. Heavy powered blades made of a composite layered metal that is <u>ATRAMENTALLY</u>-treated to maintain a relatively sharp edge whilst being exposed to extremely high temperatures. In battle the blades are heated by an external power source and glow white-red with extreme heat, allowing them to penetrate thick armour and flesh with equal ease. They are of particular effectiveness against armoured vehicles and bunkers, though cannot be wielded effectively quickly.

The necessary external power source and weight of the blades means they are typically only wielded by shock troops equipped with <u>HARDSUITS</u>, or individuals who are of above average strength such as <u>OGHURS</u>, certain <u>HALFBLOODS</u>, or modified <u>MORTALS</u>. They are most often seen in the hands of vehement <u>DESOLATI</u>, as well as in the <u>ALMAGESTI</u> armed forces.

<u>**HEBA**</u>: *Rvr.* River in the east of the <u>PRINCIPALITY OF SEPAHAUNAT</u>. The city of <u>WAHHAD</u> is situated along its banks.

HEBACHAN: Ind. Set. Largest open-cast colliery in the nation of KORACHAN, in the HERESIAN PLAINS. It is known for its huge mining vehicles and its legions of OGHUR slaves (originally VAT-BORN to be stronger and more obedient, though they have been breeding true for about 1,200 years now and are considered a race onto their own).

The mine's origins date back to c. 2900~RM after decades of prospecting in the region after quarries and mines elsewhere in the empire began to run dry. It has grown steadily since then, and continues to be the main source of coal to the empire (Pop. c. 18,000).

<u>HEBARANT</u>: Set. Fortified city in the prefecture of <u>TERECHANT</u>^(1.) in the far east of <u>HOLOLACH</u>^(1.), close to the border with the <u>MULL CITY-STATES</u> (Pop. c. 17,500).

<u>HEBAT</u>: Geo. southern-most foot of the <u>ARGENT</u> Mountains, south of the <u>CHARA PASS</u>, forming the south eastern-most lands of <u>TZALLRACH</u>. The region is rocky and incredibly old, marked by treacherous terrain and weathered granite cliffs and canyons.

<u>HEBEK</u>: Set. Major city in the c south west of <u>KHULL</u>. It is a centre to the <u>KHULLAN INQUISITION</u> and serves as a stronghold and recruiting ground for the group. It is famed for its labyrinthine cistern, which is made up of several large vaulted chambers that are connected to each other by narrow tunnels (Pop. c. 280,000).

<u>HECATOMB</u>: also 'City of Sacrifice'. Set. City in the <u>TWILIGHT STATES</u>, known for its religious fanatics and the wholesale ritual sacrifices that take place there, either of livestock or willing individuals, who are normally burnt alive in honour of their sleeping deity (Pop. c. 32,000).

HECHALOT: Geo. Jagged mountain range in the c of GNOTH.

<u>HECHARI</u>: *Mil. Rnk.* Elite foot unit in <u>TZALLRACH</u>. Individuals serve as leaders of conscripted troops.

HECUBAH REX: Myt. Leg. Cultural hero from the ancient myths of ELYDEN, featuring in the legends of many late FOURTH AGE and Early FIFTH AGE cultures. Little is known of this ancient legend other than the LLACHATULI myths that surround him dating to the early Fifth Age. His tomb is believed to live beneath the WHITE SHEET, in the north of the nation of RAONGEN⁽²⁾, though the exact location has never been ascertained. Many believe that he shares the same roots as the NORTHERN PALADIN. See Vol II: Legends and Folk Tales.

HEDAH: Mil. Str. Citadel built in AZAZEM through KORACHANI aid in 340 RM. It was attacked and sacked by LAASKHAN separatists 1123 RM, and ultimately abandoned and never reclaimed following the civil war of AZAZEM that was propagated by the so-called PARIAH-KING in 2979 RM. Rumours abound that the defeated Pariah-king can be seen haunting its decrepit ruins.

HEDASHAAT: Set. Small coastal city on the island of CYNCER^(1.) in the south of the CORAL BARONIES, off the south western coast of SAMMAEA. The settlement emerged around a shipyard and, it I renowned for the distinctive TWIN-HULLED DHOWS that it makes, which are a common sight in the shallow waters of the Baronies (Pop. c. 18,200).

<u>HEDDA</u>, <u>PASS</u> of: Geo. Pass crossing the south of the <u>BELLEPHARA</u> Mountains, linking the east of <u>SAGITTARIA</u>^(2.) and the south of <u>ALTHA</u>^(2.).

HEDERO OF YIIMA: His. Myt. Leg. Ancient hero common in VAALKAN and other SAMMAEAN myths who wielded the sword TARTARUCH until his death in c. -800 RM. The sword itself is believed to be far older than that. See Vol II: Legends and Folk Tales.

<u>HEDIAL</u>: Rel. Set. Holy city in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>ALAMUT</u>. The city is renowned for its large church dedicated to the <u>ASHKERON</u> (Pop. c. 11,500).

HEDRAL IDRAVAYN: x. Pol. Rul. Per. (B. c. 3300 RM) ruler of the Autocracy of PHYRR since c. 3380 RM, who bears the title of IMPERIARCH. An ancient being of murky KERATIN and PLAGI ancestry, their body has been almost completely replaced with all manner of ORTHOSES and TECHNARCANE augmentations that have increased their size and form into that of a bio-mechanical abomination. They rule with a – literal – iron fist, and no-one in Phyrr, not even their closest lieutenants and TECHNARCHS, can dare defy their will or even hope to comprehend their cyclopean and, quite possibly, graft-addled, thoughts and desires.

Their obsession with orthoses was responsible for a techno-cultural revolution in which Phyrran Technarchs and nobility attempt to replicate the often deadly procedures, altering their own bodies and replacing organs and limbs with technarcane substitutes. This has given rise to a pervasive <u>CULT OF PERSONALITY</u> at the centre of which is the Imperiarch, who is worshipped as a living saviour. See Vol II: Rulers.

<u>HEDU</u>: Arc. Rvr. Bridge crossing the river <u>SHIBBOLETH</u>^(3.) at the city of <u>HOSETA</u>, in the nation of <u>AETHIOS</u>.

<u>HEGANUSH</u>: Rel. Set. Temple-city in the <u>MARKED PALL</u>^(1.) in the west of <u>KHARKHARADONTIS</u>, and home to the largest temple dedicated the deity known as the Marked Pall^(2.) (Pop. unknown).

HEGEMON: Pol. Soc. Rnk. One of the noble ranks and titles in the empire of RAONGEN⁽²⁾, falling beneath the FACTOTUMS⁽²⁾ and above the ORGANIZIERS. They command many manufactories and large swathes of land, with most INDUSTRIES (territories under the control of a Factotum) typically being divided between anything from 3 – 12 Hegemons, depending on the size of the Industry.

HEGEUMAR: (B. c. 3570 – D. c. 3608) *Mil. Pol.* Warlord who in c. 3600 RM united various disparate people who survived the collapse of the nation of <u>AHINA</u> in the north west of <u>THE SURRACH</u>, eventually forming the nation of <u>SAVIANA</u>, taking the name of the region – <u>SAVIUD</u>, and adapting it. Born in the city of <u>FARKAS</u>, he was a charismatic if brutal leader, but was killed in c. 3608 RM, beginning a tradition in Saviana that continued until its eventual downfall in 3796 RM at the hands of the coalition that would lead to the formation of the <u>SIX CITIES</u>.

<u>HEGHAQ</u>: Set. Coastal settlement in the far south east of <u>CHEIRA</u> (Pop. c. 5.000).

HEHABAAN: Sup. Geo. ATRAMENTAL WASTELAND in the north west of SAMMAEA, in the region of the SIX CITIES. It is approximately 4,200-square-miles in area and its effects are largely unknown outside of the elite shapers who study its effects, though it is known to have corrupted many groups of indigenous people into WRITHENS, who continue to live within its borders attacking the city of NEKHARAAL.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ Institute of Atramental Studies.

<u>HEHOREI</u>: Rui. Abandoned city in the west of <u>VALBAR</u>^(2.). It was once coastal, along the southern coast of the <u>BAY OF SIBBRI</u>, which retreated with the lowering of <u>ELYDEN'S</u> seas over the last millennia. The shells of abandoned whaling stations litter the landscape around the ruin.

HEHRET: Set. Settlement in the east of KHAMID (Pop. c. 7,500).

HEIR OF GOETH: Leg. Rel. His. The prophesised leader of the GOETH region in the c of LLACHATUL, as written in seven quatrains by the heretic URGOR in c. 2350 RM before his excommunication from the ASKHERONI faith. The Heir of Goeth is said to be a strong-willed HALFBLOOD who will unite the people of Goethan. See Vol II: Legends and Folk Tales.

<u>HEIRLOOM</u>: Bev. Popular port drink commonly made in <u>SKAROS</u> and exported across the <u>KORACHANI EMPIRE</u>. Its main centres of production are the cities of <u>MYSIS</u> and <u>TRAISIA</u> in the north east of the region of GNASSIA. See Vol II: Beverages.

<u>**HEJAENEA**</u>: Set. City in the far north of the prefecture of <u>EROSENEA</u>^(1.), in the north of <u>HOLOLACH</u>^(1.). It is fortified and home to many military forces that guard Hololach from the west (Pop. c. 41,000).

<u>HEKA (THE MAN)</u>: Mys. In <u>TEMUJAN SPIRITUALISM</u>, the <u>TUTELARY SPIRIT</u> of the <u>FIRMAMENT</u> and <u>SHAPING</u>. See Vol IV: Religions and Cults.

<u>HEKAL</u>: Geo. Glacier in the far north of <u>GNOTH</u>, in the <u>SOLUN</u> HIGHLANDS.

<u>HEKALOTH</u>: 1. Sup. Geo. <u>ATRAMENTALLY TAINTED</u> region in the far south east of <u>SUMA'YA</u>. It is a relatively recent area or corruption and is named after the city of Hekaloth⁽²⁾ that was already present there. <u>SIPHON ENGINES</u> were brought there from ruins to the north and restored and put to use, cleaning the region around the city.

2. Set. Fortified settlement in the far south east of <u>SUMA'YA</u>. <u>SIPHON ENGINES</u> were brought there in c. 3750 RM to reduce the <u>ATRAMENTAL TAINT</u> surrounding the city and converting it into processed <u>UMBRA</u> that's sold (Pop. c. 4,600).

<u>HEKARTI</u>: Set. Coastal settlement in the far west of <u>ALMAGEST</u>, in its territories east of the <u>BLACK MOUNTAIN</u>. The city is one of <u>ALMAGEST'S</u> major slaving centres, taking slaves from the west and sending them east across the <u>APHOTIS</u> to the <u>CITY OF ALMAGEST</u> (Pop. c. 4,750).

<u>HEKAS</u>: Mil. Str. Coastal fortress in the far north west of <u>ALMAGEST</u>, in its territories east of the <u>BLACK MOUNTAIN</u> the fort overlooks the <u>SEA OF</u> <u>ADUM</u>, and is the launching point of slave raids north into <u>ALAM BETHYL</u>.

HELACIA: Set. Small fortified city in the far south east of ALMAGEST, in the south eastern foothills of the GAEFANG Mountains, close to the border with THE OLD FOREST. Its people are trained in forest warfare and expect attack from the east, though this has not come in many generations. Its professional woodland rangers are well-trained and experts in tracking, trapping and hunting and they are hardy folk, uncaring of the forest superstitions of most (Pop. c. 18,000).

HELAGHILRA: Rvr. Major river in the south west of SAMMAEA, flowing south for over 1,000-miles from sources in the southern face of the SHAKHURAN Mountains before meeting the coast at the BAY OF LRITHA. It serves as a border between the south east of ADHERA and the north west of PHYRR for an 18-mile stretch before moving south into METHUMN.

<u>HELANA</u>: Set. Small city in the plains of <u>SARGOTH</u> in the c of <u>KARAKHAS</u>. It is a major producer of food, with its volcanic soil known for its great fertility. It forms a part of the <u>RED ROUTE</u> and it has become a vital stop for merchants to resupply with provisions for the road (Pop. c. 10,000).

HELDIRETH THE HALF-HAND: (B. 3969 RM) Mys. Sup. Notorious KORACHANI ARCHSHAPER known for his mastery of the ATRAMENTA

and for his withered hand. Born the son of a wealthy merchant house, he could have had the arm replaced with an <u>ORTHOSIS</u> or operated on, but refused, stating that it served to remind him that he was so much more than just the mortal vessel that housed him.

<u>HELDROMM</u>: Set. City in the north of <u>ELEKHID</u> (Pop. c. 45,000).

<u>HELEKAS</u>: Set. Settlement in the north east of the tribe of <u>TATRAS</u>, in the c south of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is known for its goatherds (Pop. c. 2,000).

HELELETH: m. (D. c. 1800 RM) Mys. Per. Luminary figure form GNOTH, whose writings and teachings regarding the BLOOD OF VALA remain important in GNOTHI MYSTICISM to this day. A GIGANRI of humble upbringing, he studied in BISMUTH and remained there as an aesthete, teaching others until his death at the venerable age of 300, which is old for even a giganri. A statue dedicated to him can be found outside the monastery of AUDIAN in the west of Gnoth, where he is said to have sojourned for a decade in c. 1750 RM.

<u>HELGARA</u>: Set. Coastal settlement in the south west of <u>HABOT</u>, overlooking the north west of the <u>BAY OF ESSIA</u> (Pop. c. 8,000).

<u>HELICAR</u>: Geo. Mountain-range in the southern mainland of the <u>FREE-ISLES OF PELASGOS</u>.

<u>HELIEN</u>: Set. Coastal settlement in the south east of <u>ZHARIAH</u>⁽²⁾ in the region of <u>ABBI DA'AD</u>. It is a major part of the <u>UMBRA</u> industry in the region (Pop. c. 7,200).

<u>HELINAR</u>: Sec. Coastal city in the north of <u>KAZZAR</u>, to the west of the <u>ODU</u> mountains (Pop. c. 28,500).

<u>HELINOT</u>: Geo. Dry highland plains in the tribal territories of <u>ALLAKAT</u>, in the c of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is known for the ancient pyramid-like objects found there, known as <u>MYTHOLITHS</u>, that form the basis of the region's religion.

<u>HELIOGRAPHY</u>: also 'Sunwriting'. Soc. Tec. The process of taking still pictures through a process that uses bitumen as a coating on glass or metal which hardens in relation to exposure to light. When the plate is washed with oil of lavender, only the hardened, dark part of the image remains, creating an image.

The art originated in <u>AZAZEM</u> c. 2800 RM and rapidly spread throughout the <u>KORACHANI EMPIRE</u> where it became a pastime amongst the <u>PATRICIAN</u>-classes as well as a necessary part of bureaucratic life, essential to certain record-keeping.

The first recorded heliograph dates back to 2821 RM, and was taken in the city of <u>KORACHAN</u>. The heliograph of a vivisected <u>OTHERWORLDER</u>, with various <u>LOCUMNI</u>, <u>BIOPSISTS</u> and <u>HAEMONCULI</u> standing behind it. In fact, the heliograph had given birth to a cult known as the <u>MARTYR'S TEARS</u> around the turn of the third millennium, with advocates of the otherworlder admonishing its martyrdom. The nameless otherworlder has since become a patron saint of the downtrodden and is known only as <u>THE MARTYR</u>.

HELIOLATORY: Sox. Phil. Rel. Religious or cultural practice where the sun is venerated, often as a deity, or a deific object. This practice has taken many forms over various ages in disparate locations across <u>ELYDEN</u>, and there is not thought to be a single common link, so it is likely a case of divergent beliefs that took root in the wake of the <u>DEMIURGES</u>' torpor.

The independent cyclical nature of this form of worship indicates an intrinsic link between the mortal races and the sun, though what form such links took differs from culture to culture. Many scholars postulate that the sun with its giving of light and warmth is a giver of life and that the mortal races have a fundamental instinct that draws them, in some form or another to it, which would explain the many different religions that have formed with the sun as its nucleus. In some other cultures, this worship takes a dichotomous form, with the sun also taking a harsh aspect that embodies the taking of life - such as droughts, extreme heat.

The Demiurge Nergaal was the main proponent of the sun and embodied the wanton fickleness of its domains; with one extreme being fertility, strength and prosperity; the other Plague, drought and disease. A strong Cult of Nergaal remains active in the nation of Cuth, and many other solar religions. Can be found in nations As diverse as GIBEAH, KHAMID, RHEA, PARAIYA, TZALLRACH, and VÂRR, amongst others. Ironically, one of the few cultures to offer little regard to the sun is the

KORACHANI EMPIRE, though it is likely that the <u>UNDYING MACHINE</u>, in its millennia of influence over Korachan caused the empire to shun the sun; indeed as the architect of the <u>SHADOW</u> and propagator of its growth, it would likely have been Rachanael's purpose to stymy the strength of the sun and, by default, the <u>FIRMAMENT</u> and the <u>LIGHT UNDYING</u> that was (and remains) symbolic of the strength of the sun. see Vol IV: Religions and Pantheons.

<u>HELIOPARNASSUS</u>: Geo. Mountain-range in the south of <u>LYRIDIA</u>, measuring 350-miles long. The mountain is positioned north of the salty lake that were once the <u>STRAIT OF NÁRTHEL</u>. Earthquakes are common in the area and landslides into lands below.

Following the <u>SVATHI</u> migration north with <u>KORACHAN'S</u> occupation of <u>NÁRTHEL</u> in 85 RM, the region around and north of the Helioparnassus mountain became their homes; where they would diminish into the caste now known as TROGLODYTES.

HELISSOS: Rvr. River in the south of LYRIDIA with its mouth in LYRIDIA DHAI, flowing for 600-miles west from the southern-face of the KYTHI Mountains and the northern face of the HELIOPARNASSUS Mountains before emptying in the BAY OF BYTRA. Prior to the arrival to the region of the KORACHANI EMPIRE, the region around the river was fertile and home to many settlements. Imperial abuse led to its poisoning by c. 1350 RM, though in the years since its departure the river has recovered and cities that once stood abandoned have returned to life.

<u>HELIX</u>: Sup. Mys. Lan. Colloquial term in the free lands of the east, used synonymously with <u>FIRMAMENT</u>. In the Inner Sea Region, it is often used in a derogatory way by those who oppose <u>FIRMAMENTAL SHAPING</u>, though it is used by some <u>SHAPERS</u> and <u>ONÉSIMUS</u> in a more affectionate manner. The term is thought to be derived from the <u>HELIX TREES</u> that are common in <u>MALAN</u>, the growth of which is heavily influenced by the Firmament.

HELIX OF ATHARHUA: Int. Myt. His. Arc. Strange structure in the c north of Kaspia, in the east of the Taghairm plains, thought to date back to the First Age. It is a gigantic natural feature that takes the vague shape of a helix, as though the land was pinched and pulled upwards by a gigantic hand. Its creation is attributed to an unknown Demiurge, though little is otherwise known about it and it is shunned by the people of Kaspia, and various myths and legends have come to surround it over the years.

HELIX TREE: Flo. Tree common in the HENDECARCHIES of AONIA, DERAEIA, CHLORIS and MYEIN in MALAN. These trees are known for their two, sometimes more, main trunks, which curl around each other in the form of a helix, with branches connecting the two in a labyrinth of wood. As saplings they emerge from their seeds with distinct hypocotyls (Seedling stalks) that are already split into two or sometimes three, which slowly grow with the tree into their distinctive helix shapes.

They are very long-lived and can grow to huge sizes. Their weeping sap is also valued as a curative to FIRMAMENTAL fatigue as well as for its mundane properties. The trees are very close to the Firmament and can easily be SHAPED by TREIS WOOD, when properly treated, is a superb firmamental focus and continues to channel the Firmament for some after death, though this property diminishes with time. See Vol II: Classification and Taxonomy of Life.

HELIXLIGHT: Sup. Supranatural phenomenon observed in areas where the FIRMAMENT holds sway, such as areas surrounding Firmamental LEYS, LACUNAE or areas of FIRMAMENTAL TAINT, usually in the FAR HEMISPHERE. Regions where Helixlight is common include TULURKRYPH^(1.), ACHAA^(2.), VARU, and DANU, though they are not unknown in other regions.

<u>HELIARCH</u>: also 'Defender of the Helix'. Mar. One who practices the martial art of <u>HELIARCHY</u>.

<u>HELIARCHY</u>: Mys. Mar. Unique form of martial art common in parts of <u>MENISCEA</u> that utilises <u>SHAPING</u> and study of the <u>FIRMAMENT</u> in tandem with more traditional marital study. It is most common in <u>AHOPAH</u> and surrounding regions and its practitioners are typically well-regarded and respected, forming a cate onto their own within their respective societies. See Vol IV: Other Forms of Mysticism.

<u>HELLEDRAN WALL</u>: Geo. Large ridge in the c of <u>KHARKHARADONTIS</u> to the north of the <u>FLAESCUS</u>, roughly 300-miles north west of the <u>BLACK</u> <u>FOUNTAIN</u>. It is characterised by jagged black peaks protruding from the soft parched earth of the region.

HELLIA: Geo. Drc. ATRAMENTALLY TAINTED DREAMSCAPE in the c of KHARKHARADONTIS, south east of the SEPULCHRAL PALACE, known throughout KORACHAN as a place of absolute corruption, where nightmares are made manifest and flora, fauna and land have become a single entity, inseparable, grotesque. These chaotic physical conditions are made possible due to an ATRAMENTAL LACUNA in the region that in turn weakens the material plane to make it more susceptible to the DREAMS and nightmares of the UNDYING MACHINE. The region is home to a sect of crazed SET known as HELLIONS, who seek to be as close to the Atramenta and the UNDYING MACHINE as they can by experiencing the worst of its effects. Their largest settlement in Hellia, if such it can be called, is UBOTE, and it is filled with those exhibiting Atramental corruption of the mind and flesh.

The region is categorised as <u>EXTREMELY DANGEROUS</u> by the <u>KORACHANI INSTITUTE OF ATRAMENTAL STUDIES</u>.

<u>HELLION</u>: Sup. Rnk. In <u>DAEKYN</u>, a caste of extremist <u>SHAPERS</u> who seek to be as close to the <u>ATRAMENTA</u> as possible by living in one of the most inimical places in <u>ELYDEN</u>; the wasteland known as <u>HELLIA</u>, from which their name is derived. The trek through the <u>KHARKHARADONTID</u> desert serves to whittle the weak from the strong, those who survive arriving in Daekyn with bodies that have been wracked by the <u>SHADOW</u>; something they revere as divine gifts. The best amongst them find the <u>SEPULCHRAL PALACE</u> in Kharkharadontis, and become servants there.

<u>HELLOG</u>: 1. Rvr. River in the western mainland of the <u>FREE-ISLES OF PELASGOS</u>, flowing south west for 140-miles from the <u>TEREKION Mountains</u> before flowing into the waters of the <u>BROKEN SEA</u>. The city of <u>HELLOS</u> lies along its banks.

2. Lak. Lake along the path of the eponymous river.

HELLOS: Pol. Set. Capital of the FREE-ISLES OF PELASGOS since the destruction of LIVYATHA in 3708 RM. Historically, the city was instrumental in leading the Free-Isles to their independence. Today it is a major economic centre, and is famed for its large market that sees trade from across the RED ROUTE being sold on its stalls and shops (Pop. c. 1.070.600).

<u>HELMINTH</u>: His. Ntn. FOURTH AGE empire that dominated the east of <u>WESTERN LLACHATUL</u>, thought to have been made up of <u>HUMANS</u>, <u>GIGANRI</u>, and <u>VAPULIM</u>, amongst others. Its ruins can now be found in extant <u>GNOTH</u>, eastern <u>RAONGEN</u>^(2.), and <u>AQUARIIA</u>, and present Gnothi culture is thought to have emerged from the vacuum left in its wake. See Vol III: Extinct States.

<u>HELOT</u>: also 'work-slave'. Soc. Law. Most common class within the <u>KORACHANI EMPIRE</u> and the <u>REFORMED EMPIRE OF SARASTRO</u>, forming the bulk of their workforce.

Though not quite slaves in the traditional sense, they are far from citizens and can barely be considered to be free. Most live their entire lives in meagre cramped apartments within the manufactories and workshops they work in, rarely-if-ever leaving. Those who are allowed to leave do so under the purview of their employers and have little free time to spend away from their work.

Imperial law allows helots to buy their <u>FREEDOM</u>, though it is a lengthy process. The manufactory-home that serves as home to helots have their own churches, <u>COMMISSARIES</u> and bars, where the work-slaves spend what free-time they have, squandering their meagre wages back into the pockets of their owners.

A single adult (considered to be between 14-16 years old) who lives an austere life, saving as much of their earnings as they can, will take at least a decade to buy their freedom. If they accomplish this, they must then face the realities of freedom – paying for lodging and finding a respectable job. Most <u>FREEMEN</u> continue to work in the manufactories despite their freedom, and others turn to a life of crime or becoming itinerant wanderers outside the cities. Those who are lucky enough to have developed skills during their life as a work-slave might go on to seek apprenticeships under the aegis of craftsmen and experts.

<u>HELOWHART IDOL</u>, the: Int. His. Arc. Ancient edifice in the south eastern foothills of the <u>LAHAED</u> Mountains, in the western wastes of the <u>DOMAINS OF SHAUATAS</u>. The structure is of a lattice-like texture and is twisted and winding, giving it a natural appearance, though it is almost certainly artificial in origin, possibly the work of a <u>SCION</u> or <u>DEMIURGE</u> of old.

HELVAN: Geo. Terraced, broad-shouldered sandstone valley dominating the c-south east of KHURAUR, forming the northern-most part of the GAP OF ALGOL. Its grey soil is fertile, and its river sediment is collected and used as fertiliser in some areas. Its shoulders are carved into temples and other cliff-face structures that date back to possibly the early FOURTH AGE. Though time seems not to have ravaged the carvings on these structures, they depict the history of the region in pictograms known as the HELVAN CARVINGS.

<u>HELVAN CARVINGS</u>, the: His. Art. Carvings in the hewn monuments of the <u>HELVAN</u> valley in the c of <u>KHURAUR</u>. said to date back to the early <u>FOURTH AGE</u>. Scholars have recorded the carvings, which are in pictographical form and without a recognisable language.

They depict what is assumed to be the ancient (possibly early <u>ELLORAN</u>) history of the region, amongst various panels showing daily life; the more sinister recording of large groups of people praying, then killing themselves in mass-sacrifice before a large figure who in following panels kisses each in turn, raising the fallen people who are seen from that panel onwards following the leader-figure like shadows. The lack of a translatable language prevents common means of interpretation, though divination and other mystical means have indicated a great melancholy pervading the area, and the influence of a great creator, perhaps one of the <u>DEMIURGES</u>.

HELVIARN NOCTAMDE: m. Pol. His. Per. (B. 3405 – 3477 RM) Second and last emperor of ALMAGEST, who acceded the throne following his father ANDIRONICOS NOCTAMDE'S death in 3462 RM. He was considered weak by most political observers, and known to ignore the advice of his SENESCHALS^(1.). He was shamed into acceding in 3475 RM by his closest seneschal VERANELE ROISDAN (who many now believe was acting in their self-interest) following a disastrous winter campaign in VALBAR that his seneschals had strongly opposed, but he was heirless, and the move plunged the nation into chaos, forcing the seneschals into forming a hexarchy in 3476 RM.

<u>HEMAH</u>: *Rvr.* Major river in the east of <u>BROR</u>^(1.) flowing south east for hundreds of miles, from sources in the far north of <u>EMENRIST</u>, before meeting its mouth at the coast of eastern Bror, along the border between the DOMAINS OF SHAUATAS in the west and MOSTUE in the east.

<u>HEMANAT</u>: Set. Fortified city in the c of the <u>SULTANATE OF ABACARDAT</u>.
Its proximity to the border with the <u>JAHADAT STATES</u> allows it to maintain close ties with the peoples, and it conducts much trade with the states.

Hemanat remained a stable region following the outbreak of <u>FAHR'S PLAGUE</u> in 2138 RM, which left the west of Abacardat decimated. It enforced a quarantine on the west, stopping people from travelling east from there, which led to the continued decline of the west. Over the next century, Hemanat would establish new settlements along the course of the river <u>SYASHAN</u> and, in particular, lake <u>JEHADA</u>, after which the Jahadat States would take their name in 2294 RM. By then, the power centre had shifted from Hemanat to the Syashani cities as they grew in number and influence, and eventually Hemanat itself would become an independent city in 2187 RM, later becoming part of an Abacardat that was recovering from the plague under the emerging religion of the <u>JAHINNID FAITH</u> (Pop. c. 40,000).

<u>HEMATALAL</u>: Leg. Set. Fabled <u>SIDHE</u> city in the north west of <u>THE OLD</u> <u>FOREST</u>, said to be close to the <u>TREE OF AGEN</u>. Its people are the caretakers of the Tree, tending to it and keeping it free of disease (Pop. unknown). See Vol II: Legends and Folk Tales.

<u>HEMATOPHAGY</u>: Soc. The consumption or hunger for blood. Commonly called vampirism. The cause may be psychological or verifiable.

HEMAVAR: Rvr. Large river in HOLOLACH^(1.), flowing for c. 500-miles along the border between the prefectures of Hololach^(2.) and BROTRIS, from its source in the ESHAMIL Mountains before meeting the SEA OF MARDEN, 60-miles west of the capital. The river's source is a known ATRAMENTALLY TAINTED region (VALLAR), though the taint is mild and largely dissipates along the length of the course, and the nearby refinery of NAHRLLA further reduces its influence.

<u>HEMAYANA</u>: Pol. Geo. One of the seven <u>INDUSTRIES</u> of <u>RAONGEN^(2.)</u>, located in the south west of the empire. It is perhaps the most military active with several regiments dedicated to quelling <u>CALLOW HORDE</u> incursions. Its capital city is <u>ORICALCHA</u>.

HEMESH: Set. City the north of CUTH, to the west of the MO-ORASSIM Mountains. The city is built in an area rich in history, particularly that tied with the DEMIURGE NERGAAL. The site on which the city's main temple is constructed is said to have been the spot where Nergaal was wounded in combat against his brother ASHTERATH in the so-called WAR OF POXES, where his blood spilt across the land in a flood of crimson. The Temple claims to contain reliquaries containing the Demiurges' blood locked in labyrinthine catacombs beneath the surface. In honour of the divine links of the city, a great idol was erected there in 3379 RM in honour of Nergaal. The Idol remains, though is damaged and partially sunken in the sort earth, though continues to loom above the city, its eerie visage and twin-pair wings casting their shadow over its midday market (Pop. c. 45,000).

HEMMARASHEL, LIBRARY OF: Int. His. Rui. Leg. Ancient Library in the north west of present-day SATHAII, constructed between c. 200 and 320 RM by the THERASHIAN DYNASTY. It was gigantic in size and housed a library that was unrivalled across ELYDEN at the time, and also served as a public forum where groups and organisations could meet under the watchful eye of the empire's policing force.

None now know what led to the library's destruction, but accounts from c. 750- RM state that it had already been destroyed, the wealth of its records ruined alongside it.

Though ruined and largely overgrown, it is now considered one the WONDERS OF THE ANCIENT WORLD. See Vol II: Legends and Folk Tales.

<u>HEMMEL</u>: Cur. Main currency of <u>KHAMID</u>, first minted in 3785 RM. It takes the form of hexagonal chits which are scored along an axis, making it possible to split each chit into six parts, making it a base-six currency. See Vol II: Currency and Coinage in Elyden.

<u>HEMMUI</u>: Set. Coastal settlement in the far north of the <u>BARRIER LANDS</u> (Pop. c. 8,000).

HENAHABB: Geo. Massif in the east of <u>SAMMAEA</u>, to the north west of the <u>SEA OF LETHEA</u>, forming a border between the south of <u>MNEMON</u> and the north west of <u>BANT</u>.

<u>HENAKARAIA</u>: *Geo.* Peninsula in the west of <u>METHUMN</u>, jutting out into the <u>SEA OF MERCUVIA</u>, serving as the main division forming the <u>BAY OF LRITHA</u>.

HENDECARCHS, the: also 'the Eleven'. Pol. The rulers of the eleven FOREST KINGDOMS OF MALAN: SIANUSTARIL, THE REGENT, OF AMILLAERE (1.); LYSERITH ONÉSIMUS, OF STHAMAN; ANARGUL XYLIA, OF CHLORIS; MIALAD ONÉSIMUS, OF LONAR; GALLATRIS EBUL, OF MYEIN; PHARANDEAL TANUIT, OF AONIA; MANESKARKON ZARRÉ, OF CYRENIA; ARCHLECTOR MAGNUS SÖVIREN, OF HATON; XENADUS VELTHUR IV, OF NHORA; ULLISANDRA ONNERI, OF DERAEIA; and SVIZIA OF THE CARALL, OF ATALLUA.

<u>HENDECARCHY</u>: Pol. The ruling governments in the <u>FOREST KINGDOMS</u> of <u>MALAN</u>. There are eleven Hendecarchies, one for each of the Forest Kingdoms (Hendecarchies), each ruled by a <u>HENDECARCH</u>, over which presides the <u>LADY AEGIS</u> as an absolute figurehead.

Typically, the Hendecarchs are allowed to rule their respective territories in however way they see fit and have little say in the politics of the other Forest Kingdoms, though every four years the Hendecarchs convene in the PALACE OF THE TWELVE in AMILLAERE under the leadership of the Lady Aegis to discuss important matters of state. Envoys of the Hendecarchy are often sent to the Palace of the Twelve to petition their Hendecarchs' desires.

HENGE OF MOONS: Rui. Ruin in the region of HEADNAL in the c west of ANANTHUL. It takes the form of three concentric circles of standing stones, greatly damaged, many of which are missing, buried or otherwise shattered. Little is known of the area's history or of who may have constructed the circle, though it is thought to date back to the early years of the FIFTH AGE.

<u>HENIAH</u>: Rvr. River in the north east of <u>ZHARIAH</u>⁽²⁾, flowing south east for 700-miles, before meeting its terminus at the <u>SEA OF ISTHIS</u>.

<u>HENIGAR</u>: *Geo.* Rocky valley in the north west of <u>VIRAHAN</u>, forming the southern part of the <u>SALKHAN</u> Massif.

HENNA: 1. Flo. Flowering plant that has historically been used as a cosmetic since ancient times. See Vol II: Classification and Taxonomy of Life.
2. Soc. Art. Body art employing the resin of the aforementioned plant, to craft intricate though non-permanent designs. In many cultures these are seen as wards and protections from evil spirits. This likely stems from the days of the DEMIURGES where various members of the MORTAL tribes wore such designs.

<u>HENPHIS</u>: Set. Small coastal city in the west of <u>KHAMID</u> (Pop. c. 17,000). <u>HENSHIN</u>: Geo. Long ridge in the west of <u>RAONGEN</u>⁽²⁾, running north-south for some 420-miles. It is known for its rocky hills and stone formations and the hills surrounding it are a source of fine granite.

<u>HENTHA</u>: Geo. Escarpment in the south west of <u>PELASGOS</u>, south of the region of <u>IRTHA</u>, running for c 55-miles, and is an extension of the south western-most part of the <u>BATHAKOL</u> Mountains.

HENUTSHEF: *Geo.* Expansive lapis lazuli quarry and adjoining settlement in the south east of <u>KHAMID</u>, south west of the <u>NEFERATH</u> Mountains (Pop. 8,000).

<u>HEON</u>: Rui. Abandoned <u>MANUFACTORY</u> in the south western mainland of the FREE-ISLES OF PELASGOS.

<u>HEPT</u>: Cur. Common coinage within the <u>KORACHANI EMPIRE</u>. See Vol II: Currency and Coinage in Elyden.

HEPTARCHY: Pol. Leadership of seven, specifically, it could refer to:

1. Government of <u>VAALK</u> (at the time <u>VAALTHA</u>) from 759 RM to 2309 RM. Though Vaaltha had been under <u>KORACHANI</u> control since 19 RM, the administration was failing to serve distant parts of the nation, such as the far east, so its territories were divided into seven, each overseen by a governor appointed by <u>THE SEVEN</u> in <u>KHADON</u>. The seven governors convened (usually by proxy) in the capital of <u>ANAKARRA</u> to enact policy, though by 1231 RM the Heptarchy was permanently residing there, and the seven districts fell under the rule of their subordinates, changing the government from a localised one to a highly centralised one.

This had a negative effect on the nation, with increasing crime in areas far from the capital. Over the coming centuries the Heptarchs came to be appointed from within the <u>Church of the Undying Machine</u>, which had grown greatly in influence in Vaaltha. This meant that the nation was effectively ruled by the Church itself. Imperial <u>Minasteria</u> such as the <u>Censors</u> and <u>Iconoclasts</u>⁽²⁾ received greater funding and Vaaltha became the centre of their operations across the entire empire.

This led to Vaaltha becoming more radicalised, with the Church of the Undying Machine there having a level of autonomy unseen in Korachan. Despite this, crime was allowed to grow unfettered in the east. Trade with MHAROKK waned and the IRON GUARD struggled to keep order in cities such as VORACHAN and KYDONIA. Worst was the city of MEKENA, which by 2012 RM had been allowed to fester of its own will as the Heptarchy continued to ignore the ailing cities in the east. Between 2260 – 2309 RM black-market goods manufactured in Mekena spread to the rest of Vaaltha and across the INNER SEA. Its crime houses began to exert their influence on both the Heptarchy and the Church, which became corrupt. Their tithes to the empire waned in volume and frequency, earning the attention of The Seven in Khadon.

In 2309 RM, following months of deliberation, the <u>ARCHPOTENTATE MALICHAR</u> himself led an attack on Vaaltha, ordering the destruction of Mekena and all who happened to be there at the time. Various criminal strongholds were targeted, including monasteries and imperial churches, leading to mashed innocent deaths.

Order was brought to Vaaltha, and the Heptarchy was deposed, replaced with new governors as the old system was abolished. This also left the Church of the Undying Machine weakened in the region.

HER HOLINESS ASTIASSA IX: (B. 3979 RM) Rel. Pol. An albino, like all her predecessors, she is ruler of state and church in <u>SURUTUR</u>, and the head of the <u>YALOLIAC REGIME</u>. Born to cousins in a long line of ordained incestuous marriages, she is weak of body and said to be an <u>UMBRAPHAGE</u>.

<u>HERABAD</u>: Set. Settlement in the east of <u>SKAROS</u>. Its main industry is the mining of salt. Most of its abodes and structures are now underground in the cool climate-controlled old chambers. Of interest are the buried

bodies unearthed in early mining works in c. 3360 RM, which are believed to be mortals from the <u>FIRST AGE</u> preserved in the salt (Pop. c. 7,000).

<u>HERABAT</u>: *Set.* Coastal city in the east of <u>SEPAHAUNAT</u>, just 7-miles south east of the capital <u>TAZAYIL</u>, serving as its harbour (Pop. c. 44,000).

<u>HERALD</u>, the: Mys. In eastern mysticism, one of four figures, alongside <u>THE AVATAR</u>, <u>THE SEER</u> and <u>THE SENTINEL</u>, that form part of an eschatological myth that is said to bring about the end of the <u>FIFTH AGE</u>.

HERALD CITY, the: see MHURZIM.

<u>HERALD OF SHADOW</u>: *Rel. Rnk.* Though the <u>ARCHPOTENTATE</u>

<u>MALICHAR</u> was truly the <u>SENTINEL OF SHADOW</u> and its champion, his central role to the early growth of the <u>KORACHANI EMPIRE</u> meant that he had little time to spend on advocating the tenet of <u>SHADOW</u>.

Starting in 1753 RM, every 30-years the Archpotentate would choose a champion from the ranks of the <u>UNDYING MACHINE'S</u> most devout worshippers to bear the title of Herald of Shadow. This person would be a pure-blooded <u>KORACHANI</u> of able body and mind, taken from the noble households (sometimes <u>DESPOSYNI</u>, particularly during the time of the <u>DESPOSYNI RULE</u>). The definition of pure-blooded in this context has been open to interpretation, particularly in years when Malichar was absent for the choosing of a new herald.

Over the years, the dozens of Heralds of Shadow would go on to propagate the imperial faith, advocate its government, further its causes and, above all, act as a symbol to the people of Korachan across continents and millennia. Individual Heralds would also perform various vital functions and ceremonies on behalf of the Archpotentate, acting as his proxy.

Heralds typically serve until death or until they are no-longer physically capable of continuing with their duties, at which point another is chosen. There have been 82 Heralds as of 4007 RM and the incumbent Herald, PATRICIAN-PRINCESS INNANA, was chosen in 3996 RM.

<u>HERATTA</u>: Set. Settlement in the south west of the <u>SOLEYN TERRITORIES</u>. It lies within the <u>IMYRI TRADE-ZONE</u> and is a major source of stone in the area (Pop. c. 8,000).

<u>HERET</u>: Set. Settlement in the c of <u>DURCHAA</u>^(1.), along the eastern shore of lake <u>THYTHIA</u> (Pop. c. 3,900).

HERCOLOBA: See. Major coastal city in the north west of <u>CECOPHELA</u>. It has an expansive shipbuilding and shipbreaking yard, which services vessels from across the <u>SEA OF IALCUS</u>, <u>GULF OF VALUS</u>, and the <u>SEA OF POLARIS</u>. It is famed for its blood-red coastal cliffs and the pinkish-red granite on which it is built (Pop. c. 2,300,000).

HERCOLOBA, COLOSSUS OF: Rui. Early FOURTH AGE colossus on the island of SEDNA off the north western coast of CECOPHELA. It is made from the pinkish-red granite that the region is famed for, and is around 80-ft. tall, attributed to precursor culture from which Cecophela would later emerge. It has been in a dilapidated state for the past millennia, and is largely ignored by the people of HERCOLOBA.

HERCULE: Soc. Pol. One of the earliest PATRICIAN HOUSES that appeared around the INNER SEA, in c. 150 RM, in the east of AZAZEM. It was one of six Patrician Houses that in 243 RM seceded from the KORACHANI EMPIRE and formed the REPUBLIC OF LARATHUKH^(2.). The republic was attacked by Patrician Houses that had remained loyal to the empire, and it was toppled in 271 RM, and four of the six Patrician Houses died with it, including House Hercule. See Vol II: Patrician Houses.

<u>HERCYNEA</u>: 1. *Geo.* Craggy spine-line mountain in the north of <u>LAASKHA</u>, to the west of the <u>EHRANDEAN</u> Massif.

2. For. Dark forest in north of $\underline{LAASKHA}$ made up struggling hollow-trunked trees, many of which are dead.

<u>HERE</u>: Geo. Highlands in the nation of <u>ANANTHUL</u>, to the north of the expansive EMSUT ZHALCA Mountain-range.

HEREMIAL: Set. Fortified city in the far south east of THE OLD FOREST, in a level highland basin between the VARRACHON, HAAG HAAD and VAERN Mountains. The city is known for its heavy defences due to its proximity to VÂRR and RHAMIA, and a sect of secretive scholars who study the effects of torpid DEMIURGES on the MATERIAL PLANE, including the DREAMSCAPES that develop around them over time. (Pop. c. 160,000).

HEREMITE: Phil. Erudite contemplatives who live in the south east of THE
 OLD FOREST. They wear white robes, often topped with vision-inhibiting crowns; symbolic of their inner-search for true enlightenment. The
 AMBER LANTERNS that are often seen in the Old Forest are their creations.
 The city of HEREMIAL is ruled by a caste of scholars descended from the HEREMITES.

HERENSUEGE, THE SPAWN OF ASHTERATH: x. Myt. His. In the mythology and ancient history of ELYDEN, a brutal draconic SCION of the DEMIURGE ASHTERATH that has terrorised lands in and bordering the KHARKHARADONTID desert since the THIRD AGE. It is a large emaciated draconic creature with decayed leathery wings, serpentine body and long arms and has become a paragon of destruction and greed and features in many oral ETHERI accounts of the UMBRA SOKHAR and other legends in lands including AETHIOS.

It looked upon its fathers banishment from <u>ELYDEN</u> and transformation into the <u>DAWN STAR</u> with barely concealed disdain, and vowed never to succumb to such weakness. It devoted the rest of its life to studying $\underline{\text{ATRAMENTISM}}$ and secret magicks that even the Demiurges had little knowledge of.

Its delving into forbidden magicks saw its body slowly wither as its mind grew in strength and it is now desiccated as though it had been mummified whilst still alive. It has grown laconic over the millennia and in most accounts is depicted seated on a <a href="https://schar.edu/sh

Deranged, and drunk on power, the scion sits in a torpid state, looking upon the shale desert, and its subjects as they bring it tributes. Exiles, WEIRDLINGS, pariahs, and DEGENERATES all, many of them SERAPIS, they wander the region of Jaka, their bodies wracked by the foul ATRAMENTAL winds that wrack the region, bringing blood offerings from their victims to the catatonic mummy that reigns from the THRONE OF ASHTERATH. See Vol IV: Scions, Children of the Gods.

 $\underline{\text{HEREOT}}$: Set. Fortified coastal city in the of south west of $\underline{\text{OTINTH}}$ (Pop. c. 40,000).

<u>HEREPIS</u>: Set. Coastal city in the far north of <u>ALTHA</u>⁽²⁾. It originated as a fishing village and though fishing is still its primary source of food, it has secured an alliance with <u>SUCHARIIT</u> and has many offices and consulates, with hotels and restaurants to cater to diplomats who holiday here (Pop. c. 40.000).

<u>HERESI</u>: Com. Set. Trade city in the c east of <u>KORACHAN</u>, in the once-wetlands of <u>SERAH</u>, north of the <u>GULF OF LEMAS</u>. The city is a crossroads of trade where the <u>RED ROUTE</u> meets the <u>SULPHUR ROAD</u>, and it cultivates the oils of the Serah, drying it for use as fuel in the steamers that travel the rivers and coasts of the area. It is home to the <u>MINASTERIA</u>^(2.) of <u>ANAMNRIIN</u>.

The city was founded in c. 1050 RM following the expansion of the delta of the river <u>ICHORIA</u> in the wake of retreating coastlines (Pop. c. 67,100).

<u>HERESIAN PLAINS</u>: Geo. Large basin dominating the north east of <u>KORACHAN</u>. The plains are noted for their scrublands and sparse scattered woods that are populated by small herds of <u>AUROCHS</u>. Of note is the <u>FOREST OF PSALMS</u>, which dominates its northern-most reaches (and is once thought to have covered the entirety of the basin; the <u>BRAHANI WASTES</u>, in its east, as well for the course of the river <u>CHANI</u>, a tributary of the river <u>ICHORIA</u>.

HERESIARCH, the: (B. 3918 – 3965 RM) Rel. Xenophobic PATRICIAN-chaplain responsible for the deaths of as many as thirty-thousand innocents in the hinterlands of north eastern KORACHAN between the years 3958 and 3964 RM. He was apprehended in the summer of 3964 RM by INQUISITORS from the GRIGORIAN ORDER and was sentenced to death the next year. His head was removed and the body was buried and chained in an unspecified chapel in one of Korachan's northern provinces, where it remains to this day. The whereabouts of his head is unknown.

<u>HERET ODU</u>: *Geo.* Large geyser in the north of <u>KOLCHIS</u>, in the region of <u>NOLKOSH</u>.

HERITAGE ASSEMBLY HALL: Art. Arc. Soc. Famed concert hall in the KORACHANI city of MAKHARA. Originating as an assembly hall in c. 900 RM where public meetings could take place, it burnt down in 1223 RM and was rebuilt as a far larger concert hall, though kept its original name.

It was rebuilt again after being sold in 1992 RM, though has remained largely unchanged since then.

Over the years it has hosted various artists and singers, including the famed <u>LAASKHAN</u> prima donna <u>RAAMALA ITALLI</u>.

<u>HERKALL</u>: Geo. Highlands in the c south of <u>KHULL</u>, adjacent to the artificially-created <u>EFFLUX OF RASHAPH</u>.

HERO OF A THOUSAND BATTLES: also 'Temeleuch', 'Sandan', and 'Melkarth', amongst others. A culture hero common to many mythologies and histories of various cultures across ELYDEN, some of them now dead, others still extant. The Hero of a Thousand Battles takes on many forms and names based on the culture of origin, though typically he (or she) is a legendary warrior, often a SHAPER. The Hero of a Thousand Battles might be a fictionalised version of a real culture-hero (such as the LEGEND MAGHORA in TEMUIA), though the true origins of the Hero are unknown, lost to history, though scholars postulate that their origin may lie in the dawn of the time of the MORTAL races, in the FIRST AGE OF MORTAL LIFE.

HERODOT: Sec. Town in the south east of <u>PELASGOS</u>, 45-miles from the border with the <u>FREE-ISLES OF PELASGOS</u>. The town was once a centre of the arts and possessed a coastal amphitheatre that overlooked the <u>SEA OF SPIRES</u>. The amphitheatre is now located some miles outside the present incarnation of the town, and due to the lowering of <u>ELYDEN'S</u> seas is no longer on the waterline. It is ruined, with little of beauty or value remaining (Pop. c. 14,000).

HERODOTHS, the: His. Mor. In the distant past, a race of MORTALS (believed to be HUMANS or descended from humans) who, disillusioned by the actions of the DEMIURGES following their consignment to the mortal plane and the stripping of their divine powers, fled their homeland. Various theories exist as to the nature of this diaspora, with some speculating that they travelled south west into far SAMMAEA, or north west beyond TAHALL. Others believe that their tale is little more than parable. Nevertheless, the story is generally perceived to be thus:

By the time of their punishment, the Demiurges had learnt that their abilities to <u>SHAPE</u> the natural world were determined by the number of true followers they had, and a Demiurge without worshippers could die. Where other mortal races followed their Demiurge blindly, the Herodoths understood that they were little more than fuel to the greed and desires of their immortal primogenitors. They forsook the Demiurges and retreated into the hinterlands of the fashioned world, where it is said the Demiurges' hands failed to reach the raw matter of the material world. These lands are thought to be sketches compared to the finished landscapes of the settled regions of Elyden, raw and unfinished.

HEROES' CROSSING, the: Int. Soc. Cam. Extremely difficult endurance race that takes place every 5-years in the VESPERTINE LEAGUE and NASTAL that spans around 25,000-miles. It draws on the cultural history of the Vespertine League, where messengers would run from city-state to city-state with news and communiques from their neighbours, and whose work was vital in keeping the League connected. More specifically, it draws on the apocryphal legend of the champion KAMARKA who in c. 3220 RM is said to have run hundreds of miles from state-to-state to warn them of an approaching marauder force. His selfless actions allowed the Vespertine cities to mount a defence, successfully defeating the attackers.

The first Crossing took place in c. 3300 RM and has remained a constant in the region since then, rarely missing an event.

The Heroes' Crossing is not for the faint of heart. The race typically takes between 450-500 days to complete, with most competitors running 50-miles in a day, though tactics differ in such a gruelling race. Competitors are responsible for their own food and water though can employ allies at select waystations who can resupply them, though they cannot accept any help when running and must complete the circuit wholly on foot, whilst hitting all of the predetermined waystations. The route traverses harsh, inland continental terrain that varies from arid savannahs and deserts in the north, to hot humid tropical climate in the south in which one can find rocky outcrops, plains, and woodlands. The region is known for its hot daytime temperatures and cold nights, with

little shelter or respite for the racers. Water sources are scarce, making dehydration a constant threat.

The route passes both inhabited and uninhabited lands, with the most settled regions found around the waystations, which are often large cities and strongholds within the League, and the less settled areas dominating the south eastern route. The cities provide the only opportunities for reliable rest, resupplying, and medical assistance, though the aid on offer is limited when taking into account the amount of time racers eventually spend along on the road. Between these waypoints, racers must navigate perilous landscapes teeming with natural dangers such as sandstorms, venomous creatures, electrical storms, flooding, and rough terrain. The vast, open stretches of land can be disorienting, with many racers losing their way and adding days or even weeks to their journey.

Beyond natural hazards, competitors must also contend with the psychological toll of isolation and exhaustion. The mental strain of the race is immense, as racers push themselves to the brink of their physical limits, often battling hallucinations, despair, and the temptation to give up. Death and injury is a harsh reality of the Heroes' Crossing, and there hasn't been a single race in its near 7-century history that did not end with at least a few deaths.

Despite the perils, the Heroes' Crossing continues to attract hundreds of participants from across the Vespertine League, Nastal, and beyond, each drawn by the challenge and the promise of glory.

Winning the Heroes' Crossing is a feat of unparalleled endurance, and those who complete the race are celebrated as heroes in their own right. The victor is awarded a villa in one of the waystations and a stipend through which they can live out the rest of their days in relative comfort, but most importantly is the <u>CROWN OF KAMARKA</u>, a leather circlet the value of which lies not in its material worth but its cultural relevance. An individual who has won the Crown remains a celebrity in the Vespertine League for the rest of their lives, and many often spend their days travelling across the League, speaking of their experience, living off of the hospitality of their hosts.

Accusations of cheating and sabotage plague most races with some competitors stashing supplies in various locations along the route, which is discouraged, but not strictly against the rules; with others making use of mercenaries who hamper or outright assassinate rivals in the most isolated stretches of the race. The sheer length of the course makes it difficult to enforce the rules across its entirety and most competitors do follow an honour system and do not take kindly to cheaters. Many competitors who win under suspicious circumstances do not live long or fruitful lives as a result of this, which also serves to deter future competitors from employing unscrupulous methods.

<u>HERONTEA</u>: Set. Ward in the city of <u>KHADON</u>, from where the <u>DIGERATI</u> rose to power.

<u>HEROPHO</u>: Set. Fortified settlement in the far south east of the <u>HENDECARCHY</u> of <u>CHLORIS</u> in the south of <u>MALAN</u>, and the centre of a thriving granite quarrying region. The main settlement has a population of around 2,000 people, whose dwellings surround an ancient hilltop fortress. The rest of the population is scattered in the mining settlements and towns in the surrounding regions, operating dozens of granite quarries there (Pop. c. 6,000).

<u>HERPETA</u>: Set. Settlement in the region of <u>HITHRA</u> in the north of <u>THE SURRACH</u>. Its main industry is coal-mining (Pop. c. 5,900).

<u>HERRU</u>: *Mil. Str.* Fortress in the west of <u>KHAMID</u>, overlooking the <u>SEA OF</u> PHARESES⁽¹⁾.

HERTURI: Pol. Soc. Bus. PATRICIAN HOUSE in the KORACHANI EMPIRE known for being a member of the ATROPI HOUSES. Its ancestral home was the city of ILLMNEM and following its abandonment, the House is now based in the CAMASSIAN STRONGHOLD, with smaller cells across AZAZEM

Its main role within the cooperative is the acquisition and correct treatment of carcasses purchased from the $\underline{MORTUARY\ CULTS}$, which are processed and used in the manufacture of \underline{DROSS} . See Vol II: Patrician Houses.

<u>HERUU</u>: Set. Small city in the south west of the <u>BARRIER LANDS</u>, in the <u>SEKUIAN</u> Expanse. Its main industry is the manufacture of jewellery –

specifically objects made from the rubies mines in the surrounding region (Pop. c. 14,000).

<u>HESARR</u>: Set. Fortified settlement in the west of <u>VENTHIR</u>, in the eastern foothills of the <u>AHSET</u> Mountains. Venthiri legends claim the settlement is built atop an ancient witches altar with roots in the ancient <u>NATHI</u> kingdom (Pop. c. 3,800).

<u>HESAS</u>: *Rvr.* River in the east of <u>VENTHIR</u>, flowing south from sources in the <u>SHANA</u> Highlands^(2.), into the river <u>MAPHANI</u>^(2.).

HESHA: Mil. Str. Major fortress in the south of ROMOREA (2.) overlooking the border east with HOGGOTHA ISZ. Incursions from SERAPIS are not uncommon, and the guards of Hesha are amongst the most resilient in all of Romorea.

<u>HESHEREMA</u>: Dre. Myt. Mys. The <u>KORACHANI</u> word for the <u>DREAMWORLD</u>. There is little mention of the *Hesherema* in pre-imperial myths and <u>ONEIROMANTIC</u> lore, and it became more prominent as the <u>KORACHANI EMPIRE</u> spread across the <u>INNER SEA</u> and encountered other people's traditions.

<u>HESHIACHAN</u>: Set. Major coastal city in the south of <u>LAASKHA</u>, at the mouth of river <u>SAARATAPARR</u>. It is a major centre of manufacturing and is home to the <u>MINASTERIA</u>^(2.) of <u>COGNITARIIN</u>. A scrap city, known as <u>EREKAAN</u>, has appeared on the other side of the bank (Pop. c. 700,000).

<u>HESIA</u>: Rui. Ancient <u>FOURTH AGE</u> city, located in the c-south east of <u>THETIS</u>. It was once coastal, though the retreat of the <u>SEA OF ERUTHEA</u> has left it landlocked, some 35-miles from the present coastline. Its people were masterful engineers and experts of water management, and they were famed for their great cisterns and aqueducts, the latter of which stretched to the north for many miles, and parts of which can still be found, albeit in ruin. The extant city of <u>IROTUR</u> continues this tradition and is well-known for its own vaulted cisterns, which have allowed it to become the metropolis that it is today.

HESIGH MAR: Geo. Badlands region in the north of HABOT, to the south of the MAR SAHIGH Mountains and the north west of the EKAGHI Mountains.

HESIR TA': Set. Mining settlement in the east of KHULL. Its main industry is quarrying of hematite and azurite, which are used to make red and blue pigments, respectively. The industry has been working continuously since the time of the SORCERER-KINGS (3.), and it is the largest city in the region, serving as an administrative centre to all surrounding quarries (Pop. c. 13 400)

<u>HESON</u>: Mil. Str. Major fort in the north of <u>AETHIOS</u>, guarding the <u>SOULSTONE</u> quarries in the <u>DAGESARETH</u> region.

<u>HESPER</u>: Set. Coastal settlement in the north east of <u>OD MEGINNAS</u>^(1.). Its main industry is fishing (Pop. c. 8,200).

<u>HESPERA</u>: 1. Geo. District in the <u>CITADEL MOUNT</u> of <u>DUN SVARR</u> (later <u>CATACHIS</u>), in present-day <u>ARKOS</u>^(1.); notable for being the birthplace of the eponymous gardens that appeared in c. 1375 RM.

2. Soc. Str. Flo. Hanging gardens in <u>ARKOS</u>^(1.) characterised by loggias hewn from the cliff-faces of natural mesas and spires, and hanging vines. The Hespera gardens first appeared in 1374 RM in the district of Hespera^(1.), in <u>DUN SVARR</u>, originally as an ornamental device to bring colour to the rocky mounts, though as aqueducts and pumping technologies were innovated, the gardens became invaluable in providing the populations of the mounts with food.

By 1600 RM they had become widespread in all of the <u>CITADEL MOUNTS</u>, with most palaces maintaining their own decorative Hespera gardens while the lower mounts saw more functional varieties.

HESPERIUS, PROLOCUTOR-GENERAL OF NOACHIS: m. Pol. Alc. Per. (B. 3969 RM) Ruler of NOACHIS in VÂRR from 3992 RM. Hesperius was an accomplished ALCHEMIST, blending TECHNARCANE skills with more esoteric arts believed to have been learnt during a sojourn in the south

HESSAR: Set. Agricultural settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>PALUS</u>^(1.). It is a major farming community (Pop. c. 2,200).

<u>HESSRIL</u>: Riv. River dominating the north west of <u>ALAM BETHYL</u>, flowing south east for 780-miles from sources in the <u>AZAKKALIN</u> Massif, before meeting its parent, the river <u>KEGHOK</u>. HESTA: Pol. Duchy of the HARÉSHKI CITY-KINGDOM of UCHRON.

<u>HESTOS</u>: Set. Small city in the north east of <u>CHANDOS</u>, overlooking the far south of <u>SKAROS</u> (Pop. c. 18,000).

<u>HESUS</u>: *Lak.* Major lake in the c of <u>MENISCEA</u>, which links to the <u>SEA OF SIABA</u>, via the course of river <u>CEMER</u>.

HESYCHASTIC TEACHINGS: see HESYCHASM.

HESYCHASM: Int. Mys. Sup. His. Ancient mystic traditions and teachings that espouses divine stillness and serenity, through which a MORTAL can theoretically attain 'divinity', with the term divinity in this instance meaning a state utterly above and beyond what mortals can hope to achieve with material training – immortality, omnipotence, omniscience, and so-on.

The teachings date back to the <u>THIRD AGE</u>, in what is now the <u>ARID TRIPTYCH</u>, and were believed lost in the mid-<u>FOURTH AGE</u>, until the trusted <u>SAOSTANAN</u> advisor <u>SATHEP</u> used them while undertaking a spiritual quest in the <u>SHAMAL</u> desert. He returned to <u>SAOSTANA</u> in 176 RM a changed being, emaciated, skeletal and desiccated, his cranium bearing a large hole through which he said his spirit^(1.) had departed his body in a ritual of self-trepanation that he claims granted him immortality and great magickal power – something his people, after being subjected to his rule for over 4-millennia cannot refute.

Over the years, he imparted parts of the Hesychastic Teachings to his acolytes, known as <u>ARCHIDOXES</u>, who through his generosity became powerful <u>ARCHSHAPERS</u> in their own right, rising to positions of authority within Sarastro.

<u>HETARIS</u>: Set. Small city in the south of the tribe of <u>LINARIS</u>, in the south of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is a major source of wood, including some exotic varieties, that are exported via the <u>SALT ROAD</u> (Pop. c. 12,000).

<u>HETAT</u>: Set. Small city in the north east of <u>BANT</u>, in the north east of the <u>CARCHEMISHI PENINSULA</u>^(1.), in the east of <u>SAMMAEA</u>. It emerged from an iron-mining boomtown in c. 3830 RM, and though its mines are still in use, today its main industry is primarily metallurgy, and it is known for its iron foundries (Pop. c. 16,300).

HETEPHERES THE STRANGLER, QUEEN OF VENTHIR: Pol. Rel. SPHINX and fierce paranoid ruler of the nation of VENTHIR since 201 RM. She is descended from the NATHI sphinxes and is believed by many scholars to be amongst the last few members of her race (certainly the most infamous), though the creatures' reclusiveness and her slaying of her kin makes this impossible to prove.

The first known record of her existence is in the VENATHI EMPIRE in - 3 RM, where she ostentatiously entered the city of TEIRA under the light of the IVORY MOON Siella. By then the Nathi sphinxes become the victims of a series of genocidal wars at the hands of the Nathi empire, and by c. -309 RM they had been all-but destroyed. It is thought that Hetepheres was born early in this time of conflict and came to Teira bearing the bitterness and anger of her people, carrying the last memories and hive-thoughts of her kin with her, which may explain her later madness. Records from the time indicate that she offered the humans of Teira redemption of their 'sins'. A cult of personality appeared around and by c. -1 RM she had become espoused as a living-deity and a symbol of her races' martyrdom.

Followers of Hetepheres would travel across the region, disseminating her word, sermonising anyone who would listen. But Teira was but one city amongst dozens, and it was the cities of <u>VENATH</u> and <u>MERAKHI</u> that remained the most influential. Many opposed this new cult, and in 8 RM an army of her opponents marched against Teira, seizing it and capturing a great deal of her followers. Most were slain with the others exiled to the west and south. Hetepheres left the city and settled the ruins of <u>ENAATH</u> with what remained of her followers. The abandoned ruins were franticly rebuilt and fortified over the next years, with an exodus of people from surrounding cities flocking to her, and by 18 RM Enaath had burgeoned into a fledgling city known as <u>HETEPHEROPOLIS</u>. Despite the persecution of her followers in Teira, the two cities later became allies, forming a new powerbase that the western cities of Venath struggled against.

Over the coming decades mystery-cults began to appear in most Venathi cities. Those that were discovered were destroyed by the Venathi government, but their popularity was undeniable and by c. -50 RM the

cults were an open secret and had become an unofficial religion in the region, deep-rooted in Teira, Hetepheropolis and <u>TAAR AL</u> (later known as <u>TAAROM</u>). It was amid this rise in her cult that Hetepheres disappeared after a large sermon at her main temple in Hetepheropolis in 57 RM. This would lead to her deification and the official funding of the <u>CULT OF THE SPHINX</u> later that year. In subsequent years the church would grow to such strengths that it brought about the unification of the regions' people and the subsequent birth of Venath as a true nation in 64 RM.

The Venathi empire's growth was explosive and by 132 RM it was in control of present-day <u>SARASTRO</u>, <u>NÁRTHEL</u>, <u>TARATI</u>⁽¹⁾ and <u>NAARETH</u>. But its expansion had been too rapid, and its ruling <u>ASANATE</u> struggled to maintain its borders. The death of its ruler <u>LABAISINGH THE STRONG</u> in battle against <u>TZALLRACH</u> in 151 RM fractured its government. That, coupled with the growth of the <u>KORACHANI EMPIRE</u> to the west would leave the Venathi empire ruined by c. 170 RM. The region was allowed to crumble, its once-proud cities fell into strife and decline.

It was only the return of Hetepheres in 194 RM that stalled this decay. The reappearance of the sphinx-goddess renewed the hopes of her beleaguered people, and her armies conquered cities that remained loyal to the Asanate. Her worship became near-universal amid the remnants of the Venathi empire and her power and influence waxed exponentially. The capital in Venath had been struggling against a slowly retreating coastline for centuries and in 201 RM Hetepheres renamed the region Venthir, and had the capital moved to Hetepheropolis, which by then had become the largest city in the region.

Her rule was harsh out of necessity. The region as still unstable after decades of chaos and law had to be enforced. Martial law restored order and trade to the region, which served to further unite the cities. The Korachani empire continued to expand, taking <u>IO</u> in 212 RM, and declaring war on Sarastro soon-after. Disillusioned by the realities that beset her people, Hetepheres became insular, secreting herself deep within her <u>ODAH</u>-chambers in her temple-complex in Hetepheropolis, leaving the handful of rulers she had not slain following her rise to power to rule on her behalf. In 232 RM they attempted to warn her of the Korachani empire's war against Sarastro, but she denied them audience, leaving them to cope with the threat of war alone. In 233 RM they sent reinforcements into Sarastro, realising that if Sarastro were to fall Venthir would be next to draw the attentions of Korachan. This was in direct contradiction of her laws.

This war continued unbeknownst to her for decades and it was only in 318 RM, when an imperial lictor infiltrated her temple-complex and spoke with her, telling her of the war and of the Asanate's defving her edicts. She emerged from her chamber, slaying slaves, servants, and generals alike. Following this, she ordered her armies to withdraw from Sarastro against the urges of her advisors. Upon their return she strangled her generals and their families. Hundreds lay dead in the palace, its floors slick with blood. This act earnt her the moniker of 'Strangler-Queen', which she propagated in a bid to spread fear. The awe this instilled in her people was palpable and the next years were dominated by the erection of colossi, temples and other idols in her name - a constant reminder of her presence, though she herself had retreated into her lead-lined templecomplex once more. Outside Venthiri borders, Korachan took Sarastro in 339 RM, with the earlier withdrawal of the sphinx's armies partially to blame. Imperial pressure on Venthiri borders increased, until in 359 RM, when events took a sudden change.

The details behind Queen Hetepheres' abdication of Venthir to Korachan are buried beneath millennia of history and are likely buried on purpose. What is undeniable from imperial records is that the <u>ARCHPOTENTATE MALICHAR</u>, alongside a massive retinue of his loyal followers, entered Venthir early in 359 RM on a diplomatic visit. Staying in her palace in Hetepheropolis, he and his diplomats were treated to displays of Venthiri armies on parade and other propagandist shows of strength. Hetepheres emerged from her solitude and spoke with Malichar on occasion, even appearing publicly, drawing the crazed admirations of her people, despite her haggard appearance. During a tour of the nation late in the year, Malichar spoke with her alone in the ruins of the ancient settlement of <u>MAPHANI</u>(3), sowing what are believed to be the seeds of corruption that would take root 2-years later when Hetepheres unceremoniously prostrated herself before him and his armies, effectively

handing Venthir over to Korachan. The monument of <u>SYMARI</u> was constructed in honour of the occasion, its monolithic height dominating the horizon of the south of Venthir.

Though it remained largely autonomous and she remained its regent, Venthir was accountable to Korachan. <u>PATRICIAN</u> families flowed into Venthir, bringing with them <u>TECHNARCANA</u> and imperial beliefs and practices. The imperial administration was fully established in Teira in 376 RM within the monolithic <u>ACROPOLIS OF CAUR</u>, an edifice built in true imperial design with its grand granite-and-steel architecture contrasting with the local structures. Teira became the centre of imperial influence in the region, though Hetepheropolis remained the heart of Venthiri culture. Relations with Sarastro and <u>NÁRTHEL</u> were reestablished, with trade flowing steadily in-and-out of both regions. Venthir prospered.

The Cult of the Sphinx was allowed to remain, though in a controlled form and as a sub-cult of the CHURCH OF THE UNDYING MACHINE, which advocated her as a prophetess of the imperial Church from c. 380 RM, following years of religions tension. Hetepheres herself remained a recluse though was forced by imperial law to make public appearances, where it was revealed that she had become obsessed with technarcana and ORTHOSES - her retinue of advisors and politicians replaced with technarcanists, alchymists and ATRAMENTIST sycophants - her face hidden beneath an archaic stylised technarcane mask. By 575 RM the PATRICIAN HOUSE of ASHURA had risen to full power in Venthir, taking on the role of administrator, slowly becoming a hereditary monarchy that took on the title of ADONIS. Hetepheres became a cultural symbol and the custodian of Hetepheropolis, though her rule there became dark and whimsical, life for its people cheap. She would round up poor and rich alike, and pit them against each other in gladiatorial fights designed purely to sate her bloodlust. During all this she would continue to dabble in the art of technarcana and every public appearance brought with it a new ORTHOSIS - less flesh, more machine; her lifespan increased through artificial means. Few know the true reason for this, though the mysterious disappearance of a sect of scholars in 995 RM led many to believe that she was attempting to create a barrier, separating her thoughts and DREAMS from those of her kin in distant lands (sphinxes are renowned for their hive-consciousness and the ability to communicate through dreams with one another).

In 1402 RM, following a 9-year conflict that arose between technologists and ecclesiasts following the SECULAR DISSOLUTION of 1393 RM, Hetepheres had thousands of her opponents slain (their bodies displayed outside her palace in Hetepheropolis) and advocated the art of technarcana openly. A technocracy was established in Teira and the region to become a hub of technarcane arts, with colleges and manufactories increasing over the coming centuries. Seven days following her victory against the ecclesiasts in Venthir two ancient sphinxes arrived outside her palace demanding an audience, admonishing her bloodthirsty rule, blaming her for the slow degradation of their species. She killed the two, taking their skulls and wings as trophies which adorn her throne to this day. This exacerbated her obsession with technarcana and her desire to sunder her thoughts form those of her kin. In 1593 RM construction was completed on a gigantic engine deep beneath her palace, its engineers all entombed within the engine itself. None who now live know is full purpose. Hetepheres withdrew from the public following this and disappeared for centuries, emerging suddenly in 1905 RM.

Where once she had been a being of unbridled grace and savage grace, now she was a changed thing, twisted and wretched, unrecognisable save for the savagery with which she attacked technarcanists and technologists without provocation. With her armies she obliterated her nations' main industries and by 1921 RM its technarcane colleges had been destroyed, its scholars killed or exiled (with the survivors eventually founding the nation of SARAGOS). The most knowledgeable were sworn beneath her aegis and remained only as her own personal cadre to support her growing technarcane needs.

Her careless actions obliterated the golden-age of Venthir, whose wealth was the sole reason it managed to survive the ensuing centuries. Its many metropolises dwindled and strife slowly took over, with starvation spreading to its larger cities. Law broke down and the nation became a shadow of its former self.

In the years since that time her appearances became fewer and fewer; and over the next 2,000-years she was seen in public little over a dozen times, almost all appearance of which saw her attacking sects or groups or cities with her loyal technarcane armies before retreating into the shadows of her temple.

Leadership of Venthir became the sole responsibility of the Adonises of House Ashura, though Venthir would never recover from its sphinx-queen's destructiveness and apparent invulnerability. During this bitter fall, Hetepheres remained in her palace, brooding, dreaming in solitude.

In 3781, after decades of struggling to hold on to the region, Korachan abandoned Venthir to the Adonises, who finally became a royal house after centuries of being little more than stewards. Hetepheres had little role in this or the centuries of independence that followed, remaining a recluse who toyed on the people of Hetepheropolis.

<u>HETEPHERES'S CROWN</u>: (17,075-ft.) *Geo.* Highest peak of the <u>SHENA</u> Mountain in the c of <u>VENTHIR</u>.

HETEPHEROPOLIS: (once ENAATH) Set. Largest city in VENTHIR, located in its north west. It is the seat of power to QUEEN HETEPHERES. It emerged in 18 RM, and went on to become one of the largest cities in VENATH, before the collapse of the region in 151 RM.

In 194 RM Hetepheres returned to the region after being missing for decades of and established a new capital there, from where a cult of personality grew around her, eventually becoming the <u>CULT OF THE SPHINX</u>. The city is home to a powerful mystery-cult dedicated to the technarcane arts, which were famously outlawed in all Venthir by Hetepheres in 1921 RM who became paranoid about the power such technarcanists began to amass, leaving only those who tended to her own increasing addiction to powerful technarcane ORTHOSES.

The city is a sprawling mass of sand- and limestone structures, accented with verdigris-encrusted domes, which connect to each other in an intricate network of tiered-streets, hewn bridges and rooftop markets beneath which operate shallow wide dross farms for which it is famed. It is a major link along the eastern RED ROUTE, and its markets are filled with goods and produce from across the INNER SEA REGION (Pop. c. 2,020,000).

HETEROCHROMIA: Soc. Med. Term used for different colouration of the irises within an individual. In many legends those with heterochromia are thought to have <u>OTHERWORLDLY</u> blood, with one eye rooted in the <u>MATERIAL PLANE</u> and another in the Other. The condition is harmless and is quite common amongst the successor states of the <u>ELDRIAN</u> empire – including <u>SABIA</u>, <u>KASPIA</u>, and <u>PERGOST</u>.

HETHA: 1. Geo. Massif in the c of <u>TARTAK</u>, around 300-miles long and 85 wide, known for the rich marble deposits found at its feet. Ancient quarries and mines abound on its northern face, many of them clearly from past ages as weathering and vegetation are testament to. To its north lie the hills of the <u>KARAME</u> and in its south west is the eastern-most expanse of the ancient <u>ANDILUTH</u>, once sunken beneath the <u>SEA OF BYSSOS</u>.

2. *His. Pol.* Ancient culture that rose c. -200 RM and dominated the region of <u>ROVAST</u> in what are now the north of <u>TARTAK</u>, the south of <u>JURRAS</u>^(2.) and the east of <u>KARAKHAS</u>. In -87 RM council of Hetha opposed the growing autocracy of the region, leading to schism that saw Hetha divide in two and people migrating north into what would then become Jurras.

HETHA GHUR: Geo. Highland region in the north of THETIS. It's eastern-most reaches form part of the border with TETHYSIA, and it is noted for its alien succulent plants, including the AMATHIS and CYAMIS, that are largely unknown outside the region, and which thrive in the arid environments of its south western face.

<u>HETHI</u>: Set. Settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>ALAMUT</u>, situated along a wide, slow-moving bend in the river <u>SARA</u>, which its vessels fish (2. 6,200).

<u>HETHRA</u>: Rvr. River in the east of <u>VENTHIR</u> flowing for 725-miles east from the <u>SHENA</u> Mountains before emptying into the <u>SEA OF HAUTIA</u>.

<u>HETO</u>: Set. Settlement in the west of the tribe of <u>LINARIS</u>, in the south of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. Its main industry is <u>ADAMANTINE</u> mining (Pop. c. 7,400).

HETTA OF ABJURA: (B. 3961 RM) *Pol.* One of four ruling <u>TETRARCHS</u> of <u>JURRAS</u>^(2.), based in the city of <u>ABJURA</u>.

<u>HETURA</u>: Set. Caravanserai in the north of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>EDICULE⁽¹⁾</u>, serving the trade-route north west into <u>AHRISHEN</u>. Since the appearance and growth of the city of <u>NAISKA</u> to the north, Hetura has dwindled, with many of its merchants moving there instead (Pop. c. 1,900).

HEUXERES: m. Myr. His. Per. In the mythologies and ancient histories of ELYDEN, a SCION of the DEMIURGE SYBARIS. He is mentioned in the MYTHOLOGIA ELYDEN as having carried the GATE OF GARCHUN to a new location to allow people ostracised by a new law forbidden their passage through it to use it once more. See Vol IV: Scions, Children of the Gods.

<u>HEX</u>: Mys. The result of ritual of <u>HEXCRAFT</u>, which manipulated the <u>MATERIA OMNA</u> in ways it was not intended to be, thereby making this form of mysticism inherently dangerous and distrusted. See Vol IV: Other Forms of Mysticism.

HEXCRAFT: Mys. Alternate form of MYSTICISM that debases and corrupts the very rules through which the MATERIA OMNA works. Where the act of SHAPING allows SHAPERS to use the Materia Omna to achieve supranatural results, hexcraft instead warps the Materia Omna in unnatural ways to achieve powerful results that go against the laws of nature. This is dangerous and the individual performing the HEX risks great mental and physical injury as well as irreparable damage to the hexed object, person, or the area where the hex was created, ultimately leading to material instability in which unnatural or grotesque effects occur.

Indeed, large hexes have backfired in the past creating regions of strange physical properties where individuals experience synaesthesia, water burns, gravity is inverted, or energy is created, transferred, or destroyed with disregard to the laws of nature.

As a result, hexcraft is typically frowned upon and tends to be outlawed in most civilised cultures, with practitioners forced to work in the shadows or forced to the peripheries of society where they can work in relative peace.

Hexes can be seen through <u>ATTUNEMENT</u>, though some shapers may have difficulty in seeing them without practice. Little is known of its roots, though passages in the *Mythologia Elyden* do make reference to a base form of mysticism that some take to be hexcraft, though there is no consensus on this. It is believed that the first acts of hexcraft were performed by the <u>VALTHAS</u> under the tutelage of the <u>DEMIURGE TALANTEHUT</u>, though there is little evidence to support this.

Of note is the nation of JOAPHASAR, which late in the 3rd Millennium was embroiled in a war with CEHOPHELA. In 2921 RM, desperate for a means of victory, it resorted to a great hexcraft ritual, which was intended to debilitate its foes in Cehophela. Instead, the ritual backfired, leading to the complete obliteration of the capital of IRIUD, the destruction of surrounding farmlands, and the death of most of its population. The act served as a very real example of the inherent dangers to hexcraft, causing most civilised nations to double down on this form of mysticism, though others saw the power of what it might accomplish, and instead took the event as an excuse to study its secrets in more detail.

Today, Hexcraft is practiced openly in few lands, though the governments and militaries of many nations continue to study its use under controlled conditions. See Vol IV: Other Forms of Mysticism.

<u>HEXWOOD</u>: Sup. For. <u>ATRAMENTALLY TAINTED</u> forest in the south west of <u>MAENMIST</u>, located along a powerful <u>LEY</u>. The forest is situated atop a deep gorge and series of badlands, making navigation in the region difficult. The forest is dense and unnatural in growth, with branches connecting multiple trees, some across the deep chasm separating it, which his dense in fecund growth.

The region is categorised as $\underline{DANGEROUS}$ by the $\underline{KORACHANI}$ $\underline{INSTITUTE\ OF\ ATRAMENTAL\ STUDIES}.$

<u>HEZAZ</u>: 1. *Sea.* Small enclosed bay to the south of the larger <u>BAY OF</u> <u>LRITHA</u>, in the west of <u>METHUMN</u>.

2. Set. Coastal city in the west of METHUMN, in the south of the ZERESAN FLATS. It is named after the bay^(1.) in whose deepest inlet it was founded in c. 3920 RM. The city was funded by YEGGISH merchants looking for a sea-route through which to sell their wares. Yegg was a thriving city some 900-miles south east that thrived on the looting of a vast necropolis. Throughout the dying centuries of the FIFTH AGE OF MORTAL LIFE Yegg grew rich selling the object d'art and other riches to far nations with an

interest in such things, though as the world's decay exacerbated at the end of the age, the city began to fail, leaving Hezaz without benefactors (Pop. c. 328,000).

HEZERA: Set. Settlement in the south of the island of <u>HAR BAQRI</u> off the north western coast of <u>SEPAHAUNAT</u> in the north west of <u>SAMMAEA</u> (Pop. c. 8,000).

<u>HEVRA</u>: Set. Small city in the c south of <u>KHULL</u>, along the course of the river <u>UPINIS</u> (Pop. c. 17,900).

HIADAST: Set. Coastal settlement in the north east of mainland <u>SKAROS</u>, overlooking the <u>SEA OF APHOTIS</u>. It is an industrial centre, with many small manufactories outside the city proper, making bespoke objects and parts used throughout the <u>KORACHANI EMPIRE</u> (Pop. c. 8,000).

HIAL: Set. PELASGOSI settlement in the WEEPING PLAINS, east of the SEA OF CYPRIA⁽¹⁾, abandoned in 3721 RM following the growth of the ATRAMENTAL FEATURE. It was once a productive manufactory that supported various satellite mining settlements, which are now deserted. The city struggled for decades as the tainted plains expanded, utilising SOFTSUITS and employing SIPHON ENGINES to help nullify its effects, though an earthquake in 3719 RM left the siphon engines destroyed, the city defenceless against the Atramental taint. After a few years of struggle, the city was abandoned and allowed to rot.

It is thought that outcasts and scavengers have populated the remains of the city, possibly resurrecting its industries, though this is little more than rumour at this point.

HIALIA: Set. City in KORACHAN, west of the GULF OF LEMAS. It has been home to the ORDER OF MALICHARIAN SISTERS since they were relocated there from ARGEA following the SUNDERING OF THE KORACHANI EMPIRE in 3705 RM (Pop. c. 29,500).

HIBERNIA: Set. Coastal city-state in the far east of Pergost, in the REHEMAZI peninsula in the far north of LLACHATUL, overlooking the GULF OF VALUS. Ruins surrounding the area, including toppled lighthouses along the frigid coast, attest to a great past, perhaps when the climate this far north was warmer.

The physical city-state is far larger than its population would otherwise suggest, again perhaps attesting to a past far greater than its present and it is the largest known settlement ever encountered by imperial ships this far north east, 'discovered' in 3453 RM.

The city is considered independent from Pergost, with its own government but the two are considered close allies and most foreign states consider them a single entity. Whenever a conclave of the Federation is called for, Hibernia will usually send an envoy to Ostoyan, out of respect for the alliance (Pop. c. 60,000).

HIDDEN CITY, the: 1. see CAMORRA.

2. see AN SIMEIA.

3. *Pol.* One of the <u>SEVEN-AND-FORTY DISTRICTS</u> of <u>ALMAGEST</u>, renowned for its isolation – no single road or passage leads directly into or out of the district and it is only accessible on foot from a few secluded skyways and rooftop causeways.

HIDDEN RIVER, the: see TAHUDUN.

<u>HIDMUL</u>: Set. Settlement in the c of <u>VENTHIR</u>. Its main industry is the cultivation of cotton (Pop. c. 8,000).

<u>HIDUR</u>: Rui. Ruined city once belonging to <u>HRIDAN</u>. It was abandoned in c. 2000 RM following the collapse of the small nation and its assimilation by AZAZEM.

HIDUSTHUNÉ: f. Sup. Per. (D. 4004 RM) Powerful SHAZGINI shaper who spent the latter decades of her life orchestrating guerilla attacks on Ossielan strongholds west of the EGETAKH Mountains. Following years of successful raids into Ossiel, she was killed by the forces of the ARCHZEALOT ZILETRA, and her body added to the famed PYRAMID OF ZILETRA – the first to grace it in some years.

<u>HIDYL</u>: Set. Small fortified city in the west of <u>ALAM BETHYL</u>, in the territory of <u>ESAUN</u>^(1.). It is the last settlement of note along the route that leads to the <u>HALL OF MARTYRS</u> (Pop. c. 12,000).

<u>HIEMAL</u>: Sup. Rnk. Caste of <u>SABIAN SHAPERS</u> devoted to the cold and snow, commonly used to keep mountain passes and longhouses safe. Their working conditions are harsh, and they traditionally serve a ten-year term before retiring. Their base is in the <u>COLDPEAK</u>, a citadel in the *Metun Kor* mountain.

HIERARCHS: see IONIC HIERARCHS.

HIERODULE: Pol. Rnk. Male leaders of the <u>Church of the Volute</u> in <u>Naareth</u>, who are responsible for choosing new <u>Matridules</u> through the <u>RITE OF THE VOLUTE</u>.

HIEROGOGUE: Mil. Priests who march alongside the legions and irregular forces of the <u>KORACHANI</u> armies, blessing warriors and weapons before battle and consecrating acquired territories in the name of the <u>UNDYING</u> MACHINE.

HIEROGOTH: Pol. Local rulers in VÂRR between c. -300 - 500 RM. Historically, they were powerful figures; artificers who, through their mastery of metalworking (symbolic of their mastery over the world and its mysteries), also enjoyed divine privilege as emissaries and priests of their god, SOLUM, who ICONOCLASTS^(1,) would later make a saint of the UNDYING MACHINE. Over time their religious significance lessened and they became regional leaders, akin to feudal lords of other cultures; with their king the ANAX-LORD.

Between c. 100 – 500 RM they were subjected to <u>KORACHANI</u> propaganda by imperial dogmatists and <u>EXOCRINES</u>, who slowly steered consecutive Anax-lords towards Korachani culture, ending in c. 1000 with the full annexation by imperial <u>DOMNITORS</u>. The <u>HIEROGOTHS</u> maintained their regional rule, though were subjugated by many imperial ideals they did not agree with. Many defected, either funding independent states farther north (resulting in the majority of the <u>RHAMIAN</u> city-states), outside the jurisdiction of the Domnitors, or being executed as traitors. Those who remained under the Domnitors were forced to defer to the imperial religion and marry into <u>PATRICIAN HOUSES</u> who came to rule the regions in their place. When the Domnitors departed in 3412 RM they left a temporary governing force in the form of the <u>INTERREGES</u>, under whose rule the Hierogoths were granted some leeway, which was further increased with their abandonment in 3791 RM.

HIEROGRAM: Soc. Rel. Obj. Wrought iron pendants made and worn by the HIEROGOTHS of VÂRR and their followers that bear the symbol of SOLUM. Following imperial dominance in Vârr and the conversion of Solum into a saint of the UNDYING MACHINE, the pendants came to be worn by any, including KORACHANI immigrants into Vârr, as a means of integrating their cultures.

HIEROMARTYR: Rel. Adulated religious figures of TETHYSIA, whose selfless lives of prayer and contemplation elevates them to the status of saints, living or dead. The practice of austerities often leads to their deaths, where great temples are erected around their bodies. These sites become places of spiritual power to the mystics and priests of Tethysia, who claim to draw power from them (this may be latent powers of SHAPING, though the source of such powers remains in dispute).

HIEROMONARCHS, the: Pol. Official rulers in RHEA after the death of the AURADIAN DYNASTY in c. 3192 RM. Following the religious uprisings in the region at the time, the priests gained control of the fragile throne and rose to power. The first priestly monarch, MALIKAN of DHERBA, instated many laws and decrees, most of which remain in place today and which form an integral part of Rhean law and culture.

The Hieromonarchs moved the Rhean capital to <u>MARECHOTTAY</u> in 3183 RM, where their rule became increasingly powerful. In the north the <u>COURT OF DREAMS</u> gained a large following and in 3327 RM they opposed the Hieromonarchs, leading to 15-years of war that ended in 3242 RM with the Hieromonarchs withdrawal from Rhea, which fractured the nation in two – Rhea in the north and <u>IACIO</u> in the south, where the Hieromonarchs maintain their status and following to this day.

HIEROMONK: Rel. Pol. Religious leaders in PORPHYR, who oversee the construction of the ARKS OF PORPHYR, and the rituals that have arisen around them. They are amongst the most powerful and influential individuals in all of Porphyr. They became the rulers of the now-extinct nation of ZOLOK in 1378 RM, supplanting an ancient monarchy that had stagnated for centuries, and remained a powerful cultural force, after Zolok gave way to Porphyr in 1607 RM.

Today they are overseers of the worship of the Arks of Porphyr.

<u>HIERONÉSIMUS</u>: *Sup. Rnk.* Historically, in <u>KHAMID</u> and what are now the <u>BROKEN LANDS</u>, a caste of <u>PHAROANTS</u> who once fulfilled a role similar

to that of high-priests; their abilities with the Firmament and standing within the Firmamental community making them powerful and respected figures.

HIEROPHANT: Rel. Rnk. The priests of the ORDER OF THE TAELLANNIR in LOEGRESS^(1,1), who saw to the needs of their living-deity, THE TAELLANNIR, and were the first to decipher her cryptic words following her miraculous live transmutation into an OTHERWORLDER, bypassing death, in 3139 RM.

For hundreds of years, they served her and acted as priests, until her abandonment of her people in 3919 RM, after which they became stewards of the <u>AETHERIAL THRONE</u>, ruing on her behalf.

HIEROPHANT, SOLAR: Rel. Rnk. Leaders of the AUREATE FELLOWSHIP, the state religion of METHUMN. They oversee all major rituals of the church and serve as deans of the various temple-schools around the nation.

HIFAYA: Set. Small city in the c south west of <u>VENTHIR</u>, along the southern bank of the river TEIRIS. It is an industrial centre (Pop. c. 5,400).

<u>HIGH-ASSESSOR</u>: *Mil. Rnk.* Low commanding rank within the <u>SANCTIFIED ORDERS OF THE INQUISITION</u>, denoting the leaders of the <u>ASSESSORS</u>. A High-Assessor is in command of as many as 21 Assessors and may have various adjuncts under their jurisdiction, and answers directly to an <u>ASSESSOR-GENERAL</u>.

Due to their role, High-assessors are privy to the local happenings and current events in their assigned territories through the actions of their assessors, and are able to filter this information to their own superiors for further investigation and analysis, as needed.

<u>HIGH BASRETH, UNIVERSITY OF</u>: *Edu. Str.* Major university of naturalism in the <u>CITY OF ALMAGEST</u>.

HIGH-BLOOD: Soc. Lan. Pol. Colloquial term within KORACHANI cities used in reference to the PATRICIAN, magnate and merchant-prince classes – generally in reference to those born into freedom. The term is often used by worker-slaves and HELOTS in a derogatory term.

HIGH-CITADEL OF KHADON: His. Pol. Str. PRE-IMPERIAL name of the BASTION OF STEEL in KHADON, KORACHAN. Originally constructed in 106 RM on a bluff some miles outside the city, the modern city came to envelop it. A beautiful imposing structure of white marble, it displayed the architectural advancements of the day, with studded iron girders and buttresses framing polished white marble and stained-glass skylights. Truly, it was a product of the city-states' wealth.

The citadel served as the home of the ruling family of Khadon until 9 RM, when the newly-rise <u>ARCHPOTENTATE MALICHAR</u> moved the capital to Khadon; the rulers of Khadon having sworn fealty to him some years earlier, becoming his closest aides and administrators. They donated the palace to Malichar, who set about constructing the Bastion of Steel in its place.

HIGH-CITY, the: see AELGHILLA.

<u>HIGH CITY OF REDEER</u>: Set. City in the region of <u>CAESURA</u> in the c of <u>THE SURRACH</u>, known for its high-caste of Atramentists who specialise in Oneiromancy researching <u>DREAM-TAINTED</u> lands. Its members are known to undertake expeditions to the tainted lands of <u>SOMNIAL</u>, to the north east of <u>ETUA</u> (Pop. c. 33,000).

<u>HIGH-CONSTELLAR MUDELESTI</u>: m. Pol. Per. (B. c. 3921 RM) Personal CONSTELLAR to the <u>LADY AEGIS</u> since 3962 RM. Rumours abound that their relationship is more than professional, though few would dare speak so in public. Regardless of the mutterings of the unwashed masses, there is a degree of speculation amongst the high courts of the <u>HENDECARCHIES</u> that the Lady has favoured the <u>KOLCHISI</u> envoy over others

<u>HIGH CONSULITE</u>, <u>IMPERIAL</u>: *Pol.* More commonly-known as the <u>CONSULITE</u>, the regent and second-in command to the <u>ARCHPOTENTATE</u> <u>MALICHAR</u> in <u>KORACHAN</u>, rules from the <u>BASTION OF STEEL</u> in <u>KHADON</u>.

HIGH DEL: Cur. Currency of the <u>AUTOCRACY OF OTINTH</u>. Very little is known of the currency and few coins have made their way into the world at large due to the insular nature of Otinth and its refusal to trade with the world market. As a result, they are valuable on the collectors' market. See Vol II: Currency and Coinage in Elyden.

HIGH-EMPIRE OF KORACHAN: Pol. Following the SUNDERING OF THE KORACHANI EMPIRE in 3705 RM, the official name given to the part of the empire that maintained control of its territories north of the INNER SEA, including the KORACHANI PENINSULA and various vassal states, including AZAZEM, PELASGOS, SKAROS, and VÂRR, amongst others.

The term High-empire is rarely used in day-to-day life and is restricted to political and other official capacities, with most people simply using the name Korachan or simply the word empire.

HIGH-INQUISITOR: Atr. Rnk. Org. Well known rank within most of the Orders of the SANCTIFIED INQUISITION OF THE KORACHANI EMPIRE, originally appearing within the ARÂTHUAHI ORDER soon after its founding, but eventually being adopted by others, leading to the ubiquitous use of the term Inquisition as a colloquial term for the Orders.

High-Inquisitors forgo direct work in the field in exchange for a leadership role in which they exert their control over a particular territory or base and all agents within it. They typically surround themselves with individuals from various imperial organisations, each of whom are experts in their chosen field, serving as advisors and adjutants.

<u>HIGH-KING</u>: also '*High-monarch*'. *Pol.* Title of the ruler of the <u>CITY-KINGDOMS OF THE HARÉSHK</u>, based in the city of <u>CARIA</u>^(6.). The current High-king is <u>CAERAN IV</u>.

HIGH-KING's GUIDE TO HOLLOWAYS: Voc. Rnk. One of many fanciful antiquated positions in the expansive royal court of THE HARÉSHK. Unlike many others, the High King's Guide to Holloways is an important role, and its bearer spends their days travelling CARIA (4) and the rest of the City kingdoms, cataloguing its many thoroughfares and HOLLOWAYS, noting any changes, repairs that may be required, or updates to routes that might be needed. The title goes back millennia and is a coveted one in Caria, and though not hereditary, having a parent or grandparent as the Guide to Holloways greatly increases one's chances of following in their footsteps.

HIGH KORACHANI: see KORACHANI, HIGH.

HIGH-MARSHALL: Mil. Rnk. Rank within the TEMUJAN military.

HIGH-MASTER OF THE PLAINSLEAGUE: Mil. Rnk. In TEMUIA, title of the ruler (or KHAN) or the elder of the GREATTOWN of DUARIAHAHN, who sits at the head of the Table of the PLAINSLEAGUE. The present highmaster is YESUGHAN.

<u>HIGH-QUAESTOR</u>: Rnk. Pol. High ranking members of the <u>GRIGORIAN</u> ORDER of the <u>SANCTIFIED INQUISITION</u>. They are senior officers who oversee large regions of the <u>EMPIRE</u>, coordinating the activities of multiple units and agents across those territories. They maintain complex networks of spies and informants, and by necessity have close links with other High Quaestors within the empire.

HIGH TEMPLAR KNIGHT: Pol. Rnk. The ruler of the city of OBYRYTH and effectively the chairperson of the council of TEMPLAR KNIGHTS^(2.) who oversee the coalition of TEMPLAR STATES. The present High Templar Knight is FARASKER APHEMA.

HIGH-TEMPLE OF TERATHA: Rel. Str. Temple and centre of the DHEAN faith known as THE TERATHA. The temple was constructed in the Dhean city of ORA (3.) in c. -905 RM following the rise in popularity of the religion that was brought about by the penning of the BOOK OF TERATHA in -943 RM by the HALFBLOOD LARA. The temple was destroyed and looted by CONTHIAN armies in -813 RM, with the book and other relics (amongst them the body of Lara, who died in -831 RM) thought stolen or destroyed.

HIGHLY DANGEROUS: Sup. The second-most harmful class used by the KORACHANI INSTITUTE OF ATRAMENTAL STUDIES to categorise regions of ATRAMENTALLY TAINT. Travel within areas designated as highly dangerous is discouraged, even by those making use of SOFTSUITS, TECHNARCANE protection, or MAGICKAL shields. Exposure to highly dangerous Atramentally tainted areas is often debilitating if not outright deadly, and it's impossible for mortals to spend any prolonged period in such an area without eventually dying to the effects. Even with the protection afforded by the aforementioned artificial aids an individual is unlikely to survive prolonged exposure to highly dangerous Atramental taint.

Few unprotected settlements are located in highly dangerous Atramentally tainted areas, and those that are, are invariably guarded by multiple <u>SIPHON ENGINE</u> arrays and people travelling outside may still need to wear softsuits.

HIJIRIT: Set. Small city in the south east of PHYRR. It once formed a part of the busy NACRE ROAD trade-route, though when MAENMIST closed its borders to outsiders in c. 3960 RM it left the route sundered in two, with Hijirit becoming the easternmost stop in its western portion of the trail. The NACRE LEAGUE, by then a close ally of the Phyrran IMPERIARCH and their TECHNARCHS, appropriated the city, converting its warehouse into military depots and bases for its forces, becoming an important staging ground for its attack on Maenmist in the early days of the NACRE WAR.

Today the city is surrounded by decades-old artillery emplacements, many of which have fallen into disuse as the front line has slowly moved east, as well as craters and vast areas levelled by Maenmisti bombardments. Despite its importance, the city has waned since the outbreak of the war, with many people choosing to move west as refugees, with those remaining benign drafted into the war effort in some way or another, either producing food for troops, working in military manufactories or being drafted as soldiers (Pop. c. 18,000).

HIKARE: 1. (B. 2052 – 2136 RM) *His. Pol.* A <u>NOMARCH</u> from the city of <u>LUCCITARIA</u> in <u>TZALLRACH</u>, who in 2073 RM began a political campaign to unite the four states (<u>KHUN</u>^(2.), <u>LURIUM</u>^(2.), <u>MOETIA</u>^(1.), and <u>NADAIRA</u>^(2.)), arranging marriages between the families of the ruling <u>ONARCHS</u>. In 2093 RM he was successful in uniting the four Onarch families through marriage and political relations – with him as husband of the to the Moetian princess. Using his power, he secured the support of the other Onarchs and in 2101 RM he was declared king of a united <u>CHARATH</u> – renamed <u>CHÂR MATHI</u>, of which he was the first <u>ANARCH</u>. He ruled until his death in 2136 RM, and created a stable foundation and values on which Tzallrach would flourish for close to two millennia.

2. Art. Arc. Gigantic Sphinx statue in the east of TZALLRACHI named after the eponymous king, though likely dating back to the early mortal ages and possibly created by a DEMIURGE. The sphinx was monumental in size, no less than 8-miles long.

HIKMA: Set. Small city in the far south of <u>LIDEA</u>, along the course of the river <u>SHIBBOLETH</u>⁽³⁾. It is known for its caste of wise men who devote their lives to asceticism in the name of the <u>UNDYING MACHINE</u> (Pop. c. 13.000).

HILAAH: Set. Small city in the c-south east of PNESSA, forming part of a national trade-route linking the interior of Pnessa with the more populated west (Pop. c. 15,000).

<u>HILAQR</u>: *Int. Geo.* Geometric maze-like structure in the c. of the <u>RASALAGH</u> badlands to the north of <u>AQUARIIA</u>, in the south west of <u>ALAM BETHYL</u>, in the territory of <u>BOTHUAR</u>^(1.).

The maze is labyrinthine and filled with hewn bridges, tunnels and dead ends. It is expansive, covering some 200-square-miles, and its source is unknown.

HILARRA: Rvr. River in the north of <u>AQUARIIA</u>, flowing south for 420-miles from sources in the <u>BLACK MOUNTAINS</u>, before meeting its parent, the river <u>ISARRA</u>.

HILASMA: Set. Coastal settlement in the west of <u>THE SURRACH</u> in the region of <u>DAYLAM</u>. It gathers <u>ATRAMENTALLY TAINTED</u> water from the <u>NAMEGHA</u> and distils it into a lubricant used in technarcane engines (Pop. c. 15,000).

HILEOTRA: Mil. Str. Coastal fortress in the <u>PANTHEON ISLES</u>, in the east of <u>LLACHATUL</u>. It is the largest of many academies where mercenaries and marines are trained to escort merchant vessels across the archipelago, and it is also used as a base for part of the Pantheon Isles' navy.

<u>HILL OF THE BLOOD MOON</u>: (6,380-ft.) Geo. Rocky hill to the west of the city of Parvis in eastern <u>KARAKHAS</u>.

HILL OF SWORDS, the: Rel. Soc. Generic term for a religious custom common in the KORACHANI EMPIRE and, to a lesser extent, other regions where the CHURCH OF THE UNDYING MACHINE is the dominant faith. The SWORD is a potent religious symbol to members of the Church of the Undying Machine and is also considered a sign of virility in the empire.

Swords were also used as markers of the dead – appearing in cemeteries as headstones and monuments, often in stylised form. The discovery of DROSS has since led to slow disappearance of cemeteries as bodies are now repurposed for use in the dross industry, though the tradition of swords as markers of the dead remains. Some settlements will designate a hill as a location where the dead will be honoured, with swords being used as memorials or markers.

Most will contain a few dozen swords, but a rare few have become infamous for the sheer number of swords that have appeared there over the years. There are two notable Hill of Swords' – one outside <u>KHADON</u> in <u>KORACHAN</u>, and another outside <u>AGLAIA</u>^(2.) in <u>AZAZEM</u> – each of which has thousands of swords of all size and material – some rusted, or oversized and useless, some concrete and others in the form of temples.

HILLACHAN: Rui. Abandoned city in the c of KHARKHARADONTIS, 15-miles north of the SEPULCHRAL PALACE, in the c north east of SAMMAEA. It is possibly the most well-known city of the now-abandoned KINGDOM OF THE HOLY LAND OF KHARKHARADONTIS, which was a failed colony engineered in c. 2800 RM by HOUSE AMBTOR, with aid from the KORACHANI EMPIRE. The city was founded in 3036 RM, at a time when the Kingdom was already in steady decline and it lasted barely 20-years, being abandoned in 3055 RM after an ATRAMENTAL disaster left most of its protective SIPHON ENGINES destroyed, and its people corrupted beyond chance of rescue. This was to be the final blow to the venture, and House Ambtor abandoned the Holy Land in c. 3060 RM. No attempts were made to reclaim the city from the ATRAMENTAL TAINT and it was allowed to decay, a harsh signal to pilgrims undertaking the SHADOW MARCH.

Some <u>PILGRIMS</u> claim to have met the descendants of the city's survivors, still lurking in the ruins, though such claims are disputed by scholars, who maintain that no mortal can survive for any length of time in the region, let alone populate it. There is speculation that the ruins were resettled by plagi some centuries ago, though there have been no official expeditions to the ruin to date to ascertain this.

<u>HILLS OF THE ANCESTORS</u>: Rel. Geo. Hilly region in the c of <u>AHRISHEN</u>, where many ancestral burial mounds, cairns and standing stones are found. Though the place is ancient and hasn't been used in millennia, it is still revered by Ahrisheni priests, the land there is considered sacred.

HILEN: Ind. Set. Mining conurbation in the HARÉSHKI CITY-KINGDOM of EDICULE^(1.), in the eastern face of the SACHAR highlands. The mines produce primarily marble and fine-quality limestone (Pop. c. 6,400).

HILOII: Set. Major city in the c east of PNESSA (Pop. c. 80,000).

HIMERAN: His. Pol. Soc. Historic mercantile PATRICIAN HOUSE that, alongside the houses of KYDOR, LYCTUS and MELIA, was a major political presence in TARATI⁽¹⁾, originating as a puppet of the governing body in c. 1100 RM and becoming part of the ruling TETRAN by c. 1300 RM. The Tetran was overthrown by dissidents called THE AVATARS in 3013 RM, with their leaders executed and their followers expelled from the small nation. The house remained active in PELASGOS and VÂRR following the fall of the Tetran, though eventually dwindled, dying out in c. 3800 RM in the wake of hardships experienced following the SUNDERING OF THE KORACHANI EMPIRE in 3705 RM. See Vol II: Patrician Houses.

HIMET: Mil. Str. Fortress in the north west of THE OLD FOREST.

HIMMILCAR FERDOUS: m. Mil. Pol. Per. (B. 3911 RM) GRANDMASTER of the VÁMAN ORDER of the SANCTIFIED INQUISITION since 3973 RM. Born into a FREEMAN family with a long history of service to the KORACHANI EMPIRE, he exhibited exceptional intelligence and a strong sense of duty from a young age, as well as an aptitude for the ATRAMENTA, where he studies to become an ANAMNREAR. He rose within the ranks of the Order, spending most of his days as a paladin within the ORDER OF THE SEPULCHRAL PALACE, where he earnt many commendations, eventually becoming a High Warden before being elected to Grandmaster.

He is known for his aloof, somewhat quirky personality, and his extensive <u>ORTHOSES</u> and <u>TECHNARCANE</u> modifications (many of which were acquired during his tour of duty within the <u>SEPULCHRAL PALACE</u>, and which are believed to greatly enhance his strength and fortitude). Indeed, he cares little for the petty squabbles of other grandmasters or the aspirations of his lessers, and considers everything, including his own life, as secondary to the protection of the <u>UNDYING MACHINE</u>, and the

sanctity of the imperial government, through which the dominance of the Atramenta can continue.

High ranking members of the order claim that Ferdous began receiving visions of the Undying Machine during his years protecting the Sepulchral Palace, which have guided his hand ever since. Ferdous is also known to possess one of the largest private collections of Atramental tomes and artifacts. His personal library is said to contain forbidden texts and ancient knowledge that only he can access.

<u>HIN PASRA</u>: Set. City in the c-south east of <u>SURUTUR</u>, along the course of river EHIBEL (Pop. c. 40,000).

<u>HINARAD</u>: Set. City in the west of <u>LHACCIDA</u>. It forms a part of the <u>ISHMMARRAN TRAIL</u> and caters to the many merchants and travellers that cross through it (Pop. c. 52,500).

HINDAN DEEP, the: Sea. Large lagoon in the south west of WESTERN SAMMAEA, to the north of the SEA OF AXONIN along the sea border between BELEGOR in the west and LIEVTHRA in the east.

The sea is interesting in that it is incredibly deep. It is largely lifeless, and what marine life is found there is almost invariably trapped there after having getting lost from the barrier shallows to the south. In antiquity its depth served to divide neighbouring peoples who were already isolated across the land due to the difficult terrain to the south of the <u>TALENTARI</u> Mountains.

Local legends claim that its deepest reaches (as yet undiscovered despite various deep-sea diving expeditions) are home to the soft-stoned ruins of an ancient coastal empire. Rumours of sunken treasure fuel intermittent interest in its waters, and many have died over the years in the fruitless pursuit of these riches.

HINDESSEL: Myt. Leg. His. Str. The labyrinthine fortress of the <u>DEMIURGE</u>

ASHTERATH, who created it following his epiphany during the tale of

ASHTERATH AND ACHAIAH. Consumed by guilt over his actions, he
withdrew from the world deep in the fortress, which he populated with
dragons and other scaled aberrations. there, he fell to ennui and grief,
allowing the <u>SCION TALMESH</u> to defeat him and steal the Dawn Crown.

He later emerged, consumed with a deep hatred of his brother <u>RACHANAEL</u> who had abused him for many years. From Hindessel he amassed a great army and marched to his brother's lands, beginning the <u>DRAGON WARS</u>.

Following his defeat and banishment at the hands of his sister <u>TALANTEHUT</u>, the fortress was allowed to fall into ruin. Most of its denizens died without his aegis, but some escaped, populating the lands of Sammaea, their descendants remaining there to this day.

HINGIL: Sea. Bay to the west of the <u>BRINE SEA</u>, separating the tribe <u>HAVATH</u> in the south east of <u>MULCIBER</u> from the nation of <u>ELEKHID</u>. The bay is the estuary of the river <u>POTHA</u>.

HINNOM, THE VALLEY: Geo. A great valley that leads to the SEPULCHRAL PALACE in DAEKYN, from the south west, and is generally unseen by those undertaking THE SHADOW MARCH. After the DEMIURGE RACHANAEL'S imprisonment in the Pit of Daekyn, he was dragged by his spiritual son, the ARCHPOTENTATE MALICHAR, through the Valley of Hinnom atop to the rise Tophel, atop which the LEADEN THRONE and later the Sepulchral Palace were created.

HINOL, ROYAL HOUSE OF: Pol. His. Ruling HALFBLOODED family of ZHARIAH^(1.) from 2733 RM until its ousting amidst civil reforms in 3913 RM.

The House fractured when king <u>IAQRASHON III</u> died in 2917 RM, leaving two legitimate heirs — his twin son <u>IAQRASHA</u> and daughter <u>IAQRADENNE</u>. Though Iaqrasha was the true heir, with the line of succession normally passing to a male heir, his sister nevertheless believed that she, being older, deserved the throne.

The kingdom erupted into a bloody civil war that lasted for almost thirty years, which ended only with the brother's defeat in 2939 RM and the coronation of his sister as the queen of Zhariah. His followers and armies were forced to bend the knee to her, though they never accepted her as the rightful ruler and in 2941 RM they exiled themselves, moving west into the SHAROOK Highlands, where they established a base before moving farther west, eventually subjugating the nation of QARALAM, where a new sultanate was founded.

The border between Qaralam and Zhariah remained a hotbed of military activity with the two nations rarely at peace for long. This state lasted for centuries until the two eventually reached an accord in 3223 RM, though Zharian fundamentalists saw this as a sign of weakness and turned on the House of Hinol. This Fundamentalist group would grow over the next centuries, eventually leading to another war that would see the kingdom fractured, its southern territories slipping away to give rise to the nation of Shezaliah in 3502 RM. The House of Hinol proved resilient, surviving this, but limped onwards for the next centuries until it was overthrown in 3913 by an anti-monarchist movement.

Some survivors escaped, finding refuge in the MALANI HENDECARCHY of LONAR as political refugees. They established themselves over the next decades, becoming influential in the kingdom, with the princess marrying into the royal house of Lonar in 3961 RM. Her son, the shaman MIALAD, came to power in 3979 RM following the death of her husband the Hendecarch and rules Lonar to this day.

Zhariah descended into anarchy and collapsed into separate warring states that were eventually reunited by the warlord <u>RHOZHADEN</u> into a new Zhariah that he continues to rule today.

<u>HINTA</u>: Set. Settlement in the east of <u>AZAZEM</u>, along the <u>RED ROUTE</u>, linking the east of Azazem to <u>KORACHAN</u> (Pop. c. 16,000).

<u>HINTA HAQ</u>: Set. Settlement in the south of <u>CHEIRA</u>. Its main industry is silver mining (Pop. c. 6,300).

HIOTAL: Ser. Small coastal city in the west of <u>SERROK</u>. It is relatively recent, having appeared in c. 3700 RM after the waning of the <u>BAY OF RADABAD</u>. Its main industry is fishing (Pop. c. 14,000).

<u>HIPASTA</u>: Set. Fortified coastal city in the south of the emirate of <u>OTHOTEL</u>^(1.), in the south west of <u>LIMOTH</u>^(1.). Its main industry is fishing (Pop. c. 8,600).

HIQARAST: also 'Bearer of the Keys'. Rel. Dei. Major deity in the region of THAMAAZ in THE SURRACH. The god takes the form of the mummified body of a preacher or prophet and is worshipped as a holy idol. Hiqarast is kept in a large temple and is held under constant guard.

In life Hiqarast was considered a prophet and visionary, bringing a philosophy of thought to the people of the Surrach that was utterly alien. He preached of a singular god, cold and hard as metal and just as strong. He was deified upon death and his teachings became corrupted by local sensibilities and over many years he became the god he preached. See Vol IV: the Gods and Cults.

<u>HIQMET</u>: Set. Settlement in the western mainland of the <u>PRINCIPALITY OF</u> <u>SEPAHAUNAT</u>, in the north west of <u>SAMMAEA</u>. It is a major producer of raw iron and is known for its large iron mines (Pop. c. 10,000).

<u>HIQOL</u>: *Lak.* Endorheic lake in the south east <u>AHRISHEN</u>, forming part of a small endorheic system alongside lake <u>ASHIZ</u>, which is linked to lake <u>MASTI</u> through the artificial <u>LAGOT</u> canal⁽²⁾.

HIR: Set. Coastal settlement on the island of HIR RADA in the north of FALLAROUR, off the south western coast of Sammaea (Pop. c. 6,000).

<u>HIR RADA</u>: Geo. Island in the <u>SHIELD ISLES</u> archipelago in the north of <u>FALLAROUR</u>, off the south western coast of <u>SAMMAEA</u>.

<u>HIRDIS</u>: Geo. Large area of geysers and bubbling mud pools in the south of <u>VALBAR</u>⁽²⁾, in the region of <u>ESZALA</u>. The region is considered harmful and dangerous to mortals, who give it a wide berth.

<u>HIRIM</u>: *Geo.* shallow valley in the north of <u>WESTERN SAMMAEA</u>, crossing the border between the east of the <u>VESPERTINE LEAGUE</u> and the west of <u>ESHIR</u>^(2.). It serves as the drainage basin of the river <u>GARARIS</u>.

HIRINA: Pol. Soc. One of the earliest PATRICIAN HOUSES that appeared around the INNER SEA, in c. 150 RM, in the east of AZAZEM. It was one of six Patrician Houses that in 243 RM seceded from the KORACHANI EMPIRE and formed the REPUBLIC OF LARATHUKH⁽²⁾. The republic was attacked by Patrician Houses that had remained loyal to the empire, and it was toppled in 271 RM, and four of the six Patrician Houses died with it, including House Hirina. See Vol II: Patrician Houses.

HIRMEN: His. Rui. Monuments in AHRISHEN comprised of a series of standing stones. They were commonly built in neolithic Ahrishen c. -600
 300 RM, and though there are no longer a part of extant Ahrisheni culture, they remain respected parts of its history to this day.

<u>HIROHIM</u>: also 'the Child Catcher'. Leg. Folk tale and legend common in the <u>KORACHANI PENINSULA</u>, and parts of eastern <u>AZAZEM</u> and western <u>PELASGOS</u>, primarily used as a cautionary tale to children to keep them away from unsafe areas.

The *Hirohim* takes the form of a tall, slender figure, obscured beneath a long coat and wide-brimmed hat, wielding a long man catcher that is used to round up children that have strayed from their homes. Children caught by the *Hirohim* are never seen again, with most parents having their own version of what fate befalls them – including being sold into slavery, prostitution, or sent to the military.

The tale does have roots in reality, as <u>PRESS-GANGING</u> is common in many areas of the Korachani empire, and children are not always exempt from capture. See Vol II: Legends and Folk Tales.

<u>HIROR</u>: Rvr. River in the north east of <u>AZAZEM</u>, flowing south from the <u>KENACHUA</u> Mountains into lake <u>RANNO</u>.

HIROTH, DESPOT OF BAESHA: m. (B. 2875 – 3189 RM) Sup. Pol. Per. The first regent of IO following the signing of the SARASTROAN SANCTION in 3103 RM. He ruled for 86-years until his unlikely death at the hands of an escaped slave, which has since become a legend to slaves of Io. He was an accomplished Penumbrist and was a sadist, taking great pleasure in the suffering of others. BAESHA became the centre of new constructions as great monuments and temples were erected in the honour of SATHEP THE RISEN and himself.

HIRQABA: Mil. Str. Major fortress in the far south west of the PRINCIPALITY OF SEPAHAUNAT. The fort is the base for the western armies of Sepahaunat and guards its western border from foreign attentions.

HISISH: Set. Ntn. Large powerful city-nation in the east of SAMMAEA, just west of the SEA OF LETHEA and south of the FLAMING SEA. It lies along the eastern bank of the river GLAGG. Its corrupted jelly-like waters are at their thickest near Hisish, where they have a tar-like consistency. The tar is cut out in 'blocks' and the hollows left in their wake are slowly filled in over time, replenishing the source. The blocks are used as fuel for TECHNARCANE engines and distilled for use in ATRAMENTAL DISCHARGERS that power the city and are used in the HEART ENGINES in which its guardian Atramentists are inhumed (Pop. c. 230,000). See Vol III: Extant Realms and Nations.

<u>HISPIDIA</u>: For. Scrub forest in the c north of <u>THE SURRACH</u>, south of the region of <u>SABBOQUA</u>.

HISSA: Set. Fortified city in the north east of KOLCHIS, in the region of SHUK RAZHA. It forms a part of the meteore industry in the region (Pop. c. 42,000).

HISTA: Geo. Peninsula in the north west of <u>SKAROS</u>, between the <u>SEA OF APHOTIS</u> and the <u>BAY OF DALMA</u>, covering some 200 square-miles. It is dominated by large tapering rocky pillars.

HISTER: Set. City and surrounding iron mines in the c south west of the nation of <u>DURCHAA</u>^(1.) (Pop. c. 40,000).

<u>HIT PHATHARLOSS</u>: Geo. Coastal hills dominating the eastern coast of <u>PORPHYR</u> for 750-miles. This is the region where the <u>ARK-BUILDING</u> culture of Porphyr is at its strongest.

<u>HITAN</u>: Fau. whale-like creature, common in the *Iapetan Sea*. See Vol II: Classification and Taxonomy of Life.

HITHRA: 1. Geo. Region in the north of THE SURRACH, just south of EREBETH. It is relatively fertile and lightly wooded across most of its reach.
2. Set. Major city-state in the far north of THE SURRACH, along the banks of the river MEGREZ, overlooking the south of EREBETH. It was once a centre of gold-mining, though the mines were spent by c. 2220 RM, by which time coal was discovered in the vicinity. The region grew wealthy from its industries and maintains that wealth by selling coal to more industrialised nation to the north. (Pop. c. 100,000).

HITTA: 1. Dem. 'Hittan'. Ntn. Kratocratic state, and one of the so-called BLOOD STATES, that emerged from the south west of MHAROKK and far east of KARAKHAS in 3914 RM, following years of unrest in the region surrounding the actions of the popular SERAPI warlord SHAR SURYAH beginning in 3893 RM, when he became Kratocrat of the city of Hitta⁽²⁾. He would later go on to claim all of Mharokk through sheer force of personality by 3920 RM, though his assassination in 3928 RM left the

region in disarray. Mharokk was reclaimed by Korachan in 3930 RM following a short war with <u>SARASTRO</u>, with the Hittan territories claimed by his son and heir, <u>SHAR SURYAH II</u>, who remains in control today.

Sarastro claims Hitta as an official dependency, though the state considers itself to be independent, as is reflected in the design of its flag, and it resists all Sarastroan attempts at wresting control from the warlord. Indeed, most foreign states recognise its independence.

There are little resources of note in the region surrounding the citystate, though the city itself is known for its well-trained army and, though its territories have no natural boundaries of note to aid in its defence, it is heavily fortified, with the city of Hitta well-defended and many towers and redoubts protecting its settlements and farmlands from attack. See Vol III: the Nations of Elyden.

2. *Pol. Set.* Capital city of the above state, first claiming independence in 3893 RM following the actions of the <u>SERAPI</u> warlord <u>SHAR SURYAH</u>. Its merchant-princes have leveraged favour with Siriphagos, leading to it becoming a major stop along the <u>SALT ROAD</u>, with its wines finding their way for sale along the trade-route (Pop. c. 312,800).

<u>HITTAN CREOLE</u>: Lan. Creole language spoken in <u>HITTA</u>, based on <u>MHAROKKIN</u>, with many loanwords and expressions from <u>KARAKASHI</u>. It emerged in c. 3920 – 3950 RM, though it continues to develop to this dat. See Vol II: Languages.

<u>HITTIA</u>: Set. Major city in the far south of <u>SABIA</u>, along the south western shore of lake <u>ELIGIA</u> (Pop. c. 73,500).

<u>HITULA</u>: *Rvr.* River in the east of <u>BROR</u>^(1.), flowing west for over 250-miles from sources in the <u>LAHAED</u> Mountain. The river ends in the <u>NIUH</u> valley, falling as a 300-ft. waterfall into a vertical cavern below falls.

<u>HIULCITA</u>: Set. Coastal settlement in the east of <u>SARAGOS</u>, overlooking the <u>BAY OF NADA</u>. It is built around a deep cleft leading down to the bay (Pop. c. 10,000).

HIUTA: 1. Geo. Island off the southern coast of SURUTUR.

2. Set. Coastal settlement and surrounding plantations on the eponymous island $^{(L)}$ in the south of <u>SURUTUR</u>. known for its cultivation and preparation of cinnamon (Pop. c. 3,500).

<u>HIWOTA</u>: Set. Fortified coastal city in the west of <u>TZALLRACH</u> (Pop. c.32,000).

<u>HIYUSTSYL</u>: Set. Small city in the c north of <u>OKKHAM</u> (Pop. c. 17,500).

<u>HIOVATAT</u>: (B. 1855 – D. 1941 RM) Sup. Pol. <u>ONÉSIMUS THANE</u> exiled from <u>SABIA</u> who would annex lands to the east of the <u>DESOLATION OF ASTUDAN</u> in 1893 RM, founding the nation of <u>FARIS</u>.

<u>HLADEL</u>: *Set.* City in the south of the <u>HENDECARCHY</u> of <u>AMILLAERE</u>^(1.), in the c of <u>MALAN</u> (Pop. c. 70,000).

HLARIRIS: Geo. Badlands in the south east of ESHIR (2.).

<u>HMARUON</u>: Sup. Geo. <u>ATRAMENTALLY TAINTED</u> region in the wastes west of <u>ANDILUTH</u>, in the <u>DAENED SULRACH</u>. The terrain is grey and lifeless, covered in <u>DUSTSTONE</u> formations.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ Institute of Atramental Studies.

HMMEN REGIME: Pol. Org. Ruling government of PNESSA since 3959 RM. The regime has its roots in a halfblood caste, known as the TYRANON and AGORNONS, which were influential members of House NEANDER in the city of HAZOR in RHINOCOLOURA. In 3469 RM they were exiled from the city, and some fled south east and settled the north of Pnessa. Over the coming years, their agents infiltrated this region, fomenting distrust of the ruling house of CAIA amongst the populace. The region is quickly corrupted by their words.

In 3493 RM their efforts culminated with a coup of the northern cities that essentially sundered Pnessa in two, with the north becoming known as the NEANDERINE CITIES.

The regime itself emerged in the city of IRMM, in c. 3925 RM, solidifying itself as a ruling power in the north, which begins rallying people against the Caian monarchy. By 3948 RM the regime had amassed a fanatical following around the Neanderine Cities, and was vocal about its opposition to the Pnessian monarchy, causing Pnessa to mobilize its armies. Minor skirmishes along the borders culminate in the Battle of Bellauan Ridge in 3948 RM. Skirmishes continued over the coming years along the contested border between the Neanderine Cities and Pnessa.

In truth, the Hmmen regime had operatives in all major Pnessian cities and was working in the shadows to overthrow the monarchy. This eventually bore fruit in 3959 RM, with an overnight revolution that overthrew the Caian monarchy. The royal family was executed alongside its direct relatives and supporters.

The Hmmen regime was formally established in Pnessa after this, becoming an Authoritarian Socialist state, with most industries and organisations coming to be controlled by the government. The Hmmen regime retains control of Pnessa, with the <u>TRYPTARCH</u> – an absolutist ruler who oversaw the collapse of the monarchy – ruling to this day since its establishment almost 50-years ago.

HMMEN REVOLUTION: Pol. His. Political revolution that took place in PNESSA in 3959 RM, during which agents and sympathisers of the HMMEN REGIME overthrew the CAIAN monarchy in Pnessa overnight following years of planning. The Hmmen regime continues to rule Pnessa to this day and its leader is the TRYPTARCH, an enigmatic individual who oversaw the rise of the regime and orchestrate the revolution.

<u>HMORMAI</u>: Set. Fortified settlement in the north west of <u>CYHLAGHARR</u>, to the north of the <u>SEA OF IMERRIL</u> (Pop. c. 6,000).

<u>HOADA</u>: Set. Settlement in the south east of the city of <u>HOAMM</u> (Pop. c. 5.750).

<u>HOALAN</u>: His. Set. Ancient city in the north of <u>SAMMAEA</u>, in the south east of present-day <u>TRAKIA</u>, along the northern bank of the river <u>SISARA</u>. It grew into a prosperous port in c. -200 RM in what had once been occupied by the late <u>FOURTH AGE</u> nation of <u>ERASHA</u>, whose ruins were appropriated by the city-state of <u>ALATEA</u>, which by -100 RM moved its capital to Hoalan, which became a great influence and presence in the west of the <u>SEA OF BYSSOS</u>.

In c. -75 RM the merchant-kings of Hoalan grew powerful, ousting the pervious rulers, though their greed would prove to be their undoing and their territories had fractured by c. 220 RM. The city of $\underline{\text{OLNNAD}}$ would appear close to its ruin in c. 1100 RM, with some of its first structures made with stones reclaimed from the old city.

<u>HOALI</u>: Rvr. River in the c of <u>KORACHAN</u>, flowing for 120-miles from the southern hills of the <u>PSALDA</u> hills, before emptying into the <u>LEMAS</u>.

HOAMANA, the: Rel. Dei. Multi-faceted pantheon of HOAMM, which appeared in c. 1100, replacing the KORACHANI CULT OF LIFE AND DEATH, which by c. 1350 RM had become little more than a mystery-cult amongst its high merchant-classes. It is thought by some scholars that the Hoamana is possibly contiguous with ancient Demiurges. See Vol IV: Deities and Pantheons.

HOAMM: 1. also 'City-empire of Hoamm'. Dem. 'Hoammi'. Ntn. Nation in the far south of the KORACHANI PENINSULA, which has the distinction of being one of the closest nations to KORACHAN to have never been directly under the empire's control. Originally a Korachani prison-colony, Hoamm is now a nation straddling two continents, controlling not only its territories along the southern-most point in the Korachani peninsula and a small part of northern SAMMAEA, forming an exclave within the DEMESNE OF HARAPPA (3).

The Dichocratic empire was founded in 2856 RM, where the twin sons of the dead monarch Eread II reached an agreement after a year of conflict, and their descendants rule Hoamm to this day. Like their ancestors, the people of Hoamm maintain trade centres across many cities across the INNER SEA, and the emblems of their merchant-houses are a common sight amongst the harbours and ports across the Inner Sea.

The empire is characterised by its island-capital – the capital and original Hoammi territory, south of <u>ARTALSCELLIA</u>. Originally a large conurbation that covered the majority of the island, the city expanded towards the coasts as the waters of the Inner Sea receded, leaving its interior an abandoned wasteland covered with layers of ruined structures. See Vol III: Extant Nations and Realms.

2. Set. Main city and conurbation within Hoamm^(1,), forming the majority of the City-empire of Hoamm (Pop. c. 790,000).

<u>HOAMM</u>: Lan. Language spoken in in the <u>DICHOTARCHIC EMPIRE OF HOAMM</u>. It emerged from the <u>LOW KORACHANI</u> that was spoken on the <u>KORACHANI EMPIRES'</u> prison colony of Hoamm, and is now the official language of Hoamm, and is also spoken in <u>ARTALSCELLIA</u>. See Vol II: Languages.

HOAMMI WOLF: Fau. Scavenging canines found in the south of the KORACHANI PENINSULA, known for their large size. Primarily scavengers, they were hunted to extinction in KORACHAN millennia past, though survive in small numbers in HOAMM, after which they are named. They are victims of poaching and a thriving black market trade, where individuals find themselves across Korachan and beyond, often appearing in circuses. They are naturally timid and are tortured into a feral state to entice audiences. See Vol II: Classification and Taxonomy of Life.

<u>HOANALL</u>: *Geo.* Peninsula in the north west of <u>HOAMM</u>, overlooking the northern waters of the ENGARA.

<u>HOARI</u>: Rvr. River in the c of <u>KORACHAN</u>, flowing for 130-miles from sources in the PSALDA hills and emptying in the SERAH marshlands.

<u>HOATA</u>: Geo. Island 32-miles south off the southern coast of mainland HOAMM

<u>HOAVA</u>: *Mil. Str.* Major fortress in the north of <u>HOAMM</u>, overlooking the road north east into the south of <u>KORACHAN</u>. The fortress is part of a far larger series of trenches and fortifications measuring around 100-miles long, close to the border with Korachan.

<u>HOAZZ</u>: Set. Major city in the east of <u>PNESSA</u>. It is a military centre in the region and is responsible for most patrols along the border with <u>ELEKHID</u> (Pop. c. 100,000).

HODABR-AGHTUL: Geo. Massif in the south west of the mountains of LABR-AGHTUL, on the east of CHEIRA. The massif is known for its ancient and elaborate rock-hewn necropolises in which was found the body of the otherworlder HAR-RSI in 3621 RM, which would lead to the founding of the CHURCH OF THE PROPHET OF THE EMPYREAN in c. 3650 RM.

HODEL: Set. City in the north east of PNESSA (Pop. c. 37,000).

<u>HODONAAH</u>: Set. Small city in the c north of <u>GNOTH</u> along the southernmost shore of lake ZURVAN (Pop. c. 16,000).

<u>HODROK</u>: 1. Geo. Cave system in the south east of the territory of <u>MAHEN</u> in the east of <u>ALAM BETHYL</u>, in the western foothills of the <u>BAND</u>^(2.) Mountains around 60-miles from the coast with the <u>SEA OF ADUM</u>. The caves lead to the labyrinthine depths of the <u>PRISON CARCERI</u>.

2. Geo. Pass across the $\underline{BAND}^{(2)}$ Mountains linking $\underline{ALAM\ BETHYL}$ in the west with $\underline{KOLCHIS}$ in the east. It is little-used today and parts of it have fallen into disuse.

HOGGOTHA ISZ: Dem. 'Hoggotha Iszzan'. Ntn. Geo. Expansive realm in the c of SAMMAEA, encompassing the majority of the WORLD'S CROWN mountains (the ACHARKHARAN, SHAKHURAN and KARKARMIS Mountains), and surrounding lands, mostly to their south and west. It is amongst the most inhospitable mundane regions in all of ELYDEN – despite not being under the thrall of either the FIRMAMENT or ATRAMENTA, it is nevertheless a desert, most of it highland, and extremely arid.

The Hoggotha Isz is populated by scattered MORTAL tribes, most of them SERAPIS. There are rumours of a more unified serapi culture centred there, though this is refuted by what few KORACHANI expeditions that have ventured into the land, which have thus far only revealed insular warrior tribes with little in the form of high culture. Their unifying feature is an overarching belief in a COSMIC SELF-DEVOURING SERPENT, that some believe may be a corruption of worship of the DEMIURGE ASHTERATH^(2.).

The region is separated from the north by the <u>KHARKHARADONTID</u> desert, but its southern-most territories lead directly to neighbouring nations, such as <u>SIMBARA</u> and <u>MAENMIST</u>, amongst others. See Vol III: Extant Realms and Nations.

HOGGOTHA ISZZAN BURIALS: Soc. Widespread burial practices common in the south east of the HOGGOTHA ISZ and the south west of KHARKHARADONTIS. Life expectancy in Kharkharadontis was always low, particularly amongst the young and newly-born. Various MORTAL peoples came to mummify their young dead as a sign of their love and respect for these young victims of their harsh environments. This included stillbirths, and those who died of ailments such as AEPATHY.

Originating with early <u>FIFTH AGE PLAGI</u> and <u>ETHERI</u> cultures in western Kharkharadontis, the practice soon spread to <u>SERAPIS</u>, <u>LACERS</u> and other denizens of the Hoggotha Isz, whose traditions would evolve, with the mummification of leaders and warriors also becoming common over time. Black rock-cut tombs pepper foothills in the south west of

Kharkharadontis and Hoggotha Isz, where the practice became most prevalent.

HOGHSOTHAMON: Geo. Ancient fold-mountain region in the south of the TARAHID ANNEXES. The name is derived from an ERUTOEAN legend of the underworld. The mountains are greatly weathered and relatively level though dominated by undulating steep valleys and folds stretching west to east. The region emerges from the south of the ASSOGHAQUA highlands in the north and stretches to the south west and south east and for over 800-miles, covering an area of 200,000 square-miles.

The region is relatively dry though the rainy season sees water pool between its many valleys, leading to a short explosion of life. The inner region of the Hoghsothamon (known as Inner Hoghsothamon) is ATRAMENTALLY TAINTED and though its interior is largely unexplored, hoary ruins can be seen through the mists that cover the land.

The region is categorised as <u>DANGEROUS</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

HOGRI: also 'Hogri Geysers'. Geo. Foul region in the far south east of the BARRIER LANDS that is below sea level and is known for its sulphurous geysers and polychromatic chemical pools. The entire area is shunned, though is often visited by nomads and merchants travelling there due to its picturesque beaty. Some have sighted grotesque humanoid amphibians that lurk by the pools and geysers on night when both moons are new, though there is little evidence to support these claims.

HOGUAS: Set. Ruling city in the south west of the tribe of <u>TATRAS</u>, in the c south of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 130,000).

<u>HOIZA</u>: Set. Fortified city in the far south of <u>PNESSA</u>, in the region of <u>SIMEANAGH</u>. Its main industry is logging (Pop. c. 12,000).

HOLAYRA: Set. Major fortified coastal city in the south east of ALAM BETHYL. It is the capital of the territory of TABERCIL⁽²⁾, and is heavily fortified against slavery and predation from the south. It is one of the larger Bethylan cities and lies south of the northern POLAR CIRCLE.

Its roots lie in and constriction of a major fortress there in c. 3480 RM, where people for miles around would seek shelter in the event of a pirate raid. Eventually the fortress' response to such attacks became so good, that incidents decreased, allowing people to settle down in more sedentary lifestyles, and by c. 3540 RM a shanty town had appeared at the fortresses' base, which continued to grow, becoming the new capital of Tabercil^(2.) in around 3820 RM (Pop. c. 112,500).

<u>HOLAVAR</u>: Rvr. River in the west of <u>HOLOLACH</u>^(1.), forming a border between it and the <u>MULL CITY-STATES</u>. The river flows for 300-miles from its sources in the <u>HOLIASOR</u> and <u>ESHAMIL</u> Mountains before meeting lake <u>LO HOLVAN</u>.

<u>HOLHOMM</u>: Set. Fortified settlement in the far east of <u>PNESSA</u> (Pop. c. 6.000).

HOLIASOR: Geo. Mountain-range in the south of HOLOLACH^(1.), bordering the northern coast of THE INNER SEA. The mountain-range is picturesque, comprised of hundreds of fjords, lakes and winding rivers moving towards the coast. The fjords are thought to have been created by glacier movements in the distant past, indicating the region was once located in a much colder climate. The range in often shrouded in mists carried north along the INNER SEA from the warmer south, that remain trapped within the fjords often for days at a time.

HOLICHRIS: 1. Pol. One of eight prefectures in HOLOLACH^(1.), controlling the c east of the nation, between the hills of HOLOMAR in the west and the TOLIASOR Mountains in the east. Its controlling city is Holichris^(2.).
2. Set. City in the c east of HOLOLACH^(1.) and centre of the eponymous prefecture (Pop. c. 33,200).

HOLLAMEA: Pol. Set. Major city and capital city of KOMMEA, located in the north of the nation, overlooking the coastal cliffs of the western HOLLOW COASTLINE. It is a vertical city with many steep stepped roads, where the rich live in penthouses overlooking the SEA OF AKRY and the poor live in crowded tenements whose bowels are tunnelled from the bedrock itself.

It is dominated by the ancient <u>PALACE</u> of the <u>DONAGERS</u>, where its monarchy has ruled since the rise of the <u>AUTUMN DYNASTY</u>. The city grew rapidly following the kingdom's vassalage to <u>TETHYSIA</u>, and it is now home to many offices and consulates of the southern power. Though it is

coastal it has little direct contact with the shore, which is locked behind near vertical cliffs. A few passages to the coast have been constructed, and a small yet busy deep harbour has been built there, but most trade arrives to the city by land (Pop. c. 1,200,000).

HOLLOW: Soc. Lan. Derogatory term used to describe present-day MERILLS.
The name refers to the way an individual merill's thoughts are trampled into submission by the overburden of memories and knowledge passed down by their ancestors through GENETIC MEMORY. This tends to manifest itself in clouded and nonsensical behaviour.

The name is ironic as the merill is far from hollow: rather it is imbued with the memories of a thousand generations of ancestors, leading back to the <u>FIRST AGE OF MORTAL LIFE</u>.

HOLLOW COASTLINE, the: Geo. Colloquial name given to the mountains, coastal highlands, and hundreds of coastal fjords and islands that dominate the northern and eastern coasts of KOMMEA, including the BRAT EDRAN, LYRLDRAN, VAELDRAN, and WENDRAEN Mountains.

The region is sparsely populated, though is conversely also home to the nations' most populous cities, including the capital, $\underline{HOLLAMEA}$. It also forms a major part of the regions' mythologies, and is home to some of the lakes known as the $\underline{SEVEN\ MAIDENS}^{(1.)}$.

HOLLOW DESERT, the: also 'Farrosh'. Geo. Dre. This DREAMSCAPE is situated some 200-miles south west of the SEA OF LETHEA in HADDURATH. The dreamscape was first recorded by KORACHANI explorers in c. 2945 RM, when it was little more than 60-square-miles in size, though has steadily been expanding since then, increasing to some 8,000-square-miles by c. 3800 RM, leaving nothing but an unnatural nothingness in its centre that is difficult to describe and leaves those observing it unsettled and unhinged.

Ancient texts and passages from the <u>MYTHOLOGIA ELYDEN</u> have led contemporary scholars to believe that a slumbering scion is buried beneath the epicentre of the Hollow Desert, whose body is soaked in the waters of Lethea, explaining the nothingness of the dreamscape above the scion is <u>DREAMING</u>, but the amnestic waters have rendered its thoughts to nothingness, which is reflected in the shape of the dreamscape.

HOLLOW PRINCE, the: Per. Derogatory name given to an individual in KOMMEA who claimed to be the prophesised SCION RICFREID in c 3900 RM. Though there was vocal opposition to the claim, the government feared what might happen should it prove to be true.

For decades he was treated like a messiah, elevated to a figurehead of the nation, giving speeches and rallying the people, however over time as various parts of the prophecy failed to materialise, people began to turn against him, until 3921 RM, when he and his remaining loyal followers were exiled. He settled in the city of $\underline{\text{CALBIA}}^{(2)}$, where he later established the new state of Calbia⁽¹⁾.

The name Hollow Prince emerged soon after his appearance in c. 3900 RM and was used by his detractors, but it only came into widespread use once the prophecies surrounding the legendary character of Ricfreid failed to come to pass. The name remains in use in Kommea today and is typically the only way in which the figure is now remembered.

HOLLOW KINGDOMS, the: Pol. His. In the history of ELYDEN, a neolithic culture that rose from the FADING of the FOURTH AGE in what is now AHRISHEN. Seeing divinity in the geometrically perfect menhirs that remained intact from the previous age, the people of Ahrishen became builders of stone circles and barrows; the centres of growing pastoral communities that became known as the BARROW-FIEFS. But few were those who ventured near the ruins of the old cities, claiming them haunted by the spirits of the dead. These ruins collectively became known as the Hollow Kingdoms.

A man rose to prominence c. -200 RM who defied the wisdom of Barrow-fief's rulers and explored the ruins. The man who emerged had become an erudite who later became known as the <u>REGENT TAUAM</u>, who claimed to have been visited by a powerful <u>OTHERWORLDER</u> who was said to have guided his path since then. The Regent Tauam united the <u>BARROW-FIEFS</u>, destroying the fear generated by the Hollow Kingdoms.

<u>HOLLOW MOUNTAIN</u>: also 'the Eye of Nergaal'. Geo. Mountain pass in <u>CUTH</u> between the <u>ERES IRKALLA</u> Mountain to the north and the <u>HAMMINGHENG</u> Highlands to the south. The route passes through a large hollow in the limestone rocks of the region which form a gigantic window, which is sometimes referred to as the Eye of Nergaal by those who pass through it.

HOLLOW ONE: see SHELL.

<u>HOLLOWAY</u>: also 'Sunken Path'. Int. Soc. Geo. Roads or paths that over many centuries have become sunken, taking the form of rounded ditches. In some places, such as the <u>KHADAN ROAD</u>, continued use has turned certain holloways into artificially-made canyons with steep sides.

Many regions of <u>ELYDEN</u> contain holloways dating back to the earliest days of mortal life, showing which regions have been settled and travelled over time.

Many of the largest highways linking major cities in Elyden are millennia old and take the form of holloways, including some of the more commonly travelled routes of the <u>RED ROUTE</u> or the <u>SHADOW MARCH</u>, amongst others.

HOLMA: 1. Rvr. River in the west of Ahrishen, flowing west and north for 122-miles from various sources, including the <u>HALHALAT</u> and <u>QANAM</u> <u>HALAT</u> Mountains, and the <u>BARROW HEATHS</u>, before meeting its parent, the river <u>ARESH</u>^(2.).

2. *Lak.* Lake in the region of <u>DEMERAL</u> in the c west of <u>AHRISHEN</u>, along the course of the river <u>ARESH</u>^(2.).

3. Set. Small city in the c of AHRISHEN, appearing after the retreat of the SEA OF PYREA, in the region of DEMERAL. The city is surrounded by wetlands and marshes and its only reliable link to the rest of the nation is across a bridge that crosses the marshes and leads to dry land, 2-miles south east. The city is known for its asparagus and rice production (Pop. c. 12,000).

HOLOLACH: 1. Dem. 'Hololachi'. Ntn. Kingdom in the south east of WESTERN LLACHATUL along the northern coast of the INNER SEA, Hololach is a land divided from the east by the TOLIASOR Mountains that dominate its eastern borders and the HOLIASOR Mountains along its southern coast, both of which are extensions of the BLACK MOUNTAINS. Known to the KORACHANI EMPIRE colloquially as the CLOUDY COAST, its south is characterised by violent storms as moist warm air from the sea meets warm dry air from the mountains.

Large parts of the kingdom are affected by subtle <u>ATRAMENTAL TAINT</u>, which has become a resource to the Hololachi people. This is most notable in the north of the kingdom, where nightmares are tangible, taking the form of twisted blackened formations.

Hololach is largely separated from the eastern reaches of the Inner Sea, which has allowed it to forge its relations with the west – $\underline{AQUARIIA}$, $\underline{EZASUH}^{(2)}$, \underline{ERBETH} , \underline{GNOTH} , $\underline{SAGITTARIA}$, and \underline{TAHALL} . As a result, Hololach is not as industrialised as the states of the eastern Inner Sea.

The land is ruled by the <u>VARPULIS</u> – the hereditary title of an ancient <u>HALFBLOODED</u> dynasty, who is recognised as a divine being and treated as the highest judicial, religious and political authority in Hololach and all its territories. The Varpulis is chosen by the reigning <u>VOLATA</u> from members of the royal bloodline.

Hololach is divided into eight prefectures, each of which is ruled by a DOCENT(2.): an elected SHAPER of great worth and practitioner of the Varpulis' divine teachings. Each prefecture comprises a capital city and many satellite settlements, though the kingdom also has a large nomadic population of itinerants known as the EVORADI, which do not owe fealty to any of the prefectures, though who do acknowledge the right of the Varpulis, who has granted them certain freedom of movement throughout Hololach. They travel the land in a long circuit that can take as much as a decade to complete, in caravans of hundreds of individuals. See Vol III: Extant Nations and Realms.

2. Pol. One of eight prefectures in Hololach $^{(1.)}$, and home to the capital city of Hololach $^{(3)}$.

3. Pol. Ser. Capital city and seat of the <u>VARPULIS</u> in the nation of the same name⁽¹⁾. The city became capital in c. 3500 RM after the old capital of <u>TROPIS</u> was moved there by the then Varpulis. The city is known for its canaled districts, and is a common trade partner with <u>LAASKHA</u>, selling ornate crystal artefacts and truffles for which it is famed in return for copper and bronze, which are scarce there (Pop. c. 920,000).

HOLOLACHI: Lan. Language spoken in HOLOLACH^(1.). It is descended from the <u>DAIMALAN</u> language of its predecessors and uses the same script, and it is similar to early pre-KORACHANI AQUARIIAN. See Vol II: Language of Elyden.

<u>HOLOMAR</u>: *Geo.* Rugged scrub plains leading up to the <u>ESHAMIL</u> Mountains in c HOLOLACH^(1.).

<u>HOLON</u>: *Set.* Settlement in the west of the <u>BAKHRAN STATES</u> in the west of <u>THE SURRACH</u> (Pop. c. 10,000).

HOLOTHAN: 1. Pol. His. Historic city-state and conurbation in the north of present-day TRAKIA, between the regions of HOGHSOTHAMON and <u>ULLUÍANNA</u>, renowned for the towering natural monoliths that surround it and the THRACIAN OGHUR slave trade that once revolved around it. Though often disfigured, Thracian oghurs are immensely strong - both of will and body. To break their minds, the oghurs are captured and forced to pull the monoliths (sometimes carrying them on their backs, or hauling the larger examples in groups on chains). The process is merely an exercise in subduing them until they are better-receptive to commands, at which point they are trained and sold. This practice earned Holothan the enmity of the OGHUR nation of CYHLAGHARR and clashes between the two are not uncommon. Its veterans are experts in trapping and battling oghurs and they are sought-out by the WHITE LEAGUE (who have had a presence in the city since c. 2400 RM) whenever battling oghurs. As a result, a large barracks dedicated to the training of troops is present outside the city walls, with a large White League CHAPTER (2.) present there, also.

Holothan trades local produce, including but not limited to $\underline{\text{UMBRA}}$ and rare salts, with the east.

After the <u>KORACHANI EMPIRE'S</u> abandoned the <u>TARAHID STATES</u> to the <u>INTERREGES</u> in 2974 RM, the influence of the White League increased over the city, though its power waned in c. 3200 RM as the nation of TRAKIA coalesced.

2. Pol. Set. Present-day capital of the nation of <u>TRAKIA</u>, known for the <u>WHITE LEAGUE</u> fortresses located there. It became capital in 3213 RM (Pop. c. 780,000).

<u>HOLRIS</u>: Set. Small settlement in the prefecture of <u>SONTADRIS</u>, in the far south of <u>HOLOLACH</u>^(1.) (Pop. c. 2,000).

 $\underline{\text{HOLVAN}}$: Rvr. Wetlands in the prefecture of $\underline{\text{HOLICHRIS}}$ in c north eastern $\underline{\text{HOLOLACH}}^{(1)}$, along the southern shore of lake $\underline{\text{LO HOLVAN}}$.

HOLY APPARITION, SANCTUARY OF THE: Rel. Str. Fortified church in the north east of PELASGOS, on a hilltop just under a mile west of the city of MALICHARICHAN. The location where the church would later be built was the site of a miracle in 93 RM, when a young shepherd had a vision of a ghostly figure astride a pale horse. Interpreted as being the ARCHPOTENTATE MALICHAR, who at the time was believed to be dead, the site became a site of pilgrimage to many, and a large monument was constructed there in 128 RM. Following his ITINERARY and his return to KORACHAN, the Archpotentate Malichar came across the site by chance while mounted on a white horse. He blessed the monument before continuing to the capital, and a large sanctuary was built around the monument. It survives to this day and greets thousands of pilgrims every year.

HOLY AMMUNITION: Int. Rel. Mil. Obj. The Militant nature of the THREE CHURCHES OF THE UNDYING MACHINE has seen their proselytisers and operatives gain prominence amongst their nations' respective militaries.

One common aspect of military practice that they are known for is the blessing of shells and bullets, amongst other projectiles. These holy projectiles are highly-regarded by troops regardless of any effect they may have, and the tradition continues largely for the purposes of morale and tradition. There also exists a tradition of painting artillery shells with religious iconography.

So important are these objects within their respective militaries that in some cases individual shells have gained status of relics, with shrines being built around them. These shrines are often constructed atop ambulants and tanks to accompany armies as they march, have become an important part of their respective military forces, boosting morale and steeling the fervour of soldiers.

HOLY BLOOD, BASILICA OF THE: Rel. Set. Large BASILICA in the south west of VENTHIR, constructed in 1474 RM in honour of pilgrims massacred by technologist forces in 1453 RM on the same spot; an act which in 1455 RM led to the passing of the STATUTE OF RIGHTS. It has

become a major stopping point amongst pilgrims undertaking $\underline{\text{THE}}$ $\underline{\text{SHADOW MARCH}}$ and a large shanty town has appeared around it to cater to their needs (Pop. c. 17,400).

HOLY CODEX, the: Rel. Vol. Religious textbook within the CHURCH OF THE UNDYING MACHINE that includes the duties and responsibilities of the myriad different ranks and titles of its members. The codex is constantly updated with developments within the ranks of the clergy and is on hand should it need to be consulted by church members.

HOLY CITY, the: Soc. Lan. In the KORACHANI EMPIRE, common vernacular used in reference to the city of KORACHAN. The title comes from the city's history and its status as the home of the Imperial faith; where the ARCHPOTENTATE MALICHAR toppled the last remaining adherents of the TEMPLE OF LIFE AND DEATH in -2 RM before instating the CHURCH OF THE UNDYING MACHINE in its place.

HOLY CITY OF KESHEL: see KESHEL.

<u>HOLY FATHER</u>: also 'Holy Mother'. Rel. Rnk. Name of the head <u>ABUNA</u> in the <u>HOLY REPUBLIC</u> of <u>AETHIOS</u>. The current Holy Mother is Allara.

HOLY GYNOCRACY OF NAARETH: Dem. 'Naarethi'. Ntn. Most commonly-recognised name for the nation of NAARETH, in the north of SAMMAEA, occupying the above peninsula, noted for its matriarchal society. Present-day Naareth owes a lot to its KORACHANI subjugators, though perhaps the largest contributing factor was the exiled AETHIOSI princess EISHETH, who founded the CHURCH OF THE VOLUTE there in 1002 RM.

Before this time, Naareth was little more than a series of city-states with little ties to each-other, other than the <u>FOURTH AGE</u> ruins on which their settlements were built. This was the <u>ABERANNI</u> empire, which fell in the Fourth Age, leaving behind a legacy of interconnected stone cities and expert mariners, for which Naareth remains known today.

The vacuum left by the collapse of the Aberanni empire allowed different people, many of them descended from the failed empire's freed slave caste, to resettle the Naarethi headland. Most were already skilled at farming and fishing and they were able to subsist to the crumbs left by the fallen empire, and lives in this way for many years, occasionally having to fend off attacks from chorsairs raiding coastal settlements. These people continued worshipping the different regional elemental deities that were left by the fallen empire.

One city, <u>NAARTH</u>, became powerful during this time, exerting its influence on many cities around it, particularly to the south. The name of the city would soon become synonymous with the surrounding land, though a growing power to the north – the <u>VENATHI</u> empire – kept it from growing too much.

The growth of Venath brought a new religion to the region – a <u>CULT OF PERSONALITY</u> surrounding its Queen, <u>HETEPHERES</u> the sphinx. The religion soon spread to Naarth and surrounding lands, becoming popular by c. 60 – 70 RM, replacing the antiquated elemental beliefs of Aberan.

With its religion gaining strength in Naarth, the Venathi empire would soon slowly expand its borders south. The city of Naarth was annexed by Venath in 121 RM and surrounding lands soon followed. The Death of LABAISINGH THE STRONG in 151 RM saw a decline of the Venathi empire and it would eventually collapse in 162 RM following years of uncertainty. Naarth became an independent state, using what remained of its armies to secure the surrounding lands, as far south as the northern face of the IROTHAN Mountain.

It was into this land that Eisheth founded her religion. A princess exiled from Aethios in 993 RM following a coup in which her family was deposed, she spent years wandering Sammaea before coming to Naarth from ANUBIA. She stumbled upon a ruined angelic colossus when she was close to starvation in 999 RM. Soon after this she was blessed by finding food and water and she survived – a miracle she attributed to the statue. With her remaining followers, she began worshipping the colossus as a deity for saving her and eventually erected the temple that would become known as the HEART OF THE VOLUTE in 1002 RM, founding the CHURCH OF THE VOLUTE there. The religion of THE VOLUTE^(1.) spread across the Naarethi headland, steadily supplanting the Cult of the Sphinx.

The years following her founding of the church prompted a major physical change in Eisheth: her body began to mutate and, over many years, far beyond the span of normal mortals, she became a corpulent creature barely recognisable as human – the grotesque embodiment of the church she had founded. She became the centre of the religion and came to be known simply as $\underline{\text{THE VOLUTE}}^{(2)}$.

This change, coupled with the rapid spread of the church eliminated all other religions in Naarth, and a large temple was constructed in Naarth. This served to further unify the region, allowing Naarth to expand as far south as the SEA OF ORMA.

However, the growth of the church, coupled with the physical change of Eisheth saw the tenets of the church become corrupted. Distinction between the founder and the church waned, and by c. 1280 RM, the object of veneration became Eisheth, or the Volute, as she had by then become universally known. Worship of the angelic idol had all but died out, replaced by worship of Eisheth.

Religious movements saw the Volute become the leader of Naarth, unifying state and church in 1340 RM, though by this point the Volute had become so corpulent and distanced from the material plane, that she was incapable of making decisions alone. The caste of HIERODULES and MATRIARCHS came to rule in her name, and in 1341 RM the first Arch Matriarch was elected as head of the church, and given the PELVIC CROWN, and the name Volute became forevermore synonymous with the ascended form of Eishath.

Naareth grew under the unification of the church and the Arch Matriarch's leadership, and the appearance of the Matriarchal caste saw a change to its social hierarchy, with women attaining a more prominent role, becoming household leaders and breeders, from which the matriarchal noble bloodlines would evolve.

The region was invaded by the KORACHANI EMPIRE in c. 2490 RM, following its conquering of KHITAI in c. 2430 RM, eventually falling in 2532 RM following years of naval and land battles, though in the ARCHPOTENTATE MALICHAR'S absence its rule there was tenuous at best. Hundreds of temples were toppled and Matriarchs slain. MATRIDULES were married into PATRICIAN HOUSES as was customary following imperial subjugation, but the Matridules were unruly, educated to be leaders and generals, and they did not take well to their new lives of imperial wives. Many killed their husbands in frustration or themselves in protest, further vilifying the Church of the Volute in the eyes of the imperial occupiers. Fights between policing forces and rioting locals were common and they would often end in blood.

Within a few years, the worst of the civil unrest was quelled and industrial operations – including deforestation, mining and fishing – were begun in earnest. Consequent decades were productive, with the city of Marachan (now Maarch) being a major port, where produce was shipped to the heart of the empire. This continued for some centuries, though the empire's grip on Naareth would slowly loosen over time.

With the aid of <u>SARAGOS</u>, Naarethi nationalists were able to hinder Korachani rule. This was during a tumultuous time in Korachani history, where the Archpotentate Malichar had been missing for centuries. Ruled by <u>DESPOSYNI</u> regents who often squabbled amongst themselves, undoing the work of their predecessors, many foreign territories were lost. Following increased unrest in areas of Korachani influence and an exodus of imperial citizens and Patrician Houses, the imperial governors abandoned Naareth to self-rule in 2825 RM.

It took years for the nation to re-stabilise, though with the aid of Saragos, it was able to re-establish itself as a power. Industries that were started by the Korachani occupiers were continued, albeit at a reduced scale. By this time, Korachan had been absent from Khitai for centuries, and its abandonment of Naareth brought the two nations together. Naareth would exert a great deal of influence on Khitai, in 3132 RM it would absorb the latter as a vassal, which it remains to this day.

Those who remained faithful to the Volute were able to keep the location of the Heart of the Volute hidden from the Korachani occupiers at great personal cost. With Korachan departed, temples were rebuilt and worship of the Volute was re-established, despite the CHURCH OF THE UNDYING MACHINE becoming popular amongst those who'd become indoctrinated to the Korachani way of life. The Church of the Undying Machine made no effort to save its interests in Naareth, and it waned in power, though it does remain in a corrupted form worshipped by a few (notably those of Korachani blood descendants from imperial settlers).

Beginning in c. 3250 RM, the empire launched a series of <u>CRUSADES</u> against the north east of Sammaea. This included Naareth, which was one of the regions hardest hit by this so-called <u>EGRET CRUSADE</u>, which targeted lands outside of Korachan. Funded by patricians and the Church of the Undying Machine in a bid to expand private lands, plunder and take slaves, these crusades lasted until c. 3500 RM and were a constant menace to the people of Naareth, whose northern coast was left devastated, resulting in its population migrating inland and farther south, which remains true to this day. See Vol III: Extant Nations and Realms.

HOLY LAND OF RACHANAEL: Pol. His. Ntn. Colony established by the CHURCH OF THE UNDYING MACHINE in the south west of present-day OTINTH in 777 RM. It established the capital of SATACHAN by c. 800 RM, from which it launched many slaving raids into surrounding lands and would later go on to found the TEMPLARS OF THE MACHINE as its military, members of which would raid the surrounding lands for slaves and resources.

In 1183 RM tensions between Satachan and the independent city of EVHRAN escalated into war, embroiling the region for decades. In 1241 RM the city of Satachan was besieged and eventually destroyed, alongside its cathedral, which was the heart of the colony. The war was soon lost by the colony, whose people fled east back to KORACHAN allowing VETHRANDA to expand into the void.

HOLY MAST, the: Rel. Obj. The mast of THE SERAPH— the merchant vessel that the ARCHPOTENTATE MALICHAR captained before his discovery of the SCRIPTURE OF SHADOW. The mast survives to this day and is kept as a relic in the BASILICA OF THE HOLY MAST in DEOCHAN.

HOLY MAST, BASILICA OF THE: Rel. Str. BASILICA of the CHURCH OF THE UNDYING MACHINE, located in DEOCHAN, KORACHAN. It is the repository of the HOLY MAST – a part of THE SERAPH, which was the ship the ARCHPOTENTATE MALICHAR captained before his discovery of the SCRIPTURE OF SHADOW. The mast is intact and is encased behind a baroquely-decorated glass panel, and dominates the chancel. The basilica is visited by many pilgrims travelling along the SHADOW MARCH.

HOLY ORDER OF THEREON: Rel. The organised religion in <u>CISNERIA</u> based around the worship of the <u>SCION THEREON</u> as a deity. See Vol IV: Religions and Cults.

HOLY PRECINCT, the: Rel. Set. The heart of the CHURCH OF THE UNDYING MACHINE in ELYDEN, located within the city of KHADON in the nation of KORACHAN. It is to all intents and purposes a small city within the larger city, with residential areas, businesses and small industries, though the majority of its structures are dedicated to the monolithic institution that is the Church of the Undying Machine. It is walled and access to it is heavily guarded, and is famed for the stark brutalist beauty of its architecture and parks.

HOLY PRECINT, ARCHIVES OF THE: Str. Private library and archives belonging to the CHURCH OF THE UNDYING MACHINE, located in the HOLY PRECINCT, within the city of KHADON. It is famed for its voluminous and deep archives, in which all manner of objects and books are placed, many of which are declared heretical by the church.

HOLY RELIQUARY, BASILICA OF THE: Rel. Church in the city of ADEPEP in LAASKHA, where the body of the ARCHPOTENTATE MALICHAR is kept on display, embalmed and ATRAMENTALLY-preserved. The body was taken north following Malichar's mortal death in 212 RM and ended up in PEACHAN in KARAKHAS, where a basalt sarcophagus was made for it, before it was moved north across the INNER SEA, eventually settling in Adepep.

The basilica is a major part of the <u>SHADOW MARCH</u> and thousands of pilgrims go to view it every day.

HOLY REPUBLIC: Pol. The government of the nation of <u>AETHIOS</u>, as formally acknowledged by foreign nations since 3817 RM following a reorganisation of its nine states by the <u>ABUNA</u>, who gained power after its independence from <u>SARASTRO</u> in 3810 RM.

HOLY SHADOW: see SHADOW, HOLY.

HOLY STATE OF HAGRADEA: Pol. His. In 2746 RM the EDICT OF NICAEA reversed many of the damages caused by the SECULAR DISSOLUTION, forcing the CHURCH OF THE UNDYING MACHINE to give up much of its land, leading to tumult in much of the KORACHANI EMPIRE.

This exacerbated already-high tensions in <u>SARASTRO</u> and in 2783 RM, <u>HAGRADEA</u> and <u>MORULAURGO</u> (cities where the Church of the Undying Machine had been dominant) declared their independence and formed the Holy State of Hagradea, at the heart of which was the Pontificate-general Marzhus.

The months following this time saw the Sarastroan <u>EMIRS</u>⁽¹⁾ exile the allies and sympathisers of the Holy State's leader, the Pontificate-general Marzhus, were executed and exiled in their thousands, the latter either moving to the newly-formed state, or fleeing south into the <u>GROWING</u> MOUNTAINS of MULCIBER or the deserts of ANUBIA.

In 2787 RM the Holy State attacked $\underline{FARAVAR}$ after it initially refused to abdicate Sarastro and join it, resulting in its eventual joining of Hagradea, leading to the fracturing of Sarastro in two – Korachani-led Sarastro in the north and the Holy State of Hagradea controlling lands south of the $\underline{KHO\ HAGAR}$.

This schism-state survived until 2974 RM, which was the year of <u>SATHEP'S</u> return to full power and his subjugation of all Sarastroan people, which brought singular rule to the region once again.

HOLY STONE, the: see AGOR.

<u>HOLY SWORD</u>, the: Rel. Obj. In the <u>CHURCH OF THE UNDYING MACHINE</u> and many of its offshoots, the name given to the sword <u>TARTARUCH</u> that is wielded by the <u>ARCHPOTENTATE MALICHAR</u>.

Today, the Holy Sword is a potent religious <u>SYMBOL</u>, adopted by the religion as a symbol of the strength of the Archpotentate Malichar, and it is used as an icon across nations where the Church of the Undying Machine is the dominant religion. It is also considered a sign of virility in the empire, and many wear a pewter sword necklace which is said to garner the protection of Malichar.

- HOLY SWORD, CHURCH OF THE: Rel. Str. 1. Common name within lands where the CHURCH OF THE UNDYING MACHINE holds sway, referring to the sword TARTARUCH that is wielded by the ARCHPOTENTATE MALICHAR, which went on to become a powerful religious symbol through his exploits over the years. Specifically, the name can refer to any of the following churches:
- 2. A large church located in the city of <u>HERESI</u> in the east of <u>KORACHAN</u>. It is known for an adjacent shrine where a simple facsimile of the <u>HOLY SWORD</u> is venerated by pilgrims of the <u>SECT OF THE HOLY SWORD</u>.
- 3. A church in the city of <u>NYARDOR</u> in the west of <u>AZAZEM</u>. It is partially hewn from a cave, and both its altar and the large icon of the <u>HOLY SWORD</u> are hewn from the living rock around it.

HOLY SWORD, SECT OF THE: Rel. Org. Sect of the CHURCH OF THE UNDYING MACHINE that emerged in c. 2500 RM and became officially-recognised by the church in 2523 RM. Its followers revere the HOLY SWORD as a divine object and the font from which the ARCHPOTENTATE MALICHAR draws his strength. This differs from the standard teachings of the Church of the Undying Machine, where the Holy Sword is merely a symbol of the divine might of the UNDYING MACHINE and the Archpotentate Malichar, though it retains enough of the tenets of the main religion so as not to be deemed heretical.

HOLY WATERS, the: see ASSITISI.

HOMAII: Mor. Small grotesque ASICTHAIN, which look like human babies, with red skin, long thin limbs and bulbous heads and stomachs. They are carnivorous and dwell in certain ATRAMENTALLY TAINTED forests in KORACHAN and the west of VÂRR, preying on unsuspecting travellers. They are largely immobile, and live sedentary lives, springing into life when they sense nearby prey. They are sapient, and though concepts of art and culture are alien to them, they do communicate with one another and have a vague hierarchy with the oldest mobile member of a group being the 'leader' orchestrating attacks on prey.

They have not been well-studied though it is thought that untreated bites from homaii may lead to the victim degenerating, becoming physically similar to them - though the difference in stature singles them out, and they will be victimised by the group and likely killed and cannibalised. See Vol II: Classification and Taxonomy of Life: Asicthain.

<u>HOMARRAC</u>: Set. Coastal settlement in the east of <u>KORACHAN</u>, known for its crab fishing (Pop. c. 7,750).

<u>HOMATRA</u>: Set. Settlement in the c of <u>THE VORANDINE</u>, to the far south of the plains of <u>BOTH RATHO</u>. Its main industry is agriculture (Pop. c. 6,400).

HOME OF THE DEAD: see AMANTHEA.

<u>HOMEAT</u>: Set. Fortified settlement in the south west of <u>GIBEAH</u>. Its main industry is nickel mining (Pop. unknown).

<u>HOMMAL</u>: Soc. Pol. One of seven ruling <u>CLANS</u> in <u>CISNERIA</u>, whose emblem is the polar fox, who embodies cunning, and is a guardian to politicians. The other clans are <u>BERMION</u>, <u>DISLMA</u>, <u>GYSTAR</u>, <u>KRAKYR</u>, <u>KRISLOR</u>, <u>SKULFUR</u>.

<u>HOMMARA</u>: Set. Small city in the region of <u>NAGARHI</u>, in the west of <u>AMMESH</u>. Its main industry is the cultivation of cotton (Pop. c. 14,200).

<u>HOMREA</u>: 1. Geo. Long hill forming the northern part of the <u>HOLIASOR</u> Mountains in the south of <u>HOLOLACH</u>^(1,).

- 2. Pol. One of eight prefectures in $\underline{HOLOLACH}^{(1.)}$, controlling the southern hills north of the $\underline{HOLIASOR}$ Mountains from the $\underline{SEAOFMARDEN}$ in the west, to \underline{TORMEA} in the east. Its controlling city is $\underline{TOLIRANEA}$.
- 3. Set. City in the c south of <u>HOLOLACH</u>^(1.) and old centre of the prefecture of Homrea (now TOLIRANEA) (Pop. c. 15,000).

HONEAN RIDGE: Geo. Basaltic escarpment in the east of OPHIUSSA.

HONEYWOOD: see **SÖRR**.

<u>HONGAN</u>: Sca. Reef off the south western coast of <u>CUTH</u>, just north of the island of <u>OAACH</u>.

<u>HONITUCH</u>: Geo. Scrubland in the south of the <u>DESOLATION OF</u>

<u>ASTUDAN</u>. What trees grow here are stunted and crippled against the winds that howl through the Desolation. The foliage becomes denser and greener the closer to <u>THE OLD FOREST</u> one moves.

HONOMARIA: Set. Coastal city in the south east of <u>PERGOST</u>, in the region of <u>MENNOM</u>. Its main industry is commercial seal hunting (Pop. c. 12,000).

HONORIA BASILEUS: (D. 124 RM) Pol. His. Per. Member of the BASILEID DYNASTY who became BASILEUS (queen) of AZAZEM 122 RM, under the yoke of KORACHANI vassalage. Her machinations led the entire Dynasty into revolt against their Korachani overlords, with events growing into a civil conflict in the city of BASILEA in 123 RM.

The conflict escalated over the next year, with the city becoming a hotbed of close quarter fighting as Korachani troops clashed with the Basileid forces in palaces, temples and granaries. The Basileids were defeated early in 124 RM, with much of the royal family dying in the conflict. Honoria and her closest cohorts were imprisoned until the decision was made to move the capital from Basilea to <u>AGLAIA</u> (2.) later in the year. She was taken to the new capital following its inauguration and executed, with the remnants of the Basileid Dynasty forced to prostrate themselves before the <u>CONSULITE</u>.

HONOUR GUARD: Mil. Rnk. Generic term used in reference to elite guards entrusted with the protection of palaces, royals and emperors throughout <u>ELYDEN</u>. More specifically, the term may mean something else in other nations:

1. War. In VAALK, elite troops and palace guards to the HEPTARCHY. They wear golden armour with red details. In an age of augmented troops and TECHNARCANE innovations, the Vaalkan honour guard are proud to be pure-HUMAN without ATRAMENTAL augmentation or ORTHOSES. In the tradition of their history, they are the best of the MAORATE'S guards, fearsome warriors who devote their entire lives to the perfection and study of warfare in all its facets and are unparalleled in the REFORMED EMPIRE OF SARASTRO.

HONOURB: Mil. Rnk. Military rank in <u>TZALLRACH</u>, its members famed for their lion-mounts and devastating charges. Though they were traditionally equipped with lances and long-hafted cavalry axes, today they carry and gunblades and their mounts are augmented through <u>TECHNARCANE</u> and <u>SHAPING</u>.

HORANAK: Pol. Set. Capital of SABAEA. It lies along the EGETAKHAN ROAD trade route and links it with the VALARI ROAD that crosses the southern expanse of SHAZGIN (Pop. c. 7,340,000).

HORARIA: Set. Small city in the c of CISNERIA (Pop. c. 14,000).

<u>HORASTAS</u>: *Rvr.* River in north of <u>LIMOTH</u>^(1.), flowing south for 830-miles through the emirates of <u>UKOLIST</u> and <u>DEITHO</u>^(1.), from sources in the <u>KOTHA ICHOLLIGHA</u> and <u>PEREIDAS</u> Mountains, before meeting its parent, the river <u>ATROTHA</u>^(1.) at the border between Deitho and Limoth^(2.).

<u>HORATHACHARTH</u>: Mil. Str. Twisted corroded iron fortress in the far south east of the <u>FLAESCUS</u>, the fleshy earth of the region throbbing obscenely at its base.

HORDE-KING, the: (D. 584 RM) Pol. His. DEGENERATE warlord who emerged in the region of the <u>UMBRA SOKHAR</u> in c. 580, filling a vacuum left by the collapse of the <u>SOKHARAN EMPIRE</u> around two-centuries earlier. He united disparate degenerate tribes together alongside marauder and scavenger clans, and swept across the Umbra Sokhar, pillaging settlements as they went.

His death in 584 RM from aepathy left the horde leaderless and it later fragmented, consuming itself over the next decades. The remnants settled the region and would go on to mingle with other people, including refugees from KHARKHARADONTIS, and would alter found the great cities of CATAFLAQUE, KADOTA, and TLATHAT.

HORDRI OF ELMIAD: f. Pol. Per. (B. 3951 RM) LADY OF THE CABINET of VALBAR⁽²⁾, representing the state of VEDOTER.

HOREKHAH: m. His. Per. (D. 3758 RM) Mil. Pol. KHAMIDIAN champion who opposed the KORACHANI colonisation, of his land. Starting in c. 3719 RM he began opposing the already waning Korachani government, and secretly orchestrated various guerilla attacks on imperial convoys over the next years, leading to the eventual abandonment of the region to the DOMNITORS in 3721 RM, after which he continued applying pressure upon the Korachani caretakes. His actions were instrumental in the eventual withdrawal of the Domnitors in 3781 RM, though he died a few decades before the formation of the republic council from which the elected Pharoant JENDAYA DET would form a new monarchic dynasty.

A <u>MONUMENT</u> to his exploits was erected outside <u>IAHNEF</u>, and the Independence Day festival is celebrated in front of the colossus.

HOREKHAH, COLOSSUS OF: His. Arc. Monument dedicated to the champion HOREKHAH, outside of the city of IAHNEF in KHAMID, whose actions were instrumental in leading to the eventual abandonment of the KORACHANI EMPIRE from the region – first in 3721 RM when it left the region in control of the DOMNITORS, and again in 3781 RM when the government was handed over to the PHAROANTS, bringing independence to Khamid after seven centuries of colonialist rule.

The statue, shaped in the form of an ancient Khamidian colossus, is the site of the annual Independence Day celebrations, and is well regarded to this day.

HOREMARA: Rwr. Ephemeral river in the c north of THETIS, flowing south after rare rains in the west of the KOTHA ICHOLLIGHA and the east of the HETHA GHUR Mountains to the north. It flows south for a maximum of 550-miles at its peak, ending in the endorheic basin in DHAUDACAA, sometimes forming a lake, known as ANETHA, which brings life to the surrounding area, but which has a short life, lasting a few weeks at most.

HORN OF PLENTY: Mys. Obj. Ancient cornucopia attributed to the DEMIURGE ARIMASPI, which was gifted to the EELYOUHNS in the THIRD AGE. It was last documented in the mid FOURTH AGE, and is currently thought lost or destroyed in the south of SAMMAEA.

HORNED CHARGER: See AREN, RUNE OF.

<u>HORODOPTA</u>: See. Small city in the north west of <u>OKKHAM</u> (Pop. c. 14,750).

HOROLOGY: Voc. The study of time and manufacture of time-keeping devices, such as clocks and watches. Simple timekeeping devices include water clocks, that count the passage of time as a measure of volume that escapes from a vessel; hourglasses, that count time as a measure of falling grains of sand; or sundials, that measure the passage of the sun in the sky, telling the time based on the position of the suns' shadow relative to a calibrated arm.

More advanced timekeeping devices include watches and clocks, which were developed in the $\underline{\text{FIFTH AGE}}$ across $\underline{\text{ELYDEN}}$ between c. 1800-2200 RM and continue to be used to this day.

<u>HOROM</u>: Geo. Island in the <u>THARACASSAN WATERS</u>, and part of the <u>PANTHEON ISLES</u>, under the rule of <u>LIMOTH</u>^(1.).

HORRIN'S BLIGHT: Int. Sup. Flo. Dangerous ATRAMENTAL fungus found in the east of KHARKHARADONTIS and other equatorial tropical regions of eastern SAMMAEA. Spores are carried in the wind and land on leaves and other food sources, causing mutation in animals that eat them. Most creatures that eat the spores die, their bodies sprouting new spores, continuing the spore's life cycle but a rare few survive, their bodies and minds irrevocably changed and tortured, defying any means of taxonomical categorisation. Such aberrations are incredibly dangerous and, can traverse tens of thousands of miles in the search of food. They can cause untold damage if they ever reach civilisation and are not stopped in time. In many cases they are incredibly resistant to damage, and their extremities need to be neutralised to debilitate them.

The fungus is highly valued in <u>CLONE</u> and <u>FLESHWRIGHTING</u> industries, where the spores and their effects are studied and their mutagenic properties harnessed for use in various industries. Many <u>HAGHOUERIN</u> and <u>UMBRANS</u> owe their roots to this fungus, for instance.

The fungus was first documented by the naturalist HORRIN in a Kharkharadontid expedition sent to explore the FOREST OF CHAOS in c. 1600 RM. He discovered the remnants of a previous expedition from a few decades earlier with which all contact had been lost, finding the notes of its chief scientific officer, which suggested that had started to understand the traits of the spores. The expedition was killed in the process. Horrin's own expedition suffered various setbacks and many of its members and porters were killed by what he believed to be porters who had ingested the spores. His findings formed the basis of most future research. See Vol II: Classification and Taxonomy of Life: Racharin.

HORRIN: m. his. Edu. Per. (B. 1565 – D. 1651 RM) Naturalist and explorer who documented the <u>ATRAMENTAL</u> spores later named <u>HORRIN'S BLIGHT</u>. He was immortalised in a statue dedicated to him that now sits outside the <u>IMPERIAL COLLEGE OF FABRICATE INCEPTION</u> in <u>TEREKON</u>.

HORRIPILATIA: Geo. Grotesque land in the far north of the KHARKHARADONTID desert, just west of the border with PNESSA. The region is expansive, covering over 65,000 square-miles, and is renowned for its strange appearance. The earth here is homogenous, and though contours exist, the land is smooth, noted for its gigantic gooseflesh-like protrusions, each between one and two yards wide. In the centre of each such protrusion is a stiff lash-like 'tree' reaching some 10-ft. high.

These odd flora, if such they can be called, remain largely uncatalogued by MPERIAL scholars, and are known to cause severe tinnitus to anyone approaching them. This is followed by severe nausea and vomiting of blood.

The region is categorised as <u>DANGEROUS</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

HORROR: Lan. Fau. Dre. Common name given to the supranatural creatures that can take shape in <u>DREAMSCAPES</u>, which are more correctly known as <u>ONEIROI</u>. See Vol II: Classification and Taxonomy of Life.

<u>HORROWHYRST</u>: Set. Small city in the north of <u>CEGANE</u> located in an ancient crumbling caldera. It was founded many years ago by a child-ruler, though most of its ancient history was expunged when it became a part of Cegane (Pop. c. 14,000).

HORSE GATE, the: also 'Umma'. Arc. One of seventeen major gates in the RED WALL in SAUA. The Horse Gate is one of the southern-most gates, controlling access along the GREAT ROAD between the HARÉSHK and Saua. This is arguably the busiest of the Walls' Gates, given its location along the major trade-route.

<u>HORSETAIL</u>: Flo. Archaic plant that is found in some regions of the <u>SAMMAEAN</u> continent, such as the wetlands of <u>ATHORHU</u> in <u>PARTHIS</u>, and <u>ATUGUR</u> in <u>LIDEA</u>. See Vol II: Classification and Taxonomy of Life.

HORSETAIL DOVE: Fau. Dove with a distinctive fanning tail, from which it derives its name. The bird is common in <u>AHRISHEN</u>, <u>TEMUJA</u> and <u>SAUA</u>. See Vol II: Classification and Taxonomy of Life.

HORSCH: 1. Rvr. River to the south of the BAND Mountains⁽²⁾ flowing for 150-miles south east, before joining with its parent, the river APTER.

2. Geo. Name given to the \underline{BAND} headland (1.) by the people of \underline{ALAM} \underline{BETHYL} and $\underline{KOLCHIS}$.

<u>HORSI</u>: *Mil. Str.* Fortress in the south of the island of <u>PHARU</u> in <u>KHAMID</u>. The fortress guards the entrance into the <u>BOILING SEA</u>.

HORTA: Set. Fortified city in the far north east of SKAROS, along the northern bank of the river ULAARA, close to the border with BASSORAH. It forms a major stop along the RED ROUTE and has representatives from most of the merchant houses that are included in the SIRIPHAGAN ALLIANCE. As a result, It has many inns and is famed for its auction yards and markets (Pop. c. 41,000).

<u>HORTULANI</u>, the: *Org.* Order of gentlemen gardeners that was founded in <u>VÂRR</u> in 3875 RM. Largely made up of <u>FREEMEN</u> and <u>PATRICIANS</u> with a respect and love for the natural world (some of them from industrialist HOUSES that had a hand in the deforestation of their home).

They travel to around Vârr, attempting to restore fecundity to areas where the natural world has been destroyed by industry and <u>ELYDEN'S</u> slow death. The work is hard and the soil in many places has turned to little more than dust, nullifying their efforts. Elsewhere, the people of dying settlements have become distrustful of outsiders and oppose their attempts to restore their lands to life.

Where they can, they employ <u>SHAPERS</u> with an affinity for nature and flora, whose abilities can speed up the recovery of wasted regions by decades. Some have become shapers themselves specifically so that they can better care for the remaining natural lands of Vârr.

The influence of the order has spread the land of its founding, and small chapters of the Hortulani can now be found in <u>PELASGOS</u>, <u>KORACHAN</u>, as well as ALMAGEST.

HORÚK: Soc. Pol. Ruling house in KOLCHIS, based in the city of ILLPACK.
The Horúk bloodline is said to be descended from the ancient KIRI deities, and though outsiders doubt this, the legend is enforced by its members and the Kolchisi people all accept it as truth. Their supposed divinity may be a reference to one of the Two-and-Twenty DEMIURGES or one of their SCIONS, though there is little evidence to support this despite the houses' beliefs. The LORD-CONSTELLAR of Kolchis is elected from eligible members of house Horúk

<u>HOSAMAAR</u>: Rvr. River in the c of <u>HOLOLACH</u>⁽¹⁾, flowing south west through the prefectures of <u>HOLICHRIS</u> and <u>BROTRIS</u> for 260-miles from lake <u>LO HOLVAN</u>, before meeting with its parent, the river <u>RUAVAR</u>.

<u>HOSCHRA</u>: Set. City in the prefecture of <u>HOLICHRIS</u> in the c of <u>HOLOLACH</u>^(1.), along the course of the river <u>HOSAMAAR</u>. It also forms a link in <u>THE WAY</u> trade-route, with merchants crossing it on their way between <u>AQUARIIA</u> and the <u>MULL CITY-STATES</u> (Pop. c. 12,300).

<u>HOSEOT</u>: Pol. Set. Ruling city in the tribe of <u>ESSENIA</u>, in the south of <u>MULCIBER</u>, in the <u>GROWING MOUNTAINS</u>. It is known for its religious fanatics who undertake the painful and dangerous ritual of <u>FOOT BINDING</u> in honour of their deity <u>NEPHTHALONT</u> (Pop. c. 140,000).

<u>HOSETA</u>: Set. City in the c north west of <u>AETHIOS</u>, at the confluence where the river <u>NARRATI</u> meets the river <u>SHIBBOLETH</u>⁽³⁾. The river is too wide, and its span too erratic to be crossed by a bridge, and the city operates an extensive system of pulley-based barges to span its two sides (Pop. c. 35,000).

HOSHAYAR: Set. Major city in the west of the BARRIER LANDS in the north of SAMMAEA. It is a major trade centre, though lies off the IVORY ROAD. Once coastal, it now maintains a link to the BAY OF ESHIRON via an expansive system of canal locks (Pop. c. 80,000).

HOSIPEL: Rui. Abandoned city in the c-south east of NÁRTHEL. Until c. 2200 RM the city was one of the largest in Nárthel, though it slowly dwindled following the death of surrounding regions such as ARARAH and LUQARAH.

<u>HOSOSH</u>: 1. *Geo.* Large wooded valley in the north east of <u>TZALLRACH</u>, stretching over the border into the <u>HENDECARCHY</u> of <u>CHLORIS</u> in <u>MALAN</u>.

2. Rvr. Wetlands in the north east of <u>TZALLRACH</u>, along the course of the river <u>BAELLI</u> covering some 2,599-square-miles.

HOSSOGUEGL: see GIBBERING WORM, THE.

<u>HOST</u>, the: Mys. His. Rel. The stone-like hollow body of the <u>DEMIURGE</u> NYARLOTH following his construction of the <u>SOUL-ENGINE</u>⁽¹⁾ late in the <u>THIRD AGE</u>, and the successful transmigration of his essence into it by his acolytes the SEPTS.

His body was discarded by the Septs, who devoted themselves to worshipping the GHOST IN THE MACHINE, but the majority of IROTHANI

came to worship the body, rather than the contents of the engine, leaving Nyarloth weak and in a state of torpor within the Soul-engine. The Septs knew the error of this idolatry and tried to persuade the people that their god was interred in the machine, but the irothani did not listen, continuing to worship the body, which they called the Host. This resulted in a civil war that tore the irothani empire asunder, bringing to an end one of the largest and most long-lived mortal empires in <u>ELYDEN</u>.

The body is now lost, believed to lie somewhere in the jungles of $\underline{\text{WAELMIGH}}$ in $\underline{\text{CHEIRA}}$ after being moved north by its worshippers millennia past, following a $\underline{\text{PLAGUE}}$ wiped out the majority of its worshippers.

<u>HORTARU</u>: Set. Fortified settlement in the north west of Kingdom of <u>ROMOREA</u>⁽²⁾. It lies along the course of the <u>IVORY ROAD</u> and has many markets and storage yards, and is known for its large fortified minaret that stands over a vast subterranean granary (Pop. c. 7,500).

<u>HOTAZAK</u>: Set. Major coastal city in the west of <u>VARU</u>, and headquarters of the <u>ORDER OF THE MENISCUS</u> (Pop. c. 800,000).

HOTH: Set. City in the south of CHTHYRID (Pop. c. 11,500).

HOTHAGHOL: Geo. Region in the south of the headland of KHITAI in NAARETH, the north east of SAMMAEA. The region is known for its twisted inhospitable terrain that is composed primarily of oxidised metal. These metal fields make up around 1,000 square-miles to the east of the BAY OF KITTA, the tidal waters of which are responsible for the oxidisation of the area.

The place is a lifeless wasteland, pitted and worn by the elements, its shores dominated by stained scabrous flakes and tainted orange-brown waters. Very little life is known to exist here.

HOTHATH: Pol. His. Lost imperial colony founded in c. 1000. No records exist of it today, other than its name, mentioned in passing in official documents from the day.

HOTHRA: Set. Small settlement in the prefecture of <u>BROTRIS</u>, in the west of <u>HOLOLACH</u>^(1.) (Pop. c. 2,400).

HOTOCHTHIA: Set. Dre. City in the east of <u>Granneâst</u> and forming one side of the 'corridor' <u>Dreamscape</u> of <u>Osculata</u>, alongside the city of <u>Dethure</u>. Due to the fast travel between the two cities afforded by the dreamscape, the two share a close connection, and they have become a vital part of the nation's trade inner trade route (Pop. c. 83,000).

HOTRA: Com. Set. Small city in the west of the PARTHISAN colony of VARTA⁽¹⁾, 200-miles west of the main city of Varta⁽²⁾. Trade with LATUROLL is common, and it has several inns and caravanserais where merchants can rest (Pop. c. 15,400).

HOTUTAER: Sup. Geo. ATRAMENTALLY TAINTED region in c-south east of <u>TARTAK</u>, responsible for the taint of the river <u>KHARAD</u>. The wasteland was first recorded in c. 3250 RM and rapidly expanded north, overwhelming the cities of <u>HAKRAT</u> and <u>AGDAL</u> by c. 3280 and 3088 RM.

The north of the region is flanked by 5 fortresses, spaced 20-miles apart from each other, each of which bears a large array of <u>SIPHON ENGINES</u>, whose sole purpose is to stall the region's advance north.

The region is categorised as $\underline{\text{DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}$.

HOU LATANI: *Rui*. Ancient stone temple in the south of the desert of <u>VACIVA</u> in the east of <u>ROMOREA</u>⁽²⁾.

<u>HOUDA</u>: Set. Small fortified city in the north east of <u>LIDEA</u>, close to the border with <u>BA'AKH</u>. It is known in the region for its order of guardians who patrol the border (Pop. c. 14,750).

HOUGAN: Rel. Rnk. A caste of spirit-masters in ANUBIA, who revere the dead the desert has claimed, undertaking solitary vision-quests where the desert speaks to them in the voices of the dead, granting them wisdom and knowledge. They are traditionally occultists and shamen with the ability to commune with SPIRITS. They are solitary beings, though tend to originate from nomadic families rather than urban areas.

<u>HOUSAR</u>: Set. Coastal settlement in the east of <u>VÂRR</u>, overlooking the north of the <u>SEA OF SPIRES</u> (Pop. c. 2,200).

<u>HOUSE, HALFBLOOD</u>: Soc. Oth. Not to be confused with <u>PATRICIAN HOUSES</u>.

Common name within the <u>KORACHANI EMPIRE</u> for <u>HALFBLOODS</u> of apparent shared descent. Few halfbloods choose to use the word, though those that do see it as a title not unlike those of royal dynasties. Some Houses are scattered, fragmented, their members solitary and unknowing of their assumed heritage, where others thrive in the infamy of their House, enjoying a fame or notoriety not unlike that of a Patrician House.

HOUSE, PATRICIAN: Soc. Pol. The extended family of a particular PATRICIAN⁽¹⁾ bloodline, common across the INNER SEA REGION, including the SOCIALIST REPUBLIC OF ALMAGEST, the REFORMED EMPIRE OF SARASTRO, the KORACHANI EMPIRE, and the SECULAR REPUBLIC OF PARTHIS.

Patrician houses form the undisputed upper echelons of the social structure of the Inner Sea Region and control most private trade and industries, though in most cases they are beholden to their rulers and must pay large tithes (the burden of which is often carried by the helots, indentured workers, and slave under their control), and must supply troops to their governments in times of war, much like a feudal system. Patrician houses set fashion trends, and most literate people come from their ranks. Many patrician houses are centuries if not millennia old and have ancient traditions and customs, many of them idiosyncratic or anachronistic. Members of ancient houses often believe that they are better than more recent ones, and they make sure to show it, but in truth most ancient houses are deeply in dept and living their twilight years off of waning generational wealth, whilst living in crumbling millennia-old citadel and wearing moth-eaten finery.

Most large patrician houses have standing armies made up of private forces, that can range from slave troops, to paid helot or indentured forces, to well-equipped and trained elites, with some houses favouring one over the other and other houses having a mix. Typically, young members of the house – second sons and daughters, cousins, and so on – will be sent to military schools before returning home to serve as officers for their family's armies. Archaic laws, particularly in Parthis and KORACHAN, state how many troops a house can field based on its holdings and size, and as a result many houses inflate the size of their holdings to justify fielding larger forces, though the more powerful houses flaunt their corruption openly in massive armies that rival the military power of smaller nations. See Vol II: Patrician Houses.

HOUSE OF THE DIELOTS: Str. Large hostelry in the city of <u>ETHAND</u> in the north east of <u>AETHIOS</u>. It serves as a hub to <u>DIELOTS</u>, who in their travels of north eastern <u>SAMMAEA</u> often return to the House, bringing news of the world at large, and filling the annals of its halls with new knowledge to educate their peers.

<u>HOUSE VODUS</u>: *Pol. Org.* One of the three riling factions of <u>AEONAS</u>, with the others being the <u>SILDELK RING</u>, and the <u>PEOPLE'S COALITION</u>.

HOUSE WARS: Soc. Disputes between the different PATRICIAN, HALFBLOOD and DESPOSYNI houses that have escalated into open warfare throughout the reign of the ARCHPOTENTATE MALICHAR, particularly during the era of the REIGN OF THE EMPTY THRONE.

HOUSEHOLD: Soc. In NAARETH, the term used for the classical eusocial kindreds and family groups. Today the term is largely synonymous with settlement or city, though it has cultural connotations that the former terms do not have. Each Household is led by a MATRIARCH, from whom most members are descended, or at least related to, in the case of larger households.

HOUSHNAM: Geo. Dry plains in the south of the <u>BARRIER LANDS</u> to the north of the <u>VANNAKORDOR</u> Mountains, bordered by rocky ridges and escarpments. It is home to most of the ruby deposits of the Barrier Lands.

HOUSHOLD, THE: Int. Org. Law. Major organised crime syndicate that operates primarily within the nation of <u>KORACHAN</u>, but also within the KORACHANI EMPIRE as a whole, including its various dependencies.

Based in the city of ZEPHANICHAN, it has existed there for millennia, since the unification of the seven original CITY-STATES of KORACHAN by the ARCHPOTENTATE MALICHAR led to the overthrowing of the thenruling royal house. What few members of the royal house of Zephanichan were not slain slowly regrouped in the shadows of the city, establishing lock warehouses along the course of the river CHANI, from where they gradually spread across the newly-united Korachan as a legitimate

warehouse and transportation business that today has a presence in every major Korachani city, and beyond.

Depite this legitimate business being genuinely profitable, this is merely a front for possibly hundreds of independent criminal endeavours maintained by The Household, including arms trafficking, drug trafficking, fencing, fraud, gambling, loan sharking, money laundering, prostitution, racketeering, and smuggling, amongst others.

Many influential Korachani <u>PATRICIAN HOUSES</u> are said to be wholly under the control of The Household, with many others believed to be partially involved, with some even claiming that its influence even goes as far as <u>THE COUNCIL OF SEVEN</u> in <u>KHADON</u>.

Though originally the goals of The Household were to regain the royal status and social power it had before the coming of the Archpotentate Malichar, this goal has since been replaced by the simple accumulation of wealth and power, though some cells within the organisation maintains a desire to return to the days of the monarchy, now remembered only through legend and ingrained myths within The Household itself.

Fully initiated members of The Household are referred to as BRAGGADOCI.

HOWLING GHOSTS, the: Wea. Name given to the frosty winds that howl through the highlands of northern <u>PERGOST</u>, said by some to echo with the spirits of the dead.

HRABAN THE CURSED: Myr. Leg. In the mythology and legends of ALMAGEST, SKAROS, LAASKHA, AZAZEM, KORACHAN and PELASGOS (thought to have originated in Pelasgos as a corrupted form of an ancient HADEN myth), the belief in a legendary male figure cursed by his own greed and lust to forever be without that which he craves most. Hraban takes the form of a plague-ridden bird-headed man, his body covered in sores and welts and other curses of the flesh. He rides a chariot drawn by throngs of emaciated men and women, all victims of his excesses and bigotry in life. He wanders the land, an itinerant loner, giving rides to those who would risk his attentions. For his services he demands a price of flesh – seven ounces. The flesh he takes is a vain attempt to restore his own body to beauty and in the process taste again the pleasures of the flesh, but no matter how many people he helps, how much flesh he collects, he is cursed to forever wander the land, undying, yet far from alive.

The sign of Hraban (the silhouette of a cart) is a common-enough sight in imperial cities north of $\underline{\text{THE INNER SEA}}$, where it is used to mark the house or flesh of men and women convicted of carnal crimes. Such people are often referred to in a derogatory fashion as Hraban. See Vol II: Legends and Folktales.

<u>HRAEFAN</u>: Rel. Dei. Demi-goddess of death in <u>LYRIDIA</u>, <u>AHRISHEN</u> and the <u>HARÉSHK</u>. She is associated with ravens and change through death, and is worshipped out of fear rather than reverence and is paid tribute to by those who have recently lost a loved one or who are close to death. As a deity, she is comparable to the <u>TEMUJAN</u> tutelary spirit known as <u>SUCCUL THE RAVEN</u>. See Vol IV: Deities and Pantheons.

<u>HRAEFANA</u>: Rel. Set. Holy-city and western-most settlement of note in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>EDICULE</u>^(1.). The city is dedicated to the <u>EPONYMOUS</u> demi-goddess of death and is renowned for its black granite temples (Pop. c. 15,000).

<u>HRAS</u>: *Set.* Settlement in the west of <u>GNOTH</u>, in the region of <u>ALKAHEST</u>. It is known for its iron mines (Pop. c. 3,000).

HRIDAN: 1. Geo. Area within the wastelands of ALMAGEST, known for its extremely brittle <u>DUSTSTONE</u> formations and sinkholes. It covers an area of around 900 square-miles, and is filled with a honeycomb of caverns, most of them too small for humans to travel, though still home to a plethora of life, mostly nocturnal.

2. Dem. 'Hridan'. Ntn. A small nation in the present-day far east of Almagest, that peaked between c. 1500 – 2000 RM following the DEMIURGE RENAISSANCE. The RENAISSANCE CRUSADES in c. 1050-1100 RM across the nations of the KORACHANI EMPIRE against scholars and artists led to a great many people fleeing north into ALMAGEST and what would become HRIDAN, which would go on to become a haven to artists, scholars and free thinkers. Its capital was SICAN, which is now buried in dust fields, claimed by collapsed DUSTSTONE formations in 1962 RM, a

fate which many of its larger cities also experienced, eventually leading to its collapse and absorption by Almagest in 2002 RM.

3. Geo. Plains in the north west of <u>AZAZEM</u>. The short-lived free land of <u>HRIDAN</u>^(2.) was named after this region, as some of its people originated from here.

<u>HRIDANEM</u>: Rvr. Polluted river in the west of <u>AZAZEM</u>. It's waters were once the centre of the <u>DROSS</u> industry in Azazem, though they were left irrevocably polluted, and it was left abandoned by c. 2500 RM.

HRIMA: 1. Geo. Ancient mountain forming the north eastern coast of KASPIA. They are low and crumbling, known for their rockslides and earthquakes. They are the subject of many epics and poems in Kaspian literature, and are noted for the beauty of their jagged peaks and frozen waterfalls.

2. Geo. Canyon-system in the east of \underline{KASPIA} , around the crumbling eastern slopes of the Hrima mountain.

HROKAZ: Int Flo. The only tree of significant size to be found in the region of STOLAS. Its trunk is huge, its two forking branches bare, of sickened grey bark, barren. A community of AL AKHI rook in its hollow shell, which is regarded as an ancestral relic; a remnant of ancient times when their DEMIURGE father maintained a measure of respect and power. The priests of MERKABH congregate here, as this is where their main festivals are held (Pop. c. 1,200).

HRUNDU: also 'Hrundu, the Desert Lord. Rel. Deity within the KATHIAN pantheon of the TETHYSIAN religion of KATHISIS. He is regarded as a demigod or patron of the desert and those who travel through it in Tethysia, and THETIS. The entity is possibly a relic from an ancient culture that predated the people of eastern LLACHATUL. As god of the desert, whose tears are said to create the seasonal rains and inundations that Tethysia is known for, Hrundu is very powerful, wielding control over life and death. See Vol IV: Deities and Pantheons.

<u>HRUNDU</u>, <u>TEMPLE OF</u>: Rel. Str. Temple in the <u>TURCAR</u> desert in the west of <u>TETHYSIA</u>. The place is a retreat for monks who dedicate their lives to the worship of <u>HRUNDU THE DESERT-LORD</u>.

HRYG: 1. *Pol.* Duchy of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>NICADA</u>.

2. Set. Fortified settlement in the north east of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>NICADA</u>. It is known for its barracks and is a centre of Haréshki armies, and forms a part of the <u>GREAT ROAD</u> – seeing trade to and from <u>SAUA</u> (Pop. c. 41,300).

<u>HRYG RIMS</u>: *Geo.* Long rocky crest running south west on the southern face of the <u>GESHAL</u> massif in the <u>HARÉSHK</u>.

<u>HU</u>: (B. 3079 – D. 3147 RM) *Mil.* General who united the <u>FIVE THRONES</u> of <u>SA'WEH</u>, becoming the first <u>DIADON</u> of a united <u>SAUA</u>. His death let the relative peace of his rule shattered, leaving Saua in a brutal civil war for a decade, until his sun <u>HUATA</u> emerged victorious in 3156 RM.

<u>HUAGH</u>: *Ind. Set.* Small city in the north of <u>AHRISHEN</u> along the course of the river <u>SAVEST</u>. Its main industry is the manufacture of wool, and it is known for its ancient 10 large waterwheels that still provide power to the textile manufactories (Pop. c. 17,200).

<u>HUARANAT</u>: Set. Town in the south of <u>SKAROS</u>, some 190-miles south east of <u>BALAAM</u>, north of the <u>EKALSCA</u> Mountains. It emerged in c. 3500 RM from the ruin of an earlier <u>MANUFACTORY</u> that was located in the same area that had been abandoned centuries prior and its people are descendants of explorers who unearthed <u>ALAASI</u> ruins in the area (Pop. c. 3,800).

<u>HUARAR</u>: also 'City of the Gate'. Set. Fortified city built in the midspan of the <u>LADON</u> defensive lines in the south of <u>JURRAS</u>⁽²⁾. The titular gate feeds trade north to Jurras and south to <u>TARTAK</u> and it is a major stop along the <u>RED ROUTE</u> (Pop. c. 100,000).

HUARSAENTHIT: Soc. Rel. Geo. Bone-pit in the c of VAALK afflicted by the ATRAMENTA. The charnel mounds that fill the deepest reaches of the pit are granted a twisted semblance of life, writhing as though with an intellect of their own. The pit is said to date back to at least c 1500 RM, and hasn't been used in centuries, though the bodies do not decompose.

<u>HUATA</u>: (B. 3109 – D. 3171 RM) *Pol. His.* Son of <u>HU</u>, and the second emperor of <u>SAUA</u>. He rose to power following 9-years of civil war after the death of his father in 3147 RM.

HUDEA: Set. Settlement in the c north of LIDEA, along the canyon of GOLET. The city's main industry is calcite mining, and gems acquired this way are often sold to merchants travelling the SALT ROAD which passes farther north in ZERED (Pop. c. 12,800).

HUECHTA: Set. Small city in the north of SERROK (Pop. c. 14,000).

HUESTAN: Rvr. River in the far east of <u>RHINOCOLOURA</u>, flowing east for 325-miles from sources in the <u>ZELET BADLANDS</u>, before meeting lake ABANA.

HUGHA: His. Geo. Historic endorheic basin in the ROMOREA^(1,) rift valley.
In 3821 RM it was flooded alongside other endorheic basins, by the Kingdom of Romorea^(2,), creating the artificial inland sea of HASAAZ ARAAT.

HULDAH, THE PROPHETESS: (B. unknown) Rel. His. ELDRIAN peasant girl who in c. 1500 RM had a vision of an angel in a pool and who subsequently spent her life looking for her, finding her finally before collapsing in front of a frozen mere in the north of the TAGHAIRM plains.

The <u>WHITE ANGEL TAHIRA</u> bestowed renewed life upon her, and she came to be worshipped as a prophetess of Tahira. As it became apparent that she did not age, she was elevated to the status of living saint, who wields great power and prestige within the CULT OF TAHIRA.

<u>HULICITTA</u>: Geo. Flo. natural cleft deep cleft in the east of the <u>OCHEASER</u> scrublands in the south west of the <u>PARTHISAN</u> colony of <u>VARTA</u>⁽¹⁾. It is unknown to most but those few who have stumbled upon it have been greeted by an oasis of fig trees and other feculent growth.

HULKA: Set. City in the east of VÂRR, along the courses of the river DALARIA. It was, during the KORACHANI EMPIRE'S tenure there, wealthy and relatively populous (the census of 2794 RM revealing a population just under 750,000 people), enjoying under the leadership of the DOMNITORS a healthy logging and woodworking industry that provided luxury items and furniture to the empire's INTELLIGENTSIA and wealthiest PATRICIAN families via the Red Route, which continues to pass through the city, whose harbours are full of ferries that transport the caravans east down the Dalaria and across the PROPONTIS into LYRIDIA.

The forests that once dominated the north of Vârr were exhausted by c. 3000 RM, which began a period of slow decline for Hulka. Though it still exists it is now a shadow of its former self, its woodworkers still expert artisans, though struggling now to acquire timber; either at inflated prices from RHAMIA or through great toil through its own mercenary loggers, who acquire timber at great risk from KARKATAN in the south east of the OLD FOREST.

Outsiders postulate as to why the wooded region of NUMEN, the borders of which are not 150-miles south west of Hulka, are ignored. Though Vårran's have shunned the place since c. 2000 RM when the remnants of Numen, until then logged heavily, were abandoned (Pop. c. 74,000).

HUMAM: Sup. Rnk. Within the art of FIRMAMENTISM, a SHAPER of weeds, roots, wood and leaves and other plant-matter. See Vol IV: the Materia Omna.

HUMAN: PIr. 'humans'. Mor. One of the original Two-and-Twenty MORTAL PEOPLES, and the children of the DEMIURGE AVRAHAM the Pale King. Humans are unique in that they are the only mortal race that can freely breed with other Mortal peoples, leading to many various half-breeds and creatures (like MULLS for instance). None truly know the origins of this trait, though it is believed to lie within the nature of their father, Avraham.

Humans were abandoned by Avraham following the appearance of the AZOR (descendants of unions between humans and his self-born SCION AZER), whom he regarded far more highly as superior creatures. Humans were later adopted by the Demiurge RACHANAEL, who had by then forsaken his own children, the PLAGI, and went on to spread across Elyden, where they would proliferate, far outnumbering any of the other mortals. By the FIFTH AGE. See Vol II: Classification and Taxonomy of Life: Sicthain.

<u>HUNA</u>: 1. Pol. Geo. One of the nine kingdoms of <u>ELALLIA</u>, located in the north west of the nation.

2. Pol. Set. Major coastal city and capital of the kingdom of $Nuna^{(1)}$ in the c of <u>ELALLIA</u> (Pop. c. 287,200).

<u>HUNAINA</u>: Sec. Small city in the c north of <u>KAZZAR</u>. It is a major producer of Thyme and other herbs (Pop. c. 15,000).

<u>HUND</u>: Set. City in the region of <u>FURUD</u> in <u>THE SURRACH</u> known for its recently-opened iron-mines (Pop. c. 11,500).

HUNDRED SPIRITS, CHAMBER OF A: Rel. Str. The largest TUTELARY
Temple in TEMUIA, located in the GREATTOWN of DUARIAHAHN. It is
the only known temple in all of Temuja where the entirety of the tutelary
spirit pantheon is represented under one roof, their uncounted manifold
statues and idols filling its halls and chapels.

HUNDRED STREET ROAD: Arc. Set. Enclosed street in the <u>CITY OF</u>
<u>ALMAGEST</u> covering many miles, almost all of which is enclosed, either by arcades, glass ceilings, bridges, or entire superstructures, giving it the appearance of a tunnel, which is lined with doors and windows, making up residences, storefronts, and industries.

Part of its length is made up of original now-regraded streets, part is old buildings with walls torn down, and much is tailor-made to protect merchants travelling to the harbour from the east from the elements. Many consider it their backyard, with thousands of homes and apartments leading to its vaulted expanse. There are few air vents or skylights, and the steady stream of CONVEYORS all contribute to dubious quality of air along the street.

<u>HUNDRED TOWERS, the</u>: see <u>LADON</u>.

HUNT: Set. Coastal settlement in the east of CHEIRA (Pop. c. 3,000).

<u>HUNTER'S BELT, the</u>: *Ast. Con.* Constellation composed of three stars in a roughly straight line forming the belt of the constellation <u>NEPHILIA</u>. **See** Vol II: Constellations.

<u>HUNU SARAQ</u>: Set. City in the c north of <u>CHEIRA</u>. It is the centre of an expansive colliery region (Pop. c. 47,400).

<u>HUORORI</u>: Set. Small city in the region of <u>BHAAT LOTHA</u> in the c of <u>THE SURRACH</u> (Pop. c. 12,400).

HUQ MENDA: Set. Small city in the c of CHEIRA, situated along the floodplains of the river YAGNOTH PHATHAN. It is known for its reed cultivation, which is used in the production of various reed-items (Pop. c. 13,000).

<u>HURA</u>: 1. *Geo.* Region in the east of <u>JURRAS</u>⁽²⁾, considered to be the ancestral homeland of its <u>PEOPLE</u>. The city of <u>AKORIS</u> has roots in the early days of the <u>FIFTH AGE</u> and there are ruins of ancient settlements in what would have been the coast c. 5000 years ago, facing the <u>SEA OF</u> AZAM.

2. Lan. Ntn. Native name for $\underline{JURRAS}^{(2)}$. The word means me or us. The word is etymologically linked with the word Huran, which is the name for the native people of \underline{Jurras} and northern \underline{TARTAK} .

HURACH: lit. 'ash place'. Geo. Area covering some 1,000 square-miles in the north of KORACHAN, composed of thick deposits of Ash and pumice, miles thick in places and compact like soft stone. The effects of water erosion on the surface here has resulted in many spectacular features and formations. The ash is resultant from the many manufactories that once existed in the region and many past volcanic eruptions of the peaks of the FATUACH mountain-range, most of which are now dormant.

<u>HURAN</u>: *Eth.* The people of <u>JURRAS</u>^(2.) and <u>TARTAK</u>, dating back to c - 1000 RM, originating in the region of <u>HURA</u> in the east of the nation. The Hurans are thought to possess faint <u>KERATIN</u> blood dating back to those days, though this generally only manifests in the faint red tint possessed by their skin.

<u>HURAPUR</u>: Geo. Mountain-range in the <u>SOLEYN TERRITORIES</u>, forming a rim around the north of l. <u>PURRI</u>, dividing Soleyn from the harsh terrain in the north in <u>ANUBIA</u>.

<u>HURAUK</u>: Set. Settlement in the north west of <u>KHURAUR</u> (Pop. c. 14,200). <u>HURBAHET</u>: Set. Coastal settlement in the south of Thetis. Its main

industry is fishing (Pop. c. 7,300).

HURD: m. Mys. His. In the mythologies and ancient histories of ELYDEN, a SCION of the DEMIURGE ARIMASPI, of unknown maternal lineage. Where his father is noble, Hurd embodies all that is savage and unforgiving of the wild realms, and his violence is fabled in many parts of WESTERN SAMMAEA. Without mercy, he revels in the torture and death-throes of his prey. He is rumoured to be alive in the depths of the WOLD rainforest,

where he grows slowly in strength under the patronage of the region's savage inhabitants.

Elsewhere, in more civilised lands, a few mystery-cults of misguided bigots are thought pay him fealty, foolishly feeding his destructive nature with their misplaced devotions. A large semi-secretive cult dedicated to Hurd is known to be active in the north of KHURAUR. See Vol IV: Scions, Children of the Gods.

HURHEKH: PIr. 'Hurhekhin'. Mys. Rnk. In KARAKHAS, a caste of spiritualists who undertake ritual communion with ARAKHAMÉ through the drinking of the Blood-rains that often occur in the area. After consecration by a priest the blood is drunk by the Hurhekh, who chants at length as the fluid works its way through his body. To most, the blood induces vomiting and nausea, though the Hurhekhin are slowly inured to its effects over time, though their skin grows darker as a result, with red patches akin to birthmarks appearing on it. These mark them as holy beings and they are respected in Karakhasid society.

HURIL GATE, the: Mil. Str. Gate leading into the old quarter of the city of NEITH⁽²⁾ in the north west of the HENDECARCHY of STHAMAN in the c of MALAN. Originally constructed from two *QHIANIOR* trees into the form of a gate and surrounding living wooden walls. One of the trees was destroyed in a lightning storm, and remains now as a blackened stump. The remaining tree has been reshaped by <u>BRANCHBRAIDING</u> over the centuries into the form of a gate.

The gate itself was once the only entrance into the city, which slowly spilled over its old walls, few sections of which now remain and lie largely forgotten. The gate, however, remains an important part of life and serves as the headquarters of the trade taxation department of the city, around which is a large market, its awnings made from branchbraided trees to provide cover from rain and sun.

HURINA: Set. City in the c west of the nation of <u>DURCHAA</u>⁽¹⁾, along the course of the river <u>VARAGOD</u>. It is a major producer of <u>UMBRISKA</u>, and its refineries are amongst the more modern in the nation. The city dammed the river Varagod in 3932 RM and uses its water to generate much of its electricity for in the refineries (Pop. c. 38,000).

<u>HURRA</u>: Set. Settlement in the c east of <u>JURRAS</u>⁽²⁾, situated along the course of the river <u>EURRTOS</u>. Its main industry is agriculture (Pop. c. 6,200).

HURSORYAN: Geo. Major area dominating the c and south west of CYHLAGHARR. It is in the rain shadow of the NGHALLEAL Mountains and is very dry, with few settlements of note. Geologically, it serves as a link between the Nghalleal Mountains in the south and the GRCAUTHAIRM massif in the north east.

<u>HURTHALLACHOS</u>: Mil. Str. Pitted iron fortress in <u>SAMMAEA</u>, just south west of the <u>KURNUGIA</u> Mountain. Its origins are unknown, though its roots are believed to lie in the long-since fragmented <u>PLAGI</u> empire, after which it was adopted by the early <u>FOURTH AGE</u> empire of <u>HADDURATH</u>. Its sand-blasted black-iron walls are scabrous, twisted and rotten, its decayed corridors echoing with an ancient melancholy.

The fortress was populated by successive states and loose unions of <u>ETHERI</u> led by tyrants and demagogues for over 700 years, from c. 200 RM, though the last such counties had disappeared by 905 RM, and its halls remain empty to this day, the corpses of its last guards all that remains of the fleeting etheri nation.

HURULLINDAR: Geo. Valley in the south west of KHULL, close to the border with the <u>VESPERTINE LEAGUE</u>. It lies to the north of the badlands of <u>SULLUKUR</u>.

The Valley is home to dozens of ancient tombs that carry certain design elements similar to those of the ancient https://hypogeal.courts, indicating that they might date to the time of the ancient FIFTH AGE nation of LIN_GOOL. They are empty today, and if they once contained riches, they were looted long ago.

HURUSH: Set. Small city in the west of the <u>SYNHODOS PLATEAU</u> in the c of <u>JURRAS</u>^(2,). The city is a centre of mineral and ore refining and collects stone, granite, iron and copper from mines around it. It is known for the skills of its metallurgists and stonemasons, and sells object d'art to merchants on the <u>RED ROUTE</u> (Pop. c. 14,500).

<u>HUS</u>: Pol. Rnk. Ruling caste of the city and region of <u>BASTROS</u>, in the SASTAKAUR Massif in the c south west of SAMMAEA. The Hus are HALF OGHURS, and their size and strength, coupled with their generational control of the ancient step wells and deep cisterns of the city, have made them the defacto rulers for centuries. They are tyrants and few dare to openly challenge them, particularly those who would refer to them as half oghurs, for the Hus are descended from ancient half oghur unions, possibly dating back as far as a millennium, and since then have bred amongst themselves, so now consider themselves a people onto their own.

<u>HUSGAPIA</u>: Set. Fortified city in the c west of <u>AETHIOS</u>, at the eastern periphery of the <u>ATRAMENTALLY TAINTED BLEEDING PLAINS</u>. It is home to <u>ATRAMENTAL SHAPERS</u> who study the effects of the plain and work towards stopping its advance (Pop. c. 28,000).

<u>HUSHAOT</u>: Med. Set. PLAGUE city in the north east of <u>VAALK</u>. By 3905 RM it had become a huge shanty-city where those from other settlements around Vaalk who had either contracted or survived the plague were collected and abandoned, guarded from escape from the outside (Pop. c. 29.000).

<u>HUSS</u>: *Mil. Rnk.* Military title in <u>AHRISHEN</u>, <u>VIRAHAN</u>, and <u>BAATAN</u> that is attained through prowess in battle. The title can be attained by any individual, regardless of prior social standing and bestows nobility, including the granting of land and other privileges. In battle the huss are organised into regiments known as <u>HUSSARS</u> and are often mounted – one of the few mounted units in the Ahrisheni military.

<u>HUSSAD</u>: *Eth. Rnk.* Nomad caste common to the north of <u>SAMMAEA</u>, particularly <u>MHAROKK</u> and <u>LIDEA</u>. They are a thought to be descended from the far older <u>NAAHI</u> empire, where they were noted for their riding skills. See Vol II: the Nomads of Elyden.

<u>HUSSAR</u>: *Mil. Rnk.* Noble mounted regiment in the <u>AHRISHENI</u> military that's composed of those who have attained the rank of <u>HUSS</u>.

HUSTHAT: also 'the Solid Sea'. Geo. Salt flats in the far south east of the TARAHID ANNEXES; known as the Solid Sea due to the optical illusion it presents to those walking over it, melding land and sky into one sea-like mass. The salt flats are what remains now of the coastal shelf of the SEA OF BYSSOS that, alongside THE INNER SEA, has been slowly shrinking in size, retreating north, leaving the shelf exposed. The salt flats are harvested, the salt gathered into stacks dozens of feet high, where they are transported to the docks in VULKA for shipment to other nations.

<u>HUTA</u>: Set. Coastal settlement in <u>TERIA</u>, overlooking the <u>BAY OF BHAAD</u> (Pop. c. 17,000).

HUTTERATH: Sup. Geo. Expansive region of ATRAMENTAL CORRUPTION in the c of SAMMAEA, dominating the western-face of the KARKARMIS Mountains, in the c north west of HOGGOTHA ISZ. It is riddled with duststone formations, and earthquakes and landslides are common, which are felt in the north of Hoggotha Isz.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}$.

<u>HYACHA</u>: *Rvr.* River in the north east of <u>AQUARIIA</u>, flowing for 535-miles from sources in the <u>BLACK MOUNTAINS</u>, before meeting its parent, the river ISARRA.

<u>HYADUH</u>: Set. Settlement in the north east of <u>AQUARIIA</u> (Pop. c. 7,000). <u>HYDARA</u>: Set. Small city in the c south west of <u>SABAISA</u>. Its primary

HYDARA: Set. Small city in the c south west of <u>SABAISA</u>. Its primary industry is the mining of iron and quartz (Pop. c. 17,000).

<u>HYDOR</u>: Set. Coastal settlement in the south west of <u>AQUARIIA</u> (Pop. c. 8.000).

<u>HYDROS</u>: Lak. Lake in the north east of <u>PELASGOS</u> in the foothills of the <u>CALDERAN</u> Mountains. and along the course of the river <u>EGGOS</u>.

HYRETH: Set. Settlement in the south east of KOLCHIS (Pop. c. 6,200).

<u>HYENEA</u>: Wea. Katabatic wind blowing north from highland regions of c <u>KHARKHARADONTIS</u> into the <u>DUNE SEA OF KHARKHARADONTIS</u>. The winds carry cool air from the uplands, leaving morning dew on the dunes, allowing specialised life to thrive there.

HYLA: Mil. Str. Cliff-top fortress in the south east of GNOTH where foreign criminals who are deemed to be a threat to Gnoth and its way of life are imprisoned. There is some degree of controversy surrounding the prison, and some of those who are aware of it oppose it, as it goes against what may Gnothi scholars consider to be the rights of sentient beings. **HYAR**: Set. Small city in the nation of <u>DACIA</u>, along the <u>SHADOW MARCH</u>. It is known for its leathers and tanning (Pop. c. 27,200).

HYNDR: Set. Rock-<u>UMBRA</u> mine in the c south west of <u>CYHLAGHARR</u> in the region of <u>KAYHIKH</u> (Pop. c. 2,000).

<u>HYPAMARA</u>: Geo. Rocky upland region in the west of <u>NORTHERN</u> <u>SIMBARA</u>, known for the <u>HALFADEL</u> plant that grows there.

HYPASPIST: Oth. Soc. Pol. Type of HALFBLOOD HOUSE, the members of which are renowned for their strong constitution, tough bodies and stoic natures. Though far from unified, their physical characteristics are strong and do not dilute down generations as other houses tend to, so their hypaspists are easily recognisable. See Vol II: Classification and Taxonomy of Life.

HYPNOST: Sup. Rnk. A SPHERE of ATRAMENTISM whose SHAPERS manipulate wakefulness and a beings' sense of lethargy in various ways.

HYPOGEUM: Plr. 'hypogea'. Soc. Str. An underground structure or complex, often used for burial or religious purposes. Specific uses of the word include:

1. Specifically, the cities and structures of the people of <u>CHTHYRID</u> are known as hypogea. They are built underground, but close enough to the surface that they can use skylights, giving them access to natural light for their dwellings and greenhouses, as well as shafts that control the flow of air.

HYRCAL V: (B. 3065 – D. 3120 RM) also 'the Craven'. His. Pol. King of PARTHIS who inherited a weak nation and was forced to give up part of TARTAK.

HYRCANIA: Set. City in <u>PARTHIS</u>, located in the wetlands of <u>ATHORHU</u>. The city's emblem is the wolf, a sigil that is recognised throughout Parthis (Pop. c. 230,000).

HYSPERO: Geo. Island off the eastern coast of OBLEVIS.

HYSTAR: Geo. Massif in ALMAGEST.

HYTHRIA: 1. Geo. Peninsula in the south east of YSACYITHAIA.

2. Set. Major port in the south east of <u>YSACYITHAIA</u>, in the southern-most tip of the above peninsula. It is a city of deep canals and locks, and its streets are laid out to a strict grid pattern, and are dominated by steps that lead up to its central plateau, which commands amazing views of the surrounding seas. The city is rumoured to be the centre of a pervasive secret society that permeates all aspects of life in Ysacyithaia that is not openly acknowledged but which is accepted by most (Pop. c. 88,600).

<u>HYTIOEN</u>: Rvr. River in the east of <u>THANOS</u>, flowing south into the <u>SEA OF POLARIS</u>.

<u>HUHSAN</u>: Set. Settlement in the c south of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>. It is a major course of granite in the region (Pop. c. 3,800).

<u>HUNATH</u>: Set. Coastal city in the south east of <u>ARERAQTH</u>, at the tip of a long narrow peninsula, overlooking the west of the <u>SEA OF SUDUNIR</u> (Pop. c. 78,000).

HUYL STONE, the: Int. His. Str. Ancient vine-covered stone pylon on the far south of the KALI ANTEN rainforests in the c south of CARNYNGA. It is thought to have been a tomb, though any bodies or riches it once contained have long-since been looted. Its walls and deep chambers are covered in ancient writings that have been deciphered by scholars. Amongst depictions of daily life and the gifts of a seven-tiered AFTERLIFE (matching the number of tiers on the pylon), are curses upon those entering the structure.

The Pylon is constructed from a singular block of green-grey stone and is considered to be the southern-most boundary of the Kali Anten rainforest.

<u>HURA</u>: Set. Small fortified coastal settlement in the north of <u>OPHAR</u>, at the base of the <u>GEMOPHAR</u> Peninsula^(1.) (Pop. c. 5,000).

<u>HUYA</u>: Sct. Settlement in <u>SUMA'YA</u>, whose main industry is iron mining. It is one of the few industrious regions left in Suma'ya (Pop. c. 4,800).

HYENAS, the: Mil. Org. Mercenary force trained in ZHARIAH^(2.). They are characterised by their distinctive tattoos that record their exploits and victories, and are a prominent military force in the south east of SAMMAEA.

HYLIN: Geo. Delta of the river <u>UPINIS</u>, in the north of <u>KHULL</u>. Its lands are fertile and are home to seasonal farmlands in which rice, barley and grains are grown.

HYPNEROTOMACHIA: see DREAM QUEST.

HYPOGEAL COURTS: His. Pol. Org. Ancient early FIFTH AGE councils that were prevalent in the west of the EHRENISIAN COAST, in what are today the far north of the Vespertine League, and the north west of KHULL. Named after the ancient subterranean chambers their people rediscovered following their re-emergence from the FADING, the courts became powerful local governments that were partially responsible for the consolidation of the regions' disparate people into the cohesive state of LIN GOOL between c. -900 and -800 RM. Though local Hypogeal Courts remained to oversee the prefectures of Lin Gool, a new court was constructed beneath the city of RESEBEK in c. -760 RM from where a centralised national government would convene throughout the existence of the nation of Lin Gool.

Little is known of the origins of the hewn chambers that were appropriated by the Hypogeal Courts, but they are thought to be ancient, possibly dating to the <u>THIRD AGE</u>. They are thought to have been made by people who were cast out of their parent culture, possibly due to divergent religious beliefs.

The coming of <u>THERASHIAN</u> armies in c. 125 RM would be the beginning of the end of self-rule in Lin Gool, and by c. 130 RM the Therashian empire had subjugated Lin Gool, eliminating the Hypogeal Courts.

Today, most Courts are ruined and overgrown, with many of them lost and forgotten. A few, like the one in Resebek and another outside the city of <u>PIRA TA'</u>, remain in use and serve as a reminder of the region's ancient history.

HYRAM ZOARCH: m. Tec. Per. (B. 3951 RM) High-ranking member of the AIWAHAN ORDER of the SANCTIFIED INQUISITION. Hyram's official title is of High-TECHNOCLAST, and it is in this capacity that he scours the empire of heretical technologies. He is also a TECHNARCANIST of the highest order, and is renowned for his exceptional skill in reverse-engineering ancient machinery that has been put to good use within the Order.

He discovered the lost <u>SPIRE ENGINE</u> in 3986 RM and deciphered its secrets over the next decade – a find that has bolstered the Order's effectiveness and which continues to reveal its secrets to this day.

HYULL: Set. Major coastal city in the north of JURRAS⁽²⁾, controlling Jurrassi sea trade in the western reaches of the <u>SEA OF TARAMAR</u> (Pop. c. 140,300).

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<u>I'KHITTA</u>: (B. 3973 RM) *Pol.* Queen, and one of three current rulers of the <u>J'THANAN</u> Triarchy.

<u>IAANDA</u>: Geo. Island off the far northern coast of <u>KAZZAR</u>⁽²⁾. It is largely unpopulated, and is neglected by the Kazzaran government.

IAARIISTUN: also 'Lucent Shoals'. Int. Sca. Stretch of sea off the far northern coast of Kasihaal in northern Bror (1.), stretching to beyond the north of the equator. These waters are famed for the luminescent microorganisms that live on the water's surface, and which emit a faint light when agitated, for instance through the water's motion or the passing of a nearby ship. This results in the foam along the crests of waves producing itts own light, which is most notable at night.

<u>IABBAL</u> His. Ancient FIFTH AGE YARAOMIC settlement in the territory of <u>EREDATA</u>, in what is today the settlement of <u>HABAL</u>, in the east of extant <u>BA'AKH</u>. It was one of few Yaraomic settlements of note, and was overtaken by <u>KORACHANI</u> forces in c. 600 RM during their conquest of northern SAMMAEA.

IACIAN: Pol. His. Ancient name for IACIO. In c. 300 RM it was a region of the new state of ARRETOY, though by c. 490 – 580 RM, it became independent, adopting the name of Iacio by immigrants in 598 RM, when it formally seceded. It was later reabsorbed by a newly-christened Rhea in 1373 RM, when the name Iacian came to represent the lowland regions that were slowly increasing in size as the coastlines retreated. The name is not used today.

IACIO: Dem. 'Iacian'. Ntn. An independent nation since 3242 RM, Iacio is located to the south east of LLACHATUL, overlooking the SEA OF MIROVEA. Like many other coastal states, much of its land has been exposed through the waning of ELYDEN'S seas, and almost half of its present-day territories were submerged as recently (geologically speaking) as 1500 RM. The coastal jungles of SARADI INAT are a peculiar feature, unique to this part of Elyden – a vast bleached coral reef revealed by the waning seas, and is today overgrown with tropical creepers and epiphytes.

Iacio is ruled by an ancient case of religious rulers known as the <u>HIEROMONARCHS</u>. Originally the rulers of <u>RHEA</u>, they fled to Iacio (then a part of Rhea), where their most ardent followers were, leaving the north weakened and their main political opponent – the <u>COURT OF DREAMS</u> – with the upper hand. This led to a period of war that lasted for 15-years before the Hieromonarchs declared Rhea lost, and consolidated their strength within their strongholds in Iacio, where they remain supremely powerful to this day.

Today Iacio is a major producer of Aluminium and rubber and embraced industrialisation more than its neighbours. See Vol III: Extant Realms and Nations.

<u>IACTOMM</u>: Set. Small city in the far north west of <u>ELEKHID</u> (Pop. unknown).

<u>IADARA</u>: *Mil. Str.* Fortress in the south east of <u>KARAKHAS</u>, guarding the TOSLETHI UMBRA PIPELINE from attack.

<u>IAESA</u>: 1. Lak. Lake in the c of <u>GNOTH</u>, along the course of the river NEPHOT.

2. Set. Settlement in the c of <u>GNOTH</u>, at the confluence of the river NEPHOT with the eponymous river (Pop. c. 8,000).

<u>IAGANNATH</u>: 1. *Rvr.* Expansive river in the c of <u>LLACHATUL</u> flowing through <u>THE OLD FOREST</u> and the nations of <u>ALMAGEST</u> and <u>SKAROS</u> for over 1,900-miles from sources in the <u>UMBRALA</u> and <u>HAAG HAAD</u> Mountains, before emptying in the <u>BAY OF DALMA</u>, which is a part of the <u>SEA OF APHOTIS</u>. Major lakes along its course are lake Iagannath⁽²⁾, <u>SAPARTAH</u>, and <u>VANEFATH</u>.

2. Lak. Large lake in the c of <u>THE OLD FOREST</u> along the course of the river Iagannath^(1,). Much of its northern reaches are covered by the <u>RAM'ATHI</u> forest which stretches south from its northern shore for around 50-miles to the island of <u>DRIOPAN</u>.

<u>IAGRAAT</u>: Sec. Major industrial city in the c north west of <u>XYRPHAAT</u>. It is a stop along the course of the <u>SOVEREIGNS' ROAD</u> trade-route, specialising in repairing vehicles and technarcane engines (Pop. c. 116,000).

<u>IAHNEF</u>: 1. Rvr. Marshes in the west of <u>KHAMID</u>, dominating the mouth of the river ARAX.

2. Set. Major city 25-miles inland from the mouth of the river ARAX in KHAMID. It is a trade-port and the current capital of Khamid, and remains the largest present-day conurbation in all of Khamid. It emerged from a conurbation in region of NEHRENHAT in c 700 RM following the rise of SAPET BESAYT in the area. (Pop. c. 1,045,000).

IAHTHEN: lit. 'THE DARK FOREST'. For. Forest in the c north east of GIBEAH, covering some 30,000 square-miles to the east of the ABYD CARGI badlands. It is shunned by most locals, though a lucrative business exists to those willing to harvest the DARKWOOD of its trees and trades with the west. ABYSSAL TEMPLARS in the area export this wood to the KORACHANI EMPIRE either across the ROILING and IAPETAN SEAS, into the east of VENTHIR; or through Templar-controlled routes across the Anubian desert into eastern SARASTRO.

The area occupied by the forest is a small <u>ATRAMENTAL</u> siphon, from which its name is derived. The Iahthen is known to be a dark place where the sun rarely shines at its brightest and life is never at its fullest, as evidenced by the stunted trees and wildlife in the area and the number of stillbirths experienced even as far as 100-miles from its borders.

<u>IAISHA</u>: Dem. '*Iaishan*'. Ntn. Nation in the north west of <u>MENISCEA</u>, east of the <u>GULF OF VALUS</u>. It is a place that was struck by a calamity in the past, resulting in frigid mummies (human and angel) – a result of a <u>FIRMAMENTAL</u> disaster. adherents of the repentant. See Vol III: Extant Realms and Nations.

<u>IAKTHORIS</u>, <u>TOMB OF DESUMUZ</u>: *Int. Arc. His. Pol.* Mausoleum of the warlord <u>DESUMUZ</u>, in the hinterlands of eastern <u>RAONGEN</u>^(2.), not far from the territories of the <u>CALLOW HORDES</u>.

<u>IALADEHA</u>: Geo. Major prismatic hot spring in the region of <u>SCORIA</u>^(1.), in the south west of <u>ANUBIA</u>.

<u>IALAS</u>: Set. Logging settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>ALAMUT</u> (Pop. c. 1,500).

<u>IALCUS</u>: Sea. Sea in the north of <u>LLACHATUL</u>, above the <u>MALANI HENDECARCHIES</u> of <u>CYRENIA</u> and <u>NHORA</u>. Though south of the northern <u>POLAR CIRCLE</u>, its waters are nevertheless cold, from currents carried south from the polar region.

IALCUS BASIN: Geo. drainage basin formed by various continental divides in the continents of <u>LLACHATUL</u> and <u>MENISCEA</u>, including parts of the <u>LLACHATULI DIVIDE</u>. The basin comprises parts of the north east of Llachatul and the north west of Meniscea, and all rivers within it drain directly into the <u>SEA OF IALCUS</u>.

Nations and territories that are at least partially within the Ialcus Basin include: <u>ABATTUR</u>, <u>KASPIA</u>, <u>MALAN</u>, <u>PERGOST</u>, <u>SATARIEL</u>, and <u>TISARA</u>.

IALDA: Cur. Major currency in SAMMAEA, and possibly the oldest known currency in the known world. It has its roots in the THIRD AGE OF MORTAL LIFE, and is used across the south, south west and south east of Sammaea, and has made its way through trade to other regions, including the INNER SEA. It is thought to date back to an ancient, now largely-forgotten LHAUS empire in what are now barren lands in the c of Sammaea, travelling south through trade, where it gained a major foothold, remaining popular amongst the SIMBARAN empire, which has great influence in the region

Coins are polygonal in shape, with 6 and 12 sides. See Vol II: Currency and Coinage in Elyden.

<u>IALDABAOTH</u>: x. Myt. His. In the mythology and ancient history of <u>ELYDEN</u>, sixth of the Two-and-Twenty <u>DEMIURGES</u>, whose children were the <u>LHAUS</u>, who became as obsessed with prolonging their lives as their Demiurge parent, and they would go on to become competent kladai in their own right.

They originated the art of <u>KLADOS</u>, and created six iterants into which it divided its essence in a bid to cheat death.

Their only known \underline{SCION} is \underline{NEBRO} . See Vol IV: the Two-and-Twenty Demiurges.

<u>IALLASAN</u>: Geo. Dry grass and scrubland in the south of <u>JURRAS</u>⁽²⁾, west of the <u>LLURAN WASTES</u>.

<u>IALO ABGAN</u>: Geo. Plains in the north of <u>TAL ZHAAN</u>, in the north of SAMMAEA.

<u>IALTRA</u>: Set. Small coastal city in the east of <u>OPHIUSSA</u> overlooking the <u>BAY OF GOSTAKIS</u>^(1.)(Pop. c. 13,000).

<u>IAMTI</u>: Lak. Lake in the c west of <u>GNOTH</u> along the course of the river <u>NEPHOT</u>.

<u>IAMUN</u>: Geo. Mountain-range in the <u>KORACHANI</u> colony of <u>TAVVADRA</u> in the north west of <u>SAMMAEA</u>. The Mountains form an extension of the far larger <u>SANTOREAN</u> Mountains.

<u>IANA</u>: Sea. Largely-enclosed sea in the west of <u>KHAMID</u>, surviving unchanged since before the days of the <u>CATACLYSM</u> in 101 RM. The Iana is home to many small fishing communities; its deep waters remaining relatively fertile where other seas have diminished.

<u>IANADA</u>: Lak. Small lake in the c west of <u>AHRISHEN</u>, along the course of the river <u>PELADA</u>.

<u>IANAKA</u>: *Mil. Str.* Major fortress in the east of <u>ALTHA</u>^(2,) guarding entrance into the <u>BAY OF DALATH</u>^(1,).

<u>IANALAR</u>: Set. Small city in the c south west of <u>KOLCHIS</u>. Its main industry is iron mining (Pop. c. 17,200).

IANATHIA: 1. *Geo.* Island off the eastern coast of the <u>PARTHISAN</u> colony of <u>EZHIRAYA</u>⁽²⁾.

2. Mil. Str. Major coastal fortress in the west of the above island^(1.) off the eastern coast of the <u>PARTHISAN</u> colony of <u>EZHIRAYA</u>^(2.), guarding sea routes leading into the <u>ATHAMNI WATERS</u>.

<u>IANESS</u>: *Set.* Conurbation on the island of <u>LIVYATHA</u> in the west of the <u>FREE-ISLES OF PELASGOS</u>. Its farms are famed across <u>PELASGOS</u> and their soils are fertile thanks to the volcanic <u>MT. METHOSS</u>, which lies less than 16-mile to the north east (Pop. c. 31,300).

IANHAN: Rel. Religion common to the region of the SIX CITIES of THE SURRACH. The CHURCH OF RAHANA began to change following the rise of stargazer cults in DAATH centuries past, with two of its more prominent saints, AAT and SAVAT (commonly associated with the IVORY and BLOOD moons, respectively), began to grow more popular, with others finding their domains changing to match the characteristics that had been given to the main constellations.

Today the religion of Ianhan is considered a duotheism – dominated by Aat and Savat, which embody opposing traits. Like Rahana, most individuals have a patron constellar, equivalent to a saint that is a personification of a particular constellation. Divination through the reading of stars (known as <u>OROMANCY</u>) is a common religious practice, as is the need to communicate with otherworlders.

Ianhan is the state religion of Daath and is rarely seen elsewhere. See Vol IV: Religions and Cults.

IANLET: Geo. Island in the <u>BAY OF LEPHET</u>, to the south of <u>KEPHUAAN</u>.

<u>IANNARA</u>: 1. Geo. Archipelago protruding south from <u>SEDISIA</u>, separating the <u>SEA OF DURAHRAT</u> from the larger <u>SEA OF SERPENTS</u>. The archipelago appeared following the lowering of sea levels between 2000 – 3000 RM, and continues to grow to this day, absorbing islands as the seas continue to lower.

2. Geo. southern-most expanse of the $\underline{\text{VARRUTH}}$ Mountains in the south west of $\underline{\text{SEDISIA}}$.

LANTHA: Geo. Expansive amethyst cave-system in the c south of THE SURRACH, in the stone desert of CARNETABAEL. The caves were discovered by KORACHANI explorers in 2392 RM, not long before the abandonment of its colonisation efforts in the region, possibly explaining why the caves were not explored further. The native SAVI people were aware of the caves, though largely ignored them, on account of them featuring in underworld myths of the region.

The caves are expansive, and are carved by natural processes from ancient volcanic stone in which can be found amethyst geodes, crystal caverns of colossal size, and deposits of quartz and iron impurities. The quartz was fashioned into wondrous sculptures by the <u>XANTHIC</u> empire, most famous of which are the amethyst skulls with pointed craniums, which appear in private collections from time-to-time to this day.

<u>IAOSHA</u>: Set. Small city in the c south west of <u>RAONGEN</u>⁽²⁾, in the <u>JIANNAN</u> Hills. Its people are known as aesthetes, using shaping and technarcana to help them become more receptive to the visions and <u>DREAMS</u> of the <u>GOD WHO SPEAKS</u> (Pop. c. 12,500).

<u>IAPEGRA</u>: Geo. Expansive massif dominating the north west of <u>THE VORANDINE</u>. Its southern-most expanses are known for ancient iron mines and quarries that are thought to date back to the <u>FOURTH AGE</u>. The regions surrounding these mines are known for their reddish and oxidised rocks.

<u>IAPET</u>: Myr. Leg. In <u>VENATHI</u> (and, later, <u>VENTHIRI</u> and <u>TZALLRACHI</u>) myths, the son of a union between a god and a mortal woman who sailed south east, disappearing in search of his divine father. The <u>IAPETAN SEA</u> is named after him. See Vol II: Legends and Folk Tales.

<u>IAPETAN</u>: Sca. Sea to the south of the <u>TORRENT OF KARROCK</u>, bordered by the nations of <u>TZALLRACH</u>, <u>CUTH</u>, <u>NAARETH</u>, <u>SARAGOS</u>, and <u>VENTHIR</u>. It is known for its high tides and is named for the legend of the divine-born son <u>IAPET</u> who sailed south east in search of his father.

IAPETAN ALLIANCE, the: Pol. Coalition formed between TZALLRACH, KREM, RHEA, and IACIO, following increased coastal attacks by the ABYSSAL TEMPLARS in c. 3740 RM from Sammaea across the IAPETAN SEA. Together, the Iapetan Alliance patrolled their respective waters and attacked vessels belonging to the Templars. These actions continued for the next 50 years, until the waning influence of the Sorcerer-kings over the Abyssal Templars, after which their attention returned to their neighbours.

Despite this, the Iapetan Alliance remains to this day, patrolling the coastal waters against piracy and coastal threats.

<u>IAPETAN BASIN</u>, the: Geo. Drainage basin formed by various continental divides in the continents of <u>LLACHATUL</u> and <u>SAMMAEA</u>, including parts of the <u>LLACHATULI</u> and the <u>EASTERN SAMMAEAN</u>

<u>DIVIDES</u>. The basin comprises parts of the east of Sammaea and the east of Llachatul, and all rivers within it drain directly into the <u>IAPETAN SEA</u>. Nations and territories that are at least partially within the Iapetan Basin include: <u>ANUBIA</u>, <u>MULCIBER</u>, <u>NAARETH</u>, <u>SARAGOS</u>, <u>SARASTRO</u>, <u>TZALLRACH</u>, and <u>VENTHIR</u>, amongst others.

<u>IAPETAN CURRENT</u>: Sea. Warm surface ocean current flowing north into the <u>IAPETAN SEA</u> from the <u>MIROVEAN GYRE</u>.

<u>IAQRADENNE</u>: f. *Pol. Per.* (B. 2875 – D. 2964 RM) queen of <u>ZHARIAH</u> following a civil war in which she challenged her twin brother <u>IAQRASHA</u> for the throne after the death of their father <u>IAQRASHON III</u>.

IAQRASHA: m. Pol. Per. (B. 2875 – D. 2959 RM) The first sultan of the IAQRASHAN SULTANATE in QARALAM. He was a prince of the House of HINOL of ZHARIAH⁽¹⁾ whose father, king IAQRASHON III, died in 2917 RM. Being the eldest son, he was the legitimate heir, but his twin sister IAQRADENNE, being the eldest of the two, made a claim for the throne, leading to a civil war that dragged on for around 22- years, ending with his defeat and eventual self-exile west into QARALAM in 2941 RM, after which his armies swept west across the nation, sacking the capital in ELHUMBRA, and founding a new capital in ECUMENA where the Sultanate thrived.

His hatred of the Hinol dynasty festered throughout his rule, and it shaped the cultural outlook that Qaralam would take towards Zhariah⁽²⁾ over the next millennium well into the present day.

IAQRASHAN SULTANATE: Pol. The ruling caste of QARALAM since its conquest of the region in 2942 RM. They moved west from what is now ZHARIAH⁽²⁾ and sacked the capital city, then ELHUMBRA in late 2942 RM, eventually founding a new capital in ECUMENA. The sultanate is named after the Zhariahan prince IAQRASHA, who exiled himself and his followers after losing a civil war with his sister over the empty throne left by their father's death in 2917 RM

IAQRASHON III: m. Pol. Per. (D. 2917 RM) King of ZHARIAH^(1.) whose death in 2917 RM left the House of HINOL in chaos, his twin children – prince IAQRASHA and princess IAQRADENNE – went to war over the empty throne, with Iaqrasha being the legitimate heir, but his sister, being older, wanting the throne. Iaqrasha was defeated after a 22-year war. He exiled himself west into QARALAM in 2941 RM, while his sister took over the mantle of ruler in Zhariah, continuing the line of the House of Hinol.

IARAOM BASSHA: see YARAOMIC PEOPLE.

<u>IARAOM GRABBA</u>: also 'lorekeeper'. Soc. Rnk. Lorekeepers within the <u>YARAOMIC PEOPLES</u> of northern <u>SAMMAEA</u>, whose culture had been largely extinguished during the <u>KORACHANI</u> expansion into their territories during the Ist millennium RM.

Today, they exist in two distinct forms – as keepers of culture and history within the few remaining Yaraomic kindreds, where they meet up with their fellows from other kindreds, passing on their findings to each other; or as solitary itinerants who travel clandestinely between borders collecting any splinter of pre-imperial history, poetry, and art, that they return to the fortress library of <u>IARSHUCGAH</u>, hidden within the western foothills of the HARAPPAN⁽¹⁾, where their culture is slowly being rebuilt.

They have slowly reforged a lavish hodgepodge mythohistory that borrows from what they know and marry it with over a hundred generations of bitter oppression and burial, and the myths, legends and religions of their oppressors. This is known as the <code>IUN IARAOM MAHTA-the Yaraomic Telling - a very personal mythology, history, and culture that together form the backbone of the Yaraomic identity. This culture is passed down via secretive oral traditions that have ensured its survival over the years. Ironically, the core to this culture survived largely through the accounts of the <code>MHAROKKIN</code> exile <code>SUDERA</code>, who lived for many years with the Yaraomic Peoples, and whose extensive diaries were discovered years after her death.</code>

The *Iaraom Grabba* also serve as the main celebrants of the so-called <u>GREAT STRUGGLE</u> that extant Yaraomic Peoples spend their lives experiencing, which is a major part of their culture.

<u>IAROTH</u>: Rui. The base of an ancient ruined tower that stands on a rise on the lower foothills of the south eastern <u>CARTIGA</u> Mountain overlooking what is now the scrubland of the <u>ET ARA</u>. Little is known of its origins or history, though written records of the region, dating as far back as the birth of the <u>AMNATHI KINGDOM</u> in c. -1150 RM, always

mention the place as being a ruin, with some accounts of a great granite idol in the form of a terrific horned head once lying half buried in the scree at the foot of the hills the tower was once perched on, though any signs of such a stone idol cannot be found.

<u>IARSHUGGAH</u>: His. Edu. Soc. Str. Hidden fortified library in the western foothills of the <u>HARAPPAN</u>^(1.) Mountains, in the east of <u>MHAROKK</u> that is used by <u>YARAOMIC</u> lorekeepers known as <u>IARAOM GRABBA</u>, as a repository for ancient artifacts from Yaraomic history in the hopes of reconstructing their culture. Reclaimed from an ancient <u>FOURTH AGE</u> fortress whose outer structure is now shapeless, but whose deep tunnels and catacombs make for the perfect base, its exact location remains unknown to the Mharokkin government.

The fort has become a base to many itinerant lorekeepers, who travel across northern Sammaea, spreading the history of the *IUN IARAOM MAHTA* – the Yaraomic Telling – amongst their people even as they search for new treasures. Most prominent of their findings were the journals of the <u>MHAROKKIN</u> exile <u>SUDERA</u> who spent over 50-years living with the Yaraom in around 950 RM. They were rediscovered in 1340 RM in <u>TAKUH</u> and form the backbone of the Yaraomic Telling and the legend of the coming of the <u>KING-WHO-WASN'T</u>.

<u>IART</u>: Set. Settlement in the c north of <u>CHEIRA</u>. Its main industry is the quarrying of coal (Pop. c. 2,800).

<u>IARUS</u>: Geo. Mountain in the c-south east of <u>ALMAGEST</u>, close to the border with <u>THE OLD FOREST</u>. It is home to the famed <u>STELLARIUM OF IARUS</u>, which is still in use today.

IARUS, STELLARIUM OF: *His. Ast. Str.* Classical observatory and stellarium in the north of the <u>IARUS</u> Mountains in the c-south east of <u>ALMAGEST</u>. Built in c. 1400 RM, it remains in use today, taking advantage of the dark skies provided by its mountainous location. The stellarium itself is large and its movements mechanised, showing the movements of the <u>PLANETS</u> and more distant stars, and has been updated many times as new astronomical advances have been made. The present structure is largely modern, built atop the more ancient structure, whose vaults and libraries remain in use, though many chambers are thought to have been walled off in c. 2200 RM.

IASH HOZHI: also 'the Game of Kings'. Gam. A board game for two players common in OTINTH, SEDISIA, and the PARNASIAN STATES. The board is made up of many separate squares (the exact number varies from board to board, though it is usually 7 x 7 squares), said to represent different domains of nations. Each player starts with 7 builders and uses them to populate the boards, with certain actions providing new builders or warrior, the latter of which can be used to destroy enemy builders or warriors. The game ends when a player has populated every square, or when a player concedes.

The game can often be seen being played around town squares by elderly men. See Vol II: Games and Pastimes of Elyden.

<u>IASHANDEN</u>: *Rvr.* River in the east of <u>THE VORANDINE</u>, flowing east for 324-miles from sources in the hills of the <u>LUGENT</u> forest in the far south east of the <u>SMYURMA</u> Mountains, before emptying into lake <u>TAHONG</u>.

IASSIR: Set. Fortified settlement in the far south east of KAZZAR, close to the border with the BARRIER LANDS, along the course of the river FONESA. Its main industry is the cultivation of thyme and production of a thymol-based perfume, which is popular amongst the nobility of PARTHIS and its colonies and dependencies. Its old walled city is surrounded by workshops where the herb is dried and distilled, and farther afield it is surrounded by miles of fields where thyme is grown (Pop. c. 9,200).

<u>IAT</u>: Set. City in the north of <u>KETESH</u>. Where Ketesh is a sybaritic city, its roots tightly buried in the pleasures of excess, lat is a more pragmatic place, working hard to keep Ketesh alive; its peoples serving the main city-state, providing food, materials and resources, dealing with foreign cities in its quest for exotic goods (Pop. c. 90,000).

<u>IATH</u>: m. War. His. Per. (D. c. 1800 RM) mid-<u>FIFTH AGE</u> champion in the east of <u>SOUTHERN SAMMAEA</u> in what is now <u>AKACHA</u>, whose sword <u>FAERTH</u>^(1.) grew into the fabled Sword-tree of Faerth^(2.).

<u>IATULKAN</u>: Geo. Southern ridge of the <u>OHBOKHAR</u> basin in the north east of <u>KHARKHARADONTIS</u>. It is noted for the thousands of hewn

caverns that are found in its southern-face, known as the $\underline{\text{IATULKAN}}$ $\underline{\text{VOIDS}}.$

<u>IATULKAN VOIDS</u>: Geo. Arc. Soc. As many as 20,000 hewn caverns in the southern-face of the Iatulkan ridge in the north east of <u>KHARKHARADONTIS</u>. There are few clues as to what beings or culture was responsible for them, though only a few of the hollows have been penetrated. It is thought that they go into the earth for miles if not more, though to what purpose remains to be determined.

<u>IAUBHOZLI</u>: Rui. Ancient ruins in the c of the <u>REALM OF THE MARKED PALL</u>, believed to date back to the Third Age. they are expansive and, though largely buried beneath the <u>MHUGREH WASTES</u>, their high minarets remain remarkably well-preserved, despite their age.

<u>IAUKTAH</u>: Set. Small coastal city in the west of the <u>PANTHEON ISLES</u>, overlooking the <u>LIMOTHAN CHANNEL</u> (Pop. c. 15,000).

<u>IAVALA, TREE OF</u>: Sup. Flo. Monolithic tree stump in the region of <u>BEKIAMFOR</u> in the north of <u>ENDUI</u>, <u>MENISCEA</u>. The tree stump is famed for its crystalline nature – a trait acquired over millennia of existing in the shadow of the <u>TRUE MENISCUS</u>. The tree is now the focal point of a twisted <u>FIRMAMENTAL</u> cult that worships the ossification of the mortal body through exposure to the Firmament.

<u>IAZIPAA</u>: His. Str. Ancient pylon on the island of <u>LATRAS</u> in the <u>MAIDEN ISLES</u>. It is made of a strange metallic substance with a dull sheen, not unlike burnished brass with a greenish tinge and slight transparent surface. Remains such as crockery and minor ornaments made from the same substance have been found in the area and are often taken by locals who reappropriate them.

<u>IBAIYA</u>: Com. Set. Famous hostel and caravanserai in the north west of the <u>SULTANATE OF ABACARDAT</u>. It caters to travellers from all directions and is well-respected, with a history dating back centuries, to when it was a coastal fortress offering safe passage to travellers across both sea and land.

<u>IBAL SABBRIN</u>: m. (D. 3689 RM) Per. QARALAMI explorer. In 3657 RM he travelled to the <u>ELHUMBRA</u> and stayed there for close to a year. He wrote a book about it which still serves as our main source of information about the anarchist city to this day, though many scholars now claim it is outdated or simply incorrect today.

<u>IBAL ZHAAN</u>: Set. Fortified city in the north east of the small state of <u>TAL ZHAAN</u>^(1.). It is close to the border with the <u>TEMPLAR STATES</u>, and sees much traffic crossing the border, including trade (Pop. c. 48,000).

<u>IBANNEM</u>: 1. Set. <u>PARTHISAN</u> colony in the far east of <u>MENISCEA</u>, close to the region of <u>ABARHAL</u>. Founded in 3903 RM, it is famed for its production of <u>LODESTONE</u>, which is exported east to Parthis.

2. Set. Capital city of the eponymous⁽¹⁾ PARTHISAN colony in the north east of MENISCEA, founded in 3903 RM. It is the region's largest port, overlooking the BAY OF TIRGATOA, and is the chief harbour linking the colony to Parthis (Pop. c. 62,000).

IBBLIS: also 'City of Despair'. *Sup. Set.* City in the <u>TWILIGHT STATES</u>. It is the only current source of iron ore in the Twilight states, and has steadily grown in size, power and decadence over the past decades as other sources have been consumed. Unfortunately, the city is positioned above an area of <u>ATRAMENTAL INFLUENCE</u> that renders the sky dark, the air cold and musty, and influences the moods of those who live there, seemingly sapping any sense of joy and pleasure. As a result, the people of Ibblis (or at least those with the means to) fill their lives with increasingly powerful stimuli in an attempt to elicit any emotional response. Its nobility, wealthy from the iron industry, have grown particularly depraved in their tastes and are renowned across the Twilight States (Pop. c. 40,000).

IBEDIA: Rui. Ruined city in the VÂRRAN PLAINS, in the centre of VÂRR.

Abandoned in c. 1040 RM during the tumultuous time known as the ONEIRIC SCOURGE, the city was once a hub of trade and a crossroads of culture in Vârr and it weathered decades of oneiric activity during which agents of the SOMNIARECHI ORDER of the SANCTIFIED INQUISITION scoured the surrounding region, destroying new DREAMSCAPES and stymying the growth of existing ones. Despite their efforts, the city could not be saved and it slowly succumbed to increasing oneiric activity that wracked havoc with the sleep of residents and which spawned hundreds of fearsome oneiroi (dream creatures and nightmares) upon the city and

its inhabitants. The city was eventually forced to evacuate, and the Order cleansed the region, though it would never fully recover, and the city remains ruined to this day, claimed by inimical dreamscapes.

IBELIN RIDGE: *Geo.* Ridge forming the northern-most part of the KOKORO Mountains in the south east of <u>AHRISHEN</u> and the south west of <u>VIRAHAN</u>. In antiquity the ridge formed the border between Ahrishen and <u>SAUA</u>, and the crumbling remnants of the original iteration of the <u>RED WALL</u> can still be found there. The ancient wall was once famed for its seven brick towers, which are themselves ruined, but for the easternmost one, which was toppled, its bricks used in the construction of the settlement of <u>IPHIGENA</u>^(2.) in Virahan.

IBEZUIL: Rvr. River in the north east of <u>ELEKHID</u> flowing east for 320-miles from sources in the <u>YANAVASH</u> Mountains, before meeting its parent, the river <u>VHOTHAL</u>.

<u>IBHAH</u>: Fau. Mor. Large <u>OGHUR</u>-like creatures, indigenous to the east of <u>KASPIA</u>, the <u>UNCLAIMED LANDS</u> and the <u>MALANI HENDECARCHY</u> of <u>CYRENIA</u>. They are of limited intellect and are regarded as little more than beasts by most people and though they can be individually outsmarted, groups of them roaming the countryside can be a menace, posing a danger to travel and trade along the <u>GREAT ROAD</u>. They are closely related to oghurs and likely share common ancestors, after which they spread across <u>ELYDEN</u>.

The creatures are trapped and sold in markets in the <u>MALANI</u> city of <u>MOROIA</u> and surrounding regions, and they are then sold as slaves to Kaspia, where they are used as beasts of burden. See Vol II: Classification and Taxonomy of Life.

<u>IBILISIN</u>: Set. Small fortified coastal city in the <u>SARASTROAN</u> colony <u>IPSISSIMA</u>^(1.), located in the far south east of <u>SAMMAEA</u>, just north of the southern <u>POLAR CIRCLE</u>. It is built atop the ruin of a native settlement that was destroyed in c. 3720 RM and remains a major city in the colony of Ipsissima, its mines producing large volumes of iron which are shipped back to Sarastro (Pop. c. 16,400).

<u>IBIN</u>: *Mil. Str.* Major fortress in the south of <u>TARATI</u>^(1.) guarding the passage of the <u>RED ROUTE</u> south into <u>ANUBIA</u>.

IBITTER: *Int. Str.* An artificial breakwater in the <u>BAY OF PELLARIG</u>^(1.) in the south of <u>PHYRR</u>, about 2-miles off the coast of Pellarig^(2.). The breakwater was constructed in c. 3944 RM and is made from the remains of hundreds of scuttled ships, many of which are <u>ATRAMENTALLY TAINTED</u> from previous testing, prior to being covered in concrete. In many places the rusted remnants of the hulls can still be visible, protruding from the concrete. The breakwater has become a breeding ground for strange and mutated marine life, adding another layer of danger to the nation's coastal waters.

<u>IBLAKUTH</u>: Set. Settlement in the c west of <u>OTINTH</u>. Like most Otinthian settlements, little is known about it due to the nations' insular nature (Pop. unknown).

<u>**IBLIS:**</u> 1. *Geo.* The c south western region of <u>LYRIDIA</u>, known to be both its most populous area and that with true cities, rather than <u>TROGLODYTIC</u> enclaves. It covers some 30,000-miles, some of which is mildly ATRAMENTALLY TAINTED.

- 2. Sup. Set. <u>ATRAMENTALLY TAINTED</u> region in the south of the above region⁽¹⁾. The taint seeps upwards from a sinkhole situated in its c. which is believed to lead to the <u>PRISON CARCERI</u> and withers flora and fauna in the area, and <u>SHADOWISPS</u> are common, sometimes floating dozens of miles away in the hot air that rises from the sinkhole.
- 3. Geo. Narrow sinkhole in the c of the above region, thought to lead to the PRISON CARCERI Due to the ATRAMENTAL TAINT in the region the hole hasn't been explored much, though the air around it is unbearably stale a trait commonly linked with Carceri.
- 4. Geo. An expansive cavern in the <u>PRISON CARCERI</u>, 100's of miles across. It is thought to lie somewhere beneath the c of <u>LYRIDIA</u> and is named after the region above it, the populace of which is largely unaware of the gaping hollow that exists beneath. It is characterised by its relatively low ceilings (though as high as 100-feet in places, the roof of this cavern is always visible in the persistent half-light of Carceri) and the massive snake-like roots that hang from the ceiling like stalactites or protruding from the floor in mockery of trees. Others penetrate both ceiling and floor and dominate large portions, like strange living columns.

None know what manner of flora is to blame for roots buried so many miles beneath <u>ELYDEN'S</u> skin, though their flesh is harvested by the <u>ROPOHAII</u> that call the region home as food.

<u>IBMAT</u>: *Ind. Set.* Lapis lazuli mine in the south east of <u>KHAMID</u>, south west of the <u>NEFERATH</u> Mountains (Pop. c. 6,000).

<u>IBORRA</u>: Set. Coastal settlement in the north west of <u>SAGITTARIA</u> (Pop. c. 8,400).

IBRAGA: Set. Major city in the east of SEDISIA (Pop. c. 400,000).

<u>IBRAOBAL</u>: Lak. Seasonal lake in the south east of <u>KHARKHARADONTIS</u>, to the west of <u>HADDURATH</u>. It forms seasonally following heavy rains and snowmelt to the north. It is not uncommon for the lake to not form for consecutive years.

IBRAOBALI BASIN, the: Geo. Endorheic drainage basin formed by various continental divides in the continent of SAMMAEA, including parts of the KHARKHARADONTID DIVIDE. The basin is located in a part of CENTRAL SAMMAEA, and what rivers are located within it led to inland lakes or sinks – primarily the OSMIDROSS region.

Nations and territories that are at least partially within the Ibraobali Basin include: BANT.

<u>IBRI</u>: *Mil. Str.* Fortress in the east of <u>KHAMID</u>, 15-miles south west from the border with MALAN.

<u>IBRIM</u>: Set. Settlement in the c of <u>SARASTRO</u>. It lies along the course of both the <u>SHADOW MARCH</u> and the <u>RED ROUTE</u>, and is known for its amphitheatre-shaped markets (Pop. c. 6,400).

IBUZHITH: Geo. Basin in the east of <u>ELEKHID</u> and valley through which the river <u>NUBBIOR</u> flows east on its way to the coast of the <u>ROILING SEA</u>. It was home to the city of <u>ENESH</u>, which in 3409 RM became capital to the new kingdom of Elekhid. The fertile basin and its river were vital to the prosperity of the region in its first decades and the eastern-most reaches of the <u>WAELMIGH</u> there were felled to make room for many cities and factories, many of which survive to this day.

IBYSITUS PIT, the: *Rel. Geo.* Place of religious importance to the people of <u>ETUAN</u>. The crater is deep, and the rumblings of the <u>GIBBERING WORM</u> are more pronounced here than elsewhere, and the dust that blankets the crater's base vibrates with deep susurrations that rile the worshippers of Worm into a frenzy. Warriors have been known to come here before battle, working themselves up into a fervour.

ICHABAB: Set. Settlement in the far east of RHINOCOLOURA. For centuries it has been known for its monocerous hunters, the horns of which are sold at great profit to the pharmacological industry and scholars, who seek to study them to learn more about their healing properties and natural resilience to the ATRAMENTA. As a result, Rhinocolouran monocerouses have been hunted to near extinction and only remain now in small numbers in the sparse rainforests of ABATH, and the karkadanni who dwell there are known to go out of their way to protect them (Pop. c. 8,000).

ICAH: Rel. Set. Temple-city in the north of HANNAH, in the c south east of SAMMAEA. It is dedicated to the entirety of its spirit pantheon (Pop. c. 100,000).

ICAS: see 'MAW, THE'.

ICAUNA: Set. Small city in the east of Tisara (Pop. c. 8,200).

ICE PRINCESS, the: also 'Isatz'. Pol. A DERAEIAN princess in MALAN, stillborn in 2793 RM to the HENDECARCH Striisa. She was so beautiful that Striisa did not have her buried or embalmed but had her placed instead in a block of perfect FIRMAMENTALLY-preserved ice, where her body would never diminish in beauty. She was called Isatz in honour of her cold beaty, and was placed in a specially constructed citadel known as the TEMPLE OF ISATZ in the north of Deraeia.

Thirteen hundred years following her preservation, the body of the Ice Princess remains untouched by time, an incorruptible saint, patron to those without the strength to speak or defend themselves. The HIGHBORN LESSOR KOIOS made the pilgrimage to the Temple of Isatz in 4007 RM.

<u>ICELELO</u>: Geo. Heavily vegetated island off the western coast of <u>SAMMAEA</u>, forming a part of the <u>PREPOTENCY OF THREPHO</u>. It is uninhabited, possibly due to the fecund idol that stands at its centre,

known as ATARGATIS, which is shunned and feared by those who know

<u>ICEPEAK</u>, the: Geo. Frozen peak in the <u>ALCAAN</u> Mountain in the <u>UNCLAIMED LANDS</u>. The northern peaks of the area are covered in small caves, many of which are home to the mummified remains of ascetics.

<u>ICHAS</u>: Set. City in the north east of the <u>XETEAN STATES</u> in the south east of <u>SAMMAEA</u>, overlooking the <u>SEA OF LERAMUGH</u>. Little is known of Ichas save for the heathen idol that looms above its buildings, its twinpair wings casting a shadow over the city (Pop. unknown).

<u>ICHISS</u>: *Set.* Coastal settlement in the far west of the mainland <u>PANTHEON</u> ISLES (Pop. c. 6,000).

ICHLASH: Geo. Island in the AMMASHI FREE-ISLES. It was the stronghold of the warlord GARR, whose claims of sovereignty over the islands led to the civil war now known as the GARR FALLACIES that ended with his defeat in 3397 RM.

<u>ICHOR</u>: Med. Psychoactive drug that is mined in the heart of the <u>MARROWLANDS</u> in the south east of <u>SAMMAEA</u>.

The drug is a known prolonger of life and humans who regularly take it are known to life healthily up to 200 – 250-years. In this respect it is the sole known such substance that defies the <u>ELLUNUR PARADOX</u>. Its other main use is a stimulant, enhancing sensitivity to the Materia Omna, serving to give SHAPERS enhanced potential.

Its use is pervasive across the south east of Sammaea, and is rampant amongst the upper classes, though it is used across <u>ELYDEN</u> by nobility and ruling classes, and is the major contributor (aside from <u>SCIONIC</u> heritage) to the longevity of the ruling classes across Elyden.

Mining and refining of the drug falls under the jurisdiction of the <u>SULTANATE</u> of <u>QARALAM</u>, and reserves are controlled to create artificial scarcity, driving up demand, and prices. The trade of Ichor has made the sultanate of Qaralam incredibly rich and influential across Elyden, and its military is well-funded and is geared towards defence of its territories and merchant caravans and fleets.

A raw form of the drug is given to <u>SLAVES</u>, turning them into braindead drones that serve the ruling sultanate without question. See Vol II: Drugs and Addictions.

ICHOR WELLSPRING: Sup. Geo. rare supranatural feature, common in both hemispheres in relation to the NULLAMBIT, common in regions of FIR. and ATRAMENTAL TAINTED. The wellsprings result in a thick sticky pungent substance oozing from the earth, with no discernible source. The ichor may be used as a resource in areas where it is recorded close to civilisation, including poisons, healing salves, and as an ingredient in various technarcane processes. See Vol IV: Supranatural Features.

ICHORIA: Rvr. River in <u>VÂRR</u>, dammed by the <u>STEEL CATARACT</u> and other dams in the early days of the <u>KORACHANI</u> dominance in Vârr. The river was dammed to control its flow and as a means of powering the many manufactories, quarries and mines that had sprung up downstream.

The river gained a deserved reputation for the filth and pollution that tainted its waters, though this was lessened somewhat during the dominance of the INTERREGES and again improved further under the rule of the REGENT-KINGS, though it remains polluted, most settlements close to its waters forced to seek alternative means of irrigation.

ICHORIPHANT: Rel. Rnk. Priests of KARAKHAS. They were once bloodacolytes of KHAR'ILLAE, though after the arrival of the KORACHANI
EMPIRE in Karakhas and its conversion to the imperial faith in the first
century RM, the title was retained by ministers of the CHURCH OF THE
UNDYING MACHINE, though the church there was quick to adopt many
blood-rituals that were common in the region to appease the populace.

Originally embodying the belief that worshippers consuming the blood of sacrificed animals symbolically consumed the blood (ichor) of their deity Khar'illae, the ichoriphants now maintain that Khar'illae, as a saint of the UNDYING MACHINE, condones the belief that suffering leads to enlightenment, and that everything has its price, and that the price of true faith and spiritual fulfilment is a blood-toll.

The Ichoriphants demand a small blood-price from the followers of Khar'illae, in return for her benefactions. This practice is not fully allowed by the Church of the Undying Machine, though it has gone on for so long, and the act become so engrained within the acts of faith in Karakhas that it is allowed to survive.

<u>ICHRON</u>: Set. Coastal settlement in the region of <u>EDALLA</u> in the far west of <u>THE SURRACH</u> (Pop. c. 7,900).

ICHRUOR: Int. Rvr. Infamous ATRAMENTALLY TAINTED river known for its thick blood-like waters, that flows throughout the south west of KHARKHARADONTIS in the centre of NORTHERN SAMMAEA. It has various sources, all of them unnatural and ATRAMENTAL in origin, and at its longest stretch it flows for some 3,000-miles, making it one of the longest rivers in ELYDEN. It ends in an endorheic basin within the EYE OF DARKNESS, where its blood-like waters coagulate in a foul lake that crusts over, attracting vermin and insects from miles around. The region is shunned by MORTALS, though is largely harmless.

ICHRUOR FALLS: also 'Blood Waterfalls'. Geo. Cataract in the south west of KHARKHARADONTIS in the centre of NORTHERN SAMMAEA, forming a part of the course of the river ICHRUOR. Falling for around 40-ft., the falls churn the blood-like waters into a fine mist that attracts vermin and insects such as the bloodflies and mosquitos, that infest the surrounding region.

ICHTON: Rui. Ghost-town in the north east of JURRAS⁽²⁾. It was once a major fishing port, though with the shrinking of the <u>SEA OF FOR</u> and its dwindling coastal life, its livelihood was destroyed and the place was left to rot some five centuries past, where it remains now 2-miles from the current shore; a rotten shell of city, its metal plundered, deserted.

ICON OF DOLRUTH: Rel. Soc. Arc. Upper-most copula in the BASTION OF STEEL, in KHADON, KORACHAN. In it is imprisoned an entity known only as Rimmon, said to be the untiring king of a forgotten land conquered by the ARCHPOTENTATE MALICHAR centuries past. Legend claims that Malichar encountered and defeated the king with the aid of the SCRIPTURE OF SHADOW early in his rule; the name of his home expunged from records as the king's power is said to lay in his homeland.

Rimmon spends its days rotating the cupola, so that the gaze of Malichar can fall upon the entirety of his empire. Even after the downfall of the empire and the subsequent ruination of the Bastion and its contestation at the hands of various agencies and groups, the Icon of Duluruth remains in one piece, its prisoner working without cease or hope of end.

ICON OF THE EMPEROR: Arc. large metallic statue in SAGO, in the west of VENTHIR. The statue takes the form of a proud Venthiri SPHINX in a crested headdress, standing upright, its wings outstretched, as though taking flight. The statue is ancient, dating to before the rise of Venthir, and possibly even the VENATHIEMPIRE before it and there is no context for the eponymous emperor. Some postulate that a link might exist between the statue and QUEEN HETEPHERES, though such beliefs are little more than conjecture.

<u>ICONIUM</u>: Rui. Old city in the north east of <u>VAALK</u>. It was one of the first <u>KORACHANI</u> colonies there, though was allowed to die out following the slow retreat of the coastline.

ICONOCLAST WARS, the: Soc. Pol. Rel. War. His. A period in the history of the KORACHANI EMPIRE between c. 1370 – 1460 RM that was characterised by a rise in the worship of heretical and heathen deities and idols, brought about by increased contact with non-imperial cultures through trade and travel, leading to an increase in cultural and religious osmosis. Social classes and castes that until then had been relatively isolated from the world outside the imperial heartland were exposed to new cultures and beliefs, many of them for the first time, leading to an unprecedented growth in heathen cults and proscribed sects, first close to imperial borders, but rapidly moving towards its more established heart in the Inner Sea, eventually reaching the Korachani peninsula itself.

The threat that these new heretical cults posed to the stability of the empire could not be understated, and various groups, amongst them the CHURCH OF THE UNDYING MACHINE, the ICONOCLASTS⁽²⁾ of the MORÉHAN ORDER, as well as the ARÂTHUAHI, GRIGORIAN, and KYONI ORDERS of the SANCTIFIED INQUISITION all began to counter these perverse new cults.

Led by the zealous actions of the Iconoclasts, their retaliatory efforts reached a crux in c. 1450 RM, leading to a decade of tense fighting within imperial cities as they clashed with heretic groups that never stood a chance against them and were quickly whittled down. The heads of tens

of thousands of heretics were displayed above city gates and town squares as a symbol of what awaited those turning away from the imperial faith.

The Church of the Undying Machine was quick to capitalise on this, establishing new centres of indoctrination, that would soon become standardised as the <u>SOCIETY OF RACHANAELI INDOCTRINATION</u>, that taught children of the values of the Korachani faith even as it villainised all other faiths and cultures, ensuring that the events leading up to the Iconoclast Wars would never be repeated.

ICONOCLASTS: 1. Rel. Org. A largely autonomous wing of the CHURCH OF THE UNDYING MACHINE that appeared soon after the rise of the religion within the KORACHANI EMPIRE, and whose growth was exacerbated by the spread of the Korachani armies into neighbouring lands and resulting clash of cultures, which its EXOCRINES abhorred, in turn leading to the emergence of the iconoclast caste in c. 100 RM.

Its members were concerned with the elimination of idolatry both within and without the empire, and their crusades peppered imperial history, but over the years their stance on idolatry became more extreme, with various well-established imperial traditions, such as celebrating feasts of patron saints and the veneration of saintly relics being not only frowned upon but also challenged at time, causing increasing friction with the church's ruling bodies.

High-ranking iconoclasts who found their actions stymied by church edicts opposing their more fanatical persuasions splintered from the church and splintered from the church and formed a new sect in c. 430 RM, effectively taking all iconoclasts with them. They continued their iconoclasm over the next decades, until they were eventually excommunicated by the church in 463 RM.

Free from the constraints of the church, they continued in their crusade unabated, eventually evolving into the <u>MORÉHAN ORDER</u> of the <u>SANCTIFIED INQUISITION</u>, which was formally established in the city of <u>NOUVAR</u> in 498 RM, after which it became a fully distinct entity, sloughing off most of its link with the church, where it eventually began focusing on heathen practices.

2. Pol. Rnk. Rank within the MORÉHAN ORDER of the SANCTIFIED INQUISITION that continues the tradition of its forebears^(1.), persecuting those they deemed to be practicing idolatrous beliefs and practices both within and without the empire.

They Iconoclasts are the most populous rank within the Order and form a backbone of fanatical individuals who descend upon marked settlements, temples, structures, or relics that are deemed to be in contravention of Order's tenets, with the intent of destroying or confiscating them. Individuals marked by the Order are captured or executed as deemed necessary.

The term Iconoclast has become synonymous with the Moréhan Order and the name is often used interchangeably with the official name.

ICONODULES, the: Rel. Org. An organisation within the CHURCH OF THE UNDYING MACHINE in the KORACHANI EMPIRE that is devoted to revealing reliquaries to the masses. Its members travel throughout the empire in large caravans, moving from church to church in the equivalent of an ecclesiastic carnival, with demagogues and preachers and religious oddities in tow.

<u>ICOVELLEAS</u>: Set. Coastal city in the north of <u>TISARA</u>. It is famed for the large tiered fountain that is consecrated to the goddess <u>ANDRASTE</u> (Pop. c. 38,000).

<u>ICRATHIANDA</u>: Geo. Expansive reef in the south of the <u>PANTHEON</u> ISLES.

ICTERA: Sec. Small fortified city in the north of ETUA, in the southern foothills of the ABOSHATHOT Mountains, at the foot of MT. RHADAMANTHOUS. Its people operate great quarries where they extract sulphur from the surrounding hills (Pop. c. 12,000).

ICTERIA: Rui. Ruins in the north west of VAALK. Once a thriving settlement, the arrival of the KORACHANI EMPIRE in Vaalk in 19 RM saw many of its people leaving rural communities for the larger cities that had adopted the early CHURCH OF THE UNDYING MACHINE, leaving it a ghost-town by 300 RM. By c. 1000 RM it had become a small refuge for ATRAMENTALLY-AFFLICTED CENOBITES who failed their tests of faith in the YO-LABRYS, and remains so to this day, harbouring many cenobites

who are incapable of continuing in their work in honour of the $\underline{\text{UNDYING}}$ MACHINE.

<u>IDABESS</u>: 1. Sea. Bay in the south east of <u>SAGITTARIA</u>, dividing the peninsula of <u>BHATHAIA</u>, form the far south of <u>ALTHA</u>^(2.).

2. *Mil. Str.* Fortress in the south east of <u>SAGITTARIA</u>, overlooking the <u>SEA</u> <u>OF DANAEL</u> and the <u>BAY OF IDABESS^(1.)</u>.

<u>IDADAL</u>: Sct. Fortified settlement in the region of <u>NEYSHABUR</u> in the south east of <u>SARASTRO</u> known for its <u>UMBRA</u>-extraction facilities. It was besieged by <u>VENTHIRI</u> armies on the 9th of <u>RACHALEN</u> 3703 RM during the <u>WAR OF SUNDERING</u>, before <u>KORACHAN</u> became involved in the conflict. Its industrial importance meant it was already well-defended, and it withstood a (Pop. c. 34,500).

<u>IDAIONAL</u>: Cal. In the <u>KORACHANI CALENDAR</u>, the third <u>DAY OF THE</u>
<u>WEEK</u>. See Vol II: Month and Lunar cycle in Elyden: Calendars.

<u>IDALIA</u>: Sea. Sea off the western coast of <u>DANU</u>, to the south west of WESTERN MENISCEA.

<u>IDALLA</u>: Geo. Island off the southern coast of <u>DANU</u>, in the south west of the <u>SEA OF IPERIA</u>. It was 'discovered' and named by the explorer BOHMIUS in 1526 RM.

IDAN: Rui. Ancient coastal HAAGENI city that appeared in c. -1100 RM atop which the city of TYROPOEA later appeared. Idan was the largest concentration of Haageni people and maintained regular trade with the city of AGUR, across the DAARKEN GULF, and by c. -800 had become their only significant city outside of the city of IRAM, which had by then allied with the CITADEL MOUNTS. The discovery of ancient religious texts and 3 dormant Ionic GOLEMS^(2.) in the KHO HAGAR mountain in c. -730 RM brought prosperity to the region, so-much so that a new religion – known as THE VOID – appeared there, spreading north to Saloroc c. -700 RM. The unity that the golems brought to the region attracted the attentions of SALOROC, which in -693 RM attacked the city, conquering it and subjugating its people, taking them north as SLAVES, and moving the Ionic texts and the golems north to the city of GARAP. Idan was left ruined, though its coastal location and natural harbours ensured that within 100 years, it was resettled by the Salorocan people and christened Tyropoea.

IDANAPH: Set. Major city in the c of the mainland of the <u>PRINCIPALITY</u> OF SEPAHAUNAT, in the north west of <u>SAMMAEA</u>. The city serves as a link between the otherwise isolated cities west of <u>IQEKHABRA</u> Mountains and the more populous east and is known for its markets and caravanserais (Pop. c. 138,000).

<u>IDATH</u>: Set. City in the c of <u>CEHOPHELA</u>, north of <u>SEDALLIA</u> (Pop. c. 14.800). *

<u>IDDEAH</u>: Rvr. River in the east of <u>BANT</u>, flowing south for 290-miles from sources in <u>KELLOIL</u> Mountains before reaching the <u>SEA OF LETHEA</u>.

IDDEN: 1. Set. Slum-city in the west of LIDEA, which rose in c. 2950 RM after the construction of the DAM OF AESAPIA in AETHIOS in 2943 RM caused the death of many small settlements along the SHIBBOLETH⁽³⁾ in Lidea. The survivors of the settlements collected east of the Shibboleth and founded Idden. Though the dam was destroyed by a KORACHANI offensive in 3017 RM and the flow of the river Shibboleth returned to normal, Idden survived as a slum town growing exponentially throughout the next centuries until reaching its present size, where it survives though the crafts it sells along the SALT ROAD (Pop. c. 190,000).

2. Arc. Bridge in the above city^(1.), crossing the river SHIBBOLETH^(3.).

IDDIR: Set. Small fortified city in the c north east of the BARRIER LANDS, between the FLOROANAN Badlands and the BASHA Highlands. It is one of few cities in the Barrier Lands that continues the ancient tradition of manufacturing the creants known as FLOROANAN BODIES. The process is complex, with ATRAMENTALLY-sensitive materials used to cover skeletons, which are manipulated by SHAPERS, effectively turning them into primitive golems^(2,) (Pop. c. 17,000).

<u>IDDIRA</u>: Set. City in the c of the Barrier Lands, in the north west of <u>NORTHERN SAMMAEA</u>, along the route of the <u>IVORY ROAD</u>, and largest of the <u>AIGOKHERAN</u> trade-cities. The city is large and thriving with trade from the Ivory Road (Pop. c. 50,000).

<u>IDEOS</u>: Set. western-most settlement in <u>SAGITTARIA</u>. It was coastal until 3700 RM, though is now around a mile from the shore, its fishing industry forgotten, replaced now with wine-making (Pop. c. 4,400).

IDIPAR: *Int. Rui.* petrified city in the south east of <u>SAMMAEA</u>, thought to be a remnant of the <u>THIRD AGE</u>. It is now located within the territory of the <u>SARASTROAN</u> colony of <u>IPSISSIMA</u>^(1.).

IDLEON: Sup. Rui. Strange twin-faced basalt idol, half buried in the south of the dust dunes of the HAMARTIA desert in the east of the UMBRA SOKHAR wastes. The idol is a craven relic of ancient days and its eyes inexplicably weep a resin-like substance that has slowly collected at the base of the idol, pooling into a strange reddish AMBER. The air about it is rife with a nauseating buzzing that penetrates the thoughts of mortals who wander too close.

<u>IDMHAT</u>: Set. Coastal city in the east of <u>KHAMID</u>, overlooking the <u>RED ISLES</u>. It is the main Khamidian regulator of lapis lazuli exportation and controls prices and supply for trade west into <u>INNER SEA REGION</u> (Pop. c. 50,000).

<u>IDOAZA</u>: Set. City in the north of <u>TZALLRACH</u>, along the course of the river <u>BAELLI</u>. It is known for its irrigated streets and river-side canals, and forms a part of the GREAT ROAD trade-route (Pop. c. 50,000).

IDOL OF BAPHOMET, TEMPLE OF THE: Rel. Str. Ancient ruined temple in the north east of RHINOCOLOURA, near the confluence where the river SARADAR meets the river DAKHAN. The temple was constructed in c. -450 RM by nomads who decades earlier had found the IDOL OF BAPHOMET, thought to have been lost for centuries.

<u>IDOL OF CYNOSURE</u>: *Int. Arc.* Brilliant white monument in the c east of <u>THE SURRACH</u>, to the south west of the <u>GAMIGAHUA</u> massif. Its brilliance is so much that some scholars believe that it may be under the influence of the Firmament.

IDOL OF THE FALLEN: also 'Dumsant'. His. Obj. Relic in the region of FERATORA in TETHYSIA. Supposedly it is the body of one of the PROPHET KATHISIS'S disciples, known as Dumsani, who was mortally injured while defending the Prophet at the GATES OF PURGHA in 1562 RM. He was carried south east, where he finally died, surrounded by admirers. The body is incorruptible, though was encased in a gold-plated obsidian statue-sarcophagus and enclosed in a great guarded temple that was erected around it in 2310 RM, where it remains to this day as an important religious site in Tethysia.

<u>IDOL OF KHREMOSI</u>: Soc. Arc. Gigantic <u>SPHINGIFORM STATUE</u> outside of the city of <u>HETEPHEROPOLIS</u> in <u>VENTHIR</u>. Commissioned in 3782 RM, after Venthir gained its independence amid a productive period during which many monuments were erected celebrating the unshackling of Venthiri culture, it was completed over 20 years later in 3804 RM, it is an imposing sight that greets all travellers arriving to the city of Hetepheropolis. It is named after the small hill on which it is built.

IDOL OF RIDERA: Myr. His. Obj. Bone idol, rumoured to be carved from the thigh-bone of the dead <u>DEMIURGE</u> <u>ABUFIHAMAT. KHARKHARADONTID</u> legends variously mention a bone icon of varying properties, with most accounts depicting the thing as cursed; a siphon of the <u>ATRAMENTA</u>. Despite the widespread knowledge of the icon, no evidence exists proving its existence. Varying accounts name the objects' place of origin as the workshops of <u>LUSTHIS</u>, the ancient city-state of <u>TA'HALU</u>, and the municipalities of <u>AXSUAH</u>, amongst others, most of which are only known through anecdotal evidence.

IDOL OF THE SKY DEITY: see SKY DEITY, IDOL OF.

IDOL OF THYM: His. Obj. An ancient relic of the SOVEREIGNTY OF THYM and ancestral crown of its ruler. It was found in the plains of BASTI in the north of MHAROKK in c. 500 RM. It changed hands various times since then and is now part of the personal collection of QUEEN HETEPHERES, currently on loan to the MUSEUM OF PAST AGES in HETEPHEROPOLIS.

IDOL OF ZINNOBRA: Arc. Rui. Metallic green idol in the south east of THE SURRACH. The idol is some 60-ft. tall and depicts a four-armed humanoid, its features pitted and worn, though its feet are polished, possibly from the millennia of veneration by nomadic people of the INOTAHL basin.

IDOLATRY, ARKOSIAN: see ARKOSIAN IDOLATRY.

IDOLATRY, KARGAMAN: see KARGAMAN IDOLATRY.

<u>IDOLATRY, MKISIH</u>: see <u>MKISIH IDOLATRY</u>.

<u>IDOLS</u>, the: Rui. Arc. Ancient obsidian idols, carved from the bedrock of c <u>KASPIA</u>. Most are now damaged beyond recognition though one stands proud, its features rendered in stark contrast when snow on and around the idol.

IDOLS, KARGAMAN: see KARGAMAN IDOLS.

IDOLUM: also 'the Moaning City'. Set. Settlement in the east of THE SURRACH. It is known for the strange moaning sounds that fill the air, particularly subterranean areas – both natural and man-made. Local legends claims that the city is perched above a deep cavern that connects to the underworld. Some scholars outside the region maintain that this is evidence of the sheer reach of the PRISON CARCERI, the middle of which is considered to be in VÂRR, over 5,000-miles distant (Pop. c. 20,000).

IDOLON: Rel. Obj. Holy figures in the religion of SYBARR that is prevalent in the PRINCIPALITY OF SEPAHAUNAT. These figures are treated like living reliquaries – they spend their days in gilded glass cases as the object of veneration and are kept in a persistent euphoric state through the administering of opiates. Each major settlement in Sepahaunat has at its centre such a figure, which is guarded at all times. The death of an idolon is seen as a time of mourning and the following months, if not years, are dominated by the singular search amongst petitioners of the faith for a substitute. To be chosen to be an idolon is a great responsibility and an honour to the chosen petitioner's family.

<u>IDOLUS</u>: Sec. Shipbreaking settlement in the far south east of <u>PELASGOS</u> (Pop. c. 3,500).

<u>IDOWME</u>: Set. Fortified settlement in the c north of <u>TZALLRACH</u>, along the course of the river <u>BAELLI</u>. Its main source of income is the trade upand down-stream of pig iron, much of which is also traded with merchants passing the city while travelling the GREAT ROAD.

The city emerged in c. 3690 RM from a simple caravanserai, which continued to grow as more people and caravans passed through it (Pop. 115,000).

<u>IDREGA</u>: *Geo.* Massif in the west of <u>THE VORANDINE</u>, forming part of its expansive coastal highlands.

<u>IDRIIS</u>: Dem. 'Idriisian'. Ntn. Small nation on the island of <u>ISEA</u>, situated between <u>DHAT</u>, <u>IRORA</u> and <u>DATEPHA</u>. The nation emerged in c. 2600 RM from the chaos that followed the collapse of the earlier <u>TYRANNY OF ZAYIID</u> in c. 2400 RM. Named after a political area of Zayiid, the Idriis of today grew from various independent territories that emerged in the wake of the older empire's collapse.

Its people are devout followers of <u>ABACINISM</u>, a religion that emerged in Dhat in c. 1200 RM but whose roots lie in Zayiid where the woman <u>ABACINIA</u> was martyred in c. 900 RM. See Vol III: Extant Realms and Nations.

<u>IDTTRA</u>: Set. Small city in the c of <u>SAGITTARIA</u>, and one of the first ports to appear after the diminishing of the <u>SEA OF TROIA</u>^(1.). Nevertheless, its harbours would by c. 1500 RM become landlocked anyway. The city diminished after that, though remains to this day as a major producer of food (Pop. c. 15,000).

IEBESH YETZIRAH: *His. Rel. Pol. Per.* One of three <u>He'ELAN ARCHDUKES</u>
– the rulers of the nation of <u>GREST</u>^(1.). She rules the <u>MANSION</u> (territory) of <u>SITRI</u>^(1.) in the south of Grest, and commands 32 legions of troops who all bear her <u>SIGIL</u>.

<u>IEDALKA</u>: Geo. Wetlands in the south of the <u>PARTHISAN</u> colony of <u>EZHIRAYA</u>^(2.), in the east of <u>MENISCEA</u>, overlooking the inland <u>SEA OF NIUTHRA</u>.

<u>IEGGON</u>: Set. Settlement in the c south of <u>SUMA'YA</u>, and one of few remaining industrious regions there (Pop. c. 9,000).

<u>IEHOVA:</u> m. Myt. His. Per. In the mythologies and ancient histories of <u>ELYDEN</u>, a <u>SCION</u> and son of the <u>DEMIURGE AVRAHAM</u>. Allusions are made to both <u>ALLAISHADA</u> and <u>NEITH</u> being his mother, with the latter considered most likely through corroborative study of the various volumes of the <u>MYTHOLOGIA ELYDEN</u> and external apocryphal texts.

He was an almighty warrior, leader, and priest and was martyred in combat with <u>ASHTERATH</u>. He was elevated to a cultural hero by early humans, and became central to early tales and parables from which later

legends and myths would emerge, many of which had forgotten his true origins. By the <u>FOURTH AGE</u> he'd been largely forgotten and there are no known extant analogues that are openly worshipped or recognised today, and he is believed to have perished by the FADING.

He had little affection for his half-sister <u>TERATHA</u>, who was cosseted by their mother, making her naïve and blind to the harsh realities of the world. See Vol IV: Scions, Children of the Gods.

IETRATH: Set. Major coastal city in the east of <u>SEDISIA</u>. It is the largest city in Sedisia and is surrounded for miles around by the terraced fields needed to sustain its population. It is a major diplomatic centre in Sedisia, and most foreigners travelling to the nation enter its borders through its harbours. As a result, it has many embassies and consulates for most foreign nations across the <u>SEA OF SERPENTS</u> and the <u>INNER SEA</u> (Pop. c. 1,400,000).

<u>IETRENT</u>: Set. Major fortified coastal city in the south of <u>SEDISIA</u>, overlooking the <u>BAY OF TASHI</u>, at the mouth of the river <u>MASKHARDA</u>. It is the major harbour of Sedisia and most foreign trade arrives in the nation through its ports (Pop. c. 800,000).

<u>IEVII</u>: Set. Small city in the south of <u>PNESSA</u>. It is known for its farming of <u>MONOCEROUSES</u>, which is very difficult and time-consuming. Their horns are used in medical recipes for which Pnessa has become famous (Pop. c. 18,000).

IEVINII: Geo. Ridge in the south east of PNESSA.

IFARAIYA: Set. Settlement in the north of HARAPPA (3.). Before the separation of Harappa from MHAROKK in 3754 RM it was an agricultural centre, though following escalating tensions between the REFORMED EMPIRE OF SARASTRO and the foreign territories of KORACHAN and HOAMM in the north of Harappa, the region became a militarized zone. Today it remains under military control (Pop. c. 135,000).

<u>IFIRMIAN</u>: Plr. 'ifirmians'. Mor. One of the original Two-and-Twenty <u>MORTAL RACES</u>, and the children of the <u>DEMIURGE DURUTHILHOTEP</u>, and the first mortal people to ever <u>SHAPE</u> the <u>FIRMAMENT</u>, with the aid of their father and his <u>SCIONS</u>. They are now known as the <u>IMMORTAL</u> (2) guardians of the <u>TRUE MENISCUS</u> – the <u>PRIME LACUNA</u> of the Firmament in <u>ELYDEN</u>. They are the most proficient Firmamentists in <u>ELYDEN</u> and are thought to be the closest in design to the original immortal races, whose gestation was last to be interrupted by the creations of the Demiurges, resulting in the birth of the imperfect mortal races.

They were left devastated by the <u>WAR OF THE SHATTERED PROPHECY</u> and their numbers never recovered. After the war they retreated to the protection of the True Meniscus, where they became known as the immortals.

They are a slender people, tall, and of long tapering heads, and they are unlikely to communicate with others without dire need. They are most characterised amongst outsiders by their short sleep cycles and their inability to <u>DREAM</u>, though perhaps most of all by their cheating of death – the result of an ancient <u>SECOND AGE</u> ritual known as the <u>TAMING OF THE SPIRIT</u>, that saw them excluded from the common mortal trait that saw the <u>SPIRIT</u> transmigrate from their mortal vessels after death. Instead, every ifirmian bears a <u>SOULSTONE</u> within their chest that allow them to survive for centuries after death.

They are rarely seen outside of the lands surrounding the Meniscus and are thought extinct by most insular people, though the scholars of Meniscea know better. See Vol II: Classification and Taxonomy of Life: Sicthain.

<u>IFRAHAL</u>: *Rel. Str. Org.* Monastery in the north west of <u>NÁRTHEL</u>, flanked by the <u>NACHI</u> Mountains.

<u>IGGSOTHOS</u>: Geo. Large canyon-system dominating 125,000 squaremiles of the north western region of the <u>DESOLATION OF ASTUDAN</u>. The area acts as a natural border between <u>ASTUDAN</u> and <u>SABIA</u> and, to the north, it peters into a narrow stretch of land that leads to the region of VARSTA.

IGIDAR MOUSSAIN: (B. 1799 – D. 1870 RM). SURRACHI explorer whose fabulous adventures and exploits, most of them apocryphal and likely conjured following his death, have informed popular culture in the Surrach, and they are now collected in oral form and are well known there. Today, printed translations of his adventures have appeared in the INNER SEA REGION, where they are popular in PARTHIS and ALMAGEST, amongst other places.

<u>IGIDER</u>: Set. Settlement in the c of <u>VAALK</u>, north of the city of <u>TAHIL</u> (Pop. c. 5,000).

<u>IGLSONG</u>: Set. Settlement in the south west of <u>RAONGEN</u>^(2.). Its main industry is the mining of <u>OMNATITE</u>, which is processed in the city of <u>SINVERU</u> in the south east (Pop. c. 8,200).

<u>IGRAAL</u>: 1. Set. Seasonal endorheic lake in the c east of <u>THE SURRACH</u>, in the north of the <u>SURRACHI PLAINS</u>. It is fed by seasonal river that flow from the surrounding basins, especially during the wet season between <u>KORAHALEN</u> and <u>SATAVALEN</u>.

2. Rvr. Wetlands surrounding the above lake (1.).

<u>IGRAHORA</u>: Rvr. River in the south of <u>PNESSA</u>, flowing north west for 1,200-miles from the far north west of <u>CHEIRA</u> from sources in the <u>OKKHAM</u>, <u>OBRAGHATUL</u>, and <u>SINDHARRA</u> Mountains, before reaching the coast at the <u>GULF OF SAURIAR</u>. It is one of the more fertile rivers in Pnessa and there many farms and settlements along its banks, though it is prone to flooding, meaning bridges are only possible upstream of the city of <u>DOAHMII</u>.

<u>IGRAOU</u>: Set. Settlement in the c south east of <u>PARAIYA</u>, in the <u>MEGHA</u> region. Its main industry is agriculture, and it grows varied crops, including rice and legumes (Pop. c. 5,200).

IGRASIA: Sca. Polar sea in the north of <u>LLACHATUL</u>, in the far north west of <u>RAONGEN</u>⁽²⁾ territories, in the northern <u>POLAR CIRCLE</u>. Most of the sea is covered in the <u>WHITE SHEET</u>, which contracts in summer, revealing more of the inlet, and expands in winter to almost completely encompass it. The White Sheet covers an expansive basin in the nation of Raongen, effectively blocking the flow of river water from reaching the Sea of Igrasia, serving as a dam that has created lake <u>TAHONG</u>.

The shoreline of the Sea of Igrasia has been a point of contention amongst scholars for many years, with the nearby presence of the White Sheet, causing no two depictions to be identical. The monolithic weight of the White Sheet pushing down on the land surrounding the sea has caused a major depression in the land, as much as 1,400-ft. below sea level, warping the actual coastline.

IGRASIAN BASIN: Geo. Drainage basin formed by various continental divides in the continent of <u>LLACHATUL</u>, including parts of the <u>LLACHATULI DIVIDE</u>. The basin comprises parts of the north of Llachatul, and all rivers within it should drain directly into the SEA OF IGRASIA, though its mouth is covered by the <u>WHITE SHEET</u>, effectively turning the basin into an endorheic one, with water collecting into lake TAHONG and other valleys. The basin and the sea itself have been warped by the sheer weight of ice that pushes down upon it, creating the <u>EIGGID DEPRESSION</u>, which in some places is now some 1,400-ft. beneath sea level.

Nations and territories that are at least partially within the Igrasian Basin include: <u>RAONGEN</u>^(2.), and <u>THE VORANDINE</u>.

IGREDDAH'S STEPWELL: His. Str. Massive helical stepwell in the east of AHOPAH, possibly dating back to the height of the ancient FIFTH AGE kingdom of VAEVECTA^(1.), in c. 1200 RM. It has seven distinct staircases winding down the tapering pit, following aspects of the golden ratio. It has been abandoned since the fall of Vaevecta in c. 2100 RM and now lies in disrepair, overgrown, many of its blocks held together by roots and vines, though it remains a magnificent sight to any who happen to stumble upon it.

<u>IGRES</u>: Set. Small city in the c north east of <u>KARGAMA</u>, to the north east of the <u>ONCETHMUS</u> hills. Is main industry is the mining of brimstone, after deposits were found in 3893 RM, which resulted in a boom that saw the settlement triple in size within the span of a few years (Pop. c. 13,250).

IGROII: Set. Small city in the c of PNESSA (Pop. c. 14,000).

<u>IGRROD</u>: Rvr. River in the c of <u>PNESSA</u> flowing south for 1100-miles from sources <u>BELLAUAN RIDGE</u> and the <u>LIRAQAM</u> Mountains, before meeting the coast at the <u>GULF OF SAURIAR</u>.

<u>IGUSIGHI</u>: *Geo.* Mountains in the south west of <u>SAMMAEA</u> in the <u>AMMASHI</u>^(1.) peninsula. It acts as a border between <u>TAAN AN</u> in the north and <u>AMMESH</u> in the south.

<u>IGUZZEN</u>: Geo. Large lagoon in the c north west of <u>SAMMAEA</u>, dividing the western <u>KAZZAR</u>⁽²⁾ from the north east of <u>TATAR</u>. It has shrunk somewhat over the past centuries, though remains sizeable. It has two main entrances, to the north east and south east of the island of <u>JERR</u>⁽¹⁾, both of which are controlled by is corsair fleets, which are in turn allies of the Tataran government.

<u>IHAIK</u>: Set. Major city in the c of <u>KAZZAR</u>^(2.), along the course of the river <u>VETAGAME</u>. It is a centre of the Godslayer culture in Kazzar and serves as a major recruiting grounds for the group (Pop. c. 127,000).

<u>IHATHUS</u>: Geo. Headland in the far north east of <u>KARGAMA</u>. Waning sea levels between c. 3400 – 3600 RM caused a vast level shelf to emerge from beneath the sea, which remain today as a salty plain with little of value. What few settlements exist here make a living from panning the region for salt.

IHEDROUR ITRUSH: Sea. Large lagoon off the south western coast of SAMMAEA bordered by the SHIBBOTHA ISLES in the north, the SHIELD ISLES in the west, and the CORAL BARONIES in the east. Its waters are shallow and known for their many sandbanks, reefs and atolls, most of which formed over the past centuries as sea levels have slowly lowered across ELYDEN. Should sea levels continue to lower, it is possible that the lagoon may find itself enclosed by larger land forms, eventually becoming an endorheic lake or disappearing entirely.

Despite changed to the climate and sea depths over the years, the region remains relatively clean and a hub of sea life. Fishing and other industries reliant on the sea are very common in bordering lands, forming the backbone of most economies.

<u>IHIMUAH</u>: Set. Settlement in the west of <u>ZHARIAH</u>^(2.) in the region of <u>KHINCHIR</u> to the east of the <u>SHAROOK</u> Highlands. Its main industry is the mining of beryl, including morganite (Pop. c. 9,000).

<u>IHOTHA</u>: 1. Geo. Flat island off the north eastern coast of <u>TETHYSIA</u>, in the north east of <u>EASTERN LLACHATUL</u>.

2. Geo. Vast saltpans in <u>Tethysia</u>, 50-miles south of the <u>Bay of Sirens</u>. The area covers over 1,000 square-miles of Tethysian coastline, stretching almost 200-miles along the coast, just east of the <u>Iron Fields</u>. The saltpans were found by <u>Rhean</u> immigrants in 1603 RM, and appear to date back to another Age. Scholars have postulated as to size of a city or civilisation that necessitated such expansive saltpans; the few ruins that dot the area bearing few clues to the riddle.

3. Set. City that rose c. 1850 RM as a small salt-making community in the eponymous region^(2.) in <u>TETHYSIA</u>. The settlement grew into a city over the centuries, where it trades the finest sea salt with the free nations of the east. Its massive salt caravans are a common sight along the <u>GREAT ROAD</u>, travelling to <u>MALAN</u> (Pop. c. 29,000).

<u>IHRMEN</u>: Rui. Ruins in the c of <u>AHRISHEN</u>, 10-miles from the river <u>SAVEST</u>. Prior to the <u>SEA OF PYREA</u> diminishing this was the westernmost port of note in the region, though it was abandoned in c. 3700 RM, following many years of struggle after it became landlocked.

IHSAL: Ind. Rui. Abandoned flint quarries in the c of VIRAHAN.

<u>IHSONGHA</u>: Ind. Rui. Gigantic open-cast lead mine in the west of the nation of <u>DURCHAA</u>^(1.), to the north east of the <u>MARMARA MASSIF</u>. It was one of the largest lead mines in <u>ELYDEN</u>, though decreasing yields, increased cost of maintenance, and political instability in the region, saw it abandoned in c. 3470 RM.

The largest of the pits still contain some ore, which is exploited by opportunists and scavs who often clash with the Durchaan guards stationed there in their search for scraps to trade.

<u>IHTAL</u>: Set. Large city in the region of <u>NEYSHABUR</u> in the south east of <u>SARASTRO</u> known for its <u>UMBRA</u>-extraction facilities. It is a major stop along the <u>SALT ROAD</u>, before it heads across the northern reaches of the <u>MOLACHARI DESERT</u> on its way east to <u>ANUBIS</u> (Pop. c. 6,000).

<u>IHULANO</u>: Sec. small city in the west of <u>BANT</u>, in the west of the <u>CARCHEMISHI PENINSULA</u>^(1.), in the east of <u>SAMMAEA</u>. It forms part of the <u>IHULANO UMBRA LINE</u>, which pump raw umbra to the capital in <u>THAO</u>, and it provides guards and patrols that guard the length of the lines (Pop. c. 14,400).

- <u>IHULANO LINE, the</u>: *Sup. Ind.* Pipelines in the west of <u>BANT</u>, pumping raw umbra some 450-miles long, from <u>EZUGHA</u> in the west, to the capital in <u>THAO</u>, in the east.
- <u>IHUMESH OF COTHON</u>: (B. 3948 RM) *Pol.* Current ruler of the republic of <u>COTHON</u>, and one of three rulers of the <u>TRIPARTATE UNION OF LYRIDIA DHAI</u>, alongside <u>SEMMARA OF TERARA</u> and <u>BILLAL OF VEPAR</u>.
- <u>IIMONOPHIS</u>: m. Myt. Phil. In the mythologies and ancient histories of <u>ELYDEN</u>, a <u>SCION</u> of the <u>DEMIURGE NYARLOTH</u> and an unknown scion of <u>ALLAISHADA</u>.

He was often depicted in contemporary artwork as wielding a spear with a heart impaled on the shaft, and accounts from the <u>MYTHOLOGIA</u> <u>ELYDEN</u> paint him as being an empath forced into taking up arms to defend his people, the <u>IROTHANI</u>. See Vol IV: Scions, Children of the Gods.

IJERITH: Sec. Major city-manufactory in the north west of <u>PHYRR</u> along the course of the river <u>HAMMUIANDI</u>, to the south of the region of <u>VEGHAKIR</u>. Life there is dominated by its manufactory, which rises like a great pylon of steel and concrete, where the relentless pace of production defines every aspect of life. Its inhabitants are a mix of indentured workers, overseers, and rare free citizens, all bound to the ceaseless rhythm of the city's industrial heartbeat. It is known for producing heavy machinery, crucial to the <u>IMPERIARCH'S</u> war efforts.

The skyline of Ijerith is dominated by towering smokestacks that perpetually spew thick plumes of ash into the sky, casting a permanent haze over the city. The streets are lined with utilitarian, concrete buildings, their facades stained by decades of soot and grime (Pop. c. 100.000).

- IJORTH: Set. Small city in the c south west of PHYRR (Pop. c. 15,500).
- <u>IKADARA</u>: Set. Small coastal city in the west of <u>TAAN AN</u>, overlooking the water of the <u>SAKEN ITRUSH</u> (Pop. c. 14,300).
- <u>IKADRIA</u>: Geo. Island in the <u>BAY OF LEPHET</u>, to the south of <u>KEPHUAAN</u>. Its western coast serves as the easternmost extent of the smaller <u>BAY OF LEPHAINA</u>.
- <u>IKAIONAL</u>: Cal. In the <u>KORACHANI CALENDAR</u>, the fifth <u>DAY OF THE</u> <u>WEEK</u>. See Vol II: Month and Lunar cycle in Elyden: Calendars.
- <u>IKARA</u>: *Lak*. Lake in the c south east of <u>AMMESH</u>, forming a fork where the river <u>ANKINT</u> meets its parent, the river <u>EKYANTI</u>. It is snaky and its waters are deep, forming in the deep valley between the <u>URARAGHI</u>, <u>MEL SAGHI</u>, and <u>NAGHIGH</u> Mountains.
- IKARESH: Set. Industrial city in the east of <u>TAAN AN</u>, in the <u>ATRAMENTALLY-TAINTED</u> region of <u>ZENEGE RES</u> and is situated along the course of the <u>AQUEDUCT OF CREPHITHISS</u>. It is a major manufacturer of <u>UMBRA</u>, pumping raw <u>UMBRA</u> west, where it is processed. The city is largely made up of roughnecks involved in the umbra industry, and it is protected from the <u>ATRAMENTAL</u> forces of the region by a series of rudimentary <u>SIPHON ENGINES</u> (Pop. c. 24,000).
- <u>IKASARA</u>: Set. Settlement in the west of <u>HABOT</u>, in the eastern foothills of the <u>SETHIGH</u> Mountains (Pop. c.).
- <u>IKAT</u>: Ast. Star, associated with the <u>SCION KHAR'ILLAE</u>. The star is recorded as having disappeared in 3712 RM, and the identity of the <u>OTHERWORLDER</u> supposedly born from its death is unknown.
- <u>IKATH</u>: (B. 1761 2195 RM) Oth. <u>OTHERWORLDER</u> and, later, imperial saint.
 In the history of the <u>KORACHANI EMPIRE</u>, he was a respected exocrine and <u>ICONOCLAST</u>⁽²⁾, though died his final death mysteriously while preaching in the <u>LASCAR</u>⁽¹⁾ region of <u>LAASKHA</u>.
- <u>IKATHIA</u>: Rel. Set. A holy city and a major part of <u>THE SHADOW MARCH</u> in north western <u>LAASKHA</u>, built around the final resting place of the imperial hero and <u>OTHERWORLDER IKATH</u>, who was buried there in 2195 RM. The city is also home to the <u>SECT OF REIHELLIAN OBSERVANCE</u>, Despite the lack of resources in the area, Ikathia flourished in the centuries following its founding, supported by the weight of foreign merchants making their way to and from the town to support the pilgrimages.

Ikathia dwindled following the $\underline{\text{DISSOLUTION OF THE HIGH-EMPIRE}}$, though some faithful remained, despite $\underline{\text{LAASKHITE}}$ opposition (Pop. c. 220,000).

- IKATHAIN HEADLAND: Geo. Headland, around 500-square-miles to the west of the city of IKATHIA in the north west of LAASKHA. The headland was once covered in a dense redwood forest known as ORRMAKISH, stretching to the north into SKAROS. Mismanagement of resources during the KORACHANI EMPIRE'S reign there in the first millennium RM saw the forest consumed by industry, leaving the headland barren, its soil slowly leeching into the BAY OF TAANHA.
- <u>IKH KHOT</u>: Rel. Str. Mountainside monastery of <u>THE SILENT WORD</u> in the north eastern-face of the <u>DUIARHI</u> Mountains in c south of <u>TEMUJA</u>. Though not as isolated as the similar monastery of <u>IKH SURA</u>, it remains cut-off from Temuja as a whole.
- <u>IKH SURA</u>: *Rel. Str.* Mountainside monastery of <u>THE SILENT WORD</u> in the <u>TENGAR</u> roughlands west of the <u>EROCH MAER</u> in western <u>TEMUIA</u>. The monastery is perched atop a sheer volcanic plug and is known for its isolationism.
- IKHRA: m. Myt. His. Per. In the mythologies and ancient histories of ELYDEN, the SCION of the DEMIURGE KHARANI. The keratin of FANES, just south of present-day KARAKHAS, claimed descent from Ikhra, who features to this day in the myths of Karakhas, KHURAUR, and the UMBRA SOKHAR as a roguish character. See Vol IV: Scions, Children of the Gods.
- <u>IKOLAPHACH</u>: Ser. Small fortified city in the south east of <u>OTINTH</u>. Like most Otinthian settlements, little is known about it due to the nations' insular nature, though it is thought to be a base for military forces that patrol the contested region of <u>ATILIPHO</u> and the unclaimed area of <u>ARROKAN</u> (Pop. c. 15,000).
- <u>IKOTROD</u>: Rel. Ser. Fertile region in <u>IMELKOT</u> famed as being the birthplace of the prophet <u>BENA</u>. It was originally made up of low-lying rainforests though these were cut down in the middle <u>FIFTH AGE</u> to make room for pasture and farmlands, which remain in use today.
- $\underline{\text{IKRADA}}$: Set. Settlement in the west of $\underline{\text{TAAN AN}}$. Its main industry is the mining of $\underline{\text{SERPENTINE}}$ (Pop. c. 5,800).
- <u>IKRAMMA</u>: Set. City and surrounding villages in the north west of <u>KEPHUAAN</u>, along the course of the river <u>SHAYANDI</u>. Its main industry is agriculture (Pop. c. 28,000).
- <u>IKRAMOS</u>: Set. Coastal settlement on the island of <u>CYNAKRIA</u> in the south east of <u>AMMESH</u> (Pop. c. 7,800).
- <u>IKRAPH</u>: Set. Coastal settlement in the south east of the <u>AMMASHI FREE-ISLES</u>, on the island of <u>MEDDIAN</u>. Its main industry is the cultivation of cotton (Pop. c. 8,000).
- **IKRAPHAL**: Set. Fortified coastal city in the far south west of <u>KEPHUAAN</u>, located deep in a bay not far from the <u>CORAL BARONIES</u>. It is a centre of fishing in the region and is known for its large port, where merchant vessels trade south with the Baronies and <u>FALLARAUR</u> (Pop. c. 45,000).
- <u>IKRAPHARA</u>: Set. Coastal settlement in the south east of <u>HABOT</u>, overlooking the north of the <u>SEA OF AMMASH</u>^(2.) (Pop. c. 10,000).
- <u>IKRARA</u>: Set. Major city in the c south of <u>HABOT</u>, to the south of the <u>EMMIGHI</u> Mountains, overlooking the <u>BAY OF ESSIA</u>. It not only controls the only major pass across the mountains but also has a large port, and it sees a lot of trade passing through its territories (Pop. c. 110,000).
- <u>IKRASAR</u>: Mil. Str. Large coastal fortress in the south of <u>HABOT</u>, at the end of the peninsula of <u>IKRASARIA</u>, guarding the entrance into the <u>BAY</u> OF ESSIA.
- <u>IKRASARIA</u>: Geo. Long peninsula in the far south of <u>HABOT</u>, closing off most of the <u>BAY OF ESSIA</u> from the greater <u>SEA OF AMMASH</u>⁽²⁾ to the south.
- <u>IKRAVA</u>: Sec. City in the south west of <u>AMMESH</u>, close to the coast of the north westernmost part of the <u>BAY OF TIRIL</u>. It was once coastal though found itself landlocked following the waning of <u>ELYDEN'S</u> seas (Pop. c. 37,500).
- <u>IKRAVON</u>: Set. Settlement in the c north west of <u>HABOT</u>. Its main industry is the mining of <u>SERPENTINE</u> (Pop. c. 4,750).
- <u>IKUAI DARBOW</u>: lit. 'Seven Devils'. Geo. Chain of seven island off the northern coast of <u>VAALK</u>, north east of the <u>SEA OF BASSANDER</u>. The islands are black and thought to be the remnants of an ancient volcanic peak that is now extinct. The individual island are themselves named after seven devils of <u>VAALKAN</u> legend.

<u>IKUAIONAL</u>: Cal. In the <u>KORACHANI CALENDAR</u>, the seventh <u>DAY OF</u>
<u>THE WEEK</u>. It was removed from the <u>MACCABEAN CALENDAR</u> in 995 RM to streamline the calendar, which now has 6-day weeks, which more easily fit into its 30-day months. See Vol II: Month and Lunar cycle in Elyden: Calendars.

<u>IKUHZEHAUN</u>: *Pol. Set.* Capital of the nation of <u>ZATAUR</u>, in the far south of <u>SAMMAEA</u>. It is home to its ruling council, known as the <u>VIGESIMAL COURT</u> (Pop. c. 728,000).

IKUR TA': Ser. settlement in the c south of KHULL. It lies along a crossroads and serves as a hub of trade in the region (Pop. c. 7,400).

<u>IKYRIA</u>: Geo. Island off the north western coast of <u>SAMMAEA</u>, west of the <u>KORACHANI</u> colony of <u>TAVVARDA</u>.

<u>ILAGABAS</u>: Set. City in the c north west of the tribe of <u>CHRIL</u>, in the c west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is named after an ancient <u>ALLUCITAN</u> mythological figure and it thought to be his final resting place. Today it is known for its loremasters, who record the exploits of the champions from across Mulciber (Pop. c. 23,400).

ILAHA: also the City Suspended. Int. Set. Fabled city in the far south west of Western Meniscea, perched atop the highest expanse of the Chorhyst Phenomenon, overlooking the Sea of Aseer. The city is famed for its frankly unsurpassed views, and attracts wealthy travellers from across Elyden, who are willing to pay handsomely for the privilege of looking upon on the sea from miles above, atop a continent that is peeling towards the sky.

The settlement originated as a hermitage for ascetic <u>FIRMAMENTISTS</u> millennia past, though fluctuations in the <u>ARCANE TEMPERS</u> made prolonged settlement of the region impossible in c. 2200 RM. Centuries later, during a lull in the Tempers, people resettled it, drawn by the views, despite occasional earthquakes and by c. 3800 RM a tourism industry had emerged, with pilots operating skyskiffs to the settlement from cross Meniscea and beyond.

Those who spend years in the area are more likely to develop <u>STONE MANS' DISEASE</u> (Pop. c. 2,000).

ILAN BOHMIR: Flo. lit. 'tree of life'.' A sacred tree, located in a treacherous ravine in the LAMEDUA badlands in the west of VÂRR. Preceding the rule of the HIEROGOTHS and the ANAX-LORD by at least a millennium, the tree was the centre of a powerful fertility cult embodied by the Ilan Bohmir. Its seed is barren, yet its pulp is restorative and when applied as a salve to wounds, disinfects and speeds up healing. The dichotomy of its fruit (incapable of creating life, yet fortifying that already existing) is possibly the source of the tree's religious significance.

Following the arrival of the $\underline{\text{KORACHANI EMPIRE}}$ to the region, the tree was allowed to rot, though it remained alive, if dormant. Its exact location is now lost, thought by many to signify the death of the tree, though explorers continue to search for its whereabouts.

<u>ILASIMA</u>: Rvr. Marshes in the far east of <u>MHAROKK</u>, created from silt deposited by the river <u>SHIBBOLETH</u>^(3,). Until as recently as c. 3300 RM the entire region was submerged.

ILDABAOTH, BANE OF SKAROS: (B. 187 – 221 RM) Sup. A powerful DICHORI, amongst the first such beings to rise to power in the KORACHANI EMPIRE, with some scholars maintaining that his powers came from the CODEX OF THE TAL 'IBA. He rose to power in 211 RM, rallying many criminals and dissidents (including many FIRMAMENTISTS newly outlawed by the young Korachani empire) to his cause, and used the unrest of the period as an ally in his attack of the throne. His actions brought a decade of conflict to SKAROS, which stalled its commerce and growth in a time already stymied by the absence of the ARCHPOTENTATE MALICHAR. It was only through the intervention of interested merchant-patricians in ALMAGEST and LAASKHA that his terror campaign was ended, in 221 RM, with his death at the hands of a contingent of KNIGHTS FERROUS. His followers dispersed following his death, though the scattered groups continued to disrupt trade in the region for some decades.

<u>ILEID</u>: Geo. Island off the south western coast of <u>WESTERN SAMMAEA</u>, in the <u>COTRIAN ISLES</u>, forming a part of the <u>ISLAND STATES OF IRY</u>.

<u>ILEUS</u>: *Geo.* Island off the south western coast of <u>WESTERN SAMMAEA</u>, in the <u>COTRIAN ISLES</u>, forming a part of the <u>ISLAND STATES OF IRY</u>. It is the southern-most island of the chain.

<u>ILIM</u>: Set. Coastal settlement in the north west of <u>ROMOREA</u>⁽²⁾, overlooking the northernmost part of the Sea of <u>HASAAZ ARAAT</u>. Ilim and the nearby city of <u>ILLIM</u> share the same roots, and their name both emerged from a now abandoned tower that preceded them (Pop. c. 5,000).

<u>ILIMNILL</u>: His. Ntn. Now-extinct nation in the south of <u>SOUTHERN SAMMAEA</u>, in what is now north western <u>YSACYITHAIA</u>, <u>MULIEBRA</u>, and the south east of <u>ELALLIA</u>.

ILIQUDH: Geo. Highland coastal cliffs in the east of TRAKIA, overlooking the western coast of the <u>SEA OF BYSSOS</u>. The view from the cliffs is spectacular and they are home to many small coastal towers that stand vigil over the sea.

ILKHAI: Set. City in the west of the TARAHID ANNEXES, deep in the badlands of the HOGHSOTHAMON, south of the ASOGHAQUA Mountains. The city is fortified against attack from the west and is known for its mercenaries and scholarly traditions. Many advisors in the Tarahid Annexes, PARTHIS, OPHAR and the INTERURBAN STATES studied here. It is the western-most major city in the Tarahid Annexes, and has been a part of the PARTHISAN ROAD since c. 3960 RM (Pop. c. 20,000).

<u>ILKHEN</u>: Rui. Ancient ruined city in the c of <u>AHRISHEN</u>. The city was one of the first affected by the diminishing of the <u>SEA OF PYREA</u> in c. 3000 RM and was abandoned within a century. Its structures have mostly disappeared in the ensuing years with only tell-tale signs of the thriving city that once was. The region is ignored today and the main trade road that once passed through it has moved south.

<u>ILLADRA</u>: Set. Settlement in the region of <u>IRRIGUEN</u> in the c-south east of <u>AHRISHEN</u>. It is one of three major settlements involved in the production of tobacco in Ahrishen, much of which is sold to merchants crossing the settlement via the <u>GREAT ROAD</u> and the <u>GREY ROAD</u> (Pop. c. 4.800).

<u>ILLAEL</u>: See. Small fortified city in the north east of <u>IO</u>, along the traderoute east, into <u>SARASTRO</u> (Pop. c. 17,000).

ILLAETH: Set. Mountain-city in the south of <u>HENDECARCHY</u> of <u>HATON</u>, in the north of <u>MALAN</u>, on a peak in the southernmost part of the <u>JHALOSS</u> Highlands, where it meets the <u>EGLAENT</u> Mountains in the west and the <u>NIYAN</u> Mountains in the east.

The city began life in c. 1200 RM as a citadel overlooking the valleys of the Jhaloss, though the discovery of fine iron in c. 2100 RM led to a boom from which a major iron mine was later established, its deep vertical shaft being used for centuries to haul up iron. It remains a thriving city to this day, and is home to many shapers and metallurgists (Pop. c. 60,000).

<u>ILLAGHE</u>: Mil. Str. Large fortress in the <u>ILLIGARHI</u> Mountains in <u>TEMUJA</u>, overlooking the border with <u>KASPIA</u>; and the <u>DOUN</u> to the east and the <u>LILTHAOST</u> to the north.

<u>ILLAH</u>: Pol. Set. Capital city of <u>GRAMMATER</u> in the far south of <u>SAMMAEA</u> (Pop. unknown).

ILLAHA KABBRAL: Pol. Current speaker of the Republic of KHALHAT.

ILLAHN: Set. Only GREATTOWN in the ILLIGARHI Mountain in TEMUJA.
The greattown stands above the main source of the river AIHANE, its ornate stone arches lifting the greattown above the many springs and rivulets at flow south east, giving it an elevated view of central Temuja (Pop. c. 100,000).

ILLAKRAR: 1. Geo. Highland plateau, forming the inland region of a peninsula jutting out in the <u>SEA OF ENTARI</u> in the south west of <u>QARALAM</u>, stretching into the south east of <u>HANNAH</u>, in the south east of <u>SAMMAEA</u>. It occupies some 50,000-square-miles of land to the north west of <u>ZATAUR</u>. Its southern-face is steep, affording it natural cover from the Zatauri empire, though the north is shallower, containing most routes into the land (though few offer easy travelling).

2. Dem. 'Illakraran'. His. Ntn. Historical FIFTH AGE empire that occupied what are now southern Illakrar^(3,), south western AKACHA, and the north

of the <u>XETEAN STATES</u>. A great civil war tore the empire asunder, eventually leading to the nation's banning of direct <u>SHAPING</u>. It was a rival of the neighbouring the <u>AKHSARAYAN</u> empire. See Vol III: Extinct Nations

3. *Dem. 'Illakraran'*. *Ntn.* Extant nation in the south of the <u>GOLDEN</u> <u>CRESCENT</u> region of south eastern <u>SAMMAEA</u>. It is of a cool temperate climate known for light winter rains and cool summers.

Its territories encompass parts of the earlier <u>FIFTH AGE</u> empires of <u>AKHSARAY</u> in the north and the Illakraran^(2,) empire in the south.

It is known for its powerful merchant hegemons who control trade south into the southern-most headland of south eastern Sammaea. See Vol II: Extant Realms and Nations.

ILLAMRACH: Rvr. River in the north west of <u>KORACHAN</u>, flowing west for 350-miles from sources in the <u>RHAECHA</u> and <u>AKAGHA</u> Mountains, before meeting its parent, the river <u>ENDRACH</u>. The river was negatively affected by industry on the region and extraction of water from aquifers, leading to it occasionally running dry.

<u>ILLANCAN</u>: also 'Tree of Life'. Flo. Solitary tree in the north of the <u>BITAMMAN</u> Desert. The tree somehow survives in an area with no known water or <u>FIRMAMENTAL</u> or <u>ATRAMENTAL</u> influence of any kind and features in the legends and myths of neighbouring people as a holy tree.

<u>ILLANT</u>: Set. Settlement in the south of the <u>HENDECARCHY</u> of <u>CHLORIS</u> in the south of <u>MALAN</u>. (Pop. c. 8,200).

ILLAREGH: (B. unknown - D. 3712 RM) *His. Oth. Pol.* HALFBLOODED ruler of RHINOCOLOURA from 3618 RM to his death of natural causes in 3712 RM. Of red-skin and claiming OTHERWORLDLY heritage (a claim that was never refuted but also never proven, other than for his unnatural longevity), he first appeared in the settlement of MELAKAB, claiming he would unite the struggling prefectures of Rhinocoloura. He was successful in 3618 RM after years of war and ruled until 3712 RM, leaving a dynastic KHANATE⁽²⁾ that rules Rhinocoloura to this day.

<u>ILLASAN</u>: Geo. Dry region in the south of <u>JURRAS</u>⁽²⁾, bordering the north east of <u>TARTAK</u>.

<u>ILLASRAAH</u>: Rvr. River in the far east of <u>BANT</u>, flowing west for 350-miles from sources in the <u>KELLOIL</u> Massif, before meeting the river <u>IDDEAH</u>.

<u>ILLATASA</u>: Set. Major city in the east of <u>NORTHERN SIMBARA</u> (Pop. c. 332,000).

<u>ILLATH, TEMPLE OF</u>: *Rel. Str.* Temple in the south of <u>ANDILUTH</u>, in the northern face of the <u>CAMMOREAN</u> Mountains where the <u>CAMMOREAN</u> <u>PARABLES</u> were discovered.

<u>ILLATHUR</u>: also 'Sovereign-militant'. Pol. Undead ruler of <u>OSSIEL</u>. Thought to be an <u>OTHERWORLDER</u>, whose rebirth into the <u>MATERIAL PLANE</u> was wrought with difficulties, possessing its deceased <u>MORTAL</u> body rather than being reborn as an otherworlder. Through sheer will Illathur is able to keep the body from fully decomposing, though it remains unnerving to look at and be around.

It is less aloof than other otherworlders though conversely has little value for the matters of flesh, and as such has not sired any <u>HALFBLOODS</u>. It is an accomplished shaper, though these abilities are thought to be innate rather the result of following any known magickal disciplines.

They have taken on the title <u>SOVEREIGN-MILITANT</u> and serve unilaterally, though are served by a cadre of seven <u>ARCHZEALOTS</u> who carry out their commands and lead their armies and crusades.

<u>ILLATHURIA</u>: also 'the Necropolis City'. Pol. Set. Capital of <u>OSSIEL</u> and throne of <u>ILLATHUR</u> since c. 2450 RM (Pop. c. 180,500).

ILLATRA: Set. Small fortified city in the south west of ANUBIA, appearing as a caravanserai over a large oasis in c. 1100 RM. The city was ruled by a powerful SHAPER who disappeared in 3852 RM, leaving the city leaderless. Since then, it has waned in size and power, with the wide-domed towers of the shaper remaining empty to this day. It is a major producer of resin pottery (Pop. c. 15,000).

<u>ILLAVINA</u>: Set. Fortified city in the north west of <u>SKAROS</u>, forming a part of the main <u>UMBRA</u> pipeline in the nation. Many of the ranger troops that patrol the length of the pipeline are based in Illavina (Pop. c. 27,000).

<u>ILLAY</u>: Set. Fortified settlement in the east of <u>KOLCHIS</u>, along the western bank of the river <u>DOERIA</u>. It is close to the border with <u>ALMAGEST</u> and

its citizen levy is well-trained in scouting and patrolling the border from outside attention.

<u>ILLAR</u>: Set. Settlement in the north of the <u>HENDECARCHY</u> of <u>CHLORIS</u> in the c of <u>MALAN</u>. Its main industry is the mining of iron (Pop. c. 8,000).

<u>ILLCHRIS</u>: Set. City in the c south of <u>HOLOLACH</u>^(1.), along the course of the river Ruavar, in the c of the prefecture of <u>BROTRIS</u>. It is the largest city in Hololach (Pop. c. 1,479,000).

ILLDISADAI ORDER: His. Pol. Org. A historical ORDER OF THE SANCTIFIED INQUISITION in the KORACHANI EMPIRE whose tenets revolved around the importance of water and sanitation, particularly in arid territories of the empire.

The Order was founded in <u>ARGEA</u> in 497 RM to deal with water shortages and it soon became a major power in the empire's southern territories, whose agents built and repaired wells, dams and cisterns, and whose troops guarded such structures, particularly in regions of wilderness. Over time its role expanded to control water rationing, where needed, as well as controlling pollutants being pumped into rivers by the ever-increasing number of manufactories across the empire.

As cities began to grow in size and diseases such as cholera and dysentery became more common due to lacklustre sanitation, the Order also began to take an interest in health and sanitation, studying diseases and increasing awareness of hygiene amongst the empire's population.

Following the <u>SUNDERING OF THE EMPIRE</u> it remained in Argea under the control of the <u>LOW-EMPIRE</u>, after which it became known as the <u>NADI'RAH KHAMSAL</u>.

<u>ILLEAN</u>: Geo. Dry coastal area comprising 80-miles of coastline along the west of the <u>DAARKEN GULF</u>, along the south east of <u>BA'AKH</u> and north eastern <u>SUMA'YA</u>. The region is known for its shallow canyons and clefts, and sun-bleached ancient corals, attesting to a time in recorded history when the entire region was submerged.

<u>ILLECEBRIA</u>: Geo. Region encompassing most of the south western-pointing peninsula in the <u>HARÉSHK</u>. Noted for its beauty; green rolling hills, coastal cliffs and rugged knolls. Historically it was home to the capital of the HARÉ SHKAN feudal kingdom in what is now CARIA^(6.).

ILLHACH: Sup. Geo. ATRAMENTALLY TAINTED region covering over 5,000 square-miles of land in the east of the HENDECARCHY of STHAMAN, in MALAN. The region is nestled between the north eastern foothills of the USSIKA Mountains and lake KOLIAN and it is a morass of fleshy roots that give way to hollow twisted trunks characterised by tendril-like branches that are sensitive to vibrations in the ground and slowly writhe in response to passers-by and even strong wind.

 $\underline{\text{ILLHAN}}\text{: }\textit{Set.}$ Small city in the north of $\underline{\text{TEMUJA}}$ (Pop. c. 11,800).

<u>ILLHATEG</u>: *Mil. Str.* Citadel in the city of <u>AELGHILLA</u>, in the north east of TETHYSIA.

<u>ILLHREN</u>: Set. Settlement in the c north west of <u>AHRISHEN</u> that mines a rich vein of <u>SOULSTONES</u> not far from the region. The area is heavily guarded and is home to scholars and <u>MYTHOGRAPHERS</u> who study the pearls (Pop. c. 10,000).

<u>ILLI ALIEL</u>: Set. Coastal city in the south of <u>MEHITIEL</u>. It is a major stop along the <u>EGETAKHAN ROAD</u> (Pop. c. 75,000).

<u>ILLIA</u>: *Sea.* Small bay in the east of <u>KAZZAR</u>⁽²⁾, in the south west of the <u>SEA</u> <u>OF ESCHATA</u>.

ILLIAN: For. 10,000 square mile forest in the east of NÁRTHEL, flanking the river NAHUM. The forest is pure and virginal and once covered most of eastern Nárthel, though IMPERIAL logging has reduced its size exponentially. Logging is now restricted by agisters and only charter-holding PATRICIAN HOUSES are allowed to log there, under strict supervision. The region is dominated by HOUSE KARDAAR.

<u>ILLIAR</u>: also 'House of Illiar'. Tec. The oldest extant <u>HOROLOGISTS</u> in <u>KORACHAN</u>, the House of Illiar, to give it its full name, was established in 3199 RM as a simple watch mender in the city of <u>NESSUL</u>. Since then, it has gone on to become one of the more prestigious horologists in Korachan, if not the <u>INNER SEA REGION</u> entirely.

Its watches are famed for their precision and mechanical ingenuity, and it is famed for its signature watch, which has 22 complications, including moonsphases, chronographs, and times of sunset and sunrise.

<u>ILLIDRAE</u>: Plr. 'illidraen'. Mor. One of the original Two-and-Twenty MORTAL PEOPLES, and the children of the <u>DEMIURGE ALLAISHADA</u>. Their ancestral lands were known as <u>AMARILLA</u>. Of alabaster skin, dark hair and feathered wings growing from their backs, they are likened to angels by the ignorant and those who would deify them, though they are far from perfect – both physically or morally.

They are beings of compassion so pronounced that they must resort to asceticism and meditation to control their emotions. Due to their natures, they tend to devote their lives to single pursuits, which they perfect, becoming experts in their chosen fields. They claim to find solace and comfort in the repetition of the known, giving them a respite from their psyches, which are quickly overstimulated by others.

Though often regarded as angelic, ancient sources describe them as possessing an otherworldly, almost grotesque beauty that unsettled the other mortal peoples, possibly contributing to their isolation.

The race was whittled to near-extinction during the <u>WAR OF SCOURGING</u> that led to the <u>FADING</u> between the <u>FOURTH</u> and <u>FIFTH AGES</u>, and the remnants of the species dispersed early in the Fifth Age, living out the end of their race's days as solitary eremites in forgotten temples and ruins. To many, they are indeed extinct though scholars maintain that scattered individuals have survived, their natural longevity and asceticism a bulwark against death and decay. Aside from a curious outlier, in the form of the <u>TIRODAESHI</u> nomads of <u>EASTERN LLACHATUL</u>, illidraen are unable to bear offspring with other mortal peoples. See Vol II: Classification and Taxonomy of Life: *Sicthain*.

<u>ILLIGAME</u>: *Rvr.* River in the east of <u>KAZZAR</u>^(2.), flowing east for 110-miles from sources in the south of the <u>OZZARUN</u> Mountains, before meeting the coast at the <u>BAY OF ILLIA</u>, in the south of the <u>SEA OF ESCHATA</u>.

<u>ILLIGARHI</u>: (lit. *Northern Rim*). *Geo.* Mountain to the north of <u>TEMUJA</u>, forming its northern border with <u>KASPIA</u> and <u>SABIA</u>. Translated from the old tongue, the name means literally – Northern Rim.

<u>ILLIGI</u>: Set. Small city in the c west of <u>SARASTRO</u>, along the banks of lake <u>SAEB</u>. It forms a part of the <u>SALT ROAD</u> (Pop. c. 15,200).

<u>ILLIM</u>: Set. Small coastal city in the north west of <u>ROMOREA</u>⁽²⁾, overlooking the northernmost part of the Sea of <u>HASAAZ ARAAT</u>. Illim and the nearby city of <u>ILIM</u> share the same roots, and their name both emerged from a now abandoned tower that preceded them (Pop. c. 12.500).

<u>ILLIMUGH</u>: Geo. Vast region covering almost 30,000 square-miles in the north east of <u>EASTERN LLACHATUL</u>, in the far northeast of <u>TETHYSIA</u> and the c south of <u>LOEGRESS</u>⁽¹⁾.

It is noted for its rivers, tough woodlands, and the many natural stone monoliths that pepper the area, most renowned of which is the gigantic <u>ACTURA</u>. The region is believed to have once been a part of the vast forests of Angmehen, but were cut down in past ages to make way for farmlands, which were slowly reclaimed by nature in the <u>FADING</u>.

<u>ILLIOS</u>: Set. Settlement in the north of <u>PELASGOS</u>, close to the banks of the river <u>ISSOS</u>. It has a long-standing tradition of book-binding and of record-keeping, and it is known for its large repository or census records pertaining to the nation of Pelasgos, amongst other information going back to the first years of <u>KORACHANI</u> influence there (Pop. c. 105,500).

<u>ILLIQ</u>: 1. Geo. Island to the north east of <u>ZHARIAH</u>⁽²⁾. It is relatively featureless and is largely uninhabited.

2. Mil. Str. Small $\underline{ZHARIAHAN}$ fortress in the north west of the above island⁽¹⁾.

ILLIROR: Geo. Dry plains dominating the north western reaches of the SOLEYN TERRITORIES. The entire area is peppered with half-buried ruined colossi, their double-paired wings worn down by the elements, their origins and purpose forgotten. The largest such colossus is known as the <u>ANGEL OF KWEI</u>, and is located over 450-miles to the south east, some miles outside the city of <u>IMYRI</u>.

ILLITH: also 'City of Angels'. Set. Stone-carved city perched over a massive unnatural overhang in the north east of <u>TULURKRYPH</u>⁽²⁾, in the south west of <u>MENISCEA</u>. Large portions of the city are hewn from the very bedrock, and it is famed for its three gigantic angelic caryatids, after which it is named (Pop. c. 23,000).

<u>ILLITHAMÉ</u>: Oth. In the classical school of thought, illithamé were considered the good <u>OTHERWORLDERS</u> (with the <u>AEHARI</u> their opposites). For centuries, classical scholars believed that otherworlders fell into one of two (and very rarely both) classifications: the black and white, or evil and good.

The truth of the matter is, unfortunately far more complex, which proves that the world is less likely to neatly categorise things than us mortals. Indeed, few otherworlders admit true knowledge of their own purpose and many are hollow things, distraught by a purpose than mortal belief has convinced them they should have, that they simply do not feel.

It is unlikely that we will ever truly decipher the mysteries of the otherworlders, and as such the false belief that they are here to guide the true or punish the wicked remains a dominant one amongst most folk.

ILLMNEM: Rui. Abandoned city in the south west of <u>AZAZEM</u>. The city was once a major harbour, though was abandoned in c. 3375 RM following the lowering of sea levels left the city landlocked amid a flat tidal plain, and it is now over 25-miles from the coast. Most of its structures have deteriorated and little remains of most dwellings, with only the metal and concrete husks of its old dry-docks and manufactories remaining today.

It was the ancestral home of <u>HOUSE HERTURI</u>, which is now based in the CAMASSIAN STRONGHOLD.

<u>ILLOKHA</u>: Set. Settlement in the c south west of <u>KARAKHAS</u>. Its main industry is the mining of <u>FREESTONE</u> (Pop. c. 6,000).

ILLON: Pol. Region and duchy in the south of PALUS(1.), the HARÉSHK.

<u>ILLOR</u>: Mil Str. Fortress in the c south of <u>PERGOST</u>, guarding the main entrance into the capital city of <u>OSTOYAN</u>.

<u>ILLOU</u>: Ind. Set. Settlement in the c north of <u>PARAIYA</u>, in the north of the <u>ATRAMENTALLY TAINTED</u> region of <u>ILLURATH</u>. Its main industry is the extraction of raw <u>UMBRA</u>, which is piped over 220-miles to the south west to <u>SOPORA</u> (Pop. c. 8,000).

<u>ILLPACK</u>: Set. One of few permanently settled areas in <u>KOLCHIS</u>, commonly believed to be its capital by <u>KORACHANI</u> scholars. Situated in its western territories, flanking the river <u>VANDHAR</u>, Illpack is home to the Kolchisi ruling house; the <u>HORÚK</u> (Pop. c. 215,000).

ILLPHAGOS: Soc. Pol. Tribe in the far west of MULCIBER, in the GROWING MOUNTAINS, in the north east of SAMMAEA. It shares its western border with RHINOCOLOURA, with which it trades along the SALT ROAD. In the history of Mulciber, the people of Illphagos were fierce warriors who hunted shapers, particularly FIRMAMENTISTS, and fed on their flesh. This tradition is now long-gone, replaced with a people who employ shaping in their everyday lives. A call back to their bloodthirsty tradition is a more recent custom where bakers let their blood atop leavened bread, in tribute to NEPHTHALONT. The blood is considered blessed, and those who consume the bread are protected by their deity.

<u>ILLRAP</u>: Set. Small city in the region of <u>FLAVESCA</u> in the c west of <u>THE SURRACH</u>. Its main industry is the production of gunpowder and firearms (Pop. c. 15,000).

<u>ILLSHAÉ</u>: Oth. Myt. In the mythology and ancient history of <u>ELYDEN</u>, the name for <u>ILLITHAMÉ</u>, or angels.

<u>ILLUNAGH</u>: Ser. Settlement in the c of <u>METHUMN</u>. Its main industry is <u>SERPENTINE</u> mining. The landscape around Illunagh is marred by dusty quarries and the rhythmic sounds of digging echoing through the air. Serpentine from Illunagh is considered the purest found across the <u>AMMASHI</u>^(1.) peninsula and items made from it is highly sought after for its aesthetic appeal and its use in protective amulets, which believed to ward off evil spirits (Pop. c. 9,300).

ILLURATH: Sup. Geo. <u>ATRAMENTALLY TAINTED</u> region in the c north of <u>PARAIYA</u>, to the north east of the <u>URAYA</u> Mountains. The taint is relatively mild, and manifests largely in a density of raw <u>UMBRA</u>, which is mined in various areas.

The region is categorised as a $\underline{\text{LEAST CONCERN}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}.$

<u>ILLURBED</u>: Lak. Lake in the west of <u>ABATTUR</u>, along the course of the river <u>ADSULLA</u>. It was originally much smaller lake, but was turned into a reservoir with the damming of the Adsulla in 3892 RM. The reservoir supplies the capital, Lailla, with drinking water and crude hydroelectricity.

ILLURCAUL: 1. see SOULSTONE.

2. also 'the Soul Pearl. Ast. Con. Constellation in the <u>SOUTHERN</u> <u>HEMISPHERE</u>. See Vol II: Constellations.

ILLUSORY CITY, the: see DYANOOTH.

ILLUTIA: Set. One of three major settlements involved in the production of tobacco in the region of <u>IRRIGUEN</u> in c-south east <u>AHRISHEN</u> (Pop. c. 7,200).

<u>ILLUVEN</u>: 1. Set. One of three major settlements involved in the production of tobacco in the region of <u>IRRIGUEN</u> in the c-south east of <u>AHRISHEN</u> (Pop. c. 8,800).

2. Rvr. Canal in the c south of <u>AHRISHEN</u>, forming part of the <u>AHRISHENI WATERWAYS</u>, linking lake <u>GALIDA</u> in the north west with lake <u>PASIDEA</u> in the south east. It is around 9-miles long and has 4 major locks.

ILLYRIA: Sup. Geo. Fantastical badlands region in the c north of VECTIS, in the south east of WESTERN MENISCEA, noted for its large crystalline formations that form a long branching spine over the more expansive MATRIS Hills. The area is FIRMAMENTALLY-ACTIVE and is dangerous for mortals to spend long periods of time in.

<u>ILONA</u>: 1. For. Shrubland and sparse woodland in the east of <u>PELASGOS</u>, south of the <u>BATHAKOL</u> and east of the <u>TEREKION</u> Mountains.

 also 'the Windy City'. Set. Settlement in <u>PELASGOS</u>. It was the site of massive <u>FOURTH AGE</u> siege, after which it was left a blasted ruin for many years.

The area was resettled in c. 200 RM following the arrival of the <u>KORACHANI EMPIRE</u> in Pelasgos, where it thrived for over 2,000 years along <u>THE RED ROUTE</u>. It was during this time that the so-called <u>THEODOLITE OF ILONA</u> was created.

The city collapsed in 2303 RM, after <u>DUSTSTONE</u> caverns that riddled the city's foundations collapsed, leaving the city a ruin. It was abandoned after this, though was later resettled once more following the nearby construction of a guard tower in c. 2890 RM intended to guard the passage of the <u>RED ROUTE</u> (Pop. c. 2,700).

<u>ILONAN PASS</u>: Geo. Mountain pass in the c of <u>PELASGOS</u>, linking west with east. The route passes between the south of the <u>BATHAKIOL</u> Mountains and the north of the <u>TEREKION</u> Mountains.

<u>ILORHA</u>: Geo. Peninsula in the east of <u>VÂRR</u> that divides the <u>SEA OF PROPONTIS</u> from the <u>SEA OF SPIRES</u>. The peninsula is sheer-sided and is controlled by the <u>PROLOCUTORS</u>, who many political commentators believe will soon make a play for independence.

ILOTEPHO: Rel. Rui. once-royal burial grounds of the KHAMIDIAN PHAROANTS; was mostly destroyed in the CATACLYSM, though remains on the island of KHOHER. It is a place of pilgrimage to those who still follow the old dynastic religion.

ILOXENRA: Set. Independent enclave in the north east of the CITIZENRY OF THALI. The eschatological cult known as the SLAVES OF SENESCENCE appeared there in c. 3880 RM, growing rapidly in power over the next decades, until by c. 3930 RM their members had infiltrated most government offices there, effectively taking control. In 3932 RM it broke free from its parent empire and remains an independent state to this day though it has waned greatly in power and influence whilst under the control of the cult. The city is largely ruined today, with little efforts made to restore or repair old structures, which are allowed to crumble. Many people moved away in the years since the cult took control, causing its infrastructure to fray further, leading to starvation and overall deplorable conditions.

The able-bodied are drafted into a militant force that is known for its archaic rusted slab-like plate armour and cannon-like handguns, who are known as <u>MEN-OF-RUST</u>. Squads of these Men-of-Rust raid surrounding lands, pillaging and taking slaves to help sustain the city.

The Citizenry of Thali occasionally mounts counter attacks against the city, but it has surrounded itself with mighty fortresses made of successive layers of bastions and curtain walls that have made it largely impenetrable (Pop. c. 91,000).

<u>ILRORDORITUL</u>: *Int. Sup. Wea.* Fantastical sky portal suspended over the c-south east wastes of the <u>UMBRA SOKHAR</u>, to the north east of the

MOLOTH KHAMMOTHUL Mountains. The supranatural feature appears as a whirlpool some 200-ft in the air, from which emerge dark snake-like appendages that hang down, almost touching the ground. They hang inert most of the time though have been observed to writhe and lash out wildly for short bursts, before hanging limp again.

The land surrounding the portal is rich in mineral resources, though what few attempts have been made to claim them have invariably ended in failure. The tentacles hanging from the portal seem to have an aversion to movement and spring to life whenever something moves close enough.

<u>ILTANI</u>: Lak. Ephemeral endorheic lake in the south east of <u>VENTHIR</u>. It is fed by seasonal rivers and forms for between a few weeks to a few months every year. It has occasionally, following heavy rains, for instance, overflown into the <u>IAPETAN SEA</u>. It is situated in a coastal basin that was once a bay, but which dried up following the waning of <u>ELYDEN'S</u> seas some 500-years ago and is salty as a result.

<u>ILURRO</u>: Sea. Bay in the south east of <u>VÂRR</u>, in the far north of the <u>SEA OF SPIRES</u>, dividing the <u>ILORHAN</u> peninsula from the <u>SEA OF PROPONTIS</u>.

<u>ILMENIA</u>: Set. Coastal city in the north of the <u>TARAHID ANNEXES</u> known for its expansive <u>MANUFACTORY</u> and the crypt-dwellings of its workers (Pop. c. 31,000).

<u>ILVENIA</u>: Ser. Coastal settlement in the far east of the <u>TEMPLAR STATES</u>, overlooking the west of the <u>BAY OF VIAMA</u>. Appearing to capitalise on the retreating sea levels of <u>TRISKETHIA</u>, it emerged in c. 3870 RM as a fishing settlement, though a port was later constructed there, giving cities in the east of the States access to sea travel.

The settlement is thriving despite being surrounded by a wasteland, and is likely to continue growing in the coming years (Pop. c. 9.500).

ILWETH: Sec. Small coastal city in the north west of <u>KOMMEA</u>. An ancient ruined fort lies just north west of its borders, possibly dating back to the <u>FOURTH AGE</u>. It is famed for the size of its foundations, indicating that it would have been truly gigantic when intact. Little remains of it today (Pop. c. 14,000).

<u>ILYERA</u>: Ser. Small city in the c south of <u>OD MEGINNAS</u>^(1.). Its main industry is copper mining (Pop. c. 18,000).

ILZA: Ser. City in the c of LIDEA in the north eastern foothills of the ORIAN Mountains. It has existed since antiquity as a community of goat herders, though it became of economic importance in 1904 RM, when brown coal was discovered there amid explorations of the region by PATRICIAN-funded prospectors. Since then, it has been a major source of the substance for both the HIGH-EMPIRE and, following the SUNDERING, also the LOW-EMPIRE, though there have been periods when yields have stopped as old reserves were used up, before new mines quarries were founded.

Today the area surrounding the city is a wasteland of pits – most disused and reclaimed by shrubs and creepers, with others belching dust and smoke as machinery tears at the surface of the earth, searching for coal. Brown coal quarried here is now used across <u>SARASTRO</u> (Pop. c. 130,000).

IMAALA: f. Myt. His. Daughter of the SCION TALLAS⁽²⁾, who attempted to reform her father, who was a sadist who saw no value in mortal lives. Despite her efforts, she died a martyr at the hands of Tallas, and is now largely forgotten. She is known to have had 13 daughters, many of whom feature as champions and heroes in various regions and cultures of EASTERN LLACHATUL.

Her followers and the cult that emerged following her death eventually died to plague. See Vol IV: Scions, Children of the Gods.

<u>IMAGA</u>: Lake in the south west of <u>GNOTH</u>, forming part of the course of the river <u>MARAGA</u>. Local legend claims that an ancient sanctum lies at the bottom of the lake, flooded millennia ago.

<u>IMAGIFER</u>: Pol. Rnk. In the <u>KORACHANI EMPIRE</u>, a rank of clerk that specialises in the illuminating of manuscripts, many of which eventually considered works of art. Their eyes and hands are often enhanced by <u>ORTHOSES</u>, similar to those of the <u>DACTYLID</u> scribes.

<u>IMAMIAH</u>: *Mil. Str.* Large fortress in the north east of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>UCHRON</u>, occupying a rough highland area overlooking the <u>BLUE MOUNTAIN</u>, bordering <u>SAUA</u>.

<u>IMAMN</u>: Plr. '*Imamni'*. *Rel. Rnk*. Spiritual leaders in <u>AETHIOS</u>, often <u>SHAPERS</u>, though not exclusively. They see trees as holy objects which embody the spirit deities of <u>AETHIOSI ANIMISM</u>.

IMARTHAM: Ser. SARASTROAN city situated in the far east of the nation, in the craggy western foothills of the KHO INNOR Mountain, about 70-miles from the border with VENTHIR. The city was once a centre of trade though was superseded by the PRINCEP'S CITY, 200-miles north west in c. 1600 RM. Now, the city subsists mainly on trade from passing pilgrims and the exportation of its fine granite, as well as the dangerous trade of roc eggs that are sold as exotic pets and foods to the wealthy in Sarastro and Venthir (Pop. c. 71,000).

IMASSLI: For. Forest in the south west of MALAN, crossing the border between the north of the HENDECARCHIES of CHLORIS and the south west of STHAMAN. I it largely made up on new growth forests after old growth trees were felled throughout the FIFTH AGE. Despite this, it remains a healthy region, filled with various kinds of flora and fauna. The river SIELL NA crosses through it, though its course has mostly been reworked by mortal hands with few trees found close to its banks.

IMBRIA: Geo. Expansive badlands region in the c-south east of CEHOPHELA, stretching for around 2,000-miles. It is dominated by mesas, rocky pillars, and dark volcanic plugs, which taper to the north, forming a shallow valley that leads to the SEA OF INGALAT. The vast territories to the south of Imbria, between it and the EGETAKH Mountains, are prone to earthquakes.

<u>IMEAL</u>: Dem. 'Imeal!'. Ntn. Large nation in the c north of <u>MENISCEA</u>. Its eastern-most reaches are mountainous and its c is a highland plateau with the rest noted for being made up of cold to temperate forests. Its culture is aggressive, and many of its settlements end in the suffix -mana.

The collapse in c. 3710 RM of the XYRPHANI EMPIRE, allowed Imeal make attempts at expanding its own territories into the fragmented city states, but it made little progress due to internal strife within its own court following the worsening health of its ruler at the time.

The nation has been united and ruled by a loose 'dynasty' of unrelated <u>SHAPERS</u> called <u>IMPERATORS</u>, since 3355 RM. It lies on the ruin of the <u>FOURTH AGE</u> empire of <u>JORINDHIA</u>. See Vol III: Extant Realms and Nations.

<u>IMEGRIA</u>: Set. Coastal settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>CARIA</u>⁽⁴⁾ (Pop. c. 13,000).

IMELEA: 1. Rvr. River in the north of the HARÉSHKI CITY-KINGDOM of ALAMUT, and tributary of the river SAR.

2. Set. Settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>ALAMUT</u> known for its ruby quarries (Pop. c. 4,500).

IMELKA: His. Nm. Now-extinct nation that was founded by the woman BENA in 1191 RM who used the GODSTONE^(1.) PRONAOS TESSERA that she discovered in the tomb to unite the disparate people of the surrounding lands under her banner. She became empress and ruled until her death in 1216 RM, creating a solid foundation on which her descendants would continue to rule, using the Pronaos Tessera to exert their influence upon the people.

The fall of the Imelkan Dynasty in 1798 RM threw the region into disarray as individuals vied for control of the Pronaos Tessera, which eventually went missing. The nation itself collapsed in 1809 RM, leaving the region in disarray. The nation of MELKOT would emerge from this period in 1922 RM. See Vol III: Extinct States.

IMELKAN DYNASTY: Pol. His. Royal dynasty that ruled the nation of IMELKA from 1191 RM until its fall in 1798 RM, after which the nation itself would collapse in 1809 RM. It was founded by the lowborn woman BENA, who in c. 1180 RM found the GODSTONE (1.) PRONAOS TESSERA that granted her incredible powers, allowed her to subjugate the surrounding people, and establish the dynasty.

Her descendants continued using the Godstone, but found that continued use would drain their life-essence, weakening and eventually killing them before their time. They accepted this as the curse of their bloodline – a price that many of them were willing to pay for the powers it granted. The dynasty had a reputation for being sadistic and tyrannical with its subjects, and the Pronaos Tessera became a powerful symbol of their rule, featuring on their heraldry and flags, though they came to treasure the object, spending far too many resources in protecting it from being stolen or destroyed.

The dynasty descended into debauchery and decadence, erecting the great bastion of <u>TEDRATEA</u> on the shore of lake <u>INGES</u> between 1371 – 1423 RM, which became the centre of various grisly rumours and legends. In 1592 RM the dynasty descended into a civil war when empress <u>NIALDA</u> died unexpectedly, leaving her twin sons in contention of the throne. Their squabble escalated into a grim civil war that left the nation sundered, eventually to be reunited by the victory of <u>EVVRED</u> over his brother in 1595 RM.

Evvred's rule characterised the Imelkan Dynasty's continued descent into decadence, with the upper classes treating commoners as little more than cattle, with rumours in surrounding lands of princesses bathing in the blood of virgins and princes hunting rural folk for sport, knowing that they were above the law thanks to the ancestral Godstone. This culminated in 1779 RM when the population of an entire settlement was rounded up and taken to Tedratea, never to be seen again. This propagated a series of revolts across Imelka that slowly culminated in an assault on Tedratea in 1798 RM, ending with its destruction and the EXECUTION of the entire dynasty. The Godstone was never recovered, and the region descended into anarchy, though the nation of IMELKOT would eventually rise from its ruin in 1922 RM.

<u>IMELKOT</u>: Dem. 'Imelkotan'. Ntn. Nation in the south east of <u>MENISCEA</u>, along the equator. It is known for its many large sinkhole caves, particularly in the north west of the nation. Some of the more accessible caves have been converted into cities, though most are wild areas, with their own ecosystems. Some link into deep cave networks, though most are self-contained with their own isolated ecosystems.

It was tentatively founded in 1922 RM by an alliance of merchant towns to better protect against banditry and marauders, though most of the territories it professed to control remained independent for many decades. It emerged as the main power in the region in the following decades as the many disparate townships were slowly united under their leadership, and was officially recognised as a single entity in 2012 RM.

Its people are descended from the folk of the far older nation of IMELKA, whose sadistic IMELKAN DYNASTY was overthrown in 1798 RM following over 6 centuries of rule through abuse of the GODSTONE (1.) PRONAOS TESSERA that was discovered in a FOURTH AGE ruin by the commoner BENA, who went on to become the first empress of the Dynasty. See Vol III: Extant Realms and Nations.

<u>IMELROR</u>: Set. Cliff-side conurbation in the north eastern region of the <u>SOLEYN TERRITORIES</u>, at the foot of the <u>HASHATH</u> massif. Like most settled areas in the Soleyn Territories, it was once a web of small settlements which slowly grew into the conurbation of today. The <u>KWEI</u> philosophy not as prevalent here as in other settled areas, and the Ghashan school of thought is favoured (Pop. c. 25,500).

IMENAZZ: Geo. Expansive volcanic caldera in the south east of SOUTHERN SAMMAEA, in the south east of YSACYITHAIA, stretching across the border into the neighbouring states of XETEA in the east and GRAMMATER in the south. The caldera was the centre of a great natural disaster in 3876 RM that led to the eventual fragmentation of the nation of THYSHIA⁽²⁾, forcing most of its population to flee into surrounding lands as refugees.

The caldera is still active, and is surrounded by fumaroles, sulphur lakes, hot springs and geysers, which make the entire region sparsely populated.

IMERRIL, SEA OF: Sea. Shallow sea dominating the western-coast of CYHLAGHARR, around 300-miles long. It forms the southern-most part of the SEA OF DANAEL. Its south western-most reaches are at the contested area between Cyhlagharr and EREBETH.

IMETH: Geo. Plains in the c of KOLCHIS, east of the river VANDAHAR.

<u>IMMATERIA</u>: Ast. In the cosmogony of the <u>KORACHANI EMPIRE</u> and, increasingly, within spheres of astronomy and popular conception, the word most commonly used to denote the sky. Originating in <u>PRE-IMPERIAL KORACHANI</u> mythologies, where it was the home of sky-elementals.

IMMATERIAL LIFE: one of two broad categories applied to life, as per the studies of the polymath <u>SUZIV</u>. Immaterial life encompasses all forms of life born outside of the <u>MATERIAL PLANE</u>, forming part of the <u>MATERIAL OMNA</u>. Such life is relatively rare though not unknown, and includes such creatures as <u>OTHERWORLDERS</u> and <u>EMPYREAN SPECTRES</u>. Contrast with <u>MATERIAL LIFE</u>. See Vol II: Classification and Taxonomy of Life.

IMMENTIA: Med. A mental illness associated with the MATERIA OMNA, where those suffering from it have violent and often painful visons and sensations thought to emanate from the raw Materia Omna. If not treated through sedation and other strong drugs, individuals suffering from immentia may find themselves losing their grip on the present, forgetting who they are, ultimately losing their identity. Others may sustain fatal injuries through fits and seizures while in the throes of a vision.

Some <u>SHAPERS</u> and scholars believe that those who suffer from immentia are particularly sensitive to the Materia Omna. However, sufferers of immentia are no more likely to be shapers than laymen, leading others to dispute this theory. See Vol II: Diseases and Illnesses.

IMMERIA: 1. Set. City in the c of RHEA, along the course of the river ENNOIA, at the fork where its tributary, the river TOROTOIA meets it, though there is no land crossing of the river Once famed for its shaper colleges, these were closed after the HIEROMONARCHS came to power in c. 3160 RM. The city as a hotbed of unrest, and alongside SOPARRA and DHERBA, was pivotal in supplanting the Hieromonarchs from Rhea, leading to the rise to power of the COURT OF DREAMS, which came to rule in 3242 RM.

It is a significant city today, with a long and storied history, and is best known amongst <u>FIRMAMENTAL</u> circles as the birthplace of <u>EMPYREALOGY</u>, which originated there between c. 900 – 1200 RM. Its Firmamental colleges were re-established in c. 3506 RM (Pop. c. 48,000).

2. Set. Coastal city in the west of <u>IZABAL</u>^(1.), overlooking the <u>BAY OF ERET</u>^(1.) (Pop. c. 45,000).

IMMERUTH: 1. Geo. Endorheic basin in the north west of LAASKHA. Until c 3600 RM it was a bay, though the retreat of the STRAIT OF SKAROS left it as a lake that slowly dwindled in size, becoming steadily saltier. The lake has dwindled in size and remains now as three separate bodies of water: lake Immeruth, in the west; lake SHAOMATH, in the c; and lake ERRTAH, in the east.

2. *Lak.* Lake in the Immeruth basin in the north west of <u>LAASKHA</u>. It is the largest of 3 lakes in the region, all of which are remnants of a large bay that until c. 2600 RM stretched 175-miles east of the Strait of Skaros, beyond the city of <u>FAALAR</u>. The other 2 lakes are the <u>SHAOMATH</u> and the ERRTAH.

IMMESH: Set. Small city in the far east of HABOT, along the course of the river ESHERIANDI. Its people are isolationist and take little part in the larger events of Habot. It lies close to the border with PHYRR, though maintains little contact with its people, though it does control a seasonal route between the two states (Pop. c. 14,000).

<u>IMMET</u>: Set. Small city in the c south of <u>SERROK</u>. It is situated in the region of <u>BAULAUROCH</u> and is noted for its diamond mines. The mines are government-owned and strict regulations and rules are in place safe-guarding the welfare of workers, yet working conditions remain difficult for relatively little-pay (Pop. c. 12,000).

IMMIMETH: Set. Well-protected cliffside settlement in the region of IBLIS, in the c west of LYRIDIA. The settlement is located in a large sinkhole that most easily accessible from a single cave. The place is populated by the descendants of refugees from the THREE-YEAR WAR. A large natural uninhabited cavern is located a few miles east of the city, and is populated by untold thousands of bats, whose guano is collected and used as fuel in IMMIMETH (Pop. c. 14,500).

<u>IMMORTAL SEEDS</u>: Myr. Mor. In the mythology and ancient history of <u>ELYDEN</u>, the seeds that were sown by <u>THE SHAPER</u>, from which would be born the <u>IMMORTAL</u> peoples after the <u>DEMIURGES</u> completed their SHAPING^(1.) of Elyden.

Due to the Demiurge's hubris and continued Shaping after the perfect realm was attained, the Immortal Seeds became corrupted, and ultimately gave birth to MORTALS – the imperfect simulacra of what the Immortals were intended to be. The seeds were arranged in Two-and-Twenty pods, each of which contained seven seeds from which emerged the first mortals – four men and three women, now known as the SEEDBORN – the first of their respective mortal tribes. These mortals would go on to spread across Elyden, becoming its primary inhabitants over the next ages.

To all intents and purposes, the $\underline{MORTAL\ PEOPLES}$ – and by extension, \underline{HUMANS} – are a mistake born of the Demiurges' vanity, unwanted and unneeded in a world that was unready for them.

IMMORTALS, the: 1. Myt. His. Mor. Intended to be the inheritors of the perfect realm once the <u>DEMIURGES</u> completed their <u>SHAPING^(1.)</u> of creation. The Demiurge's hubris and continued Shaping after the perfect realm was attained, the <u>IMMORTAL SEEDS</u> became corrupted, and ultimately gave birth to <u>MORTALS</u> – imperfect simulacra of what the Immortals were intended to be.

2. Mor. The descendants of the <u>IFIRMIANS</u>, the children of the <u>DEMIURGE DURUTHILHOTEP</u>. They are the guardians of the <u>TRUE MENISCUS</u> and keepers of the <u>FIRMAMENTAL</u> font at its heart. They are all accomplished <u>FIRMAMENTAL SHAPERS</u> in their own right and are believed by scholars to be closest of all mortals to <u>THE SHAPER</u> original design for the Immortal races. Their name originated from the great ritual known as the <u>TAMING OF THE SPIRIT</u>, that saw them forsake the creation of <u>SPIRITS</u>^(1.), returning to <u>SOULSTONES</u> of old.

<u>IMMOUR</u>: Set. Fortified settlement in the west of <u>TAAN AN</u>. Its main industry is the mining of <u>SERPENTINE</u> (Pop. c. 6,500).

IMOROR: Geo. Highland region between the river DAKHAN and MHALAR in the east of RHINOCOLOURA. The entire area is faintly Atramentally tainted and is replete with DUSTSTONE, which though forming beautiful and convoluted chasms and formations, has led to the region being barren and dangerous to large creatures, where the risk of the ground collapsing is increased. What life exists here is adapted to the harsh terrain, though this was not always the case. KORACHANI colonists settled the region between 430 and 750 RM, founding the fortress of MARCHOSIA in 752 RM, and it was their industry and mismanagement of resources that was partially to blame for its present condition. The tomb known as the SOTH HAMMOMAR HANIHIL is located to the far north east of the region.

The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES.</u>

<u>IMONTH</u>: Geo. Valley in <u>EASTERN LLACHATUL</u>, between the <u>KOTHA INNACHARL</u> and the <u>HETHA GHUR</u> Mountains. The <u>RTHEI</u> desert was originally located here, but it has steadily expanded to the south west throughout the <u>FIFTH AGE</u>. There is little of note here, and the region has not been inhabited since the <u>FOURTH AGE</u>, though there are few surviving ruins to attest to this.

<u>IMOUN</u>: Rvr. River-system in the far south east of <u>LIDEA</u>, flowing north for 110-ft. from sources in the <u>N'KOCH</u> Mountains before meeting its parent, the river <u>SICERAN</u>, at lake <u>ESEA</u>.

<u>IMP</u>: Sup. Fau. Diminutive creatures found in corrupted lands within <u>SAMMAEA</u>, particularly in <u>KHARKHARADONTIS</u>. They are thought to be descended from ancient form of <u>HAGHOR</u> possibly created by <u>ARIMASPI</u> or <u>ACHAIAH</u>, but which became corrupted by millennia of exposure to <u>ATRAMENTAL TAINT</u> and the bitter <u>DREAMS</u> of slumbering <u>DEMIURGES</u>.

They are dog-sized with prehensile feet like those of chameleons, with arms that have evolved into large prismatic wings. The have flat faces with mouths filled with tiny needle-like teeth that are used to filter the water nymphs and other insects that they feed on. See Vol II: Classification and Taxonomy of Life.

<u>IMPERATOR</u>: Pol. Rnk. Royal title within <u>IMEAL</u>. It has been in use since 3355 RM, when the first Imperator, a <u>SHAPER</u> of considerable power, enslaved 3 neighbouring territories under his banner. He amassed a dedicated following of other shapers who became his governors, lieutenants and advisors, eventually outlawing the use of Firmamentism amongst the <u>INGRAM</u> classes as a means of oppression, which remains to this day.

New Imperators are elected from the ranks of present shapers upon the death of the current Imperator in a convoluted series of votes that are steeped in needless tradition and ceremony.

IMPERATOR TIZOPHON: Pol. Ancient ruler in present-day TULURKRYPH^(1.). The title is claimed by some rulers of the disparate peoples of the Tulurkryph^(2.), but it is largely unrecognised by others.

IMPERIAL ARCHIVES: Edu. Str. Major repository of knowledge belonging to the MINASTERIA OF ANNALS, beneath the BASTION OF STEEL in KHADON, capital city of KORACHAN. The structure is sprawling, with miles of corridors and subterranean repositories that stretch beyond the confines of the city above, with links to private vaults across the city, many of which have been forgotten by the MINASTERIA⁽¹⁾. Its deepest darkest reaches are said to link with the sewers of Khadon as well as deeper natural caverns, and scribes, driven mad by their work, have been known to get lost in the dark, never to be heard of again.

The Archives serve as the headquarters of the Minasteria of Annals, and contain all recorded IMPERIAL knowledge, with details ranging from census data, histories, calendar records, military dossiers, almanacs stretching back to the founding of the empire, ancient teachings, philosophical studies, poetry, scientific treatises, and much more. The Archives adhere to an archaic organizational system that intentionally hinders retrieval of information.

The positions of <u>ARCHIVIST</u> and <u>CURATOR</u> are hereditary, and generations have lived and died in the archives, with individuals rarely leaving the damp confines, outside of missions on behalf of the Minasteria. Rivalries and open hostilities exist between different families, which often proscribe to different tenets on how lore should be categorised and on what is deemed worthy of restoration and what should be discarded. Most of these archivists are pallid, with near-translucent skin and large eyes as a result of their many ancestors living in the same conditions.

IMPERIAL ARMY: Mil. Org. The army of the KORACHANI EMPIRE, based in the fortress of AGOSTAN in the south of the KORACHAN. The army is currently divided into 59 legions, each of which is led by a General, typically a patrician who studied at the IMPERIAL MILITARY ACADEMY before sending many years in the army. Above all the Generals is the WARMARSHALL OF THE LEGIONS, who is currently ABIGER KORIC.

IMPERIAL ATHENAEUM AND REPOSITORY: Edu. Str. Library, museum, and institute of higher learning, situated in the SUNTAN hills in the c west of NORTHERN SIMBARA. It was founded by the first Simaran empress Bellreava Prolgapea in 2823 RM as a place where knowledge and the arts could prosper, and it has been in constant use since then, added to and renovated throughout the years without marring its impressive pylon-like facade. It is home to many rare collections and also houses an exclusive college of SHAPING where a handful of competent candidates selected by the government every year further their studies, with an eye towards entering public service following their graduation.

IMPERIAL CALENDAR, the: see MACCABEAN CALENDAR.

IMPERIAL COLLEGE OF ATRAMENTISM: Edu. Str. Largest institution of higher learning related to ATRAMENTISM in the KORACHANI EMPIRE, based in the city of NEKODA, and all SPHERES are studied and taught here. Most shaping licences in Korachan are granted in Nekoda, and it has a reputation as being the centre of Atramental research in the HEARTLAND.

IMPERIAL COLLEGE OF FABRICATED INCEPTION: Ind. Sup. Org.

ATELIER and guild established by HOUSE SARCARN in the MHAROKKIN city of EBERUK in 732 RM, which orchestrated the first successful industrial-scale inception of HAEMONCULI in c. 740 RM the first, which garnered a lot of attention from other ateliers and fleshwrights across the KORACHANI EMPIRE, whose CLONERS rapidly reverse-engineered the process, allowing them to make their own versions of haemonculi that rapidly spread across the empire, paving the way for modern cloning techniques.

This eventually led to the period known as the <u>Chemisters' War</u>, in which the College clashed with other institutions as it attempted to safeguard its ownership of haemonculi designs. Over the next decades it sent agents across the <u>Inner Sea Region</u>, who infiltrated enemy ateliers, sabotaging them. This escalated into open conflict as gangs in the employ of various factions clashed with one another, first in the ateliers and manufactories, but eventually spilling into the streets of surrounding cities. A large street battle broke out in Eberuk in 818 RM, which led to the involvement of the <u>Iron Guard</u> and, eventually, <u>The Council of Seven</u>, who in 823 RM forced the various factions into an armistice and awarding the College of Fabricated Inception exclusive rights to issue licences to ateliers across the empire to manufacture haemonculi for 100-years.

The end of the Chemisters' War and the granting of these rights to the College propelled it to new heights, and by time its 100-year period of

exclusivity ended in 923 RM, it had grown into a mighty institution with ateliers and offices across the MNER SEA. Its controlling houses had grown incredibly rich and its members had access to the best facilities and equipment, as well as vast working libraries of knowledge, including the MEDICAL ARCHIVES in Eberuk. Its field agents, responsible for exploring ELYDEN in the search of new flora and fauna that were of interest to the College's pursuits, carried out expeditions across Elyden, and had a particular interest in the various tainted regions of KHARKHARADONTIS, particularly the FLAESCUS.

The College remained in Mharokk following the <u>SUNDERING OF THE EMPIRE</u>, as the nation remained under Korachani control, but increased conflict and political uncertainty saw the College eventually move north, to the Pelasgosi city of <u>TEREKON</u> in 3718 RM, where it remains to this day, though it has re-established various offices and ateliers in Mharokk since its return to Korachani control in 3930 RM.

IMPERIAL COLLEGE OF GOVERNANCE: Edu. Str. Finishing school for <u>PATRICIANS</u> located in the city of <u>TANTAL</u>, in the north of KORACHAN.

<u>IMPERIAL COLLEGE OF MEDICINE</u>: Edu. Med. Str. College of medicine and anatomy located in the city of <u>UMAHACHAN</u> in <u>LAASKHA</u>.

IMPERIAL DIWAN: see DIWAN, IMPERIAL.

IMPERIAL DOMAIN BANK: Com. Org. Major bank prevalent in the INNER SEA REGION, particularly within the KORACHANI EMPIRE. It emerged during a time of great expansion between c. 1200 – 1400 RM, when PATRICIAN HOUSES and the government alike were encouraged to expand their lands and found new settlements and industries, and the bank emerged as a conglomerate of Houses that bought and sold land at great profit, eventually becoming money lenders by c. 1520 RM, surviving to this day as one of the largest and wealthiest private enterprises in the Inner Sea Region.

Headed by Patrician House <u>VIGILIUS</u> and <u>ATTAR</u>, amongst others with more minor roles in operations, the Bank is based in the city of <u>KORACHAN</u>, though has branches in hundreds of imperial settlements, and offices in many foreign states, including <u>KETESH</u>⁽²⁾, <u>TETHRA</u>, the city of <u>ALMAGEST</u> and various cities in the <u>LOW-EMPIRE</u> of <u>SARASTRO</u>. It is in league with the <u>THREE CHURCHES OF THE UNDYING MACHINE</u>, acting as brokers to its members and private businesses, of which little is known to outsiders. It also holds much of the wealth of the Korachani empire, funding many of its wars and crusades.

Currently headed by the <u>HALFBLOOD</u> <u>OPHEIASE DISI</u>, the bank is known for its strict adherence to the law, its harsh interest rates, and its debt collectors and revenue agents, who are notorious across the cities of the Inner Sea Region.

IMPERIAL INVITATIONAL: Gam. Yearly tournament of the popular KU'KU NAL that takes place in the IMPERIAL KU'KU NAL ARENA in ARGEA, SARASTRO. As an invitational, it takes winners from ongoing tournaments from across the LOW-EMPIRE, and pits them against each other in the largest arena in all of Sarastro over a two-day tournament that traditionally takes place around the Spring Equinox festivals.

IMPERIAL KU'KU NAL ARENA: Str. Gam. Large arena located in the city of ARGEA in SARASTRO. It is the premier venue where matches of KU'KU NAL take place, and is the home of the IMPERIAL INVITATIONAL, where winners from ongoing tournaments from across the LOW-EMPIRE compete.

The arena seats some 100,000 bodies and is purposefully constructed to echo ancient arenas, though it has many hidden features, including subterranean training halls, personal chambers for all competitors, various food halls, baths, gymnasiums, and temples.

<u>IMPERIAL LIBRARY</u>: 1. *Edu. Str.* Large library in <u>AGLAIA</u>⁽²⁾, <u>AZAZEM</u>. The library is known as the resting place of the so-called <u>METAL LIBRARY</u> OF VITTIVAS.

2. Edu. Str. Large private library within the <u>STEEL BASTION</u> complex in <u>KHADON</u>, <u>KORACHAN</u>. It includes records of steel legionnaire inceptions going back many centuries, as well as death records of legionnaires in battle. It also has a large repository of books acquired through war and conflict. Some date back over 2000 years, and many of them are kept under lock and key.

<u>IMPERIAL MILE</u>: also 'Korachani Mile'. Standardised unit of measurement in the <u>KORACHANI EMPIRE</u> and its dependencies.

IMPERIAL MILITARY ACADEMY, the: Edu. Str. Boarding school and college within the fortress of AGOSTAN in the south of KORACHAN, where KORACHANI nobility is educated and groomed for future placements within the upper echelons of the Imperial military.

IMPERIAL MUSEUM OF ARCHEOLOGY: Edu. Str. Museum of archaeology in KHADON, KORACHAN.

IMPERIAL OPERA HOUSE: Str. Soc. Mus. Home to the PARTHISAN PHILHARMONIC ORCHESTRA in TETHRA, the Imperial Opera House was a marvel of PARTHISAN architecture and a hub of the arts and culture in the capital. It was bombed in 3999 RM in a terrorist attack that was claimed by the SABLED SUN, killing 37 and severely injuring hundreds more, destroying its main stage and led to half the structure collapsing. It was demolished following this and is currently being rebuilt.

<u>IMPERIAL POSTAL OPERATIONS</u>: Soc. The postal system of the <u>KORACHANI EMPIRE</u>, which is overseen by the <u>MINASTERIA OF COMMUNICATIONS</u>.

IMPERIAL THEATRE OF PENUMBRAL ARTS: Soc. Str. Large theatre and performing arts company based the city of KORACHAN, in KORACHAN. It is named after the region in KHARKHARADONTIS immediately surrounding the BLACK FOUNTAIN, and most of its performers are ATRAMENTISTS of varying degree, SHAPING during their performances, which attract audiences from across the empire.

IMPERIAL WAR ROOMS: Mil. Str. Series of subterranean bunkers in the city of KORACHAN in KORACHAN. The bunkers take the form of dedicated complexes with dorms, kitchens, barracks', and planning rooms that are all linked by a system of tunnels, with water pumps and air circulators.

The War Rooms are home of $\underline{\text{KORACHANI}}$ military intelligence, and it is believed that there are tunnels that lead directly to the city's docks as well as bastions far from the city itself

The War Rooms are famed for their command hall – a cavernous hall filled with a large-scale model of the <u>INNER SEA REGION</u>, and floor-to-ceiling maps of <u>ELYDEN</u> and other strategic regions. Bays of <u>TELEGRAPH</u> operators and <u>CLAIRVOYANTS</u> and <u>CLAIRAUDIANTS</u> work constantly, gathering information from operatives in the field, passing on information to serfs who update the maps and boards based on this new intelligence.

For security reasons those who work in the War Rooms spend their lives in the bunkers, never leaving the confines of their subterranean homes, and all use of telegraphy and SHAPING is heavily regulated and monitored to disparage abuse.

<u>IMPERIARCH</u>: Pol. Rnk. Title of the ruler of the Autocracy of <u>PHYRR</u>, <u>HEDRAL IDRAVAYN</u>.

IMPERIARCH, CULT OF THE: Rel. Mys. Tec. Org. Perverse cult of personality in PHYRR, in which its nobility and upper classes worship the IMPERIARCH as a living deity, whose obsession with augmenting their body with TECHNARCANE ORTHOSES is something to be worshipped as divine and emulated.

The cults' roots lie in a mystery cult that emerged in the city of KHIRITT in c. 3500 RM. It slowly grew more and more pervasive until most of the Technarchs and nobles were venerating the Imperiarch (whose body was less extreme at the time, with remnants of their mortality still visible). The cult spread over the next centuries, eventually becoming the main religion in Phyrr. The lower classes and slaves also worship the Imperiarch though they cannot afford to modify their bodies with technarcane orthoses. Some amputate their limbs as a sign of their devotion, replacing them with mundane orthoses instead. See Vol IV: Religions and Cults.

IMPERIUM REX: Art. Pol. Large mural located on the inside of a loggia within the primary greeting vestibule of the BASTION OF STEEL. It is a figurative painting whose figures are symbolic of various nations around the INNER SEA. The central figure is a powerful woman of regal bearing in a classical helmet and robes, representing KORACHAN. She is surrounded by an entourage of smaller figures, all bowing slightly in deference to her – the SEVEN NATIONS of the Inner Sea. Facing them are caricatured figures representing foreign states and nations, all with a defect or imperfection of some sort – the enemies of KORACHAN.

The mural is in a chiaroscuro style and was originally painted in 995 RM by an unknown artist, though it has been repainted and restored various times in history.

<u>HELIOGRAPHS</u> or portraits of diplomats, ambassadors or archpatricians are often taken in front of the mural, and as a result it has become infamous in political circles across <u>ELYDEN</u>, where it now associated it with the leadership of the nation and <u>THE COUNCIL OF SEVEN</u>.

<u>IMPONDERA</u>: Set. Major city in the tribe of <u>ILLPHAGOS</u>, in the west of <u>MULCIBER</u>, in the western-face of the <u>GROWING MOUNTAINS</u>. It is home to an <u>ATRAMENTAL</u> college, where <u>SHAPERS</u> train to study and nullify the <u>ATRAMENTALLY TAINTED</u> region of <u>ENNUPHES</u> (Pop. c. 96,500).

<u>IMPRESSMENT</u>: also 'press-ganging'. Soc. The taking of men and women into military or religious service against their will. The practice is most common in the <u>HIGH-EMPIRE OF KORACHAN</u>, <u>REFORMED EMPIRE OF SARASTRO</u>, <u>SOCIALIST REPUBLIC OF ALMAGEST</u>, and the <u>SECULAR REPUBLIC OF PARTHIS</u>, as well as other nations across <u>ELYDEN</u>.

The <u>KORACHANI</u> military and navy, as well as the <u>CHURCH OF THE UNDYING MACHINE</u>, are known to 'press-gang' individuals who are unable to present their <u>PASSPORTS</u> as proof of freedom. The Church would place such impressed men and women into the <u>SHADOW MARCHES</u> as forced pilgrims, designed to make up the numbers of pilgrims to the holy land in <u>KHARKHARADONTIS</u>. The army and navy would take impressed men and force them into <u>SLAVE</u> regiments for use as cannon fodder and other dangerous tasks.

Though the law within the Korachani empire is meticulous in the applicable manner of press-ganging, and the eligible targets for impressment, enforcement is lax and gangers are typically free to work as they please so long as they are targeting acceptable individuals – convicts, the homeless, and others who are living outside of the bounds of imperial culture. By law, escaped slaves are still the property of their owners, and should be returned if found. A ganger found in possession of an owned slave may face criminal charges, making them poor targets. CITIZENS who are unable to prove their freedom are fair game, and make up the highest volume of impressed individuals, many of them unjustly-so.

Once impressed, it is near impossible for an individual to secure release, even if they were FREEMEN, unless an influential individual can speak up on their behalf.

The Church of the Undying Machine has increased the numbers of press-gangers in its employ over the past years, in a bid to bolster the ranks of the Shadow Marches, in the hopes of attracting more individuals to its cause. Many <u>PATRICIANS</u> and magnates claim that the Church has been preying on their helots, and, receiving little aid from the empire, are organising raids on pilgrimages to regain their lost workers. They care little whether the pilgrims they take are honest freemen or impressed workers, so long as their workers' numbers are restored.

<u>IMPRIMALA</u>: Mil. Str. Major coastal fortress in the north east of <u>BANT</u>, overlooking the <u>SEA OF KURKAL</u>. It was originally a <u>KORACHANI</u> colony, found fortified to aid in the defence of the coastline against chorsairs and pirates. It remains a fortress to this day and is a base to naval forces.

IMPRINT: also 'Residual Dreams', 'Residual Memories', and 'Residual Thoughts'.
Mys. A common phenomenon amongst SHAPERS whose acts of shaping intrude on the thoughts or dreams of others. After completing such an act of shaping, after losing FOCUS^(1,2), the memories, thoughts, or dreams that they were seeing or interacting with will linger in their mind for a few moments superimposed over their material sight. This usually fades after seconds or minutes, taking longer the more intense the act of shaping was. This can leave the shaper somewhat disoriented for a while.
See Vol IV: the Materia Omna.

<u>IMRARKHAL</u>: Geo. Plateau to the south east of <u>KHULL</u>, forming part of the border south east with the <u>VESPERTINE LEAGUE</u>.

<u>IMRARKAL</u>: Set. City in the north west of <u>NÁRTHEL</u> along the course of the river <u>LOBKIR</u>, just preceding the delta. It is known for its harbour that exports vast volumes of narcotics (opiates and umbra) across <u>THE INNER</u> <u>SEA</u> (Pop. c. 17,000).

<u>IMRUH</u>: Set. Major coastal city in the south west of <u>GYZHA</u>. The city is a major influence in the <u>SEA OF DAZHAT</u>, and its satellite towns are major sources of <u>LODESTONE</u> and other <u>FIRMAMENTALLY</u>-reactive ores. As a result, the city's Firmamental tradition is stronger than in others in both

Gyzha and neighbouring nations. It is also famed for its large shipyards (Pop. c. 140,000).

IMUET: Set. Small city in the south of BANT (Pop. c. 14,300).

<u>IMYRI</u>: Set. Large walled city in the west of the <u>SOLEYN TERRITORIES</u>. It is known for its large number of satellite settlements that stretch around it for around 100-miles. It is the nucleus of a large trading area shared between those settlements, and acts as a capital of sorts to them.

The city is known as the birthplace and hub of the <u>NOAMAS</u> pariahs – wandering merchants who travel across the Soleyn Territories, <u>SUOR</u>, <u>MULCIBER</u> and elsewhere in the north east of <u>SAMMAEA</u> and subscribe to the <u>KWEI</u> philosophy. It is home to the <u>KWEI TABLETS</u>, discovered in caves in the northern face of the <u>ETHITUL</u> Mountains in c. 2200 RM (Pop. c. 150,000).

IMYRI TRADE-ZONE: Com. Zone of economic influence around 100-miles around the IMYRI in the south west of the SOLEYN TERRITORIES. Settlements in this area have a close-knit trade network, with many of the smaller settlements having little contract outside the trade-zone. Imyri acts as a nucleus to all this trade, exporting it and trading it with Soleyni cities outside the trade-zone.

INA: Set. Coastal city in the south east of ETUL (Pop. c. 75,000).

<u>INAATH</u>: *Geo.* Dry prairies dominating the south east of <u>SARAGOS</u>. The waning of the <u>IAPETAN SEA</u> has seen the plains increasing in size and becoming dryer, leading to the waning of some settlements in the area. It is thought that this desertification will continue for some time.

INACHA: Lak. Lake in the far north of LYRIDIA.

<u>INAKHADA</u>: Set. Small coastal city on the north west of the island of <u>IREN</u>

<u>BARA</u> in the north of the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u>(Pop. c. 14,200).

 $\underline{INAMMUTA}$: Set. Fortified city in the far south east of $\underline{CISNERIA}$ (Pop. c. 41,800).

<u>INARAK</u>: *Geo.* Island off the north western coast of <u>SAMMAEA</u>, west of the SANTOREAN Mountains.

<u>INARIRN</u>: *Mil. Str.* Major fortress in the east of <u>CISNERIA</u>, overlooking contested lands.

<u>INAS RETH</u>: Set. Small city in the south west of <u>ALAM BETHYL</u>, in the territory of <u>BOTHUAR</u>^(1.) (Pop. c. 8,000).

<u>INATA</u>: Set. Small coastal city in the far north west of the <u>TEMPLAR STATES</u>. It has a small harbour and is known for its oyster farms (Pop. c. 12,800).

<u>INATEN</u>: Set. City in the c south west of <u>ETUL</u>. It forms a part of the <u>VALARI ROAD</u> trade route and is known for its large amphitheatre-like market that is hewn from the foothills of the <u>SABBARAN</u> Mountains (Pop. c. 52,000).

<u>INATTA HORHAU</u>: Int. Myt. Rui. Arc. Decayed twisted monument in the wildernesses in the east of <u>GNOTH</u>. The monument is sprawling, covering an area of around 250-miles, with no discernible form or function. Its true form is difficult to describe, and it's more easily said to be amorphous, with twisting tunnels and windows that look upon nothing, and grotesque bifurcating towers, and angles that defy mortal comprehension. It is attributed to the <u>DEMIURGE RYHASSHARAUCH</u>, who, though stillborn, was known to have 'shaped' various nonsense effigies in his nightmare-laced torpor, of which this is possibly the largest, if not most well-known, example.

Those approaching the *Inatta Horhau* are said to get a dull headache, and even looking at it has been recorded to induce nosebleeds. To sleep under its influence is to invite senseless nightmares that may offer a glimpse into the darkness that was the life of Ryhassharauch.

<u>INBET</u>: *Mil. Str.* Fortress in <u>KHAMID</u>, to the south of the <u>SEA OF IANA</u>, west of the capital of <u>IAHNEF</u>. Together with fort Inbet, it guards entrance into the bay.

INCARCERATION: see PRISON.

<u>INCENDIARIF</u>: Nou. 'Incendear'. Plr. 'Incendiariin'. Also 'pyrokineticisr'. Sup. Org. Mil. Rnk. An order of <u>SHAPERS</u> in the <u>KORACHANI EMPIRE</u>, whose <u>MINASTERIA</u>^(2.) is based in the city of <u>ORMES</u> in the far north west of <u>PELASGOS</u>. They are <u>ATRAMENTAL</u> shapers whose <u>SPHERE</u> allows them to manipulate fire, smoke, and combustion.

Though many believe they can create fire from nothing, the vast majority are only able to manipulate existing fire or combustion. At best, most such shapers can trigger a spark to ignite kindling or other flammable materials that are already present.

Theirs is an important Minasteria and individual *Incendiariin* can cover a wide range of roles and jobs, including serving as firefighters, using their powers to stymie flames, stopping them from spreading. Others find their way in the military, working as saboteurs, engineers, sappers, and artillerists, all of which use their <u>Atramental</u> skill indirectly, often married with weapons and machinery. Rarer are individuals who are able to shape explosions and conflagrations, who are inducted into the military forces as elite, highly-regarded, living artillery.

Those without the stomach for battle (or who have retired from the armed forces) might turn to entertainment, using their skills to control smoke, creating pyrotechnic displays in the entertainment industry. Many *Incendiariin* find work in the manifold manufactories across the empire, working close with forges and foundries, as well as chemical plants, where their control of fire and heat is a much-needed asset in regulating temperatures. Many find work on ships and landships, using their abilities to help coal burn with a greater intensity, making less fuel last longer.

Their role is dangerous and many *Incendiariin* are scarred from their close brushes with flames and explosions over the years. See Vol IV: Spheres and types of Shaping.

<u>INCEPTION</u>: Med. Tec. In the creation of <u>CLONES</u> and other <u>ARTIFICIALLY-BORN</u> creatures such as <u>UMBRANS</u>, inception is used to denote the moment in which the <u>VAT-BORN</u> creature is 'born'

<u>INCHION</u>: m. *His. Pol. Per.* (D. 8 RM) The last ruler of the pre-imperial city <u>KORACHAN</u> — one of the <u>SEVEN CITY-STATES</u> of the <u>KORACHANI PENINSULA</u>. He is remembered now for having presented the <u>ARCHPOTENTATE MALICHAR</u> with his <u>SCEPTRE</u> following the latter's unification of the peninsula in 0 RM. The sceptre eventually became a symbol of office to the Archpotentate.

INCHION, SCEPTRE OF: Pol. Obj. Historical object once wielded by the king of pre-imperial KORACHAN – one of the SEVEN CITY-STATES of the KORACHANI PENINSULA. The last king, INCHION, is remembered as having presenting the sceptre to a victorious mortal MALICHAR following his victory and unification of the city-states. It remained as a powerful symbol of Malichar's victories but he never wielded it personally until after his rebirth as an OTHERWORLDER and his return to KHADON in 331 RM. The moment when it was handed over to the Archpotentate was immortalised in the statues known as ST. MALICHAR RELINQUISHED.

<u>INCIOS</u>: 1. Sea. Narrow bay in the far north west of <u>TISARA</u>, forming the south westernmost part of the <u>SEA OF IALCUS</u>.

2. See. Small city in the far north west of $\overline{\text{TISARA}}$, overlooking the Bay of $\overline{\text{INCIOS}}^{(1)}$. Its main industry is fishing (Pop. c. 16,000).

INCORRUPTIBLES, the: Rel. Rnk. Lan. Common name given to those CENOBITES who return from their sojourns in ATRAMENTALLY TAINTED lands bereft of physical corruption. They are thought to be blessed by the UNDYING MACHINE with a power over the ATRAMENTA that few can match. They become celebrities within the CHURCH OF THE UNDYING MACHINE, with many being elevated to the status of living saint. Others go on to wield great political power quite different to anything else in KORACHAN, often becoming powerful demagogues and puppets of the church as well as the ARÂTHUAHI ORDER.

They are similar to the <u>UNTOUCHABLES</u>, with the only difference being that the latter becomes a cenobite only after learning that they can withstand the effects of the Atramenta.

INCUBA: Set. Independent fortified settlement in ETUA, on the north western edge of the <u>DREAMSCAPE</u> of <u>SOMNIAL</u>. Its location means that its inhabitants have a unique understanding of the dreamscape and its effects, and its scholars are experts on the subject and are sought out from far and wide (Pop. c. 10,000).

INCUBUS: see ONEIROI.

INCULCATOR: Rnk. Soc. Rnk. A menial rank in the KORACHANI EMPIRE amongst DEMIURNES. Inculcators are responsible for the introduction of UMBRA into the body, as well as the maintenance of OCCULSIONS and the body after such introductions. They work closely with BIOMECHANISTS and CHIRURGEONS.

INCUNABULIST: Edu. Soc. Rnk. Lore-collectors in THE SURRACH. They are jacks of all trades who travel throughout the Surrach, bringing with them recent new and lore, repairing objects, trading for exotic items, healing those in need and so-on. They are usually accomplished navigators and trackers, and tend to be accomplished individuals – which is needed to travel along in the hinterlands of the Surrach. They are commonly seen as larger-than-life characters and most people respect them for the lives they live.

INDAAR: Soc. Pol. Tribe in the c north east of MULCIBER, in the GROWING MOUNTAINS, in the north east of SAMMAEA. The northern-most expanse of the BOLILOT PEAKS form its western border, and the terrain levels out to the east, forming a shallow valley through which the seasonal river BANDUGH flows east into ANUBIA. The people of Indaar worship MYTHOLITHS that are carried on the back of INDRIKS, and NEPHTHALONT is seen as a prophet, heralding their discovery.

<u>IND, LIBRARY OF</u>: Edu. Str. Lighthouse and library overlooking the <u>SEA OF KALAUN</u> in <u>VENTHIR</u>. Its library contains books and antiquities from across the <u>ARID TRIPTYCH</u> region, including some <u>SAOSTANAN</u> and <u>VENATHI</u> treasures, and what is rumoured to be an inert <u>GODSTONE</u>.

Tales suggest this relic was once a conduit between the <u>MATERIAL PLANE</u> and the <u>OTHERWORLD</u> and that it may yet bear the vestige of a an ancient <u>DEMIURGE'S</u> power.

<u>INDAG</u>: Arc. His. Large monolith in the far south east of <u>THE OLD FOREST</u>, 190-miles north of <u>RHAMIA</u>. The monolith dates back to a primeval age, its incorruptible carvings believed to be the work of the <u>DEMIURGES</u> during the <u>SHAPING OF CREATION</u>.

<u>INDAGATRIX</u>: Oth. A type of <u>HALFBLOOD</u> <u>HOUSE</u> known, whose members are known for their investigative natures. See Vol II: Classification and Taxonomy of Life.

<u>INDAYA</u>: Set. Small city in the east of <u>KREM</u>, in the far east of the <u>BERASSIM BASIN</u> (Pop. c. 16,500).

<u>INDEFATIGABLE</u>, the: War. Vch. A <u>KORACHANI</u> frigate that played a pivotal role in the <u>BA'AKHI WAR FOR INDEPENDENCE</u>, directly leading to the involvement of the Korachani empire and the start of the <u>WAR OF SUNDERING</u>.

The ship was captured and commandeered by <u>BA'AKHI</u> dissidents on the 8th of <u>RACHALEN</u> 3704 RM, who manoeuvred it into <u>SARASTROAN</u> waters in the <u>DAARKEN GULF</u> under the cover of fog. The Sarastroan fleet saw the aggressive movements of *the Indefatigable* and warned it turn back. The stolen ship answered by opening fire on the Sarastroan forces, leading to an engagement that saw true Korachani ships (still unaware of *the Indefatigable's* capture) enter the fray, leading to a massacre in which many Korachani and Sarastroan ships were damaged and destroyed, with hundreds dead and injured.

The actions in that encounter led to Korachan directly entering the war as an enemy of Sarastro, ending only with the signing of the <u>SARASTROAN TREATY</u> the next year, which led to the <u>SUNDERING OF</u> THE EMPIRE.

<u>INDENTURED SERVITUDE</u>: Soc. Law. Pre-determined temporary <u>ENSLAVEMENT</u> as a form of payment against a service, or, more commonly, a loan. It is a common practice in the <u>HIGH-EMPIRE OF KORACHAN</u>, the <u>REFORMED EMPIRE OF SARASTRO</u>, and the <u>SOCIALIST REPUBLIC OF ALMAGEST</u>.

The period of indenture varies based on the service or loan provided and, in some cases might see a young person grow into a spouse or a parent, all the while still an indentured worker.

The practice is most common amongst those who have recently purchased their <u>FREEDOM</u> from being a <u>HELOT</u>. Many find themselves unable to adjust to the change in their lives and, desperate, seek out indenturees to lend them money to help them settle down. The indenturees are typically <u>PATRICIANS</u> or money-lenders from the middle-classes who have made a business of offering this service to new freemen.

Individuals or families can also find themselves indentured in return for passage to new colonies, after which they work for a set time on the indenturees properties or loaned out to third parties.

Indentured servitude is typically seen as exploitative of those with no other choice, though indentured workers are usually treated better than other slaves and even helots in some cases, though indenturees have a

reputation for being petty and deceitful, often tricking indentured workers into working longer than the original agreement, which is legally binding, but which powerless individuals are unlikely to contest.

INDERA AHAM SOLTA: (B. 2034 - D. 3126 RM) Mys. Sup. KREMI SHAPER and ANIMIST who in c. 2080 RM penned the MEGILLAR SCROLLS during many sessions of automatic writing, whilst ASTRALLY PROJECTING in the OTHERWORLD, where their words were imparted to her by a choir of spirits. The scrolls became the bases for the philosophy that became known as the WAY OF MEGILLAR, which became a guide for living a good life, and remains an important and pervasive part of culture in Krem to this day.

INDERACHAN: 1. Pol. His. Failed KORACHANI colony that was established in 2684 RM along the EHRENISIAN COAST in the north western coast of SAMMAEA, to the south west of the SEA OF ORRIDA. It followed in the wake of the EHRENISIAN CRUSADES that took place in the same area between 2534 – c. 2590 RM, though was unable to establish a stronghold. Following decades of native retaliation and, eventually, attack from PARTHIS, efforts at establishing the colony were abandoned in c. 2810 RM. The principal city of Inderachan^(2.) and the SHRINE OF THE SHADOW TRIUMPHANT survived the colonisation attempt, with most other colonists' settlements either destroyed, reclaimed by nature, or resettled by natives or followers of the TEMPLAR KNIGHTS^(2.).

2. Ser. Major city in the north west of the <u>TEMPLAR STATES</u>, and home of the CHURCH OF THE SHADOW TRIUMPHANT since its formation.

It emerged in c. 2595 RM as a small village surrounding the Shrine OF The Shadow Triumphant, which was erected a few years earlier by Templar Knights⁽¹⁾ during the Ehrenisian Crusades. Though the Crusade ended in c. 2590 RM, Templar knights willingly stayed behind to guard the temple. Most people of Inderachan, which by then had become a burgeoning fortified town, remained also, as did volunteers from the Church of the Undying Machine.

Years later, when the KORACHANI EMPIRE rekindled its interest in the region and began colonising the EHRENISIAN COAST, they discovered that Inderachan had continued to flourish under the aegis of the Templar knights(2.). A new fortified port was established in the city, which became the gateway for imperial settlers to move into SAMMAEA for many years to come, but KHULLAN natives were vehement in the defence of their lands and continued to harass settlers at every step. This, coupled with a long war with PARTHIS over SOULSTONES in the TRISKETHIAN DOMAINS, led to the colonising efforts being abandoned by c. 2810 RM. A small contingent of Templar knights stayed behind to protect the Shrine of the Shadow Triumphant following the signing of a treaty with the KHULLAN INQUISITION in 2809 RM that safeguarded their presence there under the conditions that they did not take offensive actions against surrounding areas and severed ties with Korachan. By c. 2815 RM Inderachan was the only foreign presence in the region, with most other colonists' settlements either destroyed, reclaimed by nature, or resettled by natives or followers of the Templar knights^(2.).

Following this, Inderachan became the centre of worship of the <u>UNDYING MACHINE</u> in the region, as well as the primary stronghold of the Templar knights⁽²⁾, from where their teachings would eventually spread to surrounding lands. During this time, Inderachan became a centre for itinerant monks who travelled across the Ehrenisian Coast, further spreading word of the Undying Machine amongst natives, including the <u>SAN</u> nomads. This allowed the Templar knights' influence to also spread across what would by 3402 RM become known as the Templar States.

Inderachan served as capital of the Templar States for many years, until the eventual absorption of the Triskethian Domains in 3746 RM led to the capital being moved to <u>OBYRYTH</u> in 3782 RM, though Inderachan remains both religiously and politically important to this day (Pop. c. 218,400).

INDERACHAN, COUNCIL OF: Pol His. Council that took place in 3402 RM in the north west of <u>SAMMAEA</u>, in which the status of the <u>TEMPLAR STATES</u> as a singular recognised political entity was ratified by its neighbours <u>KHULL</u> and <u>KARGAMA</u>.

<u>INDERACHAN</u>, <u>MUMMY OF</u>: *Int. Obj. Per.* An incorruptible mummy kept in the catacombs of <u>ISHAR</u> in the city of <u>INDERACHAN</u> in the

TEMPLAR STATES, whose eyes have been observed to blink (or slowly open and close, always returning to their natural closed state). First documented in 3471 RM this has been corroborated dozens of times since then. Today the mummy is regarded as miraculous by the <u>Church of The Shadow Triumphant</u>, and attracts many pilgrims from across the Templar States.

<u>INDEX</u>, the: Pol. Soc. Law. List kept by the <u>KORACHANI</u> government of personages who are considered to be of interest or threat to the empire, from influential <u>PATRICIANS</u> to <u>BASILEANS</u> and other powerful <u>SHAPERS</u> or well-connected merchant-lords.

The <u>SANCTIFIED ORDERS OF THE INQUISITION</u>, as well as the <u>CHURCH OF THE UNDYING MACHINE</u>, and the <u>ORDER OF LICTORS</u>, amongst other imperial institutions, all have access to the Index, and keep a close watch over many of the people included in the list.

INDIRILL: Sca. Bay in the c of MENISCEA, along the border between the far south of IMEAL and the north west of SHAZGIN, and dividing WESTERN LARISH in two, and it forms the north western-most reaches of the SEA OF LARISH⁽¹⁾. Lowering sea levels are threatening to cut the bay off from the larger body of water. Engineering works carried out by Larishi workers have been deepening the strait linking the bay to the sea, though many claim it is simply a matter of time until the bay becomes a lake.

<u>INDOR</u>: Mil. Str. Fortress in the east of <u>ACHERA</u>, guarding the pass across far western <u>CHACTHORNYS</u> Mountains.

<u>INDRA</u>: Soc. His. Art. Large bas-relief carving covering a cliff-face in the region of <u>ABYDDOS</u>, in the north east of <u>RHINOCOLOURA</u>, believed to be a remnant of the ancient <u>AIKLAH</u> culture that was thought to have existed in the region thousands of years ago.

INDRIK: 1. Fau. Large THEROPS and distant relative of the monocerous, resembling a massive, bulky horse. They stand around 15-ft. tall at the shoulder and live in family groups of c. 4-7 adults and young, spending most of their days eating. They were once common throughout LLACHATUL, though remain now mostly in AHRISHEN, MALAN, southern of GNOTH, and THE HARÉSHK, as well as the west of TETHYSIA and in the hinterlands between nations. Similar creatures have been spotted by explorers in SAMMAEA and KHARKHARADONTIS, though most are ATRAMENTALLY-CORRUPTED, with individuals bearing distinct features making identification impossible. See Vol II: Classification and Taxonomy of Life.

2. Ast. Con Constellation in the $\underline{\text{NORTHERN HEMISPHERE}}$. See Vol. Constellations.

<u>INDROR</u>: Set. Settlement in the south west of the <u>PARTHISAN</u> colony of <u>ABDAKROS</u>^(1.) on the island of <u>IRUGNA</u>^(1.). Its main industry is copper mining (Pop. c. 6,200).

<u>INDROT</u>: Rvr. River in the <u>HENDECARCHY</u> of <u>AONIA</u> in the west of <u>MALAN</u>. It flows north for around 300-miles from sources in the <u>EGLAENT</u> Mountains, before meeting its parent, the river <u>ARILLIEN</u>.

<u>INDUA</u>: Set. Settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>CARIA</u>⁽⁴⁾. The settlement was once coastal, though the retreat of <u>ELYDEN'S</u> seas, have left it much diminished, its harbours landlocked. These have since been converted into caravan yards (Pop. c. 4,500).

<u>INDUSTRY</u>: also 'Kingdom'. Pol. Geo. Name given to each of the seven territories of <u>RAONGEN</u>^(2.). They are commonly known as kingdoms outside of the empire, though the term is considered incorrect by Raongeni nobility, and those who use kingdom usually do so out of obstinance or a need to belittle.

Named after the manufactories and industries that each of the territories controls, the Industries each have their own distinctive character, shaped by the prevalent industry and resources in each.

The seven Industries are: $\underline{PRAESHENG}^{(l.)}$ in the far south west, $\underline{TAERIN}^{(l.)}$ in the south west, $\underline{IRICORA}^{(l.)}$ in the south, $\underline{YASH\ UYUN}^{(2.)}$ in the east, \underline{TAHUON} in the west, $\underline{SEPTENTRIA}^{(l.)}$ in the north, and $\underline{HEMAYANA}$ in the east.

The capital city, <u>GAVADA</u>, and its environs exist outside of these seven Industries and fall under the direct control of the <u>EMPEROR-FACTOTUM</u>, serving as the administrative centre of the empire.

<u>INFERNAL REST, the</u>: *Rel. Mys.* In the teachings of the <u>THREE CHURCHES</u>

<u>OF THE UNDYING MACHINE</u>, the Infernal Rest is a part of the <u>WAKELESS</u>

<u>SLEEP</u> designed to punish the <u>SOULS</u> of those who did not live selfless lives of obedience to their masters and the <u>MACHINE</u> until the <u>RUINATION</u>.

The writings of the <u>SCRIPTURE OF SHADOW</u> teach that a soul may, after enough time has been spent in atonement, migrate from the Infernal Rest to the <u>CELESTIAL REST</u>, where worthy souls dwell.

INFERNAL REST, GATEWAY TO THE: also 'the Gateway'. Int. Leg. Geo. Arc. Legends in eastern KORACHAN maintain that the expansive sewer system beneath the industrial metropolis of ZEPHANICHAN leads to ancient catacombs and vaults predating even the rise of the KORACHANI EMPIRE, which in turn connect to natural hollows and caverns that descend deep into the heart of ELYDEN, serving as a portal to the endless suffering of the INFERNAL REST.

People enter the sewers, some escaping capture or retribution, others just to leave the chaos of the surface behind. Others seek the rush of dark discovery, exploring cavernous sewer chambers and tunnels, hoping to encounter something supranatural. Some succeed and are never seen again. Disappearances are common and rarely investigated by the IRON GUARD - the people know the dangers of exploring these ancient tunnels and know not to escape help. Occasionally the idiot child of an influential PATRICIAN goes missing, forcing the Iron Guard to investigate, finding entire communities of the destitute and forgotten - all manner of mortal peoples mingling with other baser creatures in the cold and dark. They speak of endless corridors, some that change orientation and length, with new chambers discovered on a regular basis, at times in areas that were believed to have been well-documented. Some are rotten and filled with the decay of centuries, while others appear unrealistically clean. Vertical pits and shafts led to yet deeper levels of this underworld, where stranger phenomena take hold - rain in completely enclosed chambers, strange screams and braying in otherwise empty regions, and worse.

Some scholars believe that the tunnels in fact reach into an unresearched expanse of the PRISON CARCERI, though there have been scant few expeditions into the Gateway, so this is unknown. Various Patricians and august institutions formed a consortium in 4004 RM that intends to explore the Gateway fully, and plans on hiring those who live there as guides.

<u>INGALAT</u>: Sea. Enclosed sea in the north of <u>MENISCEA</u>, dividing the nation of <u>THANO</u> into two distinct territories – <u>WESTERN</u> and <u>EASTERN</u> <u>THANO</u>. It extends south into <u>CEHOPHELA</u> and sees many major sea trade routes cross it, linking disparate regions together.

<u>INGASAR</u>: Set. Small city in the south east of <u>ZHARIAH</u>^(2.). Its main industry is the cultivation of cotton plants and the production cotton fabrics. It is one of the major cities involved in the production of cotton in the region, with distant farmlands all loyal to it and providing it with cotton for its mills (Pop. c. 17,500).

<u>INGES</u>: Lak. Lake in the c south of the nation of <u>IMELKOT</u>, in the north western foothills of the <u>MENEFIR</u> Mountains

<u>INGHULL</u>: His. Ntn. Historic nation in the north west of <u>SAMMAEA</u>, from which the extant nation of <u>KHULL</u> would later emerge.

It was one of five distinct political and cultural regions that emerged from the collapse of the Therashian Empire in 902 RM. The north eastern-most of these territories, Inghull became a refuge to the OPENSTEMIC ESOTERY, some of whose members would become political advisors known as SUPHETS.

Inghull suffered from a series of devastating dry seasons that culminated in the collapse of the government in c. 1110 RM. In 1124 RM the warlord <u>ASIPHYAL</u> was able to muster a strong semi-professional militia from around <u>ALTHITA</u> and was able to make travel safe, eventually uniting the land, becoming the first king of Inghull in 1131 RM with the support of the <u>AELORAN CHURCH</u>, which legitimised his claim.

The suphets, through the Epistemic Order, established libraries within their monasteries across Inghull, which they filled with the spoils of their travels across <u>ELYDEN</u>. The suphets began to grow in influence during this period, gaining more clout than the monarch and weakening the church. Upon his coronation in 1263 RM king <u>ASIPHYAL III</u> restored a degree of power to the church and stripped the suphets and the Order of Epistemic Esotery of their influence. Within decades, the Esoteric Order began to falter in Inghull as it had decades earlier in the rest of <u>OLD THERASH</u>, and with it so too did the suphets, who had become propagandists for the king.

The <u>EHRENISIAN COAST</u> was invaded by the <u>KNIGHTS OF ST. MALICHAR</u> in 1434 RM, who were defeated by a combined effort from the various nations of the area, including the <u>VESPERI BERSERKER-MAGES</u>, who sacrificed themselves to repel the invaders. Taking advantage of the instability caused by the war, the suphets began to once more conspire against the crown and by the end of the war the king is their puppet and the Aeloran Church is once more ostracised, giving them and the Epistemic Order full power over Inghull. This period reaches its crux when, after centuries of study, scholars of the Order manage to translate an ancient <u>ATRAMENTAL TREATISE</u>, through which they were able to become powerful <u>ATRAMENTISTS</u>.

In 1473 RM a small group of suphets publicly declared their find, and in 1521 RM they established a new government in Inghull, known as the SOPHIC CONCLAVE, which was made up of a handful of those who had become shapers, who by then were calling themselves SORCERERKINGS^(3,). The monarch remained as a ceremonial rank that help little power. Within a century they had all but expelled the Aeloran Church from Inghull, and replaced it with a cult of personality in which they were elevated to mythic status. The monarchy was eventually dissolved completely in 2136 RM, with the remaining royal family remaining as a sycophantic upper class and a new capital was established in EMEK TA' two years later.

In 2534 RM the <u>Church of the Undying Machine</u> initiated a new crusade against the Ehrenisian Coast, and war consumed the region over the next six decades, which the neighbouring Vesper and Inghull battling each other following territorial disputes made by the former years earlier. Though ultimately driven from the region, the war was <u>KORACHANI</u> forces establish the settlement of <u>INDERACHANI</u> and the <u>SHRINE OF THE SHADOW TRIUMPHANT</u>, which would eventually lead to the spread of a new religion in the area that became known as the <u>CHURCH OF THE SHADOW TRIUMPHANT</u>.

In 2669 RM, the Sorcerer-king <u>RASHAPH</u> unintentionally sacrificed himself in an Atramental conflagration of his own making that left the land around him devastated in a 25-mile radius, obliterating the Vesperi armies, leading to the signing of a tenuous peace treaty. The construction of a massive monument was commissioned to honour the sacrifice of Rashaph, requiring vast amounts of granite.

In 2702 RM a rebellion emerged in the south east of the nation, where workers mining for granite were being mistreated. The KHULLAN INQUISITION would emerge from this movement, working under the cover of darkness and using subterfuge to attack the Sorcerer-kings and their allies. Their successes over the next decades forced the Sorcerer-kings into seclusion out of fear of their lives. This brought unrest to the region, allowing the Inquisitors to gain power and influence. This led to outright war between the two factions, amid another Korachani invasion of the Ehrenisian Coast that consumed the entire region in a complex multi-sided conflict that eventually ended with the defeat of Korachan in 2809 RM.

Throughout this period, the Khullan Inquisition continued hunting the Sorcerer-kings, who were finally eradicated in 2851 RM, ending the Sophic Conclave after 13 centuries of rule. The name of the region was changed to Khull by the Inquisition and following two years of martial law, a republic was founded, named the ETERNAL ASSEMBLY. See Vol III: Extinct States.

<u>INGHULLAN MONARCHY</u>: His. Pol. Royal family that ruled the north western <u>SAMMAEAN</u> nation of <u>INGHULL</u> between 1131 and 2136 RM.

The monarchy arose following the exploits of the regional warlord <u>ASIPHYAL</u>, who established a stronghold outside the city of <u>ALTHITA</u> to aid in his campaign against grain thieves that arose in the wake of a drought in Inghull. He had established close ties with the <u>AELORAN CHURCH</u>, seeking its support, and formed a strong semi-professional force of militiamen who made the land safe to travel.

He became an influential figure and, with the full support of the church, was declared the first king of Inghull, with Althita as his capital. This brought about a new age of prosperity for the land.

The monarchy ruled for just over a millennium, throughout which it gained the support of a caste of advisors known as the <u>SUPHETS</u>, who originated from the <u>ORDER OF EPISTEMIC ESOTERY</u>, and who were slowly attempting to oust power from the monarchy. <u>ASIPHYAL III</u> reduced the

power of the suphets after being crowned, though years later a succession of weak monarchs, coupled with a foreign invasion by the KNIGHTS OF ST. MALICHAR, would lead to a time of uncertainty that culminates with the grand revelation that some of the suphets are powerful SHAPERS.. Declaring themselves SORCERER-KINGS(3-), they deposed the monarchy in 1521 RM, rendering the title of monarch little more than a ceremonial rank that lost all value. Members of the royal family were corrupted into sycophantic followers, though in 2136 RM even this was changed, with the monarchy dissolved completely. In its place they established a new ruling council known as the SOPHIC CONCLAVE, which was made up of a handful of Sorcerer-kings.

<u>INGOL</u>: Geo. Savannah dominating the c basin of <u>TZALLRACH</u>, from the Mountains of <u>KHUN</u> in the north, to the <u>UNDARRAN</u> hills in the south. It is known for its ancient <u>FOURTH AGE</u> ruins, most of which are sunken in the dry earth.

<u>INGOR</u>: Set. Settlement in the c of <u>AZAZEM</u>. It was once a major producer of refined <u>UMBRA</u>, though the industry died out in c. 3380 RM after which most people fled it. Its empty refineries still loom over the settlement, which is only kept alive by the <u>RED ROUTE</u> that brings traffic and trade to it from across the <u>INNER SEA REGION</u> (Pop. c. 2,800).

INGOUGDITHAN: Rui. Ancient metallic pylon in the c of ZHARIAH⁽²⁾, believed to date back to a THIRD AGE IROTHANI culture that is thought to have dominated the region. Though now dilapidated, enough of the original frame-like structure survives to give an idea of its original nature. It is believed to have been a TECHNARCANE structure, possibly providing power to a more important piece of machinery such as an as-yet undiscovered CANOPIC ENGINE.

<u>INGRAM</u>: Soc. Lan. Common term in <u>MENISCEA</u> for members of the lower classes, particularly in <u>CEHOPHELA</u>, <u>IMEAL</u>, <u>SATARIEL</u> and <u>MEHITIEL</u>.

<u>INGUR</u>: Ind. Set. Dross-MANUFACTORY settlement in the west of <u>AZAZEM</u>. It is a stronghold of <u>HOUSE STEFANIA</u>, and is a base to many pipeline guards, who patrol dross pipelines leading out of the settlement (Pop. c. 7,800).

INGYASAR: Sup. Tec. His. Ancient TECHNARCANE engine built into the southern face of the NIARNA Mountains in the south east of ZHARIAH⁽²⁾. Thought to date back to the late third age, it is believed to be an uncatalogued SOUL-ENGINE designed by the Demiurge Nyarloth or possibly a scion of his. Others believe it is more likely that the artefact is a lesser copy of a Soul-Engine known as a canopic engine that was probably made by the irothani during the wane of their people.

Little facts are known of the structure, which spans about a square mile, and it is now fused in place, the inner workings of its archaic machinery unknowable to modern <u>MORTALS</u>.

<u>INHERITANCE LAWS</u>: Law. Different nations treat inheritance differently, imposing different laws. Below are some examples from around <u>ELYDEN</u>:

1. Surprisingly, <u>KORACHAN</u> has laws in place that safeguard what all classes can inherit, including helots (but not slaves, as property cannot itself own property). In the case of <u>HELOTS</u>, they are protected by law so the people they are indebted to cannot claim what they may inherit, other than any taxes levied on them by the government, which lies at 40% of money, but not on material wealth (property, lands, vehicles, etc.) are not taxed. As a result, as many people grow old, they convert liquid assets into illiquid assets to avoid taxation. This is a loophole that is well known to the authorities but nothing has been done about it, since it would also affect the daily running od most <u>PATRICIAN HOUSES</u>, who would also be negatively affected by any changes.

<u>INHUAN</u>: Set. Settlement in the south west of <u>RAONGEN</u>⁽²⁾, to the west of the <u>CHIAVALLE</u> Mountains. It controls the pass east across the mountains and its rangers work tirelessly year-round to ensure the pass remains clear, even working in the harsh winter months. It is home to various caravanserais and hostels where travellers can stop to replenish before setting off east (Pop. c. 7,200).

<u>INIXOS</u>: *Pol. Set.* Ruling city in c north of the tribe of <u>ATEVEGOS</u>, in the c west of <u>MULCIBER</u>, in the western-face of the <u>GROWING MOUNTAINS</u>, along the course of the river <u>BYSTRA</u> (Pop. c. 88,000).

<u>INKA</u>: *Set.* Fortified settlement in the north west of the deserts of <u>ANUBIA</u>. It is known for its trade links with the tribe of Thlolot in the north east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 4,000).

<u>INNER CHAUTULA</u>: Geo. Common name for the southern half of <u>CHAUTULA</u>, which is known for its dense vegetation, which is likely encouraged by <u>FIRMAMENTAL</u> influence in the region.`

INNER GODS: Rel. One of two pantheons of the ETHER-ZOTHAZA religion of the ETHERI nomads of the UMBRA SOKHAR, the other being the OUTER PANTHEON. The Inner Gods consist of the unnumbered knowable entities that govern everyday facets of life. These gods are associated with common elements such as fire, lightning, dark, death, life, and so on.

There are thousands of Inner Gods, each of which represents a very specific domain, and the etheri nomads pay tribute to specific gods depending on their needs at a particular time.

INNER HOGHSOTHOMON: see HOGHSOTHOMON.

INNER SEA, the: Sea. A narrow long sea of many inlets in the NEAR HEMISPHERE that separates the continents of LLACHATUL and SAMMAEA from each other. The sea leads west across the GATE OF ERBETH to the SEA OF SERPENTS and it once also led east into the MIROVEAN OCEAN via the DARK SEA, though the silting of the STRAIT OF NARTHEL has blocked off all access east since 3757 RM.

The Sea is home to many cultures and peoples, most notable amongst them the KORACHANI EMPIRE, the REFORMED EMPIRE OF SARASTRO, and the SECULAR REPUBLIC OF PARTHIS, whose cultures have ebbed and flowed throughout the millennia across its coastline. It was a hub of trade across various ages, as well as during the dawn of the FIFTH AGE, which saw the descendants from ancient civilisations emerge from the FADING of the FOURTH AGE to reclaim the ruin of civilisation. The Sea was the ancient cradle of civilisation in ELYDEN, where HUMAN life is said to have first flourished under the aegis of the DEMIURGE AVRAHAM, and it became so once again in the Fifth Age.

The Inner Sea has been inexorably shrinking throughout the course of the Fifth Age, alongside most other bodies of water in Elyden. Coastal settlements that witnessed the rise of the Korachani empire now lie ruined, miles inland and surrounded by salty earth. Ancient mysteries have been unearthed in this way, with antediluvian ruins brought to the surface by the seas' retreat, exposing riches and ruins that were better-left sunken.

INNER SEA BASIN, the: Geo. Drainage basin formed by various continental divides in the continents of <u>LIACHATUL</u> and SAMMAEA, including parts of the <u>LIACHATUL</u> DIVIDE. The basin comprises most of the south of <u>CENTRAL LLACHATUL</u> and <u>NORTHERN SAMMAEA</u>, and all rivers within it drain directly into the INNER SEA

Nations and territories that are at least partially within the Inner Sea Basin include: <u>AETHIOS</u>, <u>AHKA</u>, <u>AHRISHEN</u>, <u>ALMAGEST</u>, <u>ALTHA⁽²⁾</u>, <u>ANDILUTH</u>, <u>AQUARIIA</u>, <u>ARKOS⁽¹⁾</u>, <u>ATARAXIA</u>, <u>AZAZEM</u>, <u>BA'AKH</u>, <u>CYHLAGHARR</u>, <u>EREBETH</u>, <u>EZASUH⁽²⁾</u>, <u>GNOTH</u>, <u>HITTA</u>, <u>HOLOLACH</u>, <u>THE INTERURBAN STATES</u>, <u>JURRAS⁽²⁾</u>, <u>KARAKHAS</u>, <u>KHURAUR</u>, <u>KORACHAN</u>, <u>LAASKHA</u>, <u>LIDEA</u>, <u>LYRIDIA</u>, <u>LYRIDIA</u> <u>DHAI</u>, <u>MHAROKK</u>, <u>NÁRTHEL</u>, <u>OPHAR</u>, <u>PARAIYA</u>, <u>PARTHIS</u>, <u>PELASGOS</u>, <u>RHAMIA</u>, <u>RHINOCOLOURA</u>, <u>SAGITTARIA</u>, <u>SARASTRO</u>, <u>SIRIPHAGOS</u>, <u>SUMA'YA</u>, <u>TARTAK</u>, <u>TRAKIA</u>, <u>IQ</u>, <u>TAHALL</u>, and <u>VAALK</u>, amongst others.

INNER SEA COOPERATIVE, the: Int. Soc. Bus. Com. SLAVE-TRADING consortium that forms a part of the larger INNER SEA TRADE CONSORTIUM. It is made up of six PATRICIAN HOUSES, and operates with concessions and rebates from various governments, in return for providing them with slaves. It is the largest private slave corporation and maintains slave markets in most major coastal cities across the Inner Sea, including SARASTRO, KORACHAN and CYHLAGHARR.

INNER SEA CURRENT: Sea. Warm surface ocean current flowing east into the INNER SEA via the GATE OF EREBETH from the SEA OF ORRIDA, and circulates east along the southern coast of LLACHATUL, across the SEA OF MARDEN. This water flows south along the western coast of HOLOLACH, and deviates west into the SEA OF DANAEL along the southern coast of ALTHA, before turning south and east along the north western coast of CYHLAGHARR, where it divides at the EDECHOL ISLANDS, either going north, to circulate across the Danael once more;

or heading east into the Inner Sea proper along the southern coast of Llachatul.

Here it either flows east and north at the <u>STRAIT OF SKAROS</u>; or heads south at the western coast of <u>MECHABET</u>⁽¹⁾ and <u>PARTHIS</u>, turning west and north at the <u>INTERURBAN STATES</u>, flowing north towards the Edechol Islands once more.

Here, it flows north along the eastern coasts of <u>ATARAXIA</u> and <u>AHKA</u>, reaching as far north as the <u>STRAIT OF ANEON</u>^(L), before turning south at the western coast of <u>SKAROS</u> and <u>LAASKHA</u>, where it gets caught in the <u>MALETHI GYRE</u> that surrounds the island of <u>MALETHI</u>^(L). Here waters flow either east along the northern coast of <u>VAALK</u>, where it turns north at the western coast of <u>KORACHAN</u>, before flowing west along the southern coast of <u>AZAZEM</u>, back to the Malethi Gyre; or south along the western coast of Vaalk into the <u>SEA OF TARAMAR</u>, heading west along the northern coast of <u>JURRAS</u>⁽²⁾ before turning north at the eastern coast of Parthis, where it circulates north back into the Strait of Skaros, or west back to the CAMARINAL.

Part of the eastern-flowing waters from Vaalk separate at the <u>NUTHEN</u> Islands south of the <u>KORACHANI PENINSULA</u>, flowing north into the <u>SEA OF LISASSA</u> along the eastern coast of Korachan, before turning east and south along the western coast of <u>PELASGOS</u>. The flow here divides, heading west and back north along the eastern coast of Korachani, and south east between Pelasgos and <u>LIDEA</u>. The waters split once more at the <u>SYMENIAN</u> peninsula, heading either west into the <u>SEA OF DAARKEN</u> where they turn back south; or north into the <u>SEA OF SPIRES</u> along the eastern coast of <u>Pelasgos</u>, turning east and south again down the western coast of <u>LYRIDIA DHAI</u> and <u>NÁRTHEL</u>, where it heads west into the <u>SEA OF SÛN</u>, and ultimately west and north again.

Other bodies of water adjacent to the Inner Sea have their own circulation patterns largely uninfluenced by the motions of the larger sea. An example of this is the <u>SEA OF BYSSOS</u>, which flows in a counterclockwise direction, flowing west along the southern coast of Parthis and the <u>TARAHID ANNEXES</u> before turning south at the western coast of <u>TRAKIA</u> and then east along the northern coast of <u>ANDILUTH</u> where in winter it is the cause of great surges and storms.

INNER SEA REGION: Geo. Pol. Common geopolitical term used to describe the nations that surround the INNER SEA, as well as lands directly to the west of it, around the SEA OF ORRIDA and east of it, around the DARK SEA, and their environs. The term is not precise and one persons' definition of the term may be different to another's but it is commonly understood to refer to nations in the immediate vicinity of the KORACHANI EMPIRE.

INNER SEA TRADE CONSORTIUM: Com. Bus. Major union of nations, merchant houses, and trade-companies from across the INNER SEA REGION and beyond. Most are already members of the SIRIPHAGAN ALLIANCE, though many other smaller local businesses are members of the Inner Sea Trade Consortium.

The Consortium attempts to regulate and facilitate trade between member entities, though the realities of this mission often make objectives difficult to achieve, and many states perceive the group as a union of plutocrats who only seek to protect their own interests rather than those of member nations and their economies. Non-member states, including CYHLAGHARR, SARASTRO and OPHIUSSA, find trade more difficult with member states, with higher taxes and levies imposed on imports and exports.

The Consortium also plays an important role in maintaining exchange rates between currencies, based on the value of gold in specific nations. As a result, many cities situated along the main courses of these traderoutes will have money changers, who can trade currencies against others based on the most recent exchange rates. In some cases, these rates may be outdated, though most money changers are shrewd and will lean towards deals that favour their pockets over those of visiting merchants, who in many cases may have little choice in the matter. See Vol II: Major Trade Routes.

<u>INODHAN</u>: Ser. Settlement in the north east of <u>ZHARIAH</u>^(2,). The region surrounding the city is peppered with ancient mechanical ruins, so old that they are fused into stone. They are believed to be of <u>IROTHANI</u> provenance (Pop. c. 10,000).

<u>INONNAS</u>: Set. southern-most settlement in <u>SKAROS</u>, in the south east of its lands, beyond the major influence of the <u>ANOMOFERROH</u>. It was founded in c. 2900 RM following the construction of vast <u>SIPHON ENGINES</u> in the region, which pump raw <u>UMBRA</u> to refineries to the west, which in turn pump it north to the capital in <u>SKAROSIA</u>.

<u>INOTAHL</u>: Geo. Basin dominating the south east of <u>THE SURRACH</u>, from the <u>OSSOH</u> ridge in the west to the <u>IDOL OF ZINNOBRA</u> in the east. Its deepest point is the <u>SABARRAK</u> depression, which is 120-ft. below sea level.

<u>INQUIRER</u>: Pol. Rnk. Rank within the <u>SANCTIFIED ORDERS OF THE INQUISITION</u>, above that of <u>PROCURATOR</u>, whose bearers are charged with investigative duties, which may differ from Order to Order based on their tenets. They are particularly common amongst the <u>GRIGORIAN</u> and <u>CONCORDANTIST</u> Orders.

INQUISITOR: Pol. Rnk. Ubiquitous middle leadership rank within the SANCTIFIED ORDERS OF THE INQUISITION, and so famous that it has become synonymous with them, in which they serve as highly-regarded members. The rank lies above that of <u>INQUIRER</u>, and is a leadership role, with individual Inquisitors spending much of their time in the field, investigating and following up on reports and sensitive cases.

They typically make use of small groups of retainers and adjutants with a diverse array of skills and backgrounds on whose expertise they can call upon during their investigations. Theirs is amongst the most regarded of ranks within the Orders and the majority of <u>GRANDMASTERS</u> were once Inquisitors.

<u>INQUISITOR-GENERAL</u>: Mil. Rnk. Rank within the <u>SANCTIFIED</u> ORDERS OF THE INQUISITION, denoting the highest rank amongst the hierarchal branch of the <u>PROCURATORS</u>.

An Inquisitor-general is in command of as many as seven <u>HIGH-INQUISITORS</u>, all of them within the same territory or precinct.

<u>INSARA</u>: Set. Settlement in the c of <u>GNOTH</u>, along the course of the river <u>DABRA</u> (Pop. c. 5,000).

<u>INSEA</u>: Edu. Set. City in the south east of <u>KOMMEA</u>, in the western foothills of the <u>WENDRAEN</u> Mountains. It emerged from ancient copper mines, though by the time the mines were spent, it had become an important city in the nations' internal trade-route and it is now a centre of commerce and trade.

It was originally the seat of power of the autocratic <u>CUNOMAGLIO</u>, an enigmatic <u>SCIONIC</u> creature of great power and influence, who ruled Kommea for 600-years between c. 1200 – 1800 RM and who established a foul dynasty that persisted until c. 3000 RM. His great citadel, located in Insea, was looted and destroyed by a coalition of <u>MORTAL</u> resistors whose descendants would found the kingdom of Kommea in 3172 RM.

The foundations of the great citadel remain to this day, though most of them have been built over, their blocks repurposed for other building projects in the ensuing centuries (Pop. c. 68,000).

<u>INSEAR</u>: Set. Settlement in the south west of <u>OPHAR</u>⁽²⁾. Its main industry is animal husbandry and shepherding (Pop. c. 4,200).

INSPECTORATE: Pol. Soc. Rnk. The lowest of the noble ranks and titles in the empire of RAONGEN^(2.), falling beneath the ORGANIZIERS. They either manage specific sections of the structures and territories under the control of the Organiziers, or act as tax-collectors and enforcers amongst vassals' lands, ensuring that tithes are collected in full and that nothing is left unaccounted for as it reaches GAVADA. They are also entrusted with protecting the lands and structures that are worked by vassals, who consider them to be similar figures to the knights of the INNER SEA REGION.

INSTITUTE OF SCIENCES: Edu. Str. Org. Scientific institute based in the city of <u>NEKOR</u> in <u>NÁRTHEL</u>, whose members are concerned with the study of astronomy and mathematics, particularly theoretical research, amongst others.

<u>INTEGUMENT</u>: Sup. Mys. The <u>MATERIA OMNA</u> as it is only visible to <u>MORTALS</u> who are <u>FOCUSED</u>^(1.), or certain animals or other creatures with an intrinsic ability to view the Materia Omna. Those who can observe the Integument are said to have <u>TRUE SIGHT</u>.

The Integument is not in itself a physical object but rather the way in which a <u>SHAPERS</u> mind, in its limited intellect, is able to interpret a force as incomprehensible as the Materia Omna.

Indeed, every <u>SHAPER</u> is thought to envisage the Integument in a unique manner. The reason for this is unknown, but scholars think that the manner in which the Integument is perceived is a reflection of a shapers' personality and upbringing. See Vol IV: Shaping.

<u>INTELLIGENTSIA</u>: Soc. Edu. Well-educated aristocratic <u>PATRICIANS</u> in the civilised lands around the <u>INNER SEA</u>, including the <u>KORACHANI EMPIRE</u>, set apart from other Patricians by truer bloodlines and old wealth, often dating back to before the creation of the empire. Their families form the upper echelons of imperial high-society, their individuals extremely powerful and influential, often becoming members of <u>MYSTERY CULTS</u> and other high-ranking exclusive organisations.

The name intelligentsia is derived from the typically high-level of <u>LYCEUM</u> education that most Patricians enjoy.

<u>INTENDANT</u>: Pol. Rnk. In <u>Almagest</u>, <u>Skaros</u> and <u>Laaskha</u>, holders of public administrative offices, most commonly patrician-born. The rank is hereditary and ranges from menial duties to ambassadorial responsibilities.

<u>INTENT</u>: 1. Rvr. Expansive delta of the rivers <u>TAMANTI</u> and <u>VERTANDI</u>, in the south of <u>KEPHUAAN</u>, overlooking the <u>BAY OF COMMARA</u>. It is very fertile and is home to vast tracts of farmland that use intricate systems of canals for irrigation, providing fresh water year-long, even when water from the rivers runs low.

2. Sea. Shallows in the north east of the $\underline{BAYOFLEPHET}$, just off the coast of the Intent^(1.) delta, in the far south of KEPHUAAN.

<u>INTERAR</u>: *Mil. Str.* Fortress in the south east of the <u>SAMMAEAN</u> nation of ENITH.

<u>INTERCESSOR</u>: Law. Rnk. Main rank within the <u>COMMISSION OF</u> <u>INTERCESSORS</u>, which is the primary policing force of <u>PARTHIS</u>.

<u>INTERCESSORS</u>, <u>COMMISSION OF</u>: Law. Rnk. Org. Main policing force of <u>PARTHIS</u> and many of its territories.

<u>INTERDICTORS</u>: Mil. Rnk. Elite troops in <u>SARASTRO</u> who are specialised in identifying and shooting down <u>AIRSHIPS</u> and exotic enemy troopers. They are expert snipers and adept sappers and spotters.

INTERMINABLE ONE, the: also 'Autocrat of Sagittaria'. Pol. After the AUTOCRAT OF SAGITTARIA'S death and internment within the TECHNARCANE engine known as the god-machine in 2163 RM, his powers remained valuable to his sorcerer followers and the KNIGHTS-EXILE who took over rulership of SAGITTARIA. Over time, he came to be worshipped as a slumbering deity, known as the Interminable One, his powers channelled through the actions and edicts of the sorcerers and eventually the Knight-exiles.

The Interminable Ones' sorcerers were able to manipulate the Knights-exile after Sagittaria was weakened by a <u>PLAGUE</u> in 2758 RM, turning them into their puppets. Construction of an artificial body was commissioned in <u>KHALHAT</u> in 3582 RM, to which the spirit of the Interminable One was transferred. Reborn in flesh after nearly 1400-years of rule from within a machine, his rule became absolute, and none doubted his divinity – until his body was mortally wounded in 3612 RM. Seeing the body of their god destroyed, and his life taken, the people lost faith in him. The church and the sorcerers waned in strength after this, and Sagittaria entered a period of strife, fracturing into rival states, which were brought together again in 3751 RM.

The body was taken back to <u>SOGASSA</u> and what remained of his consciousness was restored into the ancient technarcane engine that originally housed him. But his artificial body and mind were both greatly damaged, and he remained as a catatonic figure, only able to communicate to his sorcerers <u>TELEPATHICALLY</u>, who remained the rulers of Sogassa.

<u>INTERREGES</u>: Pol. Org. The administrators and caretakers of regions that have been abandoned by the <u>KORACHANI EMPIRe'S</u> industries, though whose territories still remain part of their borders (known as an <u>INTERREGNUM</u>). Not to be confused with <u>DOMNITORS</u>, which are instated in regions whose resources are close to spent or whose management has become too costly to support. The first Interreges were

left in LYRIDIA DHAI Following the THREE-YEAR WAR in 219 RM, though they are most famous for their tenure in VÂRR between 3412 and 3791 RM. The Interreges were also left in RHINOCOLOURA, where their rule lasted from 1195 to 1403 RM, and in PARTHIS, where they ruled briefly from 934 to 967 RM.

Traditionally, the Interreges are used as temporary caretakers until the empire can fully abandon an area (typically leaving a single city-state or outpost under the leadership of the Interreges). Under their auspices nations that would otherwise have been left to rebuild the ruins left behind were kept within the Korachani empire, the chance for strife or opposition lessened.

<u>INTERREGNUM</u>: Pol. In the <u>KORACHANI EMPIRE</u>, name given to a city, region or nation that has been abandoned by the empire, with control handed over to a caretaker (an individual, consortium, a patrician family, or government representatives, generally with some cultural background in the area), known as an <u>INTERREGES</u>.

Politically, such regions remain part of the Korachani empire, though they are given little regard and are generally allowed to self-govern, as long as they meet any tithes imposed.

<u>INTERROGATOR</u>: Pol. Rak. Rank within the <u>SANCTIFIED ORDERS OF</u> <u>THE INQUISITION</u>, above that of <u>COGENT</u>, typically concerned with the questioning and catechising of captives.

Interrogators are particularly widespread within the <u>AVÉNETHI ORDER</u>, where they can often be <u>ATRAMENTISTS</u>.

INTERURBAN STATES, THE: Nm. A small collective of around a dozen major cities and their various smaller satellites that are located to the south west of PARTHIS, to the south of the CAMARINAL SEA, the Interurban States are of a dry temperate climate, whose coast is known for its mist, and whose inland hills districts are renowned for their vineyards. The States were founded by COUNT OTARAN from the city of GARES, to the west of the TARAHID ANNEXES in around 2895 RM.

The nation emerged from a conglomerate of disenfranchised merchants and nobles following the abandonment of the <u>TARAHID STATES</u> by the <u>KORACHANI EMPIRE</u> in 2974 RM. United by Count Otaran, they coalesced into a series of as many as a dozen neighbouring city-states, and were allowed to expand relatively unchallenged over the coming years. The many cities came to owe fealty to his capital, in the city of Gares.

Now known as the <u>MARBLE COURT</u>, the city of Gares has become a major trade-hub with large storage yards and caravanserai, as well as a long harbour, with its famed lighthouse and mile-long breakwater. The city is a link between land-trade from the west to sea-trade in the east and is famed for its private armies and powerful navy, which both work hard to defend the small territory from <u>CYHLAGHARRI</u> attacks and slave raids.

Today the Interurban States are divided into eleven territories, each of which has at its centre a capital city whose rulers form part of the plutocratic council that assembles within the Marble Court. See Vol III: Extant Realms and Nations.

INTH: Rui. Ruin in a GHALLETHA^(5.) the south west of BA'AKH, one of many scattered remnants of the ancient TYHMI civilization. It is believed that the city was destroyed during the WAR OF SCOURGING during the FOURTH AGE, though it was later resettled in c. -1500 RM by the descendants of Thym; the ITHOIAN people that had inherited its north eastern-most territories following the war.

Located north of the <u>STERHBEL</u> Mountains, the settlement became embroiled in a long conflict with the <u>LACER</u> of the region, becoming a fortress of sorts. Following the founding of <u>DHAMATEA</u> in c.-1280 RM it became part of that city's trade-route, steadily growing in size as a result, so-much so that following the outbreak of <u>ATRAMENTAL TAINT</u> in the trade-city in c. -850 RM, Inth found itself as the recipient of many refugees, further increasing its size. Conflict with the lacer increased greatly by c. -700 RM, leading to the abandonment of the city of <u>LRIR</u> to creatures in -586 RM, sending more refugees south to Inth.

An exponential increase in Atramental-corruption in Dhamatea reached Inth in c. -450 RM, with death and disease claiming the town within months. The Atramenta steadily took hold of the place over the coming years, with buildings collapsed into one another, the boundaries between them indistinguishable; the bodies of those claimed by the

<u>ATRAMENTA</u> in a perpetual state of decay, their rotting bodies carpeting the ruin, barely alive, possibly sentient.

In 714 RM the <u>KORACHANI EMPIRE</u> uncovered a buried <u>MESOCHTHON</u> in the region of <u>TASHATARAS</u>, which went on a rampage throughout the nation. It was finally felled by a <u>CHOIR</u> of 343 <u>ATRAMENTISTS</u> atop the ruin of Inth. Its lifeless body, calcified and noxious, now rests on the ruin, where its form has become barely indistinguishable from the hills that surround it, an inimical aura surrounding it.

<u>INTIMIDATOR OF KAELRATH</u>: *Pol.* Ruler of <u>KAELRATH</u>'S <u>KEEP</u> in the southern bank of the NÁRTHELI STRAIT.

<u>INTORALL</u>: Rel. Str. <u>SZIKALIAN</u> monastery in the far east of <u>THE</u> SURRACH.

<u>INTORREA</u>: Set. City in the south east of <u>NORTHERN SIMBARA</u>. It was once coastal but now stands facing a large flat plain that was once submerged (Pop. c. 54,000).

<u>INUGHARI</u>: Set. Settlement in the c south west of <u>METHUMN</u>, in the north of Iragash valley (Pop. c. 8,000).

<u>INURITT</u>: Set. Major city in the south of <u>PHYRR</u>, along the course of the river <u>URRABANA</u>. It is the largest extant agricultural centre in the nation and the polluted waters of the river are treated in great refineries before they are pumped to the fields miles from the city proper (Pop. c. 162,000).

INVIS IAFENG: (B. 2713 - D. 2872 RM) Per. Pol. His. King of RAONGEN⁽²⁾ who in 2792 RM appointing himself as the first EMPEROR-FACTOTUM, in a period now known as THE CULLING, in which the political system was reformed, during which many of the old ruling FIEFLORDS were either executed or replaced with industrialists and magnates who became known as FACTOTUMS⁽²⁾.

INVOCATION ENGINE: Int. Tec. Sup. Rel. Every place of worship within the Three Churches of the Undying Machine has at its heart a powerful TECHNARCANE engine known as an invocation engine that provides a psychic link between the altar and the LEADEN THRONE in the SEPULCHRAL PALACE. This link is made possible through a powerful HEART ENGINE in which is interred a powerful LARVA that projects the emotions and adulation of the laity across vast distances to the SEPULCHRAL PALACE, amplifying their beliefs, helping to sustain the Lord RACHANAEL. Their creation and upkeep are an expensive, but essential part of life in the empire, and the Church of the Undying Machine could not survive without their use.

These engines are tended to by sisters of the <u>MAIDENS OF THE MACHINE</u> who are skilled <u>TECHNOLOGISTS</u> and indoctrinated in the ways of their order. They do not speak of the purpose of the Invocation Engines, and they segregate themselves from the general populace to keep contact with others to a minimum. Indeed, few outside the order know the full details of the engines' true purpose, and even the clergy in charge of the individual churches know little other than that the Invocation engine is what allows the <u>UNDYING MACHINE</u> to receive the prayers of the laity.

These engines date back to the early rise of the Church of the Undying Machine, and the first examples were created by the <u>DEMIURNE</u> disciples who accompanied the <u>ARCHPOTENTATE MALICHAR</u> to <u>KORACHAN</u> from this rebirth as an <u>OTHERWORLDER</u> in <u>SAMMAEA</u>. They passed on the secrets of their construction and maintenance, and today the Maidens of the Machine continue the tradition, though the ancient logic behind the engine's workings has become meaningless to them, with even the observances of maintenance becoming little more than thoughtless ritual to them, all part of the litany of celebration they utter as they work.

A large part of the machinery within the bowels of the Sepulchral Palace serves as a 'receiver' to the prayers and adulations of the laity, which serve as a psychic nourishment to the Undying Machine, allowing Rachanael to feed. While most believe that the Leaden Throne is what keeps Rachanael alive, the truth is more complex. While the Leaden Throne keeps the Undying Machine's body in stasis, preventing it from decaying, it is in truth a combination of the daily martyrdom of pilgrims at the gates of the Sepulchral Palace, and the Invocation Engines that broadcast the prayers of millions directly to the palace, that truly sustain the Demiurge.

<u>INZIVA</u>: For. Highland rainforest dominating the west of <u>IMELKOT</u> along the eastern face of the <u>MENEFIR</u> Mountains. It is home to crumbling FOURTH AGE ruins where in c. 1180 the prophet BENA discovered the mummified body of the \underline{SCION} BARAKAVRA, and the $\underline{GODSTONE}^{(1.)}$.

IO SGIROUT CULTS: Rel. Org. Cults of personality in ROMOREA⁽²⁾ that border on the religious. There are many such cults, each of which revolves around a monarch (past or present) or other prominent member of the royal family. The largest cult is typically associated with the reigning monarch, and idols and banners dedicated to the monarch are erected across the kingdom. The fanaticism that people devote into the monarch is largely enforced, though after many generations, it has become an institutionalised affair with most people truly believing that the monarch is a divine figure.

IO: Dem. 'Ionic'. Ntn. Vassal state currently under the control of <u>SARASTRO</u>, located in the far south east of the <u>INNER SEA</u>, east of the <u>DAARKEN SEA</u>. Its coast is damp, with moisture drawn east from the <u>SEA OF ETHEA</u> and the Daarken Sea along prevalent winds, with the inland areas being much dryer, particularly east of the <u>GHOLA</u> Mountains, where the climate is considered to be near-desert.

The state has a long and storied history dating back to the early years of the <u>FIFTH AGE</u>, when it first appeared in c. -500 RM around the <u>SYMENIAN</u>^(1.) peninsula following the rise of the <u>IONIC PRIESTS</u> in the <u>HIGH-CITY OF GARAP</u>. The priests were able to wrest control of the city of <u>SALOROC</u> following their successful unravelling of ancient <u>FIRMAMENTAL</u> texts in -648 RM, that later became known as the <u>IONIC TALPA</u>.

In c. -150 RM a caste of <u>FIRMAMENTAL</u> mystics known as the <u>EXARCHS</u> emerged from the Ghola Mountains Legend with ancient knowledge of how to construct and control GOLEMS.

The <u>IONIC PRIESTS</u> would later evolve into <u>HEIRARCHS</u>, under whose rule the nation would collapse into a decades-long conflict known as the <u>APOSTATE WAR</u>, which ended in -128 RM with the north east falling under the control of the city-state of <u>BAESHA</u>, which remains the regional capital of Io to this day. It also took as a prize a fabled golem which had guarded Io for decades.

The Exarchs re-emerged after the Apostate War in -111 RM and managed to animate a number of golems in the hollow-temple of $\underline{\text{THE}}$ $\underline{\text{VOID}}$ in the city of $\underline{\text{UR SITH}}$. This precipitated their uniting of Io.

In -47 RM they attacked the Baesha, taking it, and by -30 RM they had united the disparate regions of Io but $\underline{\text{SCYTHEA}}$, ending the rule of the Hierarchs.

Following the moving of their palace to Mirador in -23 RM, they established embassies with KORACHAN, formally opening the Ionic borders to Korachan in 174 RM. This would eventually lead to their capitulation to Korachan in 212 RM, after which they would remain its rulers under imperial guidance, becoming part of the CHURCH OF THE UNDYING MACHINE by c. 900 RM.

The Exarchs ruled as regents until Sarastro was granted control of the territory in 3103 RM following the <u>SARASTROAN SANCTION</u>. Sarastro ousted the Exarchs and the Lichking Sathep forced the secrets of golem creation from them. Their remnants scattered around the northeast of Sammaea, and their descendants can be found around the Arid Triptych and beyond as itinerants who search for more knowledge regarding Ionic golems.

In 3703 RM Io was invaded by <u>VENTHIR</u> in the opening moves of what would escalate into the <u>WAR OF SUNDERING</u>. The <u>SALOROCAN</u> settlement of <u>ZIUKBBAR</u> became a staging post for its troops who marched south into Io in <u>LIVIALEN</u>, eventually taking Baesha, which was a blow to Sarastro in the early days of the war. Io continued to be a battleground until the end of the war, after which it remained a child state of Sarastro. See Vol III: Extant Nations and Realms.

<u>IOBHOLPHOSS</u>: Mil. Set. <u>SERAPI</u> conurbation in the far south east of <u>HOGGOTHA ISZ</u>, built atop a series of <u>HANNAHAN</u> fortresses that were overrun during an incursion in 3936 RM and resettled by serapis. The region is divided into dozens of warring territories, each ruled by warlords who spend more time squabbling amongst themselves than they do conducting slave raids against Hannah.

Escaped slaves claim the old fortresses have been dismantled and rebuilt in a foul mockery of human architecture, with large amphitheatres dominating each of the territories where human slaves are forced to fight for their amusement (Pop. unknown).

<u>IODATHA</u>: Set. Small fortified city in the south east of the <u>DESOLATION</u>
<u>OF ASTUDAN</u>. It is the easternmost major settlement in Astudan, and serves as a trade link with <u>TEMUJA</u> in the east. Indeed, Iodatha is what most Temujans who travel west of the <u>TAHNOL MAER</u> experience in Astudan (Pop. c. 15,000).

IODPHI: also 'City of Heralds'. Com. Set. Large merchant city in the middle of XYRPHAAT^(3.), in the west of EASTERN MENISCEA. It is the crossroads of cultures there, and until 3684 RM was the capital of the XYRPHANI empire that collapsed the next year. Propor to the wane of the shallow Sea of Xyrphaat^(1.) it was a coastal city, known for its busy ports. It dwindled in size and influence following its abandonment as capital, though later gained prominence once more as a hub of trade.

It is notable for its many caravanserais and embassies and bureaus, not only of Xyrphaati cities, but also others from across Meniscea. Its cultural importance is respected by most visitors, who see it as neutral ground, and those who disrupt the peace or offend its history are shunned and heavily punished. Similarly, wars and conflicts between surrounding regions are not allowed within its walls (Pop. c. 480,400).

<u>IODUTH</u>: Set. Major coastal city in the north of <u>SHAZGIN</u>, overlooking the <u>SEA OF INDIRILL</u> (Pop. c. 120,000).

<u>IOKUDDUR</u>: *Mil. Str.* Island fortress in the north east of the <u>PANTHEON ISLES</u>.

<u>IOLLNAR</u>: *Rui*. Abandoned settlement built under an overhanging cliff in the east of <u>MADOUR</u>. When inhabited the settlement would have housed close to 1,000 bodies.

IOMA: see YOMA.

<u>IONAN STAIRS</u>, the: Int. Art. Stairs carved into the side of an escarpment and series of mesas in the region of <u>ED'AKET</u> in the north east of the <u>BALGED</u>, in <u>BA'AKH</u>. the stairs are old, possibly dating to the early days of the <u>FIFTH AGE</u>, though their purpose remains unknown, whatever they once led to long-since gone or ruined.

IONIC HIERARCHS: Pol. His. Ancient rulers of IO prior to the rise of the EXARCHS OF MIRADOR in -111 RM. The Hierarchs were the successors of the IONIC PRIESTS who, through their unravelling of the secrets of the IONIC TALPA in -648 RM in the city of GARAP, were able to wrest power from the city-state of SALOROC and unite the region, renaming it Io. However, the appearance of the Exarchs of Mirador following the APOSTATE WARS and their creation of new GOLEMS in UR SITH in -111 RM led to their downfall.

IONIC PRIESTS: Rel. Rnk. Caste of priests within the cult of THE VOID that was revealed in the IONIC TALPA rediscovered by HAAGENI nomads in a cave in the KHO HAGAR mountain in c. -730 RM. The priests rose in the city of GARAP following the sacking of the Haageni city of IDAN in -693 RM and rapidly usurped power following their unravelling of the texts in -648 RM. They seized power in SALOROC in -587 RM and became the rulers of the nation that would, some decades later, become known as IO. The Ionic Priests would spread the Void and Void. They would later become known as the IONIC HIERARCHS, which would later be supplanted by the EXARCHS of MIRADOR in -111 RM.

IONIC TALPA: Rel. Obj. Stone tablets and three inert GOLEMS⁽²⁾ discovered by HAAGENI shepherds in a cave in the western face of the KHO HAGAR mountain in c. -730 RM in the west of present-day SARASTRO. The texts were FIRMAMENTAL in nature and were written in an ancient script that the people who inherited the region had adopted as their own, so they were at least partially translatable and detailed a philosophy that became corrupted into a religion known as THE VOID. The religion spread around HAAGEN, uniting its people, bringing wealth and prestige to the city of IDAN, which became the centre of the new faith.

To the north, the city-state of <u>SALOROC</u> became unsettled by this and attacked Idan in -693 RM. The city was razed, its populace taken north to the city of <u>GARAP</u> as <u>SLAVES</u> alongside the tablets and the three golems. The texts were fully translated in -648 RM, finally named as the <u>IONIC TALPA</u>. Its secrets were established and the 3 golems discovered with the texts were animated, becoming the centre of the cult of <u>THE VOID</u>, which grew substantially in the decades following the reawakening of the golems. In Garap, the priests of the Void used the golems as tools

of propaganda, allowing them to rise to power there in c. -600 RM, and usurp power from <u>SALOROC</u> in -587. The city of Garap was razed in -192 RM during the onset of the <u>APOSTATE WARS</u>, and much of the Ionic Talpa was lost there.

In c. -150 RM a group of mystics calling themselves the <u>EXARCHS OF MIRADOR</u> emerged from the <u>GHOLA</u> mountain and searched the ruins of Garap from fragments of the Ionic Talpa. In -111 RM the <u>EXARCHS</u> were successful in creating and animating fresh golems, which allowed them to quickly rise to power.

<u>IONNAS</u>: Set. Conurbation in a low-lying area of the northern mainland of the <u>FREE-ISLES OF PELASGOS</u>. It is a major producer of food for the mainland region of the Free-Isles of Pelasgos, and forms a part of the <u>RED ROUTE</u>, providing food and provisions to caravans making the journey (Pop. c. 17,000).

<u>IONOL</u>: Set. Major city and capital of <u>ROMOREA</u>⁽²⁾, to the west of the <u>VACIVA</u> desert along the E shores of the <u>HASAAZ ARAAT</u>. It was founded in 3669 RM by the exiled <u>GAAPI</u> prince <u>RAFFIN BARAQ</u> and has been capital since then.

The flooding of the Hasaaz Araat in 3821 RM was engineered in such a way that saw the city lying along the waters' edge once complete, bringing sea trade that saw it grow considerably in size. Despite this the city always exists on the brink of collapse – should anything happen to its aqueducts or water reserves the city's people will suffer greatly.

Though not directly involved in <u>IVORY ROAD</u> trade, it reaps the benefits of taxes and profits earned across the road, which has allowed the royal family to grow wealthy as a result. Despite the dry climate and the desert environs to its east, the city and its satellites are well-watered, with deep cisterns collecting rare rainfall, and aqueducts that direct spring water and snowmelt to them. Ionol flaunts its mastery of water, with many large fountains dominating the city (Pop. c. 179,000).

<u>IORO MUSSANTO</u>: m. *His. Ind. Per.* (B. 1532 – D. 3568 RM) influential <u>PARTHISAN</u> industrialist, philanthropist and amateur historian who founded the <u>CONCLAVE OF PRESBYTERS</u> in 3587 RM.

<u>IOSS</u>: *Rvr.* River in the west of <u>PELASGOS</u>, acting as a border between it and the <u>FREE-ISLES OF PELASGOS</u>. It flows for 250-miles from many sources across the <u>TEREKION</u> Mountains. It is mildly <u>ATRAMENTALLY TAINTED</u>, leaving its water tasting bitter. Plants that grow near its waters have a flaky bark that prevents them from growing large, leaving them with bowed trunks and branches.

<u>IOSSAS</u>: Set. Major city in the north of the <u>FREE-ISLES</u>, along the <u>RED ROUTE</u>, and as a result trade with <u>PELASGOS</u> is common. It is also known for its embassies and diplomats (Pop. c. 69,400).

<u>IPANAH</u>: 1. Geo. Endorheic scrubland in the south west of <u>IPANAH</u>⁽²⁾, forming part of the <u>ARPAROH</u>^(1.).

2. Dem. 'Ipanathi'. Ntn. A small landlocked nation in the c of KORACHANI LLACHATUL, Ipanah is nestled between the nations of SKAROS, BASSORAH⁽²⁾, THE OLD FOREST, AZAZEM, and LAASKHA. It was populated by ALMAGESTI, Laaskhan, and Skarosi refugees fleeing the effects and aftermath of the WAR OF THE ARTIFEXES, between 3014 and 3030 RM. These refugees mingled with survivors of the nation of ASIBAIA, which had been annihilated by massed bombardments during the war. Many of its cities are built atop the ruins of Asibaian settlements, and in many cases were rebuilt from the very rubble of their predecessors.

Its people have long been the target of MPERIAL slavers, with uncounted thousands of individuals carried into Skaros and Laaskha in a bid to feed its ceaseless hunger for fresh bodies. It was invaded by Korachan in 3534 RM, and its people taken wholesale as slaves, leaving it largely deserted by the turn of the century.

It slowly recovered, and in the wake of the <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM, its lands were also resettled by those fleeing the chaos of the empire, many of which would go on to expand north into what would by 3800 RM become Bassorah. Some <u>DVERG</u> from <u>CHTHYRID</u> also settled Ipanah between c. 3730 – 3750 RM, and their numbers make up around 5 – 8% of the population of Ipanah today, mostly concentrated in <u>ANISOS</u> and ghettos in other major cities. See Vol III: Extant Nations and Realms.

 Mil. Art. Ancient cenotaph dedicated to an unnamed <u>SCION</u> cenotaph, located in present-day <u>IPANAH</u>^(2.). <u>IPANAH NU</u>: Geo. Mountain pass across the western <u>CHACTHORNYS</u> Mountains, linking <u>AZAZEM</u> with <u>IPANAH</u>⁽²⁾.

<u>IPANATHI</u>: *Lan.* The primary language spoken in <u>IPANAH</u>⁽²⁾. It emerged between c. 3000 – 3150 RM as a creole language made up of a mix of tongues, including the <u>ASIBAIAN</u> of its native populace, and <u>ALMAGESTI</u> and <u>KORACHANI</u> that were spoken by refugees and immigrants. See Vol II: <u>Languages</u>.

IPANATHI BIT: see BIT, IPANATHI.

<u>IPERIA</u>: Sea. Body of water in the south of <u>WESTERN MENISCEA</u>, leading into the <u>SEA OF OGYGIA</u> in <u>TULURKRYPH</u>^(2.). The sea, like much of the region is characterised by gigantic monoliths uplifting from the bedrock, in particular the Chorhyst Phenomenon, which sees sheet of land some 405,000 square-miles in area peeling upwards, allowing the sea to flow beneath it

The sea itself is characterised by the impressive region known as $\underline{\text{CHORHYST}}$, where tunnels and canyons lead deep into the west of $\underline{\text{ACHAA}}^{(2)}$. The sea is difficult to navigate and is also called the $\underline{\text{WRITHING SEA}}$.

IPHEIUS: Set. Fortified city in the north of SARAGOS and home to its DACATECH armies. In 3406 RM it withstood a particularly brutal siege against the forces of HETEPHERES THE STRANGLER. VENTHIR, rich from the slave-trade, turned its eyes to Saragos, whose technological advances were envied. It attacked in 3405 RM, with Ipheius one of the major targets. The siege lasted 7-months, though the city was prepared for such a conflict and its elite troops, the Dacatechs, were experts in siege defence. The city has stood since that time as the northern-most fortress of the Technocratic Republic of Saragos (Pop. c. 75,000).

<u>IPHIADA</u>: Lake in the c of <u>AHRISHEN</u>, forming part of the course of the river <u>ARESH</u>⁽²⁾.

IPHIGENA: 1. His. Ntn. Early FIFTH AGE state in the CENTRAL LLACHATUL, thought to have been located between the nations of ISHIDEN and SAEDISH. It was relatively short -lived, thought to have appeared in c. -1100 RM and fragmenting in c. -700 RM. Its people are known to have traded with the people of HÁRR and, later, AAMATH.

The state was centred around the eponymous city^(2.), which was located in the north west of present-day <u>SAUA</u>, 60-miles from the <u>AHRISHENI</u> border. The city was once a thriving trade centre, overseeing the <u>GREAT ROAD</u> that wound its way between Ahrishen and Saua, though it dwindled during the time of <u>SA'WEH</u>, though was later resettled.

2. Set. Small fortified city in the south of <u>VIRAHAN</u>, in the eastern-most reaches of the <u>IBELIN RIDGE</u>. The city was built with bricks pillaged from an ancient SAUAN wall that once crowned the ridge (Pop. c. 18,500).

IPOMEA: f. Myt. His. Daughter of the <u>SCION DENDYDRIS</u>, herself daughter of the <u>DEMIURGES ACHAIAH</u> and <u>ARIMASPI</u>. Ipomea is one of three known siblings (the others being <u>OKSHANA</u> and <u>CASSIA</u>^(4,)), who inherited their mother's divine affinity for trees, which granted them great strength and long-life so long as the sun shone on them and they were in the presence of trees.

Ipomea was noted for her beauty and after enduring the unwanted attentions of other scions and scion-born cousins, she turned to asceticism, training in the art of war, becoming a mighty warrior, and a defender of her people in the early Third Age. She gave her life defending her homeland against serapi attacks, allowing her people to gain the edge, ending the war. She was immortalised in a great statue that now stands in a dense part of the north eastern Kastra forest in the north of AQUARIIA. See Vol IV: Scions, Children of the Gods.

<u>IPOS</u>: 1. Rvr. Seasonal river in the far north east of <u>KHARKHARADONTIS</u>, west of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>, and south of the <u>UMBRA SOKHAR</u>. It is a tributary of the river <u>SHIBBOLETH</u>⁽³⁾, though only flows occasionally, perhaps once or twice every decade after rare rains in the <u>MAUGOGNOTH</u> region that lead to flash floods and a massed inundation of the expansive canyons that lead to the river Shibboleth.
2. Geo. Massive system of canyons in the region of <u>MAUGOGNOTH</u>, in the far north east of <u>KHARKHARADONTIS</u>. It has a combined length of 1,700-miles and is dry for the vast majority of time, though the region is prone to massive storms that coalesce a few times every 10-years, that lead to massive floods that fill the base of the canyon in a massive temporary river

that flows east to the river Shibboleth, whose own course is bolstered by this flooding.

<u>IPOTANE</u>: *Int. Geo.* Shunned region in the south of <u>MHAROKK</u> dominated by rootless plains, with scattered basins. The basins are filled with a fine dust from which emerge ancient equine-headed colossi, their origins unknown. Scholars postulate that the ruins might belong to ancient ancestors of the <u>TIKBALA</u>, though there is little evidence to support this and what tikbala communities are known (particularly in eastern <u>LYRIDIA</u>) care little for the region.

<u>IPPARAN</u>: Geo. Craggy hills in the western-face of the <u>CARTIGA</u> Mountains populated by scattered <u>TIKBALA</u> tribes, which are given a wide berth my most. The tikbala are insular and territorial.

<u>IPSAM</u>: 1. Geo. Pass in the north east of <u>KOLCHIS</u>, to the east of the <u>KULL</u> <u>DARGA</u> Mountains. It is busy, with meteore mined in the north of Kolchis being moved south via this road.

2. *Mil. Str.* Fortress in the north east of <u>KOLCHIS</u>, to the east of the <u>KULL DARGA</u> Mountains. It guards the trade-route that links the meteore-producing north of Kolchis to the south, where it is processed and sold to the south.

<u>IPSISSIMA</u>: 1. Pol. <u>SARASTROAN</u> colony established in the far south east of <u>SAMMAEA</u> in 3721 RM, just 16-years after the <u>SUNDERING OF THE</u> <u>KORACHANI EMPIRE</u>. Today it is famed for its mining of <u>SOULSTONES</u>, which are shipped north to Sarastro for use in technarcane industries there.

2. Pol. Set. Capital city in the above colony, established in 3721 RM (Pop. c. 46,400).

<u>IPTO</u>: 1. Sea. Bay in the north west of <u>KHAMID</u>, forming the northern-most part of the <u>SEA OF IANA</u>.

2. Mil. Str. Fortress in the north west of KHAMID.

<u>IPURSALAH</u>: Rvr. River in the south east of <u>SUMA'YA</u>, flowing east for 250-miles from sources in the <u>STERHBEL</u> Mountains before meeting the coast, at the <u>DAARKEN SEA</u>.

<u>IQ TOO</u>: Set. City in the c-south east of <u>CHEIRA</u> (Pop. unknown).

IQABAL: Set. Settlement in the west of <u>AHRISHEN</u>, just 5-miles south of the harbours of <u>TAHIREN</u>. The settlement is a major producer of food for the city (Pop. c. 8,000).

IQARHOT: (B. 3224 – D. 3291 RM) *Pol.* Founding prince of the <u>PRINCIPALITY OF SEPAHAUNAT</u>, which was first recognised as a nation in 3259 RM.

IQEKHABRA: Geo. Mountain-range in the north west of the mainland of the PRINCIPALITY OF SEPAHAUNAT.

<u>IQHSHAV</u>: Geo. Mountain-range in the <u>PRINCIPALITY OF SEPAHAUNAT</u>, running along the western-coast of its mainland. The region is volcanic and prone to earthquakes and is relatively uninhabited.

<u>IQHUL</u>: Set. Settlement in the region of <u>ROBAT</u> in the c of <u>THE SURRACH</u>. It is known for its arable farmland (Pop. c. 4,100).

IQUAHAITH: Geo. Mountain-range in the c of <u>NOAVATUR</u>, acting as a natural border to the north of the <u>HA ATH</u> wastelands.

<u>IRA</u>: Mil. Str. Square-sided granite fort in the west of <u>AZAZEM</u>, believed to be a relic from the <u>FOURTH AGE</u>. The fort is half-buried in the earth between lake <u>AGLAIA</u>^(1.) and lake <u>SATTAR</u>.

<u>IRACHANDOL</u>: also 'the Frozen Basin'. Geo. Endorheic basin in <u>EASTERN THANO</u>, part of which is below sea level. It lies along the northern <u>POLAR CIRCLE</u> and is known for its heavy mists and resultant wetlands that freeze over during winter months.

<u>IRAGASH</u>: Geo. Valley in the c of <u>METHUMN</u>, forming part of the drainage basin of the river <u>GARAGIRA</u>.

<u>IRAIA</u>: Set. Large city in <u>KHAR NADUL</u>. Its main industry is making <u>SHADOWSTEEL</u>, and it has three large foundries that form the backbone of its economy (Pop. c. 37,000).

IRALDIR: Set. Settlement in the c west of Tatar. Its main industry is agriculture, and it is famed for its amaranth fields and its bakeries. Grain and flour cultivated here is used across Tatar, and feeds the city of <u>CARADAS</u> (Pop. c. 8,400). IRAM: His. Set. Ancient city built along the foothills of a solitary peak in present-day SARASTRO, occupying the area now settled by the city of ODENA. Originally settled in c. -1050 RM by HAAGENI people over what were later discovered to be far older PLAGI ruins. It was, as befitted its people, a small insular place, with little contact with other settlements, though by c. -900 the growth of IDAN to the north necessitated a good supply of granite and rock, of which Iram was the most stable. This saw the settlement grow, attracting both Haageni nomads as well as some UHLSAATI people form the south, the latter of which remain largely as labourers in the mines and quarries that emerged west of the city. The emergence and growth of the CITADEL MOUNTS to the east saw Iram change from a supplier of raw materials to the north to a hub of trade, linking the Mounts with HAAGEN and SALOROC to the north; so much so that in -792 RM Iram became officially part of the Citadel Mounts following the signing of trade treaties.

The religion of THE VOID reached Iram by c. -700, leading to the construction of an intricate catacomb complex that was hollowed from the remnants of the old quarries and mines and roofed beneath stone vaults. By this time the city was thriving, a metropolis of upwards of 100,000-people, though it was not to last. By the time of the KORACHANI EMPIRE'S arrival to the Citadel Mounts in 352 RM, Iram had already begun to shrink. The presence of the empire only exacerbated its demise. Harsh laws there led to the storming of the imperial palace by dissenters in 380 RM, most of which were slain and countered through the enactment of a harsh martial law that stymied the mercancy that the city thrived on. Iram diminished as trade died down, moving to other settlements.

An on-going war with MULCIBER allowed Iram to become an independent city in 469 RM, trading peacefully with ARKOS⁽¹⁾, Sarastro and IO. A large earthquake in 603 RM left its legendary catacombs ruined, the majority of them caved. It remained a sovereign state until 704 RM, when a deep-rooted corruption allowed it to be consumed by Sarastro, which saw the value of its old mines and quarries and established new industries, renovating the old catacombs and establishing a large open-air market within them. By c. 740 RM the city had re-established itself as a hub of trade in the region and had become known by its Sarastroan name of Odena.

IRARET: Set. Small city in the north east of LIDEA, known for its cultivation of tea and the oppressive black cathedral, built of basaltic rock (Pop. c. 17,200).

<u>IRASCENA</u>: Dem. 'Irasceni'. 1. Geo. Region in the north of <u>THE SURRACH</u>, south of the <u>NGHALLEAL</u> Mountains.

2. Geo. Pass across the $\underline{\text{NGHALLEAL}}$ Mountains linking the north of $\underline{\text{THE}}$ $\underline{\text{SURRACH}}$ with the south of $\underline{\text{CYHLAGHARR}}$. The pass was for many years a well-used route south for Cyhlagharri slavers though following conflict with the Irasceni warriors who developed in the region in c. 3300 RM.

3. Set. Main city in the eponymous region in the north of THE SURRACH, just south of the main pass across the NGHALLEAL Mountains into CYHLAGHARR. It is known for is martial-based culture, possibly evolved through necessity from its many conflicts in the past with Cyhlagharri slavers moving south across the pass.

Today, their warriors form part of a religious sect that is known for its drug use, who in times of war force themselves into a deep rage. A major sport and pastime in the region is the tossing of stone pillars. The activity likely dates back to the repopulation of the region in the FIFTH AGE where ancient granite pillars were discovered, some of which are still used in the sport to this day (Pop. c. 50,000).

IRASSA: Eth. People in the north of SAMMAEA, descended from a FOURTH AGE people who dominated the region. Today they can largely be found in the ETUAN WASTES, and the DAENED SULRACH^(2.), as well as surrounding regions. They share common ancestry with the ETUANI nomads, though are not affiliated with them today.

Outside of their nomadic life, they are densest in the city of ETUA.

<u>IRAT</u>: Mil. Str. Large fortified lighthouse in the east of the <u>SARASTROAN</u> colony of <u>IPSISSIMA</u>^(1.). The lighthouse is situated south of the southern <u>POLAR CIRCLE</u> and experiences continuous days of day and night in summer and winter respectively. It is also known for its exhaustive

nautical library that contains a wealth of history and knowledge pertaining to Sarastroan exploration and history.

IRDA: Law. Set. Prison-city in the far north of THE SURRACH, in the southern-face of the NGHALLEAL Mountains. It was originally a fortified KORACHANI monastery, though was abandoned in c. 1600 RM, where it remained deserted for some centuries before being converted into a prison in c. 1880 RM. It is now a high-security prison where powerful and influential figures are incarcerated (Pop. c. 2,200).

<u>IREBOSK</u>: Set. Coastal city in the east of the <u>HENDECARCHY</u> of <u>HATON</u> in the north of <u>MALAN</u>. Its main industry is fishing (Pop. c. 39,000).

IREEB: Set. Small independent city in the c of THE SURRACH, along the shores of lake ZARAZESH. Its primary industry is the collection of mineralrich mud from the shores of the lake which is used in pottery as well as cosmetic products that are used across the Surrach (Pop. c. 37,200).

<u>IREL</u>: Geo. Mountain-range in the south west of <u>GNOTH</u>, forming a border with OPHIUSSA.

<u>IREN BARA</u>: Geo. Island in the north of the <u>CORAL BARONIES</u>, in the south east of <u>SAMMAEA</u>, to the north of the <u>IHEDROUR ITRUSH</u>. It is the third largest island of the Coral Baronies, and is home to various settlements.

IRENARCH: Mil. Rnk. A special military rank in AHKA, traditionally known as peacekeepers who are stationed in its cities to aid lawkeepers in maintaining peace. With the advent of martial law following the outbreak of war with KORACHAN in 3994 RM, the Irenarchs were heavily bolstered and became the first line of defence for most settlements. They train in the city of SABATIA before being stationed across the nation. It has become a matter of honour to serve as an Irenarch, and in 4002 RM the post was opened to anyone wishing to volunteer, where previously the post had only been open to men between 16 − 40 years of age.

<u>IRESCELLA</u>: *Mil. Str.* Major fort in the north east of <u>THE SURRACH</u>, close to the border with CYHLAGHARR.

<u>IRESTROL</u>: Set. Major coastal city in the north east of <u>KASIHAAL</u> (Pop. c. 180,000).

IRETHET: Set. Coastal settlement in the west of WESTERN LARISH that emerged in c. 3780 RM from a fortified farmstead that itself was built on the site of an ancient FOURTH AGE cultist temple whose original purpose has since been forgotten. The settlement is an agricultural centre and is also known for its clam farms (Pop. c. 8,200).

<u>IRETTER</u>: Set. Major city in the c south west of <u>ROMOREA</u>^(2.). It is the centre of a large open cast coal mining industry, and oversees dozens of satellite settlements and mines (Pop. c. 102,750).

<u>IRGAB</u>: Set. City in c west of <u>VENTHIR</u> along the course of the river <u>TEIRIS</u>.
It is home to much of Venthir's eastern military forces that patrol is western border with <u>ANUBIS</u> (Pop. c. 31,500).

<u>IRGYALOON</u>: Sct. City in the c north west of <u>CUTH</u>, to the north west of the <u>CUTHADDUAN</u> Mountains. It is a major source of <u>BLOODSTONE</u> in the region (Pop. c. 40,000).

<u>IRIADA</u>: Set. Settlement in the c west of <u>AMMESH</u>. It is a major agricultural centre and produces beans and legumes. A large central citadel and surrounding town dominates the region and dozens of smaller settlements pepper its farmlands (Pop. c. 6,200).

IRIB: Mil. Str. Fortress in the north west of $\underline{\text{TARATI}}^{(1)}$, south of the $\underline{\text{KHO}}$ $\underline{\text{INNOR}}$ Mountains.

<u>IRIBA</u>: Set. Coastal settlement in the south east of <u>VENTHIR</u>, overlooking the <u>IAPETAN SEA</u> (Pop. c. 4,600).

IRICORA: 1. One of the seven INDUSTRIES of RAONGEN⁽²⁾, located in the south of the empire. It is home to the throne of the GOD WHO SPEAKS.
2. Pol. Set. One seven ruling cities in the empire of RAONGEN⁽²⁾, located in the east of the empire, in WESTERN LLACHATUL. It is in control of the southernmost territories of the nation, which include its more industrialised regions. The city is amongst the most holy in all of Raong, and is home to the Mouth of the GOD WHO SPEAKS, whose TECHNARCANE throne is a place of pilgrimage to thousands (Pop. c. 623,000).

IRID: Set. Coastal settlement in the west of THE VORANDINE, overlooking the SEA OF BYRIS. Its main industry is the harvesting of EVOLAM kelp

that is vital to various modern <u>ATRAMENTAL</u> industries, including <u>CLONING</u> and <u>FLESHWRIGHTING</u> (Pop. c. 6,000).

IRIDESCENT CITY, the: see ABALON.

IRIDRA: Set. Coastal city in the c north of GREST^(1,) in the island-continent of BROR^(1,). It stands to the E of the STRAIT OF CYNNAVAR^(1,), guarding traffic in and out of the inner sea of RATASHAH (Pop. c. 48,000).

IRIDION: Set. Major city in the c south of AKANTHRA. It is a major industrial centre and is surrounded by ironworks, which for its main industry (Pop. c. 74,000).

IRIUD: His. Set. Old capital of the nation of <u>JOAPHASAR</u>, which I 2921 RM was destroyed by an act of <u>HEXCRAFT</u> that backfired, destroying its cities and slaying most of its population, leaving the rest deformed and maddened. It remains as a ruin today, its structures obliterated and blackened, and its old territories claimed by <u>CEHOPHELA</u>.

<u>IRKALLA</u>: 1. Geo. Historically, an island about 7-miles off the south western coast of <u>CUTH</u>, in the south east of <u>LLACHATUL</u>, that features in the <u>MYTHOLOGIA ELYDEN</u>. It is tied to the myth of the <u>DEMIURGE NERGAAL</u> and his children, who bear the same name^(2.).

The island was famed for its vast caverns that reach far below the sealevel. They are flooded, with large stalactites and rock pillars that bear testament to an age when the caves existed above the water line – something difficult to imagine, even excluding the receding sea-levels of ELYDEN. Large caverns with hewn walls contain calcified monoliths on which are carved lithographs that display a record of the irkalla people that once dwelt there. Despite these records, the island bears no other signs of previous habitation; no ruins or remains of any kind, and the islands first true signs of modern history began in c. 90 RM when humans from mainland KARKAUTH settled the island, beginning construction of the BLIND FORTRESS soon after.

The waning of Elyden's seas saw the island become part of the mainland by c. 3000 RM. Today the headland occupies around 5,000 square-miles.

2. Plr. 'irkalla'. Mor. One of the original Two-and-Twenty MORTAL PEOPLES, and the children of the DEMIURGE NERGAAL. Little is known of these mortals, save the tantalising clues left behind on subterranean monoliths in the land of Irkalla⁽¹⁾, itself once an island, off the south western coast of present-day CUTH.

They had a debased culture in which the sick and dying were viewed as blessed by Nergaal, commanding positions of respect and authority. Conversely, the strong were broken of their will and used as slaves. At the centre of irkalla culture was a pervasive sun cult that forced its people underground. Where other sun cults worshipped the sun and bathed in its light, the irkalla feared it and its destructive nature – drought, <u>PLAGUE</u>, war, heat – and lived underground out of reverence of its raw power.

Many of these traits were reborn millennia later in the land of <u>KARKAUTH</u> (now Cuth), with the rediscovery of the religious artifact known as the <u>HAND OF NERGAAL</u> in 2236 RM. See Vol II: Asicthai.

IRKALLAN: His. Lan. Ancient language spoken by the IRKALLA^(2,). Some say that the present-day religious language of <u>CUTHI</u> is partially descended from it, though the truth is impossible to ascertain. See Vol II: Languages.

IRMM: Set. City in the north of PNESSA, situated along a tributary of the river YAGNOTH PHTHAN. It was the centre of the HMMEN REGIME, which emerged there in c. 3925 RM before it went on to overthrow the CAIAN monarchy in 3959 RM. The city remains politically important, but the regime took over control of the capital in IRUT MARKA (Pop. c. 42,000).

<u>IROHAAN</u>: Pol. Set. Ruling city in the tribe of <u>ITTRA</u>, in the c east of <u>MULCIBER</u>, in the east of the <u>GROWING MOUNTAINS</u>. It is overlooking the <u>DRAKAINAN</u> valley (Pop. c. 100,000).

<u>IROHAD</u>: Ind. Set. Mining settlement in the c of <u>ALMAGEST</u>, in the north of the <u>GAEFANG</u> Mountain. It is one of few mines in the area that are still operational (Pop. c. 7,200).

IRON: Set. Small city in the c of <u>IO</u>, famed throughout the region for the quality of its <u>OLIVE</u> oil. The oil is used throughout Io in religious activities and is prized as the best of the nation, and it possesses the oldest working oil presses, which are thought to date back to before the time of <u>KORACHANI</u> occupation (Pop. c. 15,500).

<u>IRON ANGEL</u>, the: (B. 1241 RM) Med. Tec. An artificially constructed being, made through archaic <u>TECHNARCANE</u> and biomechanical methods, representing the pinnacle of artifice required to create <u>SICTHAINEN TECHNA</u> in the early centuries of the <u>KORACHANI EMPIRE</u>. The construct takes the form of a metallic angel, with expansive functional blade-like wings, built over the mutilated body of flesh, whose origins are unknown (though it is postulated that it might be an <u>OTHERWORLDER</u>). The angel is autonomous and has its own conscience. It wields the <u>SWORD OF JUDGEMENT</u> and carries the shield known as <u>AEGIS</u>.

Commissioned by the <u>ARCHPOTENTATE MALICHAR</u> following his return to power in 339 RM, the creation of the Iron Angel took over four centuries to complete, from conception to <u>INCEPTION</u>. Regarded as female by those who interact with her, she has been, at various points in her career, a champion of the <u>ATRAMENTA</u>, an <u>ARCHLICTOR</u> of the <u>ORDER OF LICTORS</u>, and a personal <u>CARNIFEX</u> of the Archpotentate himself. Today she is head of the Order of Carnifexes and answers only to Malichar, or, in his absence, the <u>CONSULITE</u>. Some even whisper that in the millennia since her inception, she has served the Archpotentate in other ways, though none would dare utter such things in public.

Her creation paved the way for the creation of more affordable *Sicthainen techna* across the Korachani empire, though no attempt since her inception has surpassed the near-perfection of her construction. Indeed, some techniques were lost soon after her inception, and present artificers have thus far been unable to replicate them. Many believe that her unique nature is inherited from whatever being exists in her core, details on which remain known to the Archpotentate alone.

IRON BULWARK, the: 1. Mil. Str. Citadel of the FROSTMARSHAL Rin Izotz. Located in the western reaches of the SANEM Mountain in SABIA.

2. Mil. Str. Fortified wall in the south west of DURCHAA⁽¹⁾, running for 900-miles from the MARAGHA Mountains in the west, to the south of the plains of MHORSINA in the east. The wall serves as a first line of defence against ALMAGESTI attentions. Once manned by thousands of soldiers, it is today served by a skeleton crew which can barely cover the length of the wall, let alone provide an adequate defence. Its main purpose is to serve as a symbol, and to stall any attack long-enough for warning to reach the Durchaan armies.

IRON CATASTROPHIES, the: also 'Iron blight'. His. Ind. Soc. Historical period in the east of EASTERN LLACHATUL, centred around what is now the nation of TETHYSIA, that occurred between c. 1030 – 1180 RM. It was first documented within the quarries of THEIA, where miners found the iron they were excavating to be brittle and of no industrial or commercial use. Over the next few years other mines across Tethysia and eventually Eastern Llachatul began to show similar degradation in their yields until, within a few decades, almost all iron mines in the subcontinent shared a similar fate.

This led to a stagnation of technological progress, and many industries suffered as a result. Some regions that were dependent on the iron industry suffered for the next century, with some reverting to near-stone age technology.

This period of so-called blight lasted until c. 1170 RM, when the first new source of iron discovered in well over a century displayed no signs of corruption. By c. 1180 RM all newly-documented sources of iron were likewise uncorrupted and the Iron Catastrophies were said to have passed.

Worst-affected was the <u>HADEAN</u> kingdom, in what is now <u>LIMOTH</u>^(1.), whose industries were dependant on iron mining. The people revolted against the monarchy as the region's economy collapsed, leading to a period of strife that culminated in 1154 RM with the fracture of the kingdom.

The period brought political, economic and cultural strife, and set the entire eastern coast of $\underline{LLACHATUL}$ back decades, allowing lands to the west – such as the $\underline{INNER\ SEA}$, and $\underline{DARK\ SEA\ REGION}$ – to thrive in their place, though the easing of the situation allowed the affected nations to eventually recover.

<u>IRON CHAPLAIN</u>: Rel. Rnk. In the <u>KORACHANI EMPIRE</u>, a rank within the <u>CHURCH OF THE UNDYING MACHINE</u>, its members devoted to the sanctifying of raw iron before its smelting in the great foundries of the empire. IRON DEITY, the: 1. His. Rel. Dei. Original deity worshipped in the KORACHANI EMPIRE who would by c. 30 RM become known as the UNDYING MACHINE.

- 2. Lan. Rel. Dei. In the free lands of the east, the name commonly attributed to the <u>UNDYING MACHINE</u> of the <u>KORACHANI EMPIRE</u>.
- 3. Rel. Dei. Deity worshipped in the city-state of MENATH. The deity is a corruption of the UNDYING MACHINE worshipped by KORACHANI colonists which in the 2nd millennium RM persecuted KARKADANNI across SAMMAEA, leading to their near-extinction. The iron idols carried by the Korachani fanatics left an impression on the karkadanni, and over the years the symbol became corrupted and developed into a deity that they worship to this day. This deity is vengeful and of a harsh temper that needs sating through constant worship, which fits the karkadanni need for reverence. See Vol IV: Religions and Cults.

IRON DEITY, CHURCH OF THE: His. Rel. Original name for the Church of the Undying Machine that emerged in the Korachani Peninsula under the aegis of the rule of the Archpotentate Malichar, whose main goal was the spreading of Shadow – its main tenet. By c. 30 RM it had become known as the Church of the Undying Machine following reforms.

IRON EMPIRE: Lan. Soc. Common vernacular for the KORACHANI EMPIRE in the free lands of the east of LLACHATUL and elsewhere. The name originates from the IRON DEITY worshipped in early Korachan (whose name would eventually become the UNDYING MACHINE) and the reference to iron stuck.

IRON FIELDS, the: Geo. Expanse of land in the south east of <u>TETHYSIA</u> where brittle sandstone has been eroded by harsh winds and soil depletion, leaving behind stalagmite-like iron deposits protruding from the ground, many of which are rusted, painting the surrounding lands in a thick orange patina. Much of the iron in this area is useless, oxidised beyond use, though some areas exist where the iron is excavated and smelted into pigs for use in forges or export.

The area was once noted for its many <u>STEELSAGES</u>, whose stronghold was the city of <u>AZAH</u>, though with most of the usable iron depleted and the region under the effects of severe oxidisation, poisoning the soil, they have moved on to larger more accommodating settlements to the north, their stronghold in Azah abandoned c. 3500 RM.

IRON GUARD, the: Soc. Law. Elite policing force in the KORACHANI

EMPIRE, formally recognised in 103 RM following the actions of the

KYONI ORDER of the SANCTIFIED INQUISITION in founding a formalised
policing force across the empire (though independent policing forces
across the empire predate this by many decades). The Iron Guard rapidly
became a powerful force in the empire, working in close conjunction with
other imperial institutions such as the ARBITERS, BUREAU OF CENSORS,
and BORDERGUARD to maintain peace and enforce the laws of the empire
across its territories.

Most cities, districts and territories have their own law-enforcement organisations, with their own hierarchies, customs and troopers, which exist outside the organisation of the Iron guard, which is universal across the empire and acts as an elite policing force with jurisdiction across all imperial territories, with a centralised leadership based in the city of Khadon.

Individual Iron Guardians are at the peak of <u>HUMAN</u> health and training, and are well-equipped. They are <u>ATRAMENTALLY</u>-augmented to better fulfil their roles, though unlike their brethren in the <u>STEEL LEGION</u>, they are not VAT-BORN.

The Iron Guard is divided into many groups and factions, each of which specialises in different areas of control, protection and investigation. Some cities, particularly the larger imperial metropolises often haven their own specialised departments, such as the <u>SEWER GUARD</u> of Khadon, of the <u>DROSSWARDENS</u> of <u>AZAZEM</u>, and so-on.

Whereas local law-enforcement typically wear unarmoured uniforms, the Iron Guard have access to <u>HARDSUITS</u>, <u>SOFTSUITS</u>, <u>HALFSUITS</u>, and other specialised equipment. Normally they wear high-collared uniforms on which insignia and other identifiers are located. They are also characterised by their thin steel shoulder guards and sallet-inspired helmets Typically, their leaders are drawn from the Military patrician-families of the empire, who have come to adopt the Iron Guard's symbol

of the iron manifer as their own. They often work closely with the <u>GATEWATCH</u> of the Kyoni Order, and often have individuals <u>PALADINS</u> <u>OF THE WALL</u> on loan to their units acting as attachés and advisors.

IRON HORSE OF DEOCHAN, the: Int. Veh. Obj. Tec. A gigantic steam-powered machine in the guise of a horse, made from steel, wrought iron, brass, bronze and hardwood, it stands some 25 ft. high and is capable of locomotion under its own power with a single <u>IOCKEY</u> needed to direct it and operate the steam regulator controls.

It was constructed in <u>DEOCHAN</u> in c. 3270 RM by a pair of technologists and was never a pinnacle of technological arts – indeed it was created as a throwback to classical models and designs intended to showcase the promise of what steam power might one day allow. With no true function, it was sold to a travelling menagerie where it became a sideshow attraction, offering rides to paying patrons for a few decades. It was later appropriated by the <u>IRON GUARD</u> to aid in combatting local outlaws, though it was never designed for combat, and was retired less than a year later.

It was then sold to an eccentric <u>VENTHIRI PATRICIAN</u>, and eventually found its way taking part in the <u>EGRET CRUSADES</u>, where it saw battle for decades. It was badly damaged in battle in 3462 RM and was later abandoned, finding its way into a scrap yard, where it lay rusting for years. It was later bought and restored by a penitent Patrician, and taken on the <u>SHADOW MARCH</u>, reaching the <u>SEPULCHRAL PALACE</u> in 3521 RM, where it was blessed before undertaking the road back north.

It later disappeared from records for some 18 decades, returning in 3704 RM in \underline{IO} , where it was used by $\underline{SARASTROAN}$ forces against a $\underline{KORACHANI}$ fortress, helping to besiege its walls, leading to its capture. The centuries-long tale of the Horse reached the $\underline{LICHFORT}$ in \underline{ARGEA} , and it was taken there in 3706 RM, for an audience with the $\underline{LICH\ KING}$, after which it was lost again.

Many claim to have seen it in various places, both within and without the <u>LOW-EMPIRE</u>, though their veracity is dubious and few now know it by its original name.

IRON KING, the: (B. 3942 RM) Pol. Common name by which Isarnon, the Regent of <u>LUTO</u>, is known. He is insular and wears white robes and an adamantine mask. Some claim he is a <u>SET</u>, though his closest aides and confidantes are never seen propagating such rumours. The eunuchs and judges (advisors) that serve the Iron King are largely mute and few are those with direct access to him. His most trusted vizier is Katab the Many; the only judge to have full access to the Iron King (his status being the source of his name).

IRON MANIFER, the: Soc. Law. The symbol of the IRON GUARD in the KORACHANI EMPIRE. Originally a mounted force, the iron guard was known for its manifers and the full-armour their leaders wore in antiquity and the symbol remained long after the majority of the forces eschewed their mounts.

IRON MANTLE: 1. Rui. Largely-ruined fortified redoubt in the south east of present-day CYHLAGHARR. Originally constructed by engineers from ERON SOTH between c. 380 and 450 RM north of the badlands of ASCORYCA, in defence against increasing OGHUR attacks. The redoubt was instrumental in keeping the region free of oghur influence, though a major incursion in 703 RM left the wall ruined, and much of OPRET destroyed, its populace taken as slaves.

The wall fortification was partially restored and renovated following the rise of the <u>CHILD'S REALM OF OPHAR</u> in 3119 RM, but subsequent wars with Cyhlagharr forced Ophar to retreat south east of the river <u>OPHAKR</u>, leading to the abandonment of the wall in c. 3305 RM.

The redoubt was over 100-miles long during its peak in c. 420 RM, and consisted of deep trenches and, later, iron-clad walls and heavily armed fortresses placed at regular intervals.

2. Sup. Tec. A TECHNARCANE augmentative orthosis that is worn by SHAPERS to enhance and widen their range of powers. They are commonly manufactured and utilised by most post-industrial civilised lands around the INNER SEA, including the SOCIALIST REPUBLIC OF ALMAGEST, the REFORMED EMPIRE OF SARASTRO, the KORACHANI EMPIRE, and the SECULAR REPUBLIC OF PARTHIS.

The mantle usually takes the form of a technarcane engine that is worn on the back, covering the shoulders like a mantle (indeed, this is the origin of the common name) and which are integrated with the users via <a href="https://dx.com/dx.co

Though similar to an iron mantle, <u>TECHNACHI</u>, and <u>HEART ENGINES</u> can be distinguished in a few ways that are commonly understood within the technarcane fields:

An *iron mantle* normally takes the form of orthoses or technarcane grafts or a harness or <u>HARDSUIT</u> applied to a sapient womb-born mortal with an individual personality and full mobility.

A *technachi* is generally a series of orthoses or grafts based around a vat-born creature or a <u>CLONE</u> of artificial origin, bred and incepted specifically for the task at hand, and will, more often than not, perform like an automaton with little personality or individual characteristics.

A *heart engine* is a more extreme form of technachi, often encasing a mortal body (be it vat- or womb-born) within a technarcane engine that can at times encompass entire rooms and, which by default, is immobile and commonly catatonic. See Vol IV: Technarcana.

IRON MARKET, the: Com. Str. Large market in the city of KHADON, KORACHAN, enclosed beneath an expansive wrought iron framework encased in glass, to which it owes its name. It is known for its produce, much of which caters to the rich and powerful patricians and freemen of the capital. It is well-guarded and theft is harshly punished.

IRON MAZE OF DHARGUSHAN: Sup. Geo. Str. A monolithic geometric subterranean expanse deep beneath the nations of BELEGOR, LIEVTHRA, SYNCHTHONITHA, Dhargushan is a labyrinth of cubic hollows that range in size from a few feet across to thousands of feet, rivalling the size of some chambers of the PRISON CARCERI. The entire expanse stands within a great deposit of oxidised iron that covers every wall, floor and ceiling of this immeasurable pit. Attempts at extracting the iron have invariably failed, leading scholars to believe the metal walls of Dhargushan is something other than the iron that features in its common name. Some believe that it was the work of a demiurge long ago, and others claim it is an annex of the Prison Carceri, though there are no known links – physical or otherwise – between the two subterranean regions.

Flakes of rust bigger than a man tumble down the walls to be slowly eaten by <u>RUST SLUGS</u>. Outcrops of cubic growths, not unlike oversized bismuth formations, cover the larger expanses, on which grow strange lichens and mosses, which provide sustenance to colourless and eyeless vermin.

Various expeditions have been mounted into the depths of Dhargushan over the years. Many of the chambers closer to the surface are difficult to navigate, and even through the aid of shapers wish an affinity for metal, only a small portion of its expansive labyrinthine depth have been explored. Rumours abound of

IRON ROAD, the: Com. Geo. Part of THE RED ROUTE, commonly held to be the part of the Route maintained by the <u>HIGH-EMPIRE OF KORACHAN</u> following the empire's <u>SUNDERING</u> in 3705 RM. The road passes through <u>SKAROS</u>, <u>LAASKHA</u>, <u>AZAZEM</u>, <u>KORACHAN</u> and <u>PELASGOS</u>, beginning in <u>SKAROSIA</u> and ending in <u>TEREKON</u>, for a total of around 3,500-miles.

IRON SHADOWS: Mil. Org. Famed mercenary company in Phyrr whose members are slaves heavily indoctrinated in the <u>CULT OF THE</u> <u>IMPERIARCH</u>, making them amongst the <u>IMPERIARCH</u>'S most devout worshippers. They are the children of slaves, recruited at a young age and trained for ten years before being sent on their first mission, in which many die.

They are known for their versatility and brutal effectiveness, and specialize in unconventional warfare, including assassination, sabotage, and guerilla tactics, most of which are considered suicide missions where only the most fanatical of individuals are expected to fight, if only to prove their loyalty to the Imperiarch.

<u>IRON TREATY</u>, the: Pol. His. Event in the history of the <u>FOURTH AGE</u> empire of <u>IUJACHTHÉ</u> that is remembered today for leading to the exiling of the <u>VADJAAKIN</u>, resulting in their slow decline into the wretched people that we know today.

IRON VALLATION: Mil. Arc. Line of fortifications in the south of HARITH⁽²⁾ in c. 3590 RM, in what was then the TETHYSIA, during the civil conflict that eventually saw Harith⁽²⁾ become an independent nation. The lines were expansive, covering some 120-miles, and are largely abandoned today.

IRONBACK: Mil. Tec. A type of REVOLVER, very heavy, typically of military service. The weapon has been manufactured by PATRICIAN HOUSE SOUAD for over 1,000-years, since 2923 RM from its manufactory in the east of LAASKHA, just outside the city of LAANA.

<u>IRONHEART TREE</u>: Int. Flo. Evergreen trees that grow in particular soils that are rich in iron in the east of <u>EASTERN LLACHATUL</u>, particularly temperate regions of <u>THETIS</u> and <u>TETHYSIA</u>. Its sap is white, but slowly turns brown or red on contact with air as the iron-rich liquid oxidises.

Ancient mortals were able to dry this sap and work it into a metal-like substance that was used in the creation of dangerous weapons with long flexible blades, similar to an <u>URUMI</u>. Though the techniques used in the construction of these blades is now largely lost, many of these weapons remain as relics in Thetis and Tethysia. See Vol II: Classification and Taxonomy of Life.

<u>IRONS</u>: Lan. Slang term common in the <u>KORACHANI EMPIRE</u> and other lands that where <u>POWDERGUNS</u> are common, used to denote them. Though knowledge of powderguns is widespread throughout the more advanced parts of the empire, reference to them as *irons* is rarely made by <u>HELOTS</u> of work-slaves or even those of higher rank. It is generally lower-ranking members of the military castes and groups such as Iron Guards, irregulars, auxiliaries and mercenary forces like the <u>WHITE LEAGUE</u> that make use of the term.

It is unknown where the term originates, though it is commonly attributed to the White League, who are bullish and blunt with their words.

<u>IRORA</u>: Dem. 'Iroran'. Ntn. Nation in the c east of the island of <u>ISEA</u>, in the south of <u>ELYDEN</u>. The nation is largely populated by the descendants of <u>HUMAN</u> slaves from the nation of <u>DATEPHA</u>, to the south and east, who are in turn descended from <u>KORACHANI</u> invaders whose failed siege of Datepha in 3104 RM left thousands of Korachani soldiers and missionaries stranded there, taken as slaves by the <u>VAPULIM</u>.

Irora was, for a long time, shunned by the Datephan people. Though we do not know why, it is believed that the <u>FOURTH AGE</u> ruins of a great metropolis west of the <u>ORMARIKH</u> mountain are responsible for their 'aversion'. By c. 3400 RM the Datephan culture had evolved, with many of the human slaves granted their freedom, able to leave the lands. Most moved west and repopulated the ruins of the old metropolises, where they rapidly grew in number, becoming recognised as the nation of Irora by 3400 RM. Despite their Korachani heritage, they share little empathy with their northern ancestors and have refused contact and trade with either of the empires of <u>THE INNER SEA</u>, and have abandoned their ancestors' worship of the <u>UNDYING MACHINE</u>, turning instead to <u>ABACINISM</u>. See Vol III: Extant Nations and Realms.

<u>IRORIEL</u>: 1. also 'the King's Forest'. For. Wetland forest in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>PALUS</u>⁽¹⁾. It is the favoured hunting grounds of the <u>PALAN</u> royal family.

2. Set. Farming settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>PALUS</u>^(1.). It is known for its boar, pigs and truffles (Pop. c. 1,300).

<u>IROT</u>: Geo. South western arm of the <u>IROTHA</u> Mountains along the border between <u>SARAGOS</u> and <u>NAARETH</u>. Unlike the Irotha, the riches of Irot lie mostly beneath the surface and many small mines pepper its southern face. The ores are transported to the river <u>DODRONTA</u>, where they are then moved downstream to the city of <u>MAARCH</u>, where they are smelted and worked.

IROTHA: Geo. Main mountain-chain in NAARETH, around 600-miles long, running form the north west of the nation to the far east. Its south eastern face is rich in ores, many of which are at the surface, oxidised and corroded beyond use. It is named after the children of the <u>DEMIURGE NYARLOTH</u>, the <u>IROTHANI</u>, and is thought to feature in their ancient history in some form, though there are few if any ruins from this period of mythohistory, though there are some ancient ruins to its south, possibly dating back to the THIRD AGE.

IROTHAN: 1. PIr. & Dem. 'Irothan! Mor. One of the original Two-and-Twenty MORTAL PEOPLES, and the children of the DEMIURGE NYARLOTH. They were similar in build to humans though their skin was of a bluish tint, with red ridges down their backs and eyes that glowed as though with an inner light. Like their father they were masters of TECHNARCANA and were renowned for two materials that made them unique amongst the mortals — a quicksilver-like liquid that through SHAPING and the applications of magnetism could become rigid and take on one of various forms that it 'remembered'; and an artificial bone-like substance that was grown, and was the basis for much of their engineering. Some such artifacts are sometimes excavated in the PORPHYRI PENINSULA today, commanding mighty prices.

Little is known of the early years of the irothani people, but by the <u>THIRD AGE</u> they had grown into a populous and technologically advanced culture that dominated <u>EASTERN SAMMAEA</u>, in what was known as KATHAR BYAAT.

The lands of Kathar Byaat suffered towards the end of the THIRD AGE, first when Nyarloth became afflicted by a terrible wasting disease, and again when he was slain by his brother RACHANAEL while the two were attempting to craft a SOUL-ENGINE to save Nyarloth. Though Nyarloth's body had expired, his essence remained, interred within the Soul-Engine that became known as the PARYMESIA. Over time many irothani came to worship the Engine rather than the Demiurge's essence. This left Nyarloth weakened and in a state of torpor within the Engine. The irothani rulers, known as SEPTS, knew the error of this idolatry and tried to persuade the people that their god was the spirit in the machine and not the machine itself, but few would listen.

This schism led to a civil war that decimated the irothani, bringing to an end one of the largest and most long-lived mortal empires in Elyden. They later scattered and dwindled, eventually disappearing after mingling with the humans that had spread to their old lands. Indeed, the people that today inhabit the Porphyri peninsula are believed to be the descendants of such distant unions. See Vol II: Classification and Taxonomy of Life: Asicthai.

2. Lan. Language spoken in <u>PORPHYR</u>, named after the ancient irothani people^(I.) who once dwelt there in the <u>THIRD AGE</u>. It is unlikely that irothani is similar to the language spoken by the irothani, given the thousands of years that have passed, as well as outside influence from present-day nations. See Vol II: Languages.

<u>IROTHANAN</u>: His. Lan. Now-extinct language of the <u>IROTHANI</u>. The extant language of <u>PORPHYR</u>, <u>PORPHYRI</u>, has some links with ancient Irothani. See Vol II: Languages.

<u>IROTUR</u>: 1. Geo. Dry savannah region in the south east of <u>THETIS</u>, south of the <u>KOTHA TYRAL</u> Mountains, to the north of the city of the same name.

2. Set. Major city in the south of <u>THETIS</u>, to the south east of the <u>SEA OF ERUTHEA</u>. It is the largest permanently-settled city in Thetis, where the <u>NEMIS</u> nomads have little power and are rarely welcomed within its walls.

The city is watered by expansive vaulted cisterns that link to aquifers beneath the surface. The cisterns are thought to date back to the ancient FOURTH AGE city of HESIA, which was abandoned centuries before the founding of Irotur, due to the waning of the Sea of Eruthea. The ancient city is believed to have been a large metropolis, its ruined foundations stretching far from the present-day walls, and Thetishi archaeologists have been digging in the ruins for years, thought by many to be searching for something specific.

The city is home to many <u>FIRMAMENTAL</u> scholars, who sift through the marble tablets unearthed, gleaning insight into the life of the old city's culture, its beliefs, who the people of Irotur strive to emulate (Pop. c. 1,500,000).

<u>IROTUR</u>, <u>STRAIT OF</u>: Sea. Narrow strait in the south east of <u>LLACHATUL</u>, dividing the <u>SEA OF ERUTHEA</u> from the larger <u>SEA OF MIROVEA</u>, between the nations of <u>RHEA</u> and <u>THETIS</u>.

<u>IRRADA</u>: Set. City in the south east of the <u>DESOLATION OF ASTUDAN</u>, in the valley known as <u>DHUTRA</u>. The city claims to be the oldest free-city in <u>ELYDEN</u>, with proof of occupancy going back as far as the <u>THIRD AGE</u>. Local legend claims the city was liberated from tyranny by a <u>SCION</u> of the <u>DEMIURGE AVRAHAM</u> and later became the first free-city in Elyden. The city is secular, and though small, its residents are proud and strong (Pop. c. 15,200).

<u>IRRAY</u>: Set. Small coastal city in the west of <u>CUTH</u>. It is a major harbour in the region, and its transport ships link all the coastal cities in the region (Pop. c. 17,000).

IRREDIVIVA: Geo. Island 550-miles off the western-coast of SAMMAEA and part of the KORACHANI colony of TAVVADRA. The island and its neighbours were the site of major testing of ATRAMENTAL weaponry between c. 2700 – 3100 RM. This left the once-idyllic landscape twisted and tainted by an unnatural form of the Atramenta.

<u>IRRERAN</u>: Geo. Reef in the south of the <u>SHIBBOTHA ISLES</u>, in the south west of SAMMAEA, in the north of the waters of the IHEDROUR ITRUSH.

IRRI: Set. Coastal settlement in the south west of SAELEH^(1,). Its main industry is the production of AHUREDH wine (Pop. c. 8,000).

IRRIDESCENT CITY, the: see CHATOYANT.

<u>IRRIGUEN</u>: Geo. Region in the c-south east of <u>AHRISHEN</u> known for its tobacco production.

<u>IRSALLIEL</u>: For. Large region of sparse forest and scrub in the <u>HARÉSHK</u>, ranging from the south east of <u>PALUS</u>⁽¹⁾ to the south west of <u>ALAMUT</u>.

<u>IRTAR</u>: Set. Fortified settlement in the south east of the tribe of <u>AUEREN</u> in the far north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 4,000).

IRTHA: Geo. Large flat expanse in the west of the <u>PELASGOSI</u> peninsula, along the border between Pelasgos and the <u>FREE-ISLES OF PELASGOS</u>, dominated by heaths, that has largely escaped the corruption, both 'natural' and man-made, of ELYDEN.

<u>IRUEINA</u>: Geo. Vertical rocky pinnacles in temperate/cold region of <u>MENISCEA</u>, acting as a border between the south east of <u>IAISHA</u> and the north west of <u>CEHOPHELA</u>.

<u>IRUGNA</u>: 1. *Geo.* Island off the north western coast of <u>BROR</u>. It is a dry land, though its coastal regions are humid and vegetated.

 Dem. 'Irugnan'. Ntn. Island-nation in the <u>FAR HEMISPHERE</u>, off the north western coast of <u>BROR</u>^(1.), 'discovered' by the explorer <u>VREGL</u> in 1304 RM.

Today it is ruled by the <u>ANCIENT</u> Arka Zebbrix, thought by others to be a late-generation <u>SCION</u>. Their second in command is Justiciar V'edd Aathrex, a <u>HALFBLOOD</u> of ominous persuasion. Together they conquered the Confederacy of Irugna, taking each of its sovereign states in 3401 RM, establishing a harsh rule that persists to this day. The state has been beleaguered by the <u>MALEFACTOR HORDES</u> of the south western plains since before this time, and has struggled to maintain full order along the peripheries of its territories.

Beginning in 3978 RM the north western coast of the island began to be colonised by <u>PARTHISAN</u> colonists, leading to a period of war that lasted until 3985 RM, after which a treaty was signed between the Ancient of Irugna and the colonists, declaring an end to hostilities and a united front against the Malefactor Hordes. The colony has been known as <u>ABDAKROS</u> since then. See Vol III: Extant Realms and Nations.

<u>IRUHU</u>: Rel. Geo. Spiritual rock in ancient <u>KORACHANI</u> myth. It remains, though has been forgotten by the advance of the Korachani empire.

IRUIIN: Soc. Cultural celebration and COMING-OF-AGE RITUAL in PERGOST and SABIA where young men, typically aged between 13 and 16 years head out to sea in large groups accompanied by a few guardians around the time of the winter solstice. Once in open sea they spear giant SERPENTFISH, which they then haul to shore and allow to freeze naturally. During this time, they camp together, sharing stories, with the guardians teaching the children valuable skills and lessons. Once the fish has frozen, they shave off strips and dip them raw in cooked whale fat and salt. Once everyone eats a slice they stand in a circle and bump heads, becoming 'family'.

<u>IRUM</u>: Mil. Str. Major fortress in the south of the <u>PARTHISAN</u> colony of <u>ABDAKROS</u>^(1.) on the island of <u>IRUGNA</u>^(1.). It guards against potential attacks from the <u>MALEFACTOR HORDES</u>.

IRUT MARKA: Pol. Set. Capital of PNESSA since 3243 RM. It is built on ancient THIRD AGE ruins that were exposed through the diminishing of the SEA OF SUPPA over the past centuries. The remains of the city were used as the foundations of a new Pnessian fortress in 3105 RM and a settlement appeared around it soon after that (Pop. c. 800,000).

<u>IRVEA</u>: Ser. Settlement in the south west of <u>AZAZEM</u>, that became famous in 3174 RM when it was widely reported that a statue of <u>MALICHAR MARTYRED</u> in a chapel was observed bleeding blood. It was later discovered that the blood is in truth an oily liquid tainted with rust, though its source is still unverified. It was eventually declared a miraculous event by the <u>CHURCH OF THE UNDYING MACHINE</u> in 3388 RM and the housing chapel was subsequently expanded into a <u>SANCTUARY</u> where pilgrims can lodge.

The settlement has grown steadily since then, attracting pilgrims from the surrounding region en route to the <u>SHADOW MARCH</u> (Pop. c. 6,200).

IRY: see **ISLAND STATES OF IRY**.

IRY, ISLAND STATES OF: Geo. Pol. Federation of island states off the western-coast of SAMMAEA, centred on the peninsula (once-island) of ETARTES, though it includes many islands that form part of the greater COTRIAN archipelago, stretching south west into the BATHASHAL OCEAN. Its people worship a nihilistic deity known as the COSMIC JOKER. See Vol III: Extant Realms and Nations.

<u>IRYNAN CURRENT</u>: Sea. Surface ocean current in the east of the <u>SEA OF ABRAXA</u> that flows to the north west along the western coast of <u>SAMMAEA</u> before dividing into three – west where it connects with the <u>EASTERN BRORI CURRENT</u>, north west towards the <u>LARISHI CURRENT</u>, and north where it joins the <u>LYNNAEAN CURRENT</u>.

ISAA-NEPHI: Pol. Soc. Bus. PATRICIAN HOUSE in the KORACHANI EMPIRE known for being a member of the ATROPI HOUSES. Its ancestral home is the city of BASILEA, and it is descended from the old ruling BASILEID DYNASTY. It is now based in the CAMASSIAN STRONGHOLD, with various garrison settlements across the south west of AZAZEM.

Its main role within the cooperative is ensuring that the cocktail of chemicals and ingredients that make up <u>DROSS</u> is correct. Its <u>ATRAMENTISTS</u> also oversee the volume of medicinal and antibiotic additives are correct. See Vol II: Patrician Houses.

<u>ISA'TEH</u>: Rui. Stepped city in the tribal territories of <u>SUUR'KA</u> in the north east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. The city is built into a large stepped pyramid and dates to the early <u>FIFTH AGE OF MORTAL LIFE</u>, where it is documented by ancient traders as being tinted red and white from ochre and marble columns, respectively. Today it is a ruin.

ISABELLINE: 1. also 'Champion of the Scales'. f. Myt. His. Per. In the mythologies and ancient histories of <u>ELYDEN</u>, a 2nd generation <u>SCION</u> and daughter of <u>AIU</u>. She was chosen by her mother to be a champion of balance and had her face taken from her, becoming the Champion of the Scales, eking out justice to her cousins and others of scionic blood that have acted out of balance.

She was renowned for the bombastic cleaver-like sword she carried and the tattered leather robes she wore that were said to bear the faces of those she vanquished. Her fate is unrecorded. See Vol IV: Scions, Children of the Gods.

2. Set. Fortified settlement in the c of south east of the $\underline{\text{DESOLATION OF}}$ ASTUDAN. It is a dependency of $\underline{\text{GÂTHA}}$ and forms a part of the $\underline{\text{GÂTHAN}}$ $\underline{\text{ROAD}}$ trade-route (Pop. c. 8,200).

<u>ISACCHIR</u>: Rvr. River in the north of <u>AYAD</u>, flowing north for 375-miles from sources in the <u>TALAL</u> and <u>LERASA</u> Mountains, before reaching the coast at the <u>BAY OF ORAT</u>.

 $\underline{\textbf{ISAHAR}} : \textit{For.} Sparsely wooded region in the north of \underline{\textbf{LIDEA}}, north west of the \underline{\textbf{BURKAN}} Mountains.$

<u>ISAHEA</u>: Set. Settlement in the north of <u>LIDEA</u>. Its main industry is the cultivation of tea plants (Pop. c. 5,200).

<u>ISAKRAS</u>: Set. City in the c of <u>SKAROS</u>, known for its hides, vellum and mutton (Pop. c. 7,500) <u>ISAMAS</u>: Mil. Str. Fortress in the north west of <u>ALMAGEST</u>, overlooking the border with <u>KOLCHIS</u>. It is built atop a few older Kolchisi fort which dates back to a time when the area was part to Kolchis.

<u>ISANTH</u>: Sec. Small city in the c south of <u>DURCHAA</u>^(1.), north of the region of <u>MHORSINA</u>. It is at a crossroads of local trade-routes and distributes imports from the south with the rest of the nation. It is named after a <u>THYTHIAN</u> ruin on which its foundations were built (Pop. c. 14,000).

<u>ISAPAHIS</u>: Set. Small coastal city in the east of the <u>PARTHISAN</u> colony of <u>IBANNEM</u>⁽¹⁾. It has a deep harbour and much of the <u>LODESTONE</u> mined in the region is shipped to Parthis from here (Pop. c. 13,600).

<u>ISAQ</u>: Mil. Str. Major military stronghold in the far east of <u>CHEIRA</u>, on the west of the island of VAHALTHO.

<u>ISARA</u>: Set. Coastal city in the south west of <u>SKAROS</u>, owned by <u>HOUSE AMBTOR</u>. The city is centred around a series of drydocks and ship breaking yards, worked by <u>SLAVES</u> (Pop. c. 29,000).

<u>ISARANNA</u>: Rvr. Wetlands in the c south west of <u>AQUARIIA</u>, along the course of the river <u>ISARRA</u>.

<u>ISARATU</u>: Law. Ind. Set. Prison-manufactory-city in the north of <u>SARASTRO</u>. it lies along the <u>RED ROUTE</u>, and many goods produced in its prisons are sold to merchants travelling the trade-route (Pop. c. 36,000).

ISARIC AGHREGNIS EUDALEON: m. Alc. Mys. Edu. Per. (B. 999 RM – D. ?) ALMAGESTI polymath most recognised today as the ALCHEMIST who penned the EUDALEON CODICES. The Codices comprise notes, artwork, drawings, treatises and other musings that were never intended to be published or even be seen by others. The notes were found following Eudaleon's disappearance in 1438 RM and were collected together into six volumes, each of which had a specific subject and was given its own name, later changing hands across the centuries.

<u>ISARIUS</u>: 1. *Set.* Fortified settlement in the west of <u>KOLCHIS</u>, in the eastern foothills of the <u>BAND</u>⁽²⁾ Mountains (Pop. c. 4,300).

2. *Mil. Str.* Fortress in the west of <u>KOLCHIS</u>, in the c north of the <u>BAND</u>⁽²⁾ Mountains, guarding the pass of the same name⁽³⁾.

3. Geo. Pass across the c north of the $\underline{BAND}^{(2)}$ Mountains, once linking the east of $\underline{ALAM\ BETHYL}$ with the west of $\underline{KOLCHIS}$. The pass is ill-used these days and crossing it is considered dangerous in summer, and all but impossible in winter.

ISARRA: 1. Geo. The shallow dry valley that dominates the interior of AQUARIIA. The valley was, as recently as 3000 RM, a part of the then much-larger SEA OF ASTER (itself an extension of the SEA OF LIAKARRA), though the slow retreat ELYDEN'S seas led to an advance of its coastline, leaving much of the Aquariian coastal cities devastated and landlocked. This in turn led to the growth of the river Isarra, the course of which increased by around 200-miles.

2. Rvr. River flowing for 1,110-miles south west through <u>AQUARIIA</u> from sources in the <u>BLACK MOUNTAINS</u>, before emptying in the <u>SEA OF ASTER</u>.

<u>ISATA</u>: Set. Settlement in the c of <u>VENTHIR</u>. Its main industry is the cultivation of cotton (Pop. c. 6,000).

<u>ISATHOT</u>: Set. Small city in the tribal territories of <u>LINARIS</u>, in the south of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is famed for its trained falxes, which are used as messengers throughout the Growing Mountains (Pop. c. 15,000).

<u>ISATIN</u>: *Set.* Settlement between the regions of <u>IBLIS</u>^(1.) and <u>ESTIA</u> in the c of <u>LYRIDIA</u> (Pop. unknown).

ISATZ: see ICE PRINCESS, THE.

<u>ISATZ, TEMPLE OF</u>: also '*Temple of the Ice Princess'*. *Rel. Str.* Temple in the far north of the <u>HENDECARCHY</u> of <u>DERAEIA</u>, in <u>MALAN</u>, in which lies the perfectly preserved body of the princess <u>ISATZ</u>.

<u>ISAWHAN</u>: Oth. Lan. A common word used for <u>OTHERWORLDER</u> within the <u>KORACHANI EMPIRE</u>, a The word is somewhat derogatory, used by commoners and work-slaves in an off-handed way in reference to the beings, which to most are distant creatures, rarely ever seen.

<u>ISA WHANIM</u>: also 'Otherworlders'. Vol. Philosophical propagandist treatise penned by the historian <u>ARRAM OZIO</u> while he was governor of <u>AZAZEM</u>. It goes into detail on the physiognomy of <u>OTHERWORLDERS</u> and the philosophy behind their creation and existence, coming to the conclusion that they are a threat to <u>MORTALS</u>, who were the true heirs of the <u>MATERIAL PLANE</u>. The book was endorsed by the <u>CHURCH OF THE UNDYING MACHINE</u>, leading to around two millennia of bigotry towards otherworlders and <u>HALFBLOODS</u>, though this attitude began to lessen in the early fourth millennium, until the present status quo in which halfbloods are a common-enough sight in most urban areas and which are generally accepted. There is more racism towards otherworlders in general, particularly in Azazem, largely due to their unearthly nature and supranatural abilities, though attitudes have softened greatly since the dark days brought by the *Isawhanim*.

<u>ISBAAHA AMNICIA</u>: (B. 1593 – D. 1611 RM) *Pol. His.* Princess of the <u>AMNICIAN DYNASTY</u> in <u>AHRISHEN</u>, and daughter of queen <u>SHEKZEIETH</u> <u>II</u>. She was famed for her beauty and by the age of 16 was already beloved for her humanitarian work.

By the autumn of 1611 RM, the queens' health had deteriorated greatly and most members of the court were expecting her to die relatively soon and preparations were already being made, with Shekzejeth's consent, for Asbaaha's ascent to the throne.

This new attracted the attentions of her cousin <u>AQEEL OF TANDENDER</u>, who was a part of the Ebusheni nobility and who had never been to <u>AHRISHEN</u> in his life. He arrived in Amnica just as the queen died, and carried out a coup d'état, killing Isbaaha, and taking the throne for himself, beginning the rule of the House of Tandender in Ahrishen, which lasted over 350-years.

<u>ISCALAN</u>: Set. Small city in the north of <u>LOEGRESS</u>^(1,). Its main industry is agriculture and it is a major producer of persimmons, many of which are exported (Pop. c. 33,000).

<u>ISCHIA</u>: *Pol. Set.* Ruling city in the tribe of <u>THOLOT</u>, in the far north east of <u>MULCIBER</u>, in the <u>GROWING MOUNTAINS</u>. Ischia is a major source of rock salt, which finds its way across <u>SAMMAEA</u>, via the <u>SALT ROAD</u> (Pop. c. 52,000).

<u>ISDRUH</u>: Set. Settlement in the east of <u>ELAT</u>. Its main industry is the mining of tin (Pop. c. 4,000).

<u>ISEA</u>: also 'the Isle of Beast'. Geo. Large rocky island-continent in the south of <u>ELYDEN</u>, located between the south east of <u>SAMMAEA</u> and the west of <u>BROR</u>⁽¹⁾, dividing the <u>MIROVEAN OCEAN</u> in the north from the <u>SAMMAIDU</u> in the south.

It is relatively small (around 750-miles long and around 1,100-miles wide, with a large inland sea known as the <u>ADHES</u> further reducing its land area) and is located between the 39th and 48th parallels south giving it an idyllic climate and a thriving population composed mostly of humans and the largest known <u>VAPULA</u> population in <u>ELYDEN</u>, concentrated in the nation of <u>DATEPHA</u>, east of the <u>ORMARIKH</u> mountain. It is home to four nations, including the aforementioned Datepha, as well as <u>IRORA</u>, <u>DHAT</u>, and <u>IDRIIS</u>. It is also known for its many <u>GRIFFINS</u> and other exotic animals and beasts, most of which are believed to be remnants of the first ages of mortal life.

<u>ISEDA</u>: also 'the Flesh Tower'. Int. Str. Tower marking the eastern-most boundaries of the wastes of <u>ELIPHAO</u> in the south east of <u>THE SURRACH</u>. It is shaped like an obelisk, perhaps 50-feet high and is made of a singular flesh-like stone that is soft to the touch and on close inspection looks like skin, with pores and follicles, even scars in places. It is thought to have links to <u>KHALHAT</u>.

<u>ISEKET</u>: also 'the Horse'. Ast. Con. Constellation in the <u>NORTHERN</u> <u>HEMISPHERE</u>. See Vol II: Constellations.

<u>ISESETH</u>: Dem. '*Isesethi'*. Ntn. Nation in the north west of <u>BROR</u>^(1.). See Vol III: Extant Realms and Nations.

<u>ISFET</u>: Rui. Ruins in the south of <u>NAARETH</u>, incredibly ancient, thought to date back to the dawn of the mortal races on <u>ELYDEN</u>. The place has been explored over the centuries, many artefacts and relics stolen from their resting places and, in many cases, exported. The ruins are weathered

beyond recognition today and only a few pillars and tell-tale fragments of ancient colossi remain today.

<u>ISH DRAPA</u>: *Rvr*. River in the west of <u>SUOR</u>, flowing south for 240-miles from sources in the <u>NARAMAS</u> and <u>ESHUNNA</u> Mountains before reaching the <u>BAY OF MEZRA</u>.

<u>ISH EBBEN</u>: Rvr. River in the east of <u>SUOR</u>, flowing south from sources in the <u>AYALA</u> and <u>DINIKARA</u> Mountains for 235-miles before empty in into the <u>BAY OF ABALA</u>.

<u>ISH HABBAR</u>: Rvr. River in the c of <u>SUOR</u>, flowing west for 280-miles, from sources in the <u>JHAPARA</u> and <u>MADHARA</u> Mountains before joining its parent, the river LOTAN, at lake KALAR.

<u>ISH RATA</u>: *Rvr.* River in the north east of <u>SAMMAEA</u>, flowing south across the border between the north east of the <u>SOLEYN TERRITORIES</u> and the north west of <u>SUOR</u> for 405-miles, before meeting its parent, the river LOTAN.

ISHAHAAT: 1. Geo. Massif forming the southern-most part of the <u>ASHER</u> Mountains between the <u>HARÉSHKI CITY-KINGDOM</u> of <u>EDICULE</u>^(1,1) and the far south of AHRISHEN.

2. Geo. Pass across the Ishahaat massif, linking the <u>LEVANTINE</u> region of south eastern <u>AHRISHEN</u> with the <u>HARÉSHKI CITY-KINGDOM</u> of <u>EDICULE</u>^(1.). The pass forms a part of a larger route that goes farther west, across the CARTIGA Mountains into LYRIDIA.

<u>ISHAKAR</u>: Set. Settlement in the far north east of <u>KARAKHAS</u>. It is known for its fine pottery which is sold to merchants passing by along their circuit of the Red Route (Pop. c. 6,300).

<u>ISHAN</u>: *Pol. Set.* Independent city in the c east of <u>THE SURRACH</u>, atop the highest mound of the <u>ROSHHOT</u> hills. The city is a major military presence in the region and is renowned for its well-crafted rifles and its cavalry (Pop. c. 30,000).

<u>ISHAR</u>: Set. Catacombs under the city of <u>INDERACHAN</u> in the <u>TEMPLAR</u> <u>STATES</u>, in which the famed <u>MUMMY OF INDERACHAN</u> is housed.

ISHARIK: Set. Small coastal city in the far north of ESHIR⁽²⁾, overlooking the Bay of Eshir⁽¹⁾. Its main industries are fishing and iron mining (Pop. c. 12,500).

ISHATA: Rel. Dei. Deity at the centre of the religion of ISHATISM, who is worshipped specifically in the region of CYHLAGHARR but also by other OGHURS in the north of SAMMAEA. She is a guardian-figure representing fertility and warfare; two traits that oghurs consider sacred (despite their barbaric reputations, oghur women are highly respected in their societies). They recognise the ATRAMENTA as the root of their artificially-crafted race, and pay tribute to the gift of fertility that many created races are denied.

Ishata bears many similarities with the proto-goddess of ancient KORACHANI culture that predates the KORACHANI EMPIRE. Ishata has matriarchal priestesses ordained with the authority to speak and act on her behalf. Each CLAND usually has a large physical depiction of Ishata (often built of metal or stone) which was traditionally transported with the cland in its nomadic lifestyle. Today the statue takes centre place in the temples of Ishatism, and is removed during festivals, when it is carried across the settlement. See Vol IV: Deities and Pantheons.

ISHATAL GULLA: (B. 3938 RM) Pol. Present queen of SALOROC.

<u>ISHATISM</u>: Rel. Religion observed by the <u>OGHURS</u> of <u>CYHLAGHARR</u>, centred around the divine figure known as <u>ISHATA</u>. See Vol IV: Religions and Cults.

<u>ISHHIMMAT</u>: *Pol. Set.* Capital city of <u>XYRPHAAT</u>⁽³⁾, situated in the c north east of the nation (Pop. c. 1,300,000).

<u>ISHIDEN</u>: *His Ntn.* Ancient <u>FOURTH AGE</u> nation that existed in the approximate area of present-day <u>SAUA</u> that was destroyed following the <u>WAR OF SCOURGING</u>. Remnants of Ishiden would linger into the early <u>FIFTH AGE</u>, becoming the <u>HÁRRAN</u> barbarians.

ISHINAL CULT: Mys. Sup. Org. Mystery SHAPER cults common in the north west of the AMMASHI⁽¹⁾ peninsula, particularly in TAAN AN, though they are also found in lesser numbers in METHUMN and northern KEPHUAAN. The cults serve as places where like-minded shapers can meet and share ideas with each other in the form of a club-like

environment. They also train new generations of shapers, though some feel that their initiation practices are archaic and needlessly convoluted.

There are hundreds of different Ishinal cults scattered across the above territories, with the largest located in <u>CUR APON</u> in Taan An. Most are generalist, training all shapers regardless of <u>SPHERE</u>, though smaller cults might only accept shapers of a particular sphere. They are responsible for the training and, perhaps more importantly, the policing of shapers in their parent nations. Interestingly, the latter is not accomplished through formal or dedicated enforcement, but rather an honour system where individual shapers serve as watchdogs to their peers. Any shapers observed to be abusing their powers would be confronted by the leadership of the relevant cult and reprimanded, with more severe punishment reserved for repeat offenders. This system has served the shapers of the region well (some would say too well, with many outsiders believing they act in their own self-interest), though the system is open to corruption.

The cults originated in the early centuries of the Ammashi⁽³⁾ nation, in c. 1250 – 1350 RM, in the region of <u>AMMAN RACHAS</u>, and spread from there, though they became isolated from one another during the <u>AMMASHI STRUGGLE</u>, developing their own customs and traditions. After the signing of the <u>AMMASHI TREATY</u> saw order restored to the region and the territories of the once-expansive nation of Ammash divided into disparate independent states, the cults remained cut off from one another, sharing little other than a name and origins with each other.

In Taan An, it is believed that the Ishinal cults were responsible for propagating the now universal belief that the royal house of the <u>EMPEROR</u> is not a spiritual or religious birthright, but merely a material one. This is thought to preserve a sense of mysticism around the cults whose magickal nature would otherwise be secondary to that of the ruler. The shapers of the Ishinal Cults also often rise to positions of power, including the rank of Praefect, and it is not uncommon for an Arch-praefect to be a member of an Ishinal Cult.

ISHKAR: Set. Major city in the north of ESHIR^(2.), forming an administrative centre to the government on the mainland. It maintains many links with the capital city <u>AGAIR</u> to the north, and forms part of a great national trade-route, that leads south to <u>JIRAIR</u>^(2.), via <u>ANAFA</u>. It is larger than the capital, and is also considered more urbane by most outside the capital. Like many larger cities in drier areas of Eshir, it is known for the colourful canopies that criss-cross its streets and markets, providing shade

It is named after a now-landlocked island that was home to a fortress whose people once controlled the long peninsula of <u>JOUKIR</u>. The waning of <u>ELYDEN'S</u> seas (Pop. c. 321,000).

<u>ISHMMARRA</u>: Geo. Large peninsula dominating the south west of <u>SAMMAEA</u>, separating the <u>SEA OF KRIHIEK</u> from the larger <u>BATHASHAL OCEAN</u>. The nations of <u>ACHRABAL</u>, <u>CEGANE</u>, <u>CENGUISSE</u>, <u>LHACCIDA</u>^(2.), the <u>SYCHTAN PREFECTURES</u>, and <u>VAUN</u> are located in their entirety on the peninsula, and the south western-most territories of <u>SIMBARA</u> are also found there.

ISHMMARRAN TRAIL, the: Com. Geo. Major trade route in the south west of SAMMAEA, passing through the nations of SIMBARA, VAUN, LHACCIDA⁽²⁾, CEGANE, the SYCHTAN PREFECTURES, MULIEBRA, NIZZUM, and YSACYITHAIA, serving as an important link between them. See Vol II: Major Trade Routes.

<u>ISHLASCAR</u>: Geo. Expansive plains in the south west of <u>SKAROS</u>, stretching from the <u>BAY OF ZENID</u> in the north to the city of <u>IKATHIA</u> in the south.

<u>ISTHMAJ</u>: Geo. Island *-miles south of the island of <u>ARCHAEDON</u>^(1.), forming the second major island of the eponymous island-state^(2.). It is an unspectacular isle dominated by rough rocky terrain, pine and spruce forests, and a thriving variety of fauna, including various birds, for which it is known.

ISHORUTH: Set. City in the c of <u>ALAM BETHYL</u>, along the eastern bank of lake <u>Grethel</u>. It is a hub of culture and trade, and has large communal residences that are open to travellers, many of whom spend months there, spending the dark winter months as labourers and workers to support the city (Pop. c. 34,000).

<u>ISHRAF</u>: Geo. Scrubland basin dominating the far east of <u>OPHIUSSA</u>.

ISHTALAR: Set. City in the north west of the <u>HENDECARCHY</u> of <u>AMILLAERE</u>^(1.) in the c of <u>MALAN</u>. It is built within a small endorheic basin and is situated within a circular wall that separates it from the land without. A spring-fed river that naturally leads into a small lake in the basin is dammed along the wall, allowed to fall down into what is now a small artificial lake. Most of the water that would otherwise enter the endorheic basin is used in industry, watering its people, or to provide hydroelectricity (Pop. c. 78,000).

<u>ISHTANA</u>: *Set.* Coastal city in the c north east of <u>SALOROC</u>, overlooking the <u>SEA OF SÛN</u>. It is a stop along the course of the <u>RED ROUTE</u> (Pop. c. 27,800).

<u>ISHWAR</u>: Mil. Rel. Str. Major fort in the west of <u>VENTHIR</u>, guarding the path of the <u>SHADOW MARCH</u> into <u>TARATI</u>^(1.).

<u>ISIA</u>: *Rui*. Sunken ruins in the savannah of <u>INGOL</u>, in the c of <u>TZALLRACH</u>. <u>ISIAKAE</u>: *Set*. Coastal settlement in the east of <u>KASPIA</u> (Pop. c. 5,000).

ISIAME: Rui. Abandoned iron mine in the south west of PELASGOS.

<u>ISILAI</u>: Pol. Set. Administrative centre of the <u>KORACHANI</u> colony of <u>MELHUMBRA</u>, on the eponymous island. It is home to two major harbours: one where the slaving fleets of Melhumbra berth and restock between raids, and another that sees vessels from across <u>ELYDEN</u> transporting the representatives of patricians, magnates, kings, and emperors who cross Elyden's seas to visit its expansive slave market (Pop. c. 62,000).

<u>ISILAT</u>: Sea. Narrow bay in the south of <u>SUOR</u>, dividing the peninsula of <u>SABURR</u> from the mainland. It is connected to the <u>BAY OF TRESK</u> via canals passing through the city of <u>SEBER PAN</u>.

<u>ISINU</u>: Geo. Low mountain in the east of <u>SAUA</u> that runs for 100-miles, north of the <u>KARPAROS</u> Mountain.

<u>ISIPHAR</u>: Ser. Second-largest city in the <u>INTERURBAN STATES</u>. The city is fortified and well-defenced, with a well-funded army and militia forces, and it has close economic ties with <u>OPHAR</u> (Pop. c. 120,000).

<u>ISIRATU</u>: His Rui. Once a major city in the Early <u>FIFTH AGE</u> culture of <u>CHIWENOOL</u>, and origin of the chthonic religion that is followed by the people of Tatar today known as ISIRATUANISM.

It fell into ruin following the fall of the culture, but was later rebuilt into a great temple-complex that bears the same name, located in the south of the BOSPAR Mountains.

<u>ISIRATUANISM</u>: Rel. Ancient religion that originated in the early <u>FIFTH AGE</u> nation of <u>CHIWENOOL</u>, though with roots thought to go back to the <u>FOURTH AGE</u>. The religion survived the fall of Chiwenool and was carried over by the people of <u>TATAR</u> and some scattered regions of the north of the <u>BARRIER LANDS</u>.

It is a primordial religion, that has at its centre a single unknowable chthonic being that is indifferent to mortal life. This being is left nameless in honour of its alien nature, and it is described only through apophatism (Negationism).

The religion is named after the ancient Chiwenan city where it originated, now a ruin, and its original location has been lost. See Vol IV: Religions and Cults.

<u>ISITAR</u>: Set. Small fortified coastal settlement in the c east of the <u>SARASTROAN</u> colony of <u>IPSISSIMA</u>^(1.). Its main industry is hunting and trapping (Pop. c. 3,000).

ISKAHA: Geo. Massif in the far east of THE SURRACH.

<u>ISKAMM</u>: Set. Settlement in the south of <u>HOAMM</u>, overlooking the <u>SEA OF ARTA</u>. It was once a coastal settlement, though the withdrawal of <u>ELYDEN'S</u> seas have left it 5-miles from the coast, its once-thriving salt industries in ruins (Pop. c. 6,400).

ISKANDAR: Soc. Org. One of the 17 GRAND HOUSES of the NACRE LEAGUE. The House is based in NORTHERN SIMBARA and has grown into one of the wealthiest and most influential entities in both the nation itself and as well as within the League, primarily focusing on the trade of high-value goods like spices, exotic fabrics, and precious metals. The house has also become involved in the burgeoning sea trade that has emerged since the outbreak of the NACRE WAR, controlling a significant portion of the League's fleet that operates from the city of BAVVERA.

<u>ISKARI</u>: Org. Dru. A secretive <u>TROGLODYTIC</u> cult in <u>LYRIDIA</u> that works to keep a sacred herb away from the attentions of the <u>ABULIA</u> and the <u>WHITE-ROBES</u>, who want its use quashed and the herb itself destroyed.

The herb, which has been kept nameless by the cult members to preserve its secrecy, is vital in cult rituals, and, when correctly prepared and imbibed can grant visions and glimpses of the future, which undermines the power of the <u>SIBYL</u> and her <u>UBYRS</u>. See Vol II: Drugs and Addictions.

<u>ISKIMANNA</u>: Geo. Geothermally active region in the far north of <u>ALMAGEST</u>, north of the <u>MARMARA</u> massif. The region is centred on a volcanic vent, named <u>ANOTAL</u>, after a classical god of life in the area, and earthquakes and noxious fumes are relatively common around it.

<u>ISLAND OF CREATION</u>: *Myt. His.* Ancient name given to <u>ELYDEN</u> in the <u>MYTHOLOGIA ELYDEN</u>, following the imprisonment of the <u>DEMIURGES</u> there due to their reckless destruction of their perfect artifice during the <u>SHAPING OF CREATION</u>. See Vol IV: the Mythologia Elyden.

<u>ISLAND KINGDOM, the</u>: *Geo. Ntn.* Common name for the kingdom of <u>FALLAROUR</u>.

ISLAND STATES OF IRY: see IRY, ISLAND STATES OF.

<u>ISLANIEL</u>: *Geo.* Badlands region in the east of the <u>LEVANTINE</u> in the south east of AHRISHEN.

ISLE OF SOLITUDE: Geo. Citadel island off the northern coast of SABIA. It is a seminary for Sabian SHAPERS and a place of refuge to them. Lying close to the NULLAMBIT, the seminary allows them to meditate without the weight of the MATERIA OMNA on their minds. Shapers from across the free nations of ELYDEN travel here, where they study during their sojourn.

<u>ISLES OF CATACLYSM</u>: Geo. Lan. <u>KORACHANI</u> name for the <u>BROKEN</u> <u>ISLES</u> in <u>KHAMID</u>.

<u>ISLES OF NICODEMIUS</u>: *Geo.* Island-chain 300-miles off the southern coast of <u>OKKHAM</u>. The islands are a part of the Federation of Okkhami states, though are of little worth to the Federation.

ISMATH: Mil. Str. Large fortress in the south of the HENDECARCHY of CHLORIS, in MALAN. It originated as a simple tower built atop the ruins of a far older NAHORIAN ruin in c. 1000 RM and was slowly added to over the years, becoming a mighty coastal bastion, guarding the entrance into the STRAIT OF YUUA and the BAY OF MUSSAR beyond.

ISMERIA: Geo. Wasteland in the far south west of JURRAS⁽²⁾, occupying a shelf of around 2,000 square-miles north of the Jurrasi⁽¹⁾ Mountains. The region is noted for its picturesque iridescent labyrinthine geometric formations that resemble bismuth, though on a far larger scale. The region is <u>ATRAMENTAL</u> in origin, though shows no sign of taint.

<u>ISODI</u>: *Rvr.* River in the north west of <u>LYRIDIA DHAI</u>, flowing 220-miles north west from sources in the <u>PLALEPH</u> and <u>PYREA</u> Mountains, before emptying into the <u>SEA OF PROPONTIS</u>. Deforestation around the river during the <u>KORACHANI EMPIRE'S</u> tenure there left the soil loose, most of which has been carried away by wind and rain into the delta, creating a hypoxic zone.

<u>ISODUNTAUN</u>: corruption of *ihson duntaun*, lit 'empty forest'. *Geo. For.* The spent remnants of the <u>MORTAR</u> forest in the north of <u>LYRIDIA DHAI</u> that once stretched as far south as the northern face of the <u>PLALEPH</u> Mountains. It was exploited by <u>KORACHANI</u> logging operations, which left it a barren landscape of tree stumps and lose soil that has largely washed away into the <u>SEA OF PROPONTIS</u>. Some trees have begun to grow back, though the land is still weak, and they are few in number, restricted largely to the lands east of the river <u>ISODI</u>.

ISOKEHLLA: Geo. Area in the <u>LAMEDUAN</u> badlands in the north of <u>VÂRR</u>, known for its windowed formations.

<u>ISORNA</u>: Set. Major fortified city in the <u>BAKHRAN STATES</u>, and base to its military (Pop. c. 50,000).

ISOTELEK: Int. Tec. Geo. machine-plains in the c north of <u>SABAISA</u>, thought to be a <u>THIRD AGE</u> relic of the <u>IROTHANI</u>. The place is thought to have once been home to a great many sprawling <u>CANOPIC ENGINES</u> that stretched over dozens of square miles of the gently sloping plains towards the <u>BAY OF BERITH</u>. With the fall of the irothani kingdoms, the engines fell into disuse, and were allowed to rot.

In many cases the engines decayed to the point that their rust is now the soil that covers them, obscuring them from the surface. In other regions enough of the ancient machinery remains to be recognisable to those travelling across the region, though it is unlikely that any of the engines are usable today.

<u>ISPEIA</u>: (B. 2248 – D. 2349 RM) *Phil.* <u>ALMAGESTI</u> solipsist whose tenets inspired the foundation of the organisation that would later become known as the <u>ACOLYTES OF ISPEIA</u>.

<u>ISPHAN</u>: Ind. Set. Settlement in the south west of <u>GNOTH</u>, in the region of <u>ALKAHEST</u>⁽²⁾. Its min industry is the mining of tin and nickel (Pop. c. 13,000).

ISQAR: Set. Small city in the south west of the <u>PRINCIPALITY OF SEPAHAUNAT</u>. Its primary industry is copper mining (Pop. c. 20,000).

<u>ISRAFA</u>: Rvr. River in the c of <u>SARAGOS</u>, flowing seasonally for c. 200-miles from sources in the <u>AGGOSHETH</u> massif.

<u>ISRAN THE ITINERANT</u>: (B. 3912) Master <u>ATRAMENTIST</u> born in <u>JURRAS</u>^(2.). He teaches at the <u>ACADEMY OF ATRAMENTAL ARTS</u> and is a beloved individual in Jurras and <u>PARTHIS</u> alike, and his treatises and research have greatly improved the understanding and practicalities of shaping and technarcana in the <u>PARTHISAN EMPIRE</u>.

<u>ISRAPHA</u>: 1. *Geo.* Glacier in the far north of <u>GNOTH</u>, along one of the lowest regions of the <u>NARAHASAPHAEL</u> Mountains.

 Mil. Str. Fortress in the far north of GNOTH, close to the above glacier⁽¹⁾, guarding the pass leading north into the frozen wastes beyond NARAHASAPHAEL.

ISRAPHAEL: x. Oth. Per. OTHERWORLDER and PRIMOGENITOR of the HALFBLOOD HOUSE of UTTRAN. Nothing is known of its MORTAL life, and little is known of its life following its otherworldly rebirth, though it was active in the region of TISHANNA^(1.), where the north east of LLACHATUL meets the north west of MENISCEA, where its meddling in mortal affairs led to the rise of three unique uttrani matrilineal lines that have since become indistinct over millennia of intermingling.

It was of alien physique, with a pale horse-like face and hollow orbits where its eyes should have been, gangly bifurcating arms with four digits on each of its four hands, and disembodied needle-like appendages behind its back.

It died in c. -200 RM, leaving an uncorruptible body that was preserved by the uttrani, becoming a relic that is venerated to this day, forming the centre of a posthumous cult of personality that serves as a religion in <u>ABATTUR</u> to this day.

<u>ISRAPHAISM</u>: Rel. Org. Major religion observed in <u>ABATTUR</u> that reveres the incorruptible body of the <u>OTHERWORLDER ISRAPHAEL</u> as a deity. It is primarily observed by its <u>UTTRANI</u> population but many humans who live in the region also follow the deity.

The body of Israphael is preserved in a public reliquary in a monumental temple in the city of \underline{LAILLA} , where the faithful can pray before it.

<u>ISSA</u>: 1. Geo. Region in the east of <u>THETIS</u> known for its wide shallow steep-sided canyons and the rocky bridges (originally alcoves, though reduced through wind-erosion to bridges of darker, harder igneous rock) that are around and above them. The canyon is the remnant of an ancient river-system, its source long-since spent, that rarely floods. Because of this, it is used as a road by those travelling the region.

2. Set. Fortified settlement in the north of <u>HITTA</u>, and a major source of food to the capital. It forms part of the <u>SALT ROAD</u>, and offers food and provisions to the caravans that pass its borders (Pop. c. 9,000).

ISSABEL: Set. Fortified settlement in the far south east of KAZZAR, close to the border with the BARRIER LANDS, along the southern shore of lake BATA. Its main industry is the cultivation of thyme and production of a thymol-based perfume, which is popular amongst the nobility of PARTHIS and its colonies and dependencies. The settlement is characterised by its ancient medieval centre, around which are fields of thyme that are protected by fortified farmsteads (Pop. c. 9,000).

<u>ISSIBAE</u>: Sec. Small coastal city in the north east of <u>CALBIA</u>^(1.) (Pop. c. 16,000).

ISSOS: 1. Geo. Large valley in the north west of <u>PELASGOS</u>, forming a 170-stretch of the drainage basin of the eponymous river. The valley is shallow and rocky, and famed for its epic views and scattered cypresses and ancient, gnarled OLIVE trees.

2. Rvr. River in the north west of <u>PELASGOS</u> flowing west for 215-miles from sources in the <u>CALDERAN</u> Mountains, <u>BULOPARRI</u> Massif, and <u>THAUMASI</u> Highlands before joining with its parent, the river <u>ATHALAR</u>. There are many mines and quarries close to its path, including the sulphur mines of <u>FYTAS</u>. These industries have left its waters foul and discoloured.

<u>ISSACH</u>: Mil. Str. Fortress in the south west of <u>SEDISIA</u>, close to the border with <u>ARROKAN</u>. It is built atop a ruined <u>KORACHANI</u> fortress.

<u>ISSACHAR</u>: 1. Geo. Pass across the <u>KNO INNOR</u> Mountains, linking <u>SARASTRO</u> in the north with <u>TARATI</u>^(1.) in the south east, via the northern-most part of the <u>ANUBIAN</u> desert.

2. *Mil. Str.* Citadel in the north western highlands of the <u>KHO INNOR</u> Mountains in the far east of <u>SARASTRO</u>. The citadel guards travellers making their way along <u>THE RED ROUTE</u> as well as the <u>SHADOW MARCH</u>, as well as guarding the mountain passes there from attack. The citadel is built on the remnants of a far more ancient fortress that has stood there since explorations of the area following the <u>FADING</u> of the <u>FOURTH AGE</u>, its architecture echoing no known civilisations'.

<u>ISSITI</u>: Set. Coastal settlement in the north west of <u>KASPIA</u>. Its main industries are fishing and whaling (Pop. c. 9,000).

ISSMARA: Set. Settlement in the c of TARTAK (Pop. c. 4,000).

<u>ISSRA</u>: Geo. Cavern in the c north of <u>LIDEA</u>, north of the <u>ORIAN</u> Mountains.

<u>ISTAK</u>: Sct. Settlement in the c of <u>KHURAUR</u>. It forms part of the <u>SALT</u> <u>ROAD</u> (Pop. c. 8,400).

ISTAR: 1. Oth. First generation HALFBLOOD native to the south east of MENISCEA, who in c. 900 RM constructed the fabled CRUCIBLE OF THE ACCORD, which they used to unify surrounding tribes into what in c. 940 RM became known as VAEVECTA(1.). Istar became ruler and god of this realm, remaining so for centuries until their death. They became famed for their great horned crown they wore, which became synonymous with their rule.

The Crucible was used to collect the blood of tribal leaders in an act of symbolic alliance, and the ritual was continued until c. 2000 RM, by which time Istar had been dead for close to 4 centuries and the confederacy of Vaevectan tribes had crumbled.

Istar died in 1612 RM, after which Vaevecta collapsed into a series of petty states that allowed the spread of mystery cults of the dark deity <u>CHIMAERA</u> to spread, which eventually supplanted worship of Istar as a deity, though they remained so in <u>AHOPAH</u>. Following their death the crown, now known only as the <u>TWISTED CROWN</u>, as lost before being recovered and worn by a long succession of rival Vaevectan rulers.

Today, the bloodline of Istar remains relatively common in the nations of <u>CHAUTULA</u>, <u>VECTIS</u>, and Ahopah, with most being concentrated in Ahopah, where many go on to become priests of the Istari faith⁽²⁾.

Famed for the great horned crown they wore

2. Rel. Oth. Religion in AHOPAH that reveres the first generation $\underline{\text{HALFBLOOD}}$ Istar^(L) as a deity. Its priests are themselves halfbloods from the same bloodline. The religion was common in ancient $\underline{\text{VAEVECTA}}^{(L)}$ though was supplanted following the $\underline{\text{HALFBLOOD}}$'s death in 1612 RM See Vol IV: Faiths and Religions.

<u>ISTHA</u>: 1. Geo. Region in the south of <u>SAMMAEA</u>, to the east of the <u>SEA OF KRIHIEK</u>. It is a shallow coastal shelf that was revealed following the retreat of <u>ELYDEN'S</u> seas over the last Millenia. It is flat and relatively featureless, peppered with the remains of what life once existed there – dry corals, salt flats and cuttlebones. The ruins of <u>LINTEA</u> are the only remarkable feature, and are located on the edge of the shelf of Istha.

2. Dem. 'Isthan'. Ntn. Nation in the south of <u>SAMMAEA</u>, to the east of the <u>SEA OF KRIHIEK</u>, named after the region in which it is located. See Vol III: Extant Realms and Nations.

<u>ISTHIS</u>: Sea. Ancient inland sea in the south east of <u>SAMMAEA</u>, in what is now the east of <u>ZHARIAH</u>⁽²⁾. The sea was shallow and dwindled in size as <u>ELYDEN'S</u> seas diminished, leaving it as a salty coastal lake sometime after c. 3200 RM. It survives to this day as a salty coastal lake and is fed by the rivers <u>HENIAH</u>, <u>SEN</u>, and <u>ZOLIAH</u>, and empties into the <u>SEA OF ERENEA</u>.

<u>ISTIMATI</u>: Set. Settlement and producer of raw <u>UMBRA</u> in the north of <u>ALMAGEST</u>, west of the <u>ATRAMENTALLY TAINTED</u> region of <u>AFFISH</u>, in the far north east of the <u>THAURIR</u> (Pop. c. 6,200).

ISUMBAR HAIGON: (B. c. 1800 - D. 1881 RM). AZAZEMI polymath who questioned organised religion and the harm that the CHURCH OF THE UNDYING MACHINE caused to the people of the INNER SEA. He was persecuted for his ideas and narrowly avoided death, escaping to PARTHIS, where he was accepted as a visionary. A secular state, its people are known for their agnostic beliefs, and Isumbar's ideas there were embraced and he lived there for many years until his death in 1881 RM.

Years after his death, his body was relocated to bigger grave, in honour of his contribution to Parthisan culture, and his middle finger was stolen in 2375 RM, later to find its way in a bell jar in a university in TETHRA in 2774 RM, where it is on display to this day, facing the KORACHANI capital of KHADON.

<u>ISURAS</u>: Dem. 'Isuran'. Ntn. Lan. <u>KORACHANI</u> name for <u>TETHYSIA</u>. It is sometimes used to describe the surrounding lands as a whole, including <u>TISARA</u>, <u>RTHEI</u> and <u>TURCAR</u>.

ISURUS: Geo. Mountain-range in the north east of SAMMAEA, forming a natural border between the east of the KHARKHARADONTID desert, and the south west of the territories of ETHISTONITH in RHINOCOLOURA. Cliffs along its western-face are known for the hewn-tombs of SENEROKH, thought to date back to the late FOURTH AGE.

<u>ISUSHYAR</u>: Set. Settlement in the <u>BARRIER LANDS</u>, in the north west of <u>NORTHERN SAMMAEA</u>, forming part of the <u>IVORY ROAD</u>. It emerged centuries ago as a caravanserai, and grew into a major economical centre to the north of the <u>VANNAKORDOR</u> region, filling a role similar to that of capital to the disparate city states of the region (Pop. c. 67,000).

 $\underline{\textbf{ISYOST: Pol. PERGOSTI}} \text{ outpost in the } \underline{\textbf{WHITE SHEET}}, \text{ in the far north of } \underline{\textbf{LLACHATUL}}.$

<u>ITA</u>: Geo. Craggy, dark-coloured badlands in the far north east of <u>TETHYSIA</u>. The place is largely deserted save some petrified <u>FOURTH AGE</u> ruins that lie half-buried in the rock.

<u>ITAE</u>: Sea. Small lagoon-like sea off the eastern coast of <u>OKKHAM</u>, forming the north western-most part of the <u>SEA OF KHURSA</u>.

<u>ITAPHON</u>: Set. Small city in the west of <u>BANT</u>, in the west of the <u>CARCHEMISHI PENINSULA</u>^(1.), in the east of <u>SAMMAEA</u> (Pop. c. 15,000).

<u>ITARA</u>: 1. Geo. Peninsula in the south west of <u>SAMMAEA</u>, dividing the <u>SEA OF ADAMASTOR</u>^(1.) from the <u>SEA OF KRIHIEK</u>. It is occupied by the nation of <u>SIMBARA</u>, though there a <u>CENGUISSAN</u> exclave on its eastern-most tip, guarding passage into the Adamastor.

2. Pol. Set. Capital of <u>SIMBARA</u> since 3612 RM, and amongst one of its greatest cities. The city is renowned for its great thoroughfare (believed to be constructed over the ruin of a <u>FOURTH AGE</u> trade-route) and its triumphant arch that dwarves all else in the city. It forms a part of the <u>ISHMMARRAN TRAIL</u> and caters to the many merchants and travellers that cross through it. It is the seat of power of <u>SOUTHERN SIMBARA</u>, and is home to the throne of the emperor and empress (Pop. c. 831,000).

<u>ITEALIN</u>: Pol. Set. Ruling city in the tribe of <u>OURANASSA</u>, in the south west of <u>MULCIBER</u>, in the western-most foothills of the <u>GROWING MOUNTAINS</u>. The city contains the largest permanent population of <u>AHHAS</u> and it is a religious centre of their sect of the cult of <u>NEPHTHALONT</u> (Pop. c. 95,000).

<u>ITEPHUAT</u>: 1. *Geo.* Major ridge, in the c north of <u>GNOTH</u>, forming an extension of the south eastern face of the <u>SOLUN HIGHLANDS</u>.

2. Rel. Str. Monastery in the c north of $\underline{\text{GNOTH}}$. The monastery is one of the seven $\underline{\text{MONASTERIES OF THOUGHT}}$.

<u>ITERANT</u>: also 'Klada'. Int. Med. Tec. Soc. The bodies created by <u>LHAUS</u>
<u>CLADE LORDS</u> in their search for immortality. The spirit of a departed Clade Lord would be transferred to a previously prepared iterant (a form of construct that acted as a vessel for the Clade Lord's spirit) through a complex ritual involving <u>FIRMAMENTAL TECHNARCANA</u>. Over time the Iterant body would be replaced. Each transferal or iteration, would bring with it a spirit that was farther removed from the distant lhaus that was embodied in the iterant; a being further consumed by its burning obsession with immortality.

Hieroglyphics and the skeletal remains of iterants found in the temple of <u>YOTHSHAMMANEI</u> are the only knowledge we have of <u>FOURTH AGE</u> iterants' appearance. What we know is that they are grotesque creatures that mock the human form. Seemingly skinless bodies of flesh and porcelain-like bone crests typify them, as do their featureless bony shield-like heads.

The same techniques used to make the iterant bodies of Clade Lords are used to create an elite force of soldiers known as the <u>PORCELAIN PHALANX</u>. These porcelain-skinned warriors are not as sophisticated in their creation as iterants, though they are nevertheless potent warriors – tough, fearless, and silent.

<u>ITERATH</u>: Pol. Set. Capital of <u>WESTERN LARISH</u> in the east of <u>WESTERN MENISCEA</u>. It is a major port and guards the entrance into the <u>SEA OF SIABA</u>⁽¹⁾. It is the western half of the <u>TWIN CROWN</u> of Larish (Pop. c. 330.000).

<u>ITH AKHA</u>: *Pol. Sec.* Capital city of the nation of <u>ENITH</u>, in the north west of <u>SAMMAEA</u>, south of the western-most part of the <u>SEA OF ANIPTERRA</u>. It originated form the Korachani colony of <u>ITHAKA</u> (Pop. c. 150,000).

<u>ITH GIRA</u>: Set. City in the <u>SAMMAEAN</u> nation of <u>ENITH</u> (Pop. c. 16,500).
<u>ITH HARA</u>: Set. Coastal settlement in the east of the <u>SAMMAEAN</u> nation of <u>ENITH</u> (Pop. c. 6,500).

<u>ITH MINOS</u>: also 'City of Reavers'. Set. City in the <u>SAMMAEAN</u> nation of <u>ENITH</u>. The city's nickname comes from an old slaving custom that once prevailed in the region. This has since died down (Pop. c. 120,800).

<u>ITH SHABAR</u>: Set. Major city in the c north west of the nation of <u>ENITH</u> in the north west of <u>SAMMAEA</u>. It is famed for its central hill-top citadel and has thus far remained neutral in the civil conflict that has engulfed the nation (Pop. c. 80,000).

ITHAKA: His Set. KORACHANI colony in the north west of SAMMAEA, south of the western-most part of the SEA OF ANIPTERRA. Ithaka was abandoned by Korachan in c. 1450 RM following decades of pirate and native attacks against it, which eventually became too costly to defend against. It was later reclaimed by natives and the old Korachani name was corrupted into ITH AKHA, which remains in use today. Surrounding cities in the region would also take on the same suffix over time, which came to mean city.

<u>ITHAKAÉ</u>: Set. Settlement in the west of the <u>BARRIER LANDS</u>. Its main industry is the mining of bauxite, which is the primary ingredient in the manufacture of aluminium (Pop. c. 8,000).

ITHAKAN LIBERATION ARMY: Pol. One of many political bodies that is currently vying for control of the failed state of ENITH in the north west of SAMMAEA. The group emerged following the sacking of Ith Akha in 3984 RM and wishes for the region to eschew all memory of the KORACHANI occupation there, of which some cultural fragments remain, not least of which is the name of capital ITHAKHA, which is a corruption of the Korachani colony of ITHAKHA.

<u>ITHAMIND</u>: Geo. Convoluted knotted land serving as a border between the south east of the <u>UMBRA SOKHAR</u>, the north east of <u>KHARKHARADONTIS</u>, and Rhinocoloura. The region is labyrinthine, near impossible to navigate.

ITHANI: Pol. Soc. PATRICIAN HOUSE with a presence around the INNER SEA REGION. Its offices can be found in most major cities, and the house acts as a broker for merchants and wholesalers, and it owns a large fleet of transport ships and vehicles. It also controlled the city of VIVIDARIA, which was a major dross manufacturer until c. 3600 RM, when a series of droughts led to the abandonment of its large glasshouses and a slow exodus from the city, causing it to lose influence in north western KORACHAN as a result. Most of its present business holdings came in the wake of this. See Vol II: Patrician Houses.

ITHIO B'KUTH: *Rui.* Ancient <u>FOURTH AGE</u> temple in <u>ROMOREA</u>⁽²⁾ flooded in 3821 RM by the creation of the Sea of <u>HASAAZ ARAAT</u>. Few people know anything of its history and many legends and stories have evolved around the sunken temple.

ITHISH: Rvr. River in RHAMIA, its waters said by outsiders to be thick with the dreams of VORROPOHAIAH; where they flow from the northern face of the VARRACHON. The city of ANTILLUM is situated on its banks, though the river is used only for trade and transport, aquifers and manmade wells serving the other needs of the populace. Those who drink from the waters contract a melancholia that renders their body in a torpid state.

<u>ITHITOTH</u>: *Pol. Set.* Capital of <u>THETIS</u> since its founding in 3133 RM, and the largest of its walled cities. The nomadic <u>NEMIS</u> converge within its walls in the cooler winter months to take refuge from sandstorms in the <u>RTHEI</u> desert^(1.), effectively tripling its population for up to 4 months of the year. Despite this, it remains one of the largest permanently-settled cities in Thetis throughout the year. The symbiotic relationship between the city and the nomads has become something of a dogma in Ithitoth, and Thetis as a whole, with the nomads forming an instrumental part of life there – including bringing resources, skills and trade with them to a city that loses much of its vigour throughout the rest of the year.

Come winter, the place becomes vibrant, its gigantic markets and nomad camps bustling with life, the expansive courtyards of the temples dedicated to <u>HRUNDU</u> alive with the faithful (Pop. c. 790,000 in summer, 2,300,000 in winter).

<u>ITHODHAR</u>: *Ind. Set.* Gigantic iron mine just under 1-mile wide, 7-miles south of <u>SKEIN</u> in <u>HOAMMI</u> territories in northern <u>SAMMAEA</u>. The open cast mine lies disused and is stained bright orange from iron oxide.

<u>ITHOIA</u>: Pol. One of the many realms that emerged from the fragmentation of <u>THYM</u> following the <u>WAR OF SCOURGING</u> in the FADING after the FOURTH AGE, later became DHAMATEA (after city).

<u>ITHYFRA</u>: Set. Fortified city in the east of <u>OPHIUSSA</u>. It maintains close relations with <u>TAHALL</u>, trading with it (Pop. c. 44,000).

ITINERANT CODE: also 'Itinerant Hieroglyphs'. Int. Soc. Archaic symbols used by itinerant travellers across the INNER SEA, intended to inform other itinerants of what they may expect in nearby settlements or structures. Popular spots for these codes are under bridges and abandoned structures outside of urban areas, where itinerants might take shelter while travelling.

The code is somewhat ephemeral and has changed over the years, though it is closely guarded, making it a secretive means of communicating.

Such messages are purposefully written using ephemeral materials such as chalk or mud, so that the symbols do not last too long, making it easier to safeguard the code's use.

ITINERANT COURT, the: see GYPSY KINGS, THE.

ITINERANT ONES, the: Pol. His. Rnk. Local vernacular for the TECHNARCANISTS, BIOMECHANISTS and DEMIURNES expelled from VENTHIR in 1921 RM following an edict by the mad QUEEN HETEPHERES (in which her closest retinue of technarcanists and biomechanists were retained as personal slaves). Such vagabonds are shunned in neighbouring lands and, under the duress of Queen Hetepheres herself, were excommunicated from the Empire in 1939 RM, becoming exiles in their own lands, where they continued to wander, offering their services to those willing to accept them. Some of their number would go on to found the nation of SARAGOS.

<u>ITINERARY, MALICHAR'S</u>: Pol His. The period of the <u>ARCHPOTENTATE MALICHAR'S</u> disappearance between 84 RM, following his victory in <u>NÁRTHEL</u>, and 331 RM, with his rebirth as an <u>OTHERWORLDER</u>.

This period was marked by great turmoil including: the disappearance of the <u>SEVEN THRONES</u>; <u>THE THRONE WARS</u>, which escalated in 105 RM with challengers claiming the <u>EMPTY THRONE</u>; the ascent of <u>ARCHON</u> to the <u>KORACHANI</u> throne in 137 RM and subsequent deposition in 140 RM by the <u>ARCHPATRICIAN MALETH</u>; the growth of the cult of <u>KHAR'ILLAE</u>; the creation of the <u>ORDER OF THRONE WARDENS</u> in 203 RM; and great unrest in <u>PELASGOS</u>, which led to the <u>PAPAL WARS</u> in 225 RM.

During this time the Archpotentate Malichar wandered the wastes of KHARKHARADONTIS, finding the PROPHESISED REJHELLE OF RHODAN who became his companion and guide, taking him as far as the BITTER SEA and FLAMING SEA, where he died in 133 RM. He was later raised by natives in the town of UBOTE as a hollow vessel that wandered the

deserts. He later confronted and killed the otherworlder <u>ABEZETHIBOU</u> in 209 RM before finally finding the tomb of <u>RACHANAEL</u> in <u>DAEKYN</u> in 212 RM. The <u>DEMIURGE</u> had strength enough to kill him and he was later reborn as an otherworlder in 231 RM in <u>KULIGALA</u>.

Eventually he regained memory of his life and purpose (something very uncommon for otherworlders, who typically experience this in reverse being reborn with fragments of their past life which are rapidly forgotten) and left Kuligala to search how to restore Rachanael to full life. He arrived in PORPHYR in 331 RM with a cadre of DEMIURNES he encountered on the way, and acquired great TECHNARCANE knowledge from NYARLOTH'S descendant TELEANYARA APEXEIDE, which he used to create the LEADEN THRONE in DAEKYN in 338 RM, into which the weakened Rachanael was placed, and around which the SEPULCHRAL PALACE was later erected. Following his itinerary, the Archpotentate Malichar began travelling north, back to the empire. In 339 RM he appeared in SARASTRO with his demiurne followers and some Porphyri allies and ended the SIEGE OF SARASTRO that had been ongoing since 322 RM. After his victory in Sarastro, Malichar returned to Korachan where he resumed control from The Seven, ending the chaos that had grown in his absence.

<u>ITISS</u>: Set. Settlement in the c north of <u>ETUA</u>. It is known to be a hub of <u>CLONING</u>, and <u>HAGHOUERS</u> are made in its vast manufactories, that make for reliable beasts of burden that can survive the <u>ATRAMENTAL CORRUPTION</u> of Etua (Pop. unknown).

ITORA: Set. Coastal fortress in the far west of TZALLRACH.

<u>ITORATRA</u>: Set. Major coastal city in the nation of <u>IRUGNA</u>⁽²⁾. It is famed for its artisans, any of whom specialise in crafting fine jewellery from fire agates mined to the south west in <u>CENLIS</u> (Pop. c. 78,000).

<u>ITOS</u>: His. Geo. Historic endorheic basin in the <u>ROMOREA</u>^(1.) rift valley. In 3821 RM it was flooded alongside other endorheic basins, by the Kingdom of Romorea^(2.), creating the artificial inland sea of <u>HASAAZ</u> ARAAT.

<u>ITRAI</u>: Set. Settlement in the c south of <u>SEDISIA</u>, north of the <u>SIRAZHAD</u> Mountains (Pop. c. 9,000).

<u>ITRI</u>: Mil. Str. Major fortress in the south of <u>KAZZAR</u>^(2.) belonging to the <u>GODSLAYERS</u>, who guard the southern border of the region, which is shared with the <u>BARRIER LANDS</u>.

ITRUSHAN DHOW: Veh. Distinctive twin-hulled lateen-rigged dhows that are common in FALLAROUR, the CORAL BARONIES, the AMMASHI FREE-ISLES, as well as coastal regions of KEPHUAAN and AMMESH. They vary in size from small vessels used for fishing and personal transportation, to large warships with crews of dozens. They are stable and offer good storage, and they are often used for transportation of cargo from island to island.

<u>ITTABBAN</u>: Set. A major industrial city in the c of <u>NOAVATUR</u>. Known for its platinum and iron mines, which extend deep beneath the city (Pop. c. 600,000).

<u>ITTAMBRAY</u>: Geo. Coastal region in the south west of the <u>HENDECARCHY</u> of <u>CHLORIS</u> in the south west of <u>MALAN</u>. It is connected to the <u>KHAMIDIAN</u> exclave of <u>KHARR</u> and is known for its peninsulas and relatively dry terrain.

<u>ITTRA</u>: Pol. Soc. Tribe in the c east of <u>MULCIBER</u>, in the <u>GROWING MOUNTAINS</u>, in the north east of <u>SAMMAEA</u>.

ITULROTH: Set. Semi-permanent city in the c south of <u>THETIS</u>, located to the north east of the <u>KOTHA TYRAL</u> Mountains. During warm seasons the city is largely empty, though it fills up in winter months as the <u>NEMIS</u> nomads gravitate towards the settlements.

Itulroth is the most-heavily defended of the Nemis cities, with the most martial of permanent populations, and it also maintains a large marker where the nomads can trade goods that they bring with them from across the nation (Pop. c. 31,300).

<u>ITURIA</u>: Mil. Str. Fortress in the north of <u>KORACHAN</u>, guarding <u>THE SHADOW MARCH</u> as it passes close to the border with <u>CHTHYRID</u>.

<u>IUA</u>: Set. Coastal settlement in the south of Thetis. Its main industry is fishing (Pop. c. 6,200).

<u>IUDDRA</u>: Geo. Island in the east of the <u>PANTHEON ISLES</u>, forming part of the <u>BHALASSIAN ARCHIPELAGO</u>⁽²⁾. It is the northern-most island with known sizeable deposits of silver and sulphur.

<u>IUDIVRA</u>: Rvr. River in the south east of <u>ELEKHID</u>, flowing east for 500-miles from sources in the <u>ARAVASH</u> Mountains before meeting the coast at the ROILING SEA.

<u>IUJACHTHÉ</u>: *His. Nm.* <u>FOURTH AGE DVERG</u> empire in the south west of <u>WESTERN SAMMAEA</u>, in what are now eastern <u>BELEGOR</u>, <u>SYNCHTHONITHA</u>, and western <u>GRARNEÂST</u>. See Vol III: Extinct States.

<u>IUKTIDDUR</u>: Set. Coastal city in the c of the mainland <u>PANTHEON ISLES</u> (Pop. c. 43,000).

<u>IUKUALL</u>: Geo. Rugged region in the east of <u>AMILLAERE</u>^(1,), to the west of lake <u>CELUREA</u>, known for its many hot springs and geysers. It is sparsely wooded though is not very large.

<u>IULIA ZONARAS XII</u>: (B. 3930) *Pol. Soc.* Archaptrician of <u>HOUSE ZONARAS</u>, and governess of the vassal state of <u>LAASKHA</u> since 3718 RM.

<u>IUN IARAOM MAHTA</u>: also 'Yaraomic Telling'. Soc. Leg. His. In the culture of the northern <u>SAMMAEAN YARAOMIC PEOPLES</u>, the oral history and mythology that is passed down from generation to generation by loremasters known as <u>IARAOM GRABBA</u>.

Yaraomic culture was brought to an untimely demise with the <u>KORACHANI</u> subjugation of northern Sammaea and the razing of their final stronghold, <u>KEKELIB</u>, in 933 RM, after which its people were either subjugated or forced to live in the wilderness away from the gaze of imperial persecution.

In the 3,000-years since then much of their history has been obliterated and forgotten, but the *Iaraom Grabba* scour old Yaraomic territories, searching for any fragments of history they can find, including pictographic poetry, elaborate pottery, and brightly-patterned fabrics, as well as third party accounts that they mesh together to form the Yaraomic Telling. Physical relics that make up part of the Yaraomic Telling are kept in the ancient fortress library of *IARSHUGGAH*, where their culture is slowly being rebuilt, awaiting the return of the <u>KING-WHO-WASN'T</u>.

However, the Telling has become a grotesque corruption of their true history, as seminal events in Yaraomic history have been lost to time, and even what is remembered today has undoubtedly been corrupted through millennia of reinterpretation, fragmented lore and additions from Korachani culture. Nevertheless, these tales form the basis of Yaraomic identity, and are what bind these scattered people together.

IUNITANT: Pol. His. Historical mercantile dynasty and eventual royal house that founded the kingdom of GREST(1) in the west of the island-continent of BROR(1). The merchant family rose to power in the AHAGGADAN(2) city of SCELD between 3150 – 3200 RM, where it grew wealthy from moving trade up and down the river AGO, as well as overland to the north and south. This led to a shifting of power in Ahaggad that escalated, erupting into a civil war that started in 3234 RM and lasted almost three decades, ending only in 3263 RM, with a victory for Sceld.

The house of Iunitant followed up this victory by marching against <u>NEYEM</u> (until then the capital of Ahaggad), razing it and executing its rulers. This cemented its claim to sovereignty and it moved the capital to Sceld, founding the new kingdom of Grest later the same year.

The house formed a powerful dynasty that ruled Grest for close to three centuries, before the House of $\underline{\text{NULUM}}$ took control in 3555 RM.

<u>IUT UQURRA</u>: Set. Major city in the c north east of <u>VALA</u> in the c south east of <u>WESTERN MENISCEA</u>. It forms part of the <u>VAEVECTAN TRAIL</u> and is known for expansive its storage silos and voluminous trade halls (Pop. c. 220,000).

<u>IUTAECH</u>: Sup. Geo. <u>ATRAMENTALLY-ACTIVE</u> region in the south east of <u>PARAIYA</u>, in the c east of the plains of <u>MEGHA</u>. Though otherwise thought to be relatively weak, some explorers and travellers claim to have seen bodies of dead creatures wandering its lands, causing the area to be shunned. Little is known about this phenomenon though it is thought that the bodies continue to decay despite this dead locomotion.

<u>IVA</u>: 1. *Geo.* Island in the north west of the <u>FREE-ISLES OF PELASGOS</u>.2. *Set.* Settlement on the eponymous island (Pop. c. 17,300).

<u>IVACALAT</u>: Set. Settlement in the east of <u>ALAM BETHYL</u>, in the territory of <u>TABERCIL</u>^(2.) (Pop. c. 8,000).

IVACHAR: Geo. Region of badlands in the west of OPHIUSSA.

<u>IVAOT</u>: Geo. Island off the north western coast of the island of <u>IRUGNA</u>^(1.), belonging to the <u>PARTHISAN</u> colony of <u>ABDAKROS</u>^(1.).

<u>IVARA</u>: Set. Coastal settlement in the c south of the <u>PANTHEON ISLES</u>, located to the south of its mainland (Pop. c. 4,800).

IVEGGETH HO SIN: m. (B. 3911 RM) Pol. Per. Present IMPERATOR of IMEAL. She is a powerful SHAPER and is a HUMAN with IMMORTAL (2.) blood and is believed to have links with the ancient guardians of the TRUE MENISCUS.

<u>IVERIA</u>: Geo. Island off the north western coast of the island of <u>IRUGNA</u>^(1.), belonging to the <u>PARTHISAN</u> colony of <u>ABDAKROS</u>^(1.).

<u>IVOANT</u>: Set. Settlement in the west of the tribe of <u>DATHOA</u>, in the south west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 4,000).

IVORY CITADEL, the: Pol. Str. Seat of power of the CONGRESS OF WINDS, in the capital of MAHSERTH, in AHRISHEN.

IVORY DAGGERS, the: His. Obj. FIFTH AGE daggers thought to have been crafted in c. -1000 RM in the state of <u>TORPOR</u>^(1.) as a gift for the king. They were lost following the collapse of Torpor in c. 700 RM, and their whereabouts are presently unknown.

IVORY KEEP, the: Mil. Str. Large fortress in the c of VÂRR, named after the ivory-coloured rocks that dominate the region. Constructed in c. 1000 RM, the fortress's main role was to protect the many open-cast mines in the surrounding region as well as the trade-routes that led south to THE RED ROUTE. As the raw materials of Vârr were rapidly exploited in the ensuing centuries and eventually, around 3000 RM, exhausted, tower's purpose was no longer required and it was abandoned in 3403 RM.

Following the handing over of Vârr to the <u>REGENT-KINGS</u> in 3791 RM, the fortress was partially restored and a garrison placed there in a bid to protect what little remained of Vârr's resources.

IVORY MOON, the: see SIELLA, THE IVORY MOON.

IVORY ROAD, the: Com. Geo. Major trade-route in the north of SAMMAEA, ranging some 5,000-miles from ASHHAR in TATAR, just above the TROPIC OF RAH, via KOCHAB, all the way to CAMACA, capital of SAGITTARIA, via the major cities of KAMAH and DAAZ, and much of THE SURRACH. The name is derived from the ivory that was once a major commodity along the route, though the great beasts once at the heart of the trade have long since disappeared. See Vol II: Major Trade Routes.

IVORY THRONE, the: His. Pol. Ancient seat of power of the city-state of GILAM ASH in VALKA (present-day VAALK). Constructed in -43 RM by a bloodthirsty warlord, it rapidly became notorious across Valka for the rituals of bloodletting that developed around it, as defeated enemies of the Gilam Ashan warlord were decapitated, their blood poured onto it.

As <u>KORACHANI</u> administrators moved into the palace following the imperial subjugation of its people in 19 RM, the throne was removed, going missing. None know its fate, though it is thought to have been stolen and sold to a private collector.

IVYAR: Set. Small city in the c north west of KOLCHIS (Pop. c. 13,000).

IWILL: Sup. Dre. Geo. DREAMSCAPE in the north east of the HENDECARCHY of DERAEIA, in the east of MALAN, south of the DALMMA Mountains. The dreamscape is made of impossibly fused and shaped crystalline growths that form a cavern, the interior of which is far larger than the physical constraints of its MATERIAL PLANE exterior. The crystals are dangerous and razor sharp, making travel there difficult, though a nearby ONEIROMANCER outpost, known as THE SHAR, keeps an eye on the dreamscape, monitoring changes in its form and appearance over time — it does appear to me shifting, moving steadily west.

 \underline{IYADA} : Scr. fortified coastal settlement in the south west of \underline{KREM} . Its main industry is fishing (Pop. c. 6,000).

IYASAL: Set. coastal settlement in the west of KREM (Pop. c. 3,400).

IYAT: His. Set. Ancient city in the <u>CITADEL MOUNTS</u>, emerging in c. -1150 RM following the <u>UHLSAATI</u> victories against <u>AUERENI</u> barbarian attacks that had plagued the region for decades. The attacks had caused what remained of the Uhlsaati populace to seek shelter in the <u>KOHOD</u>

Mountain (later known as the <u>EHBOT</u> Mountain) with the barbarian armies scattered following the death of their leader in -1193 RM, the survivors emerged and began constructing high-towers around the Kohod. Iyat was one such fortress-city, the northern-most of its kind. Following its construction, the fortress soon began to attract emerging <u>HAAGENI</u> people from the north. Few were allowed in the fortress proper, with the rest settling the rocky hills and springs at its base between c. - 1100 and -1000 RM, forming what would eventually become the city of Iyat. A close bond with the Haageni city of <u>IRAM</u> was forged in those years, with trade between the two common.

By c. -300 RM the city had taken on the epithet of DUN, signifying its size and importance. Dun Iyat was by then the regions' main link to the north, with trade with SAOSTANA and IO common. Due to this, Dun Iyat became one of the most metropolitan of the Citadel Mount cities, with the majority of its structures lying beneath the fortress proper, sprawled out in an open plan at its base, with caravanserais and storage yards a common sight. The city prospered, becoming renowned for its hanging gardens and springs and the vast fields to its west, though a great earthquake wracked the base of the Kohod in -127 RM, shattering the land for miles around, reaching west as far as the plains of Uhlsaat. Dun Iyat was ruined, its mount fortresses toppled onto the shattered city below. Thousands lay dead, the survivors fleeing to the other cities in the region. The few who remained rebuilt portions of the lower city, where they remained, allowing the Citadel Mount to rot. And so, the city died, becoming a town, the name Dun Iyat forgotten, its epithet lost with the disaster that claimed its palaces. It was only with the arrival of Korachan to the region following its occupation of the Citadel Mounts that the town found a new lease-of-life, becoming known as DUN IACH.

<u>IYMLI</u>: Sup. Geo. Region in the c east of <u>XYRPHAAT</u>^(3.) that was the site of massed fighting during the time of conflict now known as the <u>GREAT SLAUGHTER</u>. Tens of thousands of people were killed there over years of fighting. The region lies over a wide <u>FIRMAMENTAL LEY</u>, and the sheer number of <u>SPIRITS</u>^(1.) that perished there have left their mark on the place, with <u>PSYCHOMETRISTS</u> and <u>ANIMISTS</u> being particularly sensitive to being close by.

<u>IYRSA</u>: Sup. Sea. Tainted sea, forming part of the <u>TYRSIS</u> in the north of <u>THE INNER SEA</u>, along the border between <u>LAASKHA</u> and <u>AZAZEM</u>. Its waters are blighted by effluvia from the dross industry in the area.

<u>IZABAB</u>: *Ind. Sct.* Settlement in the c north of <u>AZAZEM</u>. Its main industry is lead mining (Pop. c. 4,800).

IZABAL: 1. Dem. 'Izabali'. Ntn. Born of revolts and bloodshed in SAGITTARIA, Izabal is a small nation in the north west of NORTHERN SAMMAEA, overlooking the SEA OF AAHES, nestled between the URTAN LEAGUES, ERET, THE SURRACH, EREBETH, and Sagittaria.

Izabal was granted its independence in 3159 RM after decades of bloody civil war against the KNIGHTS-EXILE of Sagittaria, following the death throes of an unstable Sagittarian ATRAMENTIST led to the obliteration of a large portion of the Sagittarian army. She has since become a divine figure in Izabal, and is a patron to martyrs and all those without hope, with a religion surrounding her known as EKIZIACISM.

In 3398 RM Izabal became a monarchy with the victories of Lord (later King) Sampad against chorsairs and pirates. Since then, Izabal has prospered in the shadow of political chaos in Sagittaria, and has grown into a hub of trade, serving as a link between the west, in the form of the Surrach, and the east, both overland via Sagittaria and by sea across the GATE OF EREBETH.

Those with the means are spoilt by the vicinity of the Surrach and most nobles are epicureans, effectively sustaining a healthy trade relationship with the Surrach, and are patrons of the arts and sports, with gladiatorial fighting a lucrative business in Izabal, with prized fighters becoming wealthy and influential in the kingdom, often retiring to become knights.

In recent decades the monarchy has lost favour amongst the common people, with many using the games as a means of protesting against the monarchy, under the leadership of a union of disgraced knights and disenfranchised merchants. See Vol III: the Nations of Elyden.

2. Pol. Set. Capital city of the eponymous region, in the north west of the nation (Pop. c. 1,012,000). * (coastal)

<u>IZADA</u>: 1. *Geo.* Peninsula in the south of <u>ARKOS</u>^(1.), protruding east into the <u>SEA OF ERIA</u>.

2. Set. Major harbour in the c south of <u>ARKOS</u>^(1.), along the tip of the Izadan Peninsula^(1.) (Pop. c. 50,000).

IZAGUERRE: (D. 3918 RM) <u>ALMAGESTI</u> Polymath and explorer, who travelled extensively across <u>WESTERN SAMMAEA</u>, cataloguing her finds. For many decades her writings were the main point of reference for peoples' knowledge of various regions. Her most famous work is the '<u>MY SOJOURN IN THE HERMIT KINGDOM</u>, a travelogue detailing her nine-year stay in the isolationist nation of <u>SATHAII</u>, which became the source for most laypeople's knowledge of the nation.

<u>IZAL ARETH</u>: Set. Small city in the territory of <u>MAHEN</u> in the north east of <u>ALAM BETHYL</u> (Pop. c. 16,300).

<u>IZANIIJA SANTOON VI</u>: (B. 3903 RM) *Pol.* Current empress of the <u>ACACINNATHI DYNASTY</u> in <u>KREM</u>.

<u>IZAPOSAN</u>: Rvr. Tainted course of the river <u>AHAABARIPAR</u> in the c of <u>LAASKHA</u>, around 10-miles long, famed for the fleshy texture of its banks and the viscosity and stench of its waters, which sicken those who drink it and kills any plants that draw on it for sustenance.

IZARIEL: 1. Rvr. River in the north of GNOTH, flowing south east for 400-miles from sources in the west of the NARAHASAPHAEL Mountains, before meeting lake ZURVAN.

Lak. Lake along the course of the above river^(1.) in the north of <u>GNOTH</u>.
 Mil. For. Small fortress in the north of Gnoth, overlooking the above river^(1.).

IZDARA: Set. Settlement in the west of the <u>BARRIER LANDS</u>. Its main industry is the mining of bauxite, which is the primary component in the manufacture of aluminium (Pop. c. 6,200).

IZEDDRID: Rui. Abandoned library in the c north west of NORTHERN SIMBARA. It was once famed for the breathtaking range of books in its collection, spanning all of ELYDEN and multiple Ages. It was destroyed during a short but devastating civil war in 2766 RM alongside most of its contents. What remained was lost, scattered all over Sammaea, most likely finding their way into private collections or eventually falling apart to time. The famed BOOK OF IZEDDRID is an index of the library's contents at the time of its destruction, and it is known to have survived for some time after the library's destruction.

IZEDDRID, the BOOK OF: Vol. Ancient index of the many thousands of volumes that were in the collection of the library of IZEDDRID at the time of its destruction in 2766 RM. The index was one of the few books to survive the destruction of the library, and for many years was the only record of the priceless tomes and artefacts that were lost. It became the focal point of a series of scholars who made it their mission to recreate the lost collection — either by sourcing other copies of the books, retrieving lost ones, or just doing what they could to make facsimile copies.

It went missing for centuries in c. 2900 RM, but was recovered in 3351 RM and was found to contain various new marginalia, notes and annotations, many of which described forgotten details from the long-since destroyed books. These mysterious notes were invaluable in aiding the rebuilding process, which continues to this day.

IZEAMAR: Geo. Island in the east of the PANTHEON ISLES archipelago.

IZENTAR: Ind. Soc. Bus. PATRICIAN HOUSE based in VALBAR⁽²⁾. It was established in 2823 RM in the city of PICATRIX in north eastern ALMAGEST, though members of the house took up the call to arms to colonise Valbar⁽¹⁾ following the Almagesti victory in the WAR OF THE ARTIFEXES. Following this it made its mark in mining and as a refiner of METEORE and, later, manufacturing weapons, for which it would become famous.

Most of the items it produces are exported far east across the <u>SEA OF POLARIS</u>, with <u>PERGOST</u>, <u>THANO</u>, and <u>CEHOPHELA</u>, amongst others. See Vol II: Patrician Houses.

<u>IZIAMI</u>: *Rvr.* River in <u>TZALLRACH</u>, flowing south for 550-miles from sources in the <u>KANDON</u> highlands, before meeting with its parent, the river <u>BAELLI</u>.

<u>IZIRIO</u>: Ser. Small city in the north of <u>SEDISIA</u>, along the course of the river <u>NASHADRA</u> (Pop. c. 15,000). $\underline{\textbf{IZINA}} : \textit{Set.} \ Settlement in the south west of \underline{OPHAR}^{(2)}. \ Its main industry is animal husbandry and shepherding (Pop. c. 2,800).$

<u>IZOTHIA</u>: Set. Small city in the east of <u>TETHYSIA</u>. Its main industry is the manufacture of fine ceremonial <u>UZUMI</u> swords, which are used across Tethysia (Pop. c. 13,000).

<u>IZYRIANA</u>: Set. City in the south east of <u>KEPHUAAN</u> (Pop. c. 44,000).

<u>IZZA</u>: Set. Settlement in the south of the <u>BARRIER LANDS</u>, in the foothills of the <u>VANNAKORDOR</u> Mountains, in the <u>SEKUIAN</u> Expanse. It is a major producer of rubies (Pop. c. 8,200).

IZZETTIA: Set. Small city in the south east of <u>ANDILUTH</u>. It is one of the few permanently-settled cities in <u>ANDILUTH</u> due to its opal mines. Much of the city is located underground (Pop. c. 18,000).

J

J'DATA: Set. Settlement in the c south west of N'RAKH (Pop. c. 6,400).

<u>J'DRA'AT</u>: *Rvr.* Major river in the c west of <u>J'THANA</u>, flowing north for 375-miles from sources in the <u>BETHET</u> and <u>AKHET</u> Mountains before joining with lake <u>C'DATA</u>.

<u>I'HATAT</u>: Rvr. River in the east of <u>J'THANA</u> flowing for 350-miles west from sources in the <u>BETHET</u> and <u>NAKARRAN</u> Mountains before meeting with its parent, the river J'DRA'AT.

<u>I'KHOSO</u>: Rvr. River in the c of <u>N'RAKH</u>, flowing west for 380-miles from sources in the <u>STERHBEL</u> Mountains before meeting its parent, the river SHIBBOLETH^(3.), at the N'DATA wetlands.

<u>J'SABA</u>: Rvr. River in the c of <u>N'RAKH</u> flowing west for 350-miles from sources in the <u>STERHBEL</u> Mountains before meeting its parent, the river SHIBBOLETH^(3,) at the settlement of K'TALFA.

<u>I'SHALBA</u>: *Rvr.* River in the c west of <u>N'RAKH</u>, flowing west for 220-miles from sources in the far west of the <u>STERHBEL</u>, before meeting its parent, the river <u>SHIBBOLETH</u>^(3.).

<u>I'SORDA</u>: Rvr. River in the west of <u>N'RAKH</u>, flowing east for 170-miles from sources in the <u>T'ILLU</u> Mountains before meeting its parent, the river <u>SHIBBOLETH</u>^(3.).

<u>J'THANA</u>: 1. Dem. 'J'thanan'. Ntn. Sovereign state in the c north east of <u>SAMMAEA</u>. known today for its exotic forests of century plants and the much-travelled lake <u>C'DATA</u>, which links it to the <u>INNER SEA</u>, <u>J'THANA</u> is a realm built by slaves freed following massed dissent in the <u>AANTH</u> nation of <u>N'RAKH</u> in 2193 RM.

In c. 2300 RM, the <u>CITADEL MOUNT</u> city of <u>CASSAI</u> defected to J'thana, though its link to remained J'thana tenuous at best, with political activity there leading to its return to the Citadel Mounts in c. 2900 RM.

Through the politicking of Siriphagan <u>ALIHEIOANS</u> and the corruption of its government, it becomes a vassal of <u>SIRIPHAGOS</u> in 2814 RM, though as Siriphagos waned in power, J'thana was able to break away, alongside a large part of the west of Siriphagos, in 3306 RM, and it has remained independent ever since, becoming a monarchy 3421 RM, remaining so to this day.

J'thana is now a gateway to the land of the <u>AANTHA</u> – alien, inscrutable arachniform beings, whose nation is an oddity even in <u>ELYDEN</u>. Though J'thana is a human nation, it maintains uneasy relations with N'rakh, and has merchant-houses that trade with the aantha, supplying them with goods they are unable to manufacture in return for exotic silks and resins.

The state of J'thana is ruled by an elected Triarchy, the intent of which is to temper any radical ideals by having multiple rulers, elected from amongst the population. See Vol III: Extant Nations and Realms.

2. Set. Once a city-state and region of N'RAKH, it became the capital of the newly independent eponymously-named state⁽¹⁾ in 2193 RM. It also forms a part of the SALT ROAD (Pop. c. 710,900).

<u>IABAQ</u>: Set. Small coastal city in the north of the <u>SULTANATE OF</u> <u>ABACARDAT</u> (Pop. c. 15,500).

JABERIEL: Rvr. River in the c north of GNOTH, flowing south east for 480-miles from sources in the SOLUN Highlands, before meeting its parent, the river NEPHOT.

JACARANTHIA: Com. Set. Small fortified coastal city in the far east of ANDILUTH, overlooking the SOUND OF MEMEHAR. It forms a part of the SALT ROAD, and its well-guarded caravans make the arduous trek east through the unpopulated lands of the far north of KHARKHARADONTIS on their way to and from TARTAK (Pop. c. 18,000).

JACHIMO REMMAN: m. Per. Leg. A popular figure in the folklore and urban legends of the city of <u>ALMAGEST</u>. A champion of the lower classes, Jachimo Remman is considered by most to be a manumitted <u>SLAVE</u> who fights oppression of slaves and <u>HELOTS</u>. Conversely, he is regarded as a terrorist by the <u>PATRICIAN</u> class, who are typically the targets of his attacks.

For the most part the figure is believed to be fictional, with many otherwise anonymous events attributed apocryphally to him. The earliest mention of Jachimo Remman dated back to c. 3650 RM, making it a near certainty that he is not a single person – at the very least if he was real, he died long ago, though it is possible that others have taken on the mantle since then, meaning that there may be multiple people who call themselves Jachimo at any one time, or there may be none at all.

Regardless, this does nothing to dissuade the popularity of the legend in the city of Almagest and beyond, as it gives hope to the hopeless in dark times, particularly in recent years when disease, famine and conscription for distant wars are all becoming more common in Almagest.

<u>IACHODOS</u>: Geo. Rocky region in the far north of the <u>TEMPLAR STATES</u>, to the south of the <u>BAY OF FIK</u> and the east of the <u>GHORDADOS</u> headland. It is peppered with signs of ancient habitation – ruins, rubble huts, terraced fields and scattered pottery shards – but little concrete details on what culture lived there. Today the region is largely ignored and though there are no cities of note, its north western coast has many small fishing settlements that are of little consequence.

JACITES: Rel. Org. Religious sect originating within the <u>CHURCH OF THE UNDYING MACHINE</u> prior to its sundering in 3705 RM. The sect appeared in c. 3240 RM in <u>CLOTHO</u>, in the north of <u>KORACHAN</u>, and spread west from there within a decade.

The sect is named after its founder, <u>EMEMETH JACEN</u>, who believed that mortal ascension (the potential for mortals to become <u>OTHERWORLDERS</u> or gods in their own right) was independent of the divinities they worshipped, which nullified much of the Church's teachings. He was excommunicated following the <u>EDICT OF KHADON</u> in 3243 RM and moved west into <u>AZAZEM</u>.

Following his death in 3242 RM the <u>JACITES</u> continued to spread throughout <u>SKAROS</u>, <u>IPANAH</u> $^{(2)}$ and <u>AZAZEM</u>, though their numbers were kept in check by Church-funded mercenaries. The Church of the Undying Machine announced the sect officially dead in 3312 RM, though

small groups remained, largely in Ipanah, where they would eventually become the ancestors of its present-day religion of <u>RAHANA</u>.

JACITTA: 1. Pol. Soc. Tribe in the c west of MULCIBER, in the GROWING MOUNTAINS, in the north east of SAMMAEA. The BOLILOT PEAKS form its eastern-most borders, and it is known for its fertile highland plains.
2. Pol. Sec. Ruling city in the tribe of the same name in the far west of the GROWING MOUNTAINS of MULCIBER (Pop. c. 58,000).

<u>JACKALS</u>, the: Mil. Rnk. Elite scouts of the <u>VENTHIRI</u> armies. They are well-trained and equipped and individuals might be <u>SHAPERS</u> or non-<u>HUMAN</u>, including other <u>MORTALS</u> or high-generation <u>HALFBLOODS</u>. They are especially adept at operating behind enemy lines, often for long stretches of time.

JADE OBELISK, the: Int. His. Arc. Monolithic jade obelisk in the south east of NAARETH, in the region of ABASHERA, just outside a small cave. The obelisk is some 40-ft. tall and is of a narrow cuboid design, though its edges have been won smooth by the elements and it is otherwise dented and damaged in many parts. Two large holes intersect about 4-ft. From its apex, inside which is a suspended SOULSTONE.

The obelisk is in the tidal floodplains of the south of Naareth, and is fully revealed once-daily, and is near totally submerged a few times each year. It was the object of tribal worship some years ago, though this was quelled following the rise of the <u>Church of the Volute</u> in the region in the 2nd millennium RM, though it is believed that secret cults still worship the idol, whose origins are unknown.

JADE SEA, the: Sea. Bay off the eastern coast of <u>EASTERN MENISCEA</u>, in the north of <u>EIKARTHYEA</u> in the east of <u>MENISCEA</u>. It is named not after its colour, but after the jade trade that once thrived in the area. Though jade is no longer mined here, jade treasures and ornaments remain a commonly traded commodity in Eikarthyea.

<u>JAEL</u>: Rvr. Slow-moving river in the west of <u>GNOTH</u>, flowing c. 490-miles east from sources in the <u>MESHABAR</u> ridge, before reaching the <u>AEARN</u> Westlands

<u>JAELA</u>: Geo. Mountain in <u>SAMMAEA</u>, measuring some 750-miles long, forming a border between the south east of <u>NARTHEL</u>, the north west of <u>VENTHIR</u>, and the north east of <u>SARASTRO</u>. It was once famed for its mineral wealth, though abuse of its natural resources in the first two millennia of the <u>FIFTH AGE</u> saw it rendered barren, with the ancient ruin of its quarries and mines bearing testament to its once-wealth.

<u>IAELAN REDOUBT</u>: Mil. Str. Long line of fortifications constructed by <u>KORACHANI</u> troops following their conquering of <u>NÁRTHEL</u> in 84 RM; built along the then border of Nárthel with the empire of <u>VENATH</u>, with which tensions were then high. The line stretches around 1,500-miles from the so-called <u>CITADEL OF RUIN</u> in the south western plains of <u>VARASI</u>, east to the <u>DAARAN</u> peninsula that once divided the Venathi empire from Nárthel, running along the northern face of the <u>JAELA</u> mountain. The fortifications and citadels of the Redoubt were largely abandoned following <u>QUEEN HETEPHERES</u> abdication to Korachan in 361 RM.

JAELLANG: Geo. Plains in the north of LIDEA.

<u>JAGGANAUTH</u>: *Mil. Tec.* A class of heavy warships active within the fleets of the <u>KORACHANI EMPIRE</u>.

IAHADAT STATES, the: Dem. 'Jahadat'. Ntn. Located to the east of SAMMAEA, south of the SEA OF LETHEA, the Jahadat States are known for a climate that ranges from hot-humid, to semi-arid farther inland. It has long dry summers and mild winters with few, often severe, storms, which swell the waters of the river SYASHAN, which forms the heartland of the states.

Originating in the aftermath of a virulent outbreak FAHR'S PLAGUE in 2138 RM, the Jahadat States emerged in from the city of HEMANAT, which had successfully protected the centre of the fractured nation of ABACARDAT from the plague, which had been concentrated in the west. As the west faltered following the collapse of the capital city ATTRAHASISH, Hemanat founded new cities along the length of the river Syashan, which would grow into the Jahadat States by 2294 RM. By then the power centre had shifted from Hemanat to the Syashani cities, as they grew in number and influence, and Hemanat itself would break away,

becoming an independent city, eventually becoming part of a re-emerging Abacardat once again.

Today there are twelve states in all, further divided into a handful of constituencies, each of which is controlled by a $\underline{JAHINN}^{(2)} - a$ $\underline{HALFBLOODED}$ descendant of the eponymous otherworlder who first appeared in Abacardat in 2136 RM. The Jahinn of the Jahadat States exist as a caste apart from their mortal subjects. There is a loose, uneasy alliance amongst most of the states, and marriages between their ruling families are common.

Worship of the <u>PRIMOGENITOR</u> Jahinn is the norm amongst the halfbloods, and the mortals follow the <u>JAHINNID FAITH</u> that is common in the region and surrounding areas. See Vol III: Extant Nations and Realms.

<u>JAHAL</u>: Geo. Small Mountain-range in the south of <u>NÁRTHEL</u>, along the border with <u>SARASTRO</u>.

<u>JAHARON</u>: Geo. Island off the northern coast of <u>KETESH</u>, north east of the <u>SEA OF BASSANDER</u>, and forming part of the <u>IKUAI DARBOW</u> chain of island.

<u>IAHHAMANN</u>: Rnk. Law. Org. Law-keepers in common in <u>KAZZAR</u>^(2.) and <u>TATAR</u>, thought to be descended from a knightly caste that was prevalent in the <u>ALCHIARAN DYNASTY</u>. The organisation is divided into three broad factions that are analogous with a navy, army and police, and members are drawn from citizens, either voluntarily or by conscription in times of need.

<u>IAHINN</u>: 1. (B. unknown) Oth. <u>OTHERWORLDER PRIMOGENITOR</u> first sighted outside the ailing city of <u>HAMARAN</u> in the north west of <u>ABACARDAT</u>, in the east of <u>SAMMAEA</u>, in c. 2136 RM. The appearance presaged an outbreak of <u>FAHR'S PLAGUE</u> that devastated the region 2 year later.

The otherworlder took the form of an alien humanoid, floating, its body wreathed in sinuous robes. Its skin was of stark black, and its visage was featureless, yet illuminated from within. The dim nimbus of that glow brought to the hearts of those that looked upon it a feeling of tranquillity and safety and it soon came to be worshipped as a deity. This worship spread across the west of Abacardat amid the outbreak of the plague, reaching as far east as the eastern shore of the SEA OF UHBATAQ^(3.) (today the BITTER SEA), becoming known as the JAHINNID FAITH.

During this time the otherworlder fathered a daughter, known as <u>KAJAAHWA</u>, who became the focal point of the Jahinnid Faith alongside her mortal mother, who died in childbirth and became a saint to martyrs. Jahinn became more obscure in this time, retreating to the <u>PALACE OF THE STARS</u>, a temple built in his honour in the west of the Uhbataqi Mountains⁽⁴⁾, never leaving it.

Today he has faded into obscurity, and is considered dead by most, and all aspects of veneration have been inherited by his daughter Kajaahwa. He continues to be worshipped by the Jahinn caste⁽²⁾ as an incarnation of perfection.

2. Oth. Pol. Rnk. Ruling HALFBLOOD caste common in the east of SAMMAEA, common in the SULTANATE OF ABACARDAT and the JAHADAT STATES. The caste established itself between c. 2380 and 2500 RM and is descended from the eponymous OTHERWORLDER (1.), who is worshipped as an incarnation of perfection by the caste, who decry breeding with mortals for fear of diluting their bloodline. Those found guilty of having relations with mortals are exiled, and those found to have sired children with mortals are executed as traitors to the bloodline.

The Jahinn form an upper caste within Abacardat and neighbouring societies, particularly in the Jahadat States, where each state is ruled by an individual Jahinn, most of which are of 4^{th} and 5^{th} generations. In Abacardat the caste orchestrated the emergence of the Sultanate in 2326 RM, which rules to this day.

JAHINN SULTANATE: see Sultanate, Jahinn.

<u>JAHINN, TEMPLE OF THE</u>: Rel. Str. Main temple of the <u>JAHINNID</u>

<u>FAITH</u> that is prevalent in <u>ABACARDAT</u> and the <u>JAHADAT STATES</u> in the east of <u>SAMMAEA</u>. The temple is located in the small city of <u>HAMARAN</u> and is a site of pilgrimage to those who worship the Jahinnid Faith.

<u>JAHINNID FAITH</u>: *Rel.* Main religion observed in the <u>SULTANATE OF</u>
<u>ABACARDAT</u> and the <u>JAHADAT STATES</u>. Its roots can be traced back to the first appearance of the otherworlder <u>JAHINN</u>^(1.) in the city of <u>HAMARAN</u> in 2136 RM. This appearance came prior to an outbreak of

<u>FAHR'S PLAGUE</u> that devastated the west of Abacardat and led to the beleaguered people turning to it for hope. The fact that those who looked upon the otherworlder found their fears assuaged aided in the rapid spread of this worship across afflicted cities over the next decades, but failed to move farther east that the old capital in <u>ATTRAHASISH</u> due to the blockade enacted by the city of <u>HEMANAT</u> to keep the c of Abacardat safe from the plague, though it would eventually spread farther east as it became established in the Jahadat States and the <u>REFORMED STATE OF ABACARDAT</u> farther east.

The birth in 2285 RM of Jahinn's daughter <u>Kajaahwa</u> led to a shifting of power within the church, with most coming to worship her and her mother, who died during childbirth. Jahinn would retreat from public appearances and would disappear within the <u>Palace of the Stars</u>, built specifically for him. Most outside the Jahinn caste would eventually forget about Jahinn, concentrating the veneration on Kajaahwa.

Salt plays an important role in the rituals of the faith, and this can possibly be attributed to the shrinking of the <u>SEA OF UHBATAQ</u>^(3.) (today the <u>BITTER SEA</u>) in the formative years of the religion and the salination of its waters and appearance of salt flats in lands left in its wake. See Vol IV: Religions and Cults.

<u>JAGNOK</u>: Set. Small fortified coastal city in the c of the independent region of <u>ANAGAR</u>, west of <u>RAONGEN</u>⁽²⁾ (Pop. c. 17,200).

<u>JAIADAR</u>: Set. Coastal settlement in the north of <u>ESHIR</u>^(2.), overlooking the Bay of Eshir^(1.) (Pop. c. 6,200).

<u>IAINKAUROS</u>: His. Sup. Infamous <u>PLAGI FIFTH AGE SHAPER</u>-king who is the most remembered ruler of the ancient desert kingdom of <u>YASHMIN</u>, and who is now largely known for his acts of sadism, which appear in accounts from across <u>SAMMAEA</u>. Lawbreakers were harshly punished under his rule, and in many cases were tortured and executed directly by him.

He is perhaps most well-known for constructing the expansive <u>LABYRINTH OF JAINKAUROS</u>, which was a near-mythical subterranean gaol where law-breakers were exiled.

JAKA: Geo. Shale wasteland in the south east of the <u>UMBRA SOKHAR</u> wastes, in <u>SAMMAEA</u>, just west of <u>AETHIOS</u>. The desert is the domain of <u>HERENSUEGE</u>, <u>SCION</u> of the <u>DEMIURGE</u> <u>ASHTERATH</u>, and is largely inhospitable to life, though some <u>SERAPI</u> tribes and degenerates do manage to eke out a living here, paying blood tributes to the scion. They are a nuisance to the people of Aethios, and its western borders are constantly patrolled from incursions.

<u>JAKAYAN</u>: Set. Small fortified coastal city in the far west of <u>PERGOST</u>, overlooking the <u>BAY OF BAEFIR</u>. Its main industry is whaling and the production of whale by-products, including oil and <u>AMBERGRIS</u> (Pop. c. 12 400).

<u>JALIR</u>: Set. Small fortified coastal city in the far north of <u>ESHIR</u>⁽²⁾. The city is home to the Zillas caste that controls trade between it and <u>FENDOL</u>, to the north, across the border with <u>KARGAMA</u> (Pop. c. 17,200).

<u>JALLEN</u>: Set. Small city in the region of <u>TZEDEK</u> in the far east of <u>THE SURRACH</u> (Pop. c. 19,000).

<u>JALMOUR FOUCA</u>: m. (B. 3957 RM) *Pol. Per.* <u>LORD OF THE CABINET</u> of <u>VALBAR</u>⁽²⁾, representing the state of <u>ABLATIA</u>⁽¹⁾.

<u>JAM ARREQ</u>: also 'Plains of the Roah'. Geo. Expansive plains in the north of the <u>SEPAHAUNATI</u> peninsula known to be one of the last refuges of the large flightless <u>ROAH BIRDS</u>. Some settlements in this region train the birds as fleet-footed mounts.

<u>IAMADANI</u>: Set. Fortified settlement in the south of the <u>HENDECARCHY</u> of <u>LONAR</u>, in the south west of <u>MALAN</u>, along the banks of the <u>LAUL EGLEA</u>. It is close to the border with <u>KHAMID</u> and lies north of a series of concentric bastions that are designed to guard it from Khamidian forces, should they ever march north against it (Pop. c. 9,000).

JAMBIA: Geo. Headland dominating the north of ERET^(2.).

<u>JAMERAH</u>: *Geo.* Ancient floodplain in the c south west of <u>MACELLARIA</u> that is famed for its snaking canyon – the last remnants of an early <u>FIFTH AGE</u> river that dried in c. 2000 RM. <u>FOURTH AGE</u> accounts name a river that matches the description of Jamerah as the site of an ancient massacre – a tale given weight by the large number of bleached <u>MORTAL</u> bones that scatter the landscape there.

<u>JAMOON</u>: Set. Small coastal city in the north west of <u>KREM</u>, in the region of <u>ABALASOON</u>. Its main industry is the creation of <u>GLASTEEL</u> items (Pop. c. 17,200).

<u>JANABRON</u>: Set. Small city in the contested lands of <u>UTIMAN</u> in the far north of <u>PORPHYR</u>. It is a centre of agriculture (Pop. c. 18,000).

<u>JANAMIN</u>: Set. Settlement in the c south of the <u>SULTANATE OF</u>
<u>ABACARDAT</u>. Its main industry is arable farming (Pop. c. 6,000).

JANISAAR: Pol. Mil. Rnk. Militaristic noble caste common in the ARID TRIPTYCH, dating back to the days of the VENATHI EMPIRE, c. 100 RM. In the ensuing years they became renowned for their expert archers as well as their disdainful attitude towards other military formations, who they tended to consider beneath them.

Following the rise of the <u>KORACHANI EMPIRE</u> and the development of <u>POWDERGUNS</u>, the Janisaars became skilled marksmen. They dominated Venthiri armies around the turn of 2000 RM and wielded great political influence, many of them becoming very close with <u>QUEEN HETEPHERES</u>. Though their influence has waned in the ensuing years, they remain elite troops capable of acquiring some power within the Venthiri court.

JANISAARS TEMPLE OF THE: Rel. Str. This large lavishly decorated cathedral is located in Teira, the capital city of Venthir and is one of the few that is still dedicated to the Church of the Undying Machine. It is known for its six adjoining chapels (two of which are dedicated to the Archpotentate Malichar and Queen Hetepheres) and is famed for its baroque interior that is dominated by black marble, gold gilding, and grotesque statuary depicting angels and saints of the imperial faith.

It is perhaps most well-known for the intricate marbled tombs that cover the entirety of its floor. Each is sealed with a granite slab with intricate mosaics and inlays depicting the life and exploits of the <u>IANISAAR</u> (the equivalent of a knight) champion that is entombed within.

It is a great honour in Venthir to have a loved one buried within this cathedral and the families of these fallen champions are afforded certain citizenship rights, elevating them in status within the capital.

<u>JANISSARY</u>: Mil. Rnk. Generic term used for types of gunners who use long barrelled rifles. Specific examples include the <u>CAVAKHI</u> of <u>KARAKHAS</u> and the <u>JANISAARS</u> of <u>VENTHIR</u>.

JARAMORA: (B. c. 3700 RM) Pol. HARÉSHKI Prince, exiled for genocide in ALAMUT c. 3750 RM. Somehow, he survives in a ruined tower outside VÂRR known as the JARAMORAN TOWER.

<u>JARAMORAN TOWER</u>: *Rui*. Ruined tower located in the north east of <u>RHAMIA</u>, though it was once part of <u>THE OLD FOREST</u>. The tower is populated by the <u>ALAMUTI</u> exile <u>JARAMORA</u>.

<u>JARED OF PACHOMIA</u>: (B. c. 3960 RM) *Mys.* <u>LIDEAN</u> mystic of some notoriety, rose to power in the city of <u>GASHA</u>, though he was born in <u>PACHOMIA</u>^(2.).

<u>JARRA</u>: 1. Geo. Rocky verdant region in the east of <u>NAARETH</u>, known for its apiarists and honey-production.

2. Set. Settlement in the above region in the east of <u>NAARETH</u>. It is known for its apiarists and honey (Pop. c. 8,200).

<u>IAS</u>: Set. Coastal settlement in the west of <u>JURRAS</u>^(2.). Its primary industry is the production of food, much of which is transported to <u>KETHRA</u> in the south east (Pop. c. 5,800).

JAT RAZDA: 1. Geo. Region in the west of THE SURRACH, in the north west of SAMMAEA. Once a fertile shallow sea, it was one of the first recorded coastal regions in ELYDEN to dry up in c. 2000 RM. It is now a harsh place, renowned for its many salt-flats, cracked land and horsetail-like cacti. Its people are decent and hard-working. Its southern coast is populated by strange idols known as the DUSKHEADS, due to their large carved faces that face west across the SEA OF ESCHATA: a reminder of an ancient time and the people that once populated the region.

2. Set. Coastal city in the eponymous region, known for its harbours (Pop. c. 86,000).

<u>JATAFF HAMAQA IV</u>: (B. 3810 RM) *Oth.* <u>HALFBLOOD</u> of the <u>JAHINN</u> <u>DYNASTY^(2.)</u> and current ruler of the <u>SULTANATE OF ABACARDAT</u>.

<u>JATAIR</u>: 1. Sea. Small lagoon off the north eastern coast of <u>ESHIR</u>^(2.) 875-miles. As 'recently' as 300 years ago the sea level was of a height that did not require the distinction of a separate name, but continued diminishing

- of the <u>GULF OF ESHIRON</u> has seen it become almost completely cut off from the sea. Already, its waters are growing saltier than those of the surrounding seas and within a few decades it is likely to become completely cut off from the sea, after which it will dwindle, leaving behind a salty basin.
- 2. Set. Small coastal city in the north east of $\underline{\text{ESHIR}}^{(2)}$, overlooking the above lagoon. Its main industry is clam and mussel harvesting (Pop. c. 18,000).
- <u>JATTAI</u>: Set. City in the west of <u>KHITAI</u>. Its main industry is the mining of flint (Pop. c. 34,000).
- JAVAM TORT: Set. Fortified settlement in the north west of CHEIRA, close to the border with PNESSA (Pop. c. 7,000).
- <u>JAVANDIR</u>: Set. Fortified coastal city in the south east of <u>ESHIR</u>^(2.), along the course of the <u>GHASTI</u> (Pop. c. 40,200).
- <u>JAVATA SAT</u>: Set. Settlement in the north west of <u>CHEIRA</u> (Pop. c. 5,500).
- <u>JAYAKAN</u>: Com. Set. Trade city in the north east of the <u>SOLEYN</u>
 <u>TERRITORIES</u>. The city maintains good relations with <u>SUOR</u> (Pop. c. 45,000).
- <u>IAZIBAL</u>: Sec. Small coastal city in the south east of <u>ZHARIAH</u>⁽²⁾. It is the hub of the <u>UMBRA</u> mining industry in the region of <u>ABBI DA'AD</u>, exporting umbra by sea and pumping it overland (Pop. c. 15,000).
- <u>IAZKIA</u>: 1. Geo. Wide, relatively flat region, in the far north of <u>THE SURRACH</u> to the south. of <u>GAUL</u>. It is one of the more densely inhabited parts of the north of the Surrach, largely due to the fertile nature of its clay-like soils. The city of <u>SUDA</u> is amongst the most notable in the region.
 2. Set. City in the above region, and one of the first major cities in the northern-most reaches of the <u>IVORY ROAD</u> in the north of <u>THE SURRACH</u>. It is fortified and maintains large caravanserais and trade yards where merchants trade their wares (Pop. c. 41,000).
- **IEBED DHUSH:** Rvr. River in the south of the <u>PRINCIPALITY OF SEPAHAUNAT</u>, flowing for over 1,000-miles north from various sources, before meeting its parent, the river <u>NEPHILA</u>.
- **IEDETHEN II**: (B. 2578 ?) *Pol. His.* the last king of <u>RAMIS</u>, whose rule saw the collapse of the kingdom in c. 2630 RM. Little is known of the events leading up to the fall of Ramis or his fate, for most records of the period were expunged by the <u>ADHERAN</u> people.
- **IEHADA:** Lake in the JAHADAT STATES, in the east of SAMMAEA, along the course of the river SYASHAN. The Jahadat States take their name from the lake as many of their first cities were founded close by, as it was one of few reliable permanent sources of fresh water in the region.
- **JEHAH:** Set. Small town in the east of <u>VENTHIR</u>. It emerged from a minor settlement where in 2926 RM <u>ST. BAEL</u> witnessed an <u>EXORCISM</u>, following which pilgrims slowly came to the region, leading to its growth (Pop. c. 8,000).
- **IEHENNA**: Set. Geo. City and region in the <u>PRISON CARCERI</u>, thought to lie beneath the nation of <u>CISNERIA</u> in the <u>BLACK MOUNTAINS</u>. Little is known about the city despite its notoriety, and many scholars have come to doubt its existence entirely, though Cisnerian mountain men swear by the noises they hear in the region at night, as well as the shadowy figures they see at night, who they claim are <u>ROPOHAII</u> searching for people to take back to the underworld (Pop. unknown).
- <u>**IEHORIEL**</u>: Rvr. Slow-moving river in the west of <u>GNOTH</u>, flowing for 450-miles north from sources in <u>ELAMIZ</u> and <u>MESHABAR</u> ridges, before reaching the <u>AEARN</u> Wetlands.
- <u>IEL FARRAN</u>: Int. Arc. Obelisk in the salt desert of <u>SLAAN</u> in the east of <u>ANUBIA</u>. It is carved from a single crystal block, and the fossilised remains of a strange humanoid creature is entombed within. Some itinerants travel to the site to observe the corpse, laying their hands on its distended skull. <u>SHAPERS</u> who come near it are said to feel a great sorrow and loss. This may be related to the area being a powerful <u>FIR</u>. <u>LEY</u> marker.
- JEL HARATH: Rvr. River in the south of the PRINCIPALITY OF SEPAHAUNAT in the north west of SAMMAEA, forming part of the border with SATHAII. It flows for 280-miles east from sources in the DAHAAMAAN Mountains before meeting its parent, the river JEBED DHUSH.

<u>IELEDIR</u>: Set. Coastal settlement in the east of <u>ESHIR</u>⁽²⁾. Its main industry is sponging, and sponges collected here find their way along trade routes across northern <u>SAMMAEA</u> and as far as the <u>INNER SEA REGION</u> (Pop. c. 5,800).

JELLY RAIN: see RAIN, JELLY.

- **JEMMAHALA**: (B. 3967) *Pol.* Princess and ruler of the <u>PRINCIPALITY OF SEPAHAUNAT</u>. She inherited the throne of Sepahaunat in 3982 RM, following the death of her father, <u>HAZAROT</u>.
- **JENDAYA MET**: f. Pol. Per. (B. 3769 D. 3876 RM) The first dynastic PHAROANT of a newly independent KHAMID following the abandonment of the region by KORACHANI DOMNITORS in 3781 RM. Already an influential and loved political figure in Khamid, she was elected as the second Pharoant of the Republic Council in 3788 RM and quickly manipulated the intent of the constitution to her own ends, and by the end of her term in 3795 RM she was not only able to remain in power as Pharoant, but also corrupted the council (now known as the PHAROANT COUNCIL) to become subservient to her. She founded a new dynastic monarchy, becoming its first absolute ruler. Her line continues to rule Khamid to this day, and the present Pharoant, MESSIT SABAH III is her great-great-great-great-great-great-granddaughter.
- <u>JERICHA</u>: Rui. Expansive ruined citadel in the south east of the <u>HENDECARCHY</u> of <u>DERAEIA</u>, in <u>MALAN</u>, in the region known as the <u>FIELDS OF JERICHA</u>. It is heavily overgrown and little of the structure itself of which much remains is visible beneath the intrusive vines, trees, mosses, and bushes that now cover it.
- <u>**JERICHA, FIELDS OF:**</u> Sup. Geo. <u>ATRAMENTALLY TAINTED</u> region in the south east of the <u>HENDECARCHY</u> of <u>DERAEIA</u> in the east of <u>MALAN</u>, overlooking the <u>USTARIAN</u> cliffs beyond which lies <u>TETHYSIA</u>.
 - It is the site of an ancient battle, and the remains fossilised husks of ancient machinery are now embedded in the bedrock, protruding like the skeletons of dead creatures. The place is shunned by Malani people. It is named after the ruins of a nearby citadel. The place was once home to a caste of scavengers who lived on the waste of the ancient battle, but their numbers have now waned, though it remains home to a few itinerant scavengers to this day.
- <u>JERIDA</u>: Sea. Bay off the northern coast of <u>KARGAMA</u>, forming a part of the SEA OF ORRIDA.
- JEROLAMÉ GRIMACH: (B. 1753 1814 RM) KORACHANI architect born in DEOCHAN who is best remembered for his sprawling fountain dedicated to THE TRIPTYCH, that is located in KHADON, close to the BASTION OF STEEL.
- $\underline{\textbf{JERR}} : 1. \ \textit{Geo.} \ \textbf{Barrier island} \ off the north western-coast of} \ \underline{\textbf{TATAR}}, guarding \\ entrance into the \ \underline{\textbf{IGUZZEN}} \ \textbf{Lagoon}.$
- 2. Dem. 'Jerreni'. Set. City on the eponymous island. It is known for its corsairs, who are in a loose alliance with the <u>TATARAN</u> government. Tataran merchants are theoretically exempt from being preyed on by the corsairs and are granted right of first refusal on Jerreni plunder, and the corsairs are in turn ignored by the Tataran navy and are allowed to use their ports (Pop. c. 70,000).
- <u>IET</u>: Ele. 'False' gemstone produced from ancient decomposed wood that has had pressure applied to it over vast lengths of time. It is found almost exclusively in <u>OSSIEL</u> in the west of <u>MENISCEA</u>, in the expansive cliff system of <u>AGAPH</u>, where it has been mined for centuries, producing over 95% of the jet that is found in <u>ELYDEN</u>.
- **<u>IETARA</u>**: Sec. Fortified city in the far south east of <u>JURRAS</u>⁽²⁾, overlooking the <u>GIBBORAH PASS</u> into <u>KARAKHAS</u>. The city maintains mercantile relations with <u>KARAKHAS</u> and is known for its storage yards and markets (Pop. c. 20,000).
- <u>**IETHA**</u>: Set. Fortified coastal city in the north of the <u>PARTHISAN</u> colony of <u>ABDAKROS</u>^(1.) on the island of <u>IRUGNA</u>^(1.). It is located at the innermost point of the <u>BAY OF SARMIS</u> (Pop. c. 24,500).
- **JETHEONDEN:** also 'the Cursed Pit'. Int. Geo. Massive open-cast mine in the far north of <u>DURCHAA</u>^(1.), in the permafrost of <u>CHATHADHAA</u>. The pit was a major source of coal, and was in operation from c. 2200 2752 RM. Contact with the pit was lost in 2748 RM and when relief workers and slaves arrived there weeks later to replace the workers who had been there for 6-months, they found the pit abandoned, its machinery

untouched, with no trace of the previous workers to be found. The only 'evidence' if such it can be called, was a pile of overalls, boots, gloves and mining helmets corresponding with the number of workers – over 200 – that were reported missing. No reason for the disappearance was found and the next years of the operation of the pit were plagued by accidents and eerie happenings, all leading to its abandonment in 2752 RM, with the official reason given being decreased yields.

<u>JEWEL IN THE DESERT, the</u>: see <u>SAMMOM</u>.

- **JEYRAN**: Set. Fortified settlement in the west of the <u>SOLEYN TERRITORIES</u>. Its main industry is copper mining and the settlement is overlooking a very large open cast mine, with part of it spilling down the south eastern edge of the mine (Pop. c. 10,000).
- **IEZABEL SHARAHAB, SCOURGE OF PARTHIS:** (B. 3891 RM) *Mor. Sup.* Able-bodied <u>DEGENERATE</u> and powerful <u>ATRAMENTAL SHAPER.</u> Discarded as an abomination when born, she survived and sought reprisal from those who would have had her dead. Her life unnaturally long, she wanders around the <u>KORACHANI EMPIRE</u>, moving from settlement to settlement, eking out her twisted version of justice upon those who would persecute and condemn her kind. She travels on a small <u>AMBULANT</u>, her broken body melded to it at the waist, <u>UMBILICALS</u> and biomechana connecting to her horribly scarred body.
- <u>IEZEBETH OF APTERIA</u>: (B. c. 3200 RM) *Pol.* Governor-<u>PATRICIAN</u> of <u>APTERIA</u>. She is a 1st generation <u>PYRRAN HALFBLOOD</u>, who rose to power in 3792 RM, becoming the governor of <u>GÂTHA</u> in 4006 RM.
- <u>JHADDAQ</u>: Ind. Set. Major food production centre in the far north of <u>THE SURRACH</u>, 120-miles north of the <u>IVORY ROAD</u>. It is known for its many fortified homesteads and the arable land that each possesses, where much of the food consumed in the north of the Surrach (Pop. c. 10,000).
- <u>JHALOSS</u>: Geo. Highlands in the c north of <u>MALAN</u>, dominating the west of the <u>HENDECARCHY</u> of <u>HATON</u>. Its western reaches are known for their jade deposits, which have been worked for millennia.
- JHAPARA: Geo. Mountain-range in the c of SUOR.
- <u>JHEPHRIN</u>: Geo. Island in the c of the <u>MAIDEN ISLES</u>, off the south eastern coast of MENISCEA.
- <u>IHESRAT YAN</u>: *Mil. Str.* Pylon-like concrete fortress built upon a small <u>APE</u> sinkhole in the far north of the <u>SOLEYN TERRITORIES</u>. The fortress was constructed in c. 3750 RM to keep the nightmare creatures spawned in the <u>DREAMSCAPE</u> at away from the surface world.
- <u>JHORA HIL</u>: Set. Coastal settlement in the south west of the nation of PERGOST. Its main industry is whaling (Pop. c. 15,000).
- <u>JIANNA</u>: Geo. Hills in the south west of <u>RAONGEN</u>^(2.), forming the south eastern foothills of the CHIAVALLE Mountains.
- **<u>IIBOSK</u>**: Set. Coastal city in the far south east of the <u>HENDECARCHY</u> of <u>HATON</u> in the c north of <u>MALAN</u>. Its main industry is fishing, and it has a large port where trade ships from other northern Hendecarchies bring goods for trade (Pop. c. 42,000).
- <u>IIBRA</u> Set. Mercantile city in the c north of <u>ESHIR</u>^(2.), along the main national overland trade-route. It provides lodging to travellers and caravanserais for merchants and is bustling with activity (Pop. c. 45,000).
- <u>JIDASON</u>: Set. Coastal settlement in the south west of <u>KREM</u> (Pop. c. 4.200).
- JIDKA: 1. Sea. Long narrow bay in the north west of SAMMAEA, off the western-coast of SEPAHAUNAT, in the SEA OF BATYAE.
 - 2. Set. Coastal metropolis in the west of the <u>PRINCIPALITY OF SEPAHAUNAT</u>, in the north west of <u>SAMMAEA</u>, overlooking the <u>SEA OF BATYAE</u>, at the base of the Sepahaunati peninsula. The city is known for its catamarans and its exotic cuisine, which consists of many delicacies and exotic fruits imported from the east of <u>MENISCEA</u>. Its primary industry is metalworking and it has multiple manufactories dedicated to various aspects of metallurgy (Pop. c. 500,000).
- **JIRAIDA**: Set. Coastal settlement in the east of <u>ESHIR</u>⁽²⁾. Its main industry is sponging, and sponges collected here find their way along trade routes across northern <u>SAMMAEA</u> and as far as the <u>INNER SEA REGION</u> (Pop. c. 7,300).

- <u>JIRAIR</u>: 1. Sea. Bay in the south east of <u>ESHIR</u>^(2.). Once known for its narrow length and deep waters, it has slowly shrunk over the past centuries, leaving it, being on average no more than 2-miles wide.
 - 2. Set. Major coastal city in the south west of ESHIR⁽²⁾. It is the terminus of a large national overland trade-route that begins over 700-miles to the north west in ISHKAR. The city was once located on a small island within the Bay of Jirair⁽¹⁾, but dwindling se levels saw it become part of the mainland in c. 3800 RM, and engineering works have been a constant for half a millennium, ensuring that its port remains linked to the sea (Pop. c. 87,200).
- <u>JIRIDUN</u>: Dem. 'Jiriduni'. Geo. Native name of the island in the c east of the <u>SEA OF ORRIDA</u> that is now more widely-known as <u>OD MEGINNAS</u> (1.) following its colonisation by <u>PARTHISAN PATRICIAN HOUSES</u> in c. 3480 RM
- <u>JIRIDUNI</u>: Lan. Language of the island-nation of <u>OD MEGINNAS^(1.)</u>. Its roots lie in the native tongue of the <u>JIRIDUNI</u> people, which has a basis in the ancient <u>LASCAR^(4.)</u> tongue.
- JIRRA: Set. Coastal city in the north east of <u>ESHIR</u>⁽²⁾, overlooking the <u>BAY OF ESHIR</u>⁽¹⁾ and guarding passage in and out of its waters. It is famed for its large port, which is a hub of trade, serving as the entry point for most foreign trade into continental Eshir. In c. 2310 RM it became a base to the <u>SEEKERS OF THE STONE</u>, and remained a stronghold to them until their disbanding in 3202 RM (Pop. c. 180,000).
- <u>IIVAD</u>: *Rel. Str.* Monastery in the east of <u>EASTERN LARISH</u>. Home to monks and priests since c. 3200 RM, the settlement was constructed around a <u>FIRMAMENTALLY-ACTIVE</u> lake whose waters were renowned for their magnetic properties and purported curative properties. Though it has been revered as a holy site by faithful of the <u>FIRMAMENTAL</u> philosophies for centuries and has been a goal of pilgrims for just as long, many of those who repeatedly visit its shores find their bodies afflicted by sores akin to burns. Many see these stigmata as a sign of their faith.
- JOAPHASAR: His. Set. Mid FIFTH AGE nation that was destroyed in a botched act of HEXCRAFT in 2921 RM. Embroiled in a war with CEHOPHELA that it was losing and desperate for a means of victory, it resorted to a great ritual of HEXCRAFT, which was intended to debilitate its foes in Cehophela. Instead, the ritual backfired, leading to the complete obliteration of the capital of IRIUD, the destruction of surrounding farmlands, and the death of most of its population, with the remnants left deformed and maddened.
- Today its territories form part of the south western wastes of Cehophela, and they are largely forgotten, its twisted people hunted as vermin. See Vol III: Extinct States.
- <u>IOCAETH</u>: *Geo.* Mountain-range in the south of <u>AETHIOS</u>, stretching north for 325-miles from the border with <u>RHINOCOLOURA</u>.
- <u>JOSALA</u>: Set. Small city in the north of <u>KREM</u>, along the southern-face of the <u>ARGENT</u> Mountains (Pop. c. 13,000).
- <u>IOCENT</u>: Sec. Fortified settlement in the far south east of <u>LYRIDIA</u>, around 20-miles west of the border with <u>TAMAR</u>. The settlement trades with the fortress-city of <u>KAHREN</u> and <u>HRAEFANA</u> (Pop. c. 4,500).
- <u>JODDA</u>: Set. Fortified settlement in the region of <u>MOLOCH</u> in the west of <u>THE SURRACH</u>. It is known for its single large iron mine that employs half of its populace, and for its large ironworks (Pop. c. 20,000).
- <u>IODOPHI</u>: Geo. Region in the c north of <u>DURCHAA</u>^(1.), known for its fantastical lattice-like stone formations. Large parts of the region are known for their unstable <u>DUSTSTONE</u> formations, making travel there difficult.
- <u>JOHAMGHANA</u>: Set. Small settlement in the west of <u>PERGOST</u>, along the course of the river <u>ARANDARA</u> (Pop. c. 5,000).
- **JOK HALLAR:** Set. Major city in the c south of the <u>PRINCIPALITY OF SEPAHAUNAT</u>, at a fork where the river <u>JEBED DHUSH</u> meets the river <u>NEPHILA</u>. It is the centre of the church of <u>SYBARR</u> and is home to seven <u>IDOLONS</u>, which are guardians of the city. As a <u>COMING-OF-AGE RITUAL</u> amongst the city's youth, they are given the choice of picking one of the idolons as their patrons. It is also home to a large university where young <u>ZAMINDARS</u> study (Pop. c. 175,000).

<u>JOLA</u>: *Geo.* Highlands in the c north east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, forming a border between the tribes of <u>ROASI</u> in the north and <u>SUUR'KA</u> in the south.

<u>IOLASH</u>: Sca. Gulf in the south of <u>DANU</u>, in the south west of <u>WESTERN MENISCEA</u>. The narrow strait at the opening of the gulf is guarded by the capital city, <u>LARACH</u>.

<u>**IOLIADRA**</u>: Set. City in the c north west of <u>SABAISA</u>. It is located very close to the border with the south west of <u>PORPHYR</u>. Though it is known to trade north, it is not a mercantile city (Pop. c. 50,000).

JONESAL: Rel. Geo. Holy land in the north west of EREBETH.

<u>IONIA</u>: Int. Rui. Wooden-hulled ship now wrecked and located 160-miles from the coast in central <u>OPHIUSSA</u>. The ship was a famed galleon of the Ophiussan league, which ran aground in c. 2900 RM and was abandoned following irreversible damage to its hull. The waning levels of the Sea of Snakes led to it becoming landlocked, and it remains to this day, a marker to those travelling the Ophiussan trade-routes.

<u>IONORO COMNEAS</u>: <u>PELASGOSI</u> naturalist who travelled to the east of <u>LLACHATUL</u> between 1212 – 1239 RM, who described many endemic animals in details, bringing his drawings and writings back to Pelasgos in 1239 RM.

IONORO'S GHARIAL: Fau. Relative of the CROCODILE that lives in the south east of LLACHATUL, in freshwater wetlands in IACIO, SURUTUR and, less commonly, in RHEA. They largely subsist on fish, and can be a danger to farming and river traffic. They have bulbous glands behind their jaws that are ATRAMENTAL 'filters', making them resistant to ATRAMENTALLY TAINTED lands, which makes them common in such regions as they tend to have an advantage over fauna. Their bite is Atramentally-laced, and any prey that is not killed by them is likely to contract a wasting Atramental DISEASE not unlike AEPATHY that eventually kills them. As a result, Jonoro's gharials are also scavengers, living on the decayed remains of such animals.

They are named after the <u>PELASGOSI</u> naturalist <u>JONORO COMNEAS</u>, who was the first <u>KORACHANI</u> person to describe them in c. 1220 RM. See Vol II: Classification and Taxonomy of Life.

<u>JORANA</u>: Geo. Island in the <u>KORACHANI</u> colony of <u>UKOBACHAN</u>, in the <u>SEA OF ERENEA</u>. The entire island is covered by the <u>ATRAMENTAL</u> <u>EXPANSE</u> known as <u>BOS LEGYNURA</u>.

<u>JORDALLA</u>: Geo. Region in the c-south east of <u>THE SURRACH</u> controlled by the city of <u>ZARRI ZAKIR</u>.

<u>IORIN VALAIS</u>: m. *Per.* (B. 3851 RM) High-ranking member of the <u>VÁMAN</u>

<u>ORDER</u> of the <u>SANCTIFIED INQUISITION</u>. Venerable, he is remembered for his steadfast defence during the Siege of Ironhold, where he held the line against overwhelming odds, has made him a symbol of unwavering loyalty and courage within the order. He is respected today and remains as a celebrated councilmember, serving as an advisor to <u>GRANDMASTER</u> is <u>HIMMILCAR FERDOUS</u>.

<u>IORINDHIA</u>: His. Nm. Ancient splendid empire in the north of <u>MENISCEA</u>. Possibly dating to the mid <u>FOURTH AGE</u>, it was thought to encompass most of what is now the north east of <u>MENISCEA</u>, and was an empire of <u>ILLIDRAEN</u>, <u>IFIRMIANS</u>, <u>GIGANRI</u> and <u>SEITHIN</u>, most of which were slaughtered during the <u>WAR OF SCOURGING</u>. Some of its ruins survive to this day, but most of its great structures were toppled by the forces of the <u>DEMIURGE RACHANAEL</u>, their very foundations shattered.

Today, the territories of eastern <u>CEHOPHELA</u>, most of <u>IMEAL</u>, western <u>ARERAQTH</u> and north western <u>XYRPHAAT</u>⁽³⁾ stand on its ancient lands, though their people share no kinship with their distant ancestors, and know little of this period of ancient history. See Vol III: Extinct States.

 $\underline{\text{JOROLAA}}\text{: }\textit{Set.} \text{ Settlement in the c of }\underline{\text{DURCHAA}}^{(1.)} \text{ (Pop. c.6,000)}.$

<u>JORRAN DANATH</u>: m. Per. (B. 3926 rm) High-ranking member of the <u>GRIGORIAN ORDER</u> of the <u>SANCTIFIED INQUISITION</u>.

He is one of few <u>HIGH QUAESTORS</u> within the Order and is charged with the vigil of <u>LAASKHA</u>, where he coordinates Grigorian agents in their investigations. A masterful spy, he is believed to have allies across the empire and beyond, with some whispering that he even has agents secreted within the most despised terrorist organisations across the <u>INNER</u> SEA REGION.

<u>IORSHU</u>: Geo. A natural shallow basin in the <u>SYNHODOS</u> plateau in <u>JURRAS</u>^(2.), in which stand dozens of tarnished iron <u>GODSTONES</u>. Ignored by the <u>KORACHANI EMPIRE</u>, the statues remain to this day, their once uniform surfaces now tarnished and oxidised beyond hope of recognition, the land about them orange with rust.

<u>JORYLESYL</u>: Set. Coastal settlement in the south east of <u>OKKHAM</u>, to the east of the peninsula of <u>KHURSAE</u>. Its main industry is fishing (Pop. c. 5,000).

<u>JOSEM</u>: *Rui*. Abandoned manufactory, 35-miles north of <u>HELLOS</u>, in the <u>FREE-ISLES OF PELASGOS</u>.

<u>IOSHKA II</u>: (2733 – 2789 RM) *Pol. His.* Queen of the <u>FLUN-SANDRA SOVEREIGNTY</u> in <u>AHRISHEN</u>. She is remembered for formally dividing the kingdom into baronies, and for stripping the titles off many of the landed gentry, which saw a large degree of social upheaval, but which is now considered as a masterstroke and which served the kingdom well going ahead. She is also remembered for embracing industrialisation and initiated a push to spread the many canals of Ahrishen to its newly-industrialised regions, linking them together in a network that is still used today.

IOUKIR: *Geo.* Coastal hills in the north of <u>ESHIR</u>⁽²⁾, south of the Bay of Eshir⁽¹⁾. As recently as c. 3000 RM, the hills formed a long peninsula that stretched north east for 180-miles, separating the Bay of Eshir in the north west from the Gulf of <u>GULF OF ESHIRON</u> to the south east, which then reached around 150-miles farther west along the coast of Eshir than it does today.

JOURNAL OF THE LEAGUE OF EXPLORERS: see LEAGUE OF EXPLORERS, JOURNAL OF THE.

<u>IOVA</u>: Mil. Str. Major <u>GIGANRI</u> fortress in the east of <u>GNOTH</u>, facing south and guarding the border with <u>AQUARIIA</u>.

JOVAR: Set. Small coastal city in the east of KARGAMA (Pop. c. 15,000).

<u>JOZETHAR</u>: Set. Settlement in the c of south eastern <u>VÂRR</u>, famed one of the best producers of lime-chew (EKHUN) in the nation (Pop. c. 4,400)

<u>IUDGE</u>: 1. Law. Rnk. High-ranking position in the law-enforcement of the <u>KORACHANI EMPIRE</u>.

- 2. Rel. Rnk. In the KORACHANI EMPIRE, a rank within the CHURCH OF THE UNDYING MACHINE, comparable to the confessors of other faiths. Their role is to hear confessions of the faithful and determine if they are guilty of defiling the name of the UNDYING MACHINE. Those found guilty are sent to the QUESIANS to receive their judgement.
- 3. Pol. Rnk. Rulers of PELASGOS during the JUDICIARY AGE.
- **4.** *Pol. Rnk.* The seven elected rulers of the <u>UNIVERSITY</u> the governing body of <u>KAZZAR</u>.

<u>JUDICIARY AGE</u>: *Pol. His.* Historical age in <u>PELASGOS</u> that followed the Neolithic period of the early <u>FIFTH AGE</u>, lasting from c. -300 – 73 RM. In many ways, this was the first iteration of true civilisation in Pelasgos and was similar to most Iron Age cultures, though the prevalence of a unified system of laws, enforcing personal ownership and rights of commoners made it ahead of many other regions during the time. The <u>ANAXIN</u> ruled over a republic of <u>JUDGES</u>(3-) who passed laws and enforced them. Through their influence the old worship of fertility and bird goddesses diminished, replaced by the cult of <u>MITRA</u>.

<u>JUIYA</u>: *Mil. Pol. Str.* Customs office and fortress in the west of <u>RAONGEN</u>⁽²⁾, close to the border with <u>THE VORANDINE</u>. It sees much traffic pass through it and most land trade from the Vorandine enters Raongen through here.

<u>**IUNASH**</u>: Set. City on the island of <u>KILAWADA</u> in <u>FALLAROUR</u>, off the south western coast of <u>SAMMAEA</u> (Pop. c. 46,000).

JUNCTA: also 'the Fungus Depths'. Int. Geo. Expansive subterranean fungus growth in hollows beneath the southern face of the CARCAENT Mountains in the far north east of the HENDECARCHY of STHAMAN in the c of MALAN. Juncta covers an area of thousands of square miles of caves and chasms, and lands it occupies are characterised by a thick spongy carpet of golden moss-like growth that invasively covers everything, including other flora in the region. It is believed by IMPERIAL scholars that the fungus is a single organism. If so, it is likely the largest living thing in ELYDEN.

JUPITER BELUS: 1. Mil. Str. Large fortress built around a classical tower in the GHALLETHA in the south of NÁRTHEL, just north of the border with SARASTRO. It was once a place of religious importance within the KORACHANI EMPIRE, though it has since been largely forgotten, populated by a skeleton crew of wardens and the so-called Priest-regent of Jupiter Belus, a hereditary title, the bearer of whom controls all land within 40-miles of the tower.

2. Rel. Imperial saint.

<u>JURADHA</u>: Set. Fortified settlement in the south east of <u>JURRAS</u>⁽²⁾, in the GIBBORAH Mountains (Pop. c. 8,000).

<u>JURASAMA YETZIRAH</u>: *His. Rel. Pol. Per.* One of three <u>HE'ELAN ARCHDUKES</u> of the <u>BRORI</u>^(1,) nation of <u>GREST</u>^(1,) and the eldest of her line, able to trace her ancestry back some 3 millennia to the ruler of the <u>DALLIAMORAAN</u> empire – <u>ORIAS YETZIRAH</u>, himself a powerful scion of indeterminate origin.

Little is known of her early life or her intermediate ancestors, but she founded the first <u>HE'ELAN CULT</u> in the city of <u>NEYEM</u> in c. 3300 RM, where she put in motion a long-term plan to make Grest her own. The cult studied the ancient forbidden Dalliamoraan texts known as the He'elan Writings, which condoned occultist activity and collusion with Otherworldly <u>SPIRITS</u>^(1,) in the pursuit of material gain before being abolished by Orias Yetzirah millennia ago. The Writings spread slowly yet steadily across Grest and within a few centuries most major cities had a cult lurking in the shadows, influencing events. During this time Jurasama made contact with two other descendants of Orias – <u>ARA</u> and <u>IEBESH YETZIRAH</u> — who together form the ruling caste of Grest, known as the He'elan Archdukes. Grest was divided into three territories — known as <u>MANSIONS</u> — with Ara ruling the northern Mansion of <u>FURFUR</u>^(1,), Iebesh ruling the southern Mansion of <u>SITRI</u>^(1,), and Jurasama ruling the main Mansion of Grest^(2,).

Jurasama moved the main cell of the cults from Neyem to $\underline{\text{SCELD}}$, where she orchestrated the downfall of the $\underline{\text{NULUM}}$ dynasty in 3781 RM, which culminated with the deposing of the monarchy and the elevation of the Archdukes to positions of power in Grest. The cults emerged from the shadows across the nation, ousting what governments had survived the death of the monarchy, bringing most of the land under the yoke of the Archdukes.

Jurasama and her peers instilled the populace with their occultist beliefs, rapidly corrupting the nation to a land of fanatical zealots beholden to dark teachings, whose leaders subjugated spirits known as <u>DAIMONS</u> to their twisted causes. She rules today as first amongst equals, holding Grest tightly within her iron grasp.

<u>JURAT</u>: *Pol. Soc.* Middle rank within the <u>UNIVERSITY</u> – the governing body of <u>KAZZAR</u>, who serve beneath the <u>JUDGES</u>⁽⁴⁾ as municipal officers who are granted titles and land to rule over upon their election, which take place every seven years. Outside of scandal, it is customary for Jurats to be elected for multiple consecutive terms.

<u>JURIA</u>: 1. *Geo.* Badlands in the <u>LLURAN WASTES</u> in the south of <u>JURRAS</u>⁽²⁾, characterised by narrow tall stone pillars that give the impression of a stone forest.

2. Set. City in the south of <u>JURRAS</u>^(2.), in the eponymous badlands region^(1.).

<u>JURISI</u>: *Mil. Str.* eastern-most of twin fortresses guarding the <u>BAY OF</u>
<u>DEOCHAN</u> and the river <u>KHAD</u> in the west of <u>KORACHAN</u>.

<u>JURISI BRIDGE</u>: Arc. A stone bridge with three spans totalling a length of around 200 ft. in the west of <u>KORACHAN</u> near the fortresses of <u>JURISI</u>. When constructed in 2089 RM it was coastal though the lowering of ELYDEN'S seas has left it some 200 miles from the coast.

It was designed by the famed engineer <u>KORNELIUS MAGRIZAAR</u> and remains intact and in daily use – a fitting testament to his engineering skills.

<u>JURISPRUDENT</u>: Pol. Rnk. 1. Historical ruling title of the ancient <u>ELITAGRI FEDERATION</u>, elected by eligible candidates who were typically diplomats and plutocrats from various cities across the Federation. The rank was abandoned following the rise of the $\underline{\text{KARGEMMAN}}$ $\underline{\text{MONARCHY}}$ in 1682 RM, but was later revived following the monarchy's abolishment in 2809 RM.

2. Chairperson of the <u>United Assembly</u> of <u>Kargama</u>, elected from eligible candidates from the <u>Order of Witnesses</u>. The Assembly was introduced in 2703 RM by the <u>Kargemman Monarchy</u> to act as a war council during a time of conflict with the <u>Korachani empire</u> during the <u>Ehrenisian Crusades</u>. The Monarchy was abolished in 2809 RM and the position of Jurisprudent was reintroduced by the United Assembly.

The current Jurisprudent is <u>BEM DRASTAS</u>, who was elected in 4001 RM.

<u>JURRAS</u>: 1. Geo. Mountains in the south east of <u>JURRAS</u>(2), forming the western-most reaches of the <u>SYNHODOS MASSIF</u>.

2. Dem. '*Jurrassi'*. Ntn. Situated in the north of <u>SAMMAEA</u>, Jurras has a long history of subjugation under both <u>KORACHAN</u> (beginning in 403 RM) and <u>PARTHIS</u>, the latter of which is its current suzerain.

It is built atop territories that once belonged to two disparate <u>FOURTH AGE</u> cultures – <u>SAMMON</u> in the north and <u>KARTHAN</u> in the south. The <u>FADING</u> of the Fourth Age eventually gave birth to a new culture, known as <u>SAMARIA</u>, which dominated lands east of the <u>SYNHODOS</u> Massif^(1.), though it too faltered by around 200 RM. Many ruins of all these past cultures dot the countryside, many of which have been reappropriated for mundane tasks by a populace that knows not their previous purpose.

A vassal of Parthis since 3703 RM, Jurras was for millennia a territory of the Korachani empire, which abandoned it to its caretakers, the INTERREGES, in 3143 RM, after many of its natural resources had been exhausted and the cost of governing the region became too costly. The Interreges were overthrown in 3167 RM, after which Jurras became independent for the first since its founding.

Since its vassalage to Parthis, Jurras has become a centre of Sarastroan intelligence, with many Parthisan military outposts and centres based there. These specialise in disrupting their neighbours' actions (particularly Korachan and <u>ALMAGEST</u>), with the intent of sowing discord and destabilising governments to the benefit of Parthis. This role only grew following the outbreak of the <u>WAR OF SUNDERING</u>, and though Jurras and its parent maintained a veneer of political neutrality, it was secretly providing aid to Sarastroan allies via third parties and untraceable civil parties.

Today, Jurras is known for its dual powers – the Jurrasi <u>SYNHOD</u>, which serves as religious leaders in its worship of ancient iron statues known as the <u>GODSTONES</u>⁽²⁾; and its government, the <u>TETRARCHY</u>. So ubiquitous and powerful is the Jurrasi Synhod, that many outsiders mistake it for the governing body – an easy error to make, given that its structure is nearly identical to that of a monarchy. Despite this, the Synhod remains extremely influential, with enough power to force the Tetrarchy into a vote on the fate of one of its members, should the Synhodic Dynasty so desire.

Jurras is also known for its well-disciplined <u>ARBITRATORS</u> – a policing force with roots in the early Jurrasi state that predated the appearance of Korachan in the area. See Vol III: Extant Nations and Realms.

3. *Rui*. Ruined city in the south west of the vassal nation of <u>JURRAS</u>^(2.). It emerged in c. 200 RM after the appearance over the last centuries of various competing tribes that settled the vacuum left by the failed culture of Samaria and the abandonment of its capital in <u>SAMARIS</u>. Founded by idealistic lawmakers, Jurras rapidly became a metropolis and by c. 350 RM it has a population of around 100,000 bodies, and it was beginning it exert its influence over surrounding lands, bringing many of the tribes under its banner.

This unification of the land was cut short by the arrival of <u>KORACHAN</u> late in the fourth century RM. In 403 RM the city of Jurras was destroyed following a year-long siege, and the rest of the land was put under Korachani rule from the city of Samaria, which was renamed <u>HAROSHETH</u>.

Jurras was never resettled and its ruin now lies scant miles north of the major road linking the present capital of Kethra with Harosheth

This period lasted until 3143 RM, when the <u>INTERREGES</u> were left there. They were deposed in 3167 RM, and the region enjoyed a relatively short-lived period of independence.

<u>JURRASI</u>: Lan. Language that was spoken by the people of <u>JURRAS</u>⁽²⁾ prior to its subjugation by the <u>KORACHANIEMPIRE</u> early in the <u>FIFTH AGE</u>. The language was descended from the earlier <u>SAMARIAN</u> language, which itself was descended from <u>SAMMONISH</u>.

Jurrasi was slowly supplanted by <u>KORACHANI</u> after millennia under the yoke of the <u>KORACHANI EMPIRE</u>. It survives in a corrupted form today, where it is spoken in rural areas, slums and tenements across Jurras, though it is not recognised in an official capacity. See Vol II: Languages.

<u>JUSDARHANA</u>: Set. Small city in the south east of <u>PERGOST</u> in the region of <u>MENNOM</u>, along the east of lake <u>FAISA</u>.

<u>JUSIYAN</u>: Set. Small city in the c north west of the <u>SOLEYN TERRITORIES</u> (Pop. c. 14,200).

<u>JUSSULANA</u>: Sea. Sea off the north western coast of <u>BROR</u>^(1.), between the island of <u>IRUGNA</u>^(1.) and the nations of <u>ISESETH</u>, <u>SABOMOR</u>, <u>CANNOS</u>, and Bror^(2.).

<u>IUSSULANAN WESTERLIES</u>: *Wea.* Prevailing winds in the north western nations of <u>Bror</u>^(1.), to the north west of the <u>LAHAED</u> Mountains, including <u>ISESETH</u>, <u>SABOMOR</u>, <u>CANNOS</u>, and Bror^(2.). The winds are

warm and moist and bring cooling rains in late Summer and Autumn in particular.

<u>JUSTAKAR</u>: Set. Settlement in the c of the <u>SOLEYN TERRITORIES</u>. It is a major manufacturer of food in the region (Pop. c. 8,000).

<u>IUSTICIAR</u>: *Mil. Rnk. Org.* High-ranking judicial officers within the <u>SANCTIFIED ORDERS OF THE INQUISITION</u>, who preside over trials and investigations, and which are superior to <u>COMPURGISTS</u>.

They have the authority to pass judgement and administer punishment to those found guilty of corruption and are amongst the most respected members within the Order. They are most common in the <u>ARÂTHUAHI</u> ORDER, though can be found in all Orders.

<u>JUTAR</u>: Set. settlement in the east of <u>KHULL</u>, in the region of Naxar. Its main industry is the quarrying of fine granite that is used in architecture (Pop. c. 5,200).

<u>JUVARE</u>: Set. Settlement in the south of <u>KARGAMA</u>. Its main industry is the training of falcons, which are used across Kargama to keep its city squares free of vermin (Pop. c. 3,700).

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<u>K'LESSA</u>: Set. Settlement in the south of <u>N'RAKH</u> (Pop. unknown).

<u>K'SIBBA</u>: Sct. Fortified city in the east of <u>J'THANA</u>, close to the border with <u>SIRIPHAGOS</u>. It is known for its trade with Siriphagos, and it forms part of the <u>SALT ROAD</u> (Pop. c. 20,000).

<u>K'SENA</u>: Geo. Pumice canyons covering a 150-mile stretch of the course of the river <u>SHIBBOLETH</u>^(3,) in the c west of <u>N'RAKH</u>. The region is noteworthy for its many white-water rapids and waterfalls and the verdant crown atop the sheer pumice banks.

<u>K'TALFA</u>: Set. Small city in <u>N'RAKH</u>, where the river <u>J'SABA</u> meets its parent, the river SHIBBOLETH^(3,) (Pop. c. 20,000).

KAADA: His. Ntn. Ancient nation in the east of present-day VAALK. It emerged as the eponymous city of Kaada in c. -1000 RM following the FADING of the FOURTH AGE, though by c. -900 its cultural influence had grown, expanding west towards the ARIS Mountains, covering some 250,000 square-miles at its largest extent. By c. -450 RM it collapsed, following protracted conflict with AATI degenerates in the south. Following its demise, its dependencies fragmented into independent city-states, from which the ULLUASHI culture later emerged.

<u>KAALA</u>: Set. Settlement in the north of <u>CHTHYRID</u>, along the southern bank of the river <u>NOTHA</u>. It controls many settlements to its south, along the scree at the base of the <u>DAGHA</u> plateau, who mine its riches (Pop. c. 17,500).

<u>KAAPAN</u>: Geo. Island off the southern coast of <u>LAASKHA</u>. The east part of the island, known as the <u>ZEONAN MALEDICTION</u>, is <u>ATRAMENTALLY CORRUPTED</u>, and the island is, for the most part, ignored.

KAARAFFAR: Geo. Scrub plains in the south of <u>LAASKHA</u>, north of the <u>LARSIS</u> and <u>EDASK</u> basins. The region is relatively fertile and is home to the most farmlands in all of Laaskha. The region is sparsely wooded to the north.

<u>KAARAKUN</u>: Geo. Mountain in the c north of <u>VAALK</u>, forming a border along the south east of the SOSOTHOT peninsula for 250-miles.

KAARAPARR: Rvr. Large river in the west of LAASKHA, flowing south for 460-miles from the southern-face of the CAALUA Mountain. The river is commonly divided into two parts – the Upper Kaaraparr, which comprises the first 300-miles of the river and is slow-moving and winding, particularly across the KAARAFFAR; and the Lower Kaaraparr, which comprises the 160-miles following the confluence with the river SAMAPAR at the FALLS OF KAAR.

<u>KAARRA</u>: *Ind. Set.* <u>ALUMINIUM</u> quarry in eastern <u>VAALK</u>, in the north east of the <u>SICHAAL</u> formation (Pop. c. 4,800).

KAATH: 1. Geo. Island off the southern coast of <u>THETIS</u>. It is around 6,000 square-miles and is characterised by highlands in the east, which slopes gently to the lowlands of the west. It is largely uninhabited and covered in subtropical woodland that is for the most part virginal. It has one major settlement⁽²⁾.

2. Set. Coastal settlement in the south west of the eponymous island⁽¹⁾, off the south east coast of <u>THETIS</u>. It is the only major settlement on the isle of Kaath (Pop. c. 8,300).

KABAK: Set. Coastal city in the north west of TARTAK (Pop. c. 8,200).

<u>KABAKKA</u>: Mil. Str. Fortress in the c of <u>AZAZEM</u> belonging to the <u>KNIGHTS FERROUS</u>.

KABBARA: also 'the Chanting Prison'. Law. Str. Formidable granite prison in KARAKHAS, whose gaolers are known to be chanting shapers. It is notorious for its security, and as a result, many powerful individuals are incarcerated there, including the SCION BELPHETAR.

<u>KABBARHAELA</u>: Geo. Expansive region of permafrost in the north west of <u>PERGOST</u>, known to be one of few refuges to <u>MAMMOTHS</u> in <u>LLACHATUL</u> today.

KABBIR ELYRIA VI: (B. 3929) *Pol.* Present <u>ARCHPATRICIAN</u> of <u>HOUSE ELYRIA</u> and regent of <u>TAMAR</u>, in the name of <u>SARASTRO</u>.

<u>KABILL</u>: Set. City in the north of the <u>HENDECARCHY</u> of <u>CHLORIS</u> in the south of <u>MALAN</u>. (Pop. c. 40,000).

KABIRA: For. Fertile sparsely wooded hills in the south west of GNOTH. The region is noted for the many rivers flowing east from the HABBAD RIDGE, forming steep valleys and verdant canyons leading east to the river PURUSA. The region is filled with many small independent

<u>KABIRI</u>: Rel. Main religion in the nation of <u>SURUTUR</u>. It is a polytheism made up of seven deities, each embodying a different facet of creation.

It is thought by outside scholars that these deities have their roots in a various <u>DEMIURGES</u>, though their domains and tenets have changed considerably over time, rendering them largely unrecognizable from their original forms. See Vol IV: Religions and Cults.

<u>KABOSS</u>: Set. Coastal island-settlement off the western-coast of the <u>FREE-ISLES OF PELASGOS</u> (Pop. c. 8,700).

KABROU: Set. Small city in the west of PARAIYA (Pop. c. 12,000).

KABUKITABA: Set. Settlement in KARAKHAS, 20-miles south east of the capital in DEKANA. Its main industry is bookbinding, particularly using ANTHROPODERMY (human skin) on the covers. The practice is old and though few cities practice it today, it remains a healthy art in Kabukitaba, with many people from across Karakhas leaving their skin to the binders in their wills (though in most cases the skin is taken from executed criminals). It forms a part of both the RED ROUTE and the SALT ROAD, and as a result its books often find themselves for sale in disparate cities across the INNER SEA REGION and beyond (Pop. c. 7,200).

<u>KACHAN</u>: See. City in the south west of <u>LYRIDIA DHAI</u>, known for its shipyards (Pop. c. 13,700).

KADA SHAN: Rel. Dei. The dominant religion and deity of the nation of KHITAI, characterised by the worship of a large idol signifying material strength and sanctity. The idol takes the form of a great metal pillar – its surface dull, tarnished neither by time nor rust – located in the holy settlement of NALSHEN just 7-miles south west of the capital of GRATH. Scenes and legends from myth and unremembered history are acidetched in the pillar, claiming the entity known as Kada Shan to be one of many creator deities. Though never referenced as such, many claim that Kada Shan is thought to be one of the Two-and-Twenty <u>DEMIURGES</u>. See Vol IV: Religions and Cults.

KADAIAR MADIAL: (B. c. 3900) *Pol.* Present ruler of <u>SUMA'YA</u> and head of the religious council of the <u>CULT OF SACRIFICE</u>.

<u>KADANT</u>: Set. Fortified city in the south of <u>VALBAR</u>⁽²⁾. It is a major industrial centre and is known for its powdergun production (Pop. c. 36,600).

<u>KADARAN</u>: Set. Small city in the c of the <u>SULTANATE OF ABACARDAT</u>, west of the <u>JAHADAT STATES</u> (Pop. c. 15,000).

KADDARA: Set. Settlement in the south east of GIBEAH (Pop. c. 6,300).

<u>KADDRAS</u>: Geo. Mountain-range in the south of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>, forming a part of the expansive <u>ETHISTONI HIGHLANDS</u>.

KADHUO: Set. Settlement on the island of VHOPRA, in the BHALASSIAN ARCHIPELAGO^(2.) in the east of the PANTHEON ISLES. Its main industry is the quarrying of silver and sulphur (Pop. c. 3,200).

<u>KADOTA</u>: 1. Set. Large city in the west of the <u>UMBRA SOKHAR</u> wastes. The city is responsible for damming the river <u>SPICIA</u> in c. 2800 RM, resulting in the death of the river beyond its borders. The city is populated by an ancient caste of humans descended from <u>FOURTH AGE</u> aristocracy, who has enslaved <u>DEGENERATES</u> and other minorities. Its people's culture is heavily influenced by its military and its forces have dominated most settlements in the region, and only allow <u>ETHERI</u> nomads to enter its territories because they offer their services as guides to its merchants and armies (Pop. c. 180,000).

2. Lak. Lake near the above city formed from the damming of the river SPICIA. The lake serves as an electrical source to the city, through hydroelectric power.

KADRA HADIK: Set. Settlement in the north of RHEA, south of the AHRAN HIGHLANDS (Pop. c. 8,000).

KAEIAH: Set. Small city in the c north east of <u>ZHARIAH</u>⁽²⁾. Its main industry is the manufacture of poison made from <u>CANKERBLOOMS</u> (Pop. c. 12.600).

<u>KAEM</u>: Set Settlement in <u>HOAMMI</u> territories in the north of <u>SAMMAEA</u>, 25-miles south of <u>SKEIN</u> (Pop. c. 12,600).

KAEL TRANTOR, WITCHBANE: m. Per. (B. 3942 RM) High-ranking member of the AVÉNETHI ORDER of the SANCTIFIED INQUISITION. He is a WITCHFINDER GENERAL and his relentless pursuit of WITCHES has made him both feared and respected within the Order. His capture of the infamous witch, SERAPHINE, ended a decade-long hunt.

<u>KAELARA</u>: 1. *Pol. Geo.* One of the nine kingdoms of <u>ELALLIA</u>, located in the south east of the nation.

2. *Pol. Set.* Large city and capital of the kingdom of Kaelara^(1,) in the south west of <u>ELALLIA</u>. It borders a large lake that is a major part of the regions' economy (Pop. c. 109,400).

KAELENDRA: Set. Small fortified coastal city in the west of OD MEGINNAS^(1.). Originally a fort on a smaller island, waning sea levels saw it linked to the mainland, and it eventually grew into the city that stands there today (Pop. c. 17,200).

KAELRATH: Set. City that developed around the eponymous KEEP in northern NÁRTHEL towards the end of FIFTH AGE following the silting of the STRAIT OF NÁRTHEL. Trade once moved between THE INNER SEA and the DARK SEA across the strait's waters, though it's silting forced trade to move across land, between the cities of Kaelrath and PHENESH (2-), both of which grew in power and wealth as other regions withered (Pop. c. 73,000).

KAELRATH'S KEEP: Rui. Str. A large rust-coloured iron keep situated halfway along the southern bank of the NÁRTHELI STRAIT. The keep has stood since 97 RM, overlooking LYRIDIA, patrolling the waters of the Strait. Its long-lived ruler is the HALFBLOOD PRINCE, BERITH DRAGOON, also known as the INTIMIDATOR OF KAELRATH.

<u>KAEN-AK</u>: His. Arc. Rui. A shrine in the south of <u>KARGAMA</u> hewn into a cliff face along the western-face of a canyon along the course of the river <u>WOLMASH</u>. It was constructed between c. 520 and 600 R by the small state of <u>KARAMERA</u> to honour its founding ancestors.

<u>KAEPITA</u>: Fau. Meat eating parrot native to <u>WESTERN SURRACH</u> with black feathers, but yellow and red secondary wing feathers. It is primarily a scavenger, though does also hut small creatures, and though solitary they are known to swarm and attack larger wounded or weakened prey. See Vol II: Classification and Taxonomy of Life.

<u>KAETIST</u>: *Mil. Str.* Major fort in the far north west of <u>NOAVATUR</u>, guarding its territories that adjoin the south east of <u>KHARKHARADONTIS</u>.

<u>KAEUH</u>: 1. Set. Small fortified city in the far north east of <u>AQUARIIA</u>, guarding one of many passes into the deep <u>BLACK MOUNTAINS</u>, guarding the region from outcast attacks (Pop. c. 20,000).

2. *Mil. For.* Fortress in the far north east of <u>AQUARIIA</u>, guarding one of many passes into the deep <u>BLACK MOUNTAINS</u>, guarding the region from outcast attacks.

<u>KAFALLET</u>: Set. Major coastal city in the south of Thetis. It is a major harbour and port, and is surrounded by fertile farmlands (Pop. c. 438,200).

<u>KAFANNU</u>: 1. Rvr. Expansive delta of the <u>LAUL EGLEA</u> river, along the border between the south east of <u>KHAMID</u>, and the west of the <u>HENDECARCHY</u> of <u>CHLORIS</u> in the south of <u>MALAN</u>, beyond which lies lake Kafannu^(2.).

2. Lak. Lake along the border between the south east of $\underline{\text{KHAMID}}$ and $\underline{\text{HENDECARCHY}}$ of $\underline{\text{CHLORIS}}$ in the south of $\underline{\text{MALAN}}$, upstream of the delta of the river $\underline{\text{LAUL EGLEA}}$.

3. Sea . Bay in the south east of \underline{KHAMID} , into which the $\underline{LAUL\ EGLEA}$ river flows.

4. also 'the City of Two Nations'. Set. Major city along the border between the south east of KHAMID and the HENDECARCHY of CHLORIS in the south of MALAN. Both nations share rulership of Kafannu, by royal decree, resulting in a metropolitan city that thrives on trade and travel between the two nations. Though both nations share equal leadership, the north side has a stronger Khamidian identity, while the south side is more Malani (Pop. c. 170,000).

<u>KAGA</u>: Set. City in the south of <u>SAUA</u>, along the banks of the river <u>ACHI</u>. It is an important link along the route of the <u>GREAT ROAD</u>, and leads into the <u>MALANI</u> stretch of the route (Pop. c. 39,750).

KAH: Mil. Str. Coastal fortress in the far west of the HENDECARCHY of LONAR in the south west of MALAN. The fortress is hewn from coastal cliffs and guards entrance into the BAY OF GITHKA. The fort has ancient roots and has been continuously manned since the founding of the FOREST KINGDOMS in 2075 RM.

<u>KAHET</u>: *Rel. Rui.* Ancient temple-complex on the island of <u>BITHAAT</u>, south of the <u>CARCASS</u> in <u>KHAMID</u>. The temple is a remnant of ancient Khamidian culture, and had been abandoned long before the <u>CATACLYSM OF KHAMID</u>.

 \underline{KAHI} : Mil. Str. Fortress in the c of \underline{KHAMID} , forming a part of the \underline{GREAT} \underline{ROAD} trade-route.

KAHREN: Set. TAMARAN fortress-city built in c. 700 RM. Originally constructed to protect trade-routes into LYRIDIA and AHRISHEN, the fortress became essential in the defence of Tamar from Lyridian attacks following the rise of the CAZHAN SHAPERS. Heavily damaged in a siege in 997 RM, the fortress was enhanced in 1243 RM by the Cazhans and survives to this day, though it is outdated, guarding the KYTHI PASS.

Today it serves as a vital link in the <u>Great Road</u> trade-route and maintains diplomats who are well-versed in Lyridian culture and traditions who travel north with merchants, acting as cultural interpreters and guides during their travels (Pop. c. 37,000).

KAHRIN TA': Set. Settlement in the south west of KHULL (Pop. c. 8,200).

<u>KAIAKAN</u>: Sea. Bay in the north of <u>SAMMAEA</u>, to the west of northern <u>KAZZAR</u>^(2.), forming part of the <u>GULF OF ESHIRON</u>.

<u>KAILA</u>: Set. Small city in the north west of <u>ARKOS</u>^(1.), in the savannahs of <u>ARKAINA</u>. It forms a part of the <u>SALT ROAD</u> and has grown steadily over the past decades and will likely continue over the coming years (Pop. c. 15,800).

KAILIK: Geo. Basin in the c north west of THE SURRACH, north west of the AARRUAM ridge. It is noted for its large rocky formations and the large black fossils that protrude from them. It is considered an accursed region and is shunned my most <u>SAVI</u> people.

KAIONAL: Cal. In the KORACHANI CALENDAR, the fourth DAY OF THE WEEK. See Vol II: Month and Lunar cycle in Elyden: Calendars.

KAIOUDA: Com. Set. Major city in the far north of the <u>UMBRA SOKHAR</u>, in the west of the <u>KAIOUDESH</u> region. It forms a vital stop along the <u>SALT ROAD</u>, and is a source of many goods which are filtered across the rest of the Umbra Sokhar through its own merchants (Pop. c. 83,000).

KAIOUDESH: *Geo.* Rocky expanse in the far south west of <u>PARAIYA</u> and the north of the <u>UMBRA SOKHAR</u>, to the south of lake <u>ALANCARAC</u>.

<u>KAIRN</u>: *Set.* City in the north of <u>AZAZEM</u> in the foothills of the <u>CHACTHORNYS</u> Mountains. The city operates an <u>UMBRA</u> extraction facility, with raw umbra piped east to <u>TANTAL</u>, in <u>KORACHAN</u> (Pop. c. 11,500).

KAIROR: Set. Large temple-city funded by KORACHAN 1032 RM in north eastern NÁRTHEL. The city is dominated by a gigantic oratorium, known as the ORATORY OF ST. BARBAS, around which are various districts and lodgings that cater to the many pilgrims that travel to the city along THE SHADOW MARCH. Since the silting of the STRAIT OF NÁRTHEL, the city has formed a land trade-route with the LYRIDIAN city of ALYCTA, linking LLACHATUL and SAMMAEA (Pop. c. 170,000).

<u>KAIROUA</u>: Set. Fishing settlement in <u>VAALK</u> overlooking the <u>SEA OF AHAMA</u> (Pop. c. 6,000).

<u>KAITT</u>: Soc. Law. Tattoos that are worn by <u>STATORS</u> (a hereditary policing force) in the <u>VESPERTINE LEAGUE</u>. A stator received the tattoo upon reaching the age of 18 after 3-years of training, and it is a symbol of the stators duties and responsibilities which continue throughout their lives. The tattoo covers both sides for the head from the temples, to the cheeks, and is added to as an individual achieves new ranks. Veteran stators have kaitt tattoos that encompass so much of their faces that only a central strip of flesh remains visible.

KAJAAHWA: (B. 2285 RM) Oth. Pol. Daughter of the OTHERWORLDER JAHINN^(1.) and 1st generation HALFBLOOD, born in ABACARDAT. Following her birth she became a divine figure, surpassing her father, becoming the main object of veneration of the faith. She sired two daughters, whose descendants would go on to become the ruling Jahinn caste^(2.) in Abacardat, who in 2326 would establish the ruling Sultanate, which ruled Abacardat to this day.

She remains alive, a living relic, in the <u>TEMPLE OF THE JAHINN</u>, in the city of HAMARAN.

<u>KAKAHAL</u>: also '*City of Kings'*. *Set.* Settlement outside the capital city of <u>THE OLD FOREST</u>, <u>GITHILALAN</u>. Contrary to what the name might indicate, the settlement is known for the royal college where viziers are trained before being sent to Githilalan (Pop. c. 6,500).

<u>KAKOPHIS</u>: 1. Sea. Body of water bordering the far north west of <u>MENISCEA</u>, between the Sea of <u>IALCUS</u> and the <u>GULF OF VALUS</u>. The sea is under the control of the <u>CEHOPHELAN</u> empire and its capital, the city of MALADAE, overlooks it.

2. Set. Damp city beneath the sea of the same name, thought to be a major conurbation in the <u>PRISON CARCERI</u> and one of the most distant areas of its expansive reach. The city of Kakophis gave its name to the sea that lies above (Pop. unknown).

KAL ADHI: Lak. Lake in the east of KNAESS in the c west of THE SURRACH, bordering the city of KAMAH, fed by the EMEL SUMI and VAEL SUMI. The damming of the Vael Sumi in 3945 RM led to the dwindling of the sea, leaving it greatly reduced now. The hulks of fishing vessels and ferries lie abandoned in its now empty basin, echoing the trade that was once common there. The lake empties to the north into river EMPUSA (1.), which flows north before emptying in the SEA OF ERET (1.).

<u>KALA</u>: Mil. Str. Mar. Com. Major coastal fortress of the <u>WHITE LEAGUE</u>, located in the far north of the <u>KAZZARAN</u>^(1.) peninsula.

KALAAKE: Set. Coastal city in the east of the PANTHEON ISLES, on the mainland, in the east of LLACHATUL. It is a major trade harbour, and sells trade goods acquired by the city of DAEDARN from the north east of LLACHATUL with the rest of the Pantheon Isles (Pop. c. 18,000).

<u>KALAH</u>: Set. Settlement in the c west of <u>AHKA</u>, known for its apples, grown in lava-rich soil from <u>MT. VRAMATHIS</u> (Pop. c. 6,000).

<u>KALAI</u>: Rui. Set. Abandoned stone city in <u>SAMMAEA</u>, north of the wastes of <u>ELIPHAO</u> 450-miles north of the <u>TROPIC OF RAH</u>. Little is known of the city outside of the legend that it was destroyed by a <u>DEMIURGE</u> eons past.

A small settlement exists on the footsteps of the ruin, catering to caravanserais and explorers passing through the region (Pop. c. 1,050).

KALAIAMA: *Rvr.* Seasonal endorheic river in the west of <u>ANUBIA</u>, flowing east for 450-miles from sources in the <u>GROWING MOUNTAINS</u> and the <u>HAAGEN</u> Mountains before emptying in the <u>NAAIA</u> basin. Together with the river <u>ATEIGHA</u>, seasonal snowmelt flows into the basin and collects into 1 or 2 seasonal lakes collectively known as Naaia, after the basin. The lakes rarely last more than a few months before they dry up.

KALALAR: Set. Small fortified city in the west of the tribe of <u>SALARNA</u>, in the c north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 15,000).

<u>KALANA</u>: 1. Lak. Major lake in the west of <u>WESTERN SAMMAEA</u>, in the c of the <u>CITIZENRY OF THALI</u>. It collects water from various rivers flowing into the Western Sammaean basin from the north, east, wand south, and drains to the west.

2. Set. City in located in an isthmus in the east of the above lake^(1.) in the west of the <u>CITIZENRY OF THALI</u> (Pop. c. 99,000).

KALAR: Lake in the south west of SUOR.

KALARLI: Geo. Small region of ATRAMENTAL TAINT in the c north of the territories of ETHISTONITH in RHINOCOLOURA. The region has diminished greatly in size, from its peak in c. 1800 RM, when it was estimated to be about 10,000 square-miles in area, and is today under 200 square-miles in area. During its peak, the rate of congenital physical deformities was more common than the norm elsewhere in Ethistonith, though this has decreased today.

<u>KALAUN</u>: Sea. Small sea in the south west of the <u>DARK SEA</u>, surrounding the peninsula of <u>DAAR</u>. The city of <u>MIDAL</u> has controlled its waters since c. -400 RM, though those waters have been polluted from <u>ALCHEMICAL</u> industries since c. 500 RM, its life (where any is present) stunted and grotesque.

<u>KALCHAS</u>: Set. Fortified settlement in the far north west of <u>ATARAXIA</u> overseeing the pass of <u>HARAB</u> into <u>AQUARIIA</u> (Pop. c. 10,000).

KALCHEDON: Set. The remnants of a larger city in the far south east of VENTHIR that appeared c. 150 RM in response to gold found in the region. At its height the city boasted a population of 100,000 people, though it diminished following the exhaustion of its mines in c 1400 RM. It was granted to the AVÉNETHI SANCTIFIED ORDER OF THE INQUISITION in 4006 RM (Pop. c. 18,000).

<u>KALDOR</u>: Set Small city in the c of <u>KARGAMA</u>. It lies along its main inland trade route, and is home to many caravanserais and markets (Pop. c. 18,200).

KALEH: Set. Settlement in the north west of <u>NARTHEL</u>, known for its pomegranate production, much of which is exported (Pop. c. 7,200).

<u>KALELLA</u>: Set. City in the east of <u>TZALLRACH</u>, along the course of the river <u>LIATHAR</u> (Pop. c. 36,000).

<u>KALEM</u>: Set. Settlement in the west of <u>KARGAMA</u>, in the north west of the <u>VIRTIVON</u> Mountains (Pop. c. 5,000).

KALEN PENSETTAR IV: m. Mil. Pol. Atr. Per. (B. 3928 RM) TRIUMVIR of the SINITAS LANGUE^(1.) of the GRIGORIAN ORDER of the SANCTIFIED INQUISITION since 3979 RM. Hailing from a prestigious FREE family in Sinitas, Kalen Pensettar IV comes from a long line of military leaders. His early career in the Korachani military honed his skills as a strategist and field commander, and his talents with the Atramenta saw him moving on to the ranks of the SEERS^(3.), before being promoted to a QUAESTOR^(2.) and then HIGH QUAESTOR, where his talents shone brightest, overseeing a large territory of agents and spies.

He is known for his stoic and disciplined demeanour, and commands respect through his unwavering dedication and his ability to remain calm under pressure. His leadership style is hands-on (much to the chagrin of his fellow Triumvirs within the Order), and he is often seen in the field, leading or otherwise delegating missions, setting an example for his

<u>KALFA</u>: Mar. Rel. Rnk. Female operatives within the <u>EXECRATOR HOSTS</u> of the <u>REFORMED CHURCH OF SARASTRO</u>, who are skilled spies and infiltrators, often working in places where male operatives would be too conspicuous. They originated as consorts of <u>LUMINARIES</u>^(3.), though over the years have become trusted operatives in their own rights, and many go on to become Luminaries of their own Hosts.

<u>KALIHET</u>: Geo. Island in the south east of the <u>MAIDEN ISLES</u>, off the south eastern coast of <u>MENISCEA</u>.

<u>KALIMM</u>: Rvr. Large river that dominates the c of <u>TETHYSIA</u>, its waters fed by various rivers flowing east from the <u>ARGENT</u> Mountains. At its longest, the river is almost 4,000-miles long.

KALISANGELID ISLES: Geo. Major archipelago and associated island chains off the south western coast of <u>SAMMAEA</u>, dividing the south east of the <u>BATHASHAL OCEAN</u> from the west of the <u>SEA OF SAMMAIDU</u>. They are inhabited by the ancient nihilist people known as G'GHARSHANS.

<u>KALISSA</u>: Set. Settlement in the far north of <u>ALTHA</u>^(2.), serving as a crossroads between settlements to the north west, the south east, and <u>CYNA KELL</u> in the north (Pop. c. 3,800).

<u>KALITI</u>: Geo. Region of cooled lava flow in the north west of <u>SABIA</u>, just east of the <u>DESOLATION OF ASTUDAN</u>. The lava, its source unknown, is ancient and weathered, though the undulating folds of its original flow remain clear in many regions. For the most part it is a shattered land, victim of the freezing and thawing cycles of the climate.

The region is largely devoid of flora and fauna, and what does exist there is well-adapted the harsh region.

<u>KALKAN COLOSSI</u>: Mil. Tec. Org. Military regiment renowned for its use of <u>HARDSUITS</u>. Its members are traditionally based in the fortressmanufactory of <u>UMMAPAR</u> in the north of <u>PHYRR</u>, where they patrol its northern borders for long periods against the threat of incursions from <u>HOGGOTHA ISZ</u>, though since the onset of the <u>NACRE WAR</u> many have been employed in the war there.

Members of the Kalkan Colossi are considered elite, and are well equipped and trained, their bodies often augmented with <u>ORTHOSES</u> that replace severe injuries and wounds.

<u>KALKAUR</u>: also 'Kalkaur Depression'. Geo. Part of the expansive rift valley to the west of <u>KHARKHARADONTIS</u>, around 450-miles long, extending south east, between lake <u>LALNT</u> in the north and lake <u>HALAD</u> in the south. The region is riddled with fissures and ridges, with newly-revealed <u>DUSTSTONE</u> common. Sinkholes are also common along the area, as are earthquakes and volcanic tremors.

<u>KALKYDRI</u>: Oth. Form of <u>OTHERWORLDER</u> known for their multiple pairs of disembodied wings, scaly skin and the power to elicit wonder through their voices. They are rarely seen, though thought to be most common in the <u>FAR HEMISPHERE</u>. See Vol II: Classification and Taxonomy of Life.

KALLAIR PHAER: x. Sup. Per. FIFTH AGE SHIE BASILEAN SHAPER who rose to infamy in NASTAL (2.) for various acts of valour and selflessness, including defeating the TECHNARCANE hordes of the rogue general KEREUGH ENDISH, as well as healing thousands who had suffered at his hand. They were however troubled, and were plagued by dark DREAMS, who their followers attributed to ancient deities. They were attacked in the city of LLAT by followers of the slain general, and in the resultant conflict levelled the city in 3923 RM in a great explosion resulting from an uncontrolled display of the LIGHT UNDYING.

They disappeared for years after, with most authorities believing them dead, though various events since then in <u>WESTERN SAMMAEA</u> have been attributed to them. It is more likely that they fled into the wastes of <u>SPHYRNIDONTIS</u>, though many, particularly from the area surrounding ruins of Llat

Little is known of their history, or their origins or early life, or if they grew up in MENISCEA (which is possible considering their use of FIRMAMENTISM) or SAMMAEA (which some believe is more likely as shie are more common in Sammaea).

<u>KALLAR</u>: Sca. Bay off the coast of <u>KHULL</u>, between the seas of <u>ANIPTERRA</u> and <u>ORRIDA</u>.

KALLAVARA: Set. Vast conurbation in the c of KORACHAN, situated in hills of the northern FATUACH Mountains. Comprising dozens of settlements and mines, the region is a major producer of lead and copper for the KORACHANI EMPIRE, and the STROBILIA hills beneath it are strewn with the slag waste of their operations. The largest city that gives its name to the conurbation houses the relic of ST. PHITHIOT, and is a stop along THE SHADOW MARCH as well as the RED ROUTE (Pop. c. 190.000).

<u>KALLIKAN</u>: Set. Small city in the c-south east of <u>TEMUJA</u>. It is known for its large stone library, known as the <u>LIBRARY OF KALLIKAN</u> (Pop. c. 13,700).

KALLIKAN, LIBRARY OF: Edu. Str. Stone library in the city of KALLIKAN, in the c south west of TEMUIA. It is a repository of books and ancient vellum scrolls, from CENTRAL and EASTERN LLACHATUL, providing a written account of the region's history and culture. It is also rumoured to have a vaulted library that is closed off from general access, containing FIRMAMENTAL texts and relics. This is said to be kept secret in the event of a KORACHANI CRUSADE ever reaching it, which has luckily never been the case so far.

Its curators are expert riders and frequently travel outside of Temuja in search of valuable books, maps and artefacts to add to their collections. As a result, many are proficient in languages other than <u>Temujin</u> or <u>Tradetongue</u>, and others are proficient in a range of skills, including bushcraft, combat, and navigation, amongst others. Typically, these curators are the younger sons and daughters of minor noble families from across Temuja.

KALLORA: Set. City in the west of JURRAS^(2.) (Pop. c. 31,600).

KALLUA: Ser. Small city in the north of LYRIDIA, just south of the southern foothills of the <u>CANEM HALAT</u>. The city is divided in two – an old hilltop citadel that houses municipal structures and the local government, and is surrounded by hundreds of farms and miles of paddocks where horses are bred and trained (Pop. c. 11,700).

<u>KALOS</u>: Rel. Str. Monastery of the <u>CHURCH OF THE VOLUTE</u> in the south west of <u>NAARETH</u>. It is one of few producers of banana wine that is consumed by <u>MATRIDULES</u> across the nation.

KALPI: Set. City in the west of the <u>SOLEYN TERRITORIES</u>, in the west of the plateau of <u>UNTANA</u>. It serves as a link with the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>^(1.) (Pop. c. 38,000).

KALPIS: Set. City in the c of <u>AHRISHEN</u>. It is situated along the course of the <u>ARESHI</u>⁽³⁾ canal and controls its largest lock. It also forms a vital link for trade that crosses the city along the <u>GREY ROAD</u> (Pop. c. 41,000).

<u>KALPSIA</u>: Set. City in the c of <u>PORPHYR</u>. It is built over a <u>FIRMAMENTAL LACUNA</u> where illusory shaping is more pronounced. Even those who are not sensitive to the <u>MATERIA OMNA</u> may have minor hallucinations or see illusions within a 5-mile radius of the city. The city itself is protected by technarcane machinery that suppress these delusions, though it attracts shapers from across <u>ELYDEN</u>, who come here to study the effects of the Firmament upon mortal perception, and it is home to a college dedicated to those who wish to further their learning (Pop. unknown).

<u>KALSHULL</u>: Sea. Bank off the northern coast of <u>KHULL</u>, between the <u>BAY</u>

<u>OF KALLAR</u> in the west and the <u>MAZARINE SEA</u> in the east.

<u>KALTAK</u>: Set. Small fortified coastal city in the far north of <u>ESHIR</u>^(2.), in the north of the island of <u>GEMARIS</u> (Pop. c. 15,500).

KALUAR: (6,300-ft.) Geo. Highest point of the <u>ARRAPHA</u> hills, in the north east of <u>LYRIDIA</u>. The region is very rugged and there are no present-day paths leading there. At the top weathered ruins of an ancient tower can still be seen, overgrown and scattered for miles around.

<u>KALUK</u>: Set. Small city in the c of <u>KHULL</u>. It is known for its large shrine dedicated to the incarnation of the <u>UNDYING MACHINE</u> that's worshipped by the <u>CHURCH OF THE SHADOW TRIUMPHANT</u> (Pop. c. 12.200).

<u>KALULITTA</u>: Ast. First of three satellites of the <u>PLANET GNIHLAS</u>. See Vol II: Planets and Satellites.

<u>KALUMTUN</u>: Set. Small city and caravanserai in the east of <u>SARASTRO</u>, along the <u>Nathi Road</u> (Pop. c. 12,600).

KALYDON: Geo. Carved isthmus in the far north of CENTRAL LLACHATUL, off the south eastern coast of VALBAR^(2.), forming a fortress island. It is built from rare ice-steel through a FOURTH AGE process now thought lost.

KAMAH: Set. Major city along the southern shores of lake KAL ADHI in THE SURRACH, known for its thriving population of SHIE. Situated in a major crossroads along the IVORY ROAD, the city is renowned for its inns, taverns and brothels which cater to the discerning tastes of travellers from all around the Surrach. (Pop. c. 112,000).

<u>KAMAHL</u>: Geo. Coastal hills in the west of <u>TZALLRACH</u>, north of UNDARRA.

KAMAKU: Rel. Str. Main monastery complex and headquarters of the ORDER OF THE HEART, MIND AND BLADE in eastern VÂRR, in the cliffs of the AKAMM hills.

KAMAN THAT: Set. City in the c south west of KREM, along the course of the river SEBBADDI. It has a long history with the nearby city of NASHT, and the two are considered twins, one with the river flowing east and other with the river facing west, respectively. In c. 3103 RM, the two cities fell to a vicious PLAGUE that left their populations devastated, though they later rebuilt (Pop. c. 20,000).

<u>KAMARKA</u>: m. Leg. Per. (D. c. 3250 RM) A cultural hero in the <u>VESPERTINE</u> LEAGUE who in c. 3220 RM is said to have run hundreds of miles from state-to-state to warn them of an approaching marauder force. His selfless actions allowed the Vespertine cities to mount a defence, successfully defeating the attackers.

His actions were immortalised in the prestigious long distance endurance race known as the <u>HEROES' CROSSING</u>, which spans around 50,000-miles in the League and neighbouring <u>NASTAL</u>.

<u>KAMELLIA</u>: also 'the Wandering City'. Set. Veh. <u>AMBULANT</u> city, its origins unknown. The entire city is a gigantic ambulant that crawls ceaselessly around the <u>SAMMAEAN</u> continent (Pop. c. 3,200).

KAMERIA: Set. City in the c west of TARTAK, in the foothills of the c HETHA Mountains. The city was funded by the KORACHANI EMPIRE in 449 RM, early during the empire's tenure there, due to the rich cobalt and nickel reserves there. The city prospered and reached its peak in c. 1850 RM after which its mines dwindled in size and the city slowly waned until its abandonment in c. 1980 RM. The city was resettled in 3760 RM following the discovery of a new vein of nickel by PARTHISAN prospectors and remains to this day as a prosperous strip-mining and processing settlement (Pop. c. 31,000).

KAMMA GHARADAN: also 'the Silent Spires'. Rui. Geo. Ancient towers and citadels hewn from peaks in the northern face of the MAR SAHIGH Mountains, in the south of METHUMN. They are believed to be AITHAR citadels and aeries from the early FOURTH AGE, but most have collapsed in the ensuing years, their halls and oculi now ruined, their once-colourful frescoes reduced to monochromatic ruin.

<u>KAMMAL</u>: Set. Small city in the north east of <u>TAHALL</u>. It is a stop along <u>THE WAY</u> trade-route (Pop. c. 17,500).

<u>KAMMAR</u>: 1. Lan. Etymologically, a word thought to be linked to the <u>IVORY MOON</u> dating back to the early days of the <u>MORTAL</u> tribes.

2. also 'Moon Temple'. Rui. Ruin in the north east of the HENDECARCHY of CYRENIA, in the north of MALAN. The ruin is commonly associated with the extinct SEITHALAN EMPIRE and the DEMIURGE NEITH(1.).

3. *Mil. Str.* Fortress in the far south of <u>NARTHEL</u>, overlooking the border with <u>SARASTRO</u> along the ridge of <u>GOR'KHAN</u>. It is built on the site of an ancient moon-tower – where people of the early <u>FIFTH AGE</u> would observe the movements of the <u>IVORY MOON</u>.

KAMON: Geo. Treacherous badlands to the north east of ATARAXIA.
Carved into intricate gullies, slot canyons and gorges by the winter and early summer flood-waters common to the region, the place is inhospitable and dangerous to traverse. The ruins of ancient stone-carved temples can be found here, though for the most part they are weathered and eroded beyond recognition.

<u>KAMRAN</u>: Set. Settlement in the south east of <u>MHAROKK</u> known for its collieries and its penchant for antiquated <u>EXECUTION</u> methods, including favoured use of the cannon (Pop. c. 6,000).

<u>KAMRIAN</u>: Set. Coastal city in the east of <u>TRAKIA</u>, known as its only sizeable harbour (Pop. c. 37,000).

KANAAIR SHOS: Sup. Geo. <u>ATRAMENTALLY TAINTED</u> region in the c east of <u>LAASKHA</u>, that is known to corrupt flora and fauna living in it. Creatures sometimes emerge from the region, making their way towards the farming settlements of <u>SABBAYN</u>.

The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES</u>.

KANAATI: Pol. Soc. Tribe in the c north of MULCIBER, in the GROWING MOUNTAINS, in the north east of SAMMAEA. One of the smaller tribes, it is considered a highland plateau. Its lowest elevation is 2,800-ft. and its highest point is MT. CANDAS, at 15,750-ft. The Mt. is a holy place and is inhabited by a caste of shamen who worship the sky as the origin of the OTHERWORLDER NEPHTHALONT. The people of Kanaati are rich from ancient treasure, which remains in their possession to this day.

KANACH: His. Com. Ancient trade-post, then city-state in what is now the south west of <u>ARKOS</u>⁽¹⁾. The trade-post emerged in c. -1250 RM, subsisting through trade between the <u>UHLSAATI</u> cities to the north east and the <u>GELHANA</u> principalities and the city-state of <u>ACTANORS</u> to the south. The city prospered, though as Uhlsaat found itself at war with <u>AUERENI</u> barbarians from the east, Kanach began to suffer. It sent allies across the <u>SEA OF ERIA</u> to Uhlsaat following the sacking of <u>COLYIS</u> in -1201 RM, and its troops were instrumental in the eventual defeat of the Auereni, with many amongst them fortifying the newly-erected high-tower of <u>MHAQ</u> in-1195 RM, from which counter-attacks were made against the barbarians, who were eventually defeated following the demoralising death of their leader in -1193 RM.

That led to the rise of the CITADEL MOUNTS, and the election of the LORD-MASON MONDL (the man responsible for the construction of the high-tower of Mhaq), whose gratitude of Kanach extended to the signing of diplomatic agreements and trade-pacts which, over the years would become a full alliance. By the time the LORDS OF THE MOUNTS came into control of the Citadel Mounts in c. -925 RM, Kanach had become a powerful city, dominating the west of the Citadel Mounts' territories, controlling trade south into Gelhana and across the BETHET into ACTANORS. The city was home to the champion ELEDT who in -421 RM led a last-stand in the ARAAHT against a DEGENERATE and AANTH incursion form the south west, buying enough time for the rest of the armies to defeat the creatures. That battle led to the founding in DUN SZAS of the KNIGHTS OF SZAS. His actions and those of his successors in the wars against the DEGENERATE EXODUS earnt Kanach the epithet of DUN KANACH in -399 RM, and it became one of the nine cities where the LORDS OF THE MOUNTS held their counsel.

<u>KANASTRA</u>: also 'Arakhamé's Fingers'. Flo. Deadly fungus endemic to moist shady areas of <u>WESTERN</u> and <u>CENTRAL LLACHATUL</u>, in particular c <u>RAONGEN^{2,3}</u>, <u>GNOTH</u>, <u>AQUARIIA</u>, <u>CISNERIA</u>, <u>SKAROS</u>, <u>ALMAGEST</u>, and the <u>OLD FOREST</u>. The fungus takes the form of blood red hands and has a reputation for scaring travellers when its encountered. The fungus is highly toxic, and ingestion causes nausea, vomiting and diarrhoea, and disorientation, and in extreme cases can be deadly. Even touching it has been known to cause a severe reaction. It has been used as a poison, and Cisnerian nobles are famed for using it. See Vol II: Classification and Taxonomy of Life.

KANAT: 1. Geo. Narrow headland off the eastern coast of <u>ANDILUTH</u>, around 60-miles long. It guards the entrance into the Bay of Kanat⁽²⁾, making the harbour of <u>TABELLIA</u> one of the safest ones in Andiluth.

2. Sea. Long bay in eastern ANDIULTH guarded by the headland of Kanat.

KAND: also 'the White City'. Rui. Once a thriving outpost of the WHITE LEAGUE in TARTAK, built around a spectacular citadel, the place fell into ruin following the corruption of the waters of the upper UGOLOTH. The White League abandoned the citadel and left the city to die in 2384 RM. The exiled DOYEN-KNIGHT ATURALAM returned there in 2753 RM and founded a splinter cult of the White League – the BROTHERS VENGEANT. Kand was attacked by the White League in 3913 RM and was destroyed following a 7-month siege there.

KANDA: Lake in the west of TZALLRACH, within the region of ABUAYA. Its western shore is bordered by steep cliffs that lead to the

western-most reaches of the Abuaya basin, while its eastern shore is flat, leading to the Abuaya marshlands.

KANDAKE: 1. Also 'the Red Cliffs'. Geo. Coastal cliffs in the north west of LIDEA, running for 200-miles. The cliffs of Kandake are known for their variety of bird-life. They were the site of a great naval exchange in

2. *His. Set.* Name of the capital and royal palace of the <u>FOURTH AGE NAAHI</u> empire, situated in present-day north western <u>LIDEA</u>, after which the above cliffs are named.

KANDALANN: Geo. Sparse woodlands in the far east of <u>GRAMMATER</u> in the far south east of <u>SOUTHERN SAMMAEA</u>.

<u>KANDARA</u>: Set. northern-most harbour in <u>SAGITTARIA</u>, overlooking the western-most reaches of <u>THE INNER SEA</u> (Pop. c. 38,000).

KANDHIR: Set. Small city in the south west of <u>ELAT</u>. The countryside surrounding the city is peppered with fortified farms and homesteads whose lands were once famed for their produce (Pop. c. 12,000).

<u>KANDIA</u>: 1. *Geo.* Mountain, around 260-miles long in northern <u>PARTHIS</u>, partially acting as a border with <u>BISBUT</u> and restricts movement between eastern Bisbut and the north east of PARTHIS.

2. Set. City in the c north east of <u>PARTHIS</u>, along the western-face of the eponymous mountain (Pop. c. 39,000).

<u>KANDIBIA</u>: Set. Settlement in the east of <u>SAGITTARIA</u>, known for its iron mines (Pop. c. 9,000).

<u>KANDON</u>: 1. Geo. Sickle-shaped hills in the west of <u>TZALLRACH</u>, enclosing the <u>ABUAYAN</u> basin. The hills are rocky and cover an area of around 11,000-miles.

2. Set. City in the west of TZALLRACH, in the region of ABUAYA, along the north eastern shore of lake KANDA. Its main industry is agriculture and it is in control of the many smaller settlements in the region that subsist off the marshlands. Recent harvests have failed, leading to a small exodus of people from the city (Pop. c. 29,000).

<u>KANEAH</u>: Set. Settlement in the south west of <u>GIBEAH</u>. Its main industry is nickel mining (Pop. c. 7,800).

<u>KANEKA</u>: Set. Settlement in the south of <u>OTINTH</u>. Like most Otinthian settlements, little is known about it due to the nations' insular nature (Pop. unknown).

KANESH: Com. Set. Major coastal trading city in the north of VAALK. It serves as one of the main links between SAMMAEA and LLACHATUL and is a common port through which pilgrims of THE SHADOW MARCH pass. The city has remained coastal at great effort, due to the slow retreat of THE INNER SEA and construction around its harbour is a constant sight, with a series of locks providing access to the waning sea from its now enclosed harbour. (Pop. c. 290,000).

KANGHOU: Set. City in the c north west of PARAIYA (Pop. c. 33,000).

<u>KANGLIRIT</u>: 1. Geo. Island off the eastern coast of <u>CYHLAGHARR</u> and home to the pirate-city of the same name.

2. Set. Pirate settlement, on the above island off the eastern coast of <u>CYHLAGHARR</u> (Pop. c. 12,000).

KANKARRA: Set. Coastal city along the northern coast of eastern VAALK, overlooking <u>THE INNER SEA</u> (Pop. c. 16,800).

KANOUS: Lake Lake in the east of KHAMID, along the course of the river

<u>KANSOS</u>: Ser. Conurbation in the north of <u>PELASGOS</u>, west of the <u>CALDERAN</u> Mountains. The region was originally made up of seven separate granite quarries, though only two remain operational. The granite is of a remarkable grade and is prized by artisans around <u>THE INNER SEA</u> (Pop. c. 1,500).

<u>KAOBRIDUR</u>: Set. Small city in the north west of the mainland <u>PANTHEON ISLES</u> (Pop. c. 17,000).

<u>KAPAR</u>: His. Pol. One of three successor states to emerge from the collapse of <u>SARASHAN</u> in the south east of the <u>PORPHYRI PENINSULA</u> that emerged in c. 1000 RM, following centuries of anarchy. See Vol III: Extinct States.

KAPHAAR: His. Ntn. Historical kingdom in the AMMASHI^(1,) peninsula in the south west of SAMMAEA, in what is now the nation of KEPHUAAN. It rose in c. 2650 RM in the west of the former territories of Ammash^(3,) and rapidly became one of the more stable states in the region, becoming known for its efficient ruling council and well-established code of laws, that were adopted by its successor state, Kephuaan.

Kaphaar was responsible for the remaking of the MONSTRANCE OF FEALTY, which soon became a symbol of the AMMASHI TREATY, which was devised by an alliance of Kaphaari and TAANALI lawmakers and diplomats who in 3594 RM succeeded in uniting the disparate states of the peninsula under the Ammashi Treaty.

Kaphaar prospered during this time and while the base of the Treaty remained the city of <u>RAMINA</u>, Kaphaar became the heart and soul of the alliance, with its capital city <u>HALAGAA</u> becoming a cultural centre, with people from across the peninsula visiting it.

A change in regime in c. 3780 RM saw its old plutocratic council replaced by a new modern meritocracy in a peaceful revolution, by the end of which the region had taken on the more modern name of Kephuaan in c. 3780 RM. See Vol III: Extinct States.

<u>KAPHEIA</u>: His. Dei. Rel. Ancient idol and deity in the south west of <u>SAMMAEA</u>, in the south of the state of <u>KEPHUAAN</u>, which draws its name from the idol. Worship of the deity is not widespread and it is considered a mystery cult by the majority of the population, which are mostly followers of <u>LAZANISM</u>.

The idol is of grotesque form and takes the shape of an emaciated humanoid with elongated limbs. Its face is featureless save for a single eye in its forehead and in its chest is a gaping hole lined with fingers. It is made of a grey stone that has an almost oxidised skin, the material of which is likely unique though religious doctrine forbids examination of the material. Despite the people who worship the idol, it remains ruined and exposed to the elements, and it is not the subject of pilgrimages or any other reverence. See Vol IV: Deities and Pantheons.

KAPIASH: 1. Geo. Island off the southern coast of SABAISA.

2. Law. Coastal fortress prison on the eponymous island where the worst criminals and political prisoners are incarcerated.

KAPPER: Fau. Flat fish common in coastal areas in the north of the Inner Sea. It is a common food in coastal regions of KORACHAN, AZAZEM, LAASKHA and PELASGOS. See Vol II: Classification and Taxonomy of Life.

 $\underline{\text{KAPPON}}$ *Rvr.* River in the west of $\underline{\text{AHOPAH}}$, flowing west to the $\underline{\text{BAYOF}}$ $\underline{\text{AURUM}}^{(1)}$.

<u>KAPURRA</u>: *Set.* Conservatory-city in the north east of <u>SUOR</u>. It represents the peak of Suori glasswork and ironworking traditions and is famed for its immense conservatory that envelops most of the city. It is part of the <u>EAST ROAD</u> and is a major hub of trade (Pop. c. 50,000).

 \underline{KARA} : Rvr. River in the nation of \underline{TARTAK} . The city of $\underline{KARAKOR}$ is at its mouth.

<u>KARA HADASH</u>: Set. Fortified coastal settlement in the south of the <u>SARASTROAN</u> colony of <u>IPSISSIMA</u>^(1.). Its main industry is whaling and the production of ambergris (Pop. c. 9,000).

KARA ZYAH: Sup. Geo. ATRAMENTAL WASTES in the south west of the mainland of the <u>FREE-ISLES OF PELASGOS</u> that emerged in c. 2500 RM, reducing the peninsula to a blackened <u>DUSTSTONE</u> laced with hollows and caverns where the earth has given way.

KARABRAS, THE UNCROWNED: (D. 2809 RM) Pol. His. Ill-fated king of KARGEMMA who ruled for only 2-days before he was assassinated before he could even be crowned.

His death followed years of growing dissatisfaction with the KARGEMMAN MONARCHY amid the seemingly endless waves of KORACHANI forces during the EHRENISIAN CRUSADES, and was the catalyst that led to the collapse of the monarchy and the reinstatement of the JURISPRUDENT as a ruler of the UNITED ASSEMBLY, elected from within the ORDER OF WITNESSES.

<u>KARAEHLA</u>: also 'the Middle Mountains'. Geo. Mountain-range in the west of <u>AHRISHEN</u>, acting as a border with <u>THE OLD FOREST</u>. The mountains run for almost 600-miles along the border and are renowned in the region for their ruggedness and many springs, most of which flow south east, converging as the river <u>SAVEST</u> in the <u>QOCHLAN PLAINS</u>.

<u>KARAETER</u>: Rel. Set. Temple city in the c south east of the <u>HENDECARCHY</u> of <u>LONAR</u> in the south west of <u>MALAN</u>. It is home to the <u>ESHARAN</u> blood priests whose influence in Lonar and surrounding lands is very strong (Pop. c.48,000).

KARAFFAR: For. Scrub forest and ALOARE plains in the south of AZAZEM.

KARAFFARI: Lan. Ancient language, classified as a language isolate, that is spoken by people in the north east of <u>LAASKHA</u> and the south west of AZAZEM (particularly in the cities of <u>BASILEA</u> and <u>NUEREA</u>), and is named after the region of <u>KARAFFAR</u> in Azazem. Karaffari is surrounded by <u>KORACHANI</u>-speaking lands, but surprisingly, has very little in common with the language, as well as other native languages in the region, such as <u>LAASKHAN</u> and the now-extinct <u>AZAZEMI</u>. It is possibly descended from the same root tongue as <u>OLYAMMYAD</u>, though so little is known of the latter that it is difficult to make any pertinent links between the two.

It has survived various efforts at eradication by the <u>KORACHANI</u> <u>EMPIRE</u>, and its speakers are now largely allowed to practice their cultural language, so long as they are well-versed in Korachani and/or Laaskhan. See Vol II: Languages.

<u>KARAFFITE</u>: Ele. An artificially created glass-like element that is found across <u>ELYDEN</u> in small numbers. It was created in past ages, though most likely the <u>THIRD</u> and <u>FOURTH AGES</u>, during acts of extreme magickal pressure, such as explosions or particularly powerful acts of <u>SHAPING</u>. The testing of <u>ATRAMENTAL BOMBS</u> in the <u>UMBRA SOKHAR</u> and other regions has resulted in the more recent creation of Karaffite.

Karaffite is of little material use, though it has been used in the creation of jewellery and ornaments, which are most common in <u>LAASKHA</u> and AZAZEM, though this is now discouraged due it being faintly ATRAMENTALLY TAINTED.

Karaffite is named after the region of <u>KARAFFAR</u> in the south west of Azazem where the element was first examined and described by <u>FIFTH AGE ALCHEMISTS</u>.

<u>KARAFR</u>: Set. City in c north of <u>SARASTRO</u>. It is around 160-miles north west of the capital, <u>ARGEA</u>, and suffered greatly during the <u>VENTHIRI/SARASTROAN WAR</u>, where it was levelled during one of the largest mechanised conflicts in ELYDEN'S history.

It has been rebuilt since then and has grown into a thriving city known for its artificers and their skill at shaping and treating <u>ATRAMENTUM</u>, which is widely used in the manufacture of Sarastroan weaponry and engines of war.

Its people are known for their stoic resilience, and they still observe memorial services in which they remember and pay tribute to the thousands of people who fought in the <u>BATTLE OF KARAFR</u>, which took place on the $12^{th}-13^{th}$ <u>MALICHALEN</u> 3704 RM (Pop. c. 32,000).

KARAFR, BATTLE OF: Mil. His. A major battle in the VENTHIRI/ SARASTROAN WAR that took place in the NORTHERN SARASTROAN CAMPAIGN between the 12th – 13th MALICHALEN 3704 RM.

<u>KORACHAN</u> had not yet entered the conflict at that time (which would later become known as the <u>WAR OF SUNDERING</u>), and it primarily involved <u>VENTHIR</u> as an aggressor against <u>SARASTRO</u>. Fighting reached a stalemate in the <u>SHAMAS SHUGAL</u> by <u>MURDAD</u> 3703 RM, which eventually led to the Battle of Karafr. It was the first major mechanised engagement in the war and left most of the city ruined, its people fighting in the streets against Venthiri invaders.

The battle itself was indecisive and left the Shamas Shugal hotly contested until the end of the war, by which time Korachan had joined the conflict fighting alongside Venthiri forces.

KARAHAT: Set. City in the c east of SEDISIA, in the endorheic basin to the east of VETHRAND. It is a conurbation surrounded by dozens of smaller settlements, which are hotels for their reed and jute cultivation (Pop. c. 38,000).

<u>KARAKA</u>: Set. City and one of five-and-sixty regions, in the east of <u>SAUA</u>, situated along the banks of the northern reaches of the river <u>TAKRE</u> (Pop. c. 50,000).

<u>KARAKAR</u>: Geo. Valley in the city-state of <u>MENATH</u>, along the border between the south west of <u>SARASTRO</u> and the north east of <u>ARKOS</u>⁽¹⁾.

<u>KARAKANAK</u>: Rel. Dei. Wretched deity worshipped by debased <u>SERAPIS</u> in <u>HOGGOTHA ISZ</u>. See Vol IV: Deities and Pantheons.

<u>KARAKASHI</u>: Lan. Language spoken in <u>KARAKHAS</u>, <u>KHURAUR</u> and <u>HITTA</u>. It has been used in various ways over the millennia, though was most commonly employed by resistors to the <u>KORACHANI</u> and, later, the <u>SARASTROAN</u> occupations, and is now spoken proudly in the above

regions as a sign of their independence to the almost complete exclusion of other languages. Even merchants, who so often communicate with foreign traders in a simple pidgin tongue, insist on using Karakashi.

It is an ancient tongue, and is descended from the <u>FOURTH AGE KARTHANIAN</u> language that was once common in the area. See Vol II: Languages.

<u>KARAKATHARI</u>: Geo. Mountain-range in the north of <u>SAMMAEA</u>, serving as a border between the nations of <u>IZABAL</u>^(1.) and <u>SAGITTARIA</u> for 520-miles. The pass of <u>ALALKRA</u> links Izabal to Sagittaria across the mountain-range.

<u>KARAKHAS</u>: Dem. 'Karakhasid'. Ntn. Nation, and one of the so-called <u>BLOOD STATES</u>, located in the north of <u>SAMMAEA</u> that is built on the ruin of many previous cultures. It is a of a hot-temperate climate, with mild winters and long dry summers, and it is known for its pinkish-red rocks.

It is built atop the ruins of various <u>FOURTH AGE</u> cultures, including: <u>ELLORA</u>, which dominated what are now the south of <u>JURRAS</u>⁽²⁾, and the north of <u>KHURAUR</u> and Karakhas; the <u>KARTHAN</u> empire, whose ruins are to the west of the <u>KATHAN</u> Mountains; and the last known <u>KERATIN</u> nation of <u>FANES</u>, which was situated to the south east.

It was first encountered by <u>KORACHANI</u> explorers in c. 30 RM, when the region was dominated by dozens of blood-cults that shared a common heritage, though saw each other as rivals. Cultural and political unease was rife in the area at the time. This lack of cohesion is what allowed Korachan to so easily secrete itself, but it was not counting on the people of Karakhas to be so vehemently against subjugation, despite their own differences. Imperial immigrants had integrated themselves with the natives by 70 RM, with Korachan becoming the true ruler of Karakhas in 121 RM, following a brutal 4-year war. Water was used as a means of control in these years, forcing the subjugated people to co-operate.

Due to its distance from the central empire and the great many resources needed to control its populace, heathen practices remained common there, as did the rural and some might say barbaric lifestyles of the natives, whose worship of the god KHAR'ILLAE (in truth a scion of the DEMIURGE KHARANI) could not be quelled, and survives today under SARASTROAN control as its primary religion, where its VATICINATOR religious leaders remain a common sight, following centuries of hiding under Korachani rule. The so-called CRUSADES OF BLOOD, originally a religious hunt for sacrifices, became an excuse to capture PARAIYAN slaves under Korachani leadership.

Under Korachani rule, Karakhas served as a stepping-stone of sorts. It was the closest Korachani nation to the deserts of KHARKHARADONTIS, and as such, many ATRAMENTISTS and TECHNARCANE organisations maintained chapters and sects there from which they could more closely examine the effects of the Atramenta on ELYDEN (for instance, the exploration of the UMBRA SOKHAR and the subjugation of the natives of the ALGOL HAREN). Karakhas also became a link between Korachan and its later colony of NOAVATUR in the far south of the SAMMAEAN continent, with a long dangerous route established that winded its way over 2,750-miles across the Umbra Sokhar, linking the two distant regions together. It was through this route that much of the Umbra Sokhar was explored, at great cost.

Despite the vital link that Karakhas served along this trade-route, it was always plagued by inner-turmoil. Its people were passionate by nature and their acceptance of Korachani rule was never placid, even across generations born and raised under the yoke of MALICHAR. The PAIAMALLI ORDER of the Sanctified Inquisition was founded in DEKANA in 1242 RM specifically to deal with this unrest.

Unrest was common and the first millennium of imperial rule there was characterised by intense bouts of conflict, often erupting into full-fledged civil strife. This brought about the period now known as the <u>SABISSILIAN REVOLTS</u>, which culminated in 1248 RM in the region of <u>LATERITIA</u> with massed conflict between dissidents and the Korachani military. This conflict ended with the quelling of the revolts, but the region continued to be hounded by marauders that emerged from the wars over the next centuries. These marauders coalesced into three distinct groups that roamed the hinterlands between Karakhasid cities: in the basin of Lateritia, the volcanic plains of <u>SARGOTH</u>, and the plains of <u>ERITEIA</u>. Known respectively as the <u>LATERITIANS</u>, and Sargothi and the Eritei, these marauders, while far from numerous, continued to worship

Khar'illae throughout Korachani rule, flaunting their practices, disrupting trade and causing chaos.

Unrest returned to Karakhas during the <u>WAR OF THE ARTIFEXES</u> (which saw the nation of <u>ALMAGEST</u> splinter from the Korachani empire and become an independent Republic), and the marauder tribes onceagain caused havoc across Karakhas, destabilising the Korachani leadership there. The <u>HEARTLAND</u> was too busy with the war in the north to be able to spare resources in Karakhas, and a fundamentalist group took control in 3012 RM during the period known as the <u>BLOOD HETERODOXIES</u>. This guerilla government struggled to maintain control and lost the nation in 3043 RM following years of bitter war with Korachan, which reinstated its own government. This was not to last though, and in 3112 RM the nation was handed over to a joint force of <u>DOMNITORS</u> and imperial troops, who enacted martial law and oversaw what remained of the region's diamond mines, which eventually fell under the control of <u>PATRICIAN HOUSE SATINA</u>.

The Domnitors struggled to maintain unity in Karakhas and by c. 3250 RM it had begun to fragment into independent demesnes. Most notable was the defecting of a regiment of <u>Steel Legionnaires</u> in 3203 RM. This period ended with the nations' eventual fracture in 3478 RM with the signing of the <u>Covenant of Khuraur</u>, which saw the western portion of the nation break away in a militarised state that became known as <u>Khuraur</u>, which is now a vassal of <u>Parthis</u>. The remaining territories remained unstable, and Korachan only held on to them due to their rich diamond reserves.

The <u>War of Sundering</u> in the east only served to worsen already bubbling tensions in the nation, and in 3704 RM unrest led to open revolt around major cities and industrial areas, with Dekana eventually falling to a militant group two months after the loss of Sarastro, in the 15th of <u>Haelen</u> 3705 RM, with various cities following over the next two years, with it finally being declared lost by Korachan in 3707 RM, after which it would enjoy two years of independence before being absorbed by Sarastro in 3709 RM, under whose iron grip it remains to this day. See Vol III: Extant Nations and Realms.

<u>KARAKOR</u>: also 'Karagor', lit 'Mouth of Kara'. Set. Coastal city in the west of <u>TARTAK</u>, named after the river at whose mouth it is situated. The city is the western-most large harbour on the southern shore of the <u>SEA OF BYSSOS</u> and trades Tartakhid goods with the north west (Pop. c. 190,000).

KARAKUN: Int. Fau. Mor. Esoteric creatures, thought to be a link between animals and MORTALS, native to the thickest part of the WOLD rainforest, along the peripheries with the INNER WASTES OF SPHYRNIDONTIS. They take the form of gigantic apes of reddish-brown fur, who maintain rudimentary societies, with shamanistic leaders. They can make and wield tools and weapons and craft simple clothing and armour. This, coupled with their prodigious strength and toughness make them formidable foes – possibly the reason why they have not been obliterated by more numerous mortals. See Vol II: Classification and Taxonomy of Life.

<u>KARAL</u>: Pol. Set. Ruling city in the tribe of <u>LEGEO</u> in the c south west of <u>MULCIBER</u>, in the south western face of the <u>GROWING MOUNTAINS</u>, in the north east of <u>SAMMAEA</u>. It overlooks lake <u>LERIA</u> and is a major skyport, forming the c. of a route between the skyport of <u>GLODONT</u> in the tribe of <u>DATHOA</u>, in the west of Mulciber, and <u>KATTAROCHIA</u> in the tribe of <u>EBURUL</u> in the far east. (Pop. c. 52,000).

KARALAE: Set. Small city in the c east of OKKHAM, in the western foothills of the Okkhami Mountains⁽¹⁾. Its main industry is stone mining (Pop. c. 15,000).

<u>KARALLA</u>: Set. Large fortified city in the north west of <u>BASSORAH</u>^(2.), along the trade-route north into <u>ALMAGEST</u>. It is a major stop along the <u>RED ROUTE</u> (Pop. c. 103,000).

<u>KARAM</u>: Set. Settlement in the c south west of <u>KHALHAT</u>. It lies within the <u>ATRAMENTALLY TAINTED</u> region of the <u>DAENED SULRACH</u>^(1.) and little is known about it, even amongst other Khalhish settlements (Pop. unknown).

<u>KARAMAH</u>: 1. Geo. Expansive rocky terrain in the east of <u>ZHARIAH</u>⁽²⁾. It is known for its native <u>CANKERBLOOM</u> plants.

2. Set. Small city in the east of ZHARIAH^(2.). Its main industry is the cultivation of <u>CANKERBLOOM</u> plants for the use in the poison industry (Pop. c. 18,000).

KARAME: Geo. Hills in the c north of TARTAK.

KARAMERA: Rui. Ancient FIFTH AGE city in what is now the south of KARGAMA. It was founded by group of DHEKAARI nomads in c. 25 RM in a canyon along the course of the river WOLMASH. By c. 110 RM its people had dammed the river, providing their industries with a constant source of water power. This allowed the city to rapidly grow into an industrial power, attracting other outsiders and itinerants. Its people became famed for ADI BIEL, which was made from mineral-rich water of the river that was flavoured with herbs and rose water.

The city was assimilated by the state of <u>PHAND</u>^(1.) in c. 350 RM, by which time its nomadic roots were forgotten, though its people retained their individuality and embraced their nomadic ancestry, while not being nomads themselves. <u>CONSANGUINE</u> rule brought with it a renewed faith in <u>KARGAMAN IDOLATRY</u>, though the lack of a nearby idol saw its people revering all the Idols as a pantheon, which was unique in Phand.

The city's great dam was destroyed by an earthquake in 906 RM, leading to the flooding of the city and its eventual abandonment. Its ruins can still be seen today flanking the river Wolmash. Many of its people fled the disaster to surrounding cities, taking their culture with them, and the prevalence of worship of Kargman Idols as a pantheon throughout Kargama today is due to the influence of these refugees.

KARAN SHUR: (D. 3388) *Pol.* Magnate of <u>PNESSA</u> whose death eventually led to the <u>WAR OF SECESSION</u>, between 3402 – 3409 RM, which in turn led to the independence of the region of ELEKHID in 3409 RM.

KARANDIR: Mil. Str. Fortress in the c of VENTHIR, perched on the south eastern edge of the <u>URIACHIS</u> Mountain, overlooking the <u>SHARA</u> Plains.

KARANOS: (B. 3951 RM) Pol. Present ruler of AHKA, and general of its

<u>KARANT</u>: Set. City in c <u>KARAKHAS</u> known for its <u>BLOODSTONE</u> mines. Cut stones are polished and incorporated into jewellery, which is exported across <u>THE INNER SEA</u> (Pop. c. 18,000).

KARAR: Rvr. River in the south of TZALLRACH, flowing for 450-miles from seasonal sources in the KARARTA and ARGENT Mountains before meeting its parent, the river <u>USSAMA</u>. Its waters are rich in mild <u>FIRMAMENTAL</u> properties, possibly from the <u>LODESTONE</u> deposits in the region.

KARARTA: also 'the Forsaken Mountain'. Geo. Mountain-range in the south of TZALLRACH, running for some 250-miles long, between the HEBAT Mountain in the west and the ARGENT Mountains to the east. The mountain is renowned for the severe earthquakes that dominate its lands, all the way to the coast and the BAY OF ATTAS.

KARAT: Lak. Endorheic lake in the c north west of MHAROKK, that over the past centuries has dwindled in size, its shores retreating some miles. The town of AMATA, now some miles from the lake was once located at the shore.

KARATEPPA: Set. City in the south of SUOR (Pop. c. 45,000).

<u>KARAXHANES</u>: *Geo.* Peninsula in eastern <u>LLACHATUL</u>, forming an extension of the <u>KOTHA ICHOLLIGHA</u> Mountains. The peninsula is today considered a part of the <u>PANTHEON ISLES</u>.

<u>KARAYUN</u>: Set. Fortified city in the south of <u>TARTAK</u>, forming part of the <u>AIOS KATH UMBRA</u> pipeline north to <u>SAHIM</u>^(2.) (Pop. c. 20,000).

KARAZ MIRR: Rui. Ancient ruins in the desert of YARUBDA, in the east of PHYRR. The ruins are believed to have once been a great city, possibly dating to the FOURTH AGE that as swallowed by the desert centuries ago.

Little is known about the people who built Karaz Mirr, but legend speaks of a civilization that thrived in what is now the desert, growing wealthy from trade. The ruins contain once-towering columns and intricate carvings that hint at a culture rich in art and ritual.

Explorers attempting to uncover its secrets have spoken of whispering winds that seem to carry unseen voices, and an inexplicable sense of dread that permeates the area.

<u>KARAZAS</u>: Rui. Sprawling region of open-cast mines in the north east of <u>NÁRTHEL</u>. The mines were once a major source of copper and malachite, though by c. 2900 RM many pits had been abandoned and they were deserted completely by 2960 RM.

KARDAAR: Pol. Soc. Large PATRICIAN HOUSE with interests in logging and woodworking. It controls much of the east of NARTHEL, as well as the AGISTERS that control the region of ILLIAN, and is based in the city of NARMAD. See Vol II: Patrician Houses.

KARDAUL: For. Tropical wooded region in the west of <u>CUTH</u>, comprising some 35,000 square-miles of jungles overlooking the coast of the <u>SEA OF BALIMAN</u>. The region contains diverse flora and fauna and is known for its small scattered regions of minor <u>ATRAMENTAL</u> terrain.

KARDEC: Rel. Str. Temple of the ORDER OF TEREBINTH in the far north of OPHIUSSA. The order is a GNOTHI ascetic group that maintains the forests and other natural regions, particularly close to settled areas, and is present in a few regions of Ophiussa. Its members are allowed in Ophiussa as diplomats, though have little political role, and instead spend their time in the wilderness with Ophiussan arborists, maintaining its forests, particularly the ANNEAMAL forest.

<u>KARDEN</u>: Set. City in the east of <u>TULURKRYPH</u> (2.) in the south of <u>WESTERN</u> <u>MENISCEA</u> (Pop. c. 38,000).

<u>KARES</u>: Ind. Set. Mining settlement in the east of <u>THETIS</u>. Its main industry is <u>VIRGIN STONE</u> mining (Pop. c. 5,900).

KARGAL: Set. Settlement in the south west of KARGAMA. The settlement itself only accounts for a small part of the region's population, with most people spread out over many square miles, living in fortified ranches and homesteads. Its main industry is horse breeding (Pop. c. 4,000).

<u>KARGAMA</u>: Dem. 'Kargaman'. Ntn. Nation in the c north of <u>SAMMAEA</u>, south of the <u>SEA OF ORRIDA</u>. It is of a hot climate, with short wet winters and long dry summers, and it is dominated by savannahs, scrubland, and sparse woodlands.

It is composed of many states which vary in composition from singular, largely autonomous, cities, to small states made up of up to a dozen settlements, or alliances between a few cities. Despite their cultural differences and independence from each other, the states are united under a single overarching government based in the capital state of KARGHEMIR(1.), with each entity (be it a single city or an alliance of cities), having a voice in the governing committee, which is known as the UNITED ASSEMBLY.

Its people worship a vast pantheon of heathen gods who are embodied in the form of large stone idols, which some mythographers believe are corruptions of the <u>DEMIURGES</u> of old. The practice is known as <u>KARGAMAN IDOLATRY</u> and remains a widespread practice to this day despite its ancient roots.

The nation was targeted by the <u>EHRENISIAN CRUSADES</u> due to its beliefs, though the crusade was largely unsuccessful despite putting thousands of innocent people to death and toppling dozens of ancient idols. See Vol III: Extant Nations and Realms.

<u>KARGAMAN IDOLS</u>: *Int. Rel. Obj.* Divine objects of reverence in the religion of <u>KARGAMA</u>, which is known is <u>KARGAMAN IDOLATRY</u>. The objects take the form of large statues, most of which are made from rare stones (such as granite or marble) or rare colours and patterns, though some are made from an alien stone with a red lattice-like interior that oozes pus-like ichor when broken.

The statues were rediscoverd across the <u>EHRENISIAN COAST</u> by <u>DHEKAARI</u> nomads emerging from the <u>FADING</u> in the early <u>FIFTH AGE</u>, and immediately became objects of reverence, a tradition that remains prevalent today across <u>KARGAMA</u> though which was eradicated from neighbouring <u>KHULL</u> by the <u>KHULLAN INQUISITION</u>.

The original source of the idols is unknown, though they are considered to be ancient – probably dating to the <u>THIRD AGE</u> – and the material that the original divine idols was made from is clearly artificial, possibly organic in nature. In most cases the idol *is* considered to be the deity and damage to the idol is tantamount to damaging the god itself. An idol that has been destroyed equates the death of a god, which is culturally devastating to those who worship it. The death of a god in this manner usually spells the death of the culture that worshipped it, with its people scattering and either becoming absorbed by neighbouring cultures or dying out.

Due to the divine nature of the idols scientific examination by outsiders is forbidden, so it is unlikely that we will ever learn more about them. See Vol IV: Gods and Pantheons.

KARGAMAN IDOLATRY: Rel. The predominant religion observed within KARGAMA, which was common across the EHRENISIAN COAST in the early FIFTH AGE, where ancient eldritch idols were discovered by people emerging from the FADING of the FOURTH AGE. Though many were simply statues, a few were made from a strange substance that had a stone-like exterior and a soft red lattice-like interior that oozed ichor when broken. Their true origins remain unknown.

The Idols came to be worshipped by the <u>DHEKAARI</u> nomads early in the Fifth Agee, who spread their beliefs to the disparate <u>ELITAGRI</u> people, who came to worship these strange statues as deities. This culture eventually gave way to the nation of Kargama, whose people still revere the idols to this day.

During times of war, the armies of a victorious city-state would destroy the idol of the defeated city, which was tantamount to the deity itself dying, which was effectively the death of the surrounding culture. Such events would either lead to the scattering of the surviving people to neighbouring cities, where they would begin to venerate the idol of that city; or a simulacrum of the conquering idol would be erected in their city, which they would then worship. Due to this, the number of idols, which already numbered in their hundreds, were whittled down to a few dozens, with the destroyed idols being largely replaced by simulacra.

The rise to power of the city of <u>PHAND</u> and its <u>CONSANGUINE</u> <u>DYNASTY</u> in c. -820 RM saw the idol of <u>AGHATYRAELL</u> became the most widely-worshipped of idols, though the idols of other cities that willingly subjugated themselves to Phand continued to be worshipped by their own people, though they came to be considered as secondary to Aghatyraell. A caste of priests known as <u>WITNESSES</u>⁽²⁾ rose independently across various cities in Elitagra, tending to the idols and overseeing rituals in their honour.

In c. 800 RM the <u>ORDER OF WITNESSES</u> was founded in the great temple-complex of <u>LERA</u>. This new centralised governing body allowed the Witnesses to grow more powerful, playing a central role in the homogenisation of culture and religion in Elitagra.

Often of grotesque form, most of these idols are of vaguely humanoid design, with many of them bearing multiple limbs, wings, tentacles and other features. The name 'Kargaman Idols' is a foreign and relatively recent term, with natives having referred to the ancient statues simply as idols or gods.

A common ritual in the religion is the Rite of Baptism, which is a ritual of purification and initiation. There are three such rites, with the First typically taking place once a year during the spring equinox, where children that have celebrated their sixth month have their blood let on the idol of their deity, symbolising them becoming one with their god. The Second takes place when the child comes of age, at the age of fifteen, when they let the blood of their left hand on the statue symbolising their prostration and symbolic servitude when. The Third Rite is only undertaken by those who go on to become witnesses – the high-priests of the idols, and the ritual that accompanies it is unknown to outsiders. See Vol IV: Religions and Cults.

<u>KARGASHEN</u>: Set. City in the south of <u>KARGAMA</u>, along the south eastern bank of lake <u>BELERA</u>. Most of the city is devoted to trade and maintaining the trade network with the <u>VESPERTINE LEAGUE</u> (Pop. c. 7,200).

KARGEMMA: see KARGEMMA, KINGDOM OF.

KARGEMMA, KINGDOM OF: His. Nm. Monarchy that existed in what is now KARGAMA between 1682 and 2809 RM. Its roots lie in the rise of the KARGEMMAN MERCHANT FAMILY between c. 1630 and 1660 RM following a period of increased BRIMSTONE trade. They became powerful plutocrats there, eventually rising to the position of governors of LERA, which became their base. From there they openly opposed the rule of the FEDERATION OF ELITAGRI STATES.

Originally opposed by the <u>Order of Witnesses</u>, who feared this new power would undermine their own, the <u>Witnesses</u> eventually supported them, seeing the value of being their allies. With their support the Kargemman Plutocrats were able to slowly wrest control from the

Federation, establishing the $\underline{\text{KARGEMMAN MONARCHY}}$ with the backing of the Witnesses.

In 2534 RM the <u>KORACHANI EMPIRE</u> launched the <u>EHRENISIAN CRUSADES</u>, which devastated the <u>EHRENISIAN COAST</u> for centuries, halting trade and commerce in the region, bringing pressure to the Monarchy. The people of Kargemma slowly grew dissatisfied with the monarchy, leading to the creation of the <u>UNITED ASSEMBLY</u> in 2703 RM. Intended to act as a war council to ease some of the duties of the monarch, the council ended up handling daily matters, effectively ruling on behalf of the monarchs, most of whom dedicated themselves to the war.

King <u>BRAS</u> died in 2809 RM, just 2 days before a ceasefire was signed with Korachan. His son <u>KARABRAS</u> was assassinated by dissenters on the day of the signing of the treaty – a culmination of growing tensions that resulted in the abolition of the Monarchy and the instatement of the of the <u>UNITED ASSEMBLY</u> as the full government, with the title of <u>JURISPRUDENT</u> reintroduced to act as a chairperson and figurehead of the council, which remains in control of the nation, which became known as Kargama.

KARGEMMAN PLUTOCRATS: Pol. His. A rich merchant family in the FEDERATION OF ELITAGRI STATES that rose to power between c. 1630 and 1660 RM following a period of increased BRIMSTONE trade. They became powerful plutocrats there, eventually rising to the position of governors of LERA, which became their base. From there they openly opposed the rule of the FEDERATION OF ELITAGRI STATES, eventually becoming the Kargemman Monarchy in 1682 RM.

<u>KARGEMMAN MONARCHY</u>: Pol. His. The ruling dynasty of the <u>KINGDOM OF KARGEMMA</u>, which emerged from the <u>KARGEMMAN PLUTOCRATS</u> in 1682 RM with the legitimisation of the <u>ORDER OF WITNESSES</u>.

It was eventually deposed in 2809 RM following years of unrest, with king $\underline{KARABRAS}$ assassinated two days after his accession. In his place, a $\underline{JURISPRUDENT}$ was elected from within the ranks of the \underline{UNITED} $\underline{ASSEMBLY}$, leading to the appearance of the nation of $\underline{KARGAMA}$ as it is known today.

<u>KARGEST</u>: Set: Settlement in the c of <u>ETUA</u>. It is known for cultivating a strange breed of gigantic cacti, known as <u>VYNTRA</u>, that are unknown elsewhere. Kargest is believed to be one of few areas where vyntra dye is manufactured, which is then traded north with <u>THE SURRACH</u>, where it eventually finds its way across the <u>INNER SEA REGION</u>, where it reaches high prices at market.

<u>KARGHEMIR</u>: 1. Pol. Geo. One of the many states of <u>KARGAMA</u>, located in the west of the nation, and home to the capital city where the <u>UNITED</u> ASSEMBLY is located.

2. also 'the City of Mirrors'. Pol. Set. City and capital of KARGAMA since 2875 RM, replacing LERA. It is located in the west of the nation, in the north of SAMMAEA and is the home of the UNITED ASSEMBLY, where WITNESSES, lawmakers and elders convene to discuss matters of political, economic, and religious importance to the nation of Kargama. (Pop. c. 450,000).

KARIBAT: also 'the Crawling River'. Rvr. River in the east of JURRAS⁽²⁾ flowing east for 550-miles from sources in the SYNHODOS and INNORADOS Mountains. Its waters are thick and slow, due to ATRAMENTAL TAINTED from the Jurrasi Mountains.

<u>KARIMAHAL</u>: Geo. Badlands region in the south of <u>KHAR NADUL</u>. It is home to the <u>ETERNAL TREE OF DIAOR</u> and an isolated group of people who worship it.

<u>KARINA</u>: Set. Settlement in the c of <u>SABIA</u>, overlooking the <u>GULF OF SZALLOST</u>. It lies along the route of the <u>GÂTHAN ROAD</u>, and offers lodging to merchants passing through the settlement (Pop. c. 6,800).

<u>KARISSINA</u>: Rvr. Wet scrubland in the west of <u>TZALLRACH</u>. The region is noted for its wildlife, though its most characteristic feature is the narrow deep slot-canyons that pepper this expanse, some of which lead deep into fissures that link to the BOILING SEA and eventually the SEA OF VENTHA.

KARKADAN: Dem. & Plr. 'Karkadanni'. Also 'Lord of the Desert'. Mor. Bestial humanoid creatures characterised by a keratinous horn on their faces, thick skin, stubby fingers and large girth. Reclusive and slow of gait, they are pensive, prone to long periods of melancholy and contemplation. Karkadanni are incredibly strong, though lethargic, rarely possessed of the purpose to engage in difficult or lengthy physical pursuits. They are omnivorous, eating anything they come across, from fruits and vegetables and bark, to carcasses, though claims that they consume raw flesh are little more than rumour.

They are known as the Lord of the Desert amongst the <u>ETHERI</u> nomads, and the word is transliterated as Karkadan in <u>KORACHANI</u>, from which its imperial name originates.

Once common throughout much of <u>SAMMAEA</u>, they are only now seen fleetingly along the route of the <u>SALT ROAD</u> in <u>RHINOCOLOURA</u>, <u>ETHISTONITH</u> and <u>AETHIOS</u>, where they dwell in sheltered badlands. Once a proud and haughty race, the karkadanni are now shy amongst other humanoids, wearing crude cowls to cover their features.

The KORACHANI EMPIRE first made contact with karkadanni in the city of ABATH in c. 1050 RM, and they were described as: 'large grey thick-skinned beasts that walk as men, their brows heavy, their faces distorted by keratinous horns.' Original accounts were dismissed as fancy though later contact with the karkadanni and accounts of neighbouring people confirm such stories. See Vol II: Classification and Taxonomy of Life.

<u>KARKADANNI</u>: Lan. Language spoken by most <u>KARKADANNI</u> in <u>ELYDEN</u>. leading most linguists to believe that the surviving populations of karkadanni, scattered as they may be, are descended from a singular nation or peoples, which was wiped out by colonists and <u>CRUSADERS</u> in the 2nd millennium RM. See Vol II: Languages.

<u>KARKALNA</u>: Geo. Stone formations in the eastern face of the <u>ERESHKIGAL</u>, in the west of <u>KASPIA</u>, where the <u>FIRMAMENT</u> is particularly strong, creating natural arches of stone, some freestanding. The largest of these gives its name to the area, and it is a refuge to a cadre of <u>LITHISTS</u>, whose citadel-monastery, known as <u>BANTELLEN</u>, is located in the region.

<u>KARKAMID</u>: Set. Southern-most city in <u>IZABAL</u>^(1.) with links with <u>THE SURRACH</u> and <u>KHARKHARADONTIS</u>. Though not part of the <u>IVORY ROAD</u>, it does link Izabali trade with the aforementioned <u>SAMMAEAN</u> Trade-route through its own merchant caravans that trade south with <u>IAZKIA</u> in the Surrach (Pop. c. 381,000).

<u>KARKARADREA</u>: Rui. Ancient black <u>PLAGI</u> tower in the far north east of <u>ETUA</u>, to the north west of <u>KHARKHARADONTIS</u> in the c north of <u>SAMMAEA</u>. It is thought to date back to the <u>THIRD AGE</u> and was once part of a far larger defensive network, most of which is now buried beneath the <u>ETUAN WASTES</u>.

<u>KARKARMIS</u>: also 'the World's Sceptre'. Geo. Large mountain-chain in the c of <u>SAMMAEA</u>, which alongside the <u>ACHARKHARAN</u> and <u>SHAKHURAN</u> mountain forms what is commonly known as the <u>GREAT SAMMAEAN TRIAD</u> and serves as a natural border, dividing the central Sammaean continent into three.

The Karkarmis mountains are the northern-most of the Great Sammaean Triad and stretch from the middle of the continent, north west towards the <u>SEA OF ORRIDA</u> and the <u>AIDAN GULF</u>.

KARKATAN: 1. Geo. The south eastern—most regions of THE OLD FOREST, stretching from the limits of the TAMSRAH in the west to the VAERN in the east. This region is the area of the forest most affected by the KORACHANI EMPIRES' tenebrous presence there in past centuries, with its south eastern-most parts often barren, their soil little more than dust peppered with the petrified stumps of trees; the only reminder that the place was once forested. What little flora has managed to cling to life is twisted, broken by the increasing ATRAMENTAL presence in the region. Little fauna survives in this land. Perhaps 175-miles west of the VARRAN and RHAMIAN borders, the land is not quite so bad, though its trees are more stunted and dispersed (the larger, virginal growth removed millennia past by the empire).

The ruins of local settlements fill the region, never repopulated, but sometimes visited by forest nomads who pray for the departed souls of their brethren. The tell-tale signs of conflict and imperial logging lingers with the rusted wrecks of <u>AMBULANTS</u> and land-trains lying forlorn on the landscape, overgrown with weeds and vines.

2. Set. City in the south east of <u>THE OLD FOREST</u>, and the north of the above region and once the largest <u>KORACHANI</u> logging colony in <u>THE OLD FOREST</u>. The city was left to the <u>DOMNITORS</u> in 3042 RM and

abandoned finally in 3280 RM following increasing cost of maintaining operations. Gigantic logging machines lie abandoned around the city and the land around it is barren for miles around, with only the rotten lifeless stumps of spent trees indicating what the region once looked like.

The city was repopulated by a range of peoples (<u>RHAMIAN</u> and <u>VÂRRAN</u> outcasts, exiled nomads from the Old Forest, and others) over the last few centuries and is now a healthy community that unites various settlements in the regeneration of the forest, and trades timber south with Vârr and *east with* <u>RHAMIA</u> (Pop. c. 33,000).

KARKATANI WALL: Mil. Str. Defensive wall in the south east of THE OLD FOREST, originally built by the KORACHANI EMPIRE as part of a trench-system used against the Old Forest in c. 2120 RM. The trenches were left to crumble by the DOMNITORS in 3042 RM and were allowed to further decay after their complete abandonment from the area in 3280 RM after which they were repurposed by the people of KARKATAN.

KARKAUTH: 1. His. Nm. Ancient kingdom in what is now the c and south east of <u>CUTH</u>. It appeared in c. -300 and grew slowly, spreading north and west, clashing with the older and more confident empire of <u>MON KETTRA</u> more than once. Its people were used to the tropical climate and better equipped at travelling across it and it ultimately prevailed, destroying Mon Kettra with the siege of its eponymous capital in 203 RM.

In 232 RM Karkauth came to control the neighbouring kingdom of <u>ARRETOY</u> through an arranged marriage between its High-prince and the Arretoyan crown princess. In 247 RM laws were passed making it divine right for the Karkauthi royal family to rule over what had once been Arretoy. This led to riots in which 3 members of the royal family were killed. This escalated into a civil war that ended in 253 RM, with most of what was once Arretoy declaring secession and becoming independent.

The city would survive the fall of Mon Kettra, but in 2275 RM its palace was stormed by followers of a cult of NERGAAL, and the royal family was killed. Though those responsible for the deaths were killed by KENG, the religion's leader, he nonetheless declared the rule of Karkauth over with the words: "Karkauth is no more. Today we build Cuth, and at its centre will be this church dedicated to my father, Nergaal".

Karkauth was abandoned and the city of <u>ERKALA</u> became the new capital of what would become known as the Dominion of Cuth, and official name that remains in use by Cuth to this day.

2. Set. Present-day settlement built atop the great ancient city of the same name^(1.). Once coastal, it is now almost 30-miles from the coast and much smaller than its ancient namesake (Pop. c. 4,000).

<u>KARKUTHI</u>: His. Lan. Language of the ancient <u>KARKAUTH</u> kingdom.
Today it is largely spoken in <u>SURUTUR</u> as a national tongue, and by a few in <u>CUTH</u>. It is descended from ancient <u>KETTRAN</u>. See Vol II: Languages.

<u>KARME</u>: Geo. A fertile region in the north west of <u>TARTAK</u>, overlooking the <u>SEA OF BYSSOS</u>. Its central expanse is dominated by a thick virginal forest, the peripheries of which have been tamed somewhat over the years, remaining now as little more than scrubland.

<u>KARN</u>: Flo. A hardy fruit grown in many regions of the <u>KORACHANI EMPIRE</u>, possibly the most recognised fruit the nations of <u>LLACHATUL</u>. Though relatively easy to grow, the status of fruit as the food of the rich means that few work-slaves and <u>HELOTS</u> are able to afford such fare. The inflated price is attributed to difficulty in growing the fruit; with fertile soil and untainted water rate commodities to come across, both of which are essential to its successful growth. See Vol II: Classification and Taxonomy of Life.

<u>KARNAR</u>: Geo. Plains in the south west of mainland <u>KHAMID</u>, characterised by their sparse vegetation and dust bowls. The region was once larger, extending east into the present <u>PHARANX</u>, though the <u>CATACLYSM OF KHAMID</u> in 101 RM left much of the region destroyed.

KARNASSIAL WASTES: Sup. Geo. ATRAMENTALLY TAINTED region within the larger wasteland of the EYE OF DARKNESS in KHARKHARADONTIS, to the south of the WRITHING LANDS OF ELLANAD. The region is infested with insects and vermin on account of its terrain being like a gaping open wound, festering and grotesque. Few have the stomach to venture there, though it is rife with animal life, predators, scavengers and their prey, whose lives all revolve around the raw flesh of the region.

The region is categorised as <u>HIGHLY DANGEROUS</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

<u>KARNIFERROUS FOREST</u>: Sup. For. Dre. Nightmarish forest in the south east of <u>KHARKHARADONTIS</u>, to the west of the <u>VRISIAS</u> Mountains. It is thought to be a <u>DREAMSCAPE</u>, for its flora is of such an extreme nature that it is not believed to be the sole product of <u>ATRAMENTAL TAINT</u>. The trees here are an extension of the earth and their wood is more mineral in nature, and their leaves are blade-like.

The region is categorised as <u>DANGEROUS</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

KARNIK: Sup. Set. Oas. FIRMAMENTAL oasis mirage city in the south east of SHAZGIN, in the Wastes of VERMES. It is only visible to those who are Firmamentally-sensitive, and even then, only when the sun is high and the full IVORY MOON is visible during the day. Only when those conditions are met will a few people be able to see it — a ruined city flanked by dozens of narrow minarets and fallen temples whose roofs were once held aloft by hundreds of columns.

<u>KARNOUS</u>: Soc. Rnk. A caste of <u>GIGANRI</u> known for their rust skin-colour. They stand taller than their kin and many find their way into the military or martial arts due to their size, though few amongst them would naturally gravitate towards those roles.

<u>KAROKAN</u>: Set. Small city in the north of <u>ESHIR</u>^(2.). It is built atop the ruin of an early <u>FIFTH AGE</u> tower, predating the arrival of <u>ASSEER</u> exiles. The tower has since been repurposed and rebuilt, becoming an <u>ATRAMENTAL</u> college (Pop. c. 16,100).

KARON: Geo. Badlands region in the south of <u>BA'AKH</u>, bordering <u>ARKOS</u>⁽¹⁾. Many of its mesas are riddled with caverns that serve as homes to <u>SERAPIS</u> and other creatures of the region.

<u>KARONN</u>: *Set.* Small city in the c of the tribe of <u>DRAKAINA</u>, in the east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 13,000).

<u>KAROU</u>: Set. Settlement in the north of <u>PARAIYA</u>, close to lake <u>KONRA</u> (Pop. c. 3,800).

<u>KARPAROS</u>: also 'Karos'. Geo. Flat-topped, mountain-chain serving as a border between the east of <u>SAUA</u> and the <u>MALANI HENDECARCHY</u> of <u>AONIA</u>. The mountain is around 1,000-miles long and is known for its steep fertile valleys and the few secluded passes offering points of traversal across it, most used of which is the <u>PHANU</u>^(3.) pass.

KARRAC: Set. Large city in the c of <u>TETHYSIA</u>, along the banks of lake <u>KALIMM</u>. The city controls trade in the c north of Tethysia, linking the coastal areas to the inland region almost 3,000-miles distant, as well as the northern cities, some 1,500-miles to the north west. As a result, the city has grown in size and prosperity and is now one or the richest cities in Tethysia (Pop. c. 420,000).

KARRAN: Geo. Equatorial salt-desert in the east of SAMMAEA, west of the OEIKITH mountain and north east of the glass plains of CHUROTH. Records indicate that the region was once rife with ATRAMENTALLY TAINTED rainforest, though this died down or was cut down to make way for open-caste mines, almost all of which have long since been deserted. the remnants of the region are now worked by a people who cultivate salt-crystals in the water-filled basins left over from ancient quarries.

KARRATH: Set. Small fortified city in the north of PHYRR, in lands contested with BASTROS, to which it owes its allegiance (Pop. c. 15,700).

KARRO: His. Ntn. Ancient FIFTH AGE culture that emerged in c. -1000 RM in the present-day east of MHAROKK and much of LIDEA. It built the so-called PYRAMIDS OF KARRO in c. -100 RM, before dying out with barely a trace in c. 150 RM. Its demise was likely exacerbated by the growth of modern cultures in the area.

KARROQ: Geo. Vast area of garigue, situated in the south east of the AHRISHENI BASIN, covering some 5,000 square-miles along the border between AHRISHEN, the HARÉSHK and SAUA, though it is commonly considered to lie within the AHRISHENI border.

The region has been contested between Ahrishen and Saua for many decades and though the two nations are not officially at war, border skirmishes are common and though each nation claims the full contested region as its own, citing cultural and historic reasons, neither state is willing to establish settlements deep within the territory.

<u>KARRON</u>: Geo. Island off the northern coast of <u>KETESH</u>, north east of the <u>SEA OF BASSANDER</u>, and part of the <u>IKUAI DARBOW</u> chain of island.

<u>KARSIGHOR</u>: *Geo.* Mountain serving as a border between the south of <u>AETHIOS</u> and the north of <u>RHINOCOLOURA</u>.

<u>KARSIMMON VOCH</u>: (D. 3246 RM) Art. <u>LAASKHAN</u> artist who is perhaps most famed for his later works, which adorn many churches and religious edifices, most notably <u>THE MACHINE ASCENDANT</u>, which remains in the <u>BASILICA OF KHADON</u> today.

<u>KARSUS</u>: 1. Sea. Bay in the far west of the <u>SEA OF LYNNAE</u>, between the nation of <u>OBLEVIS</u> in the west and the <u>PARTHISAN</u> colony of <u>EZHIRAYA</u>⁽²⁾ in the east.

2. Set. Small coastal city in the south of the $\underline{PARTHISAN}$ colony of $\underline{EZHIRAYA}^{(2)}$ (Pop. c. 13,500).

<u>KARTAN</u>: Set. Settlement in the south east of <u>LYRIDIA DHAI</u>, in the region of <u>COTHON</u>. The city is the region's only producer of crude <u>UMBRA</u>, which is pumped to <u>COTHON</u> (Pop. c. 5,400).

KARTHAN: Dem. 'Karthan'. His. Ntn. Ancient late FOURTH AGE empire, which at its height occupied the regions of present-day ANDILUTH, TARTAK, west and central KARAKHAS, and southern JURRAS⁽²⁾.

Due to the cataclysmic <u>WAR OF SCOURGING</u> that dominated the last centuries of the <u>FOURTH AGE</u>, little is known of this empire, though it is thought to have been multi-cultural, with various mortal races, including <u>HUMANS</u>, <u>DVERGAI</u>, <u>VAPULIM</u>, <u>SHIE</u> and <u>KERATIN</u>, as well as <u>HALFBLOODS</u> calling the place home. Humans were thought to have been dominant, as the necropolis of <u>SEHSPAR</u> bears testament to.

Rising in c. -4100 RM atop the ruin of the earlier empire of KHE SHERRIB, and peaking just after the onset of the War of Scourging in - 2000 RM, was destroyed by the war in -1700 RM, what few mortals emerged from that cataclysmic period scattering across its lands, where they would become ancestors of the Jurrassi, Tartakhid and Karakhasid people. Despite this, the nation was already in decline, corruption and religious partisanism breaking it apart, at the centre of which was an icon of strange influence known only as the IDOL OF BAPHOMET, which was found on the banks of the river Llira in c. -1850 RM.

Events in the War of Scourging left a large part of the Karthani heartland <u>Atramentally Tainted</u>, and the region is today known as the <u>Cammorean Shadow</u>, and marks the northern-most extent of the <u>Kharkharadontis Wastes</u>.

<u>KARTHANIAN</u>: *His. Lan.* Now-extinct late <u>FOURTH AGE</u> language that was spoken by the people of the <u>KARTHAN</u> empire. It has some similarities to <u>TARAHAN</u>, indicating a common root, though this debated in some linguists.

The present-day language of <u>KARAKASHI</u> is largely descended from Karthanian, and <u>KERATIN</u> across <u>SAMMAEA</u> and beyond can still be heard speaking regional variants of the ancient tongue. See Vol II: Languages.

KARUHADH: Set. Fortified settlement in the east of <u>KARAKHAS</u>, known for its monitor-mounted troops that guard the <u>TOSLETHI PIPELINE</u>, that runs through it (Pop. c. 10,000).

<u>KARURN</u>: Rvr. Old <u>KHAMIDIAN</u> river flowing through the present-day <u>BROKEN LANDS</u>. Dry canyons now dot some of the island, echoing the great river that once was.

<u>KASA</u>: Set. Settlement in the c of <u>VENTHIR</u>. Its main industry is the cultivation of cotton (Pop. c. 6,000).

<u>KASAALK</u>: Ind. Set. <u>ALUMINIUM</u> mining settlement in the east of <u>VAALK</u>, north of the <u>SICHAAL</u> Mountains (Pop. c. 4,300).

<u>KASABAD</u>: Str. Rvr. Artificial reservoir in the south east of <u>TARTAK</u>, created by the damming of the river <u>AALARAD</u> south of the city of HASSARAK.

<u>KASAIS</u>: *Geo.* Rocky hills dominating the north east of the <u>PARTHISAN</u> colony of <u>EZHIRAYA</u>^(2.).

KASHAAL: Dem. 'Kashaali'. Ntn. Nation in the north east of BROR^(1.). The SUPPLICANTS OF THE LEVIATHAN appeared here following their appearance in RASTAN. See Vol III: Extant Realms and Nations.

KASHAPH: Mil. Sup. Rnk. Warrior SHAPERS commonly found in the north east of the HARÉSHK, SAUA, the HENDECARCHIES of AONIA, LONAR and MYEIN in the west of MALAN, as well as parts of KHAMID. Kashaphs are organised into secluded monastic lodges where they practice their art and meditate. In some regions, or during times of intense strife, they form part of the organised armies of their homes.

KASHTA DRAVYAN: m. Mil. Pol. Per. (B. 3951 – D. 4001 RM) A PHYRRAN general in the WAR OF ECHOES, Dravyan was responsible for various key victories against MAENMISTI forces. Known for his brilliant tactics and unwavering loyalty to the IMPERIARCH, Dravyan's legacy is one of both triumph and tragedy, and he died during the bombing of a subterranean Phyrran command bunker, after which former slave captain SHIRAI NESHAVRA assumed the mantle of Phyrran general.

KASIHAAL: Dem. 'Kasihaali'. Ntn. Large nation dominating the north west of the island-continent of <u>BROR</u>(1.). It is of a dry climate, with scattered rocky deserts along its centre and savannahs to its north and south, with scrub forests to its far south and tropical woodlands to its far north. Its national animal is the <u>MANED WOLF</u>, which also features on its flag. It emerged from the surrounding <u>GESHGHELL STATES</u> in 3863 RM.

The far north east of the nation was invaded by settlers from the $\underline{\text{MENISCEAN}}$ nation of $\underline{\text{LAOD}}$ in the late 38^{th} century, with colonisation attempts being made between c. 3790-3810 RM, when the region was dominated by descendants of the Geshghell States, specifically $\underline{\text{ESOR}}$ in the north and $\underline{\text{ABHA}}$ in the south. These settlers became allies of the locals, trading with them goods imported from $\underline{\text{MENISCEA}}$ at good prices in return for the right to settle and work specific tracts of land, which collectively were called MEKELAOD.

The Discovery of Firmatite in c. 3832 RM made the colony very wealthy and it grew closer with natives, and the growing power of its rapidly-emerging merchant caste led to a homogenisation of culture and the increased influence of Mekelaod, with the introduction of influential trade-house across the Geshghell States.

Perhaps fuelled by hubris, the people of Mekelaod forsook their ties with Laod, eventually seceding in 3867 RM. Laod retaliated by declaring war early the next year. The war ended in c. 3873 RM with the independence of Mekelaod, which took the name Kasihaal, to which it was known to most locals. Its territories continued to expand over the following decades, eventually incorporating the former Geshghell States of Esor, EPITITOKH, VIERMAA, and MOAKKIBET by c. 3922 RM, expanding as far west as the eastern-most reaches of the Lahaed Mountains and as far south as the coast of GHAYATTAN.

Since gaining their independence, the people of Kasihaal have grown more distant from their Laodan ancestors and have embraced their multicultural heritage

The name Kasihaal is a Laodan corruption of neighbouring <u>KASHAAL</u>, and the two are not otherwise linked, despite their roots as descendant nations of the earlier state of Geshghell. See Vol III: Extant Realms and Nations.

KASIMMON PUMPING STATION: Ind. Str. Vast network of sewage pumping stations located in the city of KHADON, in KORACHAN. Devised by the engineer ERZHA KASIMMON in 2973 RM, and built between 2981 – 3006 RM, the pumping station was intended to help alleviate the growing problem with disease and filth the burgeoning city was experiencing at the time. Before the construction of the pumping station the river KHAD served as an 'open' sewer – though much of it had by then been vaulted over, most sewage from the city went straight into the river without any treatment, leading to outbreaks of cholera and worse.

Located next to the <u>ERIDETH</u> marshes, construction of the first pumping station was treated with reverence and to this day it is regarded as the pinnacle of ornamental cast iron, and many have compared it to a cathedral.

As the city expanded, so too did the need of the pumping stations, and many more were built since the completion of the first station, and there are 12 different stations to this day, which together have improved the sanitary conditions of the city, and today the river Khad, while still polluted by industry, is far cleaner than it was in the 30th century RM.

<u>KASKEA</u>: Set. Coastal city in the north of <u>IZABAL</u>^(1.) overlooking the east of the <u>SEA OF AAHES</u>. It is known for its shipyards and harbour (Pop. c. 50,000).

<u>KASKEAN TOME</u>, the: Vol. Myt. His. One of three different versions of the <u>MYTHOLOGIA ELYDEN</u>, that through corroborate study have formed the basis for the most accurate modern reconstruction of the <u>Mythologia</u>. The other two versions are the <u>NÁRTHELI CODEX</u>, and the <u>KHOLAMORI MANUSCRIPTS</u>, and together they are known as the <u>EXEMPLAR TRIAD</u>.

It was discovered in a tomb outside the city of <u>KASKEA</u> in <u>IZABAL</u>^(1.) (then the west of <u>SAGITTARIA</u>) in 2788 RM. Despite being water-damaged, this version of the *Mythologia Elyden* is probably the most-studied version thanks to the relative freedom of religious belief in its country of origin. It has travelled extensively and has been studied in various cities across the <u>INNER SEA REGION</u>, and <u>THE SURRACH</u>, and as such, it has become the basis for most of the extant translations of the *Mythologia Elyden*. It is thought to date back to the <u>THIRD AGE</u> and is the eldest of the <u>EXEMPLAR TRIAD</u>. See Vol IV: the Mythologia Elyden.

<u>KASHERA</u>: Set. Settlement in the west of <u>SUOR</u>, along the course of the river <u>ISH DRAPA</u> (Pop. c. 10,000).

KASPIA: Geo. This boreal land is located in the far north of <u>LLACHATUL</u>, just south of the <u>SEA OF DAGGERS</u>, and separated from <u>SABIA</u> by the <u>SEA OF BIELOST</u>, better-known as the <u>WHITE SEA</u>. It is known for its boreal forests and cold, windswept plains, that are home to vast herds of wild beasts and large fortified settlements that provide shelter against the elements.

Kaspia originated with the discovery of the <u>WHITE ANGEL TAHIRA</u> by the peasant girl <u>HULDAH</u> close to a lake in the north of <u>ELDRIA</u> in c. 1500 RM. This brought about a religious and cultural renaissance there, many aspects of which remain common to this day. The rise to power of the controversial <u>ORREX</u> caste in 2185 RM saw Eldria gripped by a civil war that left it sundered in two, with its eastern territories becoming known as <u>ELLIADHA</u> in 2205RM.

What followed were centuries of conflict as Elliadha remained a land divided, with no true power able to unite its people, all while Eldria succumbed to the decadence and tyranny of the Orrex, who eventually let the empire collapse in 2682 RM, allowing the disparate Elliadhan states to expand into its lost territories. By around 3100 RM the state of KASPIA had grown powerful enough to challenge the neighbouring states, leading to decades of conflict in which the other states allied against it, leading to the formation in 3305 RM of the ELLIANDHAN LEAGUE, ruled over by the KASPIAN HEGEMONY, which survive to this day.

Kaspian economy is reliant on the many natural resources common to the region, including ambergris and whale oil, as well as amethyst alcohol that is popular across Llachatul, which has become its largest industry.

The people of Kaspia are devout and hard-working, though are seen as superstitious by outsiders, with their many archaic customs and the ubiquitous use of the so-called <u>WINGS OF TAHIRA</u> in their architecture, fashion, and art. They are also known for the higher-than-average occurrence of <u>HETEROCHROMIA</u>. See Vol III: Extant Realms and Nations.

<u>KASPIAL</u>: Set. Southern-most city on the mainland of the <u>SYCHTAN</u> <u>PREFECTURES</u> (Pop. c. 15,000).

<u>KASPIAN HEGEMONY</u>: Pol. Ruling government of <u>KASPIA</u> since 3305 RM, overseeing the <u>ELLIADHAN LEAGUE</u>.

KASPIAN PASS, the: Geo. A mountain-pass linking the south west of KASPIA with the north of TEMUIA, it snakes its way through the c of the ILLIGARHI Mountains, around 55-miles north of the Temujan GREATTOWN of ILLHAN and 50-miles south of the Kaspian fortress of SOMNOR. It is around 50-miles west of the river BHAR in Temuja.

KASSAT: Set. Fortified mining settlement in the north of <u>SARASTRO</u>, known for its high-quality limestone quarries (Pop. c. 8,000).

KASSENTHE: also 'the Abominable Wastes'. Sup. Geo. ATRAMENTAL
WASTELAND in the far east of HOGGOTHA ISZ, in the south east of SAMMAEA. It is known for its fecund nature. Moments after resting ones' hand on a rock, moss- and lichen-like growths appear, only to wither hours later. The air itself is filled with latent spores and pollen, making travel here inadvisable.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}.$

<u>KASSI</u>: Set. Coastal settlement in the north west of <u>KASPIA</u>. Its main industries are fishing and whaling (Pop. c. 9,000). KASTAAR: Set. Fishing city in the east of KETESH, overlooking the SEA OF ADRA, known for the quality of its octopus (Pop c. 3,000).

<u>KASTRA</u>: For. Sparse woodlands dominating the south east of <u>GNOTH</u> and the west of AOUARIIA.

KASTRO-BANMISS CYCLE, the: Ast. Astronomical cycle that measures the combined synodic orbit of both of ELYDEN'S moons (SIELLA and ARAKHAMÉ), with a full cycle being calculated from the time when both moons are full, to the next time both are full again. This cycle lasts 1014.8 days and was detailed with modern mathematical accuracy by the ALMAGESTI astronomers TYRAN KASTRO and ROKON BANMISS in 1366 RM, though it was recognised by ancient Astronomers millennia earlier, even forming the basis of the MALANI LONG-COUNT CALENDAR, which has been dated to the early FIFTH AGE.

<u>KAT ENNA</u>: Sea. Large sea inlet in the c-south east of Thetis, forming an extension of the <u>SEA OF ERUTHEA</u> that stretches inland for over 450-miles. The inlet once stretched much farther to the north, encompassing lake <u>TATHARA</u>, as recently as 2,000 years ago, though it has steadily decreased with the wane of <u>ELYDEN'S</u> seas.

The presence of the inlet allows feeds many settlements that would otherwise have not been able to grow due to the dry climate of the area.

<u>KATALLUANA</u>: Pol. Str. Alabaster-shelled palace, built atop the stump of a gigantic tree, in the north east of the <u>HENDECARCHY</u> of <u>MYEIN</u>, in the north west of <u>MALAN</u>. The palace is the summer retreat of the <u>HENDECARCH</u> of Myein.

<u>KATAMEK</u>: Mys. One of three houses of <u>BLOOD MAGICK</u>, most closely associated with weakening of the body and the infliction of diseases and illnesses. See Vol IV: Other Forms of Mysticism.

<u>KATAPHRANT</u>: Fau. Thick-skinned <u>THEROPS</u> noted for its bony skin and close-sightedness. Once common in the north of <u>SAMMAEA</u>, though their numbers have dwindled through urbanisation and pollution, and they remain most common now in lands south west of <u>CYHLAGHARR</u>. See Vol II: Classification and Taxonomy of Life.

<u>KATAR</u>: Mil. Rnk. <u>SAUAN</u> foot-troops, usually melee. They are used as both professional and conscripted soldiers (where they are usually called ashakatars). Professional katars typically inherit an ancestral position; the household's honour often resting on the shoulders of those coming into the rank.

KATEKUIL: Geo. Large mountain-range in the c of HOLOLACH⁽¹⁾, and the western-most point of the BLACK MOUNTAINS in Hololach. The mountains are known for the lightning and storms that wrack their north western face.

<u>KATET</u>: Pol. Set. Ruling city in the tribe of <u>ASSAGOS</u> in the c east of <u>MULCIBER</u>, in the eastern face of the <u>GROWING MOUNTAINS</u>. Outside the city walls is an <u>AHHAS</u> exclave, from where they operate a large market. It is also a base for mercantile operations east, with the <u>SOLEYN TERRITORIES</u> (Pop. c. 100,000).

<u>KATHAN</u>: 1. Geo. Region known for its massifs and mesas in the c north of <u>KARAKHAS</u>.

- 2. *Rvr.* River in the c east of <u>KARAKHAS</u>, flowing for 230-miles east from sources in the Kathan Massif into lake <u>ALANCARAC</u>. The eponymous city is built along its banks on whose banks.
- 3. *Set.* Small city in the east of <u>KARAKHAS</u>, forming part of <u>THE SHADOW MARCH</u> and a hostelry and caravanserai where pilgrims can rest (Pop. c. 11.500).

KATHAR BYAAT: His. Ntn. Ancient IROTHANI kingdom dominating what is now the east of SAMMAEA in the THIRD AGE OF MORTAL LIFE. Under the guidance of the DEMIURGE NYARLOTH, its domains came to encompass the entirety of the PORPHYRI PENINSULA, including the south east of present-day CHEIRA, SERROK, PORPHYR, ANANTHUL, and SABAISA.

The kingdom and its satellites fragmented after <u>RACHANAEL'S</u> assassination attempt of Nyarloth following their construction of the <u>SOUL-ENGINE</u>, leading to the rise of human domains there in the <u>FOURTH AGE</u>, such as <u>EHLBEZUN</u>.

<u>KATHARA</u>: 1. *Geo.* Island 4-miles west off the mainland of the <u>FREE-ISLES</u> <u>OF PELASGOS</u>, west of the <u>HELICAR</u> Mountains.

2. Set. City on the eponymous island (Pop. c. 48,000).

<u>KATHAVUR</u>: Geo. Hills in the c-south east of <u>OPHAR</u>. They are covered in sparse brush and scattered trees.

<u>KATHIA</u>: Dem. 'Kathian'. Rel. Dei. Pantheon of deities of the religion of <u>KATHISIS</u> that is common in <u>TETHYSIA</u>. See Vol IV: Religions and Cults.

<u>KATHISIS</u>: 1. Rel. main religion in <u>TETHYSIA</u>, which is made up of the <u>KATHIAN</u> pantheon. Over the years belief in the pantheon has died down to the point that it is almost considered a monotheism cantered around the primary deity Kathisis^(2.), with the more popular of the secondary deities now little different to the patron saints venerated by the <u>THREE CHURCHES OF THE UNDYING MACHINE</u>. Belief in the single god Kathisis became widespread in the decades around 3100 RM. Children taking part in the <u>COMING-OF-AGE RITUAL</u> known as the <u>EMBRACE OF KATHISIS</u> speak the name of a secondary deity, which will serve as a patron. See Vol IV: Deities and Pantheons.

2. Rel. Dei. Head deity of the $\underline{\text{KATHIAN}}$ pantheon of the $\underline{\text{TETHYSIAN}}$ religion of Kathisis⁽¹⁾. In life the deity was known as $\underline{\text{KATHISIS}}$, THE $\underline{\text{PROPHET}}$. See Vol IV: Deities and Pantheons.

KATHISIS, EMBRACE OF: Soc. COMING-OF-AGE RITUAL in TETHYSIA where a priest of the CHURCH OF KATHISIS blesses those who have reached the age of 16 in the past year. The titular embrace involves the child kneeling before a priest, who dubs them with a BLADED STAFF. Upon standing the child recites a passage from the religion's holy text in which they declare their allegiance to Kathisis and one of the secondary deities from the church, who will from that point onwards act as a patron, who they will serve and pray to in their shrines.

Men who complete the ritual are allowed to grow beards and women to grow their hair out, which until then are practices forbidden to them.

KATHISIS, THE PROPHET: (B. 1549 – D. 1691 RM) Rel. Pol. founder of TETHYSIA. Born in RHEA in 1549 RM to priests of the AURADIAN faith, he grew up amid political unrest in the city of DIONDAWA. He was an apprentice devotee when the main temple of Auradia burnt down during escalating riots. His mother was killed amid the chaos and his father was imprisoned and later executed for defending other priests from attack.

Disillusioned by the events around him, Kathisis forsook the teachings of Auradia and the leadership of Diondawa, and began preaching a new philosophy that espoused peace and freedom.

He amassed a small following of faithful supporters, though grew notorious and was persecuted by the same forces that had killed his father. He fled to the north east with a handful of followers. He settled in the jungles of <u>SISCSAEN</u> for some years though he was hounded there too and was forced out of Rhea in 1552 RM.

He settled in what is today $\underline{\text{THETIS}}$ for some years, but was plagued by visions and $\underline{\text{DREAMS}}$, and finally headed north again with thousands of followers, settling in the lands of $\underline{\text{PHOL EGEDDA}}$ in the Far east of $\underline{\text{EASTERN LLACHATUL}}$, where he founded the city of $\underline{\text{TETHYS}}$ in 1592 RM, from which the nation of Tethysia would later emerge.

For all his adult life he was haunted by the burning of the temple in his home in Rhea, and upon his death he was cremated, his ashes spread upon the ruin of the temple in Diondawa, which had caused him to undertake the pilgrimage that would lead to the founding of Tethysia. He ruled the city of Tethys until his death in 1691 RM, after which a council of priests took over until his return as an otherworldly SPIRIT (1.) in 2137 RM, after which a willing volunteer was found every generation who would be possessed by the spirit and rule as the GOD-KING.

Following his death, he was deified – a slow process that began with reverence and slowly evolved into worship. He became part of the <u>KATHIAN</u> pantheon by c. 1950 RM, and the pantheon slowly became less prevalent as people came to worship him over the other 'true' deities, until by c. 3100 RM the pantheon became secondary to worship of <u>KATHISIS</u>, at which point the religion had become monotheism, with its old pantheon relegated to roles similar to those of saints of other religions, such as the <u>THREE CHURCHES OF THE UNDYING MACHINE</u>.

KATLEGO: Set. City in the east of VENTHIR that rose from a small VENATHI town following destruction at the hands of the CATACLYSM OF KHAMID in 101 RM. It had become a notorious TECHNARCANIST academy by c. 1200 RM, though the academy was subsequently levelled by the forces of HETEPHERES THE STRANGLER in 1921 RM, following her increasing madness and aversion to all things technarcane.

The city dwindled following the destruction of the academy, though its ruin later became the foundation for the palace of the MAPHRAN WALADA in 1925 RM, which in later years would secretly reprise its technarcane research, unbeknownst to Queen Hetepheres. The city is now one of the few major technarcane centres in Venthir (Pop. c. 91.500).

KATOBRAGHA: 1. *Lan.* Ancient name for what is today more commonly known as the <u>PANTHEON ISLES</u>, in the east of <u>LLACHATUL</u>.

2. Pol. Monarchy in the <u>PANTHEON ISLES</u> that ruled between 1003 – c. 1320 RM. It fell to misappropriation of funds and corruption, and was ultimately deposed by a military coup in the capital of <u>TODRRA</u>. The monarchy originated with the elected emperor <u>BRUI'S</u> refusal to hand over powers back to the Republic. He had his rivals assassinated and ruled until his death in 1021 RM, after which his son <u>SORUI</u> took over, beginning the Katobraghan monarchy.

<u>KATOBGRAGHAN</u>: Lan. Language spoken in the <u>PANTHEON ISLES</u>. It is old, and predates the <u>KATOBRAGHAN</u> monarchy by some centuries, possibly originating from the remnants of a <u>FOURTH AGE</u> language that was once spoken in the region. See Vol II: Languages.

KATONA BASTION CEMETERY: Rel. Str. Garden cemetery in the south of the main peninsula in the city of ALMAGEST, built atop an old decommissioned bastion. Many prominent figures from the city's cultural life are buried here in large family crypts that stretch deep within and below the bastion's walls.

KATOPRACH: Geo. Region in the south east of the <u>UMBRA SOKHAR</u> wastes, known for its oases. These oases were traditionally safe territory, where merchants and nomads could stop and rest and replenish their water without fear of attack or enmity.

Following the founding of the <u>KORACHANI</u> colony of <u>NOAVATUR</u>, Korachani trailblazers forged a route linking northern Korachani territories with the colony. This route passed through the Umbra Sokhar, and utilised the oases of Katoprach, many of which were converted into caravanserais, most of which are now abandoned, allowed to be reclaimed by nature by the etheri nomads who continue to use the oases today.

<u>KATON</u>: Rel. One of five aspects of the <u>PENTATAEL</u> religion of <u>ELAT</u> and <u>AYAD</u>. See Vol IV: Religions and Cults.

<u>KATORAS</u>: Set. City in the c of the tribe of <u>ORIM</u>, in the far west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 28,000).

<u>KATRAN</u>: Mil. Str. Major fortress in the south west of <u>KHURAUR</u>, overlooking the <u>GAP OF ALGOL</u>, leading into the <u>ALGOL HAREN</u>. The forest serves those undertaking <u>THE SHADOW MARCH</u>.

<u>KATRIS</u>: Set. Settlement in the c of the <u>PARTHISAN</u> colony of <u>EZHIRAYA</u>^(2.), in the east of <u>MENISCEA</u>, situated along the course of river <u>STAMMUN</u>^(1.). Its main industry is agriculture (Pop. c. 7,500).

<u>KATTAR</u>: Geo. Mountain-chain in the west of <u>ATARAXIA</u>, forming part of the <u>TOLIASOR</u> mountain-chain.

<u>KATTAROCHIA</u>: Pol. Set. Ruling city in the tribe of <u>BBURUL</u> in the south east of <u>MULCIBER</u>. It is perhaps the most representative city in the region – built over a vast network of ancient catacombs and crypts, it is a place of two halves – blocky stone structures above ground, and cool dwellings below.

The city is a refuge to a large <u>AHHAS</u> community, which forms a ghetto in the upland region and operates airship towers, which are used to transport goods over the south of the <u>GROWING MOUNTAINS</u>, though are forced to close during monsoon season that lasts for 3-months. The skyport is the south eastern-most stop of a large route that crosses Mulciber, from the city of <u>GLODONT</u> in the tribe of <u>DATHOA</u> in the west, and <u>KARAL</u> in the tribe of <u>LEGEO</u> in the c. (Pop. c. 55,000).

<u>KATTIHAN</u>: For. Rainforest in the east of <u>SAMMAEA</u>, comprising the far south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, and much of <u>FLEKHID</u>.

KATTRUTH: Set. Small fortified city in the south west of <u>GNOTH</u>, close to the border with <u>AQUARIIA</u>. It is home to large trade yards as well as large interior market, where goods are imported and exported (Pop. c. 18,000).

<u>KATU</u>: Set. Settlement in the east of the tribe of <u>LEGEO</u>, in the c south of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 4,500).

<u>KATUC</u>: Set. Small city in the c west of <u>TETHYSIA</u>, situated along the river <u>KALIMM</u>. It is renowned in Tethysia for its silversmiths (Pop. c. 32,000).

KAUDOS, BELFRY OF: Mil. Str. Large dome-like tower in the south east of the tribe of <u>ORIM</u>, in the far west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It guards the pass across the <u>BAESIN</u> ridge into the tribe of <u>EATAN</u>, and its monolithic bronze bell, said to date back to the <u>FOURTH AGE</u>, rings out in times of danger.

The bell is considered by some historians to be one of the <u>WONDERS OF</u>
<u>THE ANCIENT WORLD</u>, due to the inherent difficulty in casting a bronze
bell in such a great size without compromising its quality.

<u>KATURUSH</u>: Set. Fortified city-state in the west of <u>THE SURRACH</u>, in the north west of <u>SAMMAEA</u>, known for its elephant-riding mercenaries and their expert mahouts (Pop. c. 50,000).

KAUIN: Geo. Mountain in the south east of <u>VENTHIR</u>. Around 250-miles long, it stretches from the <u>WORKNAH</u> Mountain in the west to the scrublands of the <u>ERATHA</u> in the north east of Venthir. The mountains are relatively low and very old, with the time-weathered remnants of ancient mines and quarries peppering the region.

KAUKHALD: 1. Geo. northern-most point of TETHYSIA, in the north eastern face of the ARGENT Mountains. Though it lies at around 42° north, the climate there is far colder than it should be, likely due to localised trends in the ARCANE TEMPERS. It is by far the coldest place in Tethysia and one of its least-explored regions, with several strange features – not all of them natural; all of them ancient, nestled in the crumbling foothills of the dying mountains in whose foothills it is found.
2. Mil. Str. A solitary fortress situated along the western-most reaches of the ROTTING MOUNTAINS to the north east of the ARGENT Mountains in the far north of TETHYSIA. The fortress has stood there for many years, with the first known records mentioning it c. 3200 RM.

<u>KAUR</u>: 1. Lak. Lake in the tribal territories of <u>AUEREN</u> in the north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, along the course of river <u>THAUR</u>. The city of <u>KURDA</u> lies along its north eastern banks.

2. *Lak.* Ephemeral lake in the far west of <u>PARAIYA</u>, in the <u>KAURCAN</u> basin, along the border with KARAKHAS.

KAURCAN: Geo. Expansive dry basin in the north west of PARAIYA. It was once home to the old capital of Paraiya, BAKKOU, and was filled with fertile farmlands, though there were razed close to two centuries ago in the civil war that saw Bakkou razed and the capital moved to SOPORA in 3813 RM and the fields fell into disuse, and have since been reclaimed by nature.

The region is bordered by the <u>URATH</u> and <u>AGOUTRA</u> Mountains, and though it was always somewhat dry, over the past decades it has become increasingly arid, leading some to think that supranatural forces may be contributing to the dryness.

<u>KAURIDIA, BOTUM OF SHERA</u>: (B. 3980) *Mil. Pol.* <u>TZALLRACHI</u>
<u>BOTUM</u> (warrior-princess). *

KAURKHA: Geo. Arid region comprising the eastern-most part of the fold Mountains of HA'DDHOTHAT, in the far north of RHEA, forming a border with the west of THETIS. It is peppered with ancient ACCACINATHI ruins and also serves as the south western-most border of the RTHEI desert.

The region is dry and largely unpopulated, and it is crumbling, making travel across it rare.

KAURNAKAR: Pol. Set. Capital city of NAARETH. One of the major cities along the <u>EAST ROAD</u> trade-route, it is one of only a few truly metropolitan Naarethi cities that hosts foreigners (mostly merchants and travellers) in any significant numbers. Due to this it is most outsiders' source of Naarethi culture.

The city is divided into large walled districts, each of which is ruled by a <u>MATRIARCH</u> who forms part of both the city's' and nations' ruling council. Like in most Naarethi settlements, its males form a lower-caste of workers, labourers and soldiers (Pop. c. 1,800,000).

KAURUSH: Set. Settlement on the island of <u>HAR FARRASH</u>, in the <u>PRINCIPALITY OF SEPAHAUNAT</u>, 120-miles north east off the coast of mainland. Its major industry is logging (Pop. c. 7,200).

<u>KAUS</u>: 1. Set. Settlement in the south east of <u>AQUARIIA</u>, known for its cotton production (Pop. c. 6,000).

2. Set. Settlement in the c of GNOTH (Pop. c. 5,000).

KAUTULD: Geo. Dry plains in the north east of <u>SARAGOS</u> covering some 70,000-miles. Originally forming the southern-most part of <u>VENTHIR</u>, the region was settled by <u>TECHNARCANIST</u> exiles in 1939 RM, and became the birthplace of the Technocratic Republic of Saragos, which would expand south over the next centuries.

<u>KAVALOIKA</u>: Set. Coastal city in the far south east of <u>PELASGOS</u>, overlooking the <u>SEA OF SPIRES</u>. It is a major stop along the course of the <u>RED ROUTE</u> and has many hostels and inns where those travelling the road can rest (Pop. c. 1,200).

KAVER: Ser. Small city in the south east of BA'AKH. It was once a metropolis that united the capital city ASISH in the south with other cities around it to the west and north, but by the time the region was abandoned to the DOMNITORS in 2732 RM many surrounding cities had begun to wane and the city also dwindled in influence and size. It remains today as a largely independent city with little contact with the outside world other than Asish (Pop. c. 14,000).

<u>KAVLASS</u>: *Ind. Set.* Manufactory-settlement in the south west of <u>PELASGOS</u>, and home of <u>ST. KYTHIA</u> (Pop. c. 15,800).

<u>KAVA</u>: Set. Coastal city in the north of <u>AYAD</u>, overlooking the <u>BAY OF ORAT</u>. It was once famed for its lighthouse, which was destroyed in a storm in 3823 RM and never rebuilt. The lighthouse was a repository for <u>ATRAMENTAL</u> relics, which were enfeebled by its proximity to the <u>NULLAMBIT</u>. Many of the relics were lost during the collapse of the lighthouse, though most were relocated to <u>FELATHRI</u> (Pop. c. 40,000).

<u>KAVALOI</u>: Geo. Scrubland in the east of <u>PELASGOS</u>, stretching for 80-miles in a north - south direction and 35-miles west-to-east from the south eastern face of the <u>TEREKION</u> Mountains.

KAVIE: Mil. Str. Coastal fortress in the south west of <u>THE SURRACH</u>, on the headland of <u>BHAADA</u>^(1.), guarding the entrance into the <u>UBIQUA</u> delta.

<u>KAVVANA</u>: Set. Settlement in the c of <u>GNOTH</u>, along the course of the river NEPHOT at the eastern-most shore of lake IMAGA (Pop. c. 6,000).

<u>KAXHANES</u>: *Geo.* Mountains the <u>PANTHEON ISLES</u>, situated within then <u>KARAXHANES</u> peninsula.

KAYAWON: Set. Settlement in the north of KREM (Pop. c. 4,000).

KAYHIKH: Int. Ind. Geo. Expansive rock-UMBRA quarries in the c south west of CYHLAGHARR. The umbra found here is very rare and noted for its harness, making extraction by machinery difficult. Due to this the quarries are manned by slaves drawn from across the INNER SEA REGION as well as Cyhlagharri convicts sentenced to manual labour. Few workers in Kayhikh last more than a few years (including the infamously resilient OGHURS themselves) due to the harsh conditions and umbra dust filling the air.

The name Kathikh is used for both the larger region, which covers a vast area of some 25,000 square-miles, and also the region specifically dedicated to the quarrying operations. Most of Kayhikh is covered in difficult terrain, and <u>DUSTSTONE</u> formations are not uncommon, making the region very sparsely populated, even by Cyhlagharri standards.

The largest mines in the regtion are EHYN, VYGNAR, and HYNDR.

The region is categorised as a <u>MODERATE THREAT</u> by the <u>KORACHANI INSTITUTE OF ATRAMENTAL STUDIES</u> though the dust released from the mining effectively makes this worse.

<u>KAYKOV</u>: Rui. Abandoned city in the north of <u>NARTHEL</u>. Trees grow from the hollow shells of empty buildings and vehicles, as though they were abandoned suddenly. Little is known of the fate that befell this city but it was a thriving centre of trade as recently as 3-decades ago.

<u>KAZARAN</u>: *Rui.* Abandoned mines in the west of <u>TARTAK</u>, originally used by the <u>KORACHANI</u> occupation.

<u>KAZE'KA</u>: Set. Fortified settlement in the c of the tribe of <u>SUUR'KA</u>, in the north east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 6,000).

<u>KAZIR</u>: Set. Major coastal city in the c north of <u>KAZZAR</u>^(2.), in the north of <u>SAMMAEA</u>. It originated as a <u>PARTHISAN</u> colony in 2148 RM, though broke away from the parent state, eventually growing into the nation of <u>KAZZAR</u>. It was capital until 3465 RM, at which point the <u>GODSLAYERS</u>, rising rapidly in power, moved the capital to <u>AAMINA</u>. Today it is a major industrial centre (Pop. c. 338,000).

<u>KAZIRAN</u>: Lan. Language spoken in <u>KAZZAR</u>⁽²⁾, in the c north west of <u>SAMMAEA</u>. It emerged from <u>SETTARAN</u> in c. 2300 RM following over a century of Parthisan colonialism in <u>KAZIR</u>. The Parthisan influence ended in 2545 RM, following the regions' independence, and it has since become more similar to Settaran. See Vol II: Languages.

KAZZAR: Dem. '*Kazzarar*'. 1. *Geo.* Peninsula in the north of <u>SAMMAEA</u>, protruding north into the <u>SEA OF ORRIDA</u>, separating it into the <u>SEA OF ESCHATA</u> in the east.

2. Nm. A sovereign state in the north west of <u>SAMMAEA</u>, in the eponymous peninsula⁽¹⁾. Its climate varies from hot and dry in the south, to more temperate and wet in the north. Though of varied terrain, it is characterised by undulating hills and rocky massifs.

The history of Kazzar can be traced back to an early <u>FIFTH AGE</u> culture known as the <u>CHIWENOOL</u>, which fragmented in c. 500 RM, paving the way for a more prudent meticulous culture of traders, stone-masons and engineers known as the <u>SETTARS</u>, who, despite the dryness of its climate, managed to water their civilisation through ingenious aqueducts and great wells. The Settars eventually gave way to a sovereignty in c. 1150 RM, which saw dynasties of fickle kings and emperors who ruled to varied effect over the next millennium.

The <u>PARTHISAN</u> colony of Kafir was founded in the c north east of the peninsula in 2148 RM, creating friction with the current dynastic rulers, who viewed this as an act of aggression. War followed, with the superior military might of Parthis securing victory, and allowing its forces to secure the colony, allowing it to spread farther north over the coming decades.

The lands south of the colony of Kazir came under control of the <u>ALCHIARAN DYNASTY</u> in 2417 RM. This newfound unity allowed the Alchiarans to consolidate their forces, and they construct great fortifications to defend their borders from the Parthisan colonies, leading to increased tensions between the two regions, despite attempts from Kazir to open trade.

The colony of Kafir, its name by then corrupted to KAZIR by natives, thrived for centuries, adopting the secular beliefs of its parent state and enjoying foreign trade and relations with the Inner Sea region until the period of conflict known as the TIME OF TWO KINGS wracked Parthis in 2542 RM. Kazir declared its independence during this tumultuous time, and by the time Parthis had emerged as an empire in 2546 RM, Kazir had severed ties with its parent state.

Its culture evolved following its independence, taking on a more notedly Sammaean tone, though it not only retained the secular nature of its parent-nation but became increasingly atheistic, denouncing claims of the DEMIURGES divinity and exposing the falsities of organised religions.

Shorn from its Parthisan roots, the region begins calling itself Kazzar by c. 2800 RM as the established <u>KAZIRAN</u> tongue began to eschew its Parthisan influence.

Kazzar welcomed the <u>GODSLAYERS</u> to its lands in 3148 RM, where they became increasingly influential, exerting their influence over many institutions, and planting their roots, ensuring that the region retained its atheistic beliefs. They launched <u>CRUSADES</u> into neighbouring <u>TATAR</u>, with the hopes of toppling its ancient <u>RELIGION</u>.

In Tatar, the growing power of the Alchiaran Dynasty following their newfound supranatural LONGEVITY, and the cult of personality that they cultivated were never far from the attentions of the Godslayers, and in c. 3250 RM they doubled down on their crusades against the nation, infiltrating its cities and spreading heretical thoughts amongst its people. They gained a sizeable following in the independent region of SYRYSA, whose people became vocal detractors of the Dynasty and its members' deification. In the ensuing battles, Kazzar was able to appropriate much territory from Tatar, and Syrysa crippled the nation in a civil war, that by 3372 RM led to the slaying of the royal family.

Despite their efforts, the Godslayers were never able to get a foothold in Tatar, and its people reverted to worship of their nameless deity.

The growing power of the Godslayers led to them seamlessly assuming power in 3562 RM, taking control of the republic that had controlled Kazzar since its independence. Within a decade the republic had become known as the <u>UNIVERSITY</u>, and was made up exclusively of members of the Godslayers, who in turn recruited from all social classes and ethnicities.

Under the rule of the University, Kazzar became a more militant land under their control, closing its borders to all but its most trusted allies, becoming a base to the Godslayer organisation, which used its cities as recruitment grounds. Followers from across Elyden flocked to Kazzar, bringing trade and new industries with them.

In 3565 RM the Godslayers established their capital in the city of <u>AAMINA</u> (replacing Kazir), which was already a powerful stronghold that had been under their control for centuries. Today it is a great metropolis, and a melting pot of cultures from across Elyden, brought by immigrants who have followed the Godslayers' tenets to Kazzar. This multiculturalism has seeped into the culture of Kazzar itself, and one can hear dozens of languages spoken in most of its cities, with the fashions and architecture of all four continents represented in some form or other.

The people of Kazzar are renowned around the Inner Sea for their disregard of the dead. Though the family they leave behind take part in a ritual of remembrance, the body is burnt to prevent the spread of disease. The ashes are given little heed and are emptied into pits beside the crematoriums. See Vol III: Extant Nations and Realms.

KEATALL: Set. Settlement in the east of TAHALL (Pop. c. 10,000).

<u>KEBBARA</u>: Set. Small city in the north of <u>PNESSA</u>, along the course of the river <u>DABBARA</u> (Pop. c. 20,000).

KEBBET: Set. Small coastal city in the c of GIBEAH (Pop. c. 7,300).

KEBETT: Lak. Endorheic seasonal lake in the c south of the SULTANATE OF ABACARDAT that fills periodically following flooding to the south east.

KEBIR: Set. Coastal city in a peninsula in the north of <u>TATAR</u>. It has maintained a feud with the <u>ESHIRAN</u>^(2,) capital <u>AGAIR</u> over control of the entrance into the <u>GULF OF ESHIRON</u>, though recent events have caused it to lose influence in the region; a blow that Tatar is yet to recover from.

Nevertheless, it remains a powerful and influential city in the region, commanding a powerful navy and army (Pop. c. 104,000).

KEBRACHAN: His. Set. Major KORACHANI caravanserai in the region of KATOPRACH, in the south east of the <u>UMBRA SOKHAR</u> wastes, where it formed a part of the <u>NOAVATURI TRAIL</u>. It was abandoned in c. 1040 RM following a wane in contact between Korachan and <u>NOAVATUR</u>, which by then had become an independent nation.

KEDAADA: Ser. Major coastal city on the north of the island of CAMARA in the north east of the CORAL BARONIES, off the south western coast of SAMMAEA. It is the largest city on the island and is surrounded by many miles of farmland and their respective settlements and farmsteads. It is also home to one of the few major manufactories in the Baronies (Pop. c. 234,200).

KEELA: Set. Major fortified city in the far south of ADHERA. It is situated high on a headland and commands an impressive view of the SEA OF MERCUVIA. Though not coastal, it is close to the sea and is surrounded by many smaller satellite nations that subsist on fishing and which provide it with much of its food. It was a historical meeting place, and the city of today was built atop a large amphitheatre where early FIFTH AGE people would meet. Known as the PEOPLE'S EAR, it would become the centre of the first united Fifth Age culture in Adhera, becoming the capital of its precursor state, OTHERA (Pop. c. 587,000).

KEENING TOWER, the: Str. Pylon-like tower in the frozen north east of EASTERN THANO, overlooking the sea of SEA OF INGALAT. It is named after the cacophonous wailing that emanates from hollows located along its surface that amplify the sound of the harsh boreal winds that hit it.

The tower is ancient, thought to date to the <u>FOURTH AGE</u>, as its worn edges and smooth wind-polished surface bear testament to. The structure was once hollow, though was sealed off with concrete centuries ago for no known reason. Mariners who pass close to the structure claim to sometimes see unexplained glowing lights around it.

<u>KEEPER OF FABLES</u>: *Rel. Edu. Rnk.* <u>ETHERI</u> holy figures in the <u>UMBRA SOKHAR</u> who safeguard the oral histories of their people. Most etheri nomadic groups are centred around a Keeper of Fables, who every night tells a tale or parable from their history. This serves to unite the group in its understanding of history. Each group will have favourite tales that it identifies with, giving each group a unique character that may lead to disagreements between groups based on the historical and fantastical figures they follow.

KEEPERS OF THE CITIES: Pol. Org. Order of independent peacekeepers in the VESPERTINE LEAGUE⁽²⁾ that was formed in 2679 RM to uphold the word of the CONCLAVE OF CITIES – the accords that served to unite the hundreds of disparate states and cities of the Vespertine region.

The Keepers of the Cities patrol the expansive territories of the League, making sure that all their cities are ruling in accordance with the Conclave of Cities. They serve many roles including that of tax collectors, police, political watchdogs, lawkeepers, and soldiers. They are funded through the taxes collected by the cities and also receive donations from wealthy benefactors, which has led to no small degree of corruption amongst their ranks, with certain cities afforded certain clemencies that others were not.

They are well-equipped, though funds are not divided evenly across the Vespertine Leagues, with some regions, particularly the south, being underfunded and underrepresented.

Their headquarters are based in the city of <u>MATHIS</u>, though they have various regional fortresses across the Vespertine League, with most major cities at least having an office.

KEEPERS OF THE KEYS: Mil. Pol. Rnk. Rank within the VÁMAN ORDER of the SANCTIFIED INQUISITION, whose members are experienced agents, drawn from the lesser groups within the Order, including the WARDENS^(1.). Named after the Order's emblem, the Keepers are skilled at tracking and subduing SHAPERS, and many of them are shapers themselves.

<u>KEFRA</u>: Set. Fortified settlement in the far west of <u>ESHIR</u>⁽²⁾. Its main industry is copper mining (Pop. c. 6,000).

KEFSUTH: Set. Settlement in the far east of THETIS (Pop. c. 7,200).

KEGHOK: Rvr. River in ALAM BETHYL, flowing east for over 1,600-miles from sources in the AZAKKALIN Massif, the NARAHASAPHAEL Mountains, and the VHUZUNGI Mountains, amongst others, before reaching the coast at the BAY OF OLOTAR. It dominated the Bethylan basin, providing the entire region with water and fertilising its plains with sediment carried from the west.

<u>KEGHUARON</u>: Int. Rel. Obj. Gigantic embalmed heart preserved within a temple in the city of <u>BUTO</u> in the east of <u>SURUTUR</u>. The heart is around 10-ft tall and was discovered by the prophet <u>MAMASUS</u> in the wetlands in the south of the delta of the river <u>ENNOIA</u> in 3486 RM. It rapidly became the subject of veneration in the city of Buto. Since its appearance in Buto, Keghuaron spread across various cities and regions of Surutur, though is secondary to the main faith of <u>KABIRI</u>, which remains the state religion today. See Vol IV: Religions and Cults.

KEHA: Ser. Major city in the north of MHAROKK. Keha remained the only sizeable city in the north of Mharokk following the defection of NUTHACHAN to the HIGH-EMPIRE OF KORACHAN. It boasts a sizeable military presence due to its proximity to the Korachani border, and is known for its manufactory where CLONES used in the city's military are incepted (Pop. c. 38,000).

<u>KEHUAGH</u>: 1. *Sct.* City in the c-south east of <u>AHRISHEN</u>, between lake <u>CRENEISA</u> and <u>MASTI</u> (Pop. c. 36,300).

2. *Rvr.* Artificial canal in the c-south east of <u>AHRISHEN</u>, measuring some 12-miles long, connecting lake <u>CRENEISA</u> in the west with lake <u>MASTI</u> in the east. It has 9 major locks.

KEHUD THOTH: Sup. Geo. A FIRMAMENTAL environment in the far south of the rocky EIDOGOTATH region that dominates the south east of TETHYSIA. Deep chasms riddle the region, above which float gigantic disks of a FIRMAMENTALLY-SENSITIVE metal-like ore. It is unknown if they are the product of some past civilisation or an as-yet undetermined natural phenomenon due to the region's apparent closeness to the NEHNAXIA.

KEIJIR: Sea. Large bay in the south of <u>HANNAH</u>, to the west of the <u>PHILIAN</u> peninsula. Its waters are quire deep and characterises by many smaller bays, inlets, and natural harbours. The lighthouse of <u>COPTOS</u> has guarded the entrance into harbour for millennia.

<u>KEILA</u>: Set. <u>TEMUJAN</u> enclave in the south of <u>KASPIA</u>. It acts as a trade intermediary between Temuja and Kaspia (Pop. c. 12,000).

<u>KEIMA, the</u>: 1. Geo. Region in the north east of <u>RHEA</u>, leading south east towards the coast along the political border with <u>THETIS</u>. The region is smooth and not densely forested, and is strewn with large dark rugged rocks and boulders, possibly the remnants of an ancient glacier.

2. *Set.* Small city in the east of above region⁽¹⁾, in the north east of <u>RHEA</u>. Built around a large spring, and along the course of river <u>KERAKOIA</u>.

The city originated from gold panning that was common in the area between c. 1210-1580 RM. The river was dammed, with multiple sluices built in c. 1510 RM, though soon after the yields dwindled, causing the settlement to diminish. It was abandoned in c. 1640 RM though was later resettled in 2743 RM. the city has since been fortified due to its position close to the border with Thetis, and it forms part of a link with the eastern nation (Pop. c. 17,400).

KEINYING: *Rvr.* River in the north east of the <u>UMBRA SOKHAR</u>, flowing east for 170-miles before it meets lake <u>C'KHAMAR</u>. Its waters are tainted by the <u>ATRAMENTA</u> and flow sluggishly whilst under its influence. By the time the waters reach lake C'khamar, they are relatively clean.

<u>KEKALAKIB</u>: Com. Set. Large trade city in the north east of <u>VAALK</u>, along the course of the river <u>KEKALA</u> (Pop. c. 89,000).

<u>KEKAPHONOS</u>: *Rvr.* River and seasonal lake in the c north of <u>EZASUH</u>⁽²⁾ flowing for 290-miles from sources in the <u>THABAT</u> Mountains before emptying in the <u>SEA OF LIAKARRA</u>.

<u>KEKEALA</u>: Rvr. River in the north east of <u>VAALK</u> that flows for 165-miles from its source in the <u>SICHAAL</u> Mountains, before reaching the <u>BAY OF</u> ADRA.

KEKELIB: *His. Set.* Once-capital of the ancient <u>YARAOMIC</u> territories of <u>MHARAKA</u>. Founded by the <u>SHEPHERD KING</u> in c. -20 RM at the mouth of the river <u>FATHA</u> (now 85-miles from the coast), it rapidly became a powerful metropolis by c. 200 RM, its armies defending its borders from <u>KORACHANI</u> incursion.

The Shepherd King was assassinated under mysterious circumstances in 903 RM, leading to chaos in the region, into which Korachan would begin sending missionaries and <u>EXOCRINES</u> between 700 – 950 RM along the eastern coast, and along the mouth of the river <u>SHIBBOLETH</u>^(3.), which helped to further destabilise the region, including Kekelib, which was besieged in 932 RM and sacked the next year.

It was never resettled, though became a haven to bandits for centuries later, though is now largely forgotten, with little remining of its ancient people.

<u>KEKET</u>: Rvr. Small river in the north west of <u>TZALLRACH</u>, flowing west for 110-miles from sources in the <u>MAR ISS</u> and the <u>KANDON</u> Mountains, before meeting the coast.

KEKHEMM: Set. Independent city-state forming an enclave within the far east of the <u>Deep Surrach</u>, to the west of the <u>Aboshathot</u> Mountains. It is populated by <u>Keratin</u> – one of few such settlements remaining in the extant known world – who make little contact with the outside world, other than occasional trade with <u>The Surrach</u>. They are known to scar themselves and sacrifice their own flesh to their mysterious deity. They are fiercely territorial and defend their small part of the Surrach savagely (Pop. c. unknown).

KEKHEMMI: Lan. SAVIUDI dialect spoken in KEKHEMM. See Vol II: Languages.

KEKRACHAN: Set. KORACHANI slaver colony established in NOAVATUR in c. 900 RM. Today it is known as KEKRAKA, and remains a thriving city in Noavatur

KEKRAKA: Set. City in NOAVATUR overlooking the SEA OF RTHAS. The city is situated along the coastal banks of the river DRORMA, perched high in defence of tidal waters. It once dominated trade in Noavatur, receiving goods from across the SEA OF LETHEA, sending them north to the KORACHANI EMPIRE across the Noavaturi Trail, though the increasing dangers via the UMBRA SOKHAR have seen the city dwindle in size. It was greatly damaged in the UPHEAVAL OF LETHEA, though was later rebuilt, almost from scratch (Pop. c. 43,500).

KEKRHITH: Set. Coastal city in the north west of the CITIZENRY OF THALI SAMMAEA, close to the city-state of CADERE. It is known for its harbours, and surrounding settlements are believed to be rich in minerals, and mining is a major industry there.

Over the past half-century <u>ATRAMENTAL CORRUPTION</u> has been on the increase and in 3979 RM a <u>SIPHON ENGINE</u> was installed to help counter its effects (Pop. c. 45,000).

<u>KELACHOT</u>: Geo. Jagged mountain-range in the south west of <u>KARAKHAS</u>, measuring some 600-miles long, parts of which from the west and southern border of the nation. Its southern face is weak, and landslides are common as <u>DUSTSTONE</u> crumbles endlessly from exposure to the <u>ATRAMENTA</u>, particularly in the region of <u>GNATHALLO</u>.

KELAT: (12,045-ft.) Geo. Mount in the GAEFANG Mountain.

<u>KELEDAGAZ</u>: Soc. Rnk. The day-callers of <u>AHRISHEN</u>, who organise the <u>AHRISHENI CALENDAR</u>, deciding on the length and festivals of each given period.

KELL: Pol. Soc. Now-defunct PATRICIAN HOUSE in PARTHIS. It ended with the death of ALIGOR KELL, who died penniless, bequeathing his estate to the KELL HOUSES — orphanages that he established across Parthis, and which he spent his life working for. See Vol II: Patrician Houses.

KELL, ALIGOR: see ALIGOR KELL.

KELL HOUSES: Soc. Str. Org. Respite homes for orphaned or mistreated children that are found across PARTHIS and its vassal states. They were founded by the patrician ALIGOR KELL in 3864 RM who, using a loophole in the law, was able to establish a sanctuary for orphaned children in the city of TETHRA. He continued founding more such houses across Parthis and delegated their running to other individuals of upstanding moral character who he could trust, though he continued working with children as he travelled across the republic in the name of his philanthropy. He spent his life and fortune working to give them a solid foundation so that they could return to society as productive members.

Today the houses are responsible for taking in orphans and homeless children from across the republic, educating them and nurturing them. Many republicans and other influential members of society emerged from these institutions, and serve as great advertisements for their work. The houses operate through donations and part of the profits of work placements of residents.

<u>KELLAÉ</u>: Set. Small city in the north west of the <u>BARRIER LANDS</u> (Pop. c. 14,500).

<u>KELLI</u>: Set. Small fortified city in the south of <u>CISNERIA</u>, close to the border with <u>ATARAXIA</u> (Pop. c. 12,000).

KELLOIL: Geo. Massif dominating the c of <u>KULIGALA</u>, in the east of the <u>CARCHEMISHI PENINSULA</u>^(1.) in the east of <u>SAMMAEA</u>. It forms the eastern-most extension of the Carchemishi Mountains^(2.). In many cases the range is divided into two – the Kelloil Mountains in the north and the Kelloil Massif in the south, which is characterised by lower elevations and more rocky terrain that serves as a border between Kuligala and BANT.

KELTAI: Geo. Large shallow valley region in the c south west of ALAM

BETHYL known for its network of ancient stone circles, attributed to the

DERUWEID race. Believed to have been made between the THIRD and

FOURTH AGE, the circles were once prevalent in the region though today
most lie in ruins, unrecognisable to untrained eyes. A few circles remain
intact, and coincide with FIRMAMENTAL LEYS, indicating their original
use.

<u>KELTH</u>: Com. Set. Mercantile port in the north east of <u>HARITH</u>^(2.), in the north east of <u>EASTERN LLACHATUL</u>. The city is the north eastern-most trade centre along the <u>GREAT ROAD</u>, and trades goods south along the coast to other cities, including <u>TETHYSIA</u> (Pop. c. 140,000).

KELTHYL: Set. Settlement in the south west of ALAM BETHYL, in the territory of BOTHUAR⁽¹⁾. Its main industry is iron mining (Pop. c. 6,200).

KEMAQ: Set. Coastal settlement in the east of the <u>PRINCIPALITY OF</u> <u>SEPAHAUNAT</u>, in the region of <u>LEHLAV</u> (Pop. c. 7,250).

<u>KEMHAB</u>: Geo. north eastern coast of <u>VENTHIR</u>, forming the south of the <u>DARK SEA</u>. The coast is renowned for its many old towers, numbering around 100, dating back to c. 2000 – 3000 RM, most of which are now disused or in ruin.

<u>KEMISH</u>: *Cur*. Currency in <u>BANT</u>, originally minted by the nation of <u>CARCHEMISH</u>^(4,) in c. 1155 RM. See Currency and Coinage in Elyden. <u>KEMRUSS</u>: 1. Sea. Narrow gulf between the <u>XEIA</u> delta of the river <u>MARAGA</u> and the south eastern mainland of <u>OPHIUSSA</u>.

2. Set. Major coastal city in the south east of <u>OPHIUSSA</u>, overlooking the <u>XEIA</u> delta. It is a major harbour and the largest port in Ophiussa (Pop. c. 182,000).

KENACHEL: His. Nm. KORACHANI name for the old CITADEL MOUNT of DUN KANACH, which by the time of its arrival there and subjugation of the region in 352 RM, was a ghost town, only the old noble families of its peak-top citadels remaining. The city had unopposed views of the south, stretching far into the lands of GELHANA and the lake of C'DATA, so it was fortified and garrisoned by a small contingent of troops, its ancient markets and caravanserais left to rot. War with the AUERENI barbarians of the GROWING MOUNTAINS reached the fort and in 502 it was taken and sacked by KANAATIAN foot troops and their sorcerer leaders. The place was never resettled during the war, and an earthquake in 720 RM left the mesa toppled, the city below it ruined.

KENEARTH: Set. Settlement in the south east of MHAROKK, 4-miles from the river SHIBBOLETH⁽³⁾. It is known for its large coal exchange and coal port, and it forms part of both the SALTROAD and the RED ROUTE, where it serves as a refuelling point for AMBULANTS and other vehicles. It was originally far larger, but it suffered under months of fighting and bombardments during the WAR OF SUNDERING, and was taken by LIDEAN troops on the 28th of ALGOLEN 3705 RM, but was retaken 2-months later on the 10th LIVIALEN, remaining under Mharokkin rule since then (Pop. c. 10,000).

KENESHUL: Rel. Str. Fortified church on the eastern border of the <u>SAKAR</u> moors in the north east of <u>LAASKHA</u>. The church was abandoned with the death of lake <u>BALA</u> in c. 2740 RM, left to rot. A raised causeway leads into the ruin, elevating it from the surrounding wetlands.

In its zenith, the church was a bastion for pilgrims and merchants in the region, keeping them safe from banditry.

KENG WALIN: (B.2219 - D. 2274 RM). Sup. KARKAUTHI SHAPER and historian who in 2252 RM divined the name of a mummified hand discovered deep in the caves of TILLAYAN as NERGAAL. He founded a new religion that saw the hand moved to a newly-created temple, ERKALA, which was designed specifically to house it. Keng became the leader of the church as a city rapidly grew around the temple, which soon became the capital of a new state, CUTH, that rapidly overlook Karkauth.

He killed himself in 2274 RM, stirring the people of Karkauth into a religious fervour that saw many follow his actions, killing themselves in the name of Nergaal, or flagellating themselves en-masse.

Weeks later he emerged from his sarcophagus, skin blackened. Chaos erupted in the capital as people stormed the palace in 2275 RM, calling for the royal family to step down. The royal family was eventually killed and those loyal to them executed. Keng tricked them into killing each other to punish them and to be rid of them, and spoke to his acolytes for the first time since his rebirth, saying: "Karkauth is no more. Today we built Cuth, and at its centre will be this church dedicated to my father, Nergaal"

Many believed him an otherworlder and came to worship him as the prophet of Nergaal. Keng would never disclose what happened following his death and would move from his simple home to a glass reliquary behind the altar where he had killed himself, where people could venerate him. Starting in c. 2400 RM he began practicing asceticism and began meditating, never drinking or sleeping. This started a movement where many of his faithful would follow his example, dying while meditating. Those who did so were effectively mummified alive, becoming saints of Nergaal.

He would eventually stop displaying signs of consciousness in 3171 RM, and was declared dead by his acolytes, ascended to stand beside Nergaal. The knights of Keng placed themself in control of the nation but they were ousted and their ranks whittled down by the regent's forces, which later declared himself emperor following the ascent of Keng, who the regent argued, no longer had need of a regent on the mortal plane.

His death caused a schism in the <u>CULT OF NERGAAL</u>, which in 3259 RM was officially observed to have been divided into <u>TWO SECTS</u> – those who worshipped Keng as the deity, and Nergaal as his harbinger' and

those who continued to observe Nergaal as the true deity and Keng as his prophet.

KENGRAD: Dei. Rel. Singular deity worshipped in GYZHA. It is thought to be a corruption of the PENTATAEL religion that predates it. The religion that surrounds its worship is known as the CHURCH OF KENGRAD, and it emerged in c. 3800 RM following the newfound independence of Gyzha from Elat, where the five aspects of the Pentatael were abandoned in favour of the singular aspect known as Kengrad. See Vol IV: Deities and Pantheons.

KENGRAD, CHURCH OF: Rel. Religion whose adherents worship the singular deity known as KENGRAD. A corruption of the PENTATAEL, it emerged in c. 3800 RM following the newfound independence of Gyzha from Elat, where the five aspects of the Pentatael were abandoned in favour of the singular aspect known as Kengrad.

<u>KENNORS</u>: Set. Settlement in the south of <u>AETHIOS</u>. It is a major source of granite in the region (Pop. c. 6,000).

<u>KENOGAN</u>: Set. Settlement in the region of <u>BACALUSIA</u> in the c west of <u>THE SURRACH</u>. Its main industry is cattle-rearing (Pop. c. 15,000).

<u>KENOMA</u>: 1. Sup. Geo. Firmamentally-active region in the south east of GNOTH.

2. *Set.* Small city to the south of the above region^(1.). The city is home to a <u>FIRMAMENTAL</u> academy, where trainee <u>SHAPERS</u> practice. It also forms a part of <u>THE WAY</u> trade-route (Pop. c. 6,000).

<u>KENOS</u>: Oth. A form of <u>OTHERWORLDER</u> known for its asceticism and selfless pursuit of wisdom. The beings are human-like in appearance, though stand taller, and appear slenderer, their eyes dark orbs. See Vol II: Classification and Taxonomy if Life.

<u>KENOSIS</u>: Set. Small fortified city in the region of <u>BACALUSIA</u> in the c west of <u>THE SURRACH</u>. Its people are known to worship an aspect of death, though little is known about it by outsiders (Pop. c. 20,000).

KENOTAPHO: Str. A monumental rock-cut tomb in the c south of RHEA, around 180-miles south west of the capital in DHERBA. It is here that the MORTAL bodies of APICES from the COURT OF DREAMS are interred following their rebirth as OTHERWORLDERS. Originally buried beneath the main structure of the Court of Dreams itself, they are relocated to Kenotapho in an elaborate procession that marches from the capital to the tombs, where the body is embalmed and interred in crypts deep beneath the north eastern foothills of the BOKKARIS Mountains.

KENOTHCHA: 1. *Geo.* Region in the north west of <u>SARASTRO</u>, characterised by a network of crowded desiccated plateaus, often connected by natural bridges. The region is arid, though covered in an indigenous form of strangler-fig that clings almost parasitically to the rocks, its roots slowly destroying the plateaus whilst keeping them tied together. The strangler-figs are the centre of a relatively thriving environment. This region, in the ancient history of Sarastro, was once a verdant river-plain that fed the <u>SAOSTANAN</u> civilisation from which Sarastro would later emerge, the rivers slowly carving the landscape into what it is today.

The northern expanses of the region are a major source of crude <u>UMBRA</u>, and are covered in umbra extraction plants arranged in rows like obscene mechanical forests that pump *umbra* to pipelines that take it north and east.

2. *Ind. Set.* MANUFACTORY city that exists purely due to the <u>UMBRA</u> deposits beneath the region of the same name. It is the largest of such processing plants and its ruling <u>PATRICIAN</u> family; <u>HOUSE ETHAKOR</u>, controls the region. It is a stop along the course of the <u>RED ROUTE</u>, and umbra produced there is sold to merchants during their circuit of the route (Pop. c. 134,000).

 $\underline{KENUNIT}{:}\ 1.\ \textit{Geo.}\ Mountain-range\ in\ the\ c\ north\ of\ \underline{EREBETH}{.}$

2. Geo. Pass across the southern part of the Kenunit Mountains.

 $\underline{\text{KEPAESIA}}\text{: }\textit{Set.}$ Major city in the c of $\underline{\text{SABAISA}}$ (Pop. c. 800,000).

<u>KEPHALIS</u>: See. Small city in the c of <u>VAALK</u>. It is a stronghold of <u>HOUSE ATTAR</u>, whose business in the region revolves around the cultivation of wheat and other grains, much of which is sold to merchants travelling along the <u>RED ROUTE</u> (Pop. c. 15,200).

<u>KEPHALON</u>: Pol. Rnk. <u>KORACHANI</u> title in <u>PELASGOS</u> given to regional administrators. The title appeared following Korachani dominance in the

region and slowly found its way in other regions, most notably $\underline{V}\hat{A}RR$ and V_{AALK} .

<u>KEPHAMISHAI</u>: *Geo.* Mountain in the south west of <u>TRAKIA</u>, serving as a border with THE SURRACH.

KEPHANICHAN: Set. Major conurbation and coal producer in the east of KORACHAN. The coal deposits were discovered in c. 2700 RM, meaning it is one of the few major collieries that remain in operation close to the HIGH-EMPIRE'S capital city of KHADON. It is heavily guarded and coal is moved south to ETELAN, where it is moved to barges and shipped south west to ZEPHANICHAN and HERESI (Pop. c. 38,000).

KEPHATHAO: Geo. Mountainous region in the north east of KASPIA, close to the <u>DVERG CLADE</u> of <u>VEKEKRTH</u>, forming part of the larger <u>HRIMA</u> Mountains. The region freezes over in winter months, becoming little more than a white sheet. Though largely uninhabited, the Kephathao region is a haven to opportunistic hunters and furriers who stalk and skin the rare creatures of the area for export to the south.

<u>KEPHOR</u>: Geo. Low ridge, around 75-miles long, in the c west of PELASGOS, emerging from the western face of the <u>TEREKION</u> Mountains.

<u>KEPHORAIA</u>: Rui. Abandoned fortress in the c west of <u>PELASGOS</u>, along the <u>KEPHOR</u> ridge.

KEPHOTEKR: Set. A city in the west of <u>TURCAR</u>, situated halfway along the river <u>ARRIRAD</u> and notable as the only major city in the region and a major trading centre along the <u>GREAT ROAD</u> (Pop. c.85,000).

KEPHUAAN: Dem. 'Kephuaani'. Ntn. Nation in the south of SAMMAEA. It is of a dry climate, and is dominated by savannahs in its north west, with humid scrubland and sparse woodlands in the south. The rocky areas and hills in the east of Kephuaan are known for their ancient SOULHAEK altars, which were central to an old FIFTH AGE religion that was observed in the AMMASHI^(1.) peninsula.

The state emerged from the earlier Fifth Age nation of $\underline{\text{KAPHAAR}}$ in 3779 RM following a rapid period of relatively bloodless political revolution that ousted its old plutocratic council in the capital city, $\underline{\text{HALAGAA}}$.

Led by <u>ARIS TALMARA</u>, the disillusioned son of a former plutocrat, and <u>ELENDI VARTHA</u>, a prominent philosopher and educator, the revolution was fuelled by widespread discontent among the populace, particularly the emerging merchant middle class and the masses, who were frustrated with the growing corruption and inefficiency of the old council.

Under the guidance of various experts and lawmakers, the pair devised the PROCLAMATION OF MERIT and later established a new meritocracy early in 3780 RM and would go on to become figureheads of the new government, known as the COUNCIL OF MERIT, becoming remembered to this day as the Father and Mother of the new nation of Kephuaan (a modern corruption of the old name Kaphaar, which was itself derived from the name of the ancient idol of KAPHEIA that stands in the south of the nation to this day).

Like most nations in the AMMASHI^(1.) peninsula, it owes much of its present culture to that of the Ammashi^(3.) empire that crumbled in c. 1550 RM, though it has established its own identity, particularly following the GREAT TECHNARCANE SYMPOSIUM of 3825 RM, which saw the region develop into a TECHNARCANE powerhouse in the peninsula. As Kephuaan moved into the modern era, it continued to refine its meritocratic system and expand its influence amongst its neighbours.

The state became known for its progressive views and wide-spread educational institutions (with mandated free education coming into effect across most urban centres of the state in 3931 RM), ultimately becoming a centre of innovation and excellence in the Ammashi peninsula. In 3915 RM it entered into a landmark agreement with <u>TAAN AN</u> to collaborate on technarcane research and infrastructure projects.

A cultural revolution took place in Kephuaan between 3940 – 3955 RM, where arts and culture flourished in the region, marked by state patronage of hundreds of artists and scholars, many of whom became influential in the region.

A comprehensive census took place in 4000 RM, that provided valuable demographical data that was put to use in future projects. See Vol III: Extinct States.

<u>KEPHUDAD</u>: 1. Lak. Lake in the south west of <u>SARASTRO</u>, in the far northern reaches of the river <u>MORUL</u>. 2. Set. City in the south west of $\underline{SARASTRO}$, along the northern bank of the above lake^(1,). The city is home to many slave-operated open cast diamond mines, which are heavily guarded, the products of which are sold on the $\underline{SALTROAD}$ (Pop. c. 15,800).

<u>KERAGA</u>: Mil. Str. Major fortification in the far east of <u>PARAIYA</u>, guarding the border east with <u>N'RAKH</u>. Its forces patrol the stretch of border against <u>AANTH</u> incursions.

KERAKOIA: Rvr. River in north east of RHEA, flowing south east through the KEIMA for around 800-miles from sources in the AHRAN HIGHLANDS and highlands in the west of TETHIS, before emptying in the SEA OF ERUTHEA.

<u>KERAL</u>: Set. Small coastal city in the far north of <u>KARGAMA</u>, overlooking the south of the <u>BAY OF VIAMA</u> (Pop. c. 12,750).

KERALL: m. Mil. Pol. Per. (D. 2683 RM) Warlord who united dozens of homesteads and city states by c. 2650 RM, founding the kingdom of HABBOT, becoming its first monarch in 2654 RM and primogenitor of its first royal dynasty. He is remembered to this day in HABOT as the founder of their state and a large statue dedicated to him stands outside the capital of AHEHAFRET.

<u>KERAMA</u>: Ser. Small city in the c east of <u>SUOR</u>. Its main industry is iron mining (Pop. c. 17,500).

<u>KERAMIA</u>: Set. Small city in the east of <u>PARTHIS</u>, famed for its production of cashmere wool (Pop. c. 20,000).

<u>KERAMION</u>: Rui. Ruins of an ancient stargazing culture some 10-miles south of <u>GÂTHA</u>, in the <u>DESOLATION OF ASTUDAN</u>. Specifically, it is the name given to the culture's main surviving pyramid complex.

KERAMION, PYRAMID OF: *Int. His. Str.* Small stepped pyramid some miles south east of <u>GÂTHA</u>, in the <u>DESOLATION OF ASTUDAN</u>. The pyramid was almost completely buried beneath soil and flood deposits, though was re-discovered by prospectors in c. 2000 RM and unearthed some years later. The pyramids inner chambers were occasionally used by Gâtha as a punishment to severe lawbreakers.

<u>KERAMIT</u>: Ind. Set. Mining settlement in the c of <u>SARASTRO</u>, between the <u>KHO HAGOR</u> and <u>SOKHA</u> Mountains. Its main export is tin (Pop. c. 18,000).

<u>KERAS</u>: 1. Set. Settlement in the south of <u>THE OLD FOREST</u> known for its production of the keras^(2.) contact poison (Pop. c. 8,000).

Obj. Poi. Contact poison manufactured in the above settlement and used by the <u>ATTORI</u> people and also exported south in small quantities at great profit.

KERAS, TREE OF: Flo. Poi. Stunted GEAFIR in the south of THE OLD FOREST, bordering what was once VÂRRAN territory (now abandoned, its natural resources spent), polluted and blackened by the shadow of industry. Its trunk is mishappen, knotted into hornlike shapes from which weep a viscous sap, fragrant and poisonous to the touch and unique to this tree.

The <u>ATTORI</u> people of the area consider the tree sacred, a symbol of the dichotomous nature of life and death, and cultivate its sap for use against its enemies. The poison is refined and often finds itself south in civilised lands, where it is a rare and valued contact poison known as $\underline{KERAS}^{(2)}$.

KERATIN: Plr. 'Keratins'. Mor. One of the original Two-and-Twenty MORTAL PEOPLES, and the children of the DEMIURGE KHARANI. They have many physical differences to humans, with the most distinctive being their lack of eyes. Instead, their upper face is a large bony ridge that grows as the keratin ages, eventually curving backwards like an elaborate crest. The crests are sexually dysmorphic, with males having larger ones, though all individuals are known to decorate their crests in dull psychoactive pigments that other races cannot see, but which keratins view as a kaleidoscope of colours. Males average around 6-ft. tall and weigh 180 – 190 lbs., with powerful bodies and skin that ranges from pale grey to dark brown, with various shades of red and purple in between.

Keratins are intrinsically linked with the <u>BLOOD MOON ARAKHAMÉ</u>, which was created by Kharani. Ancient <u>SAMMAEAN</u> legends claim that the moon was intended to be the eventual home of the <u>IMMORTALS</u>^(1.) that had been bequeathed to Kharani, which, through the hubris of the Demiurges were born prematurely, becoming the keratin. Specifically, the

first seven keratins were born when Kharani was shaping the Blood Moon, an act that forged an eternal link between mortal and satellite. Their moods are tied to the phases of the Blood Moon, and they are laconic during the phase of the new moon, and tense during the phase of the full moon, making them quick to anger and passionate, difficult for them to control their emotions.

They are skilled with their hands – something that they commonly apply to the crafting of weapons, tools and architecture, such as cenotaphs and triumphal arches. Their ancient cultures traditionally revolved around a stratocracy or kratocracy, with the strong ruling the weak, commonly under a militaristic regime.

Though a strong and united race, keratins were relatively few in number, particularly when compared with humans. Their numbers were whittled down from fighting in countless battles during the <u>WAR OF SCOURGING</u>, during which they fought on both sides as loyal troops and mercenaries alike.

Today, most keratins remain in the north of <u>SAMMAEA</u>, particularly in <u>KARAKHAS</u>, <u>KHURAUR</u> and other cities of the <u>TWIN EMPIRES</u>, where they often serve as mercenaries and craftspeople. See Vol II: Classification and Taxonomy of Life: *Sicthain*.

<u>KERATON</u>: Set. <u>KARKADANNI</u> enclave in the far east of <u>AETHIOS</u>. Individual karkadanni are known to sometimes travel the <u>SALT ROAD</u>, offering their services as guards. It is thought that many such guards originated from the enclave of Keraton, though little else is known of the city, and few are those who know its exact location (Pop. c. unknown).

KERDA: 1. Geo. Region in the far south western reaches of <u>THE OLD FOREST</u>. Its proximity to the iron-rich lands of the <u>ANOMOFERROH</u> leaves its flora relatively sparse, though large and twisted, of unique varieties that seem to thrive in the iron-rich environment.

2. Rvr. River in the south west of <u>THE OLD FOREST</u> that flows north east for 450-miles into lake <u>SAPARATH</u>, which itself empties into river <u>IAGANNATH</u>. Its waters are fed from many sources, including the <u>RHAECHA</u>, <u>CHACTHORNYS</u>, <u>GORRAN</u>, <u>UMBRALA</u> and <u>NELCHA</u> Mountains.

KERELLIT: Geo. Deserted region in the south east of <u>ELALLIA</u>, that is believed to have been depopulated by the <u>LILLITU</u> – vampiric spirits that brough disease and famine to people they visited. The region itself is beauteous, heavily forested, and filled with wildlife, though it remains shunned to this day - as the scattered ruined and abandoned historical structures attest to.

<u>KEREM</u>: Nm. Native name for the nation of <u>KREM</u>, situated south of the <u>KARARTA</u> Mountains in the c-south east of <u>LLACHATUL</u>.

KEREN: *Int. Str.* LODELITH tower in the <u>TRUE MENISCUS</u>, said to be the home of a long line of <u>IMMORTAL</u> sentinels.

KERES: Leg. In the myths of north western <u>SAMMAEA</u>, including the <u>VESPERTINE LEAGUE</u>, <u>KHULL</u>, and the <u>CITIZENRY OF THALI</u>, monstrous bird-like creatures that drink the blood of fallen soldiers. The people of these lands do not speak much of the keres and there are few written accounts, so little is known of them.

<u>KERETAS</u>: Geo. Highland region in the north of <u>JURRAS</u>^(2.), west of the <u>SEA</u>
<u>OF AHAMA</u>. The coastline is dominated by close to 100-miles of cliffs leading to the deep waters of the Ahama.

KEREUGH ENDISH: His. Pol. Per. (D. 3923 RM) Once-beloved commander of the NASTALI (2.) army, who in 3922 RM overthrew the government within a few bloody weeks of having shown his hand, following years of planning during which he had amassed an army of TECHNARCANE monstrosities (including TECHNACHI and HEART ENGINES); legions of troops, vehicles, and artillery; entire companies of mercenaries from across SAMMAEA; and entire cadres of powerful WARSHAPERS, all of whom had singularly sworn their allegiance to him.

He was eventually defeated and his armies destroyed almost single-handedly by the now-infamous <u>BASILEAN SHAPER KALLAIR PHAER</u>, who later levelled the capital city of <u>LLAT</u> in an uncontrolled display of the LIGHT UNDYING after being attacked by surviving supporters of Endish.

The entire bloody period and its catastrophic conclusion remain raw wounds in Nastal to this day.

KARGEMMAN: Lan. Language spoken by the people of KARGAMA. It emerged between c. 1600 – 1800 RM in the city of LERA and became the dialect of choice spoken by the CONSANGUINE DYNASTIES, and it slowly filtered to their vassal cities, becoming the official language of KARGEMMA, remaining the language of choice when the region fell under the control of the UNITED ASSEMBLY. See Vol II: Languages.

KERIKHAYANTI: Rvr. River in the east of AMMESH flowing south for over 460-miles from sources in the MEL SAGHI, IGUSIGHI and TRETHIGH Mountains before emptying into the BAY OF EMIRIL. A 35-mile stretch of the river west of the city of NUMMARA is known for its rapids and steep flanking valleys, which make navigation of its waters along the entirety of its course impossible.

<u>KERIM</u>: Set. Small city in the c south of <u>SEDISIA</u>, along the course of the <u>MASKHADRA</u> (Pop. c. 20,000).

<u>KERKOPS</u>: Fau. Small creature resembling a cross between a cat and a small monkey. They have opposable thumbs and prehensile tails and are naturally inquisitive and prone to mischief. They are relatively common in <u>GNOTH</u>. See Vol II: Classification and Taxonomy of Life.

KERLOSH: Ind. Set. Small city in the c north of the emirate of <u>UKOLIST</u> in the north of <u>LIMOTH</u>⁽¹⁾, along the southern shore of lake <u>KULKON</u>. It is a major source of silver, and played a role in the development of silversmithing and jewellery, which are now traditional vocations in neighbouring regions, particularly the city of <u>VARANTHA</u> (Pop. c. 11,500).

KERMES: Set. Large tanning and liming city in the north of KARAKHAS.
The city, though profitable and fulfilling an important role in imperial society is shunned by those who can avoid it, its reputation as base as that of the profession that characterises it. The city's population is comprised mostly of <u>HUMANS</u> and <u>OGHUR</u> slaves, as well as those <u>DEGENERATES</u> with bodies able enough to slave in the tanning pits.

The <u>PATRICIAN HOUSES</u> of Kermes, if financially secure and influential within the city and its many smaller satellite villages (which raise livestock whose hides and waste are crucial to the running of the main city), are shunned and regarded with disdain by other patricians, who see their wealth as uncouth (Pop. c. 160,500).

KERRAN: Geo. Peak in the ancient CITADEL MOUNT of DUN KANACH, renowned during its golden age for its great vaulted caravanserai and the large loggia markets that completely encircled the base of the mesa on which the city was built.

KERRAS PELLN: 1. Dem. 'Kerras Pellni'. Ntn. Small nation, and one of the so-called <u>BLOOD STATES</u>, located in the north of <u>SAMMAEA</u>, between <u>KARAKHAS</u> and the region of <u>UMBRA SOKHAR</u>. It separated from Karakhas in 3714 RM following the <u>SUNDERING OF THE KORACHANI EMPIRE</u> a decade before. The Sundering brought a sudden end to Korachani rule, which had been tenuous at the best of times, leading to political turmoil that left the nation in shambles, fragmenting before Sarastro took control of Karakhas in 3707 RM.

By then the south had devolved into a lawless region that Sarastro ignored as it concentrated on stabilising the north, which took the better part of a century. After this, it marched south with a large army and erected the great stone fortress of Kerras $Pelln^{(2)}$, after which the region later took its name.

The fortress became the centre of the Sarastroan government in the south, and a city emerged at its feet growing steadily over the years, leading to a permanent link forming between it and the city of <u>SANGATTA</u> to the north.

A flux in the <u>Arcane Tempers</u> in the Umbra Sokhar in c. 3890 RM led to increased barbarian attacks against the region of Kerras Pelln, after which the region grew unstable once more.

The fortress fell to an uprising perpetrated by oppressed keratin from across the region, who stormed it in 3896 RM, ousting the government, and taking up residence. A short conflict with Sarastro followed over the next years, after which the region was declared lost by Sarastro in 3901 RM. See Vol III: Extant Nations and Realms.

2. also 'the Scab Fortress'. Mil. Str. Citadel and capital of the eponymous nation^(1.) in the south of <u>KARAKHAS</u>, occupying the basin just south of the <u>KECHALOT</u> Mountains. The fortress originated as a <u>SARASTROAN</u> fortress built to control a lawless region to the south of <u>Karakhas</u>, in c.

3800 RM, but it was stormed and taken by a <u>KERATIN</u> uprising in 3896 RM, after which a war with Sarastro followed, lasting till 3901 RM, at which point the entire region was declared lost by Sarastro, becoming an independent region.

Today it is and is one of the last known remaining keratin strongholds in <u>ELYDEN</u>, and they guard the 14,500 square-mile region fiercely, with the so-called <u>THREE WASTES</u> just visible some 75-miles to the south, over the border in the <u>UMBRA SOKHAR</u>. Local legend tells of a time when the keratin thrived in this area, fending off attacks from <u>PLAGI</u> and <u>SCIONS</u> that spilled out of the <u>KHARKHARADONTID</u> deserts. Though that time has passed, the insular keratin of the fortress maintain their vigil over the region, controlling it with an iron fist (Pop. c. 179,800).

KERRASHI BIT: see BIT, KERRASHI.

KERRET: Set. City in the south east of <u>THE SURRACH</u>, known for its links with the <u>LHAUS</u> of <u>KHALHAT</u> (Pop. c. 29,000).

<u>KERRON</u>: Rui. City in the ancient <u>KERATIN</u> nation of <u>FANES</u>. The ruins of the city can be found just south west of the <u>KATHAN</u> Mountain, close to the city of <u>TIRIX</u>; its ruins now largely buried beneath soil and deposits.

KERRUM: Mil. Str. Fortress in ARKOS^(1.) built in c. 700 RM in the plains of ARAAHT. The fort became an assembly point for Arkosian armies marching against the AANTH threat in the west. In c. 710 RM the fort was base of operations for a CRUSADE, where the creatures were slowly pushed west over the AGRABU Mountain. The fort remained a bulwark of Arkosian defence in the region, though by c. 1400 it had fallen into disrepair. It was restored to working order in 1623 RM following increased banditry in the region though was later abandoned again in c. 1800 RM.

KERUESH: Set. Fortified city in the east of MECHABET. It forms part of the RED ROUTE and is known for its CHAPTER⁽²⁾ of the WHITE LEAGUE, whose FREE COMPANIONS act as guards to caravans (Pop. c. 42,000).

<u>KERVAI</u>: Geo. Large mountain chain in the c north of <u>HARITH</u>, stretching from the north west of the nation to its eastern coast.

<u>KERVETAR</u>: Set. Small city in the c south west of <u>MECHABET</u> (Pop. c. 13.400).

KESH: Set. One of the most prosperous of GREATTOWNS, situated in the south east of TEMUJA which forms a boisterous crossroads along the GREAT ROAD, with only the capital of DUARIAHAHN 125-miles north wealthier (largely due to its direct links with MALAN in the east).

The Greattown is descended from <u>FIREBLOODED</u> families who settled the region in c. 1200 RM and is the source of the <u>KESHIK</u> culture of Temuia (Pop. c. 43,000).

KESHUGHAL: His. Pol. Rnk. Historical political rank in semi-independent PARAIYA, while under the rule of the DOMNITORS. Paraiya had been under KORACHANI rule since 2132 RM and was left to the Domnitors in c. 2700 RM. Left pretty much to their own devices, the Domnitors took on more of the culture of their vassals over various generations, particularly around the city of BELUAN, where they mixed with native nobles.

By c. 2980 RM they were calling themselves Keshughals (PARAIYAN for king), and divided the land between themselves, with each having autonomous control over their own territory. They ruled for around nine centuries, growing more distant from Korachan with every generation, growing rich from growing natural food. They were easily capable of paying their tithe to the HEARTLAND and had more than enough surplus after that to sell to needy imperial governors. As a result of their efficiency, they became effectively autonomous, regents in name if not function, and left their mark on Paraiyan culture and the surrounding region. Over the years they moulded Paraiya in their own image, leaving little memory of the old Korachani occupation.

Though some believe that they had been simply forgotten in the sprawling imperial bureaucracy of a period wracked with strife, the truth is more unfortunate. The Keshughals became arrogant in their fertile demesne, and their sense of worth grew disproportionate to their true power. The relative safety of their lands meant they did not have recourse for large militaries and they knew little of true war. The extent of their military actions lay in curtailing occasional uprisings of the <u>RUNIC TRIBES</u> in the great plains of the south and east of the nations.

When the <u>WAR OF SUNDERING</u> broke out in 3703 RM Paraiya was illequipped to deal with foreign threats. The Keshughals believed they were far-enough from any conflict to be safe in refusing to pledge to the <u>COUNCIL OF SEVEN</u> and so remained neutral in the conflict. When <u>LIDEA</u>, a northern neighbour of Paraiya, entered the conflict as an antagonistic force, the Keshughals were forced to strengthen their borders along the course of the river <u>SHIBBOLETH</u>^(3,). The next two years were characterised by occasional incursions by Lidean armies across the river, causing tension between the various Keshughals who were unable to mount a concerted defence. It was only through the combined actions of individual Keshughal forces and the Runic tribes that Paraiya was able to fend off most attacks.

However, the end of the war brought renewed interest from Korachan and an end to the Keshughals autonomous rule. Tithes were increased threefold, leading to the region' fortunes waning alongside the influence and power of the individual Keshughals. This state of affairs reached a crux in 3792 RM, with the nation descending into a civil war in which the Keshughals fought each other over new lands and resources.

KESHEL: also 'Holy City of Keshel'. Set. Fortified city in the c of SAGITTARIA constructed over the ruin of a small town that once bordered the southern shore of the SEA OF TROIA (1.). Its construction was ordered in c. 3570 by the INTERMINABLE ONE as his palace in anticipation of the transmigration of his soul within an ITERANT body in 3582 RM. It was heavily damaged in an earthquake in 3612 RM destroying the iterant body and most of the city. After this his followers took the body to SOGASSA and interred it within a TECHNARCANE HEART ENGINE the city of Keshel was allowed to dwindle. The fortress remains now as a centre of military activity in the nation (Pop. c. 15,500).

KESHIK: Mil. Rnk. Elite cavalry in <u>TEMUIA</u>, drawn from <u>FIREBLOODED</u> youths. Famed for their feigned flight tactic, in which they pretend to flee and launch arrows at pursuing foes, they are relatively numerous and skilled in combat and diplomacy and in times of peace act as envoys and ambassadors.

Following the appearance and adoption of <u>POWDERGUNS</u> in Temuja the keshiks became masters of their use, largely eschewing their traditional composite bows for the more modern equipment.

<u>KETER</u>: *Lak.* Lake in the south east of <u>GNOTH</u> along the course of the river MALKUTH.

<u>KETESH</u>: 1. Geo. Dry, rocky peninsula jutting 100-miles north into <u>THE INNER SEA</u> from the east of <u>VAALK</u>, serving as a division between it and the smaller <u>SEA OF BASSANDER</u>.

2. also 'Qetesh', and 'City-kingdom of Ketesh'. Pol Independent region that controls the eponymous peninsula that protrudes from the northern coast of SAMMAEA into the INNER SEA.

To many, Ketesh is a blight upon <u>ELYDEN</u>, a place of sin and vice that most would wish did not exist. To the rest it is a place of wonders, where any pursuit imaginable can be found, for the right price. In truth, it lies somewhere between those extremes.

Located to the east of <u>VAALK</u>, on a rocky peninsula overlooking the <u>INNER SEA</u>, it gained its independence from Vaalk (then <u>VAALTHA</u>) in 1140 RM, an event later said by <u>ICONOCLASTS</u>⁽²⁾ to have been a punishment from the <u>UNDYING MACHINE</u> Himself for the city's sybaritic ways and a prophecy was retroactively fabricated to lend credence to the stories generated by the <u>CHURCH OF THE UNDYING MACHINE</u>. Following the eradication of the deep-rooted organised crime in <u>VAALTHA</u> in 2309 RM, it is thought that some members of the crime families fled into Ketesh to seek refuge.

Today it is a bustling metropolis of well over a million bodies, many of which are only there temporarily whilst pursuing some form of entertainment or vice. It is renowned for its restaurants, menageries, museums, brothels, smoking halls, and other businesses offering what may be illegal or frowned upon elsewhere.

It has been largely ignored by other power since gaining its independence and has since gone on to be a haven to the richest and most influential of Elyden's denizens, whose patronage helps to keep it safe from outside interference.

Its only notable city – the capital of Ketesh⁽³⁾ – survives through tourism, gambling, and a thriving blade trade, with all other settlements in the peninsula serving the metropolis, either providing food for its near

ceaseless demand, or serving as ports where exotic goods are imported from the antipodes.

The City-kingdom of Ketesh is ruled by a narcissistic byzantine monarchy that resides in the highest palace in the centre of the city, and is infamous for its decadence and adherence to ancient social norms. Tales of rotting finery and decaying riches escape the tongues of gossipmongers, but the truth is unknown to most, for members of the royal family have not left the palace in centuries.

Perhaps in response to the Church of the Undying Machine's forsaking of the city, many pilgrimages of THE SHADOW MARCH travel close to the city-state's borders, hoping to convert its sinful residents. The region responds by attacking such pilgrimages, hoping to collect bounties on important church personages who travel with the Shadow Marches. The nation is also known for its pervasive volunteer organisation, known as the MOST HUMBLE ORDER OF KETESH, whose members fill a variety of different positions of public service, including roles as diverse as civil servants, police, and military. See Vol III: Extant Nations and Realms.

3. also 'Qetesh'. Pol. Str. Capital and only major settlement of the eponymous independent region to the north east of <u>VAALK</u>. The city was once part of Vaalk, and became notorious in c. 800 – 1100 RM for its deprivations and licentious ways. Forsaken by the <u>CHURCH OF THE UNDYING MACHINE</u>, it was quietly encouraged by to split away from its Vaalkan governance in c. 1140 RM, where it formed its own city-state, controlling the arid peninsula that surrounded it.

Though the nation has little in the form of natural resources or industries, its trade lies in the purveying of pleasure and entertainment, and sale of exotic goods, for which it is renowned across the Inner Sea and beyond, with patricians and other nobles travelling thousands of miles to savour its delights. The city was once coastal, its harbour a jewel in THE INNER SEA, though the sea's slow retreat left the harbour land-locked and after many decades of preventing the inevitable, it was abandoned it c. 3600 RM, with most sea traffic into the city coming either from the cities of IAT or ADIS, both of which are more recent and still coastal. It is a major link of the Red Route and is one if its largest consumers – with expansive caravanserais, purchase yards, and markets, where exotic goods from across the INNER SEA REGION and beyond are sold.

Due to the many influential people and nobles to travel its streets, the city has a relatively large army and policing force, with many smaller privately-funded forces and mercenary groups guarding businesses and establishments (Pop. c. 1,600,000).

<u>KETESH BRIDGE</u>: Arc. Mooted for many years, construction on a bridge spanning the shortest gap across <u>STRAIT OF GATH</u>, linking the south east of <u>PARTHIS</u> with the west of <u>JURRAS</u>^(2.), finally started in 4003 RM.

Funded by merchant houses, business consortiums, as well as the republic itself, all of which stand to profit greatly from the link, construction has been plagued by setbacks since commencing, with various groups opposing the bridge, and erratic funding. Works have been sabotaged at various points, and rumours point to agents of <u>PATRICIAN HOUSES</u> that control ferries and shipping lanes presently linking the nations.

Though construction technically continues to this day, there has been no active work on the bridge since early 4006 RM, and completed works cover little more than a mile on either side.

KETESHI: Lan. Language spoken in the City-kingdom of KETESH. It is old, dating back to a KORACHANI dialect common in the area when it broke away from the EMPIRE in 1140 RM. Today it is a dying language, spoken only by the archaic noble families and few others. See Vol II: Languages.

KETH: Set. Fortified settlement in the far north of <u>ALAM BETHYL</u>, in the west of the territory of <u>RAIGEL</u>⁽¹⁾. It spends close to a full month in darkness in winter, and its people are known for their grim outlook on life, but they are hardy, and honest workers (Pop. c. 3,000).

<u>KETH ARAKODRA</u>: Rvr. River in the c of <u>SERROK</u>, flowing south for 915-miles from various sources, including the <u>HAMAIADON</u> Mountains, before meeting the coast at the <u>SEA OF KHURSA</u> just south of the <u>BAY OF RADABAD</u>.

KETHAR: His. Pol. Geo. One of five distinct political and cultural regions to emerge from the collapse of the <u>THERASHIAN EMPIRE</u> in 902 RM. It

was the northern-most of the five territories and occupies what are now the far south of <u>SEPAHAUNAT</u>, and the north west and north east of the VESPERTINE LEAGUE.

It is remembered today for having set up the code of laws known as the <u>STAT</u>, of which an altered version is still observed today in the Vespertine League. See Vol III: Extinct States.

<u>KETHARTA</u>: Set. Major city in the c north of <u>KHULL</u>. It is surrounded by miles upon miles of farmlands, that provide large quantities of food to the nation. In 2843 RM it was traded to the <u>KHULLAN INQUISITION</u> by the <u>SORCERER-KINGS</u>^(3.), who by then had grown desperate in the extermination of their kind. It was a futile gesture, and within a few years their kind would be wiped out and their regime ended.

The city has grown greatly since that time, and is now the largest in Khull, where it is known for its dye manufactories (Pop. c. 840,000).

<u>KETHRA</u>: Pol. Set. Capital of <u>JURRAS</u>^(2.) since 3704 RM, one year after its vassalage to <u>PARTHIS</u> began. The capital prior to this was in <u>HAROSHETH</u>, though it was moved to the west after Parthis took control, to be closer to its parent nation.

Kethra rapidly grew under Parthisan influence, gaining a population of 1-million in c. 3852 RM. It is home to many ambassadors and diplomats, both Parthisan and foreign, and it is a major centre of trade with its parent and is a major stop along the course of the <u>RED ROUTE</u> (Pop. c. 1,690,000).

KETHREDHI, TEMPLE OF: *Int. Rui.* Ancient temple in the west of extant KHURAUR. It was discovered by KORACHANI workers in c. 1140 RM, during digging works of a more recent archaeological site in what was the vassal state of KARAKHAS. The temple was found in pristine condition, buried under 20-ft of fine soil that had been covered by large slabs, which themselves had been buried beneath fertile soil to promote growth of endemic vegetation above it.

The temple itself had been sealed with clay to prevent soil or any other debris from despoiling its otherwise pristine interior, which was covered in black marble, gold ornaments, and ancient murals and frescoes of a style otherwise unknown.

The centre of the temple was dominated by a gigantic baroque statue of intricate design in which 22 giants could be seen in combat, standing above cowering <u>MORTAL PEOPLES</u> of all known kind, including <u>HUMANS</u>. Around the statue were the skeletons of 49 robed mortals that are believed to have killed themselves in ritual sacrifice.

Nothing is known of the culture that was responsible for the construction of the temple, its contents, and the events that led to its sealing, and there are no written words anywhere in the temple that may provide clues as to their origins.

Speculations as to the purpose of the temple and the sacrifice vary greatly, and the most commonly-accepted explanation is that the temple was built by a small group of early mortals that splintered from their tribes very early in the history of mortal culture, possibly the SECOND AGE. It is unknown how they survived without the aid of the DEMIURGES (who are commonly accepted to be the subjects of the great statue in the centre of the temple), how they were able to construct such a complex structure, and what made them bury it.

The statue was removed from the temple in 1180 RM and now stands in private viewing chamber deep within the <u>ARAK ABH</u> in <u>DEKANA</u>, outside of public scrutiny.

KETLANDIR: Set. City in the north of ALMAGEST, known for its UMBRA farms and SIPHON ENGINES. The city is close to the ATRAMENTALLY-ACTIVE region of AFFISH, which has polluted the waters of river KETTCHA, which was dammed in 3721 RM, resulting in the creation of lake SYTNA, which is filtered and processed for use in the city (Pop. c. 13,500).

<u>KETRUVA</u>: Sect. Small city in the north of <u>AHKA</u>, once known for its libraries and writing tradition. Today, its southern districts are all but destroyed and it is little-more than a recruiting ground for the Ahkan military (Pop. c. 20,000).

<u>KETTARANG</u>: His. Nm. Predecessor of the present-day nation of <u>KREM</u> in the south east of <u>LLACHATUL</u>. It emerged in c. 600 RM following the fragmentation of the nation of <u>KARKAUTH</u>, whose former northern territories would become a lawless region dominated by anarchy, where entrepreneuring people struggled to make a living. Large fortified farmsteads came to dominate what had once been the region surrounding the ancient city of MON KETTRA. The region came to be known as Kettarang and its people became renowned for their tenacity and skill in defending their home-land from thieves and bandits.

Over the next decades Kettarang would be the target to Venthiri privateers after <u>QUEEN HETEPHERES</u> signed a free charter in 636 RM. This sped up the formation of a coalition amongst the Kettarangi people, which helped protect its lands against banditry and pirate raids.

Coastal fortresses were built and shipyards constructed where fast ships could be rapidly commissioned. These ships would patrol the coast of Kettarang, guarding settlements from attack from Venthiri privateers and SUORI chorsairs, which in turn helped the coalition grow into a republic by 732 RM.

By 1326 RM Kettarang had brought many outlying city-states together under the leadership of the champion <u>YANDAR DASHE</u>, who in 1333 RM founded a new city atop the ruins of Mon Kettra, naming it AM ONKRET.

Kettarang and Karkauth developed a healthy relationship following the founding of Am Onkret, with trade a constant across their borders. Their navies worked together in patrolling their respective coasts from enemy vessels and together the two – Republic and Kingdom – thrived, reinitiating trade with the east.

By c. 2651 RM Kettarang had grown into a large republic that went by the name of would be known as <u>KEREM</u>, but this guise was to be short-lived as in 2703 RM the coming of two individuals claiming to be descendants of the old <u>ACACINNATHI DYNASTY</u> would change the status quo, coming to rule the region, which would take on the more common name of Krem.

KETTCHA: Rvr. River in the north of ALMAGEST, flowing south east for 175-miles from the south western face of the MARMARA massif, before its confluence with the river DANUR. Its waters are polluted by the ATRAMENTAL ACTIVITY of AFFISH in the north. It was dammed by the city of KETLANDIR in 3721 RM, so that it could be refined and filtered before passed through the city.

KETTRAN: His. Lan. Now-extinct language of the MON KETTRAN empire.
Present-day <u>CUTHI</u> is descended from it via <u>KARKUTHI</u>. See Vol II: Languages.

KEUSK'S JELLYFISH: Fau. Gigantic boreal luminescent jellyfish common in the SEA OF IALCUS, the SEA OF DAGGERS, and the GULF OF VALUS. The jellyfish is large, with a bell commonly measuring 7-8 feet wide and tentacles over 150-feet long. The creature is known to produce an eerie violet glow, which has historically been used by seafarers in the region to aid in navigation. The creature is named after the imperial explorer Keusk, who first described it in c. 745 RM. See Vol II: Classification and Taxonomy of Life.

KEVER: Dem. 'Keveran'. His. Ntn. Historical name adopted by the descendants of the KINGDOM OF THYTHIA, which was destroyed by an alliance of ALMAGEST and the KORACHANI EMPIRE between c. 900 – 1491 RM, at the end of which the royal family was slain and the remaining lands divided between Almagest and Korachan, with the former becoming known as the colony of VALBAR(1.), and latter going on to become DURCHAA. Most of those Keveran people who were not taken as slaves to work Almagesti METEORE mines remained in the hinterlands of Valbar, trying not to draw attention to themselves. Some however began attacking imperial convoys, stealing raw materials and trade commodities, using some and trading the rest east across the SEA OF POLARIS.

This earnt the retribution of the Almagesti armies, which continued to persecute the Keveran people without distinction, leading to the <u>FIRST SCOURING OF KEVER</u>, a genocide that decimated the native population to a point where it no longer offered any resistance.

Over 400-years of subjugation by Almagest saw usage of the word wane with the oppression of the <u>KEVERAN</u>^(2.) language, and it has been largely forgotten today. See Vol III: Extinct States.

KEVERAN: 1. Eth. People native to the <u>VALBARAN PENINSULA</u>. They are directly descended from the early <u>FIFTH AGE</u> kingdom of <u>THYTHIA</u>, though following years or persecution, enslavement, and mixing with their Almagesti oppressors (now their allies) there are few people of pure Keveran lineage remaining. True Keverans are of pale white complexion,

with stark black hair and piercing eyes of either grey, green or blue. See Vol II: Peoples and Races of Elyden.

2. His. Lan. The native language of the people of VALBAR⁽²⁾. The ALMAGESTI invasion of the land in the 31st century RM led to the so-called SECOND SCOURING OF KEVER – an extermination of native culture that continued throughout four centuries of subjugation, ending in the effective extinction of the language, which was replaced with ALMAGESTI. Various words survive, either as bastardised place names, or as loanwords, their origins now lost to the Valbaran people. See Vol II: Languages.

KEVERAN GOAT: also 'boother'. Fau. Large ungulate native to the north of CENTRAL LLACHATUL, including DURCHAA, PERGOST, and VALBAR⁽²⁾. They are the size of large ponies, with features akin to those of wild sheep, mountain goats and muskox – with two-toed hooves, long arched noses and large horned heads in both sexes, and shaggy golden coats. There are domesticated varieties, though for the most part they exist in the wild. See Vol II: Classification and Taxonomy of Life.

<u>KEWKEB</u>: Set. Settlement in the north west of <u>ABACARDAT</u>, along the north western edge of the <u>BITTER SEA</u>. Like many settlements surrounding the <u>UHBATAQI</u> basin it is a major producer of salt (Pop. c. 3,000).

KEYUSH: 1. Geo. Island off the western coast of THE VORANDINE, separated from the mainland by the SEA OF BYRIS. Its western coast is known for its large natural saltpans, and the pinkish salt that is produced in them, which the small population of the island gather and sell. The saltpans are only worked in summer, when harsh storms prevalent throughout the rest of the year subside.

It became a tentative target of <u>KORACHANI</u> colonisation in c. 1550 RM, with a fortress erected on a small atoll, which would alter be appropriated by the Vorandi people. It is known today as <u>CHYRS</u>^(2,).

2. Set. Settlement on the north eastern coast of eponymous island off the western coast of <u>THE VORANDINE</u>. Its economy revolves around the gathering of the pink salt that is produced in natural saltpans on the west of the island, which is gathered along a 100-mile stretch in summer and sold to the mainland (Pop. c. 4,200).

<u>KEZAIR</u>: Mil. Str. major fortress in the far south west of <u>OPHAR</u>, guarding the trade-route west into <u>THE SURRACH</u>.

<u>KEZUAN</u>: Geo. Expansive hills in the south of <u>TAAN AN</u>, forming the northern foothills of the <u>IGUSIGHI</u> Mountains. The region is dry though peppered with sparse scrub.

<u>K'HAT</u>: *Rel. Mil. Rnk.* Ordained champions in <u>N'RAKH</u>. See also <u>ARDIKHALU</u>.

KHABARA: 1. Geo. Large hilly region in the c-south east of KARAKHAS.
2. Geo. Cave system in the above region^(1.) that stretches far east into PARAIYA, where it is known as QABARRU.

KHABARDINE: Rvr. Fen in the c north east of THE VORANDINE, along the course of the river MANADARAS. The area floods in early summer, as snowmelt from the north causes the river to flood its banks in the level plains of the <u>IGRASIA</u>, bringing silt and nutrients to the region.

<u>KHABATAN</u>: Set. Horse-rearing settlement in the <u>TOGARMAH</u> in the north west of <u>TEMUJA</u> (Pop. c. 5,500).

<u>KHABAUR</u>: Lak. Lake in the c south of <u>TEMUJA</u>, forming part of the course of the river <u>ARILLIEN</u>.

KHABBAQU: (B. c. 3970 RM) TZALLRACH demagogue.

KHABBAR: Set. City in the c west of SEDISIA (Pop. c. 40,000).

KHAD: Rvr. River in KORACHAN flowing west from the FATUACH Mountains into the BAY OF DEOCHAN. The capital city of the HIGHEMPIRE OF KORACHAN straddles its banks. For much of its history it was polluted by the city's industries, though it is now capable of sustaining the city's burgeoning population though no small effort and cost.

KHADAN ROAD: Geo. Major highway in the west of KORACHAN that covers some 150-miles between the cities of KHADON and DEOCHAN. It is named after the river KHAD, which it runs parallel to, and over millennia of continued use it has turned into a deep HOLLOWAY, with side up to 20-ft. deep in some places, making it a prime target of banditry, necessitating the use of road wardens to protect travellers and (more importantly) trade.

KHÁDAN: 1. Rui. FOURTH AGE tower situated on a high promontory in the eastern <u>DUIÁRHI</u> Mountains in <u>TEMUIA</u>, overlooking the <u>SALKHAN</u> Massif. The <u>LEGEND MAGHORA</u> ordered the construction of a great watchtower there in 2520 RM, but the area was too precarious to maintain and was abandoned in 2721 RM, and remains now as a ruin.

2. Set. Small city in the c of <u>TEMUIA</u>, along the course of the river <u>AIHANE</u> and the main trade-route of the nation (Pop. c. 29,000).

KHADDAR: Set. Settlement in the c north west of VAALK (Pop. 8,000).

KHADIJA SUKHARRA: (B. 3958) Pol. FREMEN, and present ruler of KHURAUR.

KHADIMA: Set. Settlement in the c south west of <u>OTINTH</u>. Like most Otinthian settlements, little is known about it due to the nations' insular nature (Pop. unknown).

KHADON: Dem. 'Khadoni'. Ntn. One of the seven original KORACHANI CITY-STATES in Korachan, in the west of the KORACHANI PENINSULA, originally founded atop the river BURAK, and now site of the Imperial Palace, known as the BASTION OF STEEL. The High-citadel of Khadon was constructed outside the city-state proper in -106 RM. The Khadoni royalty ruled from the High-citadel until 9 RM, when the newly-arisen ARCHPOTENTATE MALICHAR assumed control of the citadel, ejecting the royal family to their palace in Khadon, from which they served as loyal aides and administrators of both the imperial palace (renamed the Bastion of Steel in 2005 RM, upon its completion) and the city of Khadon. The palace has, since its completion, overtaken most of the city and the vast majority of its sprawling populace exists now only to maintain the palace and its vast administrative office. The ARÂTHUAHI SANCTIFIED ORDER OF THE INQUISITION was founded in Khadon in 396 RM, and remained its home throughout the empire's decline. The MINASTERIA of PROGNOSTICARIIN has been based in Khadon since 2166

As capital of the <u>HIGH-EMPIRE OF KORACHAN</u>, Khadon boasts an eclectic architectural style, with many exotic treasures and architectural edifices imported from conquered nations throughout the years (Pop. c. 1,500,000).

KHADON, BASILICA OF: Rel. Str. Main BASILICA of the CHURCH OF THE UNDYING MACHINE, located in the HOLY PRECINCT within the city of KHADON, capital of the KORACHANI EMPIRE. AS such, it straddles the border between the two distinct jurisdictions and has two main doors—one leading to Khadon, and another into the Holy precinct.

It is known for many wondrous pieces of art, including the <u>ECSTASY OF ST. MALICHAR</u>, a famed marble statue depicting the death of the <u>ARCHPOTENTATE</u>; and <u>THE MACHINE ASCENDANT</u>, a masterpiece created by the genius artist <u>KARSIMMON VOCH</u>. It is commonly believed to have the largest unsupported dome within a religious structure in the Korachani empire.

KHADON MUSEUM OF NATURAL HISTORY: Edu. Str. Historic building in the heart of KHADON, dedicated to the display of items relevant to the study of natural history.

KHADRA: Set. Major coastal city in the west of the <u>BAKHRAN STATES</u>, known for its docks and quayside stores (Pop. c. 92,000).

KHAEMWESED: (B. 3792 – D. 3903 RM) Sup. SHAPER of unknown origins, and explorer of the BROKEN LANDS; his cartographical surveys of the region invaluable to eastern sailors and sea traders. Similarly, his archaeological explorations of the Broken Lands have served to enlighten eastern LLACHATUL to the history of the ancient KHAMIDIANS.

KHAGAN: (B. c. 3953 RM) Pol. Lord Potentate and later king of the FIVE STATES of BAKHRAN. He became King in 4002 RM following decades of arranged marriages and strategic changes to local laws. He stated the divinity of his appointment and through heavily enforced edicts no-one opposed him. Amongst his first political moves was the cessation of trade west with the SIX CITIES, in a move meant to weaken them before a planned invasion west that has not yet taken place. Following this he built the Five States' military and fortified many of its outer settlements, building fortresses across its western borders, which are largely contested with neighbouring states.

KHAKNUD: m. Pol. Per. (D. 3010 RM) PHAROANT of KHAMID whose death in 3010 RM left the kingdom in great debt and its court wracked by conflict. His daughter <u>RI-MENEH</u> inherited the throne, but she too was a weak leader, who ultimately handed the kingdom over the <u>KORACHANI EMPIRE</u> by marrying into <u>THE SEVEN</u>.

<u>KHALAIMON</u>: Rel. Str. Temple-fortress of the <u>ADHERENTS OF THE</u>
<u>REPENTANT</u> in the <u>OTINDHAR</u> mountain in the west of <u>SARASTRO</u>.

KHANADA]: Soc. Org. One of the 17 GRAND HOUSES of the NACRE LEAGUE. Based in QARALAM, it controls all trade in and out of the nation along the NACRE ROAD on behalf of the Qaralami Sultanate. It also specializes in the training and transportation of mercenaries who sell their services to caravans travelling along the Nacre Road. Its warriors are highly sought after as guards for caravans travelling through the more dangerous stretches of the trade-route and also provide security for League delegations acting in more volatile regions, ensuring the safe passage of goods and personnel alike.

KHOLAMORI MANUSCRIPTS, the: Vol. Myr. His. One of three different versions of the MYTHOLOGIA ELYDEN, that through corroborate study have formed the basis for the most accurate modern reconstruction of the Mythologia. The other two versions are the KASKEAN TOME, and the NÁRTHELI CODEX, and together they are known as the EXEMPLAR TRIAD.

The manuscripts were discovered in a sealed lead container by <u>ALMAGESTI</u> explorers in the ill-fated <u>KHOLAMORI EXPEDITION OF 3221 RM</u>. The manuscripts were amongst the last items sent back to the base camp in <u>FORT RONAS</u>, before the expedition went missing.

Meticulously preserved from the middle <u>FOURTH AGE</u>, the *Kholamori Manuscripts* are printed in three separate manuscripts on leather-bound vellum, all of which are so finely preserved as to defy explanation. As a result, they are the most complete version of the *Mythologia Elyden* to be found in the <u>NEAR-HEMISPHERE</u> and have been studied extensively by Almagesti scholars, corroborating details from the other two versions to create a stable reckoning of <u>ELYDEN'S</u> cosmogony.

The original *Kholamori Manuscripts* were stolen sometime in 3571 RM, with no evidence as to the culprits, though many believed that agents of the <u>CHURCH OF THE UNDYING MACHINE</u> were to blame, in which case they were most likely destroyed. Despite this, over 1,000 copies have been made, including faithful reproductions made from direct heliographs of the pages, in some cases. Most are now in private collections around <u>ELYDEN</u>, and many are thought to have been destroyed, though a handful of museums and libraries, most notably in <u>PARTHIS</u> and Almagest itself, own copies that may be perused by appointment upon recommendation from their curators. See Vol IV: the Mythologia Elyden.

KHALEB: Set. Small fortified city in the north east of TZALLRACH, along the course of the river NAMELLI. It is known for its mercenary tradition, particularly its bodyguards, who are trained to a high level, the services of which are sold across the lands around the DARK SEA and are noted for their loyalty. The city forms part of the GREAT ROAD trade-route (Pop. c. 20,000).

KHALHAI: Geo. Region in THE SURRACH.

KHALHAT: Dem. 'Khalhish'. Ntn. Largest known LHAUS territory, located in the north of SAMMAEA, it forms part of the so-called BYSSIAN STATES, to the south west of the SEA OF BYSSOS. The diminishing of the Sea of Byssos in the first and second Millennia RM left the region itself weakened as a result.

A remnant of a far larger FOURTH AGE nation that spanned much of the lands to the south-west of the Byssos, Khalhat is an autonomous relic of the ancient lhaus tradition of KLADOS, where artificial bodies known as ITERANTS are created from BLOOD and marrow donated from an individual, and which are designed to serve as vessel to the donor's spirit should they die. The most powerful and influential lhaus in Khalhat (rulers, priests, the wealthy) have inhabited generations of iterant bodies, making the ruling classes immeasurably ancient to the eyes of their human neighbours, possibly dating back to the days of the original lhaus empires of the Fourth Age.

Unsurprisingly, its people are insular, and those humans with the dubious honour of interacting with them regard them as alien and aloof, with little effort to learn other mortal tongues or abide by human customs. Indeed, there is little, if any, attempt at forging relations with other mortal

nations, though tenuous trade agreements exist with <u>ANDILUTH</u> to the east, and <u>THE SURRACH</u> to the west, where the fruits of their expertise in cloning are traded for much needed food and the resources needed to continue in their obsessive search for immortality.

From their end, the Khalhish people see other mortals as frenetic and chaotic, and too unpredictable to forge lasting alliances with, so they remain at odds with their neighbours. Indeed, the Khalhish people believe that the neighbouring nation of TRAKIA unlawfully appropriated their lands centuries ago. The border remains contested to this day, with Khalhish armies, made up of unliving iterant soldiers known as the PORCELAIN PHALANX, occasionally pushing north. See Vol III: the Nations of Elyden.

KHALIJA: also 'the Red Temple'. Rel. Str. Temple-complex in the c east of KHURAUR, close to the Valley of HELVAN. Hewn from the granite rocks of a steep valley, its face is dominated by gargantuan caryatids carved eons past into images of tortured beings, their spirits being pulled from their bodies. Dozens of hand-carved doorways lead, from various levels of the cliff-face into offering chambers, where in past ages living sacrifices were made to an entity known now in the region as the HIDDEN ONE.

KHALIT: Set. Major mercantile city in the west of KHAR NADUL, situated along the passage of the NACRE ROAD (Pop. c. 208,000).

KHALNÉ: Sup. Geo. ATRAMENTAL wasteland in the ETUAN WASTES, in the far north west of KHARKHARDONTIS, to the south west of ETUL. The earth here is fused into hundreds of concentric rippling craters of a glasslike substance, its origins unknown.

KHAMAR: m. Myt. His. Per. In the mythologies and ancient histories of ELYDEN, a SCION of the DEMIURGE DURUTHILHOTEP.

He is said to have brought the art of $\underline{\text{FIRMAMENTISM}}$ to the west, specifically to what is now $\underline{\text{KHAMID}}$, where he is remembered as an important historical figure.

Despite many similarities between his character and that of his halfsister <u>HAVELRA</u>, the *Mythologia Elyden* paints them as antagonists, with Khamar in particular jealous of her preordained birth directly through the Firmament. See Vol IV: Scions: Children of the Gods.

<u>KHAMEAH</u>: Geo. Mountain range dominating the west of the <u>PHILIAN</u> Peninsula in the c south of <u>HANNAH</u>.

KHAMID: Dem. 'Khamidian'. Ntn. One of the most romanticised nations in LLACHATUL, Khamid is a land that features in popular culture ranging from pulp fiction to high art, most famous of which are the works of the <u>ARTALSCELLIAN</u> artist <u>FLORIAN BARDAS</u>, whose landscapes of stark cliffs and evocative ruins captured the imaginations of many across the <u>INNER SEA</u> in the early 4th millennium RM, and to this day most people aware of Khamid mistakenly believe it is a land of sand and ruins.

An independent nation since 3781 RM, Khamid had been a KORACHANI protectorate since 3021 RM. A dynasty of weak and corrupt PHAROANTS had left the land weakened, its borders at the mercy of SAUAN armies and its people targets of HARÉSHKI and VENTHIRI slavers. The death of Pharoant KHAKNUD in 3010 RM left the kingdom in great debt and its court wracked by conflict. His daughter RI-MENEH was a weak leader and not well-loved. Her reign saw unrest grow in many districts and her lack of action saw public opinion of her suffer. In 3017 RM she visited the Korachani embassy in TEIRA and later travelled to KHADON, where she remained for some months. She eventually returned to Khamid, finding it in a state of chaos. Soon after, Imperial diplomats followed, who she elevated to positions of power within her court. Over the next years these foreigners increased until by 3021 RM all her advisors and councillors were of Korachani blood. A great ceremony later that same year cemented the empire's claim in Khamid, where she married a Korachani 'prince' (now thought to have been a member of THE SEVEN), effectively handing over Khamid to Korachan.

Despite its suzerainty to Korachan, Khamid was ill-exploited and was used primarily as a military base in the <u>DARAK SEA</u>, with its many harbours allowing the construction of naval bases and ports that served the commerce of the Inner Sea as much as supplementing its armies. All the while, Ri-Meneh became a slave to the <u>UMBRA</u>, prolonging her life through its use, though at the expense of her will and sanity. She died of broken mind in 3385 RM after close to four centuries of rule as regent.

In 3721 RM, the region was placed under the control of the <u>DOMNITORS</u> who exploited what resources they could over the next six decades, before abandoning the region back to the Pharoants, who by then had married into Korachani nobility and maintained political and economic ties with the empire.

Korachani rule saw the outlawing of <u>FIRMAMENTISM</u> in Khamid, with an emphasis made instead on the introduction of <u>TECHNARCANA</u>, which the Khamidians were distrustful of from the start.

Most Khamidians remain distrustful of technarcana, as well as <u>SHAPING</u> in general, which is a burden in today's post-industrial landscape, though there is a small but growing interest in the region's ancient links with Firmamentism, with some individuals travelling to <u>MENISCEA</u> to learn the truth behind the Art, bringing their knowledge back with them, cementing Khamid as a new centre of Firmamental research in Llachatul.

Khamid has a strong <u>FIRMAMENTAL</u> tradition, and its people are descended from immigrant <u>SHAPERS</u> from <u>MENISCEA</u> who arrived there early in the <u>FIFTH AGE</u>, mingling with native <u>HARTOUMIANS</u>. See Vol III: Extant Nations and Realms.

KHAMIDIAN: Lan. Language of KHAMID. It is of ancient roots, dating back to FIRMAMENTAL traditions and languages of the FOURTH AGE and emerged from the early FIFTH AGE language now known as ANCIENT KHAMIDIAN. Following seven centuries of KORACHANI influence it would develop by c. 3700 RM into MODERN KHAMIDIAN. See Vol II: Languages.

KHAMIDIAN, ANCIENT: Lan. Early FIFTH AGE language that was spoken by the people of KHAMID. It emerged from earlier FOURTH AGE languages and borrowed heavily from the FIRMAMENTAL TONGUES of ancient SHAPERS. By c. 800 RM it had developed into KHAMIDIAN. See Vol II: Languages.

KHAMIDIAN FIRMAMENTISM: Edu. Sup. School of FIRMAMENTAL thought that appeared in KHAMID early in the FIFTH AGE. It diminished following the CATACLYSM OF KHAMID in 101 RM and the culture of the region moved away from Firmamental study. Ironically, it remains the most prevalent Firmamental school across the c of LLACHATUL and the north of SAMMAEA to this day. Its study borrowed heavily from ancient FIRMAMENTAL TONGUES.

KHAMIDIAN, MODERN: Lan. Language spoken in present-day KHAMID. It emerged from KHAMIDIAN, though can be considered its own language after seven centuries of KORACHANI occupation and influence from the KORACHANI language. Most of its FIRMAMENTAL influences were slowly whittled down by the Korachani occupiers. Indeed, it is now considered more akin to Korachani than the Khamidian tongue spoken by its ancestors and now, over 220-years after independence, there is little drive from its people to return to its older roots, though some influence from ancient FIRMAMENTAL TONGUES have found their way back into the language. See Vol II: Languages.

KHAMSAL: Lan. See ENCLAVE.

KHANATE: 1. Pol. A form of government that is ruled by a khan. Amongst nations ruled by a Khanate are <u>RHINOCOLOURA</u>⁽¹⁾, and <u>TEMUJA</u>⁽²⁾, amongst others.

- 2. Pol. Government of $\underline{\text{RHINOCOLOURA}},$ instated in 3618 RM by the halfblood invader $\underline{\text{ILLAREGH}}$ after years of war.
- 3. *Pol.* Head of the <u>PLAINSLEAGUE</u> in <u>TEMUJA</u>. Historically, the name was given to its royal rulers, such as <u>MAKHARA</u>, though today it is an elective title

KHANATE, TEMPLE OF THE: Rui. Ancient temple in TEMUJA dating to the rise of the KHANATE^(1.) and the unification of its tribes by the LEGEND MAGHORA in c. 2600 RM. The temple, carved into the southern-face of the ILLIGARHI Mountains of TEMUJA, bears the hieroglyphic names of past kings, their depictions anthropomorphic patron tutelaries. It fell into disuse in around 2900 RM.

KHANUM: Mil. Rnk. Military rank in TEMUIA bestowed through experience on infantry, elevating them to the rank of leader.

KHAONIC ORBS: Int. Ele. Mys. Obj. Solid spheres of copper, gold, iron etc. often 10 – 100 ft. across, seemingly found at random across <u>ELYDEN</u>. Some of the spheres have designs, carvings or words on their surface, further fuelling the belief that they are artificial in origins, with most scholars believing that they were created by the <u>DEMIURGES</u> or their

<u>SCIONS</u>, though what purpose they served, if indeed they ever did, remains unknown. The spheres themselves are otherwise perfect in shape, or at least they were when they were first created what is likely millennia ago.

Their extraction is a costly affair concentrated in a relatively small area, though once the object is revealed, the actual mining is relatively quick, rarely lasting more than a few decades, and then simply abandoned.

There does not appear to be any pattern or rhyme to the location where there sphere are found, though they do seem to be most common in eastern <u>NASTAL</u> and the north west of the <u>HOGGOTHA ISZ</u>, and eastern <u>CEHOPHELA</u> and western <u>IMEAL</u>, though they have been documented in other regions too. Scholars have speculated that a golden khaonic orb was once located in the south east of <u>LYRIDIA</u>, which was where its vast quantities of gold originally emerged from.

KHAR NADUL: Dem. 'Khar Naduli'. Nm. Nation in the south of SAMMAEA, to the north of the SEA OF ETAGIRIA. It is of a temperate climate, and its southern lands are characterised by long wet winters, though its northern lands, bordering the HOGGOTHA ISZ, are drier with long still summers.

The nation was ruled by a dynastic divine monarchy for many centuries, until its overthrowing during a political revolution in 3927 RM, and before then it was a part of the <u>AKHSARAYAN</u> empire. It has been ruled since the revolution by the <u>MUAHHARI</u> regime. Its people worship a pantheon of spirits that are thought to be a corruption of the deities of the <u>FOURTH AGE YASHMINI</u> empire.

In c. 1180 RM what is now Khar Nadul was devastated by the aftermath of the $\underline{\text{MT. KLAUVAKAN CALAMITY}}$, including famine and plage throughout the 12^{th} century RM. See Vol III: Extant Realms and Nations.

KHAR'ILLAE: f. Myt. His. In the mythologies and ancient histories of ELYDEN, the first SCION of the DEMIURGE KHARANI. She is highly intelligent and calculating, and embodies both aspects of passion and rage, though tempered by control and restraint, making her a formidable figure. She was worshipped in various ways and guises across MORTAL history until her mortal death in the SECOND AGE, and again more recently in the FIFTH AGE KARAKHAS, KHURAUR and JURRAS⁽²⁾, though scattered MYSTERY CULTS are also known to exist elsewhere. Her worship is commonly associated with BLOOD sacrifices, and offal pits besides her temples are common. A single passage within the Mythologia Elyden states that she had triplet daughters – AZZARA, CHYLE, and RESH – though no other mention is ever made of them.

Her cult was encountered by <u>KORACHANI EXOCRINES</u> beginning in c. 110 RM prior to its occupation of Karakhas. By c. 120 RM, knowledge of Khar'illae was widespread amongst Imperial residents in Karakhas and it soon spread via trade-routes to other nations including <u>VAALK</u> (c. 130), <u>VENTHIR</u> (c. 300 RM), Jurras (c. 405 RM), and other areas of <u>KHARKHARADONTIS</u>. By 140 RM worship of Khar'illae had spread throughout the Korachani empire and was openly challenging the power of the <u>UNDYING MACHINE</u>. This, coupled with the absence of the <u>ARCHPOTENTATE MALICHAR</u>, stalled the economy and growth of the empire and lasted until his return, whereupon <u>ICONOCLASTIC</u> (1.) campaigns reached full steam in 350 RM. Her worship was declared extinct as a religion within the Empire in 474 RM, though worship remained in secret as Mystery Cults around Imperial cities (particularly in Vaalk and Venthir). Her worship remained open in Karakhas.

Following the <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM, the religion became part of a resistance movement to reclaim the region from occupation and it distanced itself from the church. This led to war in 3712 RM between resistances and <u>SARASTROAN</u> forces, though Karakhas would remain part of the Sarastroan Empire.

As the 4th millennium RM drew to a close, rumours arose concerning revisionist cults appearing around Karakhas with the intent of bringing about her rebirth as an otherworlder or otherwise resurrecting her mortal body. See Vol IV: Scions, Children of the Gods.

KHAR'ILLAE, BEAST OF: also 'Eaters of Blood'. Myr. Scionic creatures of the DEMIURGE KHAR'ILLAE known for their love of blood.

KHAR'ILLAE, CULT OF: Rel. Religion common in the north of SAMMAEA, practiced in the states of HITTA, JURRAS⁽²⁾, KARAKHAS, and KHURAUR, amongst other neighbouring states. The adherents of the

religion worship the <u>SCION KHAR'ILLAE</u> as a deity, and work towards unearthing her bodily remains so that she can be restored to power.

In general, her worshippers are passionate and do not suffer other gods gladly, going so far as publicly decrying them and their worshippers. See Vol IV: Religions and Cults.

KHAR'ILLAE, TEMPLE OF: Rel. Str. Temple built in VENTHIR by ACHAN, PROPHET OF ARAKHAMÉ in 4005 RM through the labour of thousands of faithful. It is circular and made from red-veined pink granite, and echoes an ancient megalithic stone circle, with a towering keystone in the middle – the altar of KHAR'ILLAE, where the blood of sacrifices was lain.

KHARAD: also 'the Black Marshes'. Rvr. Major river in TARTAK, flowing north form the CAMMOREAN Mountain into the SEA OF GAAN. The seasonal inundations of the river were once the lifeblood of Tartak and its largest cities lived on its banks, though by the 2nd millennium RM, the taint of KHARKHARADONTIS was beginning to increase, and its waters tuned foul, killing crops and sickening those who drank from it. The largest of its cities now lie in ruins, deserted save for the DEGENERATES that lurk in their echoing shells. The wetlands along its banks, known as the black marshes, stretch for many miles inland and are infested with the degenerate descendants of those who once lived along its banks.

KHARAKHARA: Int. Rui. An ancient antediluvian metropolis, thought to lie half-buried in the <u>DUNE SEA</u> of KHARKHARADONTIS. Though rotting and near-fossilised from age, the city remains the last true refuge of the <u>PLAGI</u>, the tribe that the <u>DEMIURGE</u> <u>RACHANAEL</u> forsook with his imprisonment at the end of the <u>FOURTH AGE</u>.

The city is a harsh place, seen by most with knowledge of it as a personification of the bitterness of the plagi and Kharkharadontis. Protruding from the unforgiving wastes of innermost <u>SAMMAEA</u> like a malignant sore, it is beset constantly by the depravations and corruption of the <u>ATRAMENTA</u>, leading to its residents being incredibly resilient. The plagi that live here bear an unconditional hatred of Rachanael, who they have never forgiven for abandoning them in favour of the weaker <u>HUMANS</u> in his quest for power. Few alive today know of the exact location of the city, and no present-day maps are able to accurately place it.

It is unknown if they know of the link between Rachanael and the <u>UNDYING MACHINE</u> (Pop. Unknown).

KHARANA: Geo. Wooded region of the north west of PARAIYA.

KHARANI: 1. also 'the Bloody-Handed One'. m. Myt. His. Per. In the mythology and ancient history of <u>ELYDEN</u>, nineteenth of the Two-and-Twenty DEMIURGES, whose children were KERATIN.

His known <u>SCIONS</u> are: <u>ALLUKAH</u>, <u>BELPHETAR</u>, <u>IKHRA</u>, <u>KHAR'ILLAE</u>, and <u>TU'LAN</u>. See Vol IV: the Two-and-Twenty Demiurges.

2. Rel. Dei. Deity worshipped by the <u>CULT OF KHARANI</u>, which exists almost exclusively in <u>KERRAS PELLN</u>^(1,1) and in small numbers in surrounding nations. The cult is a corruption of the ancient keratin religion that revered the <u>DEMIURGE</u> Kharani^(1,1) though few today know of this link.

The god Kharani is an unknowable entity, a chthonic being that is buried, only accessible by a deep pit beneath the temple of <u>ABOMASSA</u>, into which blood sacrifices are offered in a bid to keep its hunger sated. See Vol IV: Deities and Pantheons.

KHARANI ACCEPTS YOUR OFFERING: Soc. Common saying in KERRAS PELLN and parts of KARAKHAS Khuraur, that is spoken by worshippers of KHARANI⁽²⁾ whenever someone is injured and blood is spilled. It originated as a short prayer invoked when warriors were severely injured, though found its way into common talk.

KHARANI, CULT OF: Rel. Religion practised by the people of KERRAS

PELLN⁽¹⁾ and, to a far lesser extent in some surrounding lands. It is an ancient religion, dating to the days of the original MORTAL tribes, when the keratin revered the DEMIURGE KHARANI as their leader and aegis. The present-day Cult of Kharani is a vastly corrupted form of this early religion, and its adherents know little of its roots. Indeed, it is one of the few extant religions that worships a true deity, thought its followers are largely ignorant of this.

To them, Kharani is a deity of offerings and rewards, who demands sacrifice and protestation. As recently as three centuries ago mass was celebrated through the sacrifice of animals or even mortals, though today this takes the form of willing bloodletting into a symbolic pit that honours sacrificial pit of the <u>ABOMASSA</u>, located in the city of Kerras Pelln^(2.), which is replicated in most temples across the nation.

The god Kharani is an unknowable entity, a chthonic being that is buried, only accessible by a deep pit beneath the temple of <u>ABOMASSA</u>, into which blood sacrifices are offered in a bid to keep its hunger sated. See Vol IV: Religions and Cults.

KHARAT: Pol. Set. Capital city of KHALHAT, in the north of SAMMAEA, south of the nation of TRAKIA. The city is the centre of LHAUS culture and is built on the ruins of a far older lhaus enclave, dating back to the THIRD AGE. Its libraries are renowned across ELYDEN for the cloning knowledge they possess, which is implemented in small numbers within the lhaus society there in the form of KLADOS (Pop. c. 113,750).

<u>KHARD ETAB</u>: Set. City in the c of <u>CHEIRA</u>, along the floodplain of the river <u>YAGNOTH PHATHAN</u> (Pop. unknown).

KHARILON SARCARN: (B. 3695 RM) Pol. Current PATERFAMILIA of PATRICIAN HOUSE SARCARN, based in the city of EBERUK in MHAROKK. The house is a major influence in the world of CLONING and FLESHWRIGHTING and has grown incredibly wealthy over the millennia from selling patents and VAT-BORN creatures.

He inherited the role of paterfamilia upon the death of his venerable father Eodorid in 3801 RM, and has proven to be a shrewd businessman and capable head, leading the House into the present-day, making it one of the few extant Patrician Houses that remain affluent and influential. He is renowned for his use of <u>Atramental</u> drugs and harvested organs to maintain his strength and youthfulness and few outside of his personal circles would know that he is over three centuries old.

KHARISUD: Geo. Hills in the west of the <u>SOLEYN TERRITORIES</u>, to the north of the <u>ETHITUL</u> Mountains.

KHARKHARADONTID BASIN, the: Geo. Endorheic drainage basin formed by various continental divides in the continent of SAMMAEA, including parts of the KHARKHARADONTID DIVIDE. The basin comprises most of CENTRAL SAMMAEA, and what rivers it contains lead to inland lakes or sinks — either endorheic lakes or simply disappearing underground.

Nations and territories that are at least partially within the Kharkharadontid Basin include: <u>ABACARDAT</u>, <u>BANT</u>, and the <u>JAHADAT</u> STATES, amongst others.

KHARKHARADONTID DIVIDE: Geo. Continental divide named after the great KHARKHARADONTID desert that dominates the c of the continent of SAMMAEA. This continental divide stretches from the far south east of the continent, across the ACHAKHARAN, KARGHEMIR^(2.), and STRAMINEA Mountains, continuing along the CAMMOREAN and MOLOTH KHAMMOTHUL mountains, before reaching south into the PORPHYRI PENINSULA, for over 22,000-miles. It is the longest continental divide in ELYDEN, effectively dividing Sammaea into three parts. Notably, there three geographical distinctions are different to the common delineations of the continent (WESTERN, NORTHERN, and SOUTHERN SAMMAEA).

KHARKHARADONTID EAR-HOUND: Fau. Hyena-like canid with atrophied eyes, bile buboes around its neck and chest, and possessing bat-like ears. Its face is flat, with a complex multi-layered pink nose that is linked to its large frill-like ears, which are its primary navigational tool, similar to a bat.

As their name implies. Kharkharadontid ear-hounds are common in <u>KHARKHARADONTIS</u>, specifically in lands that are not too adversely-affected by the <u>ATRAMENTA</u>. See Vol II: Classification and Taxonomy of Life.

KHARKHARADONTID DESERT: see KHARKHARADONTIS.

KHARKHARADONTID EXODUS, the: Pol. His. Period between c. -550 RM and c. -350 RM characterised by fauna and mortals alike fleeing the growing Atramental influence known as the Shadow in the Desert in Kharkharadontis. They fled into neighbouring nations to the north, including Paranya, Rhinocoloura, Tartak, and Karakhas. Today, the region that forced these denizens north is known as the Eye OF Darkness.

KHARKHARADONTID HERESIES: Pol. His. Period between 2650 – 2790 RM noted for an increase in the activities of suit-wearing marauding bands operating along the route of the SHADOW MARCH, immediately south of the GAP OF SHADOWS for hundreds of miles south, caused by increased banditry on the road. Thousands of PILGRIMS were killed and taken prisoner during this time, many of them sacrificed to the base deity they worshipped. Increased policing along the road, largely through the actions of the KNIGHTS OF THE MARCH, eventually defeated this threat, destroying their strongholds. This made the KORACHANI government realise the need for added security on the road. This led to the founding of the ill-fated KINGDOM OF THE HOLY LAND OF KHARKHARADONTIS a few years later in c. 2800 RM.

KHARKHARADONTID SCRIPTURES, the: Rel. Vol. Ancient religious texts discovered in a ruined cavern complex in the Tattramanah deserts in 1184 RM by Noavature explorers. The texts were written in an ancient PLAGI script and concern the nature of the ATRAMENTA and certain teachings of the DEMIURGE RACHANAEL from millennia before his adoption of the human race.

The scriptures were confiscated by the <u>Church of the Undying Machine</u> in 1632 RM following centuries during which they were unaccounted for, and they have remained under lock-and-key since then, where they were forgotten until they went missing in c. 2100 RM and copies were made and circulated amongst <u>Atramentist</u> circles across the empire and beyond. The copies were condemned and declared apocryphal and heretical by the Church and the <u>Váman Sanctified Order of the Inquisition</u> launched a crusade to recover the original and expunge all copies. The original was recovered in 2234 RM, though the hunt for what few copies remain in existence continues to this day. See Vol II: Books of Elyden.

KHARKHARADONTID SLUG: see LIMAXON.

KHARKHARADONTID TICK: Fau. Variety of giant tick found in the c of NORTHERN SAMMAEA, primarily in the lesser-corrupted lands of KHARKHARADONTIS. They are a common nuisance to pilgrims undergoing the SHADOW MARCH and though they commonly grow to around 6-inches long when gorged, they are known to reach twice that size when allowed to feed uninterrupted. They are scavengers and opportunists, feeding on fresh corpses of attaching themselves to the soft underbellies of large animals.

They are 'farmed' by wretched tribes in Kharkharadontis, with many basing their rudimentary culture around them. In most cases they keep cattle for the sole purpose of hosting these gigantic ticks, though in some grotesque tribes, people are known to willingly play host to the ticks, which engorge themselves on their blood after which they are removed, cooked and eaten.

They were first documented by <u>KORACHANI</u> naturalists following encounters by <u>PETITIONERS OF THE MACHINE</u> in c. 400 RM. See Vol II: taxonomy and classification of Life.

KHARKHARADONTID UNDERTAKING, the: Pol. His. Monolithic expedition mounted by scholars of the KORACHANI EMPIRE into the lands of KHARKHARADONTIS in inner SAMMAEA. Following months of planning, the expedition set out south in 1261 RM, making landfall in Haddurath in 1262 RM, and lasted for over a decade, eventually fragmenting into various splinter expeditions. The expedition was responsible for discovering many notable Kharkharadontid features, including the glass plains of CHUROTH and the GRAVID WASTES, amongst many others, as well as various flora and fauna.

KHARKHARADONTID WASTES: see KHARKHARADONTIS.

KHARKHARADONTIS: 1. also 'the Crucible of Shadow, the Cradle of Aberrations, Garden of Filth, the Unending Sea of Dust'. Sup. Geo. Main feature of and common name for the continent of <u>SAMMAEA</u>, named after a mythical beast with twenty-two heads⁽²⁾.

Despite its common use in imperial vernacular as a substitute for the word Sammaea, Kharkharadontis is a discernible region within the far larger continent of Sammaea, covering an area no smaller than 27,000,000 square-miles. Often referred to as a desert, Kharkharadontis actually has a wide range of terrains and climates, though they are all heavily influenced by its position within Sammaea – east of the great KARKARMIS and ACHARKHARAN Mountains, and west of the SEA OF

<u>LETHEA</u> – and more accurately, the nearby presence of the <u>BLACK FOUNTAIN</u>, whose influence has made the region heavily <u>ATRAMENTALLY TAINTED</u>, leading to various grotesque and nightmarish regions.

2. In the mythology of Kharkharadontid natives, a creature that is said to have twenty-two heads and a singular body. The creature was killed by the twin heroes <u>LOGOSH</u> and <u>SATHANAEL</u>, and its heads were scattered around <u>ELYDEN</u>. Some link is believed to exist between the beast Kharkharadontis and the Two-and-Twenty <u>MORTAL</u> tribes and possibly the DEMIURGES.

<u>KHARAN</u>: 1. Soc. Rune of the <u>WINGED SERPENT</u> in <u>PARAIYA</u>.
2. Pol. Soc. Tribe in <u>PARAIYA</u>.

<u>KHARIBIA</u>: Sec. Coastal settlement in the east of <u>ALTHA</u>⁽²⁾ (Pop. c. 8,500).

KHAROG VÂRR: Int. Myt. Str. An ancient prison, commonly attributed to the DEMIURGE VORROPOHAIAH, found in an inimical region of the SILAEKRA, in the c east of OBLEVIS. The place is located in the middle of a salt flat and is largely devoid of life. The feature is easily recognisable due to its large curved basalt pillars which act as anchors to a large thrumming metallic boulder that hangs suspended by chains between them, giving the hint of ignorance of the laws of gravity. The place has a dark aura and on moonless nights the thrumming boulder appears to moan and sway as of its own volition. The ARCANE TEMPERS in the region are also inimical to SHAPERS, who find SHAPING incredibly difficult, and also suffer great pain. The boulder is believed to act as prison (symbolic, if not literal) to a FORGOTTEN ONE.

KHARON: 1. Geo. Island in the south east of KHAMID, 30-miles west of the coast of TZALLRACH. Before the CATACLYSM OF KHAMID reduced the region to wasted island this was the western-most extent of Khamidian territories, though it was left fractured and uninhabited for millennia, later appropriated by Tzallrach.

2. Set. Small settlement on the above island (Pop. c. 5,000).

KHARR: 1. Rui. Once a shining affluent city, and the capital of ancient KHAMID, Kharr was destroyed by the <u>CATACLYSM</u> that rent a hole in the Khamidian empire, leaving the place a sunken ruin, 30-miles from the present mainland.

2. Set. Present-day city built by the ancestors of Kharran people who survived the <u>CATACLYSM</u>. It is now a major city in <u>KHAMID</u>, and the main city in its eastern territories, bordering the <u>HENDECARCHY</u> of <u>CHLORIS</u> in <u>MALAN</u>, with which it is a close trade partner (Pop. c. 110,000).

KHARSIGHOR LLABOR: Geo. Gigantic overarching red-stoned cliffface in KARAKHAS, the surface of which is covered with niches and arched caverns, each filled with a mummified body alongside burial offerings, dating back to ancient times.

KHARTEHOGHUA: also 'the Fleshtower'. (4,460-ft) Int. Sup. Geo. ATRAMENTAL feature in the region of LARSHEN, in the c north of VAALK. It takes the form of a flesh-like pillar that rises over 600-ft from the land around it. Eyes blink thoughtlessly in the mass, staring in unison at anything that approaches it. The pillar is thought to remain alive through a process similar to the way carnivorous plants feed – it produces a strong stench that attracts fauna from many miles away. Any that get close enough to it are unlikely to survive long and die close to it. Fleshy 'roots' permeate the earth at its feet for hundreds of feet all around and feed on the many dead bodies that litter the area.

<u>KHARWARYAN</u>: Set. Major coastal city in the south east of <u>PERGOST</u>, overlooking the <u>BAY OF OMONIA</u>. It is home of the <u>TRIFECTATE</u> (Pop. c. 63,200).

<u>KHARZHAGOL</u>: Set. Fortified city in the west of <u>AKACHA</u>. It is the centre of a major line of bastions and fortifications, whose original purpose is now forgotten (Pop. c. 60,000).

KHASGA AUR: Lak. Lake in the c-south east of <u>TEMUJA</u>, along the course of the river <u>AIHANE</u>. The capital of <u>DUARIAHAHN</u> is situated close to its southern shore.

KHASSETH: His. Pol. Ancient PHAROANT in KHAMID, who ruled in c. - 100 RM and had a peak of the <u>SNJEMET</u> Mountains carved into his image.

KHASSETH'S PEAK: (13,150-ft.) *Geo.* Peak in north west of the <u>SNJEMET</u> Mountains in c <u>KHAMID</u>. It was carved into the visage of the <u>PHAROANT</u>

- KHASSETH in c. -100 RM, and the stern crowned face of the ancient ruler can still be seen from miles around.
- KHASSIA: 1. Flo. Tree native to the <u>ASCENSION ISLES</u> known for producing a spice^(2.) similar to cinnamon.
 - 2. *Cui*. Spice that is made from the bark of the khassia tree, which grows almost exclusively on the <u>ASCENSION ISLES</u> and which is similar to cinnamon, being darker and richer in flavour.
 - 3. Geo. Island in the <u>ASCENSION ISLES</u>, to the north of $\underline{BROR}^{(1)}$. The island is known for its production of the spice khassia, which is rare and difficult to grow.
- KHASSIBAH: Set. City in the c south west of BASSORAH⁽²⁾. It forms a part of the RED ROUTE (Pop. c. 11,000).
- <u>KHASU AMEN</u>: *Set.* Major city in the east of <u>THETIS</u>, along the course of the river <u>LACHOTECH</u> (Pop. 83,700).
- KHATAIYA: Rvr. River in the south west of PARAIYA, flowing south for 185-miles from sources in the AKATA and URAYA mountains, before meeting its parent, the river NOTHIYA.
- KHATAM: Geo. One of many highland regions in the south east of WESTERN MENISCEA, forming part of the MENEFIR mountain-chains. It serves as a border between the nations of southern IMELKOT, western AURUM (2.), and northern TAES. The region is known for its treacherous rocks and narrow passes, and it is populated by dangerous scavenging birds
- KHATH: Set. Traditional TROGLODYTE settlement in the c south of LYRIDIA, with dwellings hewn in the rock face of the north eastern HELIOPARNASSUS Mountains (Pop. c. 2,200).
- KHATOQ: Sca. Bay in the north east of CHEIRA, forming a south western extension of the larger ROILING SEA. Its waters are gentler and shallower than the larger body of water, making navigation easier.
- KHATOQ VAND: Set. Major coastal city in the north east of CHEIRA, overlooking the <u>ROILING SEA</u>. It is one of the larger harbours in Cheira, and is the main point-of-contact with the outside world (Pop. c. 175,000).
- KHATU: Set. GARRARU in the south of PARAIYA that in c. 2400 RM was settled by Paraiyan nomads of the BELLN tribe. The city is now a hub of trade and is one of the largest permanent settlements in the region, and forms a part of the SALT ROAD (Pop. c. 235,000).
- KHATUFAH: Sct. Settlement in the south of the JAHADAT STATES, under the control of the city of <u>LOQTUSH</u> (Pop. c. 6,000).
- KHAURE: His. Pol. PHAROANT in ancient KHAMID. Was responsible for the PILLARS OF KHAURE, which remain now on the south eastern coast of the Khamidian mainland, overlooking the sea of PHARANX.
- <u>KHAVRII</u>: Set. Major coastal city in the south west of <u>PNESSA</u>, in the north east of the <u>GULF OF SAURIAR</u> (Pop. c. 80,000).
- KHE SHERRIB: His. Nm. Early FOURTH AGE empire that dominated the north of SAMMAEA. It is thought to have been the largest KERATIN culture of the Fourth Age, before its demise led to the rise of the KARTHAN empire. See Vol III: Extinct States.
- <u>KHEBOU</u>: Rvr. River in the west of <u>GIBEAH</u>, flowing north for some 210-miles from sources in the <u>ZOIQUAGO</u> Mountains before reaching the coast at the <u>BAY OF KHATOQ</u>.
- $\underline{\textbf{KHEDIVE}} : \textit{Pol. Rnk.} \ \textbf{Title in} \ \underline{\textbf{TAHALL}}; \ \textbf{equivalent to a prince}.$
- <u>KHEDRA</u>: Geo. Heavily vegetated valley in the rainforest of <u>WAELMIGH</u> in the c north east of <u>CHEIRA</u>.
- KHEGUDKORR: native name for TULURKRYPH (2.).
- KHELAH: Geo. Rugged fields of oxidised metal in the south east of NAARETH. They are pitted and rusted into a landscape that is peppered with distorted flaked knolls and buttes. The waters of the VEGATETH off the coast of Khelah are brown from the runoff. The river ABASHERA flows just south of this hellish landscape, which is inimical to most life, though rust slugs are common here, and are a pest to surrounding settlements.
 - The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES</u>.
- KHELEAF: Rui. Rel. Dei. Obj. A white stone idol in the south east of AKACHA, in south eastern SAMMAEA. It dates back to a predecessor culture that predates the extant and direct ancestral Akachan cultures.

- It depicts a naked woman with both arms outstretched, one holding a moon in one hand and a cornucopia in the other. She has one breast, and the second is depicted as having being removed, with a visible scar. These all indicate a figure of fertility, which is revered in various rural areas of Akacha, most predominantly amongst the eremitic ORDER OF KHELAEF, whose sisters surgically remove their right breast as a sign of devotion to the deity.
- It is believed that this idol is a corruption of a far earlier, now forsaken deity that was often depicted breastfeeding. A Kheleafean monastery was built around the idol in c. 3472 RM, and its sisters unearthed it, restored it and care for it to this day. See Vol IV: Deities and Pantheons.
- KHELEAF, ORDER OF: also 'Kheleafans'. Rel. Org. Eremitic order of sisters found in southern AKACHA, whose members revere the idol KHELEAF, around which their headquarters was constructed in c. 3472 RM. The Order is not pervasive, and though many of its members are insular, some amongst them engage in sexual acts of fertility with members of the laity, with the resultant children becoming servants of Kheleaf, who might rise to become sisters or priests and priestesses as they come of age.

KHELEAFANS: see KHELEAF, ORDER OF.

- **KHELT**: Set. City in the c of the <u>TEMPLAR STATES</u>. It was once a port, at the south western edge of the <u>BAY OF DORRA</u>, though retreating sea levels have seen it move over 100-miles from the coast. It is famed for the archaic <u>TECHNARCANE</u> engine at its centre, that still provides power to most of the city (Pop. c. 32,000).
- $\underline{\text{KHEMAK}}$: 1. Sea. Bay in the south of $\underline{\text{THETIS}}$, to the north east of the $\underline{\text{SEA}}$ OF ERUTHEA.
 - 2. *Edu. Set.* Coastal city in the south of <u>THETIS</u>, overlooking the above bay⁽¹⁾. It is home to a large college of <u>EMPYREALOGY</u>, and <u>FIRMAMENTISTS</u> from across <u>EASTERN LLACHATUL</u> come here to study (Pop. c.47,200).
- <u>KHEMDIS</u>: Ind. Set. Settlement in the south west of <u>KHAMID</u>, south of the northern <u>NEFERATH</u> Mountains. Its main industry is the mining of iron, some of which is sold to merchants passing by along their circuit of the GREAT ROAD trade-route (Pop. c. 4,900).
- KHEMET: 1. Geo. Large island in the <u>DARK SEA</u> and remnant of the ancient <u>KHAMIDIAN</u> nation. The island was created during the <u>CATACLYSM</u> of 101 RM that destroyed the Khamidian landmass and decimated its small but thriving kingdom. Other than the mainland remnant of Khamidi, the island of Khemet is one of the more densely populated Khamidian regions, with the eponymous town surviving as a relatively sizeable city.
 - 2. Set. Main settlement of the island of Khemet^(1.), in eastern <u>KHAMID</u>. The city appeared after the <u>CATACLYSM OF KHAMID</u> and is perched on the stepped coastal cliffs, overlooking the <u>ESH PHARAS</u>. Below it is a large harbour and port that sees vessels from all across the <u>DARK SEA</u> and the <u>BROKEN LANDS</u> (Pop. c. 34,100).
- <u>KHEMRA</u>: Rvr. River on the isle of <u>KHEMET</u>, <u>KHAMID</u>, flowing some 70-miles east, before emptying into the <u>ESH ETEK</u>, in the <u>DARK SEA</u>.
 - The Khemra is the largest river on the island and is a remnant of a larger river.
- <u>KHEMRINTH</u>: Geo. Badlands in the c north east of <u>XYRPHAAT</u>, known for its ancient fossilised animal bones.
- <u>KHEMUN</u>: Set. Coastal settlement in the north east of the <u>BARRIER</u> <u>LANDS</u>, overlooking the far south east of the <u>SEA OF ESCHATA</u> (Pop. c. 4,750).
- KHENEM-MMATH: m. Myt. His. Per. In the mythologies and ancient histories of ELYDEN, the son and SCION of the DEMIURGE VORROPOHAIAH. Little is known about his life though he is believed to be buried somewhere under the VARRACHON, possibly contributing to the various supranatural activity in the region. See Vol IV: Scions, Children of the Gods.
- KHENSA: Rvr. River in the north of HARAPPA (3.), flowing north from the Harappa Mountains for 190-miles before emptying in the SEA OF LISASSA.
- KHER: 1. Soc. His. Original settlers of SAOSTANA. In c. -1450 RM the settlers of the region divided into two groups; the SHAOS KHER (after which Saostana is named), and the KHERI nomads, who by c. -1300 would

be pushed south, where they settled the region known as $\underline{KRAONA} - a$ badlands. These nomads would later mingle with \underline{SVATHI} immigrants from the north and by c. -300 would move west into \underline{IO} following opposition form the $\underline{TWILIGHT}$ $\underline{DYNASTY}$, where they would slowly integrate with the natives.

2. *Mor.* Corrupted <u>AIKLAHS</u> common around the sepulchral palace in <u>DAEKYN</u>, <u>KHARKHARADONTIS</u>. See Vol II: Classifications and Taxonomy of Life: *Asicthain*.

KHER NEL: Set. Settlement on the isle of KHEMET, in KHAMID. The town is made famous from an older far more populous incarnation of the settlement that is common in TZALLRACHI and Khamidian legends, where it is supposedly the site where an otherworlder sermonised its beliefs (Pop. unknown).

<u>KHERAN</u>: Set. Settlement in the north of <u>KOLCHIS</u>, in the northern foothills of the <u>KULL DARGA</u> Mountains (Pop. c. 4,000).

KHERI: 1. Eth. The indigenous people of ANUBIA, today used almost exclusively in reference to its nomads, who are descended from the KHER people who originally settled SAOSTANA. See Vol II: the Nomads of Elyden.

2. Lan. Language spoken by the people of <u>ANUBIA</u>. It is thought to be descended from a mix of the ancient <u>ABERANNI</u> tongue and the more recent <u>FOURTH AGE NATHI</u> language. See Vol II: Languages.

KHERKOUM: also 'the Throbbing Stone'. Int. Geo. This oddity is situated atop the CLIFFS OF BERDEN, in the south east of SAMMAEA. It is shaped like any other solitary peak, the earth at its base cracked and barren. On its southern face, overlooking the SEA OF LETHEA is a fissure that reveals a core from which weeps what can only be described as blood, pooling at its base. This blood attracts barbarians of the region, who travel for to sup from and bathe in the pools.

The waters of the <u>LETHEA</u> at its base are renowned for their bloodthirsty carnivores, which are attracted to the foul ichor.

KHETHATARR: His. Arc. Ancient colossi carved into the cliffs of the south eastern <u>BLACK MOUNTAINS</u> in the <u>SKAROSIAN</u> territories in <u>ADAMATI</u>. Little is known of their origins, but they are thought to date to the <u>FOURTH AGE</u>.

KHII: Set. City in the south of <u>PNESSA</u> appearing around a stone idol revealed through the disappearance of the <u>SEA OF SUPPA</u> in c. 3240 RM. People slowly flocked to the region and within 100-years it was a thriving town, becoming a centre of pharmaceutical research, and is renowned today for its research hospital (Pop. c. 30,000).

KHIIG: Set. Settlement in the south east of <u>PNESSA</u>, close to the border of the <u>ATRAMENTALLY TAINTED</u> region of <u>ASKIA</u>. It is home to a small <u>ATRAMENTAL</u> college and expeditions into the tainted wasteland to the north are often mounted from here (Pop. c. 7,000).

KHINCHIR: Geo. Labyrinthine rocky region dominating the eastern foothills of the <u>SHAROOK</u> Highlands in the west of <u>ZHARIAH</u>⁽²⁾.

<u>KHING</u>: Set. Fishing settlement in the south of <u>SAUA</u>, along the coast of the <u>BAY OF GITHKA</u> (Pop. c. 4,800).

KHIORRER: Rvr. River in the c north of GIBEAH, flowing north for 330-miles from sources in the <u>BERDERAN</u> Mountains.

KHIPKA: Set. Small city in the south west of the HENDECARCHY of NHORA, in the north east of MALAN. It has a rich history and was once the foremost manufacturer of traditional Malani medicines, though this practice was culled centuries ago as more modern proven medicines came to the fore (Pop. c. 14,000).

<u>KHIR</u>: Ser. Small coastal city in the south of <u>SEDISIA</u>. It is the region's main exporter of plum wine, shipping wines produced in the south of Sedisia across the <u>SEA OF SERPENTS</u> (Pop. c. 18,000).

KHIRABDA: Set. Fortified city-manufactory in the c south west of PHYRR (Pop. c. 43,000).

KHIRITT: Pol. Ser. Capital of PHYRR, located in the south west of the nation, along the course of the river URRABANA. The city has steadily grown around the expansive manufactory ADMACHADAN that stands at its core, whose workers rarely see the light of day. The rest of the city is perched on a series of ledge-like plateaus that face the east and which are

a maze of narrow alleys and winding streets, many of which lie above the roofs of lower structures.

Khiritt is also famed for the gigantic amphitheatre that sits in its western districts, that seats over 500,000 people. Known as the <u>GREAT MISRAH</u>, It is used by the <u>IMPERIARCH</u> to conduct great public addresses, with workers and slaves herded into the great structure and forced to listen (Pop. c. 1,400,000).

KHIRR DA: Set. Settlement in the south west of PHYRR, in the east of MOROSIGHI Mountains. Its main industry is iron mining (Pop. c. 6,000).

<u>KHIT</u>: Sca. Bay in the north of <u>KHAMID</u>, separating the <u>SEBAN</u> peninsula in the west from the <u>ELISIAN</u> peninsula in <u>LONAR</u>, <u>MALAN</u>.

KHITAI: 1. Geo. Headland off the south eastern coast of NAARETH. In antiquity it was known as an island though the slow lowering of ELYDEN'S seas and the growth of the surrounding mountains left it landlocked sometime in the early FOURTH AGE. Today it is connected to the Naarethi peninsula by a narrow isthmus, no more than 7-miles wide, and is guarded by the so-called SHALE FORTRESS.

2. Dem. 'Khitaian'. Ntn. Small nation off the south eastern coast of NAARETH, noted for the large deposits of oxidised ores that cover much of its southern-lands, which are a pitted place, worn by the elements into a harsh landscape of rusted knife-edges and twisted shapes. Tropical forests cover the rest of the south of Khitai, where the landscape is not so harsh, and the north is rocky, dominated by the RILLATAIA Mountains. north of which is dry coastal region overlooking the IAPETAN SEA. The land is also noted for its high tides that move as far inland as 60-miles in places. Coastal settlements have adapted to these tides by using stilts that support communities of 20 - 40 families, though following the establishment of Naarethi rule there in 3336 RM, more cosmopolitan stone cities have become the norm farther inland. In the north, rocky coastal settlements were traditionally connected by seaweed rope bridges, and individuals would travel from community to community with the use of large poles that were used to vault from creek to creek over the harsh cliffy rocks. Today, its main industry is salt, which is produced in great quantities in the south, where sea-water is allowed to dry in expansive pans seasonal low tides.

It became a KORACHANI colony in c. 2430 RM as imperial prospectors searched for new resources to exploit. Its large areas of oxidised fields were thought to have potential for new mines and quarries, and 3 colonies were established there - ARASHAN in the south west, CAMECHAN in the east and KIBE in the south east. The native populace was very resistant to this, and skirmishes were common, often resulting in outright battles, which left the native populace decimated, forcing the imperial colonisers to repopulate major settled areas with immigrants from the Korachani HEARTLAND. Korachan eventually abandoned the region to self-rule in 2793 RM, following 43-years of strife and the ruination of its ruling PATRICIAN HOUSES. Its efforts in using Khitai to gain more natural resources was never as successful as hoped, due to the rusted nature of its ore reserves and the difficulty in keeping water out of its mines. After Korachan left NAARETH in 2995 RM the two regions would become close allies, with Naareth exerting a great degree of influence on Khitai, which would, in 3132 RM, become a vassal to Naareth.

Its people were traditionally very xenophobic, a trait that was exacerbated by their subjugation by Korachan, though it has lessened since becoming a vassal to Naareth, and some of its customs spread. The people have however retained some of their ancient customs that place great value on material health and wealth – bodies are taken extreme care of, medicine is highly-esteemed, wealth and objects are valued. The main religion practiced here, known as <u>KADA SHAN</u>, takes the form of willing ritual bodily scarification and sacrifice – a form of counter-culture, in a land where the physical body is prized, those willing to scar it and live with the consequences are seen as holy. Murder and the physical mutilation of others is seen as particularly horrific here.

Traditional warfare is ritualised and of a low attrition: prisoners are taken, weapons are designed to subdue rather than kill, and ritual duels would often determine the outcome of battles. With the introduction of modern technology with imperial rule, these antiquated forms of warfare would be almost forgotten, remaining today as cultural relics. See Vol III: Extant Nations and Realms.

KHITUL: Rui. Ruin in the dunes of <u>GULDUND</u> in the south of <u>KHULL</u>. It was a major stronghold of <u>SORCERER-KINGS</u> but was destroyed by the <u>KHULLAN INQUISITION</u> in 2824 RM. It was razed, alongside a nearby monastery of the <u>ORDER OF EPISTEMIC ESOTERY</u>, and the contents of its library destroyed.

KHLASH: also 'the Weeping Plains'. Geo. Wetlands in the east of RHINOCOLOURA, along the northern shore of lake NOHEHUN, known for its wildlife.

KHMMAR: Set. Large city in KHAMID, one of the few unaffected by the CATACLYSM. Following the destruction of most of Khamid, the city became a hub for trade, maintaining routes with the south of MALAN, SAUA and some of the HARÉSHKI CITY-KINGDOMS via the GREAT ROAD.

Despite its affluence it has diminished greatly over the last centuries, its population reduced by more than half due to worsening climate (Pop. c. 160,000).

KHO HAGAR: Geo. Massif dominating the south of SARASTRO, covering some 35,000 square-miles of area, just north of the HAAGEN Mountain. The highlands of the Kho Hagar are the source of the river MORUL, which flows north and then west, before emptying in the DAARKEN GULF. The Kho Hagar are home to many granite quarries and, in antiquity, their eastern face was the site of lodestone mines, which fell into disuse following a civil war that ended -263 RM when the mines were destroyed and lost.

KHO INNOR: lit. 'Mountain of Light'. Geo. Mountain—chain in the east of SARASTRO, bordering VENTHIR, TARATI⁽¹⁾ and ANUBIA. The tombs of PRE-IMPERIAL SAOSHYANTS are found here.

KHOBEKH'TSI III: (B. 3965 RM) *Pol.* King, and one of three current rulers of the <u>I'THANAN</u> Triarchy.

KHOHER: Geo. Island in KHAMID, south east of PHARANX, and west of the RED ISLES, known to be home of the ancient burial grounds of ILOTEPHO.

KHOLAMOR: lit. 'White Sheet'. See WHITE SHEET, THE.

KHOLAMORI EXPEDITION OF 3221 RM: Int. His. Ill-fated ALMAGESTI-led expedition to the WHITE SHEET that went missing late in the summer of 3221 RM. The expedition is famed for carrying out work on the gigantic SCION corpse known as ASEREUSYM before contact with it was lost, though it is also responsible for one of the three so-call EXEMPLAR TRIAD copies of the MYTHOLOGIA ELYDEN, known today as the KHOLAMORI MANUSCRIPTS. The expedition went missing at around 88°21'N, 127°18'E late in the summer of 3221 RM, with all contact lost with it. The expedition has been the subject of many unfounded theories over the years, and has been the subject of stories and songs, further popularising it, particularly in the CITY OF ALMAGEST.

<u>KHONS</u>: Rvr. River in the east of <u>THETIS</u>, flowing west for some 190-miles from sources in the <u>EPHIREN</u> Mountains before meeting the coast at the Bay of <u>ENDETH</u>^(1.).

KHOPELL: Set. Coastal city in the south of THETIS (Pop. c. 31,800).

 $\underline{\text{KHOR}}$: Set. Horse-breeding settlement in the region of $\underline{\text{TOGARMAH}}$ in $\underline{\text{TEMUIA}}$ (Pop. c. 6,000).

KHORATRA: Set. City in the south east of <u>JURRAS</u>⁽²⁾, in the south of the plains of <u>HURA</u> (Pop. c. 14,500).

KHORAZ: Pol. Rnk. Noble title in VAALK used as an honorific for those who have risen to positions of status or power from humble origins. It is a mark of respect amongst those who bear it, though some born into their stations look down on them.

KHORKHOI: Fau. see HARHAI.

KHOROR: Geo. Extinct volcano in the northern reaches of the SAHODOM Mountains. Regional legends and histories place its last eruption at approximately -2000 RM, as evidenced by the lava flows and ash-stone in the PHYLON region of eastern TARTAK.

KHORRAN: Set. Major fortified coastal city in the far north west of KARAKHAS. Its main industry is shipbuilding (Pop. c. 68,000).

KHOTH: Set. Fortified settlement in the west of KOLCHIS. It is the southern-most of its METEORE mines, and the only one of note south of the KULL DARGA Mountains (Pop. c. 5,200). KHRAAK: Set. City in the c east of TARTAK, along the course of the ATRAMENTALLY TAINTED river KHARAD. The city survives thanks to ancient SIPHON ENGINES that work ceaselessly to purify air, land and water (Pop. c. 42,400).

KHRAMAS: Set. Settlement in the c north of <u>VAALK</u>, in the delta and mouth of the river <u>RIPARIS</u>. It is largely a rural community, producing food that's distributed south, to the capital in <u>ANAKARRA</u> (Pop. c. 3,300).

KHRIEN: Rel. His. Geo. Holy site in the north west of KHAMID. Khrien was a major area where, in the early days of KORACHANI tenure there, people continued worshipping their old gods in secret despite attempts by EXOCRINES and the ICONOCLASTS to instate the CHURCH OF THE UNDYING MACHINE as the official religion, Korachan had little success in establishing its church and locals were begrudgingly allowed to continue in their heathen beliefs as long as it did not interfere with their tithes to the empire.

Khrien is remembered to this day as the place where that small cultural victory took place.

KHSHEPOR: Set. Small city in the c of KHAMID known for the quality of its jewellery, using predominantly lapis lazuli and ruby (Pop. c. 16,000).

<u>KHUARANT</u>: Pol. Set. Capital and major coastal city in the south west of <u>MEHDRA</u>. It was a major <u>SYNCHTHONITHAN</u> city prior to the regions' fragmentation in 3817 RM (Pop. c. 169,000).

KHUDAR: His. Eth. Culture that emerged in the <u>TEMUJAN</u> basin in the early <u>FIFTH AGE</u> following the <u>FADING</u> of the <u>FOURTH AGE</u>. They were pastoral and lived in close-knit communities, ranging as far south as the <u>ARESHI</u>^(1.) plains. They brought with them many traditions and cultures, including horse-riding and a nomadic lifestyle, with family groups carrying their own tents that they would set up for weeks at a time in a specific area before moving on.

At the height of its power the <u>LEVANTINE</u>^(2.) culture expanded far north, pushing the Khudari people north, after which the <u>ARESHI</u> people and other cultural groups became more prevalent, pushing the Khudari yet farther north, where they settled finally in what is present-day Temuja.

Today, most people in <u>BAATAN</u>, the south of <u>TEMUJAN</u>, and <u>VIRAHAN</u> are thought to be descended from these ancient Khudari people.

KHUDARAN: His. Lan. Now-extinct language that was spoken by the early FIFTH AGE KHUDARI people. TEMUIIN, BAATANISH and VIRAHANI all emerged from it throughout the middle of the Fifth Age.

<u>KHUDEA</u>: Set. Major city in the north west of <u>GIBEAH</u>, situated at a fork between the rivers <u>KHEBOU</u> and <u>FOULA</u> (Pop. c. 60,000).

KHUSH'HLLA, LIBRARY OF: His. Edu. Str. Ancient library and palace in the VENATHI EMPIRE now buried in the north eastern reaches of the GO BISAMMAM desert. Legends of its opulence and the knowledge its books once contained have fuelled many expeditions into its ruined halls over the years, some of which have actually yielded results of financial and historical value.

<u>KHUK</u>: also 'the Dark Star'. Ast. Named after the dark halo that surrounds it, it is commonly identified with the <u>SCION</u> <u>KHAR'ILLAE</u>. It is the brightest star in the <u>SOUTHERN HEMISPHERE</u>.

KHULAD: Sup. Geo. Mildly ATRAMENTALLY TAINTED region in SOUTHERN SAMMAEA, serving as a border between the east of AKANTHRA and the west of KHAR NADUL. It is known for its electrical storms and stifling climate, and those travelling there claim the air has a particular sweet, pungent smell. The region was once a haven to outlaws, though an instability in Atramental activity has seen most move away some decades ago.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}$.

KHULL: Dem. 'Khullan'. Geo. An independent nation in the north west of SAMMAEA, to the north of the TROPIC OF RAH and the south of the SEA OF ORRIDA. Khull is of warm temperate climate with short winters of relatively little rain and long dry summers. It is bordered to the west by the ALITTU highlands, and the east by the IMRARKHAL Plateau and the <u>THALLEI</u> Mountains. It is characterised by dry plains that are peppered with scrubland and sparse woodlands, that become more verdant in the north. Many of its larger cities are sustained by wells that tap into deep aquifers.

The nation as it is known today was christened as Khull in 2851 RM by the KHULLAN INQUISITION, replacing its older incarnation, which was known as INGHULL. The Inquisition first appeared as a group of rebels in the city of EMEK TA* in 2702 RM, who opposed the tyrannical rule of the SORCERER-KINGS(3) who had been ruling Inghull since 1521 RM. Their rebellion slowly grew into a powerful force that tasked itself with the extermination of the Sorcerer-kings – an act it accomplished in 2851 RM with the dissolving of their council, known as the SOPHIC CONCLAVE.

A new government was established in its place two years later, made up of people from all walks of life and social ranks. It is named the ETERNAL ASSEMBLY, in the hope that it rules over Khull unchallenged forever.

The Eternal Assembly continues to rule Khull to this day, though it has since become a corrupt entity with elected officials in the pockets of either the Khullan Inquisition or the <u>KOPHIC HOUSES</u> – descendants of the ancient <u>INGHULLAN MONARCHY</u> that was itself eradicated by the Sorcerer-kings centuries ago. Thusly, these two monolithic entities have the Assembly divided in two, with councillors competing against each other and their opposing faction, leading to little progress or change. This corruption is rampant throughout Khull and is an open secret – a part of everyday life that is neither challenged not derided.

Its people are known for their porcelain work and the facades of most homes are adorned with intricate tiles and mosaics. They are likewise famed stonemasons, skilled at constructing elaborate arches and deep cisterns that are akin to cathedrals. Amongst its main industries is the mining of gems and ores which are used in the making of pigments, with most of the work done by slaves from the inner wastes in the south.

Its north western lands are dominated by fertile farmlands, where various crops, and <u>TSAMMA</u> in particular, are grown. See Vol III: Extant Nations and Realms.

<u>KHULLAN</u>: Lan. Language of <u>KHULL</u>. See Vol II: Languages of Elyden.

<u>KHULLAN INQUISITION</u>: Rel. Pol. Org. Powerful and influential militant religious organisation within <u>KHULL</u>.

The group emerged as a rebellious uprising in the south east of <u>INGHULL</u>, in 2702 RM due to the harsh treatment of labourers in the region of <u>NAXAR</u>. Over the next decades the group spread and conducted a guerrilla war on the <u>SORCERER-KINGS</u>⁽³⁾ that ruled the land, preying on members of the <u>SOPHIC CONCLAVE</u>. They were calling themselves the Khullan Inquisition by c. 2730 RM, with Khull being the word in their regional dialect for Inghull.

By the end of the 28^{th} century RM the Khullan Inquisition had risen to become an insurgent state that dominated the south east of Khull, still hunting the Sorcerer-kings and disrupting trade and commerce across the nation. In this time the Inquisition also took a stance against the <u>KARGAMAN IDOLS</u> that were scattered in the east of the nation, destroying them without abandon.

Amid the backdrop of the <u>EHRENISIAN CRUSADES</u>, the Khullan Inquisition allied itself with <u>PARTHIS</u> and continued fighting its war against the Sorcerer-kings, with its troops, the <u>CLAVESIGNATI</u>, marching against strongholds of the Sorcerer-kings.

By the mid-29th century RM most of the Sorcerer-kings had been slain, and their lands were dwindling, with most of Inghull controlled by the Khullan Inquisition. The name Khull became more common in this time, replacing the older Inghull. It was during this time that the Sorcerer-king TAL fled persecution. In 2851 RM the Sorcerer-kings were declared extinct and the Sophic Conclave was dissolved. Two years later a new government, known as the ETERNAL ASSEMBLY was introduced to EMEK TA', beginning a new age for Khull, which became the official name of the new state.

Though not the governing force in Khull, the Inquisition remained powerful, eventually becoming so powerful that it earnt the ire of the Eternal Assembly, and in 3012 RM the Assembly voted to have the Inquisition's headquarters moved away from the capital to $\underline{\text{NEKIR}}$, to keep them from meddling in the day-to-day governance of Khull.

Following years of resistance, changing cultural and religious attitudes across Khull saw the Inquisition adopt the <u>CHURCH OF THE SHADOW TRIUMPHANT</u> as its official religion, with its members becoming more fervent in its worship over the coming centuries.

In 3613 RM the Inquisition attacked an estate of the powerful merchant house of KOPH. This was seen by many as the turning point that began a long period of corruption within the Eternal Assembly that continues to this day, with half the councillors in the pockets of the Inquisition, and the rest beholden to the Kophic houses.

Today the Khullan Inquisition is a common sight within Khull as well as neighbouring states, and its members can be found crusading against what it considers to be paganism and occultism that are contrary to its established beliefs.

KHULLAN: Lan. Language of the people of KHULL, which emerged from the earlier EHRENI⁽²⁾. See Vol II: Languages

KHUN: 1. Geo. A rugged highland region in the north of TZALLRACH, covering some 45,000-square-miles of area and forming an extension of the ARGENT Mountains in the north of Tzallrach. Its brownish-red rocks are a geological protrusion of the Argent Mountains and are noted amongst natives for the near-labyrinthine winding of its valleys and canyons.

2. Geo. northern-most of the four $\underline{ONARCHIES}$ of $\underline{TZALLRACH}$. Its capital is the city of $\underline{SOROUDE}$.

KHUNRATH: Geo. Arid highland plateau in the north east of RHINOCOLOURA, stretching across the border into the south east of AETHIOS. The plateau is expansive, measuring some 250-miles from west to east, and ends in various shallow escarpments that taper in the north at the AROMUR. The region is peppered with the ruins of the ancient FOURTH AGE city-state of TIAMAT that dominated the region, close to the present-day mud-fortress of THIAMIT.

KHURAO: Set. Settlement in the far west of PARAIYA, close to the ephemeral lake KAUR⁽²⁾. It was once a major city though it dwindled following the abandonment of the old capital of BAKKOU (Pop. c. 4,800).

KHURAUR: Dem. 'Khurauri'. Ntn. Small nation, and one of the so-called BLOOD STATES, located in the north of NORTHERN SAMMAEA that rose from a civil war in <u>KARAKHAS</u> known as the <u>BLOOD HETERODOXIES</u> that culminated in 3478 RM with the signing of the **COVENANT OF KHURAUR**. Originally founded by a defecting regiment of the STEEL LEGION known as the 'Anvil of Steel' in 3103 RM, Khuraur was centred around the $\underline{\text{MANUFACTORY}}\ \underline{\text{LHORAEX}}$ in the city of $\underline{\text{AHOKAI}}^{(3)},$ where the defecting Legionnaires set up their headquarters, fortifying the already wellconstructed manufactory. Supporting ATELIERS with STEEL WOMBS capable of growing CLONES, the manufactory became a stronghold from which the Anvil of Steel could rule and replenish its numbers. Securing the surrounding lands, the legion was able to gain the support of many disenfranchised Karakhasid people who answered to the General of the Anvil, Bram Elo. By c. 3200 the Anvil had earned the support of LATERITIAN barbarians, whose manual labour and guerrilla attacks on IMPERIAL caravans aided in the construction of fortifications in the east of Khuraur even as they supported small forays into Tartak, where new territories were secured.

It was in c. 3285 RM that the manufactory of Lhoraex, by then elevated into a well-defended citadel, began producing clones that were capable of breeding true, the so-called 'freeborn' who would become a caste apart from the indigenous people and would come to rule them, their shadowfed bloodline something to inspire awe amongst the indigenous people. They were given the strongest and most beautiful local women as mateslaves, from which was born their first generation of offspring, who became known as freemen. The Freeborn and their descendants, the freemen (amongst whom women were treated as the equal of men) were educated to the highest of Khuraur's capabilities, trained in the art of war by the remaining true Legionnaires, as well as being instructed in politics, economics and philosophy. The foundations of Khuraur would be strong under their leadership, and their descendants would continue to be its rulers, known as the Freemen of Khuraur.

Under the leadership of Bram Elo, Khuraur came to dominate the region for over 300-miles in all directions, its lands worked to provide true sustenance, resources managed rather than plundered, and diplomacy

established with Tartak and <u>JURRAS</u>⁽²⁾. During this time, its armies were bolstered and defences constructed for the inevitable imperial retribution that was to follow. And so, it did in 3243 RM, when Korachan dispatched three full <u>STEEL LEGIONS</u> south, which clashed in Khuraur, engulfing it in a war in which <u>PARTHIS</u> aided Khuraur. Finally, in 3478, Korachan withdrew after signing the Covenant of Khuraur, which left the remnants of <u>KARAKHAS</u> sundered in two, with Khuraur in control of the west. Khuraur would later enter into willing vassalage to Parthis in 3752 RM, in which it was allowed to self-govern in exchange for a yearly tithe of its natural resources and vat-grown reinforcements for its armies – an agreement that remains in force to this day.

Though trade with Korachan was forbidden, Khuraur prospered under the rule of the Fremen, who would become known as Fremen, and the alliance forged with Parthis during the war only grew until in 3752 RM Khuraur became its willing vassal, under condition that the Fremen maintained their power, which they do to this day.

With its roots in the Steel Legion of Korachan, the <u>UNDYING MACHINE</u> remains the supreme deity of Khuraur (indeed, <u>THE SHADOW MARCH</u> still passes through the nation), though other saints have since been elevated to the rank of true deity since that time, particularly Khar'illae, which remains the nations' patron. Worship of <u>HURD</u> increased towards the end of the <u>FIFTH AGE</u>. See Vol III: Extant Nations and Realms.

KHURAURA: Pol. Set. Fortified capital-city of the nation of KHURAUR, built specifically to fulfil the purpose in 3386 RM, upon completion of which the capital was moved there from AHOKAI. The city guards the route of THE SHADOW MARCH, flanking the main pass through the KELACHOT Mountain south into ALGOL HAREN in the UMBRA SOKHAR, through which the Shadow March passes on its way south west into KHARKHARADONTIS. The city's FREMEN troops maintain the pass and guard the route from scavengers and degenerates. The city has grown rich from the taxation of constant passage of pilgrims through its gates and is rapidly approaching Ahokaj in size (Pop. c. 624,500).

KHURKHALL'KHAD: m. Per. SERAPI tyrant who controls a large territory in the south of HOGGOTHA ISZ. He is expansionist, sending raids into the hinterlands of neighbouring MORTAL lands in NORTHERN SIMBARA and AKANTHRA, increasing instability in those lands.

KHURSA: Sea. Sea off the western-coast of SERROK, to the north east of the SEA OF LETHEA. The name is a corruption of the ancient AKSARAN word for life, and the sea reflects this in its fertile ecosystem, which is generally attributed to the sediment carried into it by the many rivers flowing west into it from across Serrok. Its waters are only mildly afflicted by the amnesic qualities of the Sea of Lethea, and its coastline is home to many settlements, unlike the larger body of water.

KHURSABAD: Ser. City on the western coast of SERROK, overlooking the SEA OF KHURSA, which is a likely source of the city's name. It was once coastal, though following centuries of lowering sea levels, it is now some miles from the water's edge (Pop. 60,000).

<u>KHURSIM</u>: north. 'Khursid'. Sup. Traditional name for the <u>LIGHT UNDYING</u>, derived from the ancient <u>KHAMIDIAN</u> word for the term. It is still used amongst those *shapers* who adhere to the laws of the <u>KHAMIDIAN FIRMAMENTISM</u>.

KHURSUMBRA: lit. 'shadow horse'. Fau. Mil. A rare, expensive breed of UMBRAN, created through complex technarcane rituals that meld a skin of umbra-like substance over a <u>VAT-BORN</u> foetus. The steeds are incredibly powerful and used as mounts by elite units and generals.

KHURTAE: Geo. The south eastern-most tip of the OKKHAMI peninsula^(2,), presently covering some 1,000 square-miles. Originally an island, it became linked to the mainland via the Okkhami peninsula in c. 3000 RM.

KHUS: Mil. Str. Large fortress in the south west of MHAROKK, guarding the surrounding lands, which include a portion of THE RED ROUTE, as well as the SHADOW MARCH across the NATJAL plains. Its design is typical of Mharokkin structures and its high minarets are garrisoned by a powerful standing army of FUSILIERS.

KHUSARA: Sec. Small city in the c south of ALTHA⁽²⁾. It is the main producer of honeycomb and beeswax in Altha (Pop. c. 13,500). KHUSSA: Set. Major city in the c south of <u>BASSORAH</u>⁽²⁾ it forms a part of the <u>RED ROUTE</u> and is home to many offices and warehouses belonging to various trade-houses across the <u>INNER SEA REGION</u> (Pop. c. 255,000).

KHUSSAN: Geo. Mountain-range in the south of BASSORAH (2.).

KHUSSAN PASS: Geo. Valley to the south west of the eponymous mountain, north of the <u>UNTA</u> hills in the west of <u>THE OLD FOREST</u>.

<u>KHYFATAH</u>: Com. Set. Fortified trade city in the east of the <u>SULTANATE</u> OF ABACARDAT. It is home to trade houses that conduct business across the border with the <u>JAHADAT STATES</u> (Pop. c. 37,200).

KHYLARA: Set. Fortified city in the east of KHULL, close to the border with TAL ZHAAN⁽¹⁾. It trades with the sorcerers of the small state and maintains relations with them (Pop. c. 43,000).

KHYTER: also 'the Crawling Shadows'. 1. Int. His. Art. Gigantic carved rocky monoliths in the c of <u>THETIS</u>, largely located to the south of the <u>KOTHATYRAL</u> Mountains, dating back to the time of the early <u>FIFTH AGE</u> culture of <u>RTHEI</u>⁽²⁾.

Thoroughfares and rock-carved walkways surround the base of most Khyter monoliths, indicating that structures now long-gone once existed there. The places are often home to travellers and <u>NEMIS</u> nomads in the region, who take shelter in the shade cast by the monoliths (which lends the feature its local name).

2. Set. City in the c-south east of <u>THETIS</u> that appeared around the eponymous ancient monuments. It was the first settlement in the newly founded <u>MINTHA</u> in c. 1590 RM and served as a capital to both it and the Kingdom of Mintha, and has been continuously settled for over 2400-years (Pop. c. 32,000).

KHYZOTTRA: Dre. Geo. Expansive <u>DREAMSCAPE</u> in the c south east of <u>HOLOLACH</u>⁽¹⁾, known for its peculiar trees with symmetrical geometric bifurcating branches, as though they were artificially grown. This trait is imparted to any woody tree that grows there with seeds of particular trees planted within the affected area growing into trees that eschew their normal properties, taking on those of the dreamscape. Any trees that germinated and grew within the dreamscape will not survive outside, though their wood remains usable.

Indeed, the particular shape of the trees lend themselves well to husbandry and logging, and the peripheral parts of the forest have been exploited by mortals at various times, with the settlement of <u>NOCHRIS</u>, located in the west of the region, known for its logging.

KHYLAL: Pol. Set. Capital of EIKARTHYEA, in the east of MENISCEA. It is a stone city hanging over the high limestone cliffs of YSALLEA. It once overlooked the ERTHYDEAN SEA, though the retreat of ELYDEN'S oceans left it on the doorstep of a salty lake that took the cliff's name. It has since diminished greatly though continues to be ruled by a merciless race of FIRMAMENTISTS (Pop. unknown).

KHYMER: Set. City in MHAROKK, renowned for the manufacture of large UMBRANS and SHADOW-HORSES. It is known for its large ATRAMENTAL college, which was established there in 523 RM. It also forms part of the SALT ROAD trade-route (Pop. c. 72,000).

KIAAMAT: (12,100-ft.) Geo. Rusted peak of the LAASATHEA Mountain.

KIAPHORA: His. Eth. Early FIFITH AGE nomads who settled in the c north of SAMMAEA, in the plateau of VANNAKORDOR. Little is known of them today as they have died out, but they are thought to have been responsible for the construction of the TOWERS OF AVARANOM.

KIASH: Set. Fortified coastal capital city of SUOR. For many years it was thought to be a hub of chorsair activity. The city is home to the ship on which the explorer NAVAH BERDEN sailed into Suor, in 598 RM. It is kept in a large temple behind thick glass, where it is visited by members of the SUORI CHURCH OF THE UNDYING MACHINE, which also has its headquarters in the city (Pop. c. 1,350,000).

KIBE: 1. Sea. Bay in the south east of KHITAI.

2. Set. Coastal city in the south east of KHITAI. It is a harbour and the only known major shipyard in Khitai. It was founded as a KORACHANI colony in c. 2430 RM though was abandoned when the empire was driven out of Khitai in 2793 RM (Pop. c. 108,500).

<u>KIEDA</u>: Set. Settlement in the c north of <u>TZALLRACH</u>, east of the <u>KANDON</u> Mountains (Pop. c. 6,200). <u>KIERYLA</u>: His. Art. Ancient soft white stone bust in the north of <u>SOTHRA</u>^(1.), in the <u>DHERKAZ</u> hills. The bust takes a humanoid form and is thought to date back to the <u>THIRD AGE</u> and is commonly attributed to a DEMIURGE.

<u>KIFAII</u>: Set. Major city in the south of <u>PNESSA</u> in the region of <u>SIMEANAGH</u> (Pop. c. 70,000).

KIFANIAH: Set. Small city in the c west of ZHARIAH^(2.). It is a crossroads of trade and culture and is known for its large market and theatre (Pop. c. 18.500).

KIFAYA: Set. Small city in the north of PNESSA (Pop. c. 17,000).

KIFFAL: Flo. Small citrus tree that is endemic to the island of <u>ULLMECH</u>^(1.), which is famed for its fruit, which was an intense sweet taste with sour undertones. The fruit is small and green and naturally has many seeds, though these have slowly been bred out of them over millennia of cultivation.

Kiffals form the backbone of the Ullmech economy and are highly prized elsewhere, where seedless cultivars are sold at great profit, being famously more expensive than their weight in gold. See Vol II: Classification and Taxonomy of Life.

KIGARAD: 1. Pol. Geo. Centremost of the five political states of VALBAR⁽²⁾. It has the most varied climate and terrain, with wetlands, geothermal regions, permafrost, sparse woodlands, rocky hills, and rivers.
 Set. Fortified settlement in the c of VALBAR⁽²⁾, in the eponymous state⁽¹⁾ (Pop. c. 7,600).

<u>KIGATHAL</u>: Pol. Set. Current capital of <u>VALBAR</u>⁽²⁾ since 4006 RM. The capital of Valbar moves every 7-years, when elections are held to determine the next <u>LORDS AND LADIES OF THE CABINET</u>. It is expected that the capital will next move in 4013 RM, following the results of the next elections.

As of the time of writing, Kigathal has only been capital for around 4-months, and it is still adjusting to its new role, with its administrative centre undergoing renovations and restorations to accommodate the newly-appointed Lords and Ladies and the deluge of administrators and diplomats that followed them. Records show that the population of the new capital can more than double within the first year of housing the Cabinet and the population is expected to further burgeon as people continue flocking to the administrative centre of Valbar... at least for the next 7 years. Once the seat of THE CABINET moves elsewhere, the city will begin to dwindle to its pre-capital population (Pop. c. 48,000).

KIGOA: Geo. Rocky region in the north of the KORACHANI colony of CRASSULA, in the far north west of MENISCEA. The region crosses the northern POLAR CIRCLE and is home to one of the most abundant gold reserves in ELYDEN and has been exploited, on-and-off, for over 13-centuries. It remains a major producer of gold to this day. The entire region is heavily guarded against attack by natives and other entities.

<u>KIHI</u>: Set. Small city in the c of the tribe of <u>KORIND</u> in the north west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is along the <u>SALT ROAD</u> (Pop. c. 12,500).

KIHOTA: His. Rel. ancient religion of the city-state of <u>AASHA</u> (later known as <u>ASISH</u>), in the east of <u>BA'AKH</u>. The religion emerged in the wake of a period of insularity following increased <u>ATRAMENTAL TAINT</u> in c. -490 RM. The city closed its doors to outside trade and politics and remained so for around 50-years.

By the time the city had opened its doors to the world once more, it was a changed place. Even before its self-imposed isolation, the city had advocated an extreme form of THE VOID that had emerged in IO some years earlier, with unwilling sacrifices made to the demon TASHATARAS (a symbolic embodiment of the source of the regions' taint, some 175-miles south west of the city). Though what emerged from those 5-decades of brooding isolation was wholly different. The city-state had become ruled by a fetishist dervish cult known as the Kihota; a matriarchal religion whose young neophytes would be sent into the wildernesses outside the city, naked and defenceless, tempting fate and inviting the touch of the ATRAMENTA. Most would undertake a pilgrimage of sorts to Tashataras or even the RUATHA in DHAMATEA. Most perished, either consumed by Atramental afflictions or losing their minds to the deranged DREAMS that would visit them, leaving them to wander the wastes until their bodies faltered. Those few who survived untouched following a year

of exile were invited back into the city, where they became acolytes and priestesses of the Kihota and citizens who held various political power.

The government was ousted in c. 284, where merchants took control of the city, allowing it to become part of the united nation of Ba'akh, though the Kihota continued to thrive until the appearance of KORACHAN in the city in 469 RM, after which it became corrupted into a branch of the CHURCH OF THE UNDYING MACHINE and its acolytes slowly turned into assassins and exocrines. The cult of Kihota remained strong in the region, even after the empire's abandonment of Ba'akh in 3097 RM. Under the patronage of SATHEP THE RISEN, the branch of the church remained strong in Asish.

KIHOTA, TEMPLE OF: Rel. Str. Following the establishment of the KORACHANI EMPIRE in the city of AASHA (which later became known as ASISH), the then dominant religion known as KIHOTA, became corrupted by the CHURCH OF THE UNDYING MACHINE, becoming by c. 900 RM a branch of the Church, its acolyte-dervishes enjoying popularity as assassins and exocrines. Their temple and base of operations was erected atop the site of the old high-temple of Kihota in c. 820 RM and dominates the skyline of the city, remaining a prominent structure to this day.

<u>KILAIOS</u>: Set. City on the south western mainland of the <u>FREE-ISLES OF PELASGOS</u> (Pop. c. 32,800).

<u>KILAWADA</u>: Geo. The largest island in the <u>SHIELD ISLES</u> archipelago in the south east of <u>SAMMAEA</u>, west of the <u>MANNAL ITRUSH</u>. It is the largest island of the <u>ISLAND KINGDOM</u> of <u>FALLAROUR</u>, and is home to most of its people.

KILLING OF THE LINE, the: Pol. His. Night following <u>IMPERIAL</u> reconquest of <u>PELASGOS</u> in 228 RM where all Pelasgosi nobility was slain.

<u>KILLOS</u>: 1. Geo. Island off the western coast of the <u>Free-Isles of</u> PELASGOS.

2. Set. City on the eponymous island. It is known for its chalcedony mines (Pop. c. 35,000).

KILMASTA: Ind. Set. City in the south east of the emirate of OTHOTEL^(1.), in the south west of LIMOTH^(1.). It is a major industrial centre and producer of vehicles, including ambulants and conveyors (Pop. c. 47,200).

KILOGHER: Geo. Small mountain range in the north west of <u>SAMMAEA</u>, serving as a border between the small state of <u>TAL ZHAAN</u>^(L) in the west and the <u>TEMPLAR STATES</u> in the east.

<u>KILTEA</u>: Set. Coastal settlement in the east of <u>VALBAR</u>^(2.). Its main industry is whaling (Pop. c. 4,750).

<u>KIMARIS</u>, <u>THE ERRANT</u>: Leg. Mil. Great warrior of legend common throughout many <u>CENTRAL LLACHATULI</u> legends. In most tales he is a wanderer who teaches wisdom and martial strength to those who would listen. Various epic deeds are attributed to him, differing by region and country.

In <u>THE OLD FOREST</u> he is a rogue, living in the trees, helping those against whom nature turns, using powerful magick to turn the forest on itself.

In <u>PELASGOS</u> and <u>LYRIDIA</u> he is a <u>KSHITI</u>, a warrior-lord, who guards his homeland and people against all threats.

In the free lands east of the <u>KORACHANI EMPIRE</u> he is a martial <u>FIRMAMENTIST</u> of great power.

In $\underline{\text{TEMUJA}}$ he is regarded as a $\underline{\text{FIREBLOODED}}$.

In SAUA, he is known as a BAGHATUR.

See Vol II: Legends and Folk Tales.

KIMMERA: Set. City in the c north of JURRAS⁽²⁾, where SHAPERS (both FIRMAMENTISTS and ATRAMENTA) are trained. Orphans or children of the lower classes are taken from across Jurras and beyond, and unceremoniously given basic training before being sent to the capital in SAMARIS, where they are used to protect the city from the effects of the ATRAMENTALLY TAINTED waters of the river KARIBAT. Those who excel and those whose families can afford it graduate as TECHNARCANISTS, government officials, or foreign dignitaries (Pop. c. 50,000).

<u>KIMYON</u>: 1. Geo. Small island in the north west of the <u>KORACHANI</u> colony of MALETH.

2. $\it Mil. Str.$ Fort on a small island in the north of $\it \underline{MALETHI}$ archipelago in $\it THE INNER SEA.$

KINATHAT: Rel. Arc. Idol to the <u>ARCHPOTENTATE MALICHAR</u> carved from the metal face of the <u>OEIKITH</u> Mountain in the far north west of <u>NOAVATUR</u>. It was left to rot following the <u>KORACHANI EMPIRE'S</u> diminishing in the area, and is now weathered, pitted and scabrous with rust, the land around it poisoned, the river that flow close by tainted by its presence.

KING OF THE HEAVENS: Rel. One of two deities of the BETHYLAN religion of SABIANISM, with the other being the QUEEN OF CONSTELLATIONS. See Vol IV: Deities and Pantheons.

KING OF KINGS, the: Myt. His. Epithet bestowed upon the <u>DEMIURGE</u>

ARIMASPI by <u>THE SHAPER</u>, following the thwarting of the construction of the <u>BRIDGE OF ETERNITIES</u>, leaving him as the most powerful of Demiurges, closest amongst all his brethren to the original Demiurges that The Shaper placed on the <u>MORTAL PLANE</u>.

KING WARS, the: see PAPAL WARS, THE.

KING-WHO-WASN'T, the: Leg. His. Soc. Mythic figure in the lore of the YARAOMIC PEOPLE of northern SAMMAEA that is prophesised to emerge to unite the remnants of their culture and reclaim the city of KEKELIB, which was the last ancestral city to fall to KORACHANI invaders.

Millennia of subjugation and persecution under the Korachani empire effectively ended their culture in the modern age, and it was only the efforts of the their lorekeepers known as <u>IARAOM GRABBA</u> that were able to keep certain traditions alive, including the legend of the King-Who-Wasn't, which had been lost for centuries, but which resurfaced in 1340 RM within the lost journals of the <u>MHAROKKIN</u> exile <u>SUDERA</u>, who spent over 50-years living with the Yaraom in around 950 RM. It was one of the oldest second-hand accounts of their customs that survives to this day, under lock and key within their fortress library in <u>IARSHUGGATH</u>.

Amongst various other aspects of Yaraomic life, the journal went into great detail describing the myth, which detailed the figure as a distant descendant of the SHEPHERD KING who founded Kekelib long ago, and whose line was scattered with the persecution of the Yaraomic People. Though believed broken, the legend says that the line survived through an isolated kindred, and many in the Yaraom community believe that this holds true to this day.

The legend has become a beacon to an ancient people forced into a life if itinerancy. It unifies them across vast distances and gives them hope in a world that is increasingly without any.

KINGDOM OF THE HOLY LAND OF KHARKHARADONTIS: Pol. His. An expansive and ultimately futile attempt by the KORACHANI EMPIRE to fund a vassal kingdom in KHARKHARADONTIS, along the path of the SHADOW MARCH, between c 2800 – 3060 RM.

Billions of bits were spent by <u>HOUSE AMBTOR</u> and the empire in constructing a great number of <u>SIPHON ENGINES</u> to make the road there and back manageable to mortals travelling it. Some remain functional to this day and serve as a reprieve for those travelling the Shadow March, though most have been reappropriated by independent entities – be they outcasts, bandit towns, or fledgeling settlements – which now control the surrounding lands, and may or may not be a boon or obstacle to <u>PETITIONERS OF THE MACHINE</u> taking part in the <u>SHADOW MARCH</u>.

The kingdom once stretched from the city of <u>ATLEAS</u> in the north to the city of <u>HILLACHAN</u> to the south, and it controlled the full length of the Shadow March through its lands – over 1,000-miles or road and land 50-miles in either direction. Travel through its territories were taxed, and in return its forces were tasked with safeguarding the passage of the many pilgrims heading south.

Mismanagement of funds and difficulty in communicating between the empire and the vassal kingdom ultimately led to many of its settlements being abandoned to ATRAMENTAL TAINT. Most notable amongst such settlements was the city of Hillachan, which was founded but 15-miles north of the SEPULCHRAL PALACE in 3036 RM, though it lasted barely 20-years, and was abandoned in 3055 RM after an Atramental disaster left most of its protective siphon engines destroyed, its people corrupted beyond chance of rescue. This was to be the final blow to the venture, and House Ambtor abandoned the region in c. 3060 RM. Some branches of the House remained there, and their descendants can still be found there, prospecting for rare ores or providing services along the Shadow March.

KINGDOM OF KARGEMMA: see KARGEMMA, KINGDOM OF.

KINGDOM OF OPHAM: Dem. 'Ophami'. Ntn. Sovereign nation appearing in 853 RM following the abolition of the ruling council of the TERRITORIES OF OPHAM and the election to regent of the charismatic OTHERWORLDER known as THE STEWARD, who since 608 RM has influenced the history of the region. The Kingdom was united by its central prophetic religion known as the CHILD'S ADVENTISM, that believed in the coming of a child emperor who would, on the passing of its 7th year unite Opham and all surrounding regions as one glorious nation Despite its popularity the religion was not universally accepted by the kingdom's people, and the city of NAAL, who years earlier had grown closer with the KORACHANI EMPIRE (who had forced Opham into vassalage in 757 RM), opposed what it considered a foolish religion. This schism grew until in 867 RM its armies marched into Opham, declaring its independence; an act the Steward accepted, leaving Naal an independent city-state.

Korachani abandonment of the region in 967 RM saw the Kingdom of Ophram benefit greatly; with taxes and tithes once handed over to its occupier now retained for its own use. The nation flourished, expanding its borders to the south and north, with culling parties sent into the old lands of <u>OPRET</u> to halt the spread of their misshapen people. In 1121 RM the northern <u>FREE CITY OF ERUTO</u> became its vassal, and by then Opham was trading with most influential cities in the region, including the <u>OGHURS</u> of <u>CYHLAGHARR</u>. The purchase of the city-state of <u>ROAH</u> in 1274 RM cemented the Ophami Kingdoms dominance of the region. The Child's Adventism remained a dominant force, with hundreds of children elected to the position of emperor, only to be deposed once their 8th birthday brought no change to the regions' borders.

Though despite its best intentions, Opham could not keep its cities together. By c, 1250 RM, two cities emerged as powerful influences in the region; <u>OLNNAD</u> to the south east and <u>HOLOTHAN</u> to the west. The capital in <u>TENTAEL</u> diminished, losing power to the two emerging cities, which in 1462 purchased trade-rights in the nation, effectively privatising the trade-routes of Opham. The child's court was relocated to Holothan (by then known as Ophram) in 1462 RM, leaving Tentael a shadow of its former self. Three years later Olnnad and Ophram divided the trade-route between them and the land was sundered, effectively ending the Kingdom of Opham. The resultant lands were known as the <u>CHILD'S REALM OF OPHRAM</u> and <u>OLNNAD</u>, respectively. See Vol III: Extinct States.

KINGROUP: Pol. Soc. Traditional family groups in KULIGALA and BANT are known to live in communal groups within a single KINTOWER. Most kingroups are made up of 2 – 4 extended families, though larger and smaller ones also exist. Many kingroups are related to each other, if only distantly, as most kingroups were founded by young families sent out from existing kingroups that grew too large for their kintowers to accommodate. Due to this, many kingroups maintain good relations with each other, though over time some previously close groups may lose contact with each other.

<u>KINGS' PATH, the</u>: *Com.* Trade-route in the west of <u>SAMMAEA</u>. named after ancient rulers that established it in c. 800 RM. It was famed for its trade of <u>AMBER</u>, incense and iron, though has since grown to trade far more items. See Vol II: Major Trade Routes.

KINGSFRIEND: Pol. Rnk. Political title granted to the closest confidante and advisor of the MONARCH of INGHULL, which ruled from 1131 RM until its eradication at the hands of the SORCERER-KINGS^(3.) in 2136 RM.

The first Kingsfriend was a man called <u>MASTRON KOPH</u>, who was a close friend and lieutenant of the warlord <u>ASIPHYAL</u> when he was crowned king in 1131 RM. Following the coronation Asiphyal I chose Mastron to become a confidant and attendant, choosing the title Kingsfriend.

Following the death of Asiphyal I, Mastron remained Kingsfriend to his son until his own death in 1174 RM, at which point another Kingsfriend was chosen by Asiphyal II. The tradition continued throughout the rise of the <u>SUPHETS</u> (a caste of royal advisers descended from monks of the <u>ORDER OF EPISTEMIC ESOTERY</u>) serving as advisors to the monarch, though not all Kingsfriends were drawn from the house of <u>KOPH</u>.

Typically, a lieutenant or close friend of the Monarch upon their coronation, the Kingsfriend held no military or court titles beyond what the individual may have held before, but did have the potential to wield immense influence as the person most able to sway the mind of the ruler.

The title and its rank were dissolved by the Sorcerer-kings in 2136 RM, though by then it had already been weakened by the dominance of the suphets and, later the Sorcerer-kings themselves.

KINKHANATE: Pol. Rnk. Ruling title in TEMUJA.

KINTOWER: Mil. Str. Large circular tower commonly found in the lands of KULIGALA and BANT. The towers originated as ancient wells that had access to deep groundwater that was free of the influence of Lethean amnesia. The towers are large and commonly home to 2–4 extended families that live most of their lives inside them. The towers have a single fortified doorway leading to a central courtyard surrounded by businesses and dwellings that overlook it. The kintowers are of multiple levels that are accessible from wooden scaffolds that overlook the courtyard. The roofs are fortified and provide a vantage point to riflemen, who guard the tower whilst most of the extended families work the farmlands that surround the kintowers or ply their trades in the central courtyard.

The extended families that live in the kintowers are known as <u>KINGROUPS</u>, and when a kingroup becomes too large for a single tower to sustain its elders appoint a pair of young families to leave and begin their own kintower with the support of their family members, allowing the newly-established kintower to eventually become an ally to the parent tower. In this way, relations slowly spread, leading to a network where goods are traded and allies are fostered.

All towers have ancestral masters who are knowledgeable in the familytrees and relationships between as many as hundreds of towers, many of which have lost contact with what are regarded as ancestral kintowers.

KIOLTHA, the: Mys. Soc. Mystics from the deserts of c MENISCEA who claim to commune with ancient worker gods, who they refer to as THE AUTHORS. They are reclusive and reticent of sharing their traditions with outsiders, and little is known of the manner through which they receive their visions, though some scholars postulate they may be tribal shapers with a limited understanding of the art they wield.

They are loners who travel across the $\underline{SHAZGIN}$, the Wastes of \underline{VERMES} , and parts of \underline{SABAEA} , seeking locations and ruins that are of value to their beliefs. During their travels, they make contact with various peoples and states – from nomadic family groups to fully-fledged nations – where they enjoy a level of political immunity and freedom of movement in return for the role they play in spreading knowledge, news and trade goods as they travel, particularly amongst smaller settlements.

They custodians of the words of the Authors, and interpret the words of The Authors as law, which many nomadic groups of Meniscea follow and to which the Kioltha serve as jury, judge and <u>EXECUTIONS</u>, in matters of law.

KIPAH: Set. Snaking city in the south west of AHOPAH. It is famed for its long and narrow plan, which snakes across a steep valley, with the river KAPPON snaking through its entire length. There is no main road, but various bridges crossing the river, and most people move from one side of the city to the other by barge and river boat. Traditionally its people have subsisted by fishing along the river, though today the city has changed to one of craftsmen (Pop. c. 15,000).

<u>KIR MALYGOTH</u>: Rui. Ancient ruined city in the south east of <u>KARGAMA</u>, thought to date back to the <u>FOURTH AGE</u>.

KIRATU: Geo. Arc. Series of qanats (subterranean aqueducts that are made by digging a series of vertical shafts that are connected by horizontal tunnels that guide water to the desired point by gravity) that link to the <u>CREPHITHISS</u> aqueduct system in <u>TAAN AN</u>, in the <u>AMMASHI</u>(L) peninsula in the south west of <u>SAMMAEA</u>.

They are expansive despite them being hidden from view, and boast a remarkable architectural awareness, with many geometric designs, but they contain no writing or record of those who created them. In places the qanats widen into large reservoirs and underground chambers, whose purpose is now forgotten. For the most part these chambers and secret rooms are abandoned, though some, particularly those close to the surface near overhead cities are still in use.

<u>KIRESEK</u>: Set. Major coastal city in the north of Iseseth. It is the largest port in the nation and is also known for its clone manufactories (Pop. c. 325,000). KIRI: Plr. 'Kiri'. Rel. Metaphysical nature deities that form the KIRIASTRIAN pantheon that is worshipped by the KOLCHISI people. The deities are said to be ancient, predating even the creation of ELYDEN, at which point they slumbered in the Long Dark. Following the creation of Elyden (an otherwise important event in most cosmogonies that Kiriastrianism ignores) the individual Kiri became forever tied to the terrain in which they found themselves, becoming known for certain characteristics or emotions.

The <u>ASARLAI</u> – <u>SHAPER</u> priests who became powerful in the region — were said to control the emanations of the Kiri, interpreting their energies as prophecy, which saw their influence grow until they became politically powerful, rivalling the first <u>LORD-CONSTELLAR LANAYASH I</u> in power. They were culled following a short but bloody war in 3167 RM, which ended with their numbers lessened and the Lord-constellar as the head of both church and state. Despite this, the status of the Kiri as nature deities that manifest in the natural world was not changed, and the Asarlai remain their interpreters.

KIRIASTRIANISM: Adj. 'Kiriastrian' Rel. Major religion that is practiced in KOLCHIS. It has ancient roots that date back to the early FIFTH AGE, when primitive shapers (now known as ASARLAI) became powerful personalities said to channel the powers of ancient deities that were trapped in the natural world.

KIRIYA: Set. Coastal settlement in the north of ESHIR^(2.) (Pop. c. 6,000).

<u>KIRKAL</u>: Set. Fortified settlement in the region of <u>NUCTEMERA</u> in the north of <u>EREBETH</u>, known for its wines (Pop. c. 2,800).

KIRRATH: Set. Settlement in the south of PHYRR. It serves as a crucial waypoint along the only highway of note that connects the populous south with the more barren north. Situated just southeast of the ANTHAR desert, Kirrath is a hub for traders, travellers, and military convoys, making it more important to Phyrr than its small size might indicate (Pop. c. 4,000).

<u>KIRRUS</u>: Flo. Hardy citrus shrub common to latitudes between 40° and 60° in c <u>LLACHATUL</u>. See Vol II: Classification and Taxonomy of Life.

KIRVITH: Set. Settlement in the c south west of <u>OTINTH</u>. Like most Otinthian settlements, little is known about it due to the nations' insular nature (Pop. unknown).

<u>KISENTH</u>: Mil. Str. Major fortress in the south east of the <u>TEMPLAR STATES</u>. Its troops guard its south eastern territories, and patrol its border against unauthorised entry from the neighbouring <u>KARGAMA</u>.

<u>KISH</u>: Rvr. River in the c south of <u>LIDEA</u>, flowing south for 115-miles from sources in the south east of the <u>ORIAN</u> Mountains before joining up with the river <u>SICERAN</u>, which is its parent.

KISH, LIBRARY OF: Edu. Str. Fortified library in the c-south east of LIDEA, hidden in a steep-sided valley in the foothills of the ORIAN Mountains along the course of the river KISH. The library is a relic from a previous age, the steel-based ruins of which were used as foundations for an imperial fortress constructed in c. 1010 RM as primarily a repository of administrative archives pertaining to KORACHANI territories south of the INNER SEA, as well as general archival codices and treatises. The fortress was heavily fortified and garrisoned by two STEEL LEGIONS and various artillery regiments, and its many side-temples were visited by pilgrims undertaking THE SHADOW MARCH.

Following the <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM the library and its contents remained under the control of the <u>HIGH-EMPIRE</u> until 3741 RM when tensions in the region forced them to leave, after which it was occupied by <u>SAMMAEAN</u> scholars and troops.

The large garrison throughout its existence has led some to believe that it is more than just a library, though the truth remains unknown.

<u>KISHARIS</u>: *Ind. Set.* Small city in the north east of the <u>PARTHISAN</u> colony of <u>IBANNEM</u>^(1.). Its main industry is the mining of <u>LODESTONE</u> (Pop. c. 14,800).

<u>KISRA</u>: 1. Geo. Island off the southern coast of <u>LANTUA</u> in the far south of <u>WESTERN MENISCEA</u> and home to the island-nation of <u>THUNE</u>.

2. Set. City on the eponymous island^(1.) in the island-nation of <u>THUNE</u>. It was the first major <u>DREAMSTONE</u> mine, though it is said that these have since run dry, so industry has moved on, leaving the city to dwindle, yet

its old noble families remain in control, clinging to their decadent lifestyles even as their doffers run dry.

Its palaces echo with the music of masked balls that the mouldering nobility distract themselves with (Pop. unknown).

KISSAMAYHA: Sea. Veh. Fortress ship of the pirate king HAYREDHOSS UYHAVEN. It is thought to be the largest and most infamous modern pirate-ship, and is comparable in size to a KORACHANI POTENTATE (3.) class WARSHIP, and has been escribed as a literal floating fortress by those unfortunate enough to have come across her.

KISTRA: Set. Major city in the c south of <u>CISNERIA</u>, along the course of the river <u>ATYSESH</u> (Pop. c. 87,000).

KISUNU: (B, 3932 RM) Pol. Current emperor of CUTH.

<u>KITH</u>: Set. Coastal settlement in the south of the emirate of <u>DEITHO</u>^(1.) in the south west of <u>LIMOTH</u>^(1.). Its main industry is fishing (Pop. c. 7,000).

KITHALOI: Set. southern-most major city in KARAKHAS, in the south west of the nation on the foothills of the KELACHOT crags. Under KORACHANI rule, Kithaloi was often the starting point for expeditions into KHARKHARADONTIS, and for centuries has been a bustling city that caters to such ventures, attracting mercenaries, archaeologists, misfits and explorers alike. At one point it was a major trade hub, catering to the vast caravans and landships that made the long journey to NOAVATUR in the south east of KHARKHARADONTIS (Pop. c. 36,000).

<u>KITHAMAR</u>: also 'the Sunken City'. Rui. Ghost-city in the wilderness of far western <u>VENTHIR</u>, east of the <u>AHSET</u> Mountains. It was claimed by the <u>GO BISAMMAM</u> desert in c. 2821 RM, dunes sweeping over the city in a matter of years, leaving it half-buried and sterile, its people abandoning it and settling the city of SYRAKASH, 150-miles to the north.

The city was famed for its cloning workshops and the $\underline{\text{MKISIH}}$ that it once produced there.

KITARA: 1. Pol. ruling HOUSE of the STATE of UTO in SAUA.

2. Set. City in <u>SAUA</u> and base of the House of Kitara^(1.). It is a manufacturer of firearms, and is home to many barracks of the Sauan army. It is also a major stop along the <u>GREAT ROAD</u> trade-route, and many of its weapons are sold along the road (Pop. c. 121,000).

<u>KITTA</u>: Sea. Bay in the south of the headland of <u>KHITAI</u> in <u>NAARETH</u>. The bay grows in size periodically due to the high tides in the region, engulfing much of the region of <u>HOTHAGOL</u>, and is responsible for the rusted appearance of the area. Few settlements are able to survive in the region around the bay and most of those that do are either constructed on stilts or built on floating platforms that rise and lower with the sea level.

KIVAR: Set. City in the north of KARGAMA, to the north of the ONCETHMUS Hills. It has a long history, and was once one of three major ELITAGRI cities (the other two being DROM and PLYSIANE^(1.)) that rose in what is now Kargama in the north of the EHRENISIAN COAST between c. -700 and -400 RM, growing wealthy from selling BRIMSTONE over the next centuries.

It is home to the oldest continuously operating brimstone industries in Kargama, with quarries dating back some 45 centuries, and its plutocrats have similarly prestigious histories, with dynasties measured in the centuries whose present members remain highly influential and extremely powerful.

Its brimstone quarries are greatly diminished today, and the ruin of past quarries surround the city, marring the landscape, though most have now been reclaimed by nature and are unrecognisable as quarries (Pop. c. 43,200).

<u>KIZA</u>: 1. Pol. Geo. One of nine political territories in the east of <u>ALAM BETHYL</u>, overlooking the <u>SEA OF ADAM</u>.

2. Set. Fortified coastal city in the c east of <u>ALAM BETHYL</u>, and capital of the eponymous⁽¹⁾ territory. The settlement originated as a coastal fortress, which served as an excellent deterrent against piracy, and it managed to attract people to it who established a small settlement at its base in c. 3820 RM, which grew rapidly into a city (Pop. c. 42,000).

<u>KIZED</u>: Set. Settlement in the c of the tribe of <u>USAR</u>, in the west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is known for its nitratine mines, from which saltpetre is extracted (Pop. c. 8,000).

<u>KIURRA</u>: Geo. Endorheic region of iron-rich soil in the south east of <u>SKAROS</u>, to the west of the <u>ANOMOFERROH</u>, characterised by the many <u>KIRRUS</u> bushes that pepper its rocky expanse. The greater Kiurra region is renowned as the region where <u>SKAROSIAN GIANTS</u> are the most common. It is the termination of the river <u>ARRAMUS</u>^(2,).

KLADA: Plr. 'kladai'. Med. Tec. Those who perform the art of KLADOS.

KLADAST: Set. Settlement in the HORSCH territories of northern ALMAGEST. The settlement appeared relatively recently, in c 2740 RM following expansions north into the BAND Mountains and is a producer of iron ore and other metals (Pop. c. 6,000).

KLADOS: Med. Tec. Sup. The art of creating and sustaining CLONED ITERANT bodies in LHAUS culture. The iterant bodies are made from donated blood and marrow from specific individuals and are kept alive in a torpid state of half-life until the individual to whom they are keyed (often a CLADE LORD) died. The individual's spirit would be transferred to the iterant in a costly and lengthy process, in which the spirit of the deceased is transferred to the iterant. This can be done multiple times, though each such iteration would strip part of the donor's essence and characteristics, and those who have inhabited multiple generations of iterants become even more aloof than other lhaus.

The same methods are used to create the elite force known as the <u>PORCELAIN PHALANX</u> – a small army of around 1,000 iterant warriors. Though they are individually less sophisticated than iterants, they remain potent warriors – silent, fearless and tough. They serve as an echo of what the armies of the ancient lhaus empires might have looked like.

The art originated with the <u>DEMIURGE IALDABAOTH</u> who crafted six iterant bodies for themselves and who spread the art to their children, the lhaus. Today the art of klados is mostly restricted to lhaus lands, generally the Republic of <u>KHALHAT</u>, in the north of <u>SAMMAEA</u>, west of the <u>SEA OF BYSSOS</u>, and they guard their secrets well.

<u>KLAUA</u>: Set. Fortified settlement in the south west of <u>KHALHAT</u> (Pop. c. 8,000).

<u>KLAVIEN</u>: Set. City in the south west of <u>KULIGALA</u>, in the east of the <u>CARCHEMISHI PENINSULA</u>^(1.) in the east of <u>SAMMAEA</u> (Pop. c. 42,000).

<u>KLESINIA</u>: Set. Small fortified city in the pass of <u>CALLANDRA</u> in the south west of <u>CISNERIA</u> (Pop. c. 12,000).

KLIBAN: Set. City built inside a steep-sided cleft along the LIDEAN coast, overlooking the BAY OF MHARKA (1.). It is known for its noble district, that hugs the side of a sheer pinnacle-isle, with mercantile districts along the shore and others above. Promontories and peninsulas are connected by iron bridges. Its main industry is the production of PHYYRHOUAN PURPLE dye from PHYYRHOUAN SNAILS (Pop. c. 33,000).

KLIPHA: Pol. Set. The capital city of <u>SATARIEL</u>, located along the western coast of the nation. It is the north western-most stop along the <u>EGETAKHAN ROAD</u> and has a bustling portside market (Pop. c. 820,000).

KLIROS: His. Set. Already a powerful city-state of the NÁRTHELI kingdom by the time of the abandonment of NICATH and TAMESIS, Kliros became the home of the Nártheli militorcracy in 76 RM. KORACHAN'S blockade of NÁRTHEL in 81 RM and its subsequent invasion over the next few years led to the fall of Kliros in 84 RM. The city was abandoned by the Korachani empire and moved to the newer city of MULCIBER in the north east in 504 RM, where their new administrative offices had been relocated.

Kliros suffered after that point, diminishing in strength and size. For a while it was the centre of Korachani agriculture in Nárthel, though gross mismanagement led to the surrounding plains and farmlands becoming barren, leading to the abandonment of the once-proud city.

KLONA: Set. Settlement in the north east of <u>PELASGOS</u>, to the south east of the <u>BULOS</u> Massif. Its main industry is the mining of <u>SERPENTINE</u> and the manufacture of objects from it, including turned cups (Pop. c. 3,700).

KNAESS: 1. Geo. Region in the c. of <u>THE SURRACH</u>, east of the <u>BAKHRAN</u> Mountains. It is fertile and known for its picturesque farmlands.

2. Set. City in the eponymous region in <u>THE SURRACH</u>. It is famed for the sizeable aquifer beneath the city that's accessible by as many as a few dozen wide shafts that are carved from the granite on which the city stands. It is an open secret that these shafts are used for various activities, mostly illicit (40,000).

KNAESSI: Eth. HUMAN ethnicity common in the west of <u>THE SURRACH</u>, specifically in the areas surrounding the <u>BAKHRAN STATES</u>. Its people are known for their green eyes, dark hair and dark <u>OLIVE</u> skin, comparable to the people of <u>NORTHERN SAMMAEA</u> along the southern coast of <u>THE INNER SEA</u>, though past relations with <u>KORACHANI</u> colonists in c. 2300 RM and <u>SAMMAEANS</u> from the south in the more distant past mean there is a variety of differing skin-tones.

KNAGHTA: Sea. Once a large bay along the western coast of THE SURRACH. Following the diminishing of ELYDEN'S seas, the bay was cut off from the SEA OF BHAAD and remains now as an endorheic lake that is slowly dwindling. The lake is extremely salty and is bordered by miles of briny salt flats known as the KNAGHTA BRINE FLATS. The ancient coastline, as much as 280-miles east of the present coastline, is peppered with the dry ruins of ancient harbours and the rusted hulks of abandoned ships.

KNAGHTA BRINE FLATS: Geo. Salt and brine flats covering 6,500-square-miles in the west of <u>THE SURRACH</u>, around the eponymous lake.

KNAVE: 1. Rel. Mil. Rnk. Female holy-warriors, akin to knights, who are native to NAARETH. Knaves have passed the <u>RITE OF THE VOLUTE</u> and choose to dedicate their lives to <u>THE VOLUTE</u> as knaves instead of becoming <u>MATRIDULES</u>.

Knaves are military agents of the <u>Church of the Volute</u>, and undertake various roles, including serving as bodyguards to <u>Matriarchs</u> and <u>Hierodules</u>, diplomats, and spies, amongst others. When a Matriarch dies, her body is protected by household knaves until a new Matriarch is appointed.

They are forbidden from bearing children and are chemically castrated, which would otherwise be considered a shame on their household.

KNIGHT PURIFIER: Mil. Rnk. Org. High ranking combatant members of the ARÂTHUAHI ORDER of the SANCTIFIED INQUISITION, who are drafted from the ranks of the lesser PURIFIERS. They serve as the elite militant arm of the Order. They are stoic and implacable, and are prepared to raze cities and eradicate entire populations during their work, if need be. They are known for their heavy black long coats and gold trim.

KNIGHT UNSHACKLED: Mar. Rnk. First full rank within the ORDER OF
THE SUNDERED SHACKLE, reached only by prospects who succeed in
rigorous trials following years of study. These trials do not only involve
various feats of strength and endurance, but also more pragmatic tests
designed to elevate Knights from their lowly beginnings as SLAVES and
helots.

KNIGHT OF VULTURES, the: Leg. Myt. In the myths and legends of c LLACHATUL (primarily AZAZEM, KORACHAN, LAASKHA, PELASGOS and VÂRR), a figure that is said to follow the destitute and downtrodden, though whether as a helpful or hindering force is open to interpretation. The figure is often the intent of the various tales surrounding him. See Vol II: Legends and Folk Tales.

KNIGHT-WARDER: Mil. Soc. Knightly caste in TETHYSIA.

KNIGHTS AENEOUS: Org. Mil. Knightly order in THE SURRACH dedicated to protecting trade and travel along the IVORY ROAD. They have fortresses along the road which charge a small toll for safe passage, and serve as hostels to weary travellers. They have branches in most major cities along the trade-route, including ROMOREA⁽²⁾, though are based in the city of ROBAT, in the c. of the Surrach.

Little is known of their history and their name, if it means anything, has lost any connotation.

KNIGHTS OF THE BUDDING ORCHID: Org. Knightly order that had its roots in NOAVATUR in c. 3120 RM. The order was opposed to the teachings of the UNCHANGING GOD and dedicated itself to protecting those who were disregarded by the church and persecuted by its adherents. They set up hospices and hostels in Noavatur between c. – 3153 RM, though as they grew in influence the CHURCH OF THE UNCHANGING GOD saw its position threatened and they were discouraged from aiding those who the Unchanging God had deemed unworthy.

The tenets of the Knights of the Budding Orchid were challenged and in $3154 \, \text{RM}$ an edict was passed outlawing outside assistance towards the pariah castes that the Church had ostracised. The intent was clear – to diminish the influence of the Knights.

The Knights defied the order and continued aiding those who needed it most, until in 3155 RM the Church moved against them. Skirmishes broke out in major cities as church troops and mercenaries clashed with the knights. Eventually the Noavaturi army intervened and by the end of 3155 RM many knights were dead, with the rest pushed out of their holdings, forced into exile.

They scattered, with most settling in the west of <u>WAELMIGH</u>⁽²⁾ and <u>OKKHAM</u>, where they established a base in the lands of <u>KRIC</u> in the west of Okkham, from where their influence would spread. Over the years they would become indoctrinated into the <u>CULT OF THE DREAMING GOD</u>, becoming a militant arm of its church by c. 3400 RM. Though they still provided succour to the needy, they became campaigners and missionaries of the church, travelling south across the <u>SEA OF LETHEA</u>, where they would spread word of the religion to lands such as <u>ABACARDAT</u>, the <u>JAHADAT STATES</u>, and <u>ZHARIAH</u>⁽²⁾, where their military campaigns brought them much wealth despite the relative lack of successes in spreading their faith.

Their newfound wealth gave them the power with which to operate independently of church funding, allowing them to spread to most cities across Okkham, where they remain to this day as hospitaliers. Nurses and doctors of the order are granted the title of knight, though largely gone are the days of crusading and campaigning abroad. The order still maintains troops in its largest fortresses and hospitals across Okkham, which can be called upon to bear arms in times of need.

Their largest stronghold is now in the city of $\underline{EBATURA}$, though they also maintain a large coastal fortress in $\underline{RATEDOS}$.

KNIGHTS-EXILE: 1. Org. Knightly order based in the south of SAGITTARIA and IZABAL⁽¹⁾ entrusted with protecting merchants travelling across the IVORY ROAD. They possess fortresses along the road, which act as caravanserais and hostels to travellers and merchants.

2. Pol. His. Historically, the leaders of a caste of people exiled from ancient KORACHAN in 13 RM following their refusal to accept the UNDYING MACHINE as their deity in place of the ASP GOD they had been worshipping for centuries.

The Knights-exile led the <u>SAGITTAARI</u> people west, settling the lands around the <u>GATE OF ERBETH</u>, though in 76 RM their land was gripped by civil war which led to the creation of <u>TAHALL</u> in the north and <u>SAGITTARIA</u> in the south, the latter of which they continued ruling until the appearance of the <u>MEROVICHI DYNASTY</u> in 129 RM. After this they remained as a knightly order that defended merchants travelling across the Ivory Road.

After the fall of the Merovichi Dynasty and the rise to power of the <u>AUTOCRAT OF SAGITTARIA</u> the Knights-exile began plotting against him, eventually succeeding in 2163 RM. Believing the Autocrat dead, they took control of Sagittaria, marrying into the merchant houses. Over the years the Knights-exile came to worship a new god, known as the <u>INTERMINABLE ONE</u>, and became corrupt. Unbeknownst to them this was the body of the Autocrat, who had slowly been manipulating them through his sorcerer-priests.

A civil war started in the city of Izabal saw them grow weak, and upon the signing of a peace treaty in 3159 RM they were deposed by the sorcerer-priests of the Interminable One, remaining as advisors. By 3236 RM they had been excised from government completely and had returned to their old role as guardians of the Ivory Road.

KNIGHTS FERROUS, the: also 'Crusader-Iords'. Org. Most elite of the KORACHANIEMPIRE'S troops; and autonomous from the once-ubiquitous STEEL LEGIONS and other imperial armies. The Knights Ferrous are not bred in STEEL WOMBS, coming instead from noble households within the Korachani empire, with no small amount of competition between the larger PATRICIAN HOUSES. As befits men of their station, Knights Ferrous receive the best in training and spiritual guidance the empire can offer. They receive any and all equipment that their House can afford, all of which are at the height of TECHNARCANE and BIOMECHANICAL innovation. They are the crusader-lords, leaders and most trusted shock troops within the imperial armies acting as elite units or as leaders to lesser regiments and formations. Most General-patricians served at least some years as Knights Ferrous.

The Knights Ferrous originated during the days of the early empire in <u>CLOTHO</u>, as guards to the vast fields that came to be the chief food-producers of the Korachani empire. From there they rapidly rose, becoming a common-enough sight alongside the <u>ATROPOS</u> Houses,

where they served as body-guards and elite caravan guards, before their formations became more standardised and part of the Imperial military might in $c.\ 1400\ RM.$

KNIGHTS OF KENG: Law. Org. Policing force in CUTH that emerged in c. 2300 RM, after the toppling of the old KARKAUTHI monarchy, which was replaced by a religious state, where the prophet KENG became religious and state leader, with regents ruling on his behalf. The knights acted as guards to the faithful, though had the more insidious role of acting as spies for the capital in ERKALA, searching for would-be dissenters and eliminating any threats before they became a problem.

Following the final death of Keng in 3171 RM, the Knights of Keng placed themself in control of the nation but were ousted, and their ranks whittled down by the ruling regent, who maintained control of the nation.

Nevertheless, the knights of Keng remain a constant presence in Cuth, fulfilling the role of army, police force and hospitaliers across Cuth and beyond, where they are recognised by their black hooded cassocks, emblazoned with the three-pointed star of NERGAAL.

KNIGHTS OF ST. MALICHAR: Rel. Org. Order of knights who rose in the nation of KORACHAN in c. 800 RM to serve the ARCHPOTENTATE MALICHAR. The order thrived over the next centuries, and went on CRUSADE in 1434 RM, travelling to the EHRENISIAN COAST in the north west of SAMMAEA with hundreds of EXOCRINES, missionaries and ICONOCLASTS (2) and thousands of faithful conscripts.

Their crusade in Sammaea lasted for 7 years, where they focused their attentions on <u>KHULL</u> (then known as <u>INGHULL</u>), <u>KARGAMA</u> (then the <u>ELITAGRAI FEDERATION</u>) and the coastal regions of the <u>VESPERTINE LEAGUE</u> (then known as <u>VESPER</u>), until 1441 RM, when the army was effectively wiped out by a suicide force of <u>SASHELLAN</u>^(2.) <u>BERSERKER-MAGES</u>.

The survivors were granted the leniency of taking their dead back to <u>KORACHAN</u> and the knights were mummified and interred within the church of <u>ST. GERBAH</u> in <u>KHADON</u>. They are displayed upright, in full armour and regalia, in expansive crypts beneath the church.

The order survives to this day, though it never recovered from the failed crusade, and only has around 300-members at any time, most of which are scattered across the empire, though many prefer to remain in Khadon, close to the Steel Bastion, should the Archpotentate emerge from isolation. Members are drawn from Patrician Houses from across the empire, and swear an oath to protect the Archpotentate from any form of harm – be it physical or intangible.

KNIGHTS OF THE MARCH: Rel. Org. Knightly order appearing in KORACHAN in c. 950 RM, overseeing and guarding the passage of PETITIONERS OF THE MACHINE undertaking the pilgrimage of THE SHADOW MARCH. The order remains to this day, its members noted for the softsuits they wear as they travel with pilgrims, particularly along the MARTYRS' ROAD, in KHARKHARADONTIS.

Their headquarters are based in the ENTONIAN FORTRESS.

KNIGHTS OF MALETH: see MALETH, KNIGHTS OF.

KNIGHTS MARTYRED, the: Com. Mil. Org. Knights of the WHITE LEAGUE that are deemed to have died a heroic death in battle. Typically, those of high-enough standing within the League are honoured with the erection of an alabaster statue in the League's Hall of Remembrances in the WHITE FORTRESS.

KNIGHTS OF SET: see KNIGHTS OF SETH.

KNIGHTS OF SETH: also 'Knights of Seth'. Org. Secretive group originating in the RHEA, and now based in TETHYSIA, who believe that SETH, first son of the DEMIURGE NEITH^(1.), had a pure divine link with THE SHAPER. Seth is worshipped as a deity by the knights (and a demigod in most of Tethysia, where they operate openly), who believe in gnosis and the divinity of seven, yet disclaim the divinity of the Demiurges, saying that any they once had was lost with The Shaper's chastisement of their actions.

The Knights of Seth believe that Neith told her son about his Divine grandfather, which was the fuel for his legendary abilities. The knights think his abilities stem from knowledge of his roots, which is why they strive to learn more about The Shaper.

KNIGHTS OF THE SUNDERED SHACKLE: Int. Org. Knightly common in the INNER SEA REGION that draws its members from SLAVES.

Members of the order search within manufactories and other industries for individuals who display various traits they find favourable – tenacity, force of character, a strong will, goodness of heart, and above all, hope. Wherever the order finds someone matching these characteristics, a request is made to buy their freedom. If successful, and the individual accepts, the order will feed and house them until they are of sound body and spirit, whereupon they will be trained in the ways of the order.

The order's base is situated in the city of <u>COTIA</u>⁽²⁾, in <u>PARTHIS</u>, where attitudes to slavery align with those of the order, though it does maintain lodges across various states and territories around the Inner Sea Region. These lodges are often at odds with <u>PATRICIANS</u> and governments that would prefer the status quo remain unchanged.

Knights of the Sundered Shackle defend slaves and helots, fighting for better working conditions where possible, or lobbying for the abolishing of slavery entirely where they believe such beliefs may take root. They were partially responsible for the abolishing of slavery in Parthis, supporting the COTIAN MUTINY of 3790 RM, which ultimately led to the abolition of slavery in PARTHIS, and hope that this cultural revolution may spread elsewhere.

Individual knights travel across the trade routes and shipping lanes of the Inner Sea Region (often reaching much farther west or east than that), protecting slaves and helots, ensuring that they are not mistreated, and spreading word of their order. This attitude has led to the order clashing with various powers, including the <u>TWIN EMPIRES</u> of the <u>INNER SEA</u> as well as <u>CYHLAGHARRI</u> slavers, though they have also made some powerful allies, including the Parthisan empire and various influential patrician Houses.

The ruler of the order is the <u>KNIGHT GRAND SHACKLE</u>, who at the moment is <u>CHANDAN TODROS</u>.

KNIGHTS OF SZAS: Org. Ancient militant order founded in the CITADEL MOUNT of SZAS in -421 RM in response to the increased DEGENERATE and AANTH incursions into the plains of ARAAHT, which intensified in c. -550 RM. The knights were the product of the changing attitudes of the city, which originally opened its doors to those fleeing the SHADOW INTHE DESERT, offering them refuge and solace, though as their numbers increased and their maladies became more pronounced and infectious, the city and its people became insular, closing their doors to the savage degenerate refugees in -490 RM, sending its militia to aid outlying towns and settlements against the incursions.

The Knights of Szas were founded following a particularly brutal cleansing operation in which hundreds of troops were lost. As the disfigured bodies of the intruders were burnt on pyres a group of survivors returning to DUN SZAS (including volunteers from DUN KANACH) took vows of servitude, becoming the first knights of the order. Its members were composed mostly of volunteers, though orphans also served the order as serfs and retainers before being granted permission to seek the knightly vocation. Volunteers were many and the order thrived, sallying out of Dun Szas to keep the Araaht clean of the taint of degenerates. A large cliff-side fortress was constructed outside the city in -352 RM from which the order conducted its business and its members became influential within the city itself, leading some 50-years later to the foundation of the CHURCH OF CLEANSING - a fundamental religion admonishing the ATRAMENTA and physical corruption. Their influence continued to grow over the years and by 55 RM the lords of the order were leaders of both city and church, commanding great respect, though in their growing misanthropy they sundered the city from the Citadel Mounts, claiming independence in return for their military aid should the need arise; an act that went largely unopposed by the LORDS OF THE MOUNTS.

The order remained powerful for many years and faltered only with the arrival of the <u>KORACHANI EMPIRE</u> to the Citadel Mounts. Its <u>ICONOCLASTS</u>⁽¹⁾ waged a short bloody war against the Knights of Szas, and their fortress was toppled, their members executed when they failed to convert to the <u>CHURCH OF THE UNDYING MACHINE</u>. A great Idol dedicated to the <u>UNDYING MACHINE</u> was erected on the site of their old fortress in 412 RM, as a sign to other so-called heathen faiths in the region.

KNIGHTS OF THE THRONE: Org. A crusading knightly order originating in the city of KHADON, KORACHAN in c. 1725 RM as an

offshoot of the <u>KNIGHT OF THE MARCH</u>. They were originally guardians of the <u>LEADEN THRONE</u> and other holy sites in <u>KHARKHARADONTIS</u>, though have since widened their reach to any site or relic that is prized by the churches of the TWIN EMPIRES.

Given their history of travelling through tainted lands, the Knights of the Throne were pioneers in the development and construction of <u>HARD</u> and <u>SOFTSUITS</u> designed to stall the effects of the <u>ATRAMENTA</u> and their artificers remain on the forefront of such design.

KNOSS: Set. City in the south east of IO (Pop. c. 14,000).

KNOSSOR: Geo. Site of great pitched battle in <u>SARASTRO</u> in 339 RM where the <u>ARCHPOTENTATE MALICHAR</u> returned. The site was later turned into a great city, in honour of Malichar, named MALICHARA.

KNOWER, the: Leg. Legend common in VAALK that originated in the ancient ULLUASHI culture. At the end of time, when all civilisations have died and all mortal life is extinguished, only the Knower will remain. The Knower is not alive and neither is it dead. It is a SPIRIT, a soul, left surveying the end of things. It alone will witness the seas of ELYDEN disappear as the sun slowly flickers out. It has memory of all. It is the teller of stories, the rememberer; it is through its eyes that many of the stories of Elyden are told. See Vol II: Legends and Folktales.

KO-ORHAZ: Geo. Rocky hills in the west of <u>THE SURRACH</u> to the north of the river ESSRA.

<u>KOAN</u>: <u>PATRICIAN HOUSE</u> with a major influence in <u>VAALK</u>. It used to operate the iron mines of <u>RUZASHAALK</u>, which were abandoned by c. 3000, leading to the house losing power. See Vol II: <u>Patrician Houses</u>.

KOBAL: Mor. Diminutive humanoid creature common to the hills and scrubland of SKAROS, LAASKHA and ALMAGEST. Standing no more than 3-feet tall, these grotesque creatures are attracted to metal, which they hoard without purpose. They are believed to be descended from DVERG corrupted by the ATRAMENTA in distant times, though have since degenerated, becoming bestial and primitive.

They are of little use and cannot be trained, though few of their numbers remain now due to the industry and pollution of modern civilisations, though may be find in sewers and abandoned manufactories, or searching for scrap in the hinterlands between settlements. See Vol II: Classification and Taxonomy of Life.

KOBESH: Set. Major city in the north east of <u>HABOT</u>, along the course of the river <u>VAIAUANTI</u>. It is the largest city in the <u>VAIAMMESHI</u> valley and controls most surrounding settlements (Pop. c. 118,000).

<u>KOBBI</u>: Set. Settlement in the c of the <u>HENDECARCHY</u> of <u>LONAR</u> in the south west of <u>MALAN</u> (Pop. c. 7,200).

KOBIAN: Sup. Geo. ATRAMENTALLY TAINTED region in the c south west of THE SURRACH, to the south east of the BROCHITTER Mountain. The air here is thick and light does not penetrate it easily, leaving it in nearconstant twilight.

The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES</u>.

<u>KOBIAROS</u>: Set. Small city in the c north of the tribe of <u>ATEVEGOS</u> in the c west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 13,000).

<u>KOCHA</u>: *Rvr.* River in the c south of <u>ALMAGEST</u>, flowing west from the <u>ANATOLA</u> Mountains into the river <u>ANDHOR</u>.

<u>KOCHAB</u>: Com. Set. Major trade city in the south west of <u>SAGITTARIA</u>. The city is the most prominent stop along the <u>IVORY ROAD</u> within Sagittaria, before its termination at the capital city of <u>CAMACA</u>. It is incredibly wealthy and metropolitan, redistributing exotic goods from THE SURRACH farther north and east (Pop. c. 280,000).

<u>KOCHI</u>: *Lak.* Lake in the c south of <u>ALMAGEST</u>, close to the border with <u>THE OLD FOREST</u>. The lake is a source of the river <u>KOCHA</u>.

KOCHINA: Set. Relatively small, yet densely-populated settlement in the south east of <u>ALMAGEST</u>. The town was, until c. 3200 RM, far larger, serving as an iron-processing facility, though with most of the iron deposits around the <u>GAEFANG</u> Mountain depleted, the city lost most of its trade and began to dwindle. What remains is the original city-centre, its peripheries allowed to rot, looted for what materials were useable by the remaining populace.

The city is built along the banks of river <u>KOCHA</u>, nested in the foothills of the Gaefang. It is a place of walkways, skywalks, gantries and multiple

levels; labyrinthine streets on the ground, the sides of buildings and the rooftops; and houses built atop other houses. Today it is famed for its master watchmakers (Pop. c. 34,000).

<u>KODULD</u>: *Mil. Str.* One of two coastal fortresses guarding the <u>BAY OF BASILEA</u> in southern <u>AZAZEM</u> from the sea.

KOGILIR: Geo. Highland plateau in the south west of GREST in the south west of the island-continent of BROR^(L), forming the western-most extension of the <u>LAHAED</u> Mountains.

KOHLSCITRA: also 'the Shadow Pillars'. Sup. Arc. Rui. Ancient pillars in the far north east of the ETUAN WASTES in ETUA, with strange hieroglyphlike symbols on their surface. There are dozens of pillars in all, and they are known for their ephemeral nature – some claim that on nights when both moons are new the pillars take on a smoke-like consistency. When they solidify once more the symbols on their surface are different. Some expeditions have been mounted to the region to examine the symbols, but their nature changes with each 'cycle', as though they belong to a different language entirely, causing true scholarly examination to fail.

KOHNOR: Geo. Highland region in the far south east of LLACHATUL, at the border between the east of RHEA and north of SURUTUR. Its peaks are low and barren, and FIRMAMENTALLY-TAINTED, radiating a fierce heat that can be felt as far south as the ancient monument of MOND EAYID. Closer to the spine of the feature, the effects are more pronounced, and little life can survive in the region, and the region is arid. The FIRMAMENT manifests here in the form of an intense heat that blinds and burns all living things that enter it. Prolonged exposure kills, leaving the corpse a charred desiccated husk. The central peripheries were once used as a form of ritual punishment.

Closer to the foothills, the land is fused into warped glass that is said to be replete with minerals and gems that are untouched due to the heat that pervades the region. The region was once used as a place of punishment known as <u>ZILPA</u>, in which heretics were banished and forced to enter the tainted region until they died in agony from exposure.

KOHOD: Geo. Ancient and native name for the EHBOT Mountain (also known in antiquity as the <u>CITADEL MOUNTS</u>; a term which is sometimes still used in parts of <u>SAMMAEA</u>, particularly <u>BA'AKH</u>, <u>SUMA'YA</u> and <u>IO</u>).

KOIOS, HIGHBORN LESSOR OF MALAN: Oth. Pol. HALFBLOODED descendant of the <u>LADY AEGIS</u> who is seen as favoured in many ways. He serves as a <u>MALANI</u> envoy to other nations and in the rare times when he is not travelling on behalf of the <u>FOREST KINGDOMS</u>, he makes his home in the HENDECARCHY of HATON.

<u>KOKHOSH</u>: Set. Major coastal city in the north west of the <u>BARRIER LANDS</u> in the north west of <u>NORTHERN SAMMAEA</u>, on the edge of the delta of the river <u>AMMENT</u> (Pop. c. 48,000).

<u>KOKORO</u>: *Geo.* Mountain in the east of <u>SAUA</u>, part of the <u>RED MOUNTAIN</u>-chain. It is home to many mystics and philosophers.

KOLACHIS: Set. Small fortified city in the north east of VÂRR. It lies close to the DREAMSCAPE of PANOPLY. During the KORACHANI and, later INTERREGES rule of the nation, the city was part of the eastern defences of the nation, though following the eventual abandonment of the nation of 3791 RM the region was left to dwindle, though it remains today as a largely-independent region unconcerned with the politicking of the rest of Vârr (Pop. c. 13,000).

<u>KOLAR</u>: *Pol. Set.* Ruling city in the tribe of <u>SALARNA</u> in the c of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 98,000).

KOLCHIS: also 'the Grey Forest' and 'Kolchis'. Dem. 'Kolchisi'. Ntn. Located to the north of the SEA OF SEKHEM at the link between WESTERN and CENTRAL LLACHATUL, Kolchis is situated east of the BAND mountains and west of the SOCIALIST REPUBLIC OF ALMAGEST. Mostly positioned north of the POLAR CIRCLE, it is a land of harsh beauty and biting northerly winds blowing from the distant SEA OF POLARIS, and is characterised by two major rivers – the wide slow-moving VANDAHAR and fast DOERIA, around which its major settlements have appeared – and the AESILIAN hills between them, from which the native name for the region is derived.

Kolchis is the north western-most remnant of the ancient extent of the <u>OLD FOREST</u>, and remnants of this woodland can be found in the boreal forest of <u>MARINVYAAL</u>, which is made up largely of pines, spruce and firs.

In the early FIFTH AGE, the people of Kolchis made contact with the ancestors of the Almagesti people, from whom they learnt astronomy and mathematics, both of which would go on to become integral parts of their culture. Taking root in their homeland, these traditions encountered native mysticism and spiritual beliefs, giving birth to an astrological tradition that had become widespread by around 50 RM, and which became the basis for the state religion of SABIANISM, which appeared in around 700 RM, and the present Kolchisi calendar can be traced back to this time. Though it has remained secondary to the more widespread Kiriastrianism, it remains popular amongst the **CONSTELLAR** caste. These astrologers became so famous that by the height of the age of exploration in between 1500 - 2000 RM, royal courts across the INNER SEA were clamouring to have a Kolchisi astrologer amongst them, and though the tradition has since waned, Kolchisi astrologers can still be found in foreign lands, notably THE HARÉSHK, SAUA, MALAN, HOAMM, and IO, amongst others.

In around 800 RM Kolchisi explorers moved west across the Band headland, with some settling there in small rural communities, and others going on across the SEA OF ADUM, settling what would become ALAM BETHYL. At the time Kolchis was a far smaller land south of the northern Polar Circle, dominated by a multitude of small states, each sharing a common culture and trading with each other. At various points, war would break out between states over resources or simply to uphold their honour against their neighbours. The longest continuous period of such warfare was between 1325 – 1513 RM, during which time foreign powers such as Almagest took advantage of the instability to raid its coast for slaves. This time is known as the SUMMER WARS.

Though its southern lands were fortified against foreign threats, the fractured nature of the Kolchisi states was detrimental to their defence against the predation of Almagest and its parent empire, <u>KORACHAN</u>.

In around 1500 RM a Constellar of the region of <u>SYCHR</u> began uniting people under his banner. He died before his work was complete but by 1580 RM his followers had completed the task, forging a united Kolchis. Its border with Almagest was fortified against the incessant slave raids and its coastline was guarded by a large navy. Small pirate raids still managed to siphon people and resources from Kolchis, but the new defensive efforts showed how vulnerable a divided Kolchis was to attack, and the commonwealth of people came to be readily accepted and has become ingrained in Kolchisi culture.

Despite this, war came to Kolchis in 2953 RM, and Almagest, with the full support of Korachan attacked it en-masse, across land and Sea. The war dragged on for many decades, though the Kolchisi slowly saw their home taken away from them, inch-by-inch. Almagest slowed its offensive in the early years of the Fourth Millennium as events leading to the War of the Artifexes began to unfold. Despite this, it left a large defensive force in its newly-acquired territory, which still guards the land to this day.

Today the people of Kolchis practice a <u>CITIZEN LEVY</u> that sees all people who come of age drafted into a well-trained and funded militia, where they spend 3-years patrolling the border with Almagest and the extensive fortifications that have appeared there since the end of the war.

In 3164 RM the Republic of the Kolchisi Commonwealth was dissolved as the ruling body, with its last ruler taking on the mantle of <u>LORD-CONSTELLAR</u>, beginning the house of <u>HORÚK</u>, which remains the ruling house to this day. Though Kolchis is ruled by a Lord-constellar, the republic remains an important part of government, and since reformations in 3654 RM, it wields as much power, if not more-so, than the Lord-constellar, and its regional lords, known as <u>TUDLORDS</u>, are influential.

The first Lord-constellar, <u>Lanayash I</u>, feared the power that the <u>ASARLAI</u> – an influential religious caste of <u>SHAPERS</u> – had amassed across Kolchis, and proposed reforms to the <u>KIRIASTRIAN</u> religion that would have had him rise to the chief power within the mortal echelon of the church. The Asarlai refused, beginning a religious schism that saw the Kiriastrian church sundered in two, its members embroiled in a bloody war that ended in 3167 RM with the new orthodox sect triumphant. The Asarlai who remained swore fealty to Lanayash I and all future Lord-Constellars, who from then on became the heads of the religion (making them both the head of church and state), keeping ultimate power from the Asarlai. See Vol III: Extant Nations and Realms.

KOLCHISI BIT: see BIT, KOLCHISI.

<u>KOLIA</u>: Set. Settlement in the north west of <u>PELASGOS</u> in the region of <u>CHIREA</u>. It's a producer of food for the larger cities in the region (Pop. c. 1,500).

<u>KOLIAN</u>: Lake in the south east of <u>MALAN</u>, along the course of the river <u>NENA</u>, forming part of the border between the <u>HENDECARCHIES</u> of <u>ATALLUA</u> and <u>STHAMAN</u>.

KOLIAS: Ser. City in the south west of the HENDECARCHY of LONAR, in the south west of MALAN, at the mouth of the river TAKRE across the border from southern SAUA. It is known for its vast wetland fields, which lie atop the delta of the river Takre, and it is also a major mercantile centre whose merchants travel across all of Malan, selling food and buying wares from great INDRIK-hauled caravans (Pop. c. 76,000).

<u>KOLIK</u>: Set. Fortified city in the west of <u>IPANAH</u>⁽²⁾. It is home to many of its mounted troops (Pop. c. 25,000).

KOLLREA: Set. Settlement in the c north east of KASPIA (Pop. unknown).

<u>KOLO</u>: 1. *Geo.* Escarpment in the north of the <u>FREE-ISLES OF PELASGOS</u>, emerging from the south west of the <u>TEREKION</u> Mountains.

2. Geo. Pillar of rock in the above region.

KOLRAUTELIOCH: Geo. Rocky region in the c of THE OLD FOREST, just south of the EPITRACHON Mountains known to be rich in granite. The region was heavily quarried in the FOURTH AGE and the remnants of great crater-like quarries remain, worn by the elements, rendered into large artificial lake, the larger of which is UTLATH.

KOLRIS, BASILICA OF: Rel. Set. BASILICA of the ALMAGESTI TEMPLE in the south of ALMAGEST, built in 1853 RM, when it was a part of Skaros, falling to Almagest during the WAR OF THE ARTIFEXES. A large city has appeared around it since then. Originally populated by pilgrims and their descendants, the place remains a major stopping point on THE SHADOW MARCH as well as the RED ROUTE, and most of the trade and commerce there revolves around visiting pilgrims (Pop. c. 31,000).

KOLROKH HANNO: m. Mil. Pol. Atr. Per. (B. 3919 RM) TRIUMVIR of the KHADON LANGUE^(1.) of the GRIGORIAN ORDER of the SANCTIFIED INQUISITION since 3972 RM. Rising through the ranks of the Order through his deeds and meticulous judgement from a humble background outside the Order, he is feared and respected in equal measure by his lessers, with his powers of FARSIGHT in particular being respected with the Order.

A powerful SEER⁽³⁾, Kolrokh is everywhere at once, his magickal eye surveying the empire like a bird from afar. Known for his near unnumbered agents and underlings, many of which have contradictory orders, his is the unenviable role of offering the first line of defence to any and all threats against the empire. He has a close if terse relation with the GRANDMASTERS of the other Orders, though conversely thinks little of his fellow Triumvirs, perhaps seeing them as superfluous to his plans. Indeed, he is commonly regarded as the first amongst equals and even his fellow Triumvirs would likely defer to his rule should the need ever arise.

He is the only 'grandmaster' (his title of Triumvir being seen as analogous to that of Grandmaster) to presently sit in the <u>COUNCIL OF SEVEN</u>, since 4001 RM, which has led to some enmity and friction with other Grandmasters of similar aspiration, including <u>MACHAEUS ZIDEON</u> and

KOMAN: Soc. District in the south eastern reaches of the <u>CITY OF ALMAGEST</u>. The area was an ancient <u>ALAKHI</u> burial ground, dating back to many centuries before the appearance of the city or the surrounding nations' eventual subjugation to the <u>KORACHANI EMPIRE</u>.

Though most of the graves were destroyed as part of the city's growth, some remained untouched forming a 'park' of sorts. A caste of ascetic al akhi came to guard the area, ensuring that the memory of the dead lives on and that the relatively small remaining area of tombs and granite monuments is not desecrated any further than it already has been.

These al akhi form a small ghetto in the area and were granted legal protection in 2285 RM after many years petitioning, though they often still clash with the local law enforcement and censors of the city, with their idealistic differences being the cause of much friction.

KOMANA: Set. City in the c north of ALLASAN, along the course of the river CTHONA, built over FOURTH AGE ruins and catacombs. It forms a

part of the <u>RED ROUTE</u> and is renowned for its tower bridge that is busy with caravans crossing the Cthona (Pop. c. 15,300).

KOMAREL: Set. Small fortified coastal city in the north west of DACIA, to the east of the STRAIT OF NÁRTHEL. The city appeared in c. 3880 RM, taking advantage of the silting of the Strait, which closed finally in 3757 RM. It takes sea trade from the west and moves it overland south east into NÁRTHEL, where it is moved to PHENESH⁽²⁾. It is a stop along the SHADOW MARCH (Pop. c. 16,000).

KOMMAREAR: lit. 'hammerer'. Soc. Rnk. In NÁRTHEL, name given to the male children of wealthy families during their traditional 3-years of service (beginning at the age of sixteen) where they labour in manufactories or poppy fields, or serving as soldiers, before returning to their families. Many decide to remain in the military as elite warriors who undergo harsh training and ATRAMENTAL augmentation. To have a kommarear in ones' family is considered an honour. Today most kommarear do little work during this time of servitude, and it is rare form them to do manual work as was the tradition centuries ago.

KOMMEA: Dem. 'Kommean'. Ntn. Kingdom to the north east of EASTERN LLACHATUL, situated to the east of LOEGRESS⁽¹⁾. It is of a temperate climate, with warm summers and mild winters, and is dominated by a rocky and jagged north eastern coast overlooking the SEA OF AKRY. It has been a vassal-state of TETHYSIA since 3883 RM.

It has a long and convoluted monarchic history, with various dynasties and regimes ruling over different times, which are commonly divided into nine distinct periods known as the <u>KOMMEAN DYNASTIES</u>, beginning with the reign of king <u>ABBARUD</u>. Originally the Royal Consort of Queen <u>ARLEIE</u>, granddaughter of the exiled Loegrean king <u>TRIDUAN</u>, he became king in 3172 RM following her death, establishing a royal tradition that lasts to this day. He entered the <u>MYMEREAN ACCORDS</u> in 3189 RM, bringing prosperity to his nascent kingdom. The fifth and current Dynasty was established in 3883 RM, with the ascension of prince <u>LLYIM</u> to kingship, ushering in a new period of vassalage to Tethysia due to his arranged marriage to the <u>DEMIGODDESS SURHET</u> in 3871 RM.

The kingdom is divided into duchies that are ruled by <u>DEMIGODS</u> (children of the <u>GOD-KING</u> of Tethysia) who are exempt from the normal law that forces their kind to be slain when a new God-king is chosen. This makes the posting in Kommea a popular one amongst demigods, who do not live with the shadow of their impending death, and are allowed to rule with relative autonomy under the royal house of Kommea, who continues to marry into Tethysian nobility to this day. The present queen-steward is <u>SISHRA II</u>, whose eldest child, prince Abbarud IV has shown little respect for their dynasty's vassalage to Tethysia and has openly displayed nationalist tendencies, leading to unrest in the capital.

Prior to the Dynastic period, Kommea had been ruled by a line of autocrats known as the <u>CUNOMAGLIANS</u> for close to two millennia. Emerging in c. 1250 RM, they claimed to be ordained by gods, and the first of their kind, <u>CUNOMAGLIO</u>, is now thought to have been of <u>SCIONIC</u> descent. The last of their kind were defeated and slain in a massive rebellion in c. 2920 RM after which most of their legacy was destroyed by a people who fractured once their common goal had been achieved.

The people of Kommea are descended from ancient <u>KASPIAN</u> explorers that travelled south across the <u>SEA OF IALCUS</u>, and <u>TETHYSIAN</u> immigrants, the first of whom arrived there in c. 900 RM, mingling with natives. Their original nobility were known as the <u>DONAGERS</u>, and their descendants can still be found, albeit much diminished in social hierarchy, though some serve as minor nobles beneath the demigod governors. Today, they are famed as expert engineers and builders of bridges and tunnels, which are a relatively common sight in their mountainous homeland.

Its lands are famed abroad for being rich in <u>FIRMAMENTAL</u> flora, and its very soil is made up of the remnants of ancient Firmamentally-infused rocks, and <u>FIRMATITE</u> is relatively common there, and formed the backbone of the economy of most of its regimes, including its vassalage to Tethysia. See Vol III: Extant Realms and Nations.

KOMMEAN: Lan. Language spoken in KOMMEA. It has roots in the ancient tongue of GALABRIA, which was spoken until c. 1250 RM by the people of its descendant state GHAL RIMMA, though was altered by the coming of the autocrat <u>CUNOMAGLIO</u>, who established a powerful cult of personality and had all traces of the previous culture eradicated.

It was under his regime that the traditional Kommean tongue was established, though this too underwent various changed following alliances with KHAMID and, later, subjugation to TETHYSIA, with various loanwords entering its lexicon. See Vol II: Languages.

KOMMEAN DYNASTIES: Pol. His. Series of five monarchic houses in KOMMEA that have ruled since 3172 RM, to the present day. They arose amid the power vacuum left by the overthrowing of the tyrannical the CUNOMAGLIANS, following over 150-years of political tensions.

Below is a list of the full dynasties and their rulers in chronological order. The *CODEX ELDORIA* lists each monarch and records their reign in detail, is followed by the length of their rule in years.

— The Abbarudian Dynasty. The first of the Kommean Dynasties. It was founded by the royal consort (later king) ABBARUD of KHAMID in 3172 RM following his marriage to queen ARLEIE. He became king in 3177 RM following her death, and was advised by 4 mute shapers who had travelled with him from Khamid. He established the HALYAR KHO-MENET, a college of shaping in the Khamidian tradition in 3191 RM and maintained close ties with his homeland, though these links lessened throughout Abbarudian Dynasty, ultimately petering out during the Vardylian Dynasty. He entered the MYMEREAN ACCORDS in 3189 RM, bringing prosperity to his nascent kingdom.

The Dynasty lasted until 3408 RM, when queen Vishyali died without heir and the line passed to her nephew Sydd Vardyl. The name Abbarudian Dynasty was retroactively applied to the house following his ascension to the throne: *Abbarud I (69)*, *Abbarud II (61)*, *Sishra (35)*, *Abbarud III (29)*, *Vishyali (42)*.

– The Vardylian Dynasty. Often regarded as the Forgotten Dynasty, this line of rulers is noted for its unremarkable legacy and its many uninspired monarchs. This dynasty accomplished little and allowed the last vestiges of unity with Khamid to slip away as they concentrated on trade and relations across the <u>SEA OF AKRY</u>. They did maintain a stable kingdom that the more famous Elsyian Kings would later inherit.

Their line ended in 3652 RM with the death of king Talyen, after which his two daughters vied for the throne, with the youngest, Caelwyr, ultimately acceding in 3654 RM. Sydd (41), Sydd II (28), Taralaene the Shrewd (30), Selene the Shaper (12), Erynnar (8), Virrodan (43), Moryna, the Seventh (33), Simyrad (27), Talyen (22).

- The Elsyian Kings. Queen Caelwyr ultimately suffered under a domineering husband who assumed most of her duties after having her removed from public life. The line of Elsyian Kings was known for its inbreeding, and it ended after 168 years with the death of Fiorentyn III. Unnaturally long-lived and heirless after a string of stillbirths and sickly children with his consort and cousin, was secede by his cousin, the aspirational Vishyali II Cynia in 3822 RM. Fiorentyn III's rule was marked by economic downturn and stagnation of industry, leading to Kommea faltering on the political stage.

The Dynasty was named after its ancestral homes, <u>ELSYIA</u>, where it moved the capital for the duration of its reign. *Fiorentyn I (43)*, *Fiorentyn II (21)*, *Gyldor of the Horn (36)*, *Fiorentyn III (68)*.

- The Cerynian Dynasty. Vishyali II was burdened by a weakened kingdom and had to search abroad for allies. She was a schemer with aspirations that outweighed her competence, and entered into deals with Tethysia that she did not fully understand. She invited its nobility and merchants into Kommea, where they established a new consulate. From there they began to exert their influence on the kingdom.

Her daughter queen Myrina of the Flame continued the tradition, inviting Tethysia military forces into Kommea where they established various bases, and her grandson Cerydan the Watchful was able to complete the union of nations, promising his own son LLYIM in marriage to the new Tethysian DEMIGODDESS SURHET for wealth and political stability in return for vassalage to Tethysia. The two were married in 3871 RM, and Llyim became king after Cerydan's death in 3883 RM, beginning the Autumn Dynasty. Vishyali II (13), Myrina of the Flame (32), Cerydan the Watchful (11).

 The Autumn Dynasty. The present dynasty of Kommea, whose monarchs rule as stewards to Tethysia came to power in 3883 RM with the ascension of Llyim to the throne. They marry into Tethysian nobility to maintain ties between the two nations, though they remain subservient to the Tethysian $\underline{GOD\text{-}KING}$, caring more about appeasing him and his demigods, who now serve as regional rulers, than the Kommean people. The present queen-steward is $\underline{SISHRA\ II}$, who took power in 4004 RM. Llyim (68), Liradwyn (9), Thalyron (44), Sishra II (3 \geq).

KONAK: Soc. Str. Abode common in the south of <u>SAUA</u>, commonly of grand design and home to officials and land-princes.

KONDERGOR: Rvr. River flowing for 250-miles east from the ADMANATI hills in the far east of the BLACK MOUNTAINS before emptying in the GULF OF SKAROS. Its waters are clear and keep the city of EDUASIA alive.

KONRA: Lake in the north of <u>PARAIYA</u>, and part of the border with <u>LIDEA</u>. The river is situated along the course of the river <u>SHIBBOLETH</u>^(3.).

<u>KONSANT</u>: Set. Settlement in the west of <u>KAZZAR</u>^(2,). Its main industry is coal mining (Pop. c. 6,200).

KOPH: also 'Kophic Houses'. Pol. Rnk. Noble family made up of four separate houses that dominate culture, politics and commerce in KHULL, whose individuals can claim their ancestry to the days of the <u>INGHULLAN</u> MONARCHY.

The name of Koph is an old one that genealogists have been able to trace back to c. 900 RM, a time before the rise of the first <u>INGHULLAN</u> king <u>ASIPHYAL I</u> in 1131 RM. During this time, <u>MASTRON KOPH</u> was a lieutenant of Asiphyal, enjoying a close relationship with the warlord, eventually becoming the first <u>KINGSFRIEND</u>, a title that brought with it great responsibility and privilege, and which would cement the house of Koph as a powerhouse in local commerce and politics.

The house grew in influence throughout the rule of the Inghullan Monarchy, and in 1877 RM the minor lord <u>UBÉR</u> married princess <u>EREPHYANA III</u>, becoming king consort, effectively making the house of Koph royalty.

The prestige was not to be indefinite though, and the monarchy as well as its immediate family, including the house of Koph, suffered under the tenure of the <u>SORCERER-KINGS</u>^(3.), whose eventual deposing of the royal house in 2136 RM also led to the downfall of the house of Koph. Within a few generations, it had been all but forgotten by the common folk, yet it persisted, its members gravitating towards clerical work, with a few becoming minor businessmen or serving as intermediaries between the nobility and the <u>SOPHIC COUNCIL</u>, even after the eventual eradication of the Sorcerer-kings by the KHULLAN INQUISITION.

Centuries after its fall from grace a descendant with the name of Koph was studying her genealogy in <u>SUDRUM</u> and discovered the family's royal heritage. Though no claim was made at the time to rekindle the Inghullan royal dynasty, likely out of fear of retaliation from the authorities, the revelation nonetheless garnered notoriety. By c. 3500 RM, the extended Kophic family had solidified into four distinct houses that were positioned in the upper echelons of the Khullan (as Inghull had become known by then) society, with some members having served in its government, the <u>Eternal Assembly</u>, despite opposition to their collective power by the Khullan Inquisition.

Decades of hostility by the Khullan Inquisition led to a short siege of a Kophic estate outside VYNAR TA' in 3613 RM, which ended in the family disappearing and the Inquisition leaders standing trial before the Eternal Assembly. Despite the many charges brought against them, the Khullan Inquisition was released with minimal punishment to the disbelief of the Kophic houses.

This began a fractured time in Khull, with the Inquisition on one side, and the Kophic houses on the other, yearning for their ancestors' power. They were able to buy the allegiance of some councillors from the Assembly, which in turn allowed them to form a monopoly over commerce, trade, industry and construction. By 3778 RM, the Assembly was openly in the employ of the Kophic houses and the Inquisition, split roughly down the middle. This led to a prolonged period characterised by political intrigue between the two factions. Poisonings, kidnappings, and assassinations were not unheard of.

The Kophic houses have grown to become incredibly wealthy and just as influential, and were it not for the bipartisan system that they share with the Khullan Inquisition, they would likely have made an attempt to reclaim the throne.

KOPHIC HOUSES: see KOPH.

KOPHIS: Set. Small city in the south of the <u>HENDECARCHY</u> of <u>DERAEIA</u> in the east of <u>MALAN</u>. It is the largest of many communities bordering lake <u>HÂT</u>, and is insular, making little contact with people outside the <u>ARGENT</u> Mountains (Pop. c. 13,800).

<u>KOPHARAD</u>: *Mil. Edu. Sup. Str.* <u>ATRAMENTAL</u>-research post in the east of the <u>REALM OF THE MARKED PALL</u>, overlooking the <u>EYE OF DARKNESS</u> region. Little is otherwise known of it, but it is thought to be a centre of <u>ALCHEMICAL</u> and Atramental research.

KOR: Lan. The number '7' in the KORACHANI tongue.

<u>KORGOD</u>: His. Str. Ancient <u>MULL</u> sepulchre in the c-south east of the <u>MULL CITY-STATES</u>. The sepulchre is gigantic and takes the form of a great pink marble monument at a crossroads of different districts and major cities, the roads of which pass beneath its great vaulted structure.

KORAAS: Set. Settlement in the west of ROMOREA (2.). Its main industry is iron mining (Pop. c.,500).

KORA: Set. Settlement in the north west of ARKOS (1.) (Pop. c. 7,500).

KORACHA-SVATHI: Lan. Language spoken in present-day NÁRTHEL and DACIA. It is descended from the earlier FIFTH AGE SVATHI, though has since adopted many aspects of the Korachani language from millennia of subjugation. See Vol II: Languages.

<u>KORACHAN</u>: (km:xa:n) Lit. 'seven places'. 1. His. Ntn. Extinct culture that once dominated the <u>KORACHANI PENINSULA</u> prior to the rise to power of the <u>ARCHPOTENTATE MALICHAR</u>.

Originally ruled by the sorcerous caste known as the <u>CHEIROAHIN</u>, Korachan was divided into 7 major <u>TERRITORIES</u>, each ruled by its own capital — <u>DEOCHAN</u>, <u>KHADON</u>, <u>BACHAN</u>, <u>CALDERA</u>, <u>KORACHAN</u>, <u>MAKHARA</u>, and <u>ZEPHANICHAN</u>, which rose in c. -700 RM with the discovery of iron and their abandonment of the ancient neolithic religion of <u>LIBOR</u>, in favour of the <u>CULT OF LIFE AND DEATH</u>. By c. -300 RM its people were minting coins, and by c. -200 RM there was a thriving tradenetwork between the seven city-states.

Culturally it was dominated by the cult of Life and Death <u>CULT OF LIFE AND DEATH</u>, which formed a major part of daily life, with its priests becoming very influential, and it was only the strength of character of the Archpotentate Malichar that saw the cult falter, to be replaced by the <u>CHURCH OF THE UNDYING MACHINE</u> and the city-states united as a single entity under his control in 1 RM. See Vol III: Extinct Nations.

2. Dem. 'Korachani'. Ntn. Extant nation in the INNER SEA, dominating the KORACHANI PENINSULA and, for most of the FIFTH AGE, a major imperial presence around the same sea.

It has existed in its present from since 1 RM and was funded by the <u>ARCHPOTENTATE MALICHAR</u> following his shipwrecking on the isle of <u>MALETH</u> and subsequent reading of the <u>SCRIPTURE OF SHADOW</u>. He returned to the Korachani Peninsula and united its <u>SEVEN CITY-STATES</u>, admonishing the merchant-lords of Korachan and toppling the temple of the <u>CULT OF LIFE AND DEATH</u>, destroying the religion's heart in Korachan, paving the way for the rise of the <u>UNDYING MACHINE</u> there and founding of the <u>KORACHANI EMPIRE</u>.

Since then it went on to subjugate most of the nations around the Inner Sea, though its influence has been waning since it lost its <u>ALMAGESTI</u> territories in 3014 RM and the subsequent <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM, which saw most of the territories south of the Inner Sea lost to the <u>LOW-EMPIRE OF SARASTRO</u>.

Since then, Korachan has founded new colonies across <u>ELYDEN</u>, including <u>CRASSULA</u>, <u>MELHUMBRA</u>, <u>TAVVADRA</u>, and <u>UKOBACHAN</u>, amongst others, though its influence across the Inner Sea continues to wane. See Vol III: Extinct Nations.

KORACHAN, CITY OF: also 'the Holy City'. (kpra:xa:n) Set. Major coastal city in the nation of KORACHAN, looking west to the INNER SEA. It is one of the oldest cities in Korachan, and predates the rise to power of the ARCHPOTENTATE MALICHAR by many centuries and was one of the original SEVEN CITY-STATES of the KORACHANI PENINSULA.

It has been regraded multiple times since its first appearance to maintain its coastal presence, and it has become well-known for its undercity, which is a fetid place filled with <u>DEGENERATES</u> and other outcasts. Its moniker of *Holy City* is derived from the sermons of the <u>ARCHPOTENTATE MALICHAR</u>, who deposed the <u>CULT OF LIFE AND</u>

<u>DEATH</u> there, paving the way for the rise of the <u>UNDYING MACHINE</u> and ultimately the appearance of the <u>CHURCH OF THE UNDYING MACHINE</u>.

Today it is a major port and its harbours are constantly busy with ships moving trade and pilgrims to and from the city (Pop. c. 900,000).

KORACHAN DHAI: Set. City in OBLEVIS in the south east of EASTERN MENISCEA. It was renamed Korachan Dhai from its original name in c. 920 RM by followers of the DESPOSYNI DYNASTY which came to rule there. Following the revolution of 3199 RM, the capital was moved to MADDIS, though Korachan Dhai remains a productive industrial centre to this day. Originally coastal, it is now some distance from the coast (Pop. c. 220,800).

KORACHAN, THE HIGH-EMPIRE OF: see HIGH-EMPIRE OF KORACHAN.

KORACHANI: Lan. Main language spoken in KORACHAN and other territories and colonies within the KORACHANI EMPIRE, that emerged in between c. 300 – 350 RM from EARLY KORACHANI.

It is probably the most widely-spoken language in <u>ELYDEN</u> thanks to a combination of imperial colonialism, the wide reach of its economy, and the widespread influence of the <u>Church of the Undying Machine</u> across Elyden. And even those who do not directly speak it are likely fluent in a language that has been influenced by it.

The language exists in two forms – the official version known as <u>HIGH KORACHANI</u>, which is regulated and controlled by the <u>LEXICOGRAPHICAL SOCIETY OF KORACHAN</u>, which has changed little since its establishment in c. 350 RM; and <u>LOW KORACHANI</u>, which is spoken by the lower classes, with little enforcement, which means it more mutable and varies more from region to region.

Like many languages from the south of <u>CENTRAL LLACHATUL</u>, it is descended from a common tongue, known as <u>GORRHASHI</u>. See Vol II: Languages.

KORACHANI BIT: see BIT, KORACHANI.

KORACHANI DISPATCH, the: Int. Vol. Soc. Broadsheet newspaper with the widest known circulation, shipping to all KORACHANI territories across ELYDEN. It has sections on news, the arts, sciences, high society, as well as dispatches from the LEAGUE OF EXPLORERS and others organisations from across Elyden. It is criticised by other nations for its blatant propaganda, though this is largely unknown or ignored by its own people.

KORACHANI DVERGR: Lan. Early FIFTH AGE language spoken by the DVERG of the KORACHANI EMPIRE, which borrowed heavily from the earlier DVERGR and KORACHANI. It became the basis for the later CHTHYRIAN tongue. See Vol II: Languages.

KORACHANI, EARLY: His. Lan. Language spoken by the people of the KORACHANI PENINSULA following the unification of the SEVEN TERRITORIES by the ARCHPOTENTATE MALICHAR, based on the late FOURTH AGE language of GORRHASHI.

It emerged between c. 0-50 RM as the dialect of the old city-state of <u>KHADON</u> gained prominence over other dialects, due to the new capital being located there. By c. 300-350 RM the language had evolved into 'modern' <u>KORACHANI</u>, which has changed little since then, See Vol II: Languages.

KORACHANI EMPIRE: also 'the Heartland', and 'HIGH-EMPIRE OF KORACHAN'. Pol. Ntn. Empire that controls most of the northern coast of the INNER SEA, including the nations of AZAZEM, KORACHAN, LAASKHA, PELASGOS, and SKAROS, as well as MHAROKK in SAMMAEA, and various colonies across ELYDEN (including CRASSULA, MELHUMBRA, TAVVADRA, and UKOBACHAN, amongst others). Throughout its history the Korachani empire has subjugated many territories, and at the height of its power was in possession of lands including ALMAGEST, JURRAS^(2.), KETESH, LIDEA, LYRIDIA, NÁRTHEL, SARASTRO, VAALK, VÂRR, VENTHIR and IO, amongst others.

The empire has existed since 11 RM, when the nation of <u>KORACHAN</u>, under the leadership of the <u>ARCHPOTENTATE MALICHAR</u>, conquered the demesne of Azazem, and remains to this day. Unlike other empires and civilisations, Korachan has endured for so many years largely due to the cyclopean attitude of its ruler, the Archpotentate Malichar, an <u>OTHERWORLDER</u> of vast power, whose will has shaped the course of history within the empire. Despite this, he is prone to long periods of

insularity and ennui, during which Korachan often wavers to the politicking of its mortal government – $\underline{\text{THE SEVEN}}$.

Major historical events within the Korachani empire include:

- The <u>REIGN OF THE EMPTY THRONE</u>, a period starting in 84 RM when the Archpotentate Malichar disappeared for over 250-years, during which he was reborn as an otherworlder and restored the <u>DEMIURGE</u> <u>RACHANAEL</u> to life as the <u>UNDYING MACHINE</u>.
- the <u>SCHISM WARS</u>, which gripped the <u>CHURCH OF THE UNDYING</u>
 <u>MACHINE</u> between 196 367 RM, following the actions of <u>ARREKAN</u>
 THE BETRAYER.
- THE CULLING, which took place in 339 RM following Malichar's return to Korachan as an <u>OTHERWORLDER</u>, where he culled many of his Desposyni descendants.
- the <u>PAPAL HERESY</u>, when between 1191 1217 RM the <u>CHURCH OF</u> <u>THE UNDYING MACHINE</u> gave away large swathes of its northern territories to <u>DVERG</u> and other fey beings in a misconceived act, which resulted in the birth of the nation of CHTHYRID.
- the <u>REIGN OF THE APOSTATE POPE</u>, during which a secondary religion rose in <u>PELASGOS</u>, bringing chaos to the empire between free-isles.
- the <u>RULE OF THE DESPOSYNI</u>, where between 2517 3012 RM, Korachan was ruled by a royal line of <u>DESPOSYNI</u>, beginning with king TAKIYAH, who ruled until 2693 RM.
- the <u>WAR OF THE ARTIFEXES</u>, which saw Korachan gripped by a civil war that saw Almagest and a large part of northern Skaros break free as an independent state in 3014 RM.
- the <u>BLOOD HETERODOXIES</u>, which lasted for 500-years in <u>KARAKHAS</u> and ended in the signing of the <u>COVENANT OF KHURAUR</u> in 3478 RM which saw the nation fractured in two separate states Karakhas and Khuraur the latter of which became independent.
- the <u>WAR OF SUNDERING</u>, which saw a civil war grip the empire from 3703 to 3705 RM, at the end of which Korachan was forced to sign the <u>SARASTROAN TREATY</u>.
- the <u>SUNDERING OF THE KORACHANI EMPIRE</u>, which in 3705 RM saw Korachan divided in two – the High-empire north of the Inner Sea, and the <u>LOW-EMPIRE OF SARASTRO</u> to the south.

Since the Sundering of the Empire, Korachan also lost Venthir in 3781 RM, after which its territories have changed little, though it did reacquire Mharokk in 3930 RM following political upheavals there.

Today Korachan clings to the shadow of its golden age, The Seven and its Patrician caste largely in denial of their waning resources and wealth. See Vol III: Extant Realms and Nations.

KORACHANI GUILD OF CHYMYSTERS: Bus. His. Org. Ancient KORACHANI guild, whose members were chymysters and ALCHYMISTS, serving as the precursors to modern CHEMISTERS. The guild was founded in the city of KHADON in 57 RM, moving to DEOCHAN in 114 RM, though within a century its influence had expanded to most Korachani cities in which there was an established alchymical tradition.

The guild came to control the supply of most alchymical materials into Korachan by c. 250 RM, and, with the blessing of THE COUNCIL OF SEVEN, in 312 RM alchymists had to become paid members of the guild in order to practise their trade in imperial cities. This monopoly in trade materials related to the craft, and revenues collected from members had made the Guild very rich and powerful, and by c. 375 RM it had expanded its sphere of influence to incorporate other nascent fields, such as FLESHWRIGHTING and, eventually, CLONING.

The first successful industrial-scale production of HAEMONCULI by the IMPERIAL COLLEGE OF FABRICATED INCEPTION in c. 740 RM led to a revolution in the art of cloning, with various ATELIERS, guilds, and groups reverse-engineering techniques to effectively steal the secrets of the procedure. This led to the CHEMISTERS WAR, in which the Imperial College of Fabricated Inception used strong-arm tactics to retrieve what it considered its property. The period lasted until 823 RM, when the Council of Seven granted the College exclusive rights to licence its techniques for 100-years, which saw the influence of the Korachani Guild of Chymysters wane. Even after the 100-year moratorium ended, the Guild was unable to claim any considerable market share from the College of Fabricated Inception, and it began to wane.

In 1567 RM it was absorbed by the more modern and forward-thinking <u>ORDER OF CHEMISTERS</u>, with its ateliers and guildhalls formally taken over by the larger organisation.

KORACHANI GYRE: Sea. Sea gyre in the c east of the <u>INNER SEA</u>, off the western coast of <u>KORACHAN</u>.

KORACHANI, HIGH: Lan. Official administrative language of the KORACHANI EMPIRE, emerging in c. 350 RM, and overseen by the LEXICOGRAPHICAL SOCIETY OF KORACHAN, whose members are unyielding and largely unwilling to allow the Korachani language to develop. As a result, High Korachani has changed very little in its over three millennia existence, despite the many different territories and influence it has been exposed to in that time.

Conversely, <u>LOW KORACHANI</u>, also known as *Guttertalk*, is the language of the masses, and is highly mutable.

KORACHANI INSTITUTE OF ATRAMENTAL STUDIES: Edu. Sup. Str. Org. An annex of the VÁMAN ORDER of the SANCTIFIED INQUISITION that is devoted to researching and studying the ATRAMENTA and the effects of ATRAMENTAL CORRUPTION on the MATERIAL PLANE. Its ATRAMENTISTS and PENUMBRISTS travel extensively around the NEAR HEMISPHERE studying the many regions of Atramental taint and local ARCANE TEMPERS, in the hopes of better understanding what causes them.

The Institute was founded in the city of <u>UVILLA</u> in the south east of <u>SKAROS</u> in 581 RM as an independent institution by Atramentists from various <u>MINASTERIA</u> with the common goal of better-understanding the <u>MATERIA OMNA</u> and, more specifically, the Atramenta and its <u>LACUNAE</u>, whose fickle nature had come to dictate many aspects of <u>KORACHANI</u> life.

The Korachani government took control in 695 RM, providing it with more support and funds than it ever could have received as a private venture. Since then, it has become important in shaping industry, exploration, colonisation attempts within the empire, with its experts forming a part of most expeditions and colonisation attempts. In 2780 RM it was folded into the Váman Order, where it continues its work to this day.

In 1733 RM the Institute created the popular system of categorisation through which regions of Atramental taint are labelled to this day. It lists all regions of Atramental taint on a scale, ranging from LEAST CONCERN, to MODERATE THREAT, DANGEROUS, and EXTREMELY DANGEROUS, respectively.

KORACHANI, LOW: also 'Guttertalk'. Lan. The language of the common people across the KORACHANI EMPIRE, spoken in markets, manufactories, slums, shanties, tenements, harbours, and anywhere else where <u>HELOTS</u> and SLAVES are found.

It is far more mutable than the official language of the empire, <u>HIGH KORACHANI</u>, readily adapting to cultural and political changes, leading to hundreds of different dialects across the empire, with many more accents and slang terms, sometimes within the same city. See Vol II: Languages.

KORACHANI LLACHATUL: common name around the Inner Sea Region for CENTRAL LLACHATUL.

KORACHANI MEAN TIME: also 'KMT'. Soc. KORACHANI-centric system of keeping time that appeared in 3980 RM, replacing the previous standard, which had originated in <u>PARTHIS</u> in 3962 RM.

Originally proposed by a symposium of Parthisan <u>PATRICIANS</u> and magnates headed by the Archpatrician <u>DIAPANU ASHIA</u>, <u>ELYDEN</u> was divided into 24 longitudinal zones of 15°, or 1 hour, each, corresponding with the commonly-accepted longitudinal measurements, with Parthis at the centre. The political choice to have the centre in Parthis rather than the <u>PRIME MERIDIAN</u>, led to confusion and the eventual change to the present Korachani-centric system.

Zones east of the Prime Meridian are numbered negatively up to -12, and zones west of this are numbered positively, also up to +12. Together there 24 zones each correspond with an hour in the commonly-accepted 24-hour system.

Most other regions measure time based on KMT, or at the very least acknowledge it So, for instance, Parthis would be KMT+2, and so-on. The 12th zone lies along what is called the International Date line, and is

divided along the 180^{th} meridian, and both prefixes (+) and (–) appear in this zone, dependent on the Date Line. When crossing the International Date Line, any time-keeping devices need to have their date reset – a day back if moving east over the Date Line, or a day ahead when moving west over the Date Line, though the exact time may vary based on the territories one is moving from and to.

The boundaries between these Time Zones are arbitrarily designated every 15° , though vary based on the international boundaries of different nations and political regions. In general, each nation has chosen a specific Time Zone, typically based on which of the 24 zones its area most occupies, and applies that Time Zone to its entire contiguous territory. For instance, Korachan lies along the +1, 0, and -1 time zone, so chose to apply the 0 time (KMT) to all these areas, irrespective of their actual position related to a specific Time Zone.

This system spread rapidly across the Inner Sea, replacing most solar time-keeping methods, and through its use at sea, is also spreading to other regions outside of its area of origin and is soon expected to overtake all other local time-keeping methods, though some regions (such as <u>GNOTH, THE SURRACH, XYRPHAAT</u>⁽³⁾, and <u>ARERAQTH</u>), persist in using their own methods instead of the more commonly-accepted 24-hour system.

KORACHANI PENINSULA: Geo. Peninsula jutting south from the c of LLACHATUL into the INNER SEA. It encompasses the capital nation of the KORACHANI EMPIRE, as well as the nations of HOAMM and ARTALSCELLIA.

KORACHANI PLAINS: Geo. Plains dominating lands west of the FATUACH Mountains in the KORACHANI PENINSULA. The plains were once fertile, known for their sparse woodlands, scrub forests and shrublands. Today they are largely barren, with scattered trees and shrubs.

KORACHANI SPINE, the: *Geo.* Common name for the mountains that form the central highlands of the <u>KORACHANI PENINSULA</u>. The Spine is comprised of the <u>FATUACH</u> and <u>AKAGHA</u> Mountains.

KORACHANI ROYALTY: see 'DESPOSYNI, RULE OF THE'.

KORACHANI WARSHIPS: Mil. Veh. Class of modern steel-clad warships used by the KORACHANI EMPIRE, since c. 3910 RM, namely the POTENTATE⁽³⁾, PATRIARCH⁽²⁾, PATRICIAN⁽²⁾, PRINCEPS⁽²⁾, and PRINCE class imperial warships, which are classed as battleships, cruisers, frigates, gunships and corvettes, respectively. They share various design elements, primarily, a double-layered lower-deck made up of several independent water-tight compartments to minimise the chance of sinking, as well as multiple batteries of turreted artillery – an innovation that grants them an unparalleled field of view, replacing antiquated broadside batteries that had extremely limited arcs of fire.

Originally it was proposed that a battleship named the <u>ARCHPOTENTATE MALICHAR</u> be constructed to act as a capital ship, though this was rapidly shot down, with the reasoning that there is only one Archpotentate, and that it would be uncouth to name a ship after him.

<u>KORAHALEN</u>: Cal. In the <u>KORACHANI CALENDAR</u>, the seventh month of twelve, comprising 30-days. It is named after the nation of <u>KORACHAN</u> and is considered the first of three months of summer. See Vol II: Months and Lunar Cycle in Elyden.

KORANTH: Rui. Once a major city and diamond mine in the <u>DELOMIG</u> region of the c north of <u>SARASTRO</u>. The city was abandoned in c. 2800 RM following the collapse of its open-cast mine and the destruction of half the city.

KORAR: Geo. Highland region acting as a natural border between the tropical nation of <u>PNESSA</u> and the <u>SEA OF SUPPA</u>.

<u>KORAYEN</u>: 1. *Geo.* Salt flatlands in the west of <u>AHRISHEN</u>, in the region of <u>DEMERAL</u>. The area is a remnant of the shallow lagoons left behind through the retreat of the <u>SEA OF PYREA</u> over the past 1,000-years.

2. Rui. MERILL ruins in old coastal shelf in western AHRISHEN, in the region of DEMERAL.

KORCHANA: Set. City in the c east of EREBETH. Until c. 3920 RM the city was little more than a farming settlement, but as the war with

<u>CYHLAGHARR</u> escalated, it began to receive refugees from eastern cities. It continues to grow to this day (Pop. c. 50,000).

KORDA: Geo. Mud-flats in the c north of SAMMAEA, just west of the KALKAUR rift valley. the mud-flats are strangely fertile, with various mosses and lichens surviving there alongside small animals, which tribal natives feed on.

KORDIR: *Geo.* Island off the north eastern coast of <u>VENTHIR</u>, around 75-miles long and 30-miles wide at its widest point. The island is largely uninhabited, though boasts a few rural communities and a fortified military outpost on its northern-most point.

<u>KORDRIN</u>: Set. Small city in the north west of <u>CYHLAGHARR</u> (Pop. c. 12,000).

KORIA: Set. Small fortified city in the far east of SEDISIA, close to the border with GNOTH. It is a major link between the two nations and has a small giganri population (Pop. c. 12,000).

KORIN: 1. *Geo.* Island off the western coast of the <u>FREE-ISLES OF</u> <u>PELASGOS</u>.

2. Set. Port-settlement on the eponymous island, protecting the <u>SOULSTONE</u> mine of <u>ADARAR</u> in south west of the <u>FREE-ISLES OF PELASGOS</u> (Pop. c. 15,500).

KORINAT: *Geo.* Great monolithic overhang in the north of the <u>RTHEI</u> desert in the north of THETIS.

KORIND: 1. *Pol. Soc.* Tribe in the north west of MULCIBER, in the GROWING MOUNTAINS, in the north east of SAMMAEA. It borders the north east of AETHIOS, as well as territories contested between Aethios and AUEREN, which is politically unstable. Due to this, its northern border is heavily fortified against barbarian incursion.

2. Set. Ruling city in the tribe of Korind (Pop. c. 78,000).

<u>KORINT</u>: Pol. Set. Capital city of <u>HANNAH</u> and seat of power of <u>THE CABAL</u> (Pop. unknown).

KORINTIA: Ind. Set. Major city in the far south of PARTHIS. It was once coastal, but is now many miles from the coast. It was originally a port, but slowly changed to an industrial city with engine manufactories and refineries. It is known for the many ancient early FIFTH AGE ruins and ancient temples that stand just a few miles outside its borders today, which are popular with young PATRICIANS undertaking the GRAND TOUR (Pop. c. 80,000).

KORIR: Set. Settlement in the north of KORACHAN, about 35-miles south east of the TEMPLE OF EPHESUS. The settlement was once along THE SHADOW MARCH, though changes in terrain moved the March farther west and the city suffered as a result (8,500).

KORNA: 1. Rvr. River in the west of TAMAR, flowing over 150-miles south into the HARMACHIS from its source in the TISTAR hills. Sediment from the hills give its waters a faint reddish tint.

2. *Lak.* Lake situated along the midspan of the eponymous river^(1.). The lake is round 200-square miles in size and finds various settlements along its shores.

KORNELIUS MAGRIZAAR: m. Arc. Alc. Per. (D. 2102 RM) Legendary polymath who is most famed as an architect and civil engineer. Born in the city of BASSORAH(4) in PELASGOS, to HELOT parents, he later bought his freedom and became famed for designing large structures – primarily cast iron bridges – across the KORACHANIEMPIRE, including the MAGNABRIDGE in KHADON, the JURISI BRIDGE near the mouth of the river KHAD, and the SMYRNIA BRIDGE over the river SAMAPAR in LAASKHA, amongst many others. He is also known to have lived for over three centuries, though his dabblings with ALCHEMY.

KORO: Set. Abandoned settlement in the c-south east of <u>THE SURRACH</u>, in the <u>ATRAMENTAL REGION</u> of <u>HARAT CHLO</u>. Little is left of the settlement other than a grey mound – the remnants of clay brick structures that were left to rot over 300-years-ago.

KORODILLAH: Fau. Nimble reptilian creature with long upright legs and a crocodilian head and tail. They can grow to around 5-ft. long and are excellent sprinters and swimmers, where they chase down slower prey in short bursts of speed designed to wear down them down before breaking their necks with powerful jaws. They are native to the savannahs of WESTERN SAMMAEA, along peripheries whey meet wetlands and

scrubland, including <u>MACELLARIA</u>, <u>EPHATTA</u>, and western <u>ADHERA</u>. See Vol II: Classification and Taxonomy of Life.

KOROR: Geo. Brown mountain forming the border between the north east of <u>SARASTRO</u> and the west of <u>VENTHIR</u>, situated between the <u>JAELA</u> mountain to the north west and the <u>KHO INNOR</u> to the south west. The mountains are rich in iron and other ores.

<u>KOROSH</u>: 1. Geo. Rocky region in the west of the <u>SYNHODOS</u> Plateau rich in mineral and ore.

2. Set. Mining settlement in the south of the above region, known for its granite and hardstone quarries (Pop. c. 5,800).

KOROTA: Cui. Sweetened hard biscuits made in KORACHAN during the spring equinox festival celebrated between the months of <u>CYKRANALEN</u> and LIVIALEN.

<u>KORU-CHBON</u>: Set. Fortified city in the far north of <u>SERROK</u>, overlooking the border with <u>CHEIRA</u> (Pop. c. 42,000).

<u>KORVANT</u>: 1. Geo. Rocky region in the north west of <u>GNOTH</u> and home to an outcast caste of <u>GIGANRI</u> who lost themselves to the temptation of their research.

2. Set. Small city in the north west of the above region in <u>GNOTH</u>. It is known as the main city to be occupied by a caste of giganri philosophers who, some 1200-years ago, studied ancient texts originally discovered in the <u>KHARKHARADONTID</u> wastes. The texts corrupted their leaders and eventually the entire population, which began taking part in decadent rituals. They were eventually exiled to the uninhabited region of Korvant (which at the time was considered beyond the borders of Gnoth) following two nights of fighting.

Since then, the borders of Gnoth have expanded to encompass the city and its satellites, which are now considered a part of Gnoth, though they maintain some of their more unsavoury traditions (Pop. c.16,000).

<u>KORVAS</u>: Set. Settlement in the c south west of <u>ETUA</u>, deep in the <u>GIGGERAGH</u> desert (Pop. unknown).

KORZDA: Sup. Flo. Cut. Root system in the ATRAMENTALLY TAINTED lands covering around 150-square-miles of land in the north of the BRAHANI WASTES, in KORACHAN. The area is covered in thick knotted brown roots, some of which are as thick as trunks. The roots, thought to be a single organism, are extremely tough, though their sap, when filtered and used in sparing quantities has anticoagulant qualities.

When eaten raw or not cooked properly its flesh causes vomiting and diarrhoea and any exposure to the <u>ATRAMENTA</u> during growth may have effects that are exacerbated. See Vol II: Classification and Taxonomy of Life.

KOSH: Set. Small fortified city in the south west of the tribe of JACITTA, in the c of the GROWING MOUNTAINS of MULCIBER (Pop. c. 13,000).

KOSI: Set. Coastal city on the island of <u>LATRAS</u>, in the <u>MAIDEN ISLES</u>, off the south eastern coast of <u>MENISCEA</u>. It is the largest extant permanent settlement in the Maiden Isles and originated as a harbour fortress of the <u>UMMALLARID MERCHANTS</u>. Its main industry is the manufacture of camphor from <u>SEA CAMPHOR</u> trees (Pop. c. 28,400).

<u>KOSSAS</u>: Set. Settlement in the c north west of <u>SARASTRO</u>, along the north western shore of lake <u>SILEB</u>. It is located in the <u>LAXARTHA</u> region, which is the only major source of coal in Sarastro, and as a result its main industry is coal mining (Pop. c. 6,300).

KOSSHAMON: Set. Small city in the north of <u>METHUMN</u>, located at the confluence between the rivers <u>HELAGHILRA</u> and <u>MIRILLIRA</u> (Pop. c. 18,000).

KOSSUS: Sec. Small city in the south west of SARASTRO, along the course of the river MORUL. The city appeared after gem prospectors found well-preserved fossil deposits there which became popular curios amongst the nobility of the SARASTROAN empire. Many of these fossils are sold on the Salt Road, and find their way across the INNER SEA REGION (Pop. c. 11,000).

<u>KOTCHARA</u>: *Geo.* Tropical grasslands in north west of <u>SUOR</u>. It is home to many FIRE LIZARDS.

KOTESES: Rvr. Wetlands in the north east of <u>PELASGOS</u>, along the route of the river <u>ACHELOS</u>, covering some 700-square miles of land. The course of the river Achelos is disrupted there, branching into many shallow slow-moving streams that prevent the passage of vessels other than flat-bottomed barges.

<u>KOTH IGORDH</u>: Rui. Ancient <u>TIKBALAN</u> ruin in the south east of <u>MHAROKK</u>. It includes horse-headed colossi that are crumbled beside a funerary complex.

KOTH ISHADH: Rui. Ancient <u>TIKBALAN</u> ruin in the south east of <u>MHAROKK</u>. Little remains of this ruin but for the crumbled remains of horse-headed colossi that strewn across a square mile.

KOTHA: Lan. The NEMISHI word for mountain, and is used in THETIS.

KOTHA ICHOLLIGHA: also 'the Golden Mountain'. Geo. Mountain-range in EASTERN LLACHATUL that forms a natural border between the TURCAR desert and LIMOTH^(1.). The range also forms the northern edge of the THETAN border with the Turcar desert. The mountain-range measures some 1,500-miles long and extends off the MYMEREAN coast in the form of a dense scattering of islands known as the PANTHEON ISLES. The range is extremely rough and craggy and is known for its frequent earthquakes, though the rich metal deposits on its southern face and the lodeliths that float above its northern peaks are more attractive features.

KOTHA INNACHARL: Geo. Mountain-range in the east of LLACHATUL. It's eastern-most reaches serve as a partial border between the west of TETHYSIA and the north of THETIS.

KOTHA ORIT: lit. 'Mountain of Light'. Geo. Solitary mountain in the far south east of KREM. The mountain is named after its white rocks, which gleam in the tropical light. The mountains' southern-face is noted for its rich aimant⁽²⁾ deposits, which are mined.

KOTHA TYRAL: Geo. Highlands in the west of THETIS.

KOTHALIK: Set. Fortified city in the west of RHINOCOLOURA, along the border with ETHISTONITH. Before Ethistonith became a vassal of Rhinocoloura, Kothalik was known for its embassies and diplomats, who are said to have had a hand in planting seeds of dissent amongst Ethistoni natives that would facilitate their capitulation to Rhinocoloura in 3703 RM. (Pop. c. 98,000).

KOTHYL: (D. 2617 RM) KORACHANI explorer from the city of DEOCHAN, who led the expedition that first 'discovered' and eventually founded the colony of CRASSULA. He became the governor of the settlement of KOTHYL'S LANDING, until his accidental death in 2617 RM.

KOTHYL'S LANDING: Set. Coastal settlement in the KORACHANI colony of <u>CRASSULA</u>. It was the point in which the first Korachani colonists landed in. 2606 RM, and is named after that first <u>EXPEDITIONS</u>' LEADER.

KOTRIS: Set. Fishing settlement in far west of <u>JURRAS</u>^(2.). In 4002 RM a bauxite mine outside the settlement collapsed after hitting a hollow, leading to the formation of a large sinkhole, whose bottom tapers into a 30-ft. wide opening beyond which is deep void of impenetrable darkness, from which emanates a distressful stench.

Dozens of lives were lost in the event and the settlement has since dwindled in size as some families have moved away, fearful that the hole may continue to grow. Indeed, in the years since the collapse, the void has increased somewhat in size (Pop. c. 5,000).

KOTIO: Mil. Str. One of three major fortresses in the east of SAUA (the other two being the HASHI and the NAITO), serving as a defence along its eastern border with the MALANI HENDECARCHY of AONIA. Built during a time of unease between the two states, the fortresses are still manned though they have not been modernised to the most recent theories of military engineering.

KOTOR: *Set.* Settlement in the c of <u>TAMAR</u>, forming a part of the <u>GREAT ROAD</u>. It has many hostels and inns to cater to travellers and merchants passing through it (Pop. c. 8,200).

KOUKON: Int. Geo. Expansive region of petrified silk cocoons in the south of the UMBRA SOKHAR, in SAMMAEA. The cocoons contain the fossilised remains of grotesque beings thought to have been the prey of some ancient creature. The once-silk strands are now hard and calcified, partially buried and broken, but where dense they are strong, covering an area of about half a square-mile, bordered by jagged rocks to the east and honeycombed basalt mesas to the south.

<u>KOULA AMYOUN</u>: *Geo.* Rough hills in the north of <u>NOAVATUR</u>, forming its northern border with <u>KHARKHARADONTIS</u>.

KOURIA: 1. Sea. Bay in the north eastern coast of KHITAI, to the east of the SMOKING COAST, and forming part of the IAPETAN SEA. Its waters are patrolled by ships stationed in the military harbour fort of TESAHUN against piracy.

2. Set. Major coastal settlement in the north of KHITAI. The city is famed for its bustling vaulted harbours, which are tailored for the high tides in the region, which can fluctuate by as much as 20-ft. at times. It is one of the major mercantile ports in Khitai and is particularly metropolitan. It is a major producer of medicines and anti-ageing products that are eagerly consumed by those with the means. (Pop. c. 125,000).

KOWUCHAN: Pol. Set. An autonomous city-state in the centre of LLACHATUL, situated along the border between the SOCIALIST REPUBLIC OF ALMAGEST and the vassal state of SKAROS, at the southern edge of lake ANDHOR. Kowuchan was given to Almagest for 500-years as part of the peace agreement that decided the outcome of the WAR OF THE ARTIFEXES in 3014 RM, at the end of which it was to be returned to KORACHAN.

In the decades leading up to the handover the city was purposefully neglected by Almagest, with exiles and reprobates being sent there, with the intent of being rid of them when Korachan was to take control of the city and its surroundings in 3514 RM. Seeing the state of the city, Korachan simply ignored it, allowing it to self-rule in return for a yearly token tithe in the form of a bloodhound, for which the region was a known breeder.

The city is a dense vertical concrete-and-steel conurbation that is ruled by warring gangs and criminal cartels that deal in contraband acquired by raiding cross-border trade in Almagesti soil

Though it is regarded as a protectorate of Skaros within the Imperial administration, Skarosian leadership effectively ignores the city and its territories so long as the tithe to \underline{KHADON} is paid on time and the region can provide enough troops to defend itself in times of need (Pop. c. 48,000).

KOYEE: For. Small private woodlands in the south east of the HENDECARCHY of MYEIN, within the larger ARUFON forest, in the c north west of MALAN. The woodlands overlook lake SISSET and are filled with ancient trees, some millennia old, including venerable oaks and HELIX TREES, and CORPSE ORCHIDS are also common there. The woodlands are protected by royal decree and are a popular haunt of the brooding HENDECARCH GALLATRIS EBUL, who seeks the solitude of the woods.

<u>KOYEN</u>: Set. Settlement in the c west of <u>AHRISHEN</u>, known for its sheep rearing (Pop. c. 8,000).

<u>KOZAN</u>: Set. Fortified city in the north west of the tribe of <u>NINIR</u> in the south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 30,000).

<u>KOZOCH</u>: Set. City in the south west of <u>SEDISIA</u>. Its name is a corruption of a <u>KORACHANI</u> city that once stood there during the time of the colony of <u>OHDURTAR</u>, and many of its buildings are built from the ruins of ancient Korachani structures (Pop. c. 42,400).

KRAETOR: Mar. Sup. Rnk. Warrior-SHAPERS in THE OLD FOREST, who are renowned for their use of wooden <u>CREANTS</u> as mounts, servants and shock troops in battle. They form a caste apart from others in the Old Forest, and undergo ritualistic trials to advance within their order, and are known to augment their bodies with parts of the very creants they manufacture.

KRAGHT ORS: Set. City in the c of the MULL CITY-STATES. It is known for its authoritarian council (Pop. c. 33,000).

 \underline{KRAJA} : 1. Geo. Island off the north coast of the island-continent of $\underline{BROR}^{(1)}$, overlooking the \underline{SEA} OF ASEER.

Geo. Pol. Ntn. Island-state off the north western coast of the island-continent of BROR^(1.). The island is thought to form the north western-most part of the <u>VERTAEIA</u> Mountains. See Vol III: Extant Realms and Nations.

<u>KRAKAS</u>: Rui. An ancient bronze idol on the west of the island of <u>EPEHET</u> in the <u>MAIDEN ISLES</u>. It stands around 10-ft. high and depicts a crouched humanoid form, with small wings, gangly limbs, and a head not unlike

that of a squid. Its makers are unknown though it is likely to date back at least the <u>THIRD AGE</u>. Strange inscriptions on the plinth were worn when the idol was discovered by western explorers and are completely illegible today.

<u>KRAKEA</u>: Sea. Sea to the north of the <u>SEA OF AKRY</u>, off the southern coast of <u>MEHITIEL</u> and <u>SEDALLIA</u>.

<u>KRAKYR</u>: Pol. Soc. Rnk. One of seven ruling <u>CLANS</u> in <u>CISNERIA</u>, whose emblem is the white wolf, who embodies community and patience, and is a guardian to soldiers. The other clans are <u>BERMION</u>, <u>DISLMA</u>, <u>GYSTAR</u>, <u>HOMMAL</u>, <u>KRISLOR</u>, <u>SKULFUR</u>.

KRALVISSRA: Geo. Valley in the south west of SERROK, noted for its rainforests, many of which are dwindling due to overlogging, and coal deposits, which have been quarried for centuries. It is the main drainage channel for the river KETH ARAKODRA.

<u>KRANAT</u>: Mys. Org. Sect of <u>KARKADANNI</u> ascetics native to certain territories in <u>RHINOCOLOURA</u>, who live in small monastic groups in the arid roughlands of the region. They are known for scrimshawing their nose horns, and they prepare the skulls of their dead, entombing them in niches constructed in the cliffs of their homelands.

This practice is most common in the north eastern-face of the <u>DOTHEGAR</u> Mountains overlooking the <u>ZELET</u> badlands, and comes from the ancient belief amongst karkadanni that the designs bestow power upon them. This may be true, as evidenced from runic magick and runic tattooing, which utilise the power inherent in leylines, but is a largely unexplored facet of karkadanni culture.

<u>KRAONA</u>: Geo. Badlands region in the east of <u>SARASTRO</u>, noted for its fine dust-like sands and grey rocky knolls and pinnacles. The area is riddled with wide low caves that carry the echoes of past inhabitants.

<u>KRASATOSH</u>: also 'the Amber City'. Int. His. Set. City encased in an <u>AMBER</u>-like substance, located in the c south of <u>NALARDIL</u>, along the foothills of the <u>LENELLAN</u> Mountain, in the west of <u>MENISCEA</u>.

The city is largely hidden beneath dunes of fine sand that is thought to have collected there over time, from the mountain to its east. Where wind blows the sand away a layer of reddish-brown resin is visible, exposing part of a great ritual where thousands of cultists were frozen in mid ritual by that strange resin. The resin has been eroded in parts by the harsh winds of the region, exposing the ruin of the city and the now-rotted skeletal remains of those who were once entombed beneath.

The nature of the resin and the reason behind its appearance there remain mysteries, and there are no known accounts of a culture matching the archaeological remains preserved so perfectly beneath the surface.

KRASHBAT: Mil. Org. Penal corps in ALMAGEST that are recruited directly from within prison gangs. Gang members are assigned to regiments corresponding with their gangs, whose heraldry and banners bear symbols inspired from the gangs themselves. The scope for advancement within the corps is the main motivating factor to recruits, as is the republic pardon that is presented to those who survive three years in the corps, though most remain enlisted after this day comes.

KRASIA: Set. City in the c south of SABIA (Pop. c. 17,000).

<u>KRATAR</u>: Geo. Plains, scrubland and sparse woodland in the c north west of <u>SKAROS</u>.

<u>KRATH</u>: Geo. Hills in the north of <u>KHURAUR</u>, noted for its endemic rural clans that exist outside <u>KARAKHASID</u> culture and the hewn cliff-temples where they gather in prayer.

<u>KRATHAN</u>: Geo. Basin dominating the north west of <u>SABAISA</u>, between the <u>OHRAM</u>, <u>HERE</u>, and <u>US'HUT</u> Mountains.

<u>KRATIS</u>: Com. Set. Caravanserai in the west of <u>THETIS</u>, in the <u>RTHEI</u> desert. It is built on the site of an ancient <u>FOURTH AGE</u> temple, and is a vital link in the trade-route between the western territories of <u>TETHYSIA</u> and Thetis. The route is only maintained in winter months, when the heat of the desert is at its weakest, and its population diminishes greatly in summer as merchants and workers travel south to more hospitable lands in <u>EPESTIS</u>.

<u>KRATON'S PALACE</u>: Str. Block-like fortified manor along the <u>SKAROSIAN</u> coast, and home to the regional government. It is named after the <u>ARCHPATRICIAN</u> who oversaw its construction between 2810 –

2832 RM. The region surrounding the manor is known for the many <u>UMBRAPTERS</u> that live in the area.

KRATRUSH: Sec. Fishing settlement in the north of JURRAS⁽²⁾ (Pop. c. 9.000).

<u>KRAURTHAT</u>: Sup. Geo. Mildly <u>FIRMAMENTALLY-TAINTED</u> region in the north east of the island-continent of <u>BROR</u>^(1.), serving as a border between the nations of <u>KASIHAAL</u> and <u>RASTAN</u> It is known as the region where <u>MARROWINE</u> is made.

<u>KREAS</u>: Geo. Earthen plains in the east of <u>KARAKHAS</u>, known for their flatness and lack of features, which birthed many local legends regarding their creation, most of which claim the region to be part of an immense trade-network created by the <u>DEMIURGES</u> in years past.

<u>KREASSEUI</u>: 1. Set. City in the west of the region of <u>CARNAT</u> in the north east of the <u>BARRIER LANDS</u> in the north west of <u>NORTHERN SAMMAEA</u>, forming part of the <u>IVORY ROAD</u>, where it trades opals and other gemstones from the south (Pop. c. 62,000).

2. \it{Rui} . Ruins just outside the eponymous city^(L) in the region of $\it{\underline{CARNAT}}$ in the north east of the $\it{\underline{BARRIER\ LANDS}}$ in the north west of $\it{\underline{NORTHERN}}$ SAMMAEA.

The ruins are situated in a desert vale, with only the peaks of certain structures visible. The ruins' proximity to the <u>IVORY ROAD</u> have seen travellers stumble upon them from time-to-time, and they report a trio of strange figures, no more than 5-feet tall, wrapped in strange leather cloaks that obscure all parts of their body save a single gigantic eye that crowns their head. Little is known of this legend or of any truth behind it (Pop. 3). See Vol II: Legends and Folk Tales.

<u>KREM</u>: Dem. 'Kremi'. Ntn. Located to the south east of the continent of <u>LLACHATUL</u>, <u>KREM</u> lives in the shadow of the great <u>ARGENT</u> Mountains with the inland desert of <u>TURCAR</u> to its north east, and the expansive fold Mountains of the <u>MO-ORASSIM</u> to its south. Nestled between these natural boundaries are a hardy people descended from farmers and herders that spent centuries fending off attacks from <u>VENTHIRI</u> privateers and bandits prowling the lawless lands between fortified farmsteads.

The latest iteration of Krem rose in 2703 RM, with the arrival of a man and woman with elongated faces and red skin, claiming to be the descendants of an ancient dynasty of rulers who became powerful shapers through the use of an <u>ATRAMENTAL</u> drug. Displaying those same powers, they rapidly gained a following and usurped the ruling republic, restoring the <u>ACACINNATHI DYNASTY</u> to power.

Today their descendants thorough incestuous marriages control the cinnabar mines, doling out the dust to their closest allies who rule the land, with all thoughts of the ancient republic forgotten.

Their subjects practice a form of spiritualism known as the <u>WAY OF MEGILLAR</u>, that dictates how their lives are lived so that they may be reborn as <u>OTHERWORLDERS</u> in the fastest manner possible. They are also experts at crafting a steel-like glass that originated in a small region in the north west of Krem, where sand with silica with strange properties is mined. This '<u>GLASTEEL'</u> is used to make beautiful bladed weapons that are sold as valuable ornamental weapons, that nevertheless holds a razor-sharp blade. See Vol III: Extant Nations and Realms.

KRENN: Dem. 'Krenni'. Ntn. Coastal nation in the west of the island continent of BROR(1.). It is known for its flat southern coast that overlooks the GHAYATTANI sea. It is known for its vast cotton fields. See Vol III: Extant Realms and Nations.

KRETCH: Lan. Soc. Derogatory term used within the KORACHANI EMPIRE and some neighbouring regions, towards mortals who are not human.

<u>KREUS</u>: Set. Settlement in the northern mainland of the <u>FREE-ISLES OF</u> <u>PELASGOS</u>. It is a major textile manufacturer (Pop. c. 7,000).

KRIA: His. Rel. The old <u>ELDRIAN</u> pantheon, worshipped now only as regional tutelaries or by the <u>DYEIN</u> nomads, having been supplanted by worship of the <u>WHITE ANGEL</u> in <u>KASPIA</u>. See Vol IV: Religions and Cults.

KRIAN PANTHEON: Rel. Dei. Ancient LLACHATULI gods still worshipped by the DYEIN nomads in KASPIA. See Vol IV: Deities and Pantheons.

KRIC: Geo. Region in the north of OKKHAM, known for its sloping plains and, farther to the north east, hills, that lead to the rocky foothills of the Okkhami Mountains. **KRIESHTAN**: Set. Settlement in the north west of the island of MALETH, named after the many ancient salt pans found there. Today it is home to many steelworkers (Pop. c. 5,000).

KRIHIEK: Sea. Inner Sea in the south of <u>SAMMAEA</u>, surrounded by the empire of <u>SIMBARA</u>.

KRILYIE: Int. Geo. Gigantic monolith, the size of a small nation, in the c south east of EASTERN MENISCEA, where it serves as a border between the south east of EASTERN LARISH and the north of OBLEVIS. The object was once a LODELITH, though it collapsed to the ground in 3752 RM, devastating the region and destroying hundreds of settlements. Originally far larger, it has since crumbled into dozens of parts, most of which have since eroded, leaving Krilyie as the largest remnant, cracked into many parts, with many small caverns leading into its old hollows, where inert lodestones remain.

No reason for its collapse has been found, though many think it presages a slow collapse of other lodeliths in the region. Should this prove to be true it will be the undoing of most civilisations and cultures in southern MENISCEA.

KRISHTUL: Rvr. Expansive wetlands in the c west of TZALLRACH covering some 50,000-square-miles. It is fed by the river BAELLI and is noted for the varying saltiness of its waters, which range from salty in the far west to fresh-water in the east, close to the river.

Historically the region was large lake though the <u>CATACLYSM OF KHAMID</u> in 101 RM destroyed the western-most rim that separated the lake from the <u>SEA OF VENTHA</u>, leading to the lake draining into the Sea of Ventha, through the <u>GAP OF SHUL</u>.

The river Baelli sees enough water and silt deposited in the region to keep it wet and fertile, and it is a haven to wildlife, though the soft earth has rendered useless to support cities.

KRISOBAL: Pol. Geo. One of the nine kingdoms of <u>ELALLIA</u>, located in the north west of the nation. It is known for its many inlets and creeks and their many fishing villages.

<u>KRISRA</u>: Set. Settlement in the north of <u>ALAM BETHYL</u>, in the south of the territory of <u>RAIGEL</u>⁽¹⁾ (Pop. c. 5,000).

<u>KRISLOR</u>: Pol. Soc. One of seven ruling <u>CLANS</u> in <u>CISNERIA</u>, whose emblem is the hog, who embodies resourcefulness, and is the guardian of workers. The other clans are <u>BERMION</u>, <u>DISLMA</u>, <u>GYSTAR</u>, <u>HOMMAL</u>, <u>KRAKYR</u>, SKIII FIIR.

KRISM: Set. Settlement in the <u>Haréshki City-kingdom</u> of <u>Caria</u> (4.). The settlement overlooks the cliffs of the Carian gulf^(1.), and is characterised by steep hewn rocks that lead down to a small harbour at the water's edge (Pop. c. 5,500).

<u>KRIUS</u>: (B. 3973 RM) Pol. <u>HARÉSHKI</u> nobleman and diplomat, from <u>PALUS</u>⁽²⁾. His loyalty was bought by <u>KORACHANI</u> agents, his family given land in.

<u>KRNAT</u>: Geo. Rocky coastal plains in the south west of <u>KHAMID</u>, overlooking the steep treacherous cave-riddled cliffs north of the PHARESES.

<u>KRNAT, CAVES of</u>: Geo. Series of limestone caves covering 50-miles of coastline overlooking the <u>PHARESES</u>, in <u>KHAMID</u>.

<u>KROANNA</u>: Set. Settlement in the c west of <u>KARAKHAS</u>. Its main industry is the cultivation of <u>CENTURY PLANTS</u>, which are used in the production of a local perfume called <u>ASSIR</u> which is valued for its heady smell and rarity (Pop. c. 10,000).

KRODIA: Set. Fortified city in the north of KORACHAN, west of the border with <u>CHTHYRID</u>. It is a major trade centre, with links to the <u>DVERGAI</u> territories of Chthyrid (Pop. c. 43,600).

<u>KRODUS</u>: m. *Int. Myt. Leg. His.* In the mythologies and ancient histories of <u>ELYDEN</u>, the crazed <u>SCION</u> and child of the <u>DEMIURGES VORROPOHAIAH</u> and <u>SYNCHTHONITH</u> who was infamous in what is now <u>WESTERN SAMMAEA</u> for his deranged crusade against the natural world. He was obsessed with undoing the Material Plane to its constituent parts and remaking it in his own twisted image.

He wielded powers of <u>SHAPING</u> that rivalled those of the Demiurges themselves and was capable of feats that unimaginable by most other scions, married with an irrational broken mind. He travelled across <u>ELYDEN</u> corrupting the works of the Demiurges, twisting great

monuments into piles of ash and robbing landscapes of their form and function, turning them into discordant realms that would shred a <u>MORTALS</u> sanity and body alike. He is believed to have sired hundreds of children over the years, most of which he had killed out of fear and paranoia, though some – including * and * are known to have survived.

He was a sadist and a tyrant, and subjugated hundreds of poor mortal communities, enslaving them under his yoke in a reign of terror that lasted for centuries during the THIRD AGE during which he depleted entire nations of all their resources, disintegrated their geographies and vapourised their people, using the constituent parts to create grotesque monuments of semi-sentient flesh, non-Euclidian landscaped that defied mortal comprehension, and indescribable realms of raw chaos, reminiscent of the SEA OF CHAOS from which the Demiurges once created the Material Plane.

He were only stopped through the combined actions of 3 Demiurges (believed to be <u>TALANTEHUT</u>, <u>AVRAHAM</u>, and her mother Synchthonith) and legions of mortal shapers, most of whom died in a great ritual of binding. Yet even with such sacrifice, the ritual was not able to fully destroy Krodus.

No mention is made of him following this event in the <u>MYTHOLOGIA</u> <u>ELYDEN</u>, and none know where his body is today. Some claim that he was banished to the skies and now takes the form of an asteroid that passes by Elyden every 77-years, and others say that he is imprisoned in the deepest reaches of the <u>BENTHIC TRENCH</u>, while others say his body was interred within the great <u>PRISON CARCERI</u> by his distraught mother where it remains today, buried beneath a sarcophagus made from a single solid metallic stone a million tonnes in weight.

His story has been corrupted by time and ignorance into various myths and legends across Elyden, which deal with eschatological themes, and various death entities, spirits of destruction and apocalyptic manifestations are believed to be in part inspired by his obsession with undoing Elyden and her denizens. See Vol IV: Scions, Children of the Gods.

KROKUD: Ser. Settlement in the c west of <u>THE SURRACH</u>, known for its hyena handlers, who operate across the Surrach as bodyguards and intimidators (Pop. c. 9,200).

 \underline{KROS} : Geo. Cliffy grasslands in \underline{MEDES} , the $\underline{HAR\acute{E}SHK}$.

<u>KROSIS</u>: Rui. Buried ancient city in the <u>MOLACHARI DESERT</u> in the east of <u>ANUBIA</u>.

KRURSTA: Set. City in the far south east of AETHIOS (Pop. c. 18,200).

<u>KRUSOTTAE</u>: Set. Settlement in the c north of <u>KASPIA</u>. Its main industry is coal mining (Pop. c. 4,700).

<u>KRYHA</u>: Rui <u>THYMI</u> ruins in the north west of <u>N'RAKH</u>. The ruins are weathered and little remains of them but for their foundations and toppled columns. Tales of hidden treasure saw centuries of <u>KORACHANI</u> looting in the region, which died down by c. 1800 RM.

<u>KRYMEA</u>: Sea. Sea off the eastern coast of <u>EASTERN LLACHATUL</u>, to the north of the <u>SEA OF MIROVEA</u>, and the west of the <u>PANTHEON ISLES</u>.

KRYSA: Dem. 'Krysan'. His. Ntn. Extinct nation in the east of MENISCEA founded late in the 3rd millennium RM, in 2684 RM after the king URSUN united three warring people together. The nation prospered under his leadership, though its growth was stunted by his obsession with death and research into cheating it. His death, after uncounted cost, in 3002 RM left the place without his charismatic influence for the first time in 3-centuries, though his influence could be felt – his descendants and sycophants continued to rule in his stead, channelling funds into their continued research into ways to restore life to the dead and in maintaining Ursun's machine tomb in BELLEN.

In 3592 RM Krysa forged a vassalage treaty with <u>LARISH</u>^(2.), which protects it in return for resources and medical aid. Its people and culture were effectively exterminated by <u>PARTHISAN</u> forces, who landed there in 4001 RM. Larish failed to come to the aid of its supposed allies, leading to the establishment of the colony off <u>EZHIRAYA</u>^(2.), which was founded on the ruin of Krysa. Its people were forced into vassalage, though they remain proud and have fought against their oppressors over the last decade. See Vol III: Extinct States.

<u>KRYSANTER</u>: Set. Coastal city in the south of <u>AKACHA</u>, overlooking the <u>BAY OF UMMIAH</u>. It is known for its drydocks and port (Pop. c. 38,000). <u>KRYSI</u>: *Ind. Set.* Mining conurbation in the south of mainland <u>FREE-ISLES</u> <u>OF PELASGOS</u>, concerned primarily with gold. As a result, it is heavily guarded (Pop. c. 7,400).

<u>KRYSIDRIN</u>: Mil. Str. Fortress in the south of <u>CYHLAGHARR</u>, in the northern face of the <u>NGHALLEAL</u> Mountains.

KRYTA: Geo. Hilly area in the c north west of OPHIUSSA.

KRYTHEA: 1. Sea. Small bay in the south west of <u>PELASGOS</u>, forming part of the <u>SEA OF SPIRES</u>.

2. Set. Settlement in the west of <u>PELASGOS</u>, along the river <u>KRYTHOS</u>. It forms a part of the <u>RED ROUTE</u> (Pop. c. 3,800).

<u>KRYTHOS</u>: Rvr. River in the west of <u>PELASGOS</u>, flowing for 160-miles south east from the south western foothills of the <u>BATHAKOL</u> Mountains before emptying in the <u>BAY OF KRYTHEA</u>⁽¹⁾.

KSHITI: lit. 'strong lord'. Mil. Rnk. Historically, in PELASGOS and VAALK; martial-lords, though the tradition died out with KORACHANI influence, replaced by the COGNATENSIA and PATRICIAN dynasties by c. 700 RM.

KTHONBHRU: Myt. Geo. Ancient mythical natural bridge linking TAHALL in LLACHATUL to SAGITTARIA in SAMMAEA, across the GATE OF EREBETH. Ancient independent accounts mention this, though the postulated length of such a bridge (some 50-miles) leads scholars to believe such tales are apocryphal at best.

<u>KU AYUM</u>: Set. Settlement in the c south west of <u>VENTHIR</u>. Its main industry is goat rearing and the production of vellum (Pop. c. 6,000).

<u>KUKHOR</u>: Rvr. River in the s south east of <u>AMMESH</u>. Its midspan is dominated by the wetlands of <u>SHALAL</u>, which are a tangle of braided rivers, oxbow lakes, and interconnected freshwater marshlands

KU'KU NAL WRESTLING: Int. Gam. Soc. Named after a PEAK in the south of BA'AKH, Ku'ku Nal is a long-standing wrestling tradition that is thought to have originated in early FIFTH AGE Ba'akh, as a form of martial display that was employed by rival clans to settle disputes in lieu of resorting to bloodshed.

<u>KORACHANI EMPIRE'S</u> arrival to Ba'akh in 634 RM saw the sport banned as a means of suppressing local culture, though underground events became popular with <u>PATRICIANS</u> and other influential individuals, and it eventually spread along the passage of the <u>RED ROUTE</u> and the <u>SALT ROAD</u> to other regions, where it became even more popular, its wide-reach evading further suppression.

It has since become ingrained in many northern <u>SAMMAEAN</u> cultures, including <u>LIDEA</u>, <u>PARAIYA</u>, <u>MHAROKK</u>, <u>SARASTRO</u>, and <u>IO</u>, amongst others, including <u>PELASGOS</u>. <u>VAALK</u>, which has its own national sport in the form of <u>DUST WRESTLING</u> is one of few Sarastroan territories in which Ku'ku Nal is not widely practiced.

It borrows heavily from ancient gladiatorial combat, though has become more theatrical over the years, with combats becoming closer to performances, to the point that many outsiders unfamiliar with the ritualised combat accuse the performers of pulling their punches and the outcomes being fixed. Indeed, many practitioners of foreign martial arts look down on this sport, thinking its performers to be little more than just that – performers, yet in truth they are highly skilled, of razor sharp reflexes, and with bodies that are capable of withstanding a battering.

The sport is pervasive in the nations where it is popular, and permeates many aspects of culture, from the lowliest of HELOTS – who find solace and hope in the performances – to the highest of ARCHPATRICIANS – who gamble their fortune on the outcomes of matches. Most settlements of note are home to at least one arena, with larger cities often having multiple arenas, training compounds, and ongoing local tournaments, with winners and crowd favourites travelling to the capital of the SARASTROAN EMPIRE in ARGEA to compete in the IMPERIAL INVITATIONAL at the IMPERIAL INVITATIONAL at the IMPERIAL INVITATIONAL at the IMPERIAL Empire, that includes hospitality, catering, manufacture of merchandise, not to mention the sale of performance tickets. Popular performers are freemen whose exploits in the arena have made them rich and famous across the Reformed Empire.

Prospects wishing to take part in Ku'ku Nal must first prove themselves as physically capable by ascending to the peak of Mt. Ku'ku and entering the <u>HALL OF THE CHAMPIONS</u>, where they retrieve a leather cowl that they must return to their arena of choice, which will earn them a position

in the training halls. Upon completion of their training, they must return to the Hall to give up the cowl, after which they adopt a persona in which guise they will perform. Only mortals are allowed to compete and any halfbloods or SCION-BORN found to be competing are immediately disqualified and banned. In some rare instances, a HALFBLOOD or scionborn might be allowed to compete as part of the show, though such runs are unlikely to last long.

Some cities have underground circuits where there are less rules and traditions revolving around race. Though traditionally only wrestlers who have completed their ascent of Mt. Ku'ku Nal fight each other, at times prospects who have amassed a loyal fanbase will be allowed to compete in matches against those who have given up their cowls, in a bid to increase spectacle.

Growing displeasure at the increased theatricality has led to offshoots of the sport emerging that are bloodier, more akin to ancient gladiatorial matches. See Vol II: Games and Pastimes.

<u>KUAIONAL</u>: Cal. In the <u>KORACHANI CALENDAR</u>, the sixth <u>DAY OF THE</u> <u>WEEK</u>. See Vol II: Month and Lunar cycle in Elyden: Calendars.

<u>KUARU</u>: Set. Large fortified city in the south west of <u>SIRIPHAGOS</u>, forming a major stop along the <u>SALT ROAD</u>. It is known for its many inns that cater to merchants and their large crews (Pop. c. 77,000).

<u>KUDUR TA'</u>: Set. Major coastal city in <u>KHULL</u>, overlooking the <u>BAY OF</u>

<u>TIR</u>^(1.). It has an expansive port and harbour and is a major centre of the
<u>CHURCH OF THE SHADOW TRIUMPHANT</u> (Pop. 800,000).

<u>KUELLA'S BASIN</u>: Geo. Endorheic basin in the south west of <u>KAZZAR</u>⁽²⁾ in the north of <u>SAMMAEA</u>. It is of dry-temperate climate and what rain it receives is largely absorbed by the ground into aquifers.

KUIASH: Pol. Geo. Political region in the south of historical ZHARIAH⁽²⁾, where the future WARLORD RHOZHADEN was born. The region is now located in SHEZALIAH. Over the past decades the region has been exploited for its iron reserves and has become an industrial wasteland of open caste mines, refineries and forges.

<u>KUL</u>: Geo. Small mountain in the north of <u>KHARKHARADONTIS</u>, mostly buried beneath the <u>DUNE SEA</u>.

KULIGALA: Dem. 'Kuligalan'. Ntn. Situated in the east of SAMMAEA, in subtropical climate to the north west of the infamous SEA OF LETHEA, Kuligala is a land that has known much conflict over its existence as an independent state.

Founded in 1305 RM, after the fragmentation of the earlier nation of <u>CARCHEMISH</u>⁽³⁾ following major destruction in the wake of the <u>UPHEAVALOF LETHEA</u>, Kuligala had the unfortunate honour of being the land where the <u>ARCHPOTENTATE MALICHAR</u> was reborn as an <u>OTHERWORLDER</u> around a thousand years earlier, in 231 RM.

The KORACHANI EMPIRE colonised the land following his return to KHADON and erected a great temple there in the name of the Archpotentate. It became a site of pilgrimage to many Korachani people, though natives of HADDURATHI descent remained devout to an ancient and misunderstood religion despite persecution. This faith would go on to become the CHURCH OF THE NEPHILIM, and its priests opposed the Korachani colonists at every juncture, killing thousands of pilgrims over the years. This, coupled with the harsh DREAMSCAPES and the amnesic qualities of the Sea of Lethea led to the abandonment of the Korachani colony, and the eventual establishment of the short-lived nation of Carchemish in its wake.

The fragmentation of Carchemish into \underline{BANT} in the west and Kuligala in the east brought with it new problems. Kuligala inherited both the smaller area and the eastern-most portion of the peninsula, which more greatly suffered the effects of the Sea of Lethea and the monarchy that emerged became target of $\underline{NOAVATURI}$ attacks as attempts were made to retake the holy land of the prophet Malichar's rebirth. Each attack was repelled, though at great loss to Kuligala, which between 1500-2500 RM spent every effort fortifying tis bays and harbours against attack, and established a large naval presence in the Lethea, despite the negative effects of its waters.

The monarchy was overthrown in 3182 RM, following years of corruption surrounding the use of deepwells that left thousands of people bereft of untainted water. The region fragmented after this, though was quick to stabilise, with the thousands of wells becoming centres to

individual settlements that by c. 3320 RM had formed the \underline{ONYX} $\underline{CONCLAVE}$ – a representative council based in $\underline{EPHUORI}$, where diplomats convene seasonally to speak of matters of importance to the entire coalition.

Traditionally, Kuligalan settlements are known as <u>KINTOWERS</u>, which are made up of 2–4 extended families that live in a single hollow tower that is surrounded by farmlands and pastures that are tended to by members of the so-called <u>KINGROUP</u>. In the centre of the tower is a large well with access to deep groundwater that is free of the influence of Lethean taint. When the kingroup outgrows its tower, young families are sent out to found a new tower, that will have the parent tower as a close ally. Today, many kintowers have become obsolete, becoming cities instead, though most rural areas retain the old social structure of the kintowers.

It is also known for scattered ruins of a <u>FOURTH AGE</u> dverg nation of which very little is known today. See Vol III: Extant Nations and Realms.

KULIGALAN: Lan. Language spoken in KULIGALA. It is descended from CARCHEMISHI and bears many aspects of KORACHANI, which was spoken there by KORACHANI colonists for around a century before the regions' abandonment. Despite their divergence over the centuries, Kuligalan and BANTISH, which emerged in the peninsula at the same time, remain quite similar to this day and it is not difficult for a native speaker of one to understand the other, given time and patience. See Vol II: Languages.

<u>KULIGALAZAH</u>: Set. One of the largest known <u>DVERG CLADES</u> in the <u>SOUTHERN HEMISPHERE</u>; in the south west of <u>SYNCHTHONITHA</u>. Its name is etymologically linked with the <u>CARCHEMISHI</u> nation of <u>KULIGALA</u>, which is thought to be built atop the ruin of a dverg nation (Pop. c. 190,000).

<u>KULIKAN</u>: Cur. Currency of <u>KULIGALA</u>, first minted in 2740 RM. See Currency and Coinage in Elyden.

<u>KULKON</u>: Lak. Lake in the north of the emirate of <u>UKOLIST</u> in the north of <u>LIMOTH</u>^(1.).

KULL DARGA: Geo. Mountain chain in the north of <u>ALAM BETHYL</u>. The mountains serve as a cultural and political border of sorts, with few settlements of note existing north of its west – east spread, with most of those them serving purely industrial purposes.

<u>KULLAETH</u>: also 'the Sand Gardens'. Geo. Sandstone rock formations in the c of <u>NAARETH</u>, along the course of the river <u>TULAR</u>, south of the <u>IROTHA</u> Mountains.

<u>KULOMIRAL</u>: Geo. Plains dominating the east of <u>KASPIA</u>, more commonly known as the <u>UNCLAIMED LANDS</u>.

<u>KUMAYAN</u>: Set. Small city in the north of the <u>SOLEYN TERRITORIES</u>, to the east of the <u>HASHATH</u> Mountains. It is known for its falconers and <u>ROC</u>-mounted messengers, which operate an efficient mail and courier service across Soleyn and <u>SUOR</u> (Pop. c. 18,000).

<u>KUMBRAYA</u>: Set. Settlement in the north of the <u>SOLEYN TERRITORIES</u>, to the east of the <u>HASHATH</u> Mountains (Pop. c. 8,500).

<u>KUMDAR</u>: Set. City in the c east of the <u>SOLEYN TERRITORIES</u>, famed as the manufacturer of pristine <u>POWDERGUNS</u> that are prized across the <u>INNER SEA</u> (Pop. c. 38,200).

<u>KUMMAR</u>: Set. Small city in the region of <u>NAGARHI</u>, in the west of <u>AMMESH</u>. Its main industry is the cultivation of cotton (Pop. c. 13,000).

<u>KUMYAN</u>: Set. City in the c-south east of the <u>SOLEYN TERRITORIES</u> (Pop. c. 27,300).

 \underline{KUN} : 1. Geo. Rugged highland area in the east of \underline{VAALK} , to the west of the \underline{ARAKK} peninsula.

2. Set. City-state in the east of the $\underline{\text{HENDECARCHY}}$ of $\underline{\text{DERAEIA}}$, in the east of $\underline{\text{MALAN}}$. It lies within a plateau in the $\underline{\text{ARGENT}}$ Mountains, and like many such settlements, is relatively isolated from the rest of Malan (Pop. c. 80,000).

KURABEI: (B. 3957 RM) *Pol.* Present ruler of the <u>RHINOCOLOURAN</u> KHANATE.

KURAG: His. Soc. Tomb-mound dating back to the Neolithic-age in the c-south east of <u>AHRISHEN</u>.

KURANOG: Geo. Main volcano in the KURNUGIA mountain in the c of SAMMAEA. Major eruptions occurred in c. 760 and 2100 RM, the former of which devastated an entire nation, causing it to fragment.

KURASOU: Set. Settlement in the c of PARAIYA, to the north of the URATH Mountains. Its main industry is the mining of iron (Pop. c. 7,000).

<u>KURATH</u>: 1. Nm. Apocryphal demesne in <u>HOGGOTHA ISZ</u> where <u>HUMAN/SERAPI</u> crosses thought to exist. The humans are believed to be the distant descendants of ancient <u>FIFTH AGE OPHIUSSAN</u> explorers. It is the prime region where the <u>SERPENT MOTHER</u> is worshipped and its militant proselytisers have spread the cult to surrounding lands, where it has also become dominant amongst the more barbaric serapis of Hoggotha Isz.

2. Set. The main city in the above region, which is believed to have been founded by ancient <u>OPHIUSSAN</u> explorers in c. 1200 RM (Pop. unknown).

<u>KURATI</u>: Set. Small city in the north east of the tribe of <u>AUEREN</u> in the far north of the GROWING MOUNTAINS of MULCIBER (Pop. c. 14,500).

<u>KURBAN</u>: Set. Settlement in the c of <u>KARAKHAS</u> that makes fine jewellery from <u>BLOODSTONES</u> mined in nearby <u>KARANT</u>, which are sold to merchants travelling the SALT ROAD (Pop. c. 5,800).

<u>KURDA</u>: 1. *Geo.* Pass in the far north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, linking <u>SIRIPHAGOS</u> in the west with Mulciber in the east.

2. Pol. Ser. Ruling settlement in the tribe of <u>AUEREN</u> in the far north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. Though considered to be the capital of Aueren by outsiders, the region is not unified-enough to justify such a term – there is little centralisation of leadership, for instance. The city is ruled by a kratocracy made up of respected elders from the major tribes and families from across Aueren

The city is a major hub of trade, where trade goods stolen by raiders are resold to caravans heading south along the <u>SALT ROAD</u>. (Pop. c. 230,000).

<u>KURDAQ</u>: Set. Settlement in the south east of the region of <u>HANNASTER</u> in the c of <u>THE SURRACH</u> (Pop. c. 5,000).

KURGAN: His. Soc. Arc. Ancient burial mounds in the north of SAMMAEA, common in the north west of KARAKHAS and eastern JURRAS (2), though to date back to an early FIFTH AGE culture. They are noted for their narrow-corbelled stone doorways, though most of their contents — treasure and bodies — were looked centuries ago. However, due to the often-secluded nature of the kurgan sites, may are thought to remain undiscovered, particularly in the north of the LLURAN WASTES in the south east of Jurras.

KURGAUSS, the: Leg. Legendary figure common across most of c LLACHATUL. The Kurgauss is a monstrous humanoid figure that stalks the wintry landscapes of LLACHATUL, searching for the lost and forsaken. Some he helps and others he kills, seemingly at random. It is said that he can be appeased by a hot drink made from rosemary and thyme, the latter of which is relatively rare in the cold north where he is more-commonly mentioned. See Vol II: Legends and Folk Tales.

<u>KURHETTANE</u>: Set. Major city in the north of <u>CEGANE</u>. It forms a part of the <u>ISHMMARRAN TRAIL</u> and serves as a crossroads of commerce, linking Cegane with <u>VAUN</u> in the north, <u>SIMBARA</u> in the east, and the <u>SYCHTAN PREFECTURES</u> in the west, and is known for its large basin-like market that is guarded by nine lion-headed stone towers (Pop. c. 108,000).

<u>KURIL</u>: Set. Fortified settlement in the far south west of <u>KHULL</u>. Its main industry is the mining of low grade iron, which is primarily used for making ochre pigment (Pop. c. 3,900).

<u>KURKAL</u>: Sca. Small sea in the north west of the <u>SEA OF LETHEA</u>. The sea divides the <u>GOJAN</u> Highlands in the north, from the <u>CARCHEMISHI</u> headland to the south.

KURMA: Fau. Lumbering reptilian creature common in c SAMMAEA, particularly KHARKHARADONTIS and the DUNE SEA, where they are amongst the few creatures whose bodies are acclimated to life in ATRAMENTALLY TAINTED areas. Their bodies are covered in thick scales, and they have glands that absorb ambient UMBRA and store it in the form of a gall stone, much as a clam creates a pearl. Much like a pearl the gall stone is iridescent, though dark, like a solid sphere of oil. These spheres

are carried inside the kurmas until they die, and they remain following decomposition as spheres that can be up to 6-inches in diameter, which are saturated in Atramental taint and can be seen littering their homelands alongside their bleached skeletons.

They can grow up to 30-ft. long and have different morphologies, though little research has been conducted into their forms due to the inimical nature of their habitats. They were first documented by Korachani explorers during the great expedition that provided our earliest impressions of Kharkharadontis in 1261 RM, now known as the KHARKHARADONTID UNDERTAKING. See Vol II: Classification and Taxonomy of Life.

- <u>KURNUGIA</u>: 1. *Geo.* Mountain in the east of <u>SAMMAEA</u>, to the south east of <u>KHARKHARADONTIS</u>. It is volcanically active, with lava-flows emptying into the <u>FLAMING SEA</u>, where the large lava fields of <u>HUAEZON</u> have gathered, slowly encroaching on the sea.
 - Geo. Caverns beneath the eponymous mountain, said to link to the caverns of DAEKYN.

<u>KURRITTIS</u>: Geo. Valley in the south east of <u>METHUMN</u>, between <u>UKHORR</u> Mountains in the north and the <u>MAR SAHIGH</u> Mountains in the south. Its easternmost reaches give way to the ANTHAR Desert.

KURT BALLS: Cui. Goat and sheep curd balls rolled in salt and spices and dried. They are eaten on the saddle and can be used a stock cube – dropped into a meagre soup to imbue it with flavour. Common in TEMUJA, BAATAN, VIRAHAN, northern AHRISHEN, SABIA, KASPIA, and parts of western MALAN.

<u>KURTA</u>: 1. Geo. Pass in the north of <u>SAMMAEA</u>, across the east of the NGHALLEAL Mountains.

2. See. Major city and regional capital in the north east of $\underline{\text{THE SURRACH}}$. It forms part of the $\underline{\text{PARTHISAN ROAD}}$ (Pop. c. 19,600).

<u>KURTATH</u>: Set. Small city in the north of <u>SEDISIA</u>. It is a small trade centre, and its merchants hold business relations with southern <u>RAONGEN</u>^(2.) (Pop. c. 17,500).

KUSTER: Geo. island in the SEA OF SAMMAIDU, below the southern POLAR CIRCLE.

<u>KUTRA</u>: 1. Geo. Island in the <u>SEA OF BALIMAN</u>, belonging to <u>GIBEAH</u>, partway between Gibeah and CUTH.

2. Set. Settlement on the above island $^{(1)}$, belonging to $\underline{\text{GIBEAH}}$ (Pop. c. 6,000).

<u>KUUDRII</u>: Mil. Str. Large fortress in the c east of <u>PNESSA</u>, just north of the <u>AANTH</u>-occupied jungles of <u>AAQU</u>.

KVIT: Also 'the Copper Garden'. Rui. Ruins in the <u>ATRAMENTALLY TAINTED</u> region of <u>ASKIA</u> in the south of <u>PNESSA</u>. The region is named for the plethora of verdigris idols that fill the area like a densely packed graveyard of simulacra and statues. Little is known of its history, but the ruins predate the appearance of the tainted lands of Askia, and the present Pnessian culture.

<u>KWARA</u>: Sea. Bay in the north of <u>KASPIA</u>, just north of the settlement of <u>KWARUG</u>.

<u>KWARUG</u>: Sct. Coastal settlement in the north west of <u>KASPIA</u>, overlooking the bay of <u>KWARA</u>. Its main industries are fishing and whaling (Pop. c. 8,000).

KWAZOKI: Mil. Rnk. Raongen noble warriors drawn from the firstborn children (male and female) of all citizens, who must serve in the military for seven years, only after which they are seen as true citizens. Most abandon the role once their seven years are up, but those with an affinity for it may continue s soldiers, rising through the ranks into positions of civilian leadership. Indeed, many settlements in Raongen are ruled by Kwazoki.

KWEI: Phil. Rel. Soc. A cultural philosophy and religion amongst the people of the SOLEYN TERRITORIES. It dominates many aspects of their lives and extols the use of pain and physical suffering as a means of reaching enlightenment. Many rituals (including COMING-OF-AGE, weddings, religious feasts etc.) include ceremonies designed to test pain thresholds. It is believed that these may stem from a form of redemption through suffering or a means of seeking perfection, though the object of their admonishments (be it deity or ideal) is oddly distant, never mentioned or depicted, save for one GREAT IDOL outside the city of IMYRI that is shaped

like a great four-winged angel. The idol is nameless and venerated only on nights when the Ivory Moon <u>SIELLA</u> is in dominance and a cold rain (said to be the moon's tears) falls. This link with Siella is otherwise unrecognised.

In a more pragmatic sense, the concept of Kwei takes the form of willing labour — only through hard work can you learn who you are or find joy. Solyeni settlements tend to dedicate themselves to a particular trade or craft, and most of its craftsmen or labourers take up that craft that, under the philosophy of Kwei, consumes their lives. The settlements are connected in an intricate trade-web that serve each other, with a pariah caste of nomadic merchants, known as NOAMAS, selling and buying goods, keeping the settlements working.

The philosophy emerged in c. 2400 RM, following the discovery of clay tablets in a cave in the northern face of the <u>ETHITUL</u> Mountains in 2200 RM. Before then the region was largely secular, with lose worship of elemental forces that were once the focus of worship in the extinct ABERANNI empire.

There are some who take the inflicting of pain to extremes, and these are the individuals who make the <u>PAIN-HOUSES</u>, for which the nation is most-known to outsiders, commercially viable. In truth most settlements only have one pain-den and its largest city, <u>ANSA</u>, which boast a population of around 1-million, only has around a dozen. See Vol IV: Religions and Cults.

<u>KWEI TABLETS</u>: Phil. Rel. Obj. Clay tablets discovered in a cave in the northern face of the <u>ETHITUL</u> Mountains in 2200 RM, which later became the basis of the <u>KWEI</u> philosophy that dominates life in the <u>SOLEYN TERRITORIES</u>.

KYAALAK: Geo. Temperate-dry scrubland in the c east of VAALK.

KYAL: His Set. Ancient CITADEL MOUNT city now occupied by the fortified city of DUN KHARR. Following the defeat of barbarian incursions with the death of their leader in –1193 RM, the people of UHLSAAT emerged from their refuge in the KOHOD Mountain (now known as the EHBOT mountain) and began erecting high-towers to safeguard their lands. Kyal was fortified against the open expanse of the north, becoming a strong fortress by c. –900 RM.

Despite its defences, the city saw little threat from outside forces and became a centre for art and architecture, its gilded domes and red minarets visible for miles around. The security that Kyal offered its populace saw it grow in power and influence and it continued growing, until in c. –600 RM it had become the largest of the Citadel Mounts and was the first of the Citadel Mounts to take on the epithet Dun, meaning 'great city', in –606 RM. It became a major cultural influence in the region, with the Citadel Mounts' distinctive domed and spired architecture and red stucco emerging there. It remained a potent force until the arrival of <u>KORACHAN</u> to the region in 352 RM, where it was renamed Dun Kharr and became part of its administration there until the empires' abandonment of the region in 527 RM.

<u>KYATA</u>: Set. Fortified settlement in the far north east of <u>TZALLRACH</u>, just north of the river <u>NAMELLI</u>, close to the border with <u>MALAN</u> (Pop. c. 8,200).

KYAVEA: Set. Coastal city in the north of <u>VAEVECTA</u>^(2.) that forms a part of the <u>VAEVECTAN TRAIL</u> (Pop. c. 90,000).

KYBAN: Geo. Mountain in the south west of NAARETH.

<u>KYCEOLAN</u>: 1. also 'the Green Well'. Set. A powerful <u>FIRMAMENTAL LEY</u> in the east of the <u>HENDECARCHY</u> of <u>NHORA</u> in the north east of <u>MALAN</u>.

2. Set. Major city in the east of the <u>HENDECARCHY</u> of <u>NHORA</u> in the north east of <u>MALAN</u>. It is known for its alleys and labyrinthine streets, many of which lie upon the roofs of underlying structures, as well as its expansive slums, where the bulk of its unskilled workforce lives (Pop. c. 1,900,000).

<u>KYDONIA</u>: 1. Geo. Rocky upland region in the east of <u>VAALK</u>, overlooking the <u>SEA OF NUTHEN</u>.

- 2. Geo. Pass in the east of \underline{VAALK} , between the rugged hills of \underline{KUN} in the north and Kydonia^(1.) in the south, linking the city of $\underline{AZI'IA}$ in the east and $\underline{KANKARRA}$ in the west.
- 3. Set. City in the east of <u>VAALK</u>, its street pattern built according to the undulations and cliffs of the land, giving it a multi-tiered appearance.

It was one of a handful of cities that followed <u>ANAKARRA</u>, defecting to <u>SARASTRO</u> during the <u>WAR OF SUNDERING</u>. It suffered against <u>KORACHANI</u> blockades and was reclaimed by <u>KORACHANI</u> just before the war ended. It remained a Korachani centre after the <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM, and the next decades were characterised by civil conflict that led to the <u>REFORMED EMPIRE OF SARASTRO</u> claiming it as a vassal state in 3737 RM. Indeed, Kydonia was the site for the final treaty signing that saw Vaaltha bend the knee to Sarastro.

Today it is a hub of cloning industries with many incubator-manufactories making up its most profitable industries (Pop. c. 50,000).

KYDOR: Pol. Com. Bus. Soc. Mercantile PATRICIAN HOUSE that, alongside the houses of LYCTUS, MELIA and HIMERAN, was a major political presence in TARATI^(1.), originating as a puppet of the governing body in c. 1100 RM and becoming part of the ruling TETRAN by c. 1300 RM. The Tetran was overthrown by dissidents called THE AVATARS in 3013 RM, with their leaders executed and their followers expelled from the small nation. The house remained active in the west of KORACHAN and southern AZAZEM following the fall of the Tetran. See Vol II: Patrician Houses.

KYLASS: Geo. Region in the west of PNESSA, known for the petrified sloughed skins of ancient SERAPIS that look like twisted hollow statues. A few scattered remnants of a civilisation persist, mostly ruins, though they are rare and largely buried in the wastes. What few hospitable regions exist here are either <u>ATRAMENTALLY TAINTED</u> or infested by degenerate serapis.

<u>KYLB</u>: Set. Twin city in the north east of <u>SIRIPHAGOS</u> that is fed by a spring that disappears into a cave beneath the city (Pop. c. 50,000).

KYMSIGIES: Rui. Ancient ruins in the c south west of the WAELMIGH rainforest in the south west of CHEIRA. The ruins are overgrown and little remains of them today, though accounts from the early FIFTH AGE mention distinct architectural features and tombs in which bones thought to have once belonged to SPHINXES were found. It is thought that the ruins form part of a larger area that was, until as recently as the Fifth Age, home to what may have been the last sphinx stronghold in ELYDEN.

KYNTHA: Rvr. River in the west of <u>NAARETH</u>, flowing south for 245-miles from sources in the highlands of <u>SIRDAIRA</u> and the <u>DYLPHIRA</u> and <u>AYALA</u> Mountains before meeting the <u>BAY OF KYUN</u>.

KYONI ORDER: Pol. Org. In the <u>KORACHANI EMPIRE</u>, one of the <u>SANCTIFIED ORDERS OF THE INQUISITION</u>, tasked with protecting its cities. It is now famed for its military engineers, who were responsible for the design and construction of many great bastions and fortified cities across the empire.

It was the first of the Sanctified Orders to be founded, and in many ways served as the blueprint to others that followed. It was named after its founder, NARAH OF KYON, who founded the Order in DEOCHAN, KORACHAN in 96 RM in response to increasing threats to the Korachani Empire's cities both from within and without its borders in the years of uncertainty that followed the disappearance and supposed death of the ARCHPOTENTATE MALICHAR in 84 RM. The goal was to create a dedicated force to safeguard both urban and rural areas, and its formation led to the founding of a unified empire-wide policing force, that would go on to become the IRON GUARD. Since then, the cities of BUACHAN and CANATH, as well as fort DIMASHK have become major strongholds of the Order.

Today, the Order's main role is to safeguard cities and to form a wellorganised civil defence force, with individuals being knowledgeable in a variety of subjects including communicable diseases, fires, floods and earthquakes; or have received specialist training as engineers, sappers, linguists, culturalists, scouts, cartographers, or even as shapers (with <u>TEMPESTARIIN</u> being somewhat common amongst the Order.

The Order is organised into a strict hierarchy, beginning with the rank of Initiate, leading into Squire, Knight, Engineer, Captain, and finally <u>GRANDMASTER</u>. As part of their indoctrination, Initiates must undertake a solitary night vigil, typically on the ramparts of a fortress or city wall.

The Order proved its worth early in its history, when in 129 RM its forces helped to defend various northern $\underline{\text{KORACHANI}}$ cities (including $\underline{\text{VIRANUL}}$ and $\underline{\text{KRODIA}}$) from separatist forces, which had allied with

heathens from outside its borders. This showed the necessity of an order tasked with protecting the empire's cities, particularly those close to heathen lands. The order was also instrumental in safeguarding the population of Khadon during the infamous <u>PLAGUE OF SHADOW</u> that wracked central Korachan in 966 RM.

The order's emblem is the iron fist; with gauntlets and manifers being staple weapons and symbols within the Order. Indeed, so prevalent is the fist in the Order's iconography that the FISTS OF KYON – the Order's main fighting force – are named after it. Other prevalent branches of the order include the GATEWATCH and the PALADINS OF THE WALL.

The Order's present grandmaster is **BELTSAR KOAN**.

KYONKHER: also 'the Black Stone Desert'. Geo. Dry region in the west of CUTH, in the foothills of the c MO-ORASSIM Mountains. The dry climate is unnatural for the area, despite it being leeward of the great deserts of RTHEI, which is commonly attributed to local legends that maintain the SCION VRITRA is buried there.

<u>KYRA</u>: Mil. Str. Major coastal fort in the north of <u>KARGAMA</u>, overlooking the SEA OF ORRIDA.

KYRASEA: Ind. Set. Major conurbation in the east of KARGAMA, to the north east of the <u>SEMENTINE</u> Plains. Its main industry is the mining of <u>BRIMSTONE</u>, and its quarries are amongst the most expansive in Kargama today, and they are responsible for almost half of the nation's total yearly brimstone yield by volume.

It has a storied history, and was made capital of the fledgeling FEDERATION OF ELITAGRI STATES in 1142 RM as the remnants of the CONSANGUINE DYNASTIES were being persecuted. It remained capital until the fall of the Federation in 1682 RM, whereupon the capital was moved to LERA.

It is home to the largest hippodrome in Kargama, which was constructed in c. 1000 RM as a venue for the bareback horse riding races, which remain extremely popular to this day (Pop. c. 58,400).

<u>KYRNA</u>: Set. Coastal settlement in the region of <u>SÛR GHATH</u> in the west of <u>THE SURRACH</u> (Pop. c. 10,000).

KYSTRAN: Rvr. River in the tribal territories of ORIM in the west of the GROWING MOUNTAINS of MULCIBER. It flows west for 325-miles from sources in the BAESIN Mountains before meeting its parent, the river APENA.

KYTALI: Geo. Extraordinary cave system of immense size, on the eastern face of the KYBAN Mountains in the c south of NAARETH. The caves are characterised by the artificial form that the rock-formations above the caverns take – as though thousands of polyhedrons of varying sizes were just dropped from a great height and allowed to rest there, with the negative space between them becoming the geometric caverns. The caverns feature flowing water, as well as vertical waterfalls, and some of the cavern walls are inscribed with weathered and unrecognizable text.

Many believe Kytali to be the work of a <u>DEMIURGE</u>, possibly <u>SYNCHTHONITH</u>, though there is little proof supporting this.

KYTHEA: Ind. Set. Manufactory-city in the south east of <u>PELASGOS</u>, along the course of the river <u>OMITOS</u>. The city was founded over the ruins of an ancient <u>PRE-IMPERIAL PELASGOSI TEMPLE</u> that was toppled in 120 RM (Pop. c. 38,000).

KYTHEA, TEMPLE OF: His. Rel. Str. Ancient PRE-IMPERIAL temple in the south east of PELASGOS, along the course of the river OMITOS. It was first encountered by KORACHANI cartographers in 85 RM, and was found to be the centre of a nation-wide artificer-cult, whose craftsmen-priests were well-regarded. The religion was quelled, and its leaders executed in 120 RM, and the manufactory of KYTHEA founded on its ruin later the same year.

KYTHI: 1. Geo. Rugged mountain in the south east of LYRIDIA, running west-to-east for 450-miles. The mountain is famed for its gold reserves, which have been exploited by the Lyridian rulers for centuries. It also holds great religious significance amongst the Lyridian people and, in particular, the TROGLODYTES and the AUGURS, and is home to the nine catatonic semi-divine seers known as the ABULIA, who live in VISSIL. The south western reaches of the mountain have become ATRAMENTALLY TAINTED over the past centuries.

- 2. Sec. City in the far south east of LYRIDIA, and one if its less xenophobic ones, trading south with TAMAR and SOTHRA⁽²⁾. Though the older parts of the city are built into the side of the steep banks of the river KORNA, in classical style, the more recent districts (particularly the mercantile districts around the river) are built in newer style that is more accepting by visiting merchants. The city is located close to the growing ATRAMENTAL REGION of RASSAPTREX and there is concern that the taint which is weakening rocks in the area will reach the city in coming decades (Pop. c. 31,500).
- KYTHI PASS: Geo. Pass, some 45-miles wide between the southern-arm of the <u>CARTIGA</u> Mountains and the eastern-most extent of the <u>KYTHI</u> Mountains in <u>TAMAR</u>. The pass sees much traffic and trade pass through it
- **<u>KYUN</u>**: 1. Sca. Bay in the far west of <u>NAARETH</u>, forming the northern-most part of the <u>SEA OF ORMA</u>.
 - 2. $\it Mil. Str.$ Coastal fortress guarding the entrance into the above bay from the $\underline{\sf SEA}$ OF $\underline{\sf ORMA}$.
- **KZANADEM**: 1. Geo. Jungle-valley in the south west of NOAVATUR.
 - 2. Sea. Narrow bay 135-miles long, in the south west of <u>NOAVATUR</u>, forming the western-most part of the <u>SEA OF RTHAS</u>.
 - 3. *His. Ntm.* Now-extinct FIFTH AGE tropical nation in the east of SAMMAEA, along the equinoctial line, cosseted from the SEA OF LETHEA by the GOIAN HIGHLANDS. The region was populated by pacifists who embraced the arts and were students of ELYDEN'S mythohistory, and they were first encountered by KORACHANI colonists in c. 795 RM, whose slavers virtually wiped out the native population over the next centuries. The survivors are thought to have travelled north in the ensuing decades, resettling in RHINOCOLOURA, bringing with them their love of the arts history to the locals, with whom they would mingle. By the time the imperial colony of NOAVATUR was established in 983 RM little remained of Kzanadem other than empty cities and Korachani slaver outposts.

Kzanadem was a nation of simple beauty, with stepped stone cities peppering dense jungles that its people were experienced at handling.

- Imperial colonists would slowly whittle down the jungles through clear cutting for logging and farming. Today, lifeless soils and barren dust remain where once one jungle dominated. The lands are now officially part of Noavatur, though they are of little worth and are largely ignored. See Vol III: Extinct States.
- 4. *His. Pol. Set.* The capital city of the eponymous nation^(1.) and its largest stronghold. The city was attacked and sacked by Korachani armies in 845 RM, its populace killed in the name of the <u>UNDYING MACHINE</u> or taken north as slaves, and its riches plundered. The city was allowed to fall into ruin and remains now miles from the shore it once straddled, crumbled beyond recognition, its silver-topped temples decayed.
- 5. Set. Fortified city in the south west of NOAVATUR, along the course of the river HATHSHATHIID, in the eponymous valley. It received raw UMBRA extracted to the south west in the city of ZHETATA, and ships it north to the capital from which it is redistributed (Pop. c. 39,000).
- <u>KZANADEMI</u>: Lan. Language spoken in <u>RHINOCOLOURA</u>, and by minorities in <u>NOAVATUR</u>. It arrived in Rhinocoloura between c. 850 1000 RM and was spoken by <u>KZANADEMI</u> exiles following their exile by <u>KORACHANI</u> invaders. The language was simple and spread throughout the land and was adopted by the newly-emerged nation of <u>ERINAKH LAUR</u>, going on to become the national language of Rhinocoloura upon its founding in 3470 RM. See Vol II: Languages.
- **KZANADEMI POLYTHEISM:** Rel. Religion of RHINOCOLOURA.

 Brought north by KZANADEMI⁽³⁾ immigrants following the genocide of their people by KORACHANI settlers in the c east of SAMMAEA. The religion is known for its many deities, and its priests wear veils over their faces, which are revealed only when in communion with their patron god. See Vol IV: Religions and Cults.
- KZANADI: Set. City in the c of RHINOCOLOURA. It is named after the KZANADEMI migrants that first appeared in the region between 850 – 1000 RM. Though most scattered into existing settlements, a few founded a new settlement that would go on to become Kzanadi (Pop. c. 35,000).

LA'ARNAKIA: Set. Small city in the east of <u>BA'AKH</u>. It is a major source of <u>SOUL PEARLS</u> for the <u>SARASTROAN EMPIRE</u> and is the eastern-most populated city in the nation. The region around the city is heavily guarded and patrolled against banditry (Pop. c. 17,000).

<u>LAABOU KENNATH</u>: *Geo.* Fertile hills in the west of <u>LAASKHA</u>, likely rendered so by the ash and volcanic pumice of the now-extinct <u>MT. ARCANA</u> and <u>MT. ELDRAA</u> in the <u>ARCANTHEA</u> Mountains.

<u>LAACHOM</u>: *Mil. Str.* Citadel in <u>ALLASAN</u> overlooking the <u>SEA OF AZAM</u>. The citadel was heavily fortified during its tenure under the <u>KORACHANI EMPIRE</u>, guarding the largest, safest passage across the <u>THONAMIG canyon</u>, close to the coast.

The citadel became more influential during the 37th century, as Korachani interest in the region began to wane, leading to the <u>WAR OF SUNDERING</u>, during which contact with Korachan was effectively lost. The <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM and the subsequent emergence of the <u>HIGH-</u> and <u>LOW-EMPIRES</u>, saw the citadel's garrison forced into self-sufficiency. Over the years the garrison became little more than marauders, pillaging the surrounding area, and terrorising natives and pilgrims undergoing <u>THE SHADOW MARCH</u> with what remained of its <u>UMBRAN CAVALRY</u>. Under the control of the tyrant Benett, Laachomi troops attacked the small demesne of <u>ALLASAN</u> in 3831 RM. The attack was successful, leading to the execution of Alabas Azer II. Benett took his wife as his own, uniting Laachom and Allasan.

The citadel remains a stronghold of Allasan to this day, and is known for its crude <u>ATELIERS</u> and birthing crypts, where enhanced cavalry is incepted. Tales of mutants and creatures born with birth-defects remain common, despite the destruction of the ateliers.

<u>LAAGROTH</u>: Set. Major coastal city in the west of <u>LAASKHA</u>, overlooking the <u>STRAIT OF SKAROS</u>. Its main industry is fishing, and it has vast fishing fleets that trawl up and down the Strait of Skaros. In 3496 RM its main market became the site of the rebirth of 22 otherworlders, an event which became known as the <u>MANIFESTATION IN LAAGROTH</u>. The event led to the city becoming a major religious site, and the otherworlders were canonised by the <u>CHURCH OF THE UNDYING MACHINE</u> in an act of propaganda, to avoid the risk of its people forsaking the church.

The city is also home to the $\underline{\text{MINASTERIA}}^{(2.)}$ of $\underline{\text{MEDELIARIIN}}$ as well as $\underline{\text{HOUSE BRATON}}$, whose shipbuilding and shipbreaking industries are the backbone of its economy (Pop. c. 708,800).

<u>LAAME</u>: Set. Major city in the c of <u>LAASKHA</u>, in a stable part of the region of <u>THAZAKHA</u>. It is a renowned manufacturer of powderguns and cannons and is home to academies where military engineering is taught (Pop. c. 112,000).

<u>LAANA</u>: Set. Fortified city in the east of <u>LAASKHA</u>. Its main industry is the manufacturing of <u>REVOLVERS</u> known as <u>IRONBACKS</u>. The city is controlled by <u>PATRICIAN HOUSE SOUAD</u> (Pop. c. 38,000).

<u>LAANAH</u>: (B. Tethysia 3321 RM) *Rel*. <u>LUMINARY</u> of the <u>ORDER OF THE</u>
<u>FLAMING ROSE</u> who in 3362 RM rediscovered the lost <u>MONASTERY OF</u>

THE FLAMING ROSE, becoming Luminary c. 3400 RM after years of austere asceticism and study. In 3737 RM, following decades of austerities, she underwent the ritual of self-mummification, becoming truly incorruptible, a creature of dichotomy, neither dead nor truly alive. She travels across eastern <u>LLACHATUL</u>, advocating the teachings of the SHUNNED ONE.

LAANAHIEL: Edu. Sup. Ancient LASCAR^(2.) structure, situated along an ATRAMENTAL LEYLINE, believed to date back to the FOURTH AGE. The structure, displaying brutalist design, was abandoned for many centuries, but was reappropriated by imperial ATRAMENTISTS in 1900 RM and remains to this day as an unaffiliated college of the Atramental arts. Its location along a leyline makes it easy for novice Atramentists to practice their art.

<u>LAAOS</u>: 1. Lak. Lake in the north of <u>LAASKHA</u> along the course of the river <u>LLORTHA</u>.

2. Set. City in the north of <u>LAASKHA</u>, along the course of the river <u>LLORTHA</u> and the southern bank of lake <u>LAAOS</u>. The city is a centre of trade north into SKAROS (Pop. c. 9,500).

<u>LAAS</u>: *Mil. Str.* Modern fortress in the west of <u>SKAROS</u>, along the course of the river <u>ULAARA</u>, built over the ruin of an ancient <u>LASCAR</u> castle.

LAASATHEA: Geo. Mountains in the north west of LAASKHA.

LAASAYN: Set. Settlement in the south of LAASKHA (Pop. c. 5,200).

LAASKHA: Dem. 'Laaskhan'. Nm. Located in the south west of CENTRAL LLACHATUL, overlooking the STRAIT OF SKAROS to the west and the INNER SEA to the south, Laaskha is a temperate-cool land known for its cold winters, particularly in the south, where rain is more common. Ancient accounts describe it as forested, though any major woodland were felled long ago to make way for farmland that was reclaimed by nature long ago. Today Laaskha is a land of shrublands, sparse stunted woodlands and rocky highlands, particularly in the north.

A vassal state of the <u>KORACHANI EMPIRE</u> since 15 RM, Laaskha was handed over to the <u>TYRANT OF BALAAM</u>, who was granted autonomous rule subject to the meeting of tithes imposed on the region by the Korachani government. He was instrumental in dealing with civil unrest in the north eastern territory of <u>ARPAROH</u>⁽²⁾ by granting its people citizenship in 41 RM, and later folding it over into Laaskha, ending its independent status.

Following his assassination in 96 RM it fell under the control of a dynasty of regents known as the <u>ANEID KINGS</u>, who would rule until its collapse 1008 RM, after which leadership would fall to a series of successive puppets appointed by <u>THE COUNCIL OF SEVEN</u>.

Even in its earliest pre-imperial incarnation, its people respected martial values and this trait persists to this day, with the imperial army having a major presence in Laaskha, which is today famed for its arms and ammunition manufactories and military colleges.

Descended from a seafaring people known as the <u>LASCAR</u>⁽²⁾, Laaskhans were devout worshippers of a martial deity known as <u>SETHENYN</u>, which

was known for having seven arms, each of which held a different weapon, representing a different aspect. Like many places taken by <u>KORACHAN</u>, the native religion was corrupted by imperial <u>CENSORS</u> and <u>ICONOCLASTS</u>⁽²⁾, turned into a saint and champion of the <u>UNDYING MACHINE</u>, and is still worshipped as a patron of Laaskha to this day, alongside <u>RACHANAEL</u>.

Decadent cities in the north of Laaskha became targets of the RENAISSANCE CRUSADES between 1050 and 1100 RM, with armies descending on its artistic institutions, persecuting artists, sculptors, musicians, philosophers and theosophists taking part in the DEMIURGE RENAISSANCE, many of whom were executed, with others fleeing to the north, including HRIDAN and ALMAGEST. This left a dearth of artistic expression in Korachan, from which Laaskha is yet to recover, known to most outsiders as a bleak realm characterised by its DUSTSTONE interior.

Laaskhans are hard-working and loyal to the empire, explaining perhaps the nations' long and relatively stable history under its vassalage. See Vol III: Extant Nations and Realms.

<u>LAASKHAN</u>: Lan. Language spoken by native minorities in <u>LAASKHA</u>, mostly of <u>LASCAR</u>⁽⁴⁾ descent. The language has been officially supplanted by <u>KORACHANI</u>, which is spoken in an official capacity and amongst the nobility, but Laaskhan is still spoken in harbours, marketplaces and ghettoes across the nation.

Its roots lie in the early <u>FIFTH AGE LASCAR</u>^(3,) tongue, though it has borrowed much from Korachani in the ensuing millennia. See Vol II: Languages.

LAASKHAN CRUSADE: see CRUSADE, LAASKHAN.

<u>LAASKHITE</u>: Org. Order of <u>LAASKHAN</u> knights resurrected to help keep order in Laaskha amid the chaos following <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM. They remained strong and thrive to this day, serving as a policing force that in 3800 absorbed the <u>IRON</u> GUARD.

<u>LAATAND</u>: Set. City in the south east of <u>LAASKHA</u>, controlled by <u>PATRICIAN HOUSE MELANA</u>. It was once a ship breaker city, though the wane ion sea level has left it landlocked, its past industries abandoned in favour of tanning – the hides of various animals are dried along the giant stepped of the old dry docks before exporting to other cities where they are worked (Pop. c. 20,000).

<u>LAAURTH</u>: *Geo.* Rocky region in the c of <u>LAASKHA</u>, and the west of <u>SUUTRA</u>, noted for its natural land-bridges connecting rocky peaks and its green-blue water, which is the result of <u>ATRAMENTAL CORRUPTION</u> in the region and runoff from the <u>UMBRA</u> pipelines running east of there).

<u>LABACHAN</u>: Set. Coastal settlement in the north of <u>EREBETH</u> (Pop. c. 4.500).

LABAISINGH THE STRONG: (B. c. 80 – D. 151 RM) also 'the Lion King'. His. Pol. Mil. Hero figure of ancient VENTHIRI history. He rode a chariot drawn by five lions, said to be symbolic of his strength, and was the last of the Venthiri ASANATE rulers, and under his control Venthir became an empire. At its largest, his empire stretched west into present-day NARTHEL following victories there in 132 RM, south to present day SARASTRO and east into present-day NAARETH. Labaisingh's true prize was always CHARAMA (present-day TZALLRACH), which had since the rise of Venthiri civilisation been seen as a sister-land to Venthir. Never resting, he followed his victories in Narthel with an assault into Tzallrach. A terrible war of attrition ensued, lasting two decades till 151 RM, when pressure from the growing KORACHANI EMPIRE in the west and Labaisingh's mortal defeat against the Tzallrachi HALFBLOODED champion FICHIM ended Venthiri dreams of empire.

Following his death, Korachan was quick to action, annexing most of Venthiri land for itself, leaving it an embittered place, at least until the rise of HETEPHERES THE STRANGLER in 361 RM.

LABAISINGIA: 1. Geo. Plains in the c-south east of VENTHIR.

2. Set. City in the south east of $\underline{\text{VENTHIR}}$, after which the $\underline{\text{LION KING}}$ of Venthiri legend is named (Pop. c. 120,000).

LABAK: Geo. Geometric red rock formations in ERITEIA.

<u>LABALETH</u>: Sea. The waters off the eastern coast of <u>CYAE</u>, to the east of <u>MENISCEA</u>, overlooking the <u>SEA OF LYNNAE</u>. The region is characterised

by the small, often crystalline <u>LODELITHS</u> that float some miles off the coast, easily visible to those observing them from the land.

<u>LABAON</u>: *Rvr*. River in the c of <u>SARASTRO</u>, flowing east for 375-miles from various sources in the <u>OTINDHAR</u> Mountains before meeting its parent, the river <u>SOLONA</u>.

LABAR: Geo. Island off the north eastern coast of VENTHIR.

LABASH: 1. Geo. Small chain of islands some 900-miles west of the western coast of SABAEA. Many of the islands were formed in c. 3650 RM following the lowering of sea levels, though the largest three (Labash^(2.), ST. ASPIRIA^(2.), and ST. DUMIA^(2.)) were described by the explorer BOHMIUS in 1525 RM.

2. Geo. Island forming a part of the $\underline{LABASHI}^{(2)}$ chain, off the coast of \underline{SABAEA} , 'discovered' and named by the explorer $\underline{BOHMIUS}$ in 1525 RM.

<u>LABASHI</u>: Set. Major fortified coastal city in the far north east of <u>LIDEA</u>. It is known to trade with <u>BA'AKH</u> via the <u>RED ROUTE</u>, which passes through it. It is noted for its large ports, which are busy with merchant vessels that cross the <u>SHADOW SEA</u>, linking the Red Route to and from the city of <u>TARISA</u> in <u>SALOROC</u>, where the Route continues overland in its eastern-most stretch (Pop. c. 16,000).

LABATAR: Rui. Ruined city in the deserts of the c south of THE SURRACH. It was a place of opulence, its rulers and nobility decadent and uncaring of their subjects. At the height of its power in c. 2900 RM, it boasted a population of c. 500,000, fed by deep wells that were maintained at great cost, and aqueducts that stretched for a hundred miles to the STRAMINEA Mountains in the south.

It began to decline when its gold mines ran dry in c. 3100 RM. Unable to maintain its infrastructure, it was slowly reclaimed by the deserts around it and abandoned within a decade. It remains now as a ruin out of time and place, its stone buildings howling in the wind that claims the region.

LABDAKATH: *Com. Set.* Fortified city in the south of <u>ALTHA</u>⁽²⁾. It is a mercantile centre, trading goods across the <u>PASS OF HEDDA</u> with the east of <u>SAGITTARIA</u>⁽²⁾ (Pop. c. 38,000).

<u>LABOAEM</u>: Set. Conurbation made up of three separate cities in the north of <u>AZAZEM</u>, all of which are major extractors of <u>ALUMINIUM</u> and garnet (Pop. c. 19,500).

<u>LABORIS</u>: Set. Settlement in the c north west of the <u>TEMPLAR STATES</u>. It is a major producer of cotton (Pop. c. 8,800).

LABR-AGHTUL: Geo. Mountains dominating the c north of CHEIRA, which descend steadily to the south west. The massif region of Labr-Aghtul, known as HODABR-AGHTUL are riddled with rock-hewn necropolises, inside one of which was found the body of the otherworlder HAR-RSI.

<u>LABRAID</u>: Set. Coastal settlement in the east of <u>KOMMEA</u>, in the <u>HOLLOW COASTLINE</u>, overlooking a deep fjord (Pop. c. 8,000).

LABRAR: Set. Coastal settlement in the south east of <u>TATAR</u>. Its main industry is fishing (Pop. c. 7,200).

<u>LABRAS</u>: Sca. Bay along the eastern coast of <u>PORPHYR</u>, to the west of the <u>GREAT SEA OF MIROVEA</u>. In 2102 RM the bay was used to launch 3 gigantic <u>ARKS OF PORPHYR</u>, the only documented instance of such Arks being launched. They were never to return.

<u>LABRASSA</u>: Set. Fortified coastal city in the east of <u>ALTHA</u>^(2.), overlooking the <u>SEA OF DANAEL</u>. It is a major industrial centre (Pop. c. 132,000).

<u>LABRYS</u>: Set. Major city in the c south west of <u>NAARETH</u>. It is known for its manufactories, though in antiquity it was famed for its caste of warrior women, many traditions of which are carried over into the culture of the city (Pop. c. 100,000).

LABYRINTH OF JAINKAUROS: Int. His. Rui. Ancient FOURTH AGE prison constructed by the infamous shaper-king JAINKAUROS, who found an ancient forsaken THIRD AGE subterranean necropolis of great size in the deserts of northern YASHMIN. Over decades, he used slave labour to alter the design, turning it into a vast labyrinth filled with deadly traps, dead-ends and starved aberrations captured from the inner wastes of KHARKHARADONTIS. Once complete he had the labourers imprisoned within its depths and began to use it as a prison where his empire's worst criminals would be exiled to.

The last words they would hear before being lowered down a steep smooth-sided shaft were: 'to the depths of Jainkauros I condemn you. Cast aside your hope, for in Jainkauros it is worse than despair. If you have wits-enough to survive and escape, consider your sentence revoked. The free people of Yashmin wish you luck, for you will need it.' The saying has somehow survived the FADING of the Fourth Age, and is well-known through ancient tales and folklore across the south east of SAMMAEA and beyond.

The true location of the Labyrinth, if indeed it is real, is unknown, though it thought to be in the south east of <u>HOGGOTHA ISZ</u>, buried in sand and <u>DUSTSTONE</u> collapses. If ancient accounts are to be believed, it

is sprawling, covering many hundreds of square miles, with large caverns, secret passages, and monolithic mechanical walls, and corridors, deep pits and stairwells spread across multiple levels, which some believe may link to the <u>PRISON CARCERI</u>.

<u>LABYRINTH OF KAMAHL</u>: *Int. His. Rui*. Large stone-hewn maze in the west of <u>TZALLRACH</u>, in the plains of <u>KAMAHL</u>. It was once a part of the east of <u>KHAMID</u>, though following the <u>CATACLYSM</u> in 101 RM, remained attached to the <u>Tzallrach</u> mainland, and was appropriated as such. Its purpose, if any, is unknown, though it was once connected to three pyramids (swallowed by the <u>SEA OF VENTHA</u> during the Cataclysm).

LABYRINTH OF MAATABABRA: Int. His. Rui. Ancient stone labyrinth on the island of SKOGALA, off the northern coast of KULIGALA in the SEA OF LETHEA. It was first encountered by KORACHANI explorers in 793 RM during the voyage of NAVAH BERDEN and it is here that mention of the nameless otherworlder that guards the labyrinth first appears in western accounts. Described as a large ominous being crowned by a halo of darkness, it hovers motionless above the abandoned maze, descending when someone is thought to have penetrated the maze and reached the interior.

The otherworlder appears in <u>EASTERN SAMMAEAN</u> accounts millennia before Korachani accounts, and to this day sailors approach the island in the hopes of seeing it.

Legends surrounding the labyrinth claim that the <u>OTHERWORLDER</u> guards great treasure, only serving to draw more people to the island in the hopes of becoming rich. Those who do are lost, either dying in the maze or at the hands of the ruthless otherworlder.

Recent reports by sailors claim that the otherworlder is nowhere to be seen, leading to a great number of people leaving the Kuligalan city of <u>TOKORORI</u>, seeking adventure.

LABYRINTH OF SAN DARTH: see SAN DARTH, LABYRINTH OF.

LABYRINTH OF SHURLIKOLANA: Leg. Mys. Geo. Str. Legendary labyrinth in the c west of the <u>HOGGOTHA ISZ</u> said to be the home of the twisted <u>OTHERWORLDER SHURLIKOLANA</u>, who is believed to be able to see the <u>DREAMS</u> of all beings in <u>ELYDEN</u> and is able to grant their wishes.

LACARCH: *Pol.* Ruling matriarchal title in <u>THETIS</u>, possessed by the highest-ranking member of each tribal family, which could comprise anything from 50 to thousands of individuals.

There are hundreds of Lacarchs who individually serve as rulers of Thetishi cities. They also convene as a council in the capital of $\frac{\text{ITHITOTH}}{\text{to act on matters of concern to the nation as a whole. In many cases their rule is by proxy – ambassadors and diplomats known as <math display="block">\frac{\text{VIZIERS}^{(2)}}{\text{visually drawn from their own tribal group, who are trained since childhood to serve their Lacarch. Together, the viziers and Lacarchs rule Thetis, with an eye towards the dichotomy of its culture (the sedentary populace of the cities, contrasted with the mobile <math display="block">\frac{\text{NEMIS}}{\text{visually order}}$ who retain their nomadic ways) and tackle the growing concerns that industrialisation and technology pose to their particular way of life.

LACCIFER: 1. Oth. Breed of HALFBLOOD, whose already tough skin excretes a resin-like substance that further hardens it, making it rock-hard. They typically stand between 6 – 7-ft. tall and weigh between 250 – 320 lbs. and have grey to dark brown skin. See Vol II: Anthropeidos..

2. Pol. Soc. Oth. <u>HALFBLOOD HOUSE</u> that prides itself of its genealogical charts and family trees through which it can trace its roots to its <u>PRIMOGENITOR</u> the eponymous Laccifer, who is still alive and <u>PATRIARCH</u> of the House. The House is based in <u>ALMAGEST</u> though has branches in many <u>KORACHANI</u>. The Laccifers enjoy relative wealth and renown, its

members serving as bodyguards and servants to powerful individuals in urban areas.

3. <u>PRIMOGENITOR</u> of the <u>HALFBLOOD</u> <u>HOUSE</u> of the same name, appeared in the region of <u>ALMAGEST</u> c. 100 RM, sired the first generation of halfblooded Laccifers between 150 – 170 RM.

LACEAISCARRA, TEMPLE OF: His. Str. Rui. Ancient late FOURTH AGE stone SHIE temple in the south west of the present-day TEMPLAR STATES. It is badly weathered and there is no trace of the city that was once said to have stood in its shadow.

LACER: Plr. 'lacer'. Mor. Reptilian MORTALS, descended from ancient SERAPIS. They are most commonly found in the hinterlands of BA'AKH, SUMA'YA and the east of LIDEA, though can be found in small scattered enclaves across northern SAMMAEA. Unlike their more barbaric reptilian brethren, the lacer still maintain a semblance of an ancestral glory that the original serapis once had, and are more civilised and less likely to attack other mortals.

Their skin colour ranges greatly, though is most common bright green or deep red, with paler stomachs and palms. They are slender, with long torsos, and delicate fingers. They are quick-footed, with humanoid faces that bear a great resemblance to those of snakes. Most lacers have vestigial tails, but these are rarely longer thana few inches and are missing altogether in some. They are proud beings, and though they are fully aware of their dwindling numbers and the expected reactions from other mortals, most of them strive to seen in a positive light, and as such are convivial and gregarious.

The lacer are thought to have been in possession of a large <u>SAMMAEAN</u> domain in the <u>FOURTH AGE</u>, though it disappeared following the events of the <u>WAR OF SCOURGING</u>. Today they live in close-knit communities, referred to as enclaves, the largest concentration of which in the east of <u>LIDEA</u>.

They are rarely seen outside their own lands, though a few adventurous individuals have made their way to human lands surrounding their homelands. Most notable was the 21st century explorer ESEKSHI NORNA, who travelled extensively across NORTHERN SAMMAEA. See Vol II: Classification and Taxonomy of Life.

LACER ENCLAVES: Pol. Geo. A series of loosely-connected LACER tribes in the western-face of the SHIBOTHA Mountain, most notable amongst them SESTAMEOCH, AIMALEOCH, and TENELOCH in the east of LIDEA. The enclaves are a remnant of a larger far more powerful lacer domain that existed in what are now the east of Lidea and the north west of BA'AKH, and they were a notable presence in the area as recently as the FOURTH AGE. They were renowned for their slave-raids against ASADEA, NAAH and THYM. The WAR OF SCOURGING brought devastation to ELYDEN and left the lacer lands in ruin, its kingdoms shattered.

A series of wars with the nations that inherited the territories of Asadea and *Thym* – <u>DHEA</u> and <u>DHAMATEA</u> – between c. -450 to c. -300 RM left the lacer weakened, their numbers meagre. Occasional forays into their enclaves by Ba'akhi knights and the Lidean military kept the enclaves in a state of wane.

The enclaves became targets of slavers following the <u>SARASTROAN SANCTION</u> of 3103 RM, a practice that escalated during the <u>WAR OF SUNDERING</u>, which led to their dwindling, until only the three aforementioned enclaves remained.

Today the enclaves are less hostile and do, at times, trade with Lidea and Ba'akh, though they are reticent of allowing outsiders into their settlements, knowing that other mortals are fickle and as likely to attack them as they are to trade with them.

<u>LACHESIS</u>: Mys. Sup. Rnk. Shamen common in the <u>UMBRA SOKHAR</u> and scattered parts of <u>KHARKHARADONTIS</u>. They are known to cast lots as means of divination, and they are commonly employed as advisors by ruling classes across the Umbra Sokhar.

LACHOTECH: Rvr. River in the east of <u>THETIS</u> flowing west for 475-miles from sources in the <u>ISSA</u>, before meeting the coast at the <u>KAT ENNA</u> inlet.

<u>LACHRYMISTS</u>: Org. Order of martyrs common throughout <u>THE SURRACH</u>. Members are rarely seen outside their hilltop monasteries and when they are, their faces are concealed beneath featureless masks and burlap cowls. Little else is known of them outside of the Surrach.

LACTH: Set. Settlement in the far north of the <u>UMBRA SOKHAR</u>, 35-miles south of the border with <u>PARAIYA</u>. The majority of its populace is human, though it is also home to many <u>PLAGI</u> and <u>ETHERI</u>. and it is known to trade with the Paraiyan settlement of <u>TOMBALTOU</u> (Pop. c. 13,800).

<u>LACUNA</u>: 1. Sup. Mys. Myt. Geo. Specifically, the <u>PRIME LACUNAE</u> – the fonts of the <u>ATRAMENTA</u> and <u>FIRMAMENT</u> at the <u>BLACK FOUNTAIN</u> and the <u>TRUE MENISCUS</u>, respectively.

2. PIr. 'Lacunae'. Sup. Mys. Geo. In the study of the MATERIA OMNA, regions in ELYDEN, where the physical properties of the MATERIAL PLANE diminish, commonly leading to increased ATRAMENTAL or FIRMAMENTAL activities. Though technically all regions where the Atramenta and Firmament can be felt are considered lacunae, it is only those of particular strength that are generally regarded as such. Compare with LEYS, which act similarly to lacunae, though which are linked, with the effects usually felt along geometric patterns, such as a series of lines or a web between a series of linked leys.

In such regions, shapers with the corresponding abilities are more easily able to shape, often leading to more powerful displays of shaping, which can be dangerous to both the shaper and those around them.

Regions surrounding lacunae are often subject to <u>ATRAMENTAL</u> or <u>FIRMAMENTAL-TAINT</u>, and in the case of Atramentally Tainted regions, <u>SIPHON ENGINES</u> can be used to filter the area of ambient Atramental forces, and processing them into <u>UMBRA</u>, which can be used as fuel.

Other Lacunae also exist, bringing the Material Plane closer to other planes such as the <u>OTHERWORLD</u> or even the <u>DREAMS</u> of the <u>DEMIURGES</u>.

LACYSILWA, TREE OF: Leg. Flo. Overarching tree in the <u>THAGRINN</u> forest in the north east of <u>CYHLAGHARR</u>. The tree is recognised by the <u>OGHURS</u> of Cyhlagharr as being the largest and oldest of the forest, and many myths and legends surround it.

<u>LADDHER</u>: Sup. Geo. FIRMAMENTALLY ACTIVE region in the far north west of <u>CEHOPHELA</u>. The region became unstable in c. 3860 RM, with geographical features breaking up and softening, liquefying under the winter dark.

<u>LADDOS</u>: *Rvr.* River in the northern mainland of the <u>FREE-ISLES OF PELASGOS</u>, flowing for 68-miles west from the <u>TEREKION</u> Mountains into the BROKEN SEA.

<u>LADON</u>: 1. also 'the Hundred Towers'. Mil. Str. Defensive wall stretching over 110-miles along the south of the <u>JURRASI</u>^(1.) Mountains. Built by the <u>KORACHANI EMPIRE</u> following its dominance in the land in 403 RM, the wall has over 20 towers along its length, many of which are now in ruin. The wall crosses the <u>GAP OF HURA</u> that divides the Jurrasi Mountains in the west from the <u>INNORADOS</u> Mountains in the east. Parts of the wall are maintained by Jurrasi guards to this day, guarding the southern border of the pation.

2. Fau. Giant sun-lizard that lives in sandy or dusty areas, largely in <u>SAMMAEA</u>; the small grit believed to be an intrinsic supplement to its diet or digestive aid. See Vol II: Classification and Taxonomy of Life.

<u>LADRAOLAN III</u>: m. *Pol. His. Per.* (D. 2021 RM) The last emperor of <u>LARAM</u>⁽¹⁾, whose rule was characterised by wanton spending, and a disregard for trade routes and the economy, which led to the collapse of the empire following his assassination in 2021 RM. Some believe that separatists who wanted Laram to become a part of <u>AMILLAERE</u>⁽³⁾ were responsible for the death.

LADY AEGIS OF THE WOODLAND, CERYS IN-FAÇOIN: Oth. Pol.

Otherworldly ruler of MALAN. She died late in the FOURTH AGE following the devastation wrought by the WAR OF SCOURGING that brought about the age's end. It is unknown when her spirit (1.1) was reborn as an OTHERWORLDER, but the first recoded mention of her reborn incarnation is in c. -100 RM in what is now the HENDECARCHY of AMILLAERE (1.1), prior to which it is now known that she undertook a century-long quest during which she retrieved the legendary LANCE OF SALA, which she wields to this day. Over the next 50 years she would rise to become an influential leader, uncharacteristically erudite for an otherworlder, uniting various warring states that had inherited the ruins of the Fourth Age empire of NAHORIA into the kingdom of Amillaere (3.), which stalled the expansion of the rival state of LARAM (1.1) in the south. She guided Amillaere (3.3) over the next millennia until the collapse of

Laram in 2021 saw her annex its territories over the next decades, leading to the founding of Malan in 2075 RM.

She is regarded with awe by most outsiders, though in truth she is a relic of an ancient time, an otherworlder that has slowly grown out of touch with the modern world. She remains as a powerful figurehead, a symbol of a united Malan, but in truth over the millennia the Hendecarchs have slowly usurped her power. Many secretly want her ousted, but they are outnumbered by those who see the importance of her use as a living figurehead, rather than the uncertainty that martyrdom might bring. She is surrounded by sycophants and cronies, who cosset her – a far cry from her original noble self. Nevertheless, she remains beloved by the populace, who know little of the machinations behind the throne.

She retains memories of her mortal life, which is uncommon for most otherworlders, who slowly lose all sense of their past selves following their rebirth. Her mortal tomb, known as the <u>TOMB OF THE LADY</u>, is an important religious site in Malan, and she often visits it to meditate over her mortal remains.

LADY IN THE CAVE, the: Rel. Religion common in TATAR. The Lady is a patron of maidens and in a more generic sense is a guardian of all those born her lands, which are considered to border the IGUZZEN lagoon, particularly on the barrier island of JERR. Her worship started in c. 3197 RM following an apparition in front of a girl facing persecution from JERRENI pirates which lead to her salvation. See Vol IV: Religions and Cults.

LADY, CULT OF THE: Rel. Predominant religion in MALAN, based around its ruler, the OTHERWORLDER known as the LADY AEGIS. With her own accomplishments so great, her age near-timeless, her presence so awe-inspiring; the Lady has garnered a devout following around herself, despite her reluctance. Those in the cult, strive to live like her, eschewing needless emotion, concentrating on perfecting themselves through inner and outer understanding.

She remains an inspirational figure, despite her becoming little more than a figurehead of the kingdoms over the past centuries, and the true power coming to lie within the Hendecarchs. See Vol IV: Religions and Cults.

LADY MAELARTA: (B. 1315 RM – D. 1361 RM) Rel. Prophetess of the UNDYING MACHINE, born in DEOCHAN into fiercely devout freeman parents. At the age of 5 she started having seizures and at 15 she had her first vision during a seizure, which the CHURCH OF THE UNDYING MACHINE interpreted as prophecies. She became very famous in her lifetime and would travel with the SHADOW MARCH across the nation of KORACHAN, where she was used by the church to attract followers to the March. She was gifted the CIRCLET OF THE LADY by the church in 1342 RM, after which she travelled farther with the March until her death in KHARKHARADONTIS in 1361 RM. She was canonised in 1522 RM and is now a patron to those undertaking the Shadow March.

LADY OF ROAAKEN, the: f. (D. 3879 RM) Int. Sup. Pol. Per. Famed TEMPESTARII SHAPER native to the city of ASSORA in VAALK. She was skilled, spending many years working in agriculture before becoming a councillor in the STATE COUNCIL of agriculture. She became outspoken towards workers' rights after attaining her new role — sentiments that were stymied by her superiors. In 3876 RM she became involved in a dissident movement that supported workers' rights and sabotaged the industries of PATRICIAN HOUSES. Over the next years she became more hands on, rising to a position of leadership in the group, working in the field, using her powers to attack Patrician convoys and forces to liberate goods to be redistributed amongst escaped and freed SLAVES. She became infamous during this time through an image captured by HELIOGRAPH of her floating, her robes billowing about her as she blasted armoured ambulants with bolts of lightning.

She was eventually killed in a bloody conflict outside Assora where slaves revolted against the workers of a large manufactory. Though the <u>SARASTROAN</u> government took great lengths to cover up her actions, she remains today as a saviour figure to slaves, with reproductions of that heliograph being distributed with dissident pamphlets across Sarastro.

<u>LADY AND THE SPHINX</u>, <u>the</u>: <u>Leg.</u> Nursery rhyme and folktale common in <u>MALAN</u> in which the <u>LADY AEGIS</u> has a battle of wits with a <u>SPHINX</u> that results in the sphinx and all its kind leaving the forest, never to be seen again. Many today assume that the sphinx is queen

<u>HETEPHERES</u> of <u>VENTHIR</u>, and in some versions she is explicitly named, but early version of the tale do not name the sphinx which appears as a symbol of the sphinxes that were once said to inhabit central Malan millennia ago. See Vol II: Legends and Folk Tales.

<u>LADY</u>, <u>TEMPLE OF THE</u>: Rui. Ancient temple erected to celebrate the coming of the <u>LADY AEGIS</u> in what is now <u>MALAN</u> in c. 100 RM. It lies in the north of the <u>HENDECARCHY</u> of <u>AMILLAERE</u>^(1.) and is a popular pilgrimage site.

LADY'S PALACE, the: also 'Aegisan'. Pol. Str. Clifftop palace in the southern face of the FATHMMA mountain in the north of the HENDECARCHY of AMILLAERE (1.), in MALAN. It is the private residence of the LADY AEGIS, and she is known to spend a great deal of time here in isolation. The structure itself is millennia old and few have been in its inner-most chambers, which are believed to stretch deep into the roots of the mountain.

<u>LAEDAN</u>: *Geo.* Seasonal endorheic lake in the north east of <u>Krem</u>, in the <u>BERASSIM BASIN</u>, to the north of the <u>MO-ORASSIM</u> Mountains. Many seasonal rivers are known to flow into it in early to mid-summer.

<u>LAEGRCALL</u>: also '*Tower of Windows*'. *His. Arc.* Large weathered basaltic pylon in the c north of <u>CYHLAGHARR</u>, in the southern-face of the <u>GRCAUTHAIRM</u> massif. It is 80-ft high and characterised by many niches in all its faces, each of which contains gilded mummified non-oghur remains. The monuments' origins are unknown, and clearly date back to the early <u>FOURTH AGE</u>, if not earlier, due to the bodies it contains.

 $\underline{LAEGRO}: \textit{Set. Major coastal city in the far south of } \underline{CYAE}, overlooking the north west of the $\underline{SEA OF LYNNAE}$ (Pop. c. 120,000).$

LAEKLA: Rui. Ancient ruined city 325-miles west of the BITTER SEA, along the border between the far west of ABACARDAT and the south east of KHARKHARADONTIS. Though little remains of the city save massive toppled domes strewn like gigantic egg shards around its foundations, evidence points to the remnants of docks and ports, indicating that the SEA OF LETHEA once extended almost 1,000-miles west of its current coastline.

LAELLA: Set. Settlement in the south west of <u>AZAZEM</u>, in the plains of <u>KARAFFAR</u>. The settlement is one of many producers of <u>ALOARE</u> in the region (Pop. c. 4,500).

<u>LAES</u>: *Int. Geo.* Plains of fused glass in the east of <u>TEMUJA</u>, where the crystal used in the construction of the palace of <u>DUARIAHAHN</u> was carefully quarried and worked. The region is mostly untouched save for some small quarries that still operate there. The extraction of the crystal is time consuming and expensive and the operations there are well-guarded and funded, in part, by <u>MALANI</u> entrepreneurs, where much of the glass is exported for use as <u>FIRMAMENTAL FOCI</u>.

<u>LAESHU</u>: *Geo.* Highland massif dominating the south west of <u>TISARA</u>, forming an extension of the <u>ARGENT</u> Mountains. It is the main source of the river <u>TAIHA</u>.

<u>LAET</u>: Dem. 'Lactian'. His. Ntn. Ancient mid <u>FOURTH AGE</u> empire that occupied much of the present-day territories of the west of <u>THE SURRACH</u>, including <u>ERET</u>⁽²⁾ to the north and the north west of <u>ROMOREA</u>⁽²⁾ in the south. It is thought to have fragmented in c. -3000 RM, with the cultures of <u>ERASHA</u> and <u>GAETARA</u> emerging from its ruin.

Its ruins still dot the landscape of the Surrach today, and many cities in the region are built atop its ancient cities, with ancient blocks reused in the construction of newer buildings over the centuries. See Vol III: Extinct States.

<u>LAETA</u>: Set. Major coastal city in the east of <u>VAEVECTA⁽²⁾</u>. It is known for its bustling port and is the eastern-most city of the <u>VAEVECTAN TRAIL</u>, making it a hub of trade (Pop. c. 77,200).

<u>LAETIAN</u>: *His. Lan.* Now-extinct language that was spoken by the <u>FOURTH</u>
<u>AGE</u> empire of <u>LAET</u>, in what is now <u>THE SURRACH</u>. The extant language
of <u>SAVIUDI</u> is distantly descended from it, via <u>CHEGRINTISH</u>. See Vol II:
<u>Languages</u>.

<u>LAEUSCA</u>: Geo. Flat plains in the south of <u>SKAROS</u>, covering around 6,500 square miles north of lake <u>SAKAR</u> along the border with northern <u>LAASKHA</u>. The region is relatively featureless and renowned for its levelness, though this is broken, particularly in the south, by rocky outcrops and harsh scrub closer to the <u>EKALSCA</u> Mountains.

<u>LAEVYN</u>: *Pol. Set.* Capital city of <u>CYAE</u>, in the south east of <u>EASTERN MENISCEA</u>. The city is coastal and has a large port (Pop. c. 175,000).

<u>LAGASH</u>: Set. Major coastal city in the west of <u>DANU</u>. It is a stop along the <u>EGETAKHAN ROAD</u> (Pop. unknown).

<u>LAGOT</u>: 1. Set. Settlement in the south east of <u>AHRISHEN</u> controlling a small canal⁽²⁾ that links lake <u>MASTI</u> with the smaller endorheic river system that is made up of lakes <u>HIQOL</u> and <u>ASHIZ</u>.

2. Rvr. Canal in the south east of AHRISHEN, forming part of the AHRISHENI WATERWAYS. It is around 8-miles long and contains 9 locks.

LAHAED: also 'The Great Bror Mountains'. Geo. Expansive Mountain-range dominating the geographical features in the continent of BROR(1), dividing it in half, lengthways, running from its north eastern coast to the south west for over 4,000-miles. The formations within the mountain vary greatly by location, and its south western-most reaches are low and crumbling, forming the great MAHURIN massif of eastern GREST(1); and its northern-most reaches are geologically more recent and higher, more rugged and harder to traverse, such as the peaks of northern Ghrond and southern Bror(2).

The mountain serves as a natural border between many of the nations of Bror^(1,), effectively isolating the north (Grest, <u>ISESETH</u>, <u>SABOMOR</u>, <u>CANNOS</u>, and Bror^(2,)) from the south (the <u>DOMAINS OF SHAUATAS</u>, <u>EMENRIST</u>, <u>EDELARY</u>, <u>GHROND</u>, and <u>KRENN</u>).

LAHANNA: Rui. Abandoned sulphur MANUFACTORY in the c of VÂRR, which until c. 2500 RM was the largest sulphur producer in the KORACHANI EMPIRE. Though as supply dwindled so did the need for the manufactory. It remained in use by the INTERREGES until their departure from Vârr in 3791 RM after which point it was allowed to day. It remains now as a reminder of the region's industrial roots, the land stained yellow for a half-mile around.

<u>LAHARAR</u>: Set. Settlement in the c of <u>BANT</u>, in the c of the <u>CARCHEMISHI</u> <u>PENINSULA</u>^(1.), in the east of <u>SAMMAEA</u> (Pop. c. 3,900).

LAHKEL: 1. Geo. Ancient island-port north west of the <u>CARCASS</u> in the south of <u>KHAMID</u>. It originated in the decades following the <u>CATACLYSM</u> (before which it was part of the mainland) as the nation struggled to rebuild itself, taking advantage of the economic void at the time, growing rich from trade.

The city and its famous lighthouse diminished greatly with the lowering of <u>ELYDEN'S</u> seas and has been abandoned for centuries, the remnants of its lighthouse still distinct along the horizon, about 5-miles from the coast (Pop. c. 2,000).

2. Rui. Ancient lighthouse constructed in the city of Lahkel^(1.) in c. 650 RM as a navigational aid to ships approaching the city's large port. The lighthouse is now ruined, its walls crumbling.

<u>LAHLAN</u>: Set. Settlement in the south west of <u>THE OLD FOREST</u> (Pop. c. 4,300).

LAHMON, OBSERVATORY OF: Ast. Str. Mountain-top observatory in the c south of <u>PELASGOS</u>, east of the <u>BATHAKOL</u> Mountains. It is ancient, dating back to the early centuries of the <u>FIFTH AGE</u>, though its ideal location, coupling high elevation with its remoteness, has seen it renovated and expanded by the <u>KORACHANI EMPIRE</u> since then. It is now known for its large rotating copper dome and the large refracting telescope situated within, and the astronomical college beside it.

<u>LAHOSHUR</u>: Sup. Geo. <u>ATRAMENTALLY TAINTED</u> region in the c north of <u>AQUARIIA</u>.

The region is categorised as $\underline{\text{LEAST CONCERN}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}$.

<u>LAHUL</u>: Set. City in the south west of <u>LANTUA</u>, in the <u>MENEFIR</u> Mountains. It is famed for the beauty of its <u>CLOUD SCULPTING</u>, with many locals claiming that it was the originator of the custom around 1,000 years ago. Statues are sold across <u>MENISCEA</u>, with some examples reaching exclusive markets as far afield as the <u>INNER SEA REGION</u> (Pop. c. 57,000).

LAHZUL: His. Ntn. One of many early FIFTH AGE cultures that emerged in the north of the PORPHYRI PENINSULA, in what is now the north west of Porphyr, between c. -1000 – 290 RM. Its people made use of a large offering pit, the ruin of which remains to this day in the north of Porphyr. See Vol III: Extinct States.

LAHZUL, THE OFFERING PIT: Rel. Rui. Ancient temple-complex in the north west of present-day PORPHYR, built over a narrow pit that descends deep into the heart of ELYDEN. Bodies of the recently dead were consigned to the pit by priests of a short-lived culture that followed in the wake of the ancient EHLBEZUNI empire in the early FIFTH AGE, but which later dwindled with the growth of the Porphyri empire, leaving the pit abandoned.

The place is said to be physically close to the otherworld, making the act of animism and <u>ASTRAL PROJECTION</u> easier there than in other places, also infusing the <u>DREAMS</u> of those who are <u>ATRAMENTALLY</u>-sensitive with visions and whispers, thought to be messages from the dead.

<u>LAIKHE</u>: Sea. Large bay off the south eastern coast of <u>SOUTHERN</u> <u>SAMMAEA</u>. It is known for its many creeks and inlets, and is home to hundreds of islands.

<u>LAILLA</u>: *Pol. Set.* Major fortified city and capital in the c south west <u>ABATTUR</u>, along the course of the river <u>ADSULLA</u>, dominating the eastern bank of lake <u>ILLURBED</u>. It is the centre of the region's main religion of <u>ISRAPHAISM</u>, and the incorruptible body of its deity, the <u>OTHERWORLDER ISRAPHAEL</u>, is held in a great reliquary in a monolithic temple where the city's faithful can observe their faith.

It is an industrial centre and one of the more profitable territories during the nearly two centuries of <u>TISARAN</u> occupation, but by 2905 RM it had become the epicentre of a growing <u>UTTRANI</u> rebellion that led to a more widespread uprising that spread across Abattur. Eventually, enough land was taken to force Tisara into agreeing to terms, leaving Abattur free once more, and Lailla its new capital.

Since then, it has been heavily fortified and remains home to nations' government (Pop. c. 385,800).

<u>LAKARTHA</u>: Set. City in the north west of <u>RHINOCOLOURA</u>. Its origins date back to the ancient <u>SOKHARAN</u> empire, and it was once the capital of the <u>LIEGELANDS OF LAKERTHA</u>, which were attacked by the <u>OTHERWORLDER NEANDER</u> in 3298 RM, leading to their destruction and eventual absorption into the empire of <u>NEANDARA</u>. Today it remains as a healthy city along a tributary of the river <u>SHIBBOLETH</u>^(3.) (Pop. c. 33,000).

<u>LAKELANDS</u>, the: Geo. Rvr. Lak. Expansive region dominating the plains of southern <u>AHRISHEN</u>, encompassing the major lakes <u>NAIDA</u>, <u>RANAGA</u>, <u>AMATIDA</u>, <u>PANOIDA</u>⁽¹⁾, <u>CRENEISA</u> and <u>MASTI</u>, amongst hundreds of smaller lakes and their interconnecting rivers and canals, which form part of the expansive <u>AHRISHENI WATERWAYS</u>.

<u>LAKERTHA</u>: also 'the Liegelands of Lakertha'. Dem. 'Lakerthan'. His. Ntn. Early FIFTH AGE north eastern SAMMAEAN nation founded by descendants of the SOKHARAN dynastic family in what is now the east of the <u>UMBRA SOKHAR</u> and the west of <u>RHINOCOLOURA</u>. Members of the Sokharan dynastic family fled east in the century following the crumbling of the Sokharan empire in 348 RM, leaving the politicking that dominated the power vacuum left by the collapse of Sokhara behind.

They slowly expanded, building a road network and expanding their military, securing what resources they could by around 500 – 550 RM, by which time they had made contact with the state of <u>ERINAT</u>, whose people were moving west due to increased hostilities with the <u>KORACHANI</u> colony of <u>MARCHOSIA</u>. The Lakerthans, still bearing an enmity towards Korachan, became allies of the Erinati, and became part of a flourishing trade network.

The empire of NEANDARA declared its independence from the nation of ERINAKH LAUR in 2483 RM and it soon expanded to the west, clashing with Lakerthan border forces. This escalated into outright war in 2521 RM, though open hostilities did not last long. By 3211 RM, Neandara had subjugated the cities of SARDONYX and ERIVAUR, reuniting the original three prefectures of Erinolh Laur, after which it set its sights on Lakertha, which in 3298 RM fell to its armies after a year-long siege, becoming part of the empire. Neandara collapsed with the death of its OTHERWORLDER ruler in 3462 RM, and after some years of conflict, the region restabilised by 3469 RM, becoming RHINOCOLOURA. See Vol II: Extinct Nations.

<u>LAKHAL</u>: *Med. Tec. Str.* Fortified atelier in the west of <u>KHALHAT</u>, thought to be a major <u>MANUFACTORY</u> for <u>ITERANTS</u>.

<u>LAKK</u>: Geo. Region in the east of <u>ARKOS</u>^(1.) characterised by sheer acclivities and buttes of dark red granite and tiered waterfalls and table lakes. The region is relatively fertile and is home to many aeries and moss farms. Following war with <u>SARASTRO</u> and its subsequent occupation of Arkos in 2326 RM, Lakk became a refuge to retreating <u>CUSTODES</u> and their allies, though as Sarastroan influence waned, leading to its abandonment of Arkos in 2412 RM, Lakk was itself abandoned by the Custodes, who repopulated their old capital in the city of Arkos, though the region remains a farming centre to this day.

LAKOSH: Rvr. Major river in the HENDECARCHY of CYRENIA, in the north west of MALAN. It flows north for 750-miles from lake SEHUTH before meeting its mouth at the BAY OF ENIGOST^(1.). It is fed by various rivers, including the ARILLIEN in the west, and the ELRATH in the south. At its southernmost reaches it acts as a border between the south of Cyrenia and the west of HATON.

<u>LALAUG</u>: Geo. Hills forming the southern-most part of the <u>BAND</u> Mountains.

<u>LALAUN</u>: Set. Fortified coastal city-state in the southern-most isle of <u>SEBUND</u>. At the time of the <u>CATACLYSM</u>, the Venathi empire was at its height, ruling the <u>DARK SEA</u>. Many colonies were lost in the disaster, but one survived on Sebund, Lalaun.

In c. 200 RM Lalaun splintered from the remnants of the <u>VENATHI</u> <u>EMPIRE</u> and struggled for about 300-years before slowly crumbling by c. 560 RM, after which the city and its island home of Sebund were largely deserted.

It was eventually resettled by <u>VENTHIRI</u> nobles exiled by <u>QUEEN HETEPHERES</u> in c. 1200 RM and slowly grew into a hub of trade, and its fleet patrolling the waters of the <u>STRAIT OF SAOR</u> (Pop. c. 180,000). See Vol III: Extant Realms and Nations.

<u>LALEH</u>: Rvr. River in the east of <u>NARTHEL</u>, flowing for over 200-miles from sources in the north east of the <u>UEFIR</u> Highlands before emptying in the ABYSS OF ENESH.

<u>LALI</u>: Rel. Str. Major monastery of the <u>Order of the Heart, Mind and Blade</u>, in the rugged hills in the far south of the <u>Varrachon Mountains</u>, along the <u>LARACHON</u> hills.

<u>LALIA</u>: Set. fortified settlement in the west of <u>TZALLRACH</u>, 30-miles north of <u>LUCCITARIA</u>. It is known for its clams and pearls, and lies along the route of the <u>GREAT ROAD</u> (Pop. c. 6,000).

LALK: Sea. Bay in the south west of EZASUH^(2.).

<u>LALKORUH</u>: Sea. Coastal settlement in the south west of <u>EZASUH</u>^(2.) (Pop. c. 10,000).

<u>LALLA</u>: Set. Coastal settlement in the north west of the <u>BARRIER LANDS</u> (Pop. c. 6,000).

<u>LALNT</u>: (-90-ft.) *Geo.* Depression in the c east of <u>ROMOREA</u>^(2.), forming a part of the much larger Romorea^(1.) rift valley formation.

LALOARA: Sea. Agricultural conurbation in the c east of <u>TAMAR</u>⁽²⁾, along the course of the river Tamar⁽¹⁾. It is a major agricultural centre and is a producer of grain and <u>OLIVES</u>, much of which are sold to travellers passing through it while travelling along the Great Road (Pop. c. 7,500).

LALLEH: Sea. Bay in the north of KORACHAN. Its waters are relatively fertile, and there are quite a few fishing villages along its coast. Overfishing is controlled by the Korachani administration, though many varieties of large fish are now extinct there.

<u>LALLITH</u>: Sea. Small coastal city in the west of <u>TZALLRACH</u> (Pop. c. 13,750).

<u>LAMAGHINE</u>: Geo. Rocky plains in the c west of <u>KARGAMA</u>. They were the site of many battles and sieges between 1122 and 1126 RM, when the <u>FEDERATION OF ELITAGRI STATES</u> marched against the <u>CONSANGUINE</u> <u>DYNASTIES</u> of <u>PHAND</u>.

The ruins of many cities and <u>KARGAMAN IDOLS</u> litter the region today, and it is considered to be haunted by many people. Despite this, the region remains healthy, and it is a centre of horse breeding in Kargama.

<u>LAMASERY OF CASSIA</u>: Rel. Str. Monastery in the south east of <u>LAASKHA</u>, to the north west of the peninsula of <u>RAAHEN</u>. It is home to an order of ascetes and survivors of <u>THE SHADOW MARCH</u> whose bodies were broken by the <u>ATRAMENTA</u> though whose minds remain keen. They are theologians and scholars and advisors to powerful men and women who seek to undertake the Shadow March and not martyr themselves.

<u>LAMAYA</u>: *Geo.* Sulphuric wasteland in the north of <u>PORPHYR</u>, to the north of the RYKK Mountains.

<u>LAMBAR</u>: Sea. Settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>PALUS</u>^(1.). The city is situated along the western shore of lake <u>MARA</u>, controlling regional traffic along the river <u>SARA</u> (Pop. c. 4,000).

<u>LAMBITIA</u>: Sea. Coastal settlement in the south west of <u>KHITAI</u>. It is known for its stilt-architecture, designed to protect its people from the extreme tides in the area. Its main industry is salt panning, which is collected in gigantic pans outside the settlement (Pop. c. 8,000).

<u>LAMEA</u>: Sea. Settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>CARIA</u>⁽⁴⁾, noted for its <u>FIRMAMENTAL</u> college, which appeared there in 1162 RM, funded by descendants of the city's <u>KHAMIDIAN</u> founders (Pop. c. 38,000). The city overlooks the <u>SEA OF DERAEA</u>. It used to be coastal (under a previous incarnation as the <u>HARAN</u> city of <u>LANNEAS</u>), and its fine natural harbour is now a terraced ravine where goats are reared amid the ruins of its once thriving port.

<u>LAMECH</u>: 1. Sca. City in the c of <u>SARASTRO</u> noted for its copper mines and the brass foundries that elevated what was originally a town into a thriving city. Its location along the path of the <u>SALT ROAD</u> means that it sees many merchants travelling across its borders. It was once famed for its <u>CAMPANOLOGY</u>, and the <u>BELL OF MARTYRS</u>, once considered the largest bell in pre-<u>SUNDERING KORACHAN</u>, was found here, before the destruction of its housing church during the civil war that led to Korachan <u>BREAKING IN TWO</u>. (Pop. c. 130,000).

2. Pol. Soc. The ruling patrician family of the city of the same name. HOUSE Lamech wields considerable power in <u>SARASTRO</u> and, to a lesser extent, in surrounding cities. The House's wealth is mostly attributed to its copper mines and two manufactories that specialise in the foundry of brass and making of brass parts. See Vol II: Patrician Houses.

<u>LAMEDA</u>: Mys. Soc. Obj. Old totemic idol in the south east of the <u>HENDECARCHY</u> of <u>LONAR</u>, in <u>MALAN</u>. The totem was once the centre of an animistic cult though the cult was quelled not long after the unification of the <u>FOREST KINGDOMS</u>, replaced by more modern ideals.

Though a relic of ancient times, the idol and the beliefs that surround it have, under the reign of the <u>HENDECARCH MIALAD</u>, seen a resurgence in popularity, though more out of curiosity than a desire to return to the ways of its people.

<u>LAMEDUA</u>: 1. Geo. Dry plains in the north of <u>VÂRR</u>. Unlike the <u>LAMEDUAN BADLANDS</u> that lie to the south west, region is not entirely barren, and sparse woodlands and scrub can be found here. It was once a thriving plain with many cities and industrial centres, most of which are now abandoned.

Early 14th century RM the east of the region was plagued by massed spontaneous appearances of inimical <u>DREAMSCAPES</u> that persisted for close to a century before the <u>SOMNIARECHI ORDER</u> of the <u>SANCTIFIED INQUISITION</u> was able to quell it. The period would alter become known as the ONEIRIC SCOURGE.

2. See. Small city in the c north west of <u>VÂRR</u>, in the far south of the Lamedua^(1,) plains, after which it was named. It was once a major industrial centre with a population close to a million and covered with sprawling chemical plants, manufactories, refineries, mills and foundries. Today, most of these expansive structures lie abandoned and ruined, with only a small part of the settlement still being inhabited. It is a hub of crime, and is run by criminal families, who are said to make use of some of the manufactories for their own illicit purposes and control much of the surrounding landscape (Pop. c. 13,200).

LAMEDUAN BADLANDS: Geo. Arid dead region in the west of VÂRR, covering some 60,000 square-miles. Vârran records dating back to before the KORACHANI occupation of Vârr depict the region as a natural dry plain and scrub forest, already in decline from what was, in the latter days of the FOURTH AGE a verdant plain and home to various fauna.

The diminishing of <u>ELYDEN</u> and overmining during the Imperial occupancy between c. 1000 – 3412 RM have left the place barren, lifeless; characterised now by a myriad open-cast mines, quarries, canyon-like passageways and corridors, surrounded by mesa and plateau-like

formations – the remnants of the original plains that were ignored by mining.

To make matters worse, in 3977 RM the far north of the region was documented as displaying signs of emerging Atramental taint, and the <u>KORACHANI INSTITUTE OF ATRAMENTAL STUDIES</u> is keeping a close eye on its development.

LAMENT OF SHIBBOLETH, the: Vol. Mys. Tale from the MYTHOLOGIA
<u>ELYDEN</u> wherein the <u>DEMIURGE SHIBBOLETH</u> learnt of the eventual decline of the <u>MERILL</u> civilisation, causing her to weep uncontrollably. This is commonly maintained to have had the effect of a great deluge that covered <u>ELYDEN</u> in a great flood that thinned out the numbers of the <u>MORTAL RACES</u>.

Though there is little physical evidence to support this, the nearuniversal appearance of this myth (or effectively identical myths that substitute names, characters and minor details for regional equivalents) lends weight to a singular event that the common ancestors of nowdisparate cultures witnessed or survived. See Vol IV: the Mythologia Elyden.

LAMENT OF ST. EARTA, the: Art. famed work of RENAISSANCE sculpture by AUXITUS BARADAS completed in 1623 RM. It depicts the SAINT moments before her martyrdom, her face cast to the heavens, her face showing a mix of serenity, fear and acceptance, which has captivated audiences for millennia since its completion. Today it is located inside the HALL OF PATRICIANS⁽²⁾ in AGLAIA⁽²⁾, AZAZEM.

<u>LAMESSA</u>: Sea. Settlement in the far southern mainland of the <u>FREE-ISLES</u>
<u>OF PELASGOS</u>. It adheres to the Sect of the <u>BURNING SHADOW</u>, so
technarcana and machinery are strictly forbidden. It is a rural community,
producing food for nearby cities (Pop. c. 1,800).

LAMETAN: Rui. Series of half-sunken monoliths covering 30-mile stretch of the western coast of HOLOLACH⁽¹⁾, to the north of the BAY OF TOLAR. There are 35 known monoliths in all, in varying states of disrepair. Some are completely sunken, where others are revealed by tides. Others are wholly on land, stretching for 50-ft into the sky. All but two are badly damaged or broken. Their purpose, if any, is unknown, and they are thought to date to the FOURTH AGE.

<u>LAMIA</u>: 1. Oth. Pol. Soc. Type of <u>HALFBLOOD HOUSE</u> whose members are adept at inflicting pain and death. Some are said to subsist on blood, while in lands outside the <u>KORACHANI EMPIRE</u>, people speak of creatures who drain spirits rather than blood, though whom are otherwise similar to lamia. Though the house itself is not as organised and centralised as some other halfblood houses, the lamia are often seen working as mercenaries and assassins. See Vol II: Classification and Taxonomy of Life.

2. Sup. Geo. Region of heavy <u>ATRAMENTAL TAINT</u> in the north of the <u>UMBRA SOKHAR</u>, just south of the border with <u>KARAKHAS</u>, where the land is said to bleed a thick poisonous ichor.

The region is categorised as $\underline{\text{DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}.$

LAMIAH: Mil. Rnk. Elite unit in the <u>VENTHIRI</u> army. Composed of female soldiers, they are proud and carry beacons as banner bearers would once have carried banners. They originated as a melee unit, though today they carry ranged weapons – rifles or gunblades.

<u>LAMMA</u>: Set. Settlement in the south west of <u>AMMESH</u> (Pop. c. 6,000).

<u>LAMMACCID</u>: Sea. City in the west of <u>ACHRABAL</u>, in the south west of <u>SOUTHERN SAMMAEA</u>, notable for its <u>FIRMAMENTIST</u> caste (Pop. c. 50.000).

<u>LAMMARA</u>: Set. Small coastal city in the south of <u>AMMESH</u>, overlooking <u>SEA OF AMMASH</u>^(2.) (Pop. c. 12,000).

LAMMASHTU: also 'Lammasu'. Fau. Haghor that takes the form of a winged bull, with a humanoid face, reminiscent of a baby's, though with eyes that betray their age and wisdom. They are thought to be linked in some way to the cultural symbol known largely as HAAGENTI. The creatures are believed to have been native to IO and lands around the ARID TRIPTYCH, though are accepted by scholars as being either extinct or so insular as to never be encountered by the mortal races. See Vol II: Classification and Taxonomy of Life.

LAMMDOR: Set. Small city in the south west of Ammesh, in the foothills of the BORRAGHI Mountains. Its main industry is the mining of quarry,

and it controls vast tracts of land that have been dedicated to its extraction on an industrial scale (Pop. c. 19,800).

<u>LAMMUSSA</u>: Rel. Str. Shrine in the far east of <u>SARASTRO</u>, in the western foothills of the <u>KOROR</u> Mountains. The shrine houses the mummified remains of an ancient <u>LAMMASHTU</u> that dates back to <u>PRE-IMPERIAL</u> times. It went missing in 339 RM, shortly after imperial <u>ICONOCLASTS</u>^(1.) began scouring the nation following the <u>KORACHANI</u> subjugation of Sarastro. It later resurfaced in 3705 RM, following Sarastro's newfound independence, though claims that it is a lesser simulacrum abound. It is now encased a glass reliquary in a stone temple built over a dormant <u>ATRAMENTAL LEYLINE</u> of ancient significance and remains an important symbol of Sarastroan independence.

LAMPREY: Fau. Parasitic aquatic creature similar in appearance to a short snake. They have sucking mouths lined with multiple rows of teeth that they use to cling on to larger hosts, whose blood they suck. They are farmed for food though are also considered as pests in many regions, where they have proven to be less susceptible to <u>ATRAMENTAL TAINT</u> than other creatures.

LAMPREY STEW: Cui. Common dish in the LLACHATUL, around the STRAIT OF SKAROS particularly in the nations of SKAROS, southern ALMAGEST, LAASKHA, AZAZEM, AHKA and ATARAXIA. The LAMPREYS are cooked in blood and served with rice or legumes. It has been compared with slow-cooked beef and is eaten by middle to upper classes.

LAMYA UMUT, LIVING SAINT: Rel. Powerful demagogue of the CHURCH OF THE UNDYING MACHINE, who willingly locked herself away in CARCERI in 3893 RM. She ministered to prisoners to turn their minds away from their own beliefs towards those of the Church of the Undying Machine. Towards the beginning of the 5th millennium, she was wracked by visions of a new power on the <u>LEADEN THRONE</u>.

<u>LAN-THALL</u>: His. Ntn. Extinct nation in the west of <u>WESTERN SAMMAEA</u>, in what are today the north east of the <u>CITIZENRY OF THALI</u> and the c north west of the <u>VESPERTINE LEAGUE</u>. It emerged from the earlier nation of <u>AELOR</u> in c. 2400 RM and would itself be consumed by the Citizenry of Thali in c. 1900 RM. See Vol III: Extinct States.

<u>LANAEST</u>: Rvr. River in the c north east of <u>AHRISHEN</u>, flowing south west for 275-miles from sources in the <u>TEN PRINCES</u> mountain range, before meeting lake <u>QASHEN</u>^(1,).

LANAYASH I: (D. 3183 RM) Pol. His. the first LORD-CONSTELLAR of KOLCHIS who in 3164 RM dissolved the Republic of the Kolchisi Commonwealth, taking on the mantle of Lord-Constellar, beginning a tradition that remains to this day and forming the house of HORÚK, which remains the ruling house to this day.

<u>LANCA</u>: Sea. Small fortified city in the c of the tribe of <u>THLOLOT</u>, in the north east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 13,000).

LANCE OF SALA, the: Leg. Obj. Legendary lance wielded by the champion SESHA, demigoddess of MALAN. The lance is said to have been crafted from a single piece of FIRMAMENTALLY-treated ivory by a SCION long before it came into her possession, and it is an incredibly powerful FOCUS⁽²⁾, greatly amplifying the powers of any SHAPERS who wield it.

The lance was lost for millennia though continued to feature in legends and myths of the region, until it was rediscovered by Sesha in the early <u>FIFTH AGE</u> following a century long quest.

<u>LANCHOL</u>: Set. Fortified settlement in the far west of the <u>HENDECARCHY</u> of <u>DERAEIA</u> in the east of <u>MALAN</u>. It serves as a major stopping point along the trade route that links Malan with <u>TISARA</u> (Pop. c. 8,500).

LAND OF DUST: see <u>TUL I'GMIH</u>.

LAND OF FIRE AND ICE: see *TUL I'SICH-AHUR*.

<u>LANDAMAN</u>: Sea. Reef in the north of the <u>MAIDEN ISLES</u>, off the northern coast of the island of <u>LATRAS</u> and the west coast of the island of <u>VURIRIN</u>. The people of this region are known to fish with sleek catamarans.

LANDSHIP: Veh. Tec. Common name given to gigantic <u>CONVEYORS</u>, such as shipping <u>AMBULANTS</u>, transport crawlers, or military vehicles. They are characterised by their caterpillar tracks and/or heavy artillery-like wheels and are often composed of multiple carriages, each with multiple storeys and rooms.

<u>LANDSKIFF</u>: *Veh.* Wind-powered vehicles that were common in the <u>VAEVECTAN</u> nation and its predecessors in the east of <u>MENISCEA</u>. Their large sails harness the strong winds that wrack the relatively flat peninsula allowing rapid travel. Most landskiffs accommodate between 1 – 3 people though some larger vehicles exist that can seat up to a dozen people.

<u>LANETOS</u>: Sea. Small settlement in the west of <u>VENTHIR</u>, situated along <u>THE RED ROUTE</u>, leading into <u>TARATI</u>^(1.) (Pop. c. 8,000).

<u>LANGAHA</u>: Sea. Settlement in the east of <u>OPHIUSSA</u>. Its main industry is copper mining (Pop. c. 8,000).

<u>LANGUE</u>: 1. *Org. Str.* The headquarters of the individual <u>SANCTIFIED</u>

<u>ORDERS OF THE INQUISITION</u> that operate within and without the <u>KORACHANI EMPIRE</u>. Typically, the area surrounding each Langue is closely tied with the respective Order, with its people often supplying it with food and other resources as well as new recruits. In many cases the respective Order becomes an important political power in these regions, exerting more influence that the Korachani government itself.

Arranged in order of their founding, the major Langues are: the KYONI Langue, which was founded in the city of DEOCHAN in 96 RM; the AIWAHAN Langue, which was founded in the SEPULCHRAL PALACE in 341 RM, but which was later moved to MALICHARICHAN in 1106 RM; the GRIGORIAN Langue, which was founded the city of TAHIL in 358 RM (the Order was later divided into three distinct Langues in 3705 RM, which are now located in KHADON, SINITAS and TAVVADRA (2.); the ARÂTHUAHI Langue, which was founded in the city of Khadon in 396 RM; the AVÉNETHI Langue, which was founded in the city of $\underline{\text{MULCIBER}}^{(2.)}$ in 458 RM, and moved multiple times throughout its history until settling somewhere undisclosed in north eastern PELASGOS following the WAR OF THE ARTIFEXES; the MORÉHAN Langue, which was founded in the city of NOUVAR in VÂRR in 498 RM, but which later relocated to CALDERA in 2963 RM; the SOMNIARECHI Langue, which was founded in LIDEA in 1189 RM, but which was forced to move to BAAYN in 3710 RM following the SUNDERING OF THE EMPIRE; the VÁMAN Langue, which was founded in the city of TEREKON in 1196 RM; and finally the **CONCORDANTIST** Langue, which was founded in the city of Khadon in 3037 RM.

2. Org. Mil. Rel. Bases of the <u>BRIAR KNIGHTS</u> found across <u>TETHYSIA</u>, within various cities. They serve as hostels and clubhouses of sorts to the normally itinerant knights of the order.

LANKRA: For. Sparse woodlands dominating the north of THE SURRACHI region of MARACHA and the nation of ERET⁽²⁾. Once virgin woodlands covering over 50,000-square miles, it has been reduced to around 18,000-square miles by changes in climate and over-exploitation by the aforementioned regions.

LANNEAS: His. Set. In ancient HARA, and later the Kingdom of HARÉ SHKA, a city along the southern DERAEAN coast, its harbours attracting trade from as far as field as KHAMID and TZALLRACH. The city was greatly damaged in a prolonged siege against MELAYAN barbarians and their FIRMAMENTIST leaders in 991 RM, though survived intact, thanks to Khamidian intervention. The city diminished following the slow withdrawal of the Sea of Deraea, which left it land-locked, though survives under the name of LAMEA, retaining its Khamidian links to this day.

<u>LANOS</u>: Sea. Settlement in the c north west of <u>LAASKHA</u> in the east of the region of <u>IMMERUTH</u>. It was once a large trade city, with ships bringing goods into its harbours from around <u>THE INNER SEA</u>, though since the retreat of the <u>STRAIT OF SKAROS</u>, it has become landlocked, 160-miles from the coast. It once formed part of <u>THE SHADOW MARCH</u>, though the March's route drifted west with the coastline, leaving the city ignored by the processions (Pop. c. 2,200).

<u>LANRA</u>: Sea. Reef in the west of the <u>MAIDEN ISLES</u>, off the eastern coast of the island of SIAREHET.

LANTHANEIN: Str. Two-mile long corridor-archives of the KORACHANI EMPIRE beneath the BASTION OF STEEL in the capital of KHADON. This is where records of all edicts, tax testimonies, tithes and other documents are stored, many of them forgotten beneath the weight of ages, all memory of their existence lost. It is usually frequented by clerks of the MINASTERIA OF ANNALS and MINASTERIA OF TITHES These corridors

and offices are largely deserted, crewed by mindless automatons that move rotting treatises around in an antiquated system that belies belief.

<u>LANTUA</u>: Dem. '*Lantuan*'. *Ntm.* Nation in the south east of <u>MENISCEA</u>. See Vol III: Extant Realms and Nations.

<u>LAOCESA</u>: Sea. Fortified settlement in the south west of <u>EREBETH</u> (Pop. c. 5.200).

<u>LAOD</u>: Dem. 'Laodan'. Ntn. Nation in the c of <u>MENISCEA</u>, to the north of the <u>SEA OF LARISH</u>^(1.). The nation established a major colony in the north of <u>BROR</u>^(1.), in what was once the region of <u>KASIHAAL</u>, in the 39th century, and it now serves as a major link between the continents, and a source of various exotic resources from the far continent. Laod was christened an empire in 3873, decades after the colony was established.

Its people are renowned across <u>ELYDEN</u> for their dark braided hair, which they wear extremely long, wrapping it around their necks like scarves; and for their practice of self-tattooing – a major cultural practice that serves to distinguish classes and families. It is typical for more affluent and influential families and people to tattoo their emblem in prominent areas such as the face or hands, with those from the lower classes either eschewing the practice entirely or selecting smaller tattoos or less prominent places. It is a criminal offence to fraudulently use another family's tattoo, and the practice is considered a major taboo across all social ranks. The Laodan people are also known for their 'inventive' curses, which typically feature the <u>OTHERWORLD</u> and <u>OTHERWORLDERS</u>, though the reason for this is unknown, for its people otherwise have no particular dislike of otherworlders and their realm.

In the 38^{th} century Laod embarked on a widespread colonisation of the <u>GESHGHELL STATES</u> in the north east of Bror^(1,), ultimately resulting in the formation of extant <u>KASIHAAL</u>. See Vol III: Extant Nations and Realms.

<u>LAODDANAN</u>: Geo. Mountain-range in the c of <u>EASTERN MENISCEA</u>, to the south east of the <u>PTHOSTOTH</u> Mountains, serving as a natural border between the south west of <u>XYRPHAAT</u>^(3,) and north eastern <u>LAOD</u> and northern <u>ENDUI</u>.

<u>LAOMEDA</u>: 1. *Lak*. Lake in the north west of <u>AHRISHEN</u>, whose waters flow into lake <u>EURADA</u>, which itself flows into river <u>PELADA</u>, which is a tributary of the larger river <u>SAVEST</u>.

2. Rvr. River that flows for 65-miles from lake <u>MAEDA</u>, to lake <u>EURADA</u>, through lake <u>LAOMEDA</u>.

LAPITH: Sea. City in the c north west of <u>TARTAK</u> controlled since 3204 RM by the <u>WHITE LEAGUE</u>. The city is heavily fortified and guarded against the aggressive <u>DEGENERATES</u> that dwell to the north west of the city, haunting the <u>BLACK MARSHES</u> along the banks of the river <u>KHARAD</u> (Pop. c. 135,000).

LAQANESH: Sea. City in the c of AHRISHEN in the southern flood-plains of lake ACTAEA. The city was once a major producer of peat and much of the wetlands surrounding the city came about through over production of peat. The city is now surrounded by a fetid peat bog and part of the city has been built over this with dank vaulted sewers, with waste falling directly into the fens to stagnate. Sometimes high floodwaters bring waste into city, with cisterns and manholes overflowing.

It is a stop along the <u>GREY ROAD</u>, and sells peat to merchant caravans travelling along the road (Pop. c. 41,000).

<u>LAR</u>: Sea. Settlement in the c of <u>ELAT</u>. Its main industry is the production of cork (Pop. c. 6,200).

<u>LARA</u>: (B. unknown – D. -831 RM) *Rel. Oth.* <u>HALFBLOOD</u> of unknown origin, who popularised and united the <u>CULT OF THE WHITE MOON</u> in <u>DHEA</u>, following her penning of the <u>BOOK OF TERATHA</u> in -943 RM. Until then the cult had fragmented into several different sects which had come to oppose one-another in several ways. The popularity of the <u>Book of Teratha</u> restored <u>THE TERATHA</u> into a single faith, which coalesced in c. -905 RM with the construction of the <u>HIGH-TEMPLE OF TERATHA</u> in <u>ORA</u>⁽³⁾, of which Lara became head (with many believing her to be a direct descendant of the <u>DEMIURGE NEITH</u>⁽¹⁾ through her daughter <u>TERATHA</u>). Her body was interred in the High-temple following her death in -831 RM, where it became a powerful relic amongst the faithful, though the body was lost following the <u>CONTHIAN</u> attack of Ora in -813 RM, in which the city was looted and razed.

<u>LARABO</u>: Sca. Fortified city in the south of <u>SURUTUR</u>. It is known for its vast archives, with records dating back thousands of years (Pop. c. 42,000).

LARACE: Sea. Major city in the c of <u>SKAROS</u>. It is an industrial centre and is known for its many manufactories and its large population or <u>HELOTS</u>, most of which are owned by said manufactories. It has also been home to the <u>MINASTERIA</u>^(2.) of <u>SULRACHARIIN</u> since 2347 RM, due to its vicinity to the region of <u>SO'ULDUR</u> (Pop. c. 180,000).

<u>LARACH</u>: Pol. Set. Capital city of <u>DANU</u>, located in the south of the nation, overlooking the entrance into the <u>GULF OF JOLASH</u> and is heavily fortified. It is the southernmost stop along the <u>EGETAKHAN ROAD</u>, and has a large port where goods are traded (Pop. c. 280,200).

<u>LARACH THIRI</u>: Rui. FOURTH AGE AIKLAH ruin in the c south west of the tribe of <u>ILLPHAGOS</u> in the west of the <u>GROWING MOUNTAINS</u> of MULCIBER.

<u>LARACHON</u>: Geo. Hills in the far south of the <u>VARRACHON</u> Mountain, in <u>VÂRR</u>, and part of the artificial construction that covered up the ancient valley and river of <u>NATRAI</u>^(1.).

<u>LARAGA</u>: Mil. Str. Major fortress in the south east of <u>TATAR</u>, guarding the border east with <u>KAZZAR</u>⁽²⁾. It sees much trade and traves pass by and it is the main link between the two nations.

<u>LARALAL</u>: Rvr. Wetlands in the south west of <u>SAMMAEA</u>, in the <u>AMMASHI</u>^(1.) Peninsula along the border between <u>KEPHUAAN</u> and <u>AMMESH</u> and the course of the river <u>TAMANTI</u>.

<u>LARAM</u>: 1. Dem. 'Larami'. His. Ntn. A now-extinct <u>FIFTH AGE</u> state that rose in the wake of the fall of <u>NAHORIA</u> in the west of <u>EASTERN LLACHATUL</u> in c. 100 RM following centuries of strife dominated by warring city states.

Laram originated as such a state in c. -1000 RM, in what is now the border between the <u>HENDECARCHIES</u> of <u>LONAR</u>, CHLORIS and <u>STHAMAN</u>. It slowly grew, assimilating neighbouring states, growing into a major power in the area by c. 0 RM. Its spread across the old Nahorian territories stalled with the rise of the <u>LADY AEGIS</u> in <u>AMILLAERE</u> in c. -80 RM, and the two found a form of equilibrium, which lasted over the next two millennia.

The Larami monarchy, which had seen the rule of three distinct dynasties, was overthrown in 1013 RM, to be replaced by a republic that slowly dwindled to corruption, to be finally replaced by an empire in 1675 RM. The Larami empire remained corrupt throughout it remaining centuries, and it finally collapsed in 2021 RM following the decay of its economy and the assassination of emperor <u>LADRAOLAN III</u>.

The empire fractured following this, with many members of the old government wishing to seek an alliance with Amillaere, and the others adamant on finding a warrior leader to secure the territories. Already influenced by its close contact with Amillaere and its culture, the former camp won and in 2023 RM half the empire allied itself with the Lady Aegis, who began a war on the unwilling territories to unite the descendant territories of Nahoria into one state.

This state of war drew on for decades of guerilla fighting, espionage and sabotage that ended finally in 2075 with the taking of <u>AGLABHA</u> – the final imperial stronghold. This signified the reunification of the old Nahorian territories and the end of Laram. Later the same year the unified territories were rechristened as <u>MALAN</u>. See Vol III: Extinct States. 2. *Geo.* Region in the south of <u>MALAN</u> – occupying the east of the <u>HENDECARCHY</u> of <u>LONAR</u> and most of <u>CHLORIS</u>. It is known for its many overgrown ruins, most of which are now little more than gigantic scattered blocks of marble, some of which still bear the echoes of delicate stonemasonry.

3. Set. City in the above region^(2,) of MALAN, in the east of the HENDECARCHY of LONAR. Many of its oldest and most important structures are made from the ruined blocks of ancient NAHORIAN edifices. It is a major industrial centre in Malan, and its factories manufacture various engines and machinery used across the FOREST KINGDOMS (Pop. c. 60,800).

<u>LARANZA</u>: Set. Settlement in the c north west of <u>BARATHEA</u>^(1.) (Pop. c. 9,000).

<u>LARAPH</u>: *Geo.* Small mountain in the c north west of <u>AMMESH</u> in the AMMASHI^(1.) peninsula.

LARATHA: Rui. Abandoned manufactory city in the west of AZAZEM, along the course of the river HRIDANEM. It was abandoned in c. 3600 RM following the spread of <u>DUSTSTONE</u> formations beneath its foundations, causing part of it to collapse. Today, part of it remain intact, though its precariously located on the edge of a crumbling duststone cliff. It is the ancestral home of <u>HOUSE STEFANIA</u>, which has since become one of the ATROPI HOUSES.

<u>LARATHUKH</u>: 1. Geo. Geographical and political region in the far east of <u>AZAZEM</u>, west of the <u>OTHACHA</u> Mountains The name originated in the early days of the <u>KORACHANI EMPIRE'S</u> subjugation over the Azazemi people, and comes from a now lost city in the region that existed to the east of the river <u>ZEMEN</u>.

2. *His. Ntn.* Short-lived rogue state that appeared in the east of Azazem in 243 RM. In the early centuries of <u>KORACHANI</u> rule over <u>AZAZEM</u> the region of Larathukh⁽¹⁾ became known for its husbandry – goats and sheep herding, and the growing of crops such as artichokes, aubergines, barley, various, cabbages, garlic, nuts, onions, peas, pumpkins, and turnips. It became one of the first regions in Azazem dedicated to husbandry and would go on to feed the burgeoning empire. Its <u>PATRICIAN HOUSES</u> grew wealthy, and arrogant. In 243 RM, after years of secretive conspiring six Houses – <u>ALLARIS</u>, <u>HERCULE</u>, <u>LENTIS</u>, <u>HIRINA</u>, <u>MELANA</u>, and <u>RUSINA</u> – based in the region united and overthrew the Korachani oppression, setting up their own government and a new rogue state – the Republic of Larathukh. The <u>ARCHPOTENTATE MALICHAR</u> had been absent for over 150-years at that point, and empire was deep in a period of tumult known as the <u>REIGN OF THE EMPTY THRONE</u>. Korachan did not have the resources to fight yet another dissenting region.

Rather than march against the upstart state, Korachan funded the private armies of neighbouring Patricians and allowed them to apply pressure from west and east. Following close to three decades of conflict the citadel of NUMESEA was taken in 269 RM, ending the rule of House Hercule in the region and destabilising the autonomy of Larathukh. This led to the collapse of Larathukh in 271 RM, and its eventual reabsorption by Azazem. Four of the Patrician Houses – Hercule, Lentis, Hirina, and Rusina – were brought low during the conflict. See Vol III: Extinct States.

3. Rui. Ruined city in the east of AZAZEM, east of the river ZEMEN. It was a harbour of the short-lived Larathukhi Republic (2.) though dwindled following the republic's collapse in 271 RM.

LARCIA: His Dei. Ancient FOURTH AGE deity that was worshipped by the ancestors of the ESHIRAN⁽²⁾ people, specifically a coastal culture in what is today the north of Eshir. The name was later used to describe the COASTAL SHELF that was revealed through the retreat of the GULF OF ESHIRON and, eventually, the wetlands that formed along its easternmost edges – the LARCIA CARA in the north and the LARCIA TARAN in the east.

LARCIA CARA: Rvr. Vast coastal salt marsh in the north east of ESHIR⁽²⁾ that was revealed between c. 3000 – 3300 RM following the retreat of the waters of the <u>GULF OF ESHIRON</u>. Originally known as the Ledge of Larcia, the region was a salty coastal plain that attracted little light. Over the centuries, as the waters continued to diminish, they reached the edge of the coastal shelf, where they settled into two distinct salty wetlands – Cara in the north and <u>TARAN</u> in the east.

The region has been largely ignored by the people of Eshir, and it is now rich in wildlife.

LARCIA, LEDGE OF: *Geo.* Vast coastal shelf dominating the north east of <u>ESHIR</u>⁽²⁾. The shelf was revealed between c. 3000 – 3300 RM following the retreat of the waters of the <u>GULF OF ESHIRON</u>, and remained for centuries later as a barren region.

The coastal regions would eventually form the distinct wetlands of <u>CARA</u> and <u>TARAN</u> in the north and east respectively, which are now rich in wildlife, though the old coastal area – as much as 150-miles from the present coastline in some areas – remains as a large salty wasteland.

LARCIA TARAN: Rvr. Vast coastal salt marsh in the north east of ESHIR⁽²⁾ that was revealed between c. 3000 – 3300 RM following the retreat of the waters of the <u>GULF OF ESHIRON</u>. Originally known as the Ledge of Larcia, the region was a salty coastal plain that attracted little light. Over the centuries, as the waters continued to diminish, they reached the edge of the coastal shelf, where they settled into two distinct salty wetlands – \underline{CARA} in the north and Taran in the east.

The region has been largely ignored by the people of Eshir, and it is now rich in wildlife.

<u>LARES</u>: Plr. '*Laresin*'. Soc. Urban areas in the Korachani empire that are said to be haunted. The term is used primarily in <u>ALMAGEST</u>, <u>AZAZEM</u>, and <u>KORACHAN</u>, and other specific areas across the empire.

In its 4 millennia history, the empire has seen many cities built atop the ruin of far older settlements, some going back to the dawn of the <u>FIFTH</u> or even <u>FOURTH AGES</u>. With such history come legends of genocides, ancient wars and mythological confrontations, all of which have left their imprint on such areas. Lares were shunned by those who could afford better accommodation, being the worst slums in any city imaginable with crime, death and other more sinister crimes passing relatively unchecked. <u>OCCULTISTS</u>, <u>SHAPERS</u> and other detestable figures make their homes in lares to take advantage of the apparent closeness with the <u>OTHERWORLD</u> that exists there.

LARETHYL: Set. Fortified city in the east of <u>ALAM BETHYL</u>, and capital of the territory if <u>MAHEN</u>. It is built atop a vast sandstone formation and its bedrock is riddled with an intricate system of caves. Many catacombs, basements, and tunnels leading to different reaches of the caverns (Pop. c. 39,300).

<u>LARIA</u>: Sea. Settlement in the west of <u>AZAZEM</u>, in the south of the region of <u>ATROPHY</u>. It is a major <u>DROSS</u> manufactory, and is the ancestral home of <u>HOUSE NOTHIYA</u>, which is one of the <u>ATROPI HOUSES</u> (Pop. c. 8,200).

LARIEL: Set. City in the south west of <u>SATARIEL</u>. In c. 3670 RM the city became the centre of an 'epidemic' of abuse of the drug <u>AISLING</u>, causing it to be outlawed in the city and, later, the nation as a whole. Despite this, the drug is still manufactured in the city, intended for export, though it is believed that much of the product finds its way to local black-markets and traffickers (Pop. c. 49,000).

<u>LARIS</u>: Sea. Coastal fortress in the east of <u>JURRAS</u>^(2.), overlooking the <u>SEA</u> OF AZAM.

<u>LARISH</u>: 1. Sea. Body of water in c of <u>MENISCEA</u> that, alongside the <u>SEA OF SIPARIA</u>, divides the continent in two, with <u>LAOD</u> to its north, <u>WESTERN LARISH</u> and <u>FATH</u> to its west, and <u>PHUT</u>, <u>ENDUI</u>, <u>EASTERN LARISH</u>, and CAMAU to its east.

2. Dem. 'Larishi'. Ntn. Powerful nation in the east of MENISCEA between the Sea of Larish^(1.) in the west and SEA OF LYNNAE in the east. It is wealthy and enjoys a warm temperate climate, which is conducive to the growth of various crops. It is ruled by a diarchy, commonly known as the TWIN CROWN, and the nation is divided into two as a result – WESTERN LARISH, to the north west of the Sea of Larish^(1.); and EASTERN LARISH, to the south east of the Sea of Larish. See Vol III: Extant Realms and Nations.

<u>LARISH</u>, <u>EASTERN</u>: *Geo.* One of two territories of the nation of $\underline{LARISH}^{(2)}$, situated to the south east of the Sea of Larish⁽¹⁾.

<u>LARISH</u>, <u>WESTERN</u>: *Geo.* One of two territories of the nation of <u>LARISH</u>^(2.), situated to the north west of the Sea of Larish^(1.). Its people follow the philosophy known as the <u>ALEMBIC PATH</u>.

<u>LARISHI</u>: *Wea.* Prevailing winds over the <u>SEA OF LARISH</u>^(1.), blowing north into the valleys of INDIRILL and LAOD.

<u>LARISHI CURRENT</u>: Sea. Surface ocean current in the <u>SEA OF SIPARIA</u>, flowing north west into the <u>SEA OF LARISH</u>^(1.).

LARISSA: Set. Settlement in the north east of TAMAR (Pop. c. 8,000).

<u>LARRA</u>: Rui. Ruin in the south east of <u>LAASKHA</u>, along the route of the river <u>LARRAN</u>. The city was abandoned following the diminishing coastline in the fourth millennium RM.

<u>LARRAN</u>: Rvr. River in the south of <u>LAASKHA</u>, flowing south west for 240-miles from sources in the <u>ARCANTHEA</u> Mountains, before emptying in the SEA OF TYRSIS.

<u>LARRAS</u>: Set. City in the north of <u>ADHERA</u>. It was known as the last stronghold of the <u>KORACHANI FAITH</u> there, though it was supplanted by c. 3020 RM, with the last of the imperial-influenced structures there

toppled in a rebellion in 3023 RM. Today it is the centre of a secretive religion that dominates Adhera, that honours the <u>PERCURSORS</u> (Pop. unknown).

<u>LARRIAN</u>: *Geo.* Large reef in the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u>, in the southern waters of the <u>BAY OF LEPHET</u>.

<u>LARSH</u>: Set. Settlement in the c of <u>THE SURRACH</u>, in the <u>SURRACHI</u>
<u>PLAINS</u>. It is known for its goat herders and its simple goat <u>CHEESES</u> that have been made in the same way for millennia (Pop. c. 2,800).

LARSHEN: Sup. Geo. ATRAMENTALLY-ACTIVE region in the c north of VAALK, located between the river STORAGH and the ARIS Mountains. The region is notorious for the severity of Atramental influence there. Flora that germinate there become one with the earth around them, their roots becoming indistinguishable from the soil and rocks. All but the most Atramentally-adapted of fauna that wander into its lands die, and their bodies impact the land around them similarly, fusing with the earth, though never quite dying. It is shunned by most, including many Atramental scholars, though parts of it have been exploited by the Vaalkans, and many umbra siphon engines are located along the periphery of the territory, in the north of the region. It's most distinctive feature is the KHARTEHOGHUA, or the fleshtower as it's more commonly known.

The region is categorised as <u>HIGHLY DANGEROUS</u> by the <u>KORACHANI INSTITUTE OF ATRAMENTAL STUDIES</u>.

<u>LARSIS</u>: *Geo.* Flat basin in the south west of <u>LAASKHA</u>, that, until c. 3500 RM, was a sea. The sea disappeared slowly during the 4th millennium RM leaving in its place a saline dusty basin.

<u>LARSUSS</u>: *Rui*. Ancient ruins in the south west of <u>HARITH</u>^(2.). Once a large coastal city, the site is now landlocked, some miles east off the coast of <u>HASOTLEPH</u>.

<u>LARTOSH</u>: Sea. Fortified coastal settlement in the north of the nation of <u>DURCHAA</u>^(1.). Its main industry is whaling (Pop. c. 800).

<u>LARVA</u>: Plr. '*larvae*'. *Med. Tec.* Name given to <u>CLONED</u> and artificially-grown inert bodies, which are sensitive to the <u>MATERIA OMNA</u> and which are commonly used as the fleshy 'heart' within a <u>HEART ENGINE</u> that grant it a modicum of sentience. The first commercially-viable larvae were incepted in c. 2120 RM, allowing for great advances in the field of <u>TECHNARCANA</u> in the following decades.

The term is also used to describe the grubs that are selectively bred for their size and ease of feeding, which are used in the creation of DROSS.

<u>LASAR</u>: Sea. City in the north of the <u>CITIZENRY OF THALI</u>, and cultural twin to <u>TARAB</u> (Pop. c. 79,000).

<u>LASCAR</u>: 1. Sea. Bay on the eastern shore of the <u>GULF OF SKAROS</u>.

2. Eth. People of the south west of <u>CENTRAL LLACHATUL</u> that emerged east of the <u>GULF OF SKAROS</u> late in the <u>FOURTH AGE</u>, eventually forming the nation of <u>ALAAS</u> that occupied what are today the most of <u>LAASKHA</u>, the west of <u>AZAZEM</u>, and the south of <u>SKAROS</u>. Their facial characteristics – long faces, wide-set eyes, high foreheads and pallid skinare typical of the region to this day.

3. Dem. 'Lascari'. His. Ntn. Early FIFTH AGE kingdom that emerged in the south west of CENTRAL LLACHATUL in what is now the north of LAASKHA and the south of SKAROS in c. –420 RM from the ruin of the earlier nation of ALAAS. They clashed with totem-animal worshipping 'barbarians who would be pushed east, going on to become the ancestors of the people of the OLD FOREST.

The kingdom grew over the next centuries, reaching the west of present-day <u>AZAZEM</u>, pausing largely due to pressure from the newly-risen <u>KORACHANI</u> city-states farther east. A three-decade war ending in c. –68 RM led to Lascar fragmenting into scattered settlements with no central government.

These settlements would eventually coalesce into various powers, including <u>LAASKHA</u> in the west, <u>AZAZEM</u> in the east, and <u>ASIBAIA</u> in the north east. Both Laaskha and Azazem would be consumed by the more powerful <u>KORACHANI EMPIRE</u> early in their existence, and Asibaia would falter much later due to the <u>WAR OF THE ARTIFEXES</u>. See Vol III: Extinct

4. His. Lan. Now-extinct language that dominated the south west of <u>CENTRAL LLACHATUL</u> in the early <u>FIFTH AGE</u>. It emerged from the tongue of the <u>FOURTH AGE</u> nation of <u>ALAAS</u>, and was the basis for the

nascent <u>LAASKHAN</u>, <u>AZAZEMI</u> and <u>SKAROSIAN</u> tongues that followed, though the rapid dominance of the <u>KORACHANI EMPIRE</u> over those nations saw the emerging languages stymied, with only Laaskhan developing into a full language that is still spoken to this day. See Vol II: Languages.

<u>LASCAR BASIN</u>: Geo. Flat land dominating most of <u>BASSORAH</u>^(2.) and far eastern <u>SKAROS</u> in the c of <u>LLACHATUL</u>. It is named after the <u>ANCIENT PEOPLE</u>^(1.) who populated it, and whose ruins still pepper the region.

LASCAR FISH: Cui. Fish that is preserved by being covered in a particular clay that is common to the western coast of LAASKHA. The clay is noted for its antibacterial properties and is perfect for preserving the fish for many years without any adverse conditions to the flesh, which is eventually cooked with the time-hardened clay still covering it. The clay cracks and falls off while cooking, and the fish is commonly consumed with bare fingers, picking moist flesh from bones. There have been documented instances of fish preserved in this way still being edible after 3 – 4 centuries, though they are typically preserved for no more than a few years.

It was popularised by $\underline{LASCAR}^{(2.)}$ merchants early in the \underline{FIFTH} \underline{AGE} , and the practice still used today in smaller coastal areas of western Laaskha and \underline{SKAROS} , with the tradition passed down hundreds of generations and surviving shifting of coastlines.

<u>LASCH</u>: also 'the Stone'. Ast. Con. Constellation in the <u>NORTHERN</u> <u>HEMISPHERE</u>. See Vol II: Constellations.

<u>LASCHACHAN</u>: Set. Settlement in the c of <u>AZAZEM</u>, to the north of the <u>ALLARIS</u>⁽¹⁾ Ridge. Its main industry is stone quarrying, and it lies along the course of the Red Route (Pop. c. 6,750).

LASCHARII: see *TELLURARII*.

LASHA: Sea. Bay off the western coast of <u>THE VORANDINE</u> forming the south east of the <u>SEA OF BYRIS</u>, and the mouth of the river <u>DIYADA</u>.

<u>LASHANN</u>: Sea. Settlement in the c north of <u>LIDEA</u>, along the canyon of <u>GOLET</u>. Its main industry is garnet prospecting when the river is dry, and gems acquired this way are often sold to merchants travelling the <u>SALT ROAD</u> which passes farther north in <u>ZERED</u> (Pop. c. 6,200).

<u>LASHESI</u>: 1. *Ind. Cui Rnk.* <u>VENTHIRI</u> counterparts to the <u>ATROPI</u>; responsible for distribution of <u>DROSS</u> and maintenance of pipelines leading into cities. The Lashesi (most of which are high-ranking *patricians*) are wealthy, and own large processing-plants and employ great numbers of teamsters and <u>ACATERS</u> whose role is to ensure <u>DROSS</u> reaches its intended storage and sales outlets.

2. Soc. Rnk. More commonly; those involved in the profession of distributing <u>DROSS</u>, usually applied to all levels of the profession, from offal-disposers to the <u>PATRICIAN</u>-lords of the processing-plants.

LASHMAR: Sea. City in SAGITTARIA. Once a major port in the west of the SEA OF TROIA⁽¹⁾, its harbours were ruined by the disappearance of the sea, though the city thrived, thanks to natural aquifers and seasonal rivers. It would receive a steady stream of refugees fleeing other waning coastal cities over the next centuries, making it the largest city in the nation. It is a major stop along the course of the IVORY ROAD (Pop. c. 250,000).

LASIQ: Rvr. River in the c-south east of KHAR NADUL.

LASAKH SWORD, the: A common symbol in the form of a sword that originated in ancient LAASKHA amongst followers of the deity SETHENYN that was appropriated by the KORACHANI EMPIRE in the centuries following its subjugation of the region. Today, the Lasakh Sword is used across HIGH and LOW-EMPIRES, as well as in ALMAGEST as a rallying point for militias in times of need. Most settlements will have a square or an open area in the centre of which is a stone (or more commonly wrought iron in recent years) sword in the form of a column, around which troops will amass in times of war or conflict. The origin of the sword as a Laaskhan religious symbol is now largely forgotten, and most people assume it has to do with the SWORD TARTARUCH, which is itself a strong Korachani symbol.

<u>LASSENA</u>: Rvr. Wetlands in the north of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>ALAMUT</u>, along the southern shore of lake <u>MASTI</u>.

LASSIEL: For. Valley forest along the border between the <u>HARÉSHK</u>, <u>TAMAR</u>, <u>AHRISHEN</u>, and <u>LYRIDIA</u>. LASSITOR: also 'the Sleeping God'. Rel. Dei. God of the TWILIGHT STATES.
Its worship has been corrupted from its original form into senseless rituals of excess that include willing ritual sacrifice and convoluted traditions, the origins of which few people can trace. See Vol IV: Deities and Pantheons.

<u>LAST MULE, the</u>: Leg. A <u>KORACHANI</u> legend with <u>VÂRRAN</u> roots. The story differs from region to region, though in its most universal form it follows this structure:

It is the time of year where animals are blessed and all animals are brought outside the church to be blessed. First the steeds of nobility are blessed. Following them, military animals are blessed then beasts of burden, then farm animals, and eventually those bred solely for food. Last in the line is a poor mule, but it is too late and there is not enough holy water left for it, and the other animals make fun of it, saying that it has been forsaken by the UNDYING MACHINE.

The mule goes on to join a <u>SHADOW MARCH</u> and lives a life of misery and toil, only to be killed in old age to feed the <u>PILGRIMS</u> undergoing the March.

The moral of the story is that even the unblessed can live virtuous lives and be chosen by the Undying Machine to have purpose. See Vol II: Legends and Folk Tales.

LAST ORREX, the: (B. 3604) Pol. Last ruler of PERGOST, and last member of the ORREX dynasty. The Orrex lived a life of utter debauchery, rarely leaving its grey brutalist palace in GOIIDHU, and he was largely oblivious to the civil war that had engulfed the empire over the past years. He was dragged out of the palace killed by an angry mob, an action that ultimately ended the civil war, leading to the collapse of the ELDRIAN empire.

In 3843 RM a spirit possessed three sibling shamen in the region of MENNOM, claiming to be the spirit of the Last Orrex, becoming known as the TRIFECTATE. They have garnered a sizeable following in the south east of Pergost, which has grown increasingly independent over the last decades, leading many to think it will renounce the Federation completely soon.

LAST SHAIWWAL, the: Leg. His. Per. A common legend in the south west of the <u>GOLDEN CRESCENT</u> region, particularly in the east of <u>ZAKRON</u>, that dates back to the mid-<u>FIFTH AGE AKHSARAYAN</u> empire and the last days of the period now known as the <u>SILENCING OF THE SONG</u>, where <u>SHAIWWALS</u> – bards, poets and travelling historians – were ruthlessly persecuted.

The Last Shaiwwal became a legendary figure in the dying days of this conflict in c. 1890 RM, leading to a figure (now believed to be a scapegoat) being captured and executed and named as the Last Shaiwwal by the emperor, leading to the figure becoming an underground figure of resistance and freedom, who remains a symbol to the downtrodden of Zakron to this day.

LAST TREE, the: Flo. Name for an oak tree in ALMAGEST that is claimed by many to be the last naturally grown tree in the city of ALMAGEST. Though the city has many trees, some of them millennia old, this is believed by scholars and historians to be the only surviving tree to have grown naturally from a seed within the entirety of the city.

With records dating back to 3267 RM, the tree's pedigree is not in doubt. The Last Tree is huge, with a girth of 39 ft. and standing over 100-ft. high. Its base is a knot of tangled roots, that are hard as iron. The tree itself has been protected by the government since 3894 RM due to the love people have for it, and has been enclosed within a glasshouse since 3933 RM, and is constantly guarded by armed troops. The tree is open to citizens against payment on festival days, though is otherwise restricted. In 3993 RM fires were started around the glasshouse in a possible attempt to harm the tree, though these were stopped before any true damage could be caused.

LATARA: Geo. Expansive lava flow in c KARAKHAS, flowing north from Mt. OROROTH towards the ruins of LIDDA, which was destroyed by the flow. The flow is ancient and has crumbled in places and has been reduced to dust, which is blown north into the plains of SARGOTH.

<u>LATER</u>: Lak. Lake in the c south of <u>KARAKHAS</u> forming part of the course of the river <u>NEGHIRREN</u>. <u>LATERITIA</u>: 1. *Geo.* Valley in the south west of <u>KARAKHAS</u>, known for its many tombs and the ritual sacrifices that happen there in the <u>ALTAR OF</u> THE SORAKHEI.

2. Sea. Lateritian city and centre of their activity in the c of <u>KARAKHAS</u>. They control the area around the peak of <u>ASANATH</u>, making travel in the region difficult (Pop. unknown).

LATERITIANS: Soc. Pol. One of three marauder tribes in <u>KARAKHAS</u>, dominating the region of <u>LATERITIA</u> in the c south west of Karakhas. Their culture of blood-sacrifice is likely responsible for the commonly held conception of Karakhasid culture by outsiders. Their structures are commonly topped in red stucco.

LATHAKEGT: Sup. Geo. ATRAMENTALLY TAINTED land in SARASTRO, in which the city of ARASTARA is located. The area appeared between 3650 – 3670 RM and was first documented by the city in 3652 RM, after it was discovered that it was affecting the health of its residents. Though not severe, the taint there leads to bodies ageing more rapidly than would naturally be the case, leaving people weak and more susceptible to other diseases or ailments.

The installation of various <u>SIPHON ENGINES</u> have stalled the increase in this taint, though they have not stymied its effects. Were it not for the rich mineral wealth around the city it would likely have been abandoned decades ago, though the region is so rich that the people of Arastara have worked around this, finding a way to use the dead as labourers whilst the living live in what comfort they can before their inevitable death at the hands of the <u>Atramenta</u> following which the bodies of those not wealthy enough to buy their way out of it are animated as servants.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ Institute of Atramental Studies.

<u>LATHAKSE</u>: Sea. City in the west of <u>EGINAZ</u>, in the south of <u>EASTERN</u>

<u>MENISCEA</u>. It acts as a base to the assassin cadre known as the <u>CHIMERAE</u>

(Pop. c. 58,000).

<u>LATHLOS</u>: *Geo.* Island off the north eastern coast of <u>VENTHIR</u>. It has been a <u>CROWN DEPENDENCY</u> of Venthir since 3712 RM.

LATHLOS CHA: Set. Major city and shipyards situated on the island of LATHLOS in the south west of the DARK SEA off the northern coast of VENTHIR. An ASANATE exiled from Venthir in 318 RM migrated there with his retinue and subjugated the islands small population. In c. 900 RM it was plagued by the same corsairs that were preying on the HARÉSHK and Venthir, and its population diminished greatly. In c. 1300 RM it was annexed by Venthir but was largely ignored over later centuries as long as it honoured its yearly tithe was paid.

Between 3452 – 3463 RM extremist militant groups and their families were excommunicated from the <u>Church of the Undying Machine</u> and exiled and settled Lathlos Cha, taking over the government. By 3690 RM Venthiri diplomats had infiltrated the government, rendering it a puppet of Venthir. It would later become a <u>Crown Dependency</u> of Venthir in 3703 RM, along with the rest of the island (Pop. c. 78,000).

LATHMM: *Geo.* Plateau-like highland region in the north east of NAARETH, up to 200-feet higher than surrounding area in places. It is home to the <u>HEART OF THE VOLUTE</u> – the main church and headquarters of the <u>CHURCH OF THE VOLUTE</u>, the main religion in Naareth, and is also the resting place of <u>THE VOLUTE</u>⁽²⁾.

<u>LATIAN</u>: Set. Small city in the north west of <u>IO</u>. It is built atop the ruin of a far older coastal settlement that was abandoned following the retreat of the <u>SEA OF ETHA</u> (Pop. c. 17,300).

LATIBULA: Rel. Str. A form of hermitage that emerged within the REFORMED CHURCH OF SARASTRO following the SUNDERING OF THE EMPIRE, which attracted hermits who now spend their days pondering the nature of the UNDYING MACHINE and their role in the great mystery of life. Many search for an enigmatic epiphany, which can take years to achieve, if ever. Those who attain this epiphany leave their hermitages and travel purposefully to a distant place – thought by many to have been revealed to them in a DREAM or vision by the Undying Machine. They always do so alone, and none have ever returned and their fates have never been documented.

Their hermitages are scattered around the Sarastroan empire though are most common in Sarastro and Io.

<u>LATIMA</u>: Sea. Coastal settlement in the north west of <u>SAGITTARIA</u>. The skyline of the settlement is dominated by three <u>SIPHON ENGINES</u> that lie disused, abandoned for centuries following the natural regression of <u>ATRAMENTAL TAINT</u> in the area left them no longer needed (Pop. c. 8,000).

<u>LATIMAR COAST</u>: Geo. 150-mile stretch of steep coast in the north of <u>SAGITTARIA</u>, known for its variety of flora and fauna.

<u>LATMARA</u>: Sea. Small city in the c of <u>SAGITTARIA</u>, in the salt flats of <u>TROJA</u>^(2.). Its main industry is the gathering and exportation of salt (Pop. c. 17,400).

<u>LATNAT</u>: Sea. Settlement in the south of <u>DACIA</u>. It is a major agricultural centre there, and its markets are famed for their sweet lizard meat, which is roasted on skewers (Pop. c. 10,000).

<u>LATOL</u>: Sea. Small city in the region of <u>HITHRA</u> in the far north of <u>THE SURRACH</u>, overlooking the south of <u>EREBETH</u>. It is a major producer of food in the region (Pop. c. 11,800).

<u>LATRAS</u>: *Geo.* Northernmost and largest of the <u>MAIDEN ISLES</u> off the south eastern coast of <u>MENISCEA</u>, between the <u>SEA OF NARANOR</u> and the <u>BATHASHAL OCEAN</u>. It was first documented by the explorer <u>BOHMIUS</u> in 1527 RM.

<u>LATUAR</u>: Sea. City in the north of <u>VENTHIR</u>. It originated in 928 RM as a coastal city, where it was built over the ruins of an earlier <u>ALRASI</u> settlement that was an important harbour until the <u>LION HERESIES</u> brought civil war to NATH, leading to its abandonment in c. -170 RM.

Its harbours were repaired by <u>KORACHANI</u> administrators but it was eventually abandoned as the retreat of the <u>SEA OF SHAIB</u> left the settlement 85-miles from land. It now subsists by harvesting salt from the expansive shallow plains left in the wake of the sea's retreat (Pop. c. 23,500).

LATUROLL: 1. *Rvr.* River in the north east of <u>THE SURRACH</u>, flowing from sources in the <u>NGHALLEAL</u> Mountains for 110-miles before ending in an endorheic lake⁽²⁾ around which is situated the city of Laturoll⁽³⁾. The river once continued south east for some miles before drying up, though the city dammed it and now uses enough to keep its level uniform.

2. *Lak.* Endorheic lake in the north east of <u>THE SURRACH</u>, forming the end of the eponymous river^(1,). The lake was artificially-created by the people of the city of Laturoll^(3,), to serve its needs, ultimately halting the course of the river.

3. Sca. City surrounding a small crater in the north east of THE SURRACH. The city is built around the edge of an ancient crater that once served as the banks of lake Laturoll⁽²⁾. The lake was dammed in c. 3800 RM and the lake now forms the c of the city, its level fluctuating by season but rarely drying completely. It is known for its small surrounding hamlets and their wine-production (Pop. c. 28,000).

<u>LATUSS</u>: *Rvr.* River in the c west of <u>PORPHYR</u>, flowing west for 500-miles from sources in the south east of the <u>RYKK</u> Mountains before meeting its parent, the river <u>SCATURIAS</u>.

LAUGHING GOD, the: Rel. Dei. Symbol of the MASQUERADE OF THE LAUGHING GOD that emerged in c. 3960 RM when the political and cultural movement developed into a religious cult. It is most commonly represented by a white grinning mask with painted red lips, and it has become the defacto mascot of most playhouses in SIMBARA. See Vol IV: Deities and Pantheons.

LAUGHING GOD, MASQUERADE OF THE: Rel. Org. An anarchic religion and philosophy that has rapidly spread across the empire of SIMBARA between c. 3920 – 3970 RM. It has much in common with the CARNIVALS OF RUST of the INNER SEA REGION, embracing anarchy and promoting disestablishmentarianism, toppling religious and political monuments and structures across hundreds of cities.

Originating in the city of <u>ENNERA</u> in c. 3880 RM as a social movement that opposed the power and ubiquity of the upper classes and the widespread <u>LAZANIST</u> faith, it slowly grew, particularly amongst the lower classes and the downtrodden, with new cells appearing within other cities over the next decades. During that time, it came into control of various theatres and auditoriums, that served as secret bases, putting on productions that openly mocked the religion and Simbara's rulers. This led to multiple clashes with law enforcement, propagating increased acts

of vandalism, agitation, insurrection, and revolution that targeted the church of \underline{LAZAN} and the Simbaran government. By c. 3940 RM it had spread into other lands where Lazanism is prevalent, including $\underline{LHACCIDA}$ and \underline{HABOT} , though it never gained as strong of a foothold there.

Despite its public acts of anarchy and mockery, in secret the movement was doing far worse. Members were conducting depraved bacchanals of humiliation, kidnapping influential people for ransom. These acts slowly escalated in number and frequency, culminating in the public humiliation, torture, and eventual execution of a high-ranking member of the church in 3956 RM, which marked a point of no return for the movement.

By this time, the movement was regarding itself as a religion at the centre of which was a figure known as the <u>LAUGHING GOD</u> – an embodiment of what the movement, which was calling itself the Masquerade of the Laughing God – represented. Slowly, politicians, magnates, priests of Lazan, and industrialists had all become members, and new cells were founded, excluding the lower classes, subverting the masquerades' initial purpose, turning it into mockery of itself. The helots and slaves who had been the backbone of the movement were themselves reduced to objects of ridicule, with many still thinking that they were the true congregation.

In truth, the Masquerade of the Laughing God is now little more than a social club for the depraved and powerful. Acts of insurrection continue to be conducted by those in power, though only as a means of keeping the hope of revolution alive in amongst the masses. See Vol IV: Religions and Cults.

LAUL EGLEA: *Rvr.* Major river in <u>MALAN</u> flowing west and south for over 2,800 miles from various sources in the <u>HENDECARCHY</u> of <u>AMILLAERE^(1.)</u>, including the <u>FATHMMA</u>, <u>NIYAN</u>, and <u>CARCAENT</u> Mountains, before emptying into the <u>BAY OF KAFANNU</u>^(3.), where it serves as a border between <u>KHAMID</u> and Malan. The river has an expansive delta in which lies the so-called <u>CITY OF TWO NATIONS</u> (Kafannu^(4.)), which is joint owned by Malan and Khamid.

LAULAR: Geo. Plains in the north east of TRAKIA.

LAUK: Mil. Str. One of three fortresses in ESHIR^(2.) associated with the SABRIYAN STONE (the other two being AKROL and AVIRAR), restored and expanded by c. 3311 RM after the reacquisition of the Stone in 3203 RM following its rediscovery by the Atramentist Aliqur who used it subjugate part of the south east off Eshir.

The fort is located in the south west of Eshir, close to the border with the <u>VESPERTINE LEAGUE</u> and guards one of the main links between the two nation. It is home to a large contingent of border guards and offices, who are meticulous with checking the documents of any foreigners seeking to enter the nation.

LAURINAR: Set. Major city in the south east of KAZZAR^(2.), along the course of the river <u>ARAGAME</u>. It is amongst the largest industrial centres in the nation (Pop. c. 7,00,000).

<u>LAUTANAAH</u>: *Ind. Sea.* Isolated mining settlement in the far north of <u>GNOTH</u>, beyond the northern <u>POLAR CIRCLE</u>. It is a major producer of silver (Pop. c. 3,000).

<u>LAVAL</u>: Geo. Cavern in the <u>STOLAS VALLEYS</u> in the c south of <u>STOLAS</u>. The cavern leads into a vast complex that stretches beneath the <u>ANATOLA</u> Mountains and is populated by <u>AL AKHI</u>.

<u>LAVANAS</u>: Rel. Rnk. A controversial priestly caste in <u>MALAN</u>, whose teachings are most prevalent in the <u>HENDECARCHY</u> of <u>CYRENIA</u>. They advocate learning through experimentation and exploration, and no not denounce materialism as evil in and of itself, though they do admonish full hedonism.

<u>LAVI</u>: Rui. Ancient pylon in the south west of <u>TZALLRACH</u>, thought to date back to the <u>FOURTH AGE</u>. It is famed for the tangle of thick desiccated vine-like roots that wind around it, protruding from the ground at its base.

LAVIID DISSOLUTION: Pol. His. Originally centred around the fortress of <u>ARIEH</u>, its many slaves rising against their occupiers in -599 RM, the conflict spread rapidly, encompassing all occupied <u>TZALLRACH</u> lands by -597 RM, where it eventually became known as the Laviid Dissolution; so-called after the leader of the revolt – a Tzallrach priest-turned-slave. - 597 – -559 RM.

LAVIYAT: f. His. Mus. Per. (D. 1775/6) SHAIWWAL in the AKHSARAYAN empire who in c. 1730 became an advisor to the imperial court, setting into motion events that would, over 100-years later, end with the period known as the SILENCING OF THE SONG, in which shaiwwals were persecuted from Akhsaray, leading to their extermination.

LAX PORAR: *Rel.* Religion observed in the nation of <u>ANANTHUL</u>. It is secretive and little is known about it to outsiders. It is not practiced openly, and most houses are thought to have a shrine that families pray in front of. What is known is that it is a monotheism, whose deity is thought to be a chthonic entity. See Vol IV: Religions and Cults.

<u>LAXARTHA</u>: Geo. Rocky region in the c of <u>SARASTRO</u>, situated between the <u>OTINDHAR</u> Mountains and lake <u>SILEB</u>. It is one of the few known sources of coal within Sarastro itself and the only one to be exploited on an industrial scale.

<u>LAZACZHAE</u>: Sea. Small city in the east of <u>OKKHAM</u>, on the eastern face of the Okkhammi peninsula^(2.) (Pop. c. 15,750).

<u>LAZAH</u>: Ser. settlement in the south west of the small state of <u>TAL</u>
<u>ZHAAN</u>^(1.). It is a major source of copper (Pop. c. 6,200).

<u>LAZAN</u>: (D. 2434 RM) *Rel.* Prophet and founder of the faith known as <u>LAZANISM</u>, in <u>SIMBARA</u> in c. 2420 RM.

<u>LAZANISM</u>: Rel. Major religion in the south west of <u>SAMMAEA</u>, and amongst the most widespread religions in <u>ELYDEN</u>. It is worshipped in <u>SIMBARA</u>, the <u>SYCHTAN PREFECTURES</u>, <u>AMMESH</u>, <u>HABOT</u>, <u>KEPHUAAN</u>, <u>LHACCIDA</u>⁽²⁾ and <u>TAAN AN</u>, amongst many others where it exists as a minor, if well-recognised, faith.

It originated in Simbara in c. 2420 RM following the teachings of the prophet <u>LAZAN</u>. The religion seeks to bring order from chaos and believes that the world will come when its founder, the prophet Lazan, is reborn as an <u>OTHERWORLDER</u> who will bear a halo of fire that will cleanse the world of the sin and suffering caused by the <u>DEMIURGES</u>' hubris.

In stark contrast to the religions of the INNER SEA, Lazanism teaches its followers the early religious history of Elyden, including the origins of the Demiurges and passages directly from the MYTHOLOGIA ELYDEN. It has sometimes been criticised for its critical appraisal of the lower classes, which was indirectly responsible for the SHERRI CIVIL WAR and the eventual exile of the SHERRI PEOPLE people from Simbara. Though otherwise it seeks to educate all people, particularly in matters of the MORTALS origins. Some view this as ultimately nihilistic (with the mortals having come into being prematurely, through the Demiurges' hubris, and being ultimately without purpose or design).

Its temples are typically white and spacious, with many windows (often of stained glass), and are open-topped in places where the climate permits. Otherwise, they are enclosed in large domes that are renowned for their verdigris-green cladding.

It is amongst the most abhorred religions by the <u>Three Churches of The Undying Machine</u>, and their clergy are quick to denounce the religions as a perversion of mortal history and its priests as spreaders of lies and propaganda. It is very likely that the worshippers of the <u>Undying Machine</u> would have launched widespread crusades against Lazanist territories, were they only a bit closer to the <u>Inner Sea Region</u>. So deeply-rooted is this hatred that most people indoctrinated in the ways of the Undying Machine would likely react with acrimony if not outright violence. See Vol IV: Religions and Cults.

<u>LAZAROM</u>: Geo. Island off the northern coast of <u>KETESH</u>, north east of the <u>SEA OF BASSANDER</u>, and part of the <u>IKUAI DARBOW</u> chain of island.

<u>LAZAWA</u>: Dem. 'Lazawan'. Pol. Geo. Province in <u>KHAMID</u>, is amongst the largest deposits of lapis lazuli in <u>LLACHATUL</u> outside of <u>TETHYSIA</u>. The <u>LAZAWAN</u> merchant-lords that control its extraction and distribution stockpile large amounts of the stuff and sell only the best examples at inflated prices. The rest is used to create the finest blue pigment, which is exported across Llachatul and northern <u>SAMMAEA</u>.

<u>LAZAWAN</u>: *Soc. Pol.* The caste of thirteen merchant houses that control the province of <u>LAZAWA</u> in <u>KHAMID</u>.

<u>LAZIN</u>: *Mil. Str.* Fortress of the <u>KNIGHTS AENEOUS</u> in the north west of <u>ROMOREA</u>^(2.), guarding those travelling along the <u>IVORY ROAD</u>.

<u>LDUN</u>: Sea. Bay off the east coast of <u>ARERAQTH</u> in the north east of <u>MENISCEA</u>, between the mainland and the <u>YULIAN</u>^(2.) peninsula.

<u>LEA</u>: *Mil. Str.* Fortress in the far south east of <u>LIDEA</u>, west of the <u>ENRATON</u> Mountains. The fort is one of several in the region that guard against possible incursion from the south. It has suffered at the slow growth of the <u>ATRAMENTALLY TAINTED</u> lands of <u>MHAAVA</u> over the past centuries, though remains operational.

<u>LEABOSK</u>: Set. Small city in the c of the <u>HENDECARCHY</u> of <u>HATON</u> in the north of <u>MALAN</u>, in the western face of the <u>JHALOSS</u> Mountains. Its main industry is the mining of jade (Pop. c. 14,300).

<u>LEADEN FORTRESS</u>, the: *Mil. Str.* Fortress 1-2-miles away from the <u>SEPULCHRAL PALACE</u> in a strategic location that affords a good defensive point for the Palace. As its name indicates, the fortress is constructed from lead, though this is only a sheath covering a heavily fortified structure whose foundations are largely underground.

LEADEN SCRIPTURES, the: Int. Rel. Vol. Religious texts set down by then-bishop ADEREN ON BASSORAN between 421 and 437 RM, serving as an analysis and argument of various beliefs, ritual practices, and conduct within the CHURCH OF THE UNDYING MACHINE. Popular amongst the laity, the texts never gained traction amongst the clergy, and went largely ignored. It was only decades after Bassoran's death, in 501 RM, that the texts were re-evaluated by the then ARCHBISHOP MAGNUS, granting them a new lease of life. The final endorsement came in 511 RM when the ARCHPOTENTATE MALICHAR himself cited them during a public address, after which they were quickly ratified by the Church of the Undying Machine, becoming doctrine soon after.

Millennia of changes to the tenets of the faith and the rapid growth of the religion into the monolithic institution of today led to the Leaden Scriptures slowly becoming perceived as naive and overly-simplistic, being replaced by more fanatical and fundamentalist beliefs. Despite this, some within the clergy yearn to return to the simpler vision espoused by the Leaden Scriptures, but they are just a vocal minority, and the bureaucratic establishment that is the Church of the Undying Machine sees little need to return to what it might call provincial beliefs.

LEADEN THRONE, the: Rel. Tec. Str. Obj. Seat on which the DEMIURGE RACHANAEL sits, within the SEPULCHRAL PALACE atop the hill of TOPHEL in DAEKYN, KHARKHARADONTIS. He was interred within the throne, an archaic life-sustaining TECHNARCANE engine, in 331 RM after the ARCHPOTENTATE MALICHAR, himself recently reborn as an OTHERWORLDER, freed Rachanael from the prison in Daekyn.

The order of <u>DEMIURNES</u> arose to guard the powers of the Throne, which sustains the <u>UNDYING MACHINE</u>. Before its construction was even completed, work began on the monolithic structure designed to house the Throne; the Sepulchral Palace.

The throne itself is known across the empire and beyond, and has become a powerful symbol of the <u>Three Churches of the Undying Machine</u>, and is worn as an icon by their followers. It has also found its way into the common lexicon of many languages, becoming a common curse word across the <u>Inner Sea Region</u>, despite the protestations of the closer.

<u>LEADWOOD TREE</u>: Flo. Termite-resistant trees common to regions along the coast of <u>NORTHERN SAMMAEA</u>, stretching to its north east. Their wood is used to make ornaments, and industrial construction that requires tough wood, though is fairly expensive due to the difficulty in working it. <u>KORACHANI</u> colonies in Sammaea once traded in it, leading to leadwood ornaments finding themselves around <u>LLACHATUL</u>. See Vol II: Classification and Taxonomy of Life.

RM by members of various PHRONTISTERY groups around the INNER SEA REGION, that funds expeditions to far-flung parts of ELYDEN, with an eye towards discovering forgotten or hidden wealth and knowledge. It is based in the city of BAAYN, and has many chapters around the Inner Sea Region, largely in KORACHANI cities. Though it is not a government entity, many believe that most of its funding comes from the coffers of the KORACHANI GOVERNMENT to further its own purposes. The League maintains a periodical for members, known as the JOURNAL OF THE LEAGUE OF EXPLORERS, where the Leagues' latest discoveries are detailed.

LEAGUE OF EXPLORERS, JOURNAL OF THE: Vol. Org. Periodical published roughly every 3-months by the <u>LEAGUE OF EXPLORERS</u>, detailing discoveries made across <u>ELYDEN</u>. The periodical is available to paying members of the League and is fully illustrated, with maps, diagrams, and <u>HELIOGRAPHS</u> emphasising the text. The League claims to publish unbiased articles of scientific worth, though some outsiders believe some articles may be tainted by <u>KORACHANI</u> propaganda, though this is denied by the League.

<u>LEAGUE HOUSES</u>: also 'Grand Houses'. Soc. Com. Pol. Seventeen highly influential merchant houses in operation in the south of <u>SAMMAEA</u>, specifically along the route of the <u>NACRE ROAD</u>.

They emerged in the form we know them today throughout the 3rd millennium RM following the formation of the <u>NACRE LEAGUE</u> in c. 1820 RM from an alliances of hundreds of merchant houses and coalitions that pooled their resources to combine dozens of individual trade routes into a single route that would become the Nacre Road. Over the years most of these merchant houses married into each other to strengthen their holdings and expand into new territories, until hundreds of separate houses had become a few dozen, closer in size, influence and number to the Houses of today.

The homogenisation of the Houses allowed the League to gain control of the entirety of the Nacre Road, allowing them to grow extremely wealthy and influential within a matter of generations. Some members of the Houses went on to become economic advisors to the courts and councils of governments surrounding the Road, beginning the first VAKKILS – a tradition that remains strong to this day, linking the Houses in an incredibly influential network that trades sensitive state information with each other.

By c. 2600 RM the League Houses had coalesced into the so-called Grand Houses -17 major dynasties, most of which had genealogical ties with the others. Others minor merchant houses remain active, though for the most part they are vassals of the Grand Houses.

The 17 Grand Houses formalised the League's leadership in c. 2840 RM, establishing a council of 17 seats – one for each of the Grand Houses. This cemented their power in the south of Sammaea, and they ruled in this way for a millennium, making pacts and free trade agreements with various nations and states in return for exclusive commercial rights. The council was deposed by a triad of external merchant lords (now known as the TISRAHANS) in 3966 RM through corruption, who siphoned much of the Grand Houses influence across the Nacre Road.

Despite this, the League Houses remain powerful, wealthy and influential beyond compare, with even the more renowned Patrician Houses of the Inner Sea Region paling in comparison to the reach of their dominion. They spend a great deal of effort and resources into maintaining the status quo and preventing smaller houses from rising too high within the League hierarchy, even absorbing upcoming houses to keep them under control.

The seventeen Houses are: <u>AILAVON</u>, <u>BEL QAMMAR</u>, <u>DRAZZAN</u>, <u>GALADRAT</u>, <u>ISKANDAR</u>, <u>KHANADAI</u>, <u>MARCINATE</u>, <u>MEDINNAR</u>, <u>ORYSAI</u>, <u>QADIR</u>, <u>RATHAAN</u>, <u>SACRAMAD</u>, <u>TEREVAS</u>, <u>VAKKELAR</u>, <u>VALANTE</u>, <u>VILARUS</u>, and <u>ZARQON</u>.

LEAGUE OF PATRICIANS: Pol. Org. Association of PATRICIAN HOUSES that have a presence in the KORACHANI EMPIRE. The League is overseen by an elected chair and together its members represent the needs of the empire's Patricians. It has earnt a reputation amongst HELOTS and SLAVES for being greedy, concerned only with the wellbeing of the upper classes at the expense of those below them.

Typically, the League has a representative amongst the <u>COUNCIL OF SEVEN</u>, who speaks on behalf of Patricians.

The League was founded in 92 RM as a direct result of the formation of the Council of Seven, and operated as a form of parliament below the Council of Seven, meeting in the Parliament Chambers in the <u>BASTION OF STEEL</u>, with major matters passed on to the Seven for their attention. Members of the League were sources from across the empire, and many were forced to travel for months to reach Khadon to present their views, though for the most part they spend their days in their homelands and family estates receiving petitioners.

The League was dissolved during the <u>WAR OF SUNDERING</u> following the <u>ARKHATEN REBELLION</u>, that saw a massed vote of no confidence made towards the League's leadership. See Vol II: Patrician Houses.

LEAGUE OF XETEAN STATES: Pol. Nan. Alliance of city-states in the far south east of <u>SAMMAEA</u>.

LEAH: Set. Small conurbation of <u>Turaan</u> whalers, on the southern tip of <u>Mennom</u>, in the south east of <u>Pergost</u>, in the north of <u>Llachatul</u>. Around twelve separate settlements exist within an area of roughly 100-square-miles, with the largest (comprising some 140-people) built around the monolithic half-exposed fossilised bones of an ancient beast Their vessels ply the frigid waters of the <u>Sea of Daggers</u>, <u>Usolea</u>, the <u>Ialcus Sea</u>, and the south of the <u>Sea of Polaris</u> (Pop. c. 1,000).

LEAP YEAR: Cal. A year containing an additional day to keep the calendar year synchronized with the astronomical year. Given ELYDEN'S orbital rotational period of 365.8572 days, an extra day is added to the KORACHANI CALENDAR every 7-years to maintain this synchronicity. Other calendars may have different definitions of the leap year.

LEAR: *Rvr.* Seasonal river in the north east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, flowing east for c. 350-miles into <u>ANUBIA</u>, from sources in the <u>JOLA</u> Mountains.

<u>LEAS</u>: Set. Fortified coastal settlement in the east of <u>SARAGOS</u> (Pop. c. 8.000).

<u>INSTITUTE OF ATRAMENTAL STUDIES</u> to categorise regions of <u>ATRAMENTALLY TAINT</u>. <u>MORTALS</u> can travel across such regions of without any concern, and are only at risk following decades of continuous contact. Wealthy settlements found near such areas might make use of a simple siphon engine to keep the ambient safe, though others without the funds or means to do so eventually suffer minor generational issues such as congenital defects like aepathy.

LEAT: Mil. Str. Fort on the island of ALASAEL in the north east of TAHALL.

LEATHERMAN: also 'mountainman', 'frontiersman', and 'hinterlander'.

Rnk. Soc. Mor. Outdoorsmen common to CENTRAL LLACHATUL and particularly c ALMAGEST. Named for the rugged hides/leathers that they wear, they live outside of society in rural and unsettled areas and are largely self-sufficient, surviving by trapping and hunting and living off the land. They are typically experts on wildlife, recycling, and living in a dying world. Those most likely to gravitate to this lifestyle are freemen, escaped slaves, and deserters, who seek to escape the hardships of the world.

LECHAT: Set. Major city in the north east of <u>MECHABET</u>. It is a major centre of industry (Pop. c. 901,880).

LECHER: Fau. Scaly quadrupedal THEROPSIN endemic to the AMMASHI⁽¹⁾ peninsula in the south west of SAMMAEA. Females grow to around 14-ft. long (they are sexually dimorphic, with males reaching lengths of only around 10 – 11-ft.), around half of which is made up of their thick prehensile tails, that help them climb trees. They are sinuous creatures, with disproportionately long limbs, narrow waists, and snake-like heads with sharp teeth. They move with a gangly gait, but their long limbs give them an extremely fast pace and reach that often catches mortals that encounter them unawares.

Though they are often seen in arid and savannah regions, they are most at home in sparse woodlands, where they excel at chasing prey into isolated trees, which they can climb to good effect.

They are most common in <u>TAAN AN</u> and <u>METHUMN</u>, where they are trained as attack animals for use in the military and private security. See Vol II: Classification and Taxonomy of Life.

LECNE: Set. Settlement in the c north of <u>TAL ZHAAN</u>^(1.). It has been ruled by a fifth generation descendant of the sorcerer-lord <u>TAL</u> since 3903 RM, who has taken an unhealthy fascination with the idol of <u>EZROKAHAELL</u>, so far as locking herself in with the statue for days on end, preventing the worshippers from seeing it (Pop. c. 8,000).

LECTOR: Rel. Rnk. Title within the <u>CHURCH OF THE UNDYING MACHINE</u>, as well as the <u>REFORMED CHURCH OF SARASTRO</u>. Lectors are charged with reading sermons, in mass, as well to the masses in the streets of larger cities. They are often VOTARIES.

<u>LEDENEAS</u>: Sup. Drc. Geo. <u>DREAMSCAPE</u> in the north east of the <u>HENDECARCHY</u> of <u>MYEIN</u> in the west of <u>MALAN</u>, within a far greater area

of woodlands known as the <u>ARUFON</u>. The dreamscape twists the trees of the forest into impossible shapes, making tunnels and mountains out of trunks and branches. It is relatively small, no more than 100 square-miles but its extreme nature makes it quite dangerous and difficult to leave once caught within it.

LEDGE OF LARCIA: see LARCIA, LEDGE OF.

LEDGER ARCANA, the: Mys. Sup. Vol. Ancient <u>ATRAMENTAL</u> texts unearthed and studied by <u>SARASTROAN SHAPERS</u> in c. 1160 RM. The scholars were executed by the <u>LICHKING SATHEP</u>, who confiscated the writings. They were thought lost until he used them in 3705 RM to perform the <u>SEGARRAN RITUALS</u>.

<u>LEDHEA</u>: *Mil. Str.* Fort in the south of <u>LIDEA</u>, at the confluence of the river <u>SICERAN</u> and <u>TLISEA</u>, in the badlands of <u>EICLON</u>. The fortress faces upstream, south, towards <u>N'RAKH</u>, guarding against possible *aanth* incursion

LEDRA: Set. Major coastal city in the south of <u>ACHAA</u>^(2.) (Pop. c. 110,000).

<u>LEECH WURM</u>: Int. Fau. Aberrant creatures found in <u>ATRAMENTALLY</u>
<u>TAINTED</u> wetlands in <u>SAMMAEA</u>, leech wurms resemble oversized leeches, and can reach lengths of as much as 10-ft., though most are much smaller than that.

Leech wurms are usually a shiny black colour, though other colourings and markings have been documented.

Leech wurms live and feed in much the same way as normal leeches, seeking out prey, latching onto them and sucking them dry as they struggle. They live in groups and are as likely to gang up on larger prey as they are to feed alone, and can be quite dangerous if undetected. See Vol II: Classification and Taxonomy of Life.

LEGED: *Geo.* Region in the east of the <u>PRINCIPALITY OF SEPAHAUNAT</u> in the north west of <u>SAMMAEA</u>. It is located along the southern bank of the river <u>NEPHILA</u> and is a major producer of opiates, which are used in rituals of the <u>SYBARRI</u> religion.

<u>LEGANORS</u>: Set. City in the c east of <u>AETHIOS</u>, in the eastern foothills of the <u>ARAM</u> Mountains (Pop. c. 32,800).

<u>LEGEO</u>: Pol. Soc. Tribe in the c south of <u>MULCIBER</u>, in the <u>GROWING</u>

<u>MOUNTAINS</u>, in the north east of <u>SAMMAEA</u>. Its people are notable <u>ROC</u>tamers, though the tradition is not as prevalent as it once was. Most of its
borders with other tribes are along the peaks of the Growing Mountains,
many of which are volcanic in nature.

<u>LEGIO ARGENTUM</u>: *Mil. Org.* Renowned regiment of the <u>STEEL LEGIONS</u>, active between 3712 and 4008 RM.

LEGIO EPHEMERA: also 'Lords Temporal. Org. Long-lived secretive society of powerbrokers and philosophers based in an otherwise uninhabited island off the south western coast of MENISCEA. They are known across Meniscea as the Lords Temporal and are believed to have played a role in the emergence of many governments and regimes over the FIFTH AGE. Many also believe that individual members of the Legio Ephemera are gifted with long lives, far more so than even the umbra-addicted members of ELYDEN'S nobility. They are said to understand the ephemeral nature of the world and that they are merely custodians, not lords (despite their common name), of the so-called TEMPORAL KINGDOM.

<u>LEGIO METALLICUM</u>: Mil. Org. Renowned regiment of the <u>STEEL LEGION</u>, active between 6 – 132 RM. Its actions were at the forefront of the <u>KORACHANI EMPIRE'S</u> expansions. Though its <u>LEGIONNAIRES</u> were amongst the most primitive of their kind, they remain highly commended to this day.

LEGION OF THE SPHINX: see CROSS POTENT, LEGION OF THE.

<u>LEGOG</u>: *Set.* Settlement in the north east of the tribe of <u>RAOSI</u>, in the north of the GROWING MOUNTAINS of MULCIBER (Pop. c. 7,000).

<u>LEHACHAN</u>: *His.* Abandoned <u>KORACHANI</u> colony on the island of <u>IKYRIA</u>, 315-miles north west of <u>TAVVADRA</u> off the north western coast of <u>SAMMAEA</u>. It was settled in 2405 RM and was a profitable source of iron for many years before <u>PLAGUE</u> wiped out its population in 2763 RM. It has been abandoned since then.

<u>LEHANN</u>: (15,800-ft.) *Geo.* One of and highest of ten peaks (colloquially known as the <u>TEN PRINCES</u>) in the south east of the <u>A SAVI</u> Mountains, in the north of <u>AHRISHEN</u>, named after an ancient prince.

LEHIOK: Ser. Capital city of <u>VECTIS</u>, in the south east of <u>MENISCEA</u>. Its founding is detailed in the myth of the <u>CURSED KING</u>, and it is heavily fortified, with entrance forbidden to those who are not of <u>VAEVECTAN</u>^(L) descent, which is commonly determined by their violet irises. Other individuals (most commonly merchants travelling the <u>VAEVECTAN TRAIL</u>) are granted access to particular districts, though there are still districts that remain closed to anyone who was not born in them. Due to this very little is known of the city (Pop. unknown).

LEHLAV: Geo. Region in the east of the <u>PRINCIPALITY OF SEPAHAUNAT</u>, in which the capital city of <u>TAZAYIL</u> is located. It is one of the more densely-populated regions of the nation outside of the <u>NEPHILA</u> delta.

<u>LEINDREJ LEDGER, the:</u> Vol. A ledger maintained by the <u>AVÉNETHI SANCTIFIED ORDER OF THE INQUISITION</u>, in which the names, confessions, and other details of <u>WITCHES</u> slain by its agents are listed.

It is named after <u>ASSESSOR-GENERAL ERZEI LEINDREI</u>, who first started keeping a ledger of witches put to death starting in 1616 RM. The tradition was continued by his successors, who added new pages and rebound it over time, and it became an integral part of the order by the $2^{\rm nd}$ millennium, almost being treated as a relic.

The ledger is voluminous, and is now split into seven volumes, each over a thousand pages long and far too heavy to be carried by a single person. A shrine was built to house within the headquarters of the order in <u>CARCERI</u> in 2377 RM (at which point it had already been divided into three volumes), at which point an order of celibate scribes was entrusted with filling its pages with the witches slain by the order's many agents, who carry their own ledgers that are handed to the scribes upon their return from active duty so that their contents can be transcribed.

The order of scribes is small, and contains only a handful of individuals, who spend their days illuminating the pages of the ledger, repairing it and filling its pages with new transcriptions. The shrine is also home to a <u>TECHNARCANE</u> engine that records the contents of the ledger allowing for ease of reference.

LEITH: Set. Small city in the c west of the emirate of <u>UKOLIST</u> in the north of <u>LIMOTH</u>^(1.). It is a centre of trade and has links with the Tethysian city of <u>GANEM KASSAB</u> (Pop. c. 18,200).

LEKAR TA': Set. Settlement in the c of KHULL, along the course of the river <u>UPINIS</u> (Pop. c. 3,500).

<u>LEKAZA</u>: Sect. Small city in the north west of the tribe of <u>EATAN</u>, in the c of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 13,500).

LEKOLL: Set. Mining settlement in the east of KHULL. Its main industry is quarrying of hematite and azurite, which are used to make red and blue pigments, respectively. The industry has been working continuously since the time of the SORCERER-KINGS^(3.) (Pop. c. 6,300).

<u>LEKHERYX</u>: *Mil. Str.* One of two major fortifications built in the empire of <u>NEANDARA</u> (present-day <u>RHINOCOLOURA</u>) in 3280 RM, the other being the tower of <u>DENERYX</u>. The towers were constructed to defend the northern borders of Neandara from possible attack from the north, specifically from the <u>KORACHANI EMPIRE</u>, though they were never used and fell into ruin after the collapse of Neandara in 3470 RM.

<u>LEKKHUA</u>: *His. Ntn.* Ancient <u>FIFTH AGE</u> territory once belonging to native <u>Yaraomic People</u>. It was situated in the north of <u>Sammaea</u>, forming the south east of their ancestral lands in what is today the north of <u>LIDEA</u>. It was amongst the last Yaraomic territories to be taken by <u>Korachan</u>, and was slowly overrun between 850 – 920 RM, during which time native Yaraomic People taken as slaves or driven out, forced into ever-dwindling territories.

Like most of Yaraomic history, very little remains of its people's culture today, and the caste of lorekeepers known as the <u>IARAOM GRABBA</u> travel across northern Sammaea searching for ancient artefacts to take to their fortress-library in <u>IARSHUGGAH</u>.

LEKKUK: Geo. Highlands in the north of <u>PNESSA</u>, east of <u>RHINOCOLOURA</u>.

LEKUINA: *Rvr.* River in the north west of <u>VÂRR</u> and tributary of the river <u>ICHORIA</u>. Its waters flow from the tainted slopes of the <u>VARRACHON</u> and are foul-tasting.

LELAKIG: *Rel. Str.* Mountain-monastery in <u>UCHRON</u> founded in 3763 RM by exiled scholars of the <u>SLEEPING QUEEN</u>.

- <u>LELARTH</u>: *Mil. Str.* Major fortress in the north of the emirate of <u>UKOLIST</u> in the north of <u>LIMOTH</u>^(I.), guarding a relatively-open 100-miles stretch of the border with the south of <u>TETHYSIA</u>.
- <u>**LELECHIS**</u>: Set. Settlement in the prefecture of $\underline{SONTADRIS}$ in the south of $\underline{HOLOLACH}^{(l.)}$ (Pop. c. 6,400).
- <u>LELOANA</u>: Rvr. River in the north of <u>ALAM BETHYL</u>, flowing south for 550-miles from sources in the <u>GEYISH STERKEM</u> Mountains, before meeting its parent, the river <u>HESSRIL</u> south of the city of <u>QRED</u>.
- <u>LEMAS</u>: Sca. Shallow bay in the north of <u>KORACHAN</u> that once served as a border between it and <u>PELASGOS</u>. Overfishing of larger fauna and polluted waters from the river <u>ICHORIA</u> have left its waters largely bereft of significant aquatic life.
- <u>LEMEGETHAS</u>: Set. Metropolis in the east of <u>PORPHYR</u>, overlooking the valley of <u>PLAGIOCLAS</u>, around 13-miles from the <u>BAY OF LABRAS</u>, where in 2102 RM three <u>ARKS OF PORPHYR</u> set sail east. The city is governed by a rigid technocracy that strictly regulates the use slaves, with hefty taxes placed on the ownership of large numbers laws the manufactories of the region are forced to obey.
 - It is also the centre of a large region that stretches up and down the eastern coast of Porphyr, where construction of Arks of Porphyr is at its most fervent (Pop. 80,000).
- **LEMNISCEA**: Set. Small city in MOAH, known for its opal mining. The city has been known to trade south with the independent city of AKRB (Pop. c. 15,200).
- **LEMURIA**: Mys. In eastern mysticism, the homeland of the <u>SERAPIS</u>, often equated with <u>SHA MORAKHY</u> in <u>KHARKHARADONTIS</u>. Though most think this legend grounded in myth, there is some degree of truth to it, as the domain of the Demiurge <u>ASHTERATH</u> (whose descendants are the above creatures), was called <u>AHLEM ARIS</u>, and Lemuria may be a corruption of this word.
- <u>LEMUSTA</u>: Sct. City in the c east of <u>SKAROS</u> along the southern shore of lake <u>ULAROS</u> (Pop. c. 15,000).
- <u>LEN</u>: Set. Small coastal city in the c east of <u>LOEGRESS</u>^(1.). Its main industry is fishing (Pop. c. 8,000).
- **LENALAT**: 1. *Geo.* Pass to the south of the <u>ANCHIAUS</u> Mountains that leads from <u>AETHIOS</u> west into the <u>UMBRA SOKHAR</u>. The pass is guarded by a large fort⁽²⁾.
 - 2. Mil. Str. Major fort in the south west of <u>AETHIOS</u>, at the edge of the <u>ATHAPEN</u> badlands, overlooking the Lenalati pass⁽¹⁾ west into the <u>UMBRA SOKHAR</u>. The fort home to troops that patrol the border atop well-trained monitors.
- <u>LENCZHSYL</u>: Set. Small coastal city in the east of <u>OKKHAM</u>, on the eastern face of the Okkhammi peninsula. Its main industry is clamming (12,000).
- <u>LENELLA</u>: Geo. Small mountain in the west of <u>WESTERN MENISCEA</u>, forming an extension of the <u>EGETAKH</u> Mountains along the border between <u>NALARDIL</u> in the north and <u>SABAEA</u> in the south.
- <u>LENG</u>: Sup. Geo. Plateau in deep <u>SHAZGIN</u> famed for the <u>DREAMSCAPE</u> of <u>ATANEEDUSH</u>. *
- **LENITA**: Set. City in the east of <u>KULIGALA</u>, in the east of the <u>CARCHEMISHI PENINSULA</u>^(1.) in the east of <u>SAMMAEA</u>. Its major industry is iron mining (Pop. c. 29,000).
- LENTA: Set. Trade settlement in the east of VENTHIR (Pop. c. 3,200).
- <u>LENTIS</u>: *Pol. Soc.* One of the earliest <u>PATRICIAN HOUSES</u> that appeared around the <u>INNER SEA</u>, in c. 100 RM, in <u>AZAZEM</u>. It was one of six Patrician Houses that in 243 RM seceded from the <u>KORACHANI EMPIRE</u> and formed the <u>REPUBLIC OF LARATHUKH</u>^(2.). The republic was attacked by Patrician Houses that had remained loyal to the empire, and it was toppled in 271 RM, and four of the six Patrician Houses died with it, including House Lentis. See Vol II: Patrician Houses.
- **LEOAHAR**: Set. Coastal city in the north east of <u>TATAR</u> (Pop. c. 34,200). **LEOGIDH**: Set. Small fortified city in the west of <u>CALBIA</u>^(1.), along the course of the river <u>GOIRATH</u>. Its adult populace all receive training as militia at the fortress of <u>VIROTUTH</u>, and are well-equipped, always at ready for an incursion from the north. It is a major agricultural centre, with large herds of cattle and miles of fields surrounding it (Pop. c. 9,000).

- <u>LEONTA</u>: Geo. Mountain in the west of <u>SARAGOS</u>, known for its rich ore reserves.
- LEONTINE MARTYRS: Org. Knightly order in TZALLRACH.
- **LEPER MESSIAH, the:** see <u>SHEPHERD OF ROT</u>.
- **LEPHAINA**: Sea. Bay to the south of <u>KEPHUAAN</u>, forming a northern extension of the <u>BAY OF LEPHET</u>.
- LEPHET: Sea. Bay off the south western coast of SAMMAEA, to the south of KEPHUAAN, east of the CORAL BARONIES, and the west of AMMESH. Its waters were relatively deep though the waning of ELYDEN'S seas has seen it turn shallower, its coastal waters becoming a haven for marine life.
- **LEPHUSIAT**: *Pol. Set.* Capital city of <u>THANO</u>, located in the south east of the nation in the territories of <u>EASTERN THANO</u>, along the banks of the river <u>HYTIOEN</u>. It is located just south of the northern <u>POLAR CIRCLE</u> and is thought to be the largest permanently-settled city in Thano (Pop. c. 1,300,000).
- **LEQA**: Set. Settlement in <u>BARATHEA</u>^(1.) known for its breeding and training of <u>MONITORS</u> and <u>MANTRAS</u>, which are common beasts of burden in the area (Pop. c. 8,000).
- <u>LEQHADA</u>: Set. City in the south of <u>CHEIRA</u>, close to the border with <u>SERROK</u> (Pop. c. 43,200).
- <u>LERA</u>: Set. City in the c east of <u>KARGAMA</u>, along the course of the river <u>WOLMASH</u>. The <u>ORDER OF WITNESSES</u> was founded here in c. 800 RM, after which it became an influential city and was home to the <u>KARGEMMAN PLUTOCRACY</u> and later the <u>KARGEMMAN MONARCHY</u>, replacing the previous capital of <u>KYRSEA</u>, which by then was seen as uncouth and antiquated.
 - King <u>BATTUZ</u> spent huge sums of money expanding the palace of Lera, adding entire wings and hundreds of rooms that were lavishly decorated, only to lie disused for centuries.
- The capital was eventually moved to <u>KARGHEMIR</u>^(2.) in 2875 RM, following years of worsening living conditions due to the vicinity of the wetland of <u>FENDOR</u>. Despite this loss, Lera remains a home to many plutocratic houses, as well as the Order of Witnesses, and is a religious centre to the nation of Kargama.
- <u>LERAJE</u>: Leg. Common mythic figure amongst the people of <u>TAHALL</u> and <u>SAGITTARIA</u>, suggesting an older legend dating back to the days of their <u>SAGITTAARI</u> ancestors in pre-imperial <u>KORACHAN</u>. Leraje was an archer and leader of a persecuted people whose arrows were said to cause gangrene. He died after cutting himself on one of his own arrows.
- <u>LERAH</u>: Set. City in the c of <u>BA'AKH</u> along the main working <u>UMBRA</u> pipelines leading north from the city of <u>BAALBETH</u>. It is the only major industrial city that remains in Ba'akh following its depopulation and is a manufacturer of <u>ATRAMENTAL STEEL</u>. It forms part of the <u>SHADOW MARCH</u> as well as the <u>SALT ROAD</u>, so sees much foreign traffic (Pop. c. 18,000).
- **LERAHA**: Pol. Sct. Capital city of <u>TAHALL</u>, located in the north east of the nation along the banks of the river <u>GATHAMED</u>, just west of its delta.
- The city was named after an ancient <u>SAGITTARIAN</u> leader. Very rarely, the city has been known to trade with imperial vessels exploring the region, trading with them jade, wood and vegetables in return for metal goods and machinery, which is highly valued due to the lack of metal resources in the area. It forms a part of <u>THE WAY</u> trade-route (Pop. c. 180,000).
- <u>LERAMENS' CLOUDS</u>: Sup. Picturesque iridescent clouds common in the skies above the <u>MODEL BELT</u> in the <u>FAR HEMISPHERE</u>. The phenomenon is named after the <u>VENTHIRI</u> scholar who first posited and proved the relationship between the clouds and the relative distance from the NULLAMBIT.
- **LERAMUGH**: Sea. Southern sea, flanked to the west by the south east of SAMMAEA, to the west by the island of ISEA and to the south by the SAMMAIDU.
- LERASA: Geo. Rocky mountains in the south west of WESTERN LLACHATUL, serving as a border between the nations of AYAD and RAONGEN⁽²⁾, and forming part of the west of the nation of OTINTH. Is it source of many tributaries that form the drainage basin of the river DOROPHONOS.

LEREMAN: m. Edu. Med. His. Per. (D. 2237 RM) SIMBARAN naturalist who discovered and documented the lifecycle of the eponymous LEREMAN'S BEETLE, which led to medical breakthroughs involving CLONING and stalling the effects of ageing.

LEREMAN'S BEETLE: Int. Fau. Large beetles native to the humid marshlands in the south of the <u>HOGGOTHA ISZ</u>, with individuals growing to around 8" long. They are famed amongst naturalist circles for their unique life-cycle.

Adult beetles moult every 2-years and revert into a larval state, effectively regenerating. They spend around a month in the larval state, eating until they are ready to pupate, after which they emerge as imagos – adult beetles, ready to undergo the transformation again.

The beetles were documented by the Simbaran naturalist <u>LEREMAN</u> in c. 2210 RM, who took individuals back to * with him, and he spent the rest of his life studying them. He was able to observe adult beetles undertaking the cycle of rebirth for a maximum of 13-times before his own death, and his acolytes continued the experiment. A single beetle was observed undergoing no less than 790 cycles this way before dying in 3797 RM

Expeditions have been made to its habitat by Simbaran and other researchers to unlock its secrets. These forays have led to breakthroughs in CLONING, FLESHWRIGHTING and other fields, and Is partially responsible for the life-prolonging drugs taken by the wealthy and influential of SOUTHERN SAMMAEA and beyond. See Vol II: Classification and Taxonomy of Life.

<u>LERIA</u>: Lake in the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, along the border between the tribes of <u>ESSENIA</u> and <u>LEGEO</u>. It forms part of the course of the river <u>PADDAS</u>, which flows south west before meeting its parent, the river <u>BESYL</u>.

<u>LERIVAE</u>: *Pol. Set.* Capital of <u>AKANTHRA</u>, in the south of <u>SAMMAEA</u> (Pop. unknown).

<u>LERNIS</u>: Set. Fortified city in the north west of the <u>PARTHISAN</u> colony of <u>SOTHRA</u>^(1.), to the west of <u>TAMAR</u>. It is home to the region's military forces (Pop. c. 24,500).

<u>LERO</u>: Set. Small city in the c north west of <u>KOMMEA</u>, along the eastern bank of the river <u>LUGHBRAEN</u>. Directly opposite it on the other side of the river is the city of <u>CALETOS</u>. Together, they are known as the <u>TWIN CITIES</u> (Pop. c. 10,500).

LEROR MAEL: Sup. Geo. Region of ATRAMENTAL CORRUPTION characterised by hundreds of pools of black ichor, ranging in size from puddles to large lakes, in <u>SOUTHERN SAMMAEA</u>, straddling the border between <u>MAENMIST</u> and <u>HOGGOTHA ISZ</u>. The pools are thought to be linked through porous stone and an intricate network of caverns.

The region is categorised as $\underline{\text{DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}$.

LESEDI: Geo. An island, 85-miles long, in the south of the BOILING SEA, bordering the TORRENT OF KARROCK, noted for the natural displays of FIRMAMENTAL ACTIVITY there. The FIRMAMENTAL displays itself as intense heat and searing light, so-much-so that it bleaches everything beneath it. Also, individuals with FIRMAMENTAL abilities experience an exponential increase in their powers there, to the extent that acts of shaping are uncontrolled and are accompanied with great pain, both physical and mentally, with many going insane from the searing heat within them. The ruins of Firmamental academies litter the southern coastline, indicating that the place was once inhabited by SHAPERS, perhaps in a time when the effects of the Firmament were not as pronounced.

<u>LESIA</u>: 1. Set. northern-most city in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>PALUS</u>^(1.). The city is renowned for its large church, in the crypts of which is the mummified form of the angel Lesia, after which the settlement is named (Pop. c. 10,000).

2. Oth. Angelic OTHERWORLDER, the mummified body of which is interred in the crypts of a church in the settlement of Lesia in PALUS^(1,).

LESORIT ALKA: also 'Lesorit Alka' Mys. Geo. Monolithic solid block of pure iron deep in the wastes of ORZOC, in the west of SHAZGIN. It is impossibly large – miles long, rising into the sky, its flat pinnacle hazy in the distance. Its surface is oxidised, pitted and worn by millennia of exposure to the elements, though one can still make out the tell-tale

evidence of the relief carvings that once covered its surface, though few of these details can now be made out.

One can easily see signs of past <u>MORTAL</u> greed from over the centuries – abandoned camps and settlements, and large sections where the surface has been hacked at, sometimes extensively, over time. But these attempts to exploit the feature are comparatively minimal, doing little to spoil the structure's overall grandeur.

As is the case with many such structures, little is known of its origins or purpose, if it even had one. It is commonly attributed to an ancient deity by locals, whilst scholars have proclaimed it the opus of an unknown SCION or possibly DEMIURGE.

<u>LESOS</u>: *Mil. Str.* Fort in the north west of <u>PELASGOS</u>, overlooking the <u>SEA OF CYPRIA</u>^(1.). The fort guards the entrance into the sea, protecting the capital in <u>OCTIRA</u> from the sea.

LESSER NICODEMIUS: Geo. Smallest of three islands making part of the ISLES OF NICODEMIUS, around 300-miles off the southern coast of OKKHAM.

<u>LESSOS</u>: Set. Settlement in the c north of <u>LIDEA</u>. Its main industry is the cultivation and exportation of spices (Pop. c. 4,750).

LEST: Set. Settlement in the north east of AETHIOS (Pop. c. 8,500).

<u>LETH</u>: *Med.* Drug manufactured by many cities along the coastline of the <u>SEA OF LETHEA</u>. It is derived from the far more potent drug nepenthé, and has become more common, largely due to its decreased potency and less-severe side-effects.

It is distilled from various coastal waters from across the <u>SEA OF LETHEA</u>. It is a narcotic, and is used as a mild analgesic, and also induces stupor, though overuse can cause longer bouts of amnesia, which renders its use in most regions illegal. See Vol II: Drugs and Addictions.

LETHADA: Geo. Island in the c of the SHIBBOTHA ISLES off the south western coast of SAMMAEA. It is part of territories contested between FALLARAUR and the CORAL BARONIES.

LETHE: Set. City in the <u>Prison Carceri</u> beneath the north of the territories of <u>Ethistonith</u> in <u>Rhinocoloura</u>, just east of the <u>Anialla</u> Mountains. The city has a surface exit built around an ancient sinkhole. The mouth of the hole is heavily fortified and has an open-air market where goods from the deep are sold to the surface world. It is one of few Carceran settlements to trade so openly with the surface (Pop. Unknown).

LETHEA: also 'the Hidden Sea'. Sea. A large body of water in the east of SAMMAEA, bordered by the lands of KHARKHARADONTIS, BANT, KULIGALA, NOAVATUR, PNESSA, CHEIRA, WAELMIGH, SERROK, PORPHYR and ANANTHUL.

The sea is largely enclosed, with a narrow strait leading into it from the larger <u>SEA OF ERENEA</u>, and due to this its waters are relatively calm. Despite this, it remains infamous due to the distinct amnesiac blight that afflicts it, though this corruption varies from region to region. Throughout history, <u>MORTALS</u> and their civilisations have shunned the coasts of this great sea, though some industrious cities have appeared over the years, largely to exploit the very sea that causes so much grief—distilling most afflicted waters of Lethea into amnesiac drugs, most common of which are LETH and NEPENTHÉ.

As a result of lessened mortal activity across its waters, the Lethea remains largely pristine, though recent industrialisation of its coastlines has led to some of its waters becoming polluted.

LETHEAN BASIN, the: Geo. Drainage basin formed by various continental divides in the continent of SAMMAEA, including parts of the KHARKHARADONTID DIVIDE. The basin comprises part of EASTERN SAMMAEA, and all rivers within it drain directly into the SEA OF LETHEA.

Nations and territories that are at least partially within the Lethean Basin include: <u>ABACARDAT</u>, <u>ANANTHUL</u>, <u>BANT</u>, <u>CHEIRA</u>, the <u>JAHADAT STATES</u>, <u>KULIGALA</u>, <u>NOAVATUR</u>, <u>OKKHAM</u>, <u>PNESSA</u>, <u>PORPHYR</u>, <u>SABAISA</u>, and <u>SERROK</u>, amongst others.

LETHEAN CURRENT: Sea. Warm surface ocean current in the east of Sammaea, entering the SEA OF LETHEA from the PORPHYRI CURRENT. This current is the primary reason why the amnesic qualities of the Lethea are self-contained, and do not leech into the surrounding waters.

LETHEAN: *Med. Soc.* Those under the thrall of the drug <u>LETH</u> or who were unfortunate enough to become affected by the <u>SEA OF LETHEA</u>. Over-exposure to the amnesiac drug leaves users hollow and without memory or knowledge of the self. They wander the world in a fugue-state between life and death, barely able to talk or feed themselves. Many find their way into <u>SLAVERY</u> as labourers.

<u>LETHEAN HOSPITAL AND COLLEGE</u>: *Edu. Str.* College in the east of <u>ABACARDAT</u> in the east of <u>SAMMAEA</u>, where the amnesic effects of the <u>SEA OF LETHEA</u> are studied. It also serves as a hospital where those afflicted by it are treated, to varying results.

<u>LETHEII</u>: Nou. 'Lethear'. Plr. 'Letheiin'. Sup. Org. Mil. Rnk. An order of SHAPERS in the <u>KORACHANI EMPIRE</u>, whose <u>MINASTERIA</u>(2.) has been based in the city of <u>MAKHARA</u> in <u>KORACHAN</u> since 1221 RM. Its members are <u>ATRAMENTAL</u> shapers whose <u>SPHERE</u> of influence grants them access to memories, which they can extract, alter or otherwise manipulate. These shapers are named after the <u>SEA OF LETHEA</u>, and in order to attain the higher ranks within the Minasteria individual shapers are expected to travel to the sea and drink from its waters. Only the most accomplished of *Letheiin* are able to overcome the amnesic water, and those who are not simply lose themselves to its effects, forgetting their history and becoming LETHEANS.

Letheiin can be highly effective therapists, delving into repressed memories and either excising them completely or discussing it with their patients. They also operate as entertainers implanting false memories into the minds of people, who remember them vividly as though they had experienced them themselves. They can help to retrieve specific memories, anchoring them so that they remain fresh, and can also restore or slow loss of memory, becoming a lifeline to people suffering from illnesses affecting their memories, and they can also restore memories to those who have been affected by the amnesic curse of the <u>SEA OF LETHEA</u>.

Their knack for delving into people's memories makes *Letheiin* skilled diplomats and negotiators. By delving into the memories of conflicting parties, they can uncover the causes of disputes, fostering a resolution. In times of war, they play vital roles as peacemakers, understanding the motives and fears of adversaries, facilitating dialogue and compromise.

Letheiin are also used in a more aggressive fashion by the military and law enforcement, such as the IRON GUARD or the SANCTIFIED ORDERS OF THE INQUISITION, where they excavate through the memories of captives, looking for secrets and other information, avoiding the need for interrogation or torture. They can also do the opposite, implanting false memories as a form of counterintelligence.

Of great use to the empire is their skill at memory and retrieving specific memories. They often work as archivists, usually pairing with a <u>HEART ENGINE</u> that is used to store bulk information and data, and they can interact with the memories of the <u>LARVA</u> interred within the engine. This gives them access to large volumes of information relatively quickly. See Vol IV: Spheres and types of Shaping.

<u>LETHEON</u>: Rvr. Expansive subterranean river deep in the <u>PRISON</u> <u>CARCERI</u>, its source said to be a deep-sea funnel deep in the <u>SEA OF LETHEA</u>. It flows for some 4,400-miles north through various tunnels and chambers before disappearing in the deepest reaches of Carceri, where some think its tainted waters are consumed by the heat of <u>ELYDEN'S</u> deep interior.

LETIRICA: Fau. Giant moth-like creature with large reflective eyes and a sword-like proboscis. It feeds on blood, using its rapier-like proboscis so piece its prey and suck on their fluids. Though injured this way and not killed are afflicted by amnesia. The degree of memory-loss varies, and it is thought to be linked to the amount of blood lost, with the more blood drained the worse the effects. See Vol II: Classification and Taxonomy of Life.

<u>LETRIHET</u>: *Geo.* Island in the west of the <u>MAIDEN ISLES</u>, off the south eastern coast of <u>MENISCEA</u>.

LETTRA: Sec. Settlement and surrounding farmsteads and villages spread over a wide area in the central north of <u>JURRAS</u>⁽²⁾. Its main industry is the cultivation of grapes for wine production and it is controlled by <u>PATRICIAN HOUSE SYNOD</u>⁽²⁾ (Pop. c. 7,000).

<u>LETUS</u>: Rvr. River in the east of <u>PORPHYR</u>, along the course of river <u>GOTOROS</u>.

LEUCAIA: Set. Settlement in the north west of <u>SAGITTARIA</u>, overlooking the <u>BAY OF EDESRA</u>. It is a humble fishing community with the unfortunate honour of having been founded by pirates, which its present people work hard to distance themselves from (Pop. c. 5,600).

LEUFER CYNAN: m. Per. (B. 3961 RM) Mil. Pol. High-templar of the ABYSSAL TEMPLARS.

LEUITTA: Set. Small fortified city in the south east of the tribe of <u>JACITTA</u>, in the c of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 13,500).

<u>LEUL</u>: Str. Hidden pirate fort in the north east of <u>KHITAI</u>, with <u>CHORSAIRS</u> that prey on coastal settlements across the <u>BAY OF KOURIA</u> (Pop. unknown).

<u>LEUSIT</u>: *Pol. Set.* Ruling city in the tribe of <u>NINIR</u> on the south east of <u>MULCIBER</u>, in the south east of the <u>GROWING MOUNTAINS</u> (Pop. c. 215.000).

LEVANT: Set. Major city and regional centre of the <u>LEVANTINE</u> in the south of <u>AHRISHEN</u>. The city plays a crucial part of <u>INDRIK</u> domestication in the region and is known for its manufactories, though none are to the scale of those of south west (Pop. c. 33,800).

<u>LEVANTINE</u>: 1. Geo. Area dominating the south east of <u>AHRISHEN</u>, characterised by its hard unbroken rocky terrain and steep crater-like depressions and bordering badlands. The area is relatively dry and barren, particularly to its north west, just north of the border with <u>LYRIDIA</u> in the RALIEL badlands.

Some postulate that the entire region is a gigantic monolith (a singular rock of gigantic proportions) of incredible hardness, which explains the relative barrenness and impermeability of its rocks. Of course, the flow of river in many areas and erosion and a topsoil that can sustain life make this difficult to prove. It is named after the below cultural group, which once dominated most of south eastern Ahrishen.

2. Eth. Soc. Cultural group now limited to the above region, but which at the height of its influence between c. 500 - 1230 RM encompassed most of the south east of <u>AHRISHEN</u>. Its influence slowly waned, and its territories were lost to an emergent Ahrishen, with its people forced into the wide valley between <u>LYRIDIA</u> and the <u>HARÉSHK</u>, where most of its descendants can be found to this day. Its main influence today can be felt in the Levantine language⁽³⁾ that is now spoken by its descendants.

3. Lan. Language spoken in the above region $^{(1.)}$, and the west of the $\underline{\text{HAR\acute{E}SHK}}$

LEVAR: Set. Settlement in the south of <u>TZALLRACH</u>, situated along a fork in the river <u>CHIEN</u>. It's crest is a pair of lions (Pop. c. 19,000).

LEVIAN: Ind. Sct. Mining settlement in the north west of GNOTH, south of Mt. AESHMESAREPH. It is noted for its mines, which produce sulphur of the highest quality, used for the manufacture of gunpowder and ALCHEMICAL research (Pop. c. 2,000).

<u>LEVIATHAN</u>: Veh. Large form of <u>AMBULANT</u> used by the military forces of the <u>KORACHANI EMPIRE</u>. Land crawler, troop transport.

<u>LEVUN</u>: *Mil. Str.* Coastal fortress in the south of the <u>PARTHISAN</u> colony of <u>EZHIRAYA</u>^(2.), in the east of <u>MENISCEA</u>.

LEWAASH SOCIETY, the: Int. Mys. Org. Secret society in the CITY OF ALMAGEST, founded by the influential Patrician mystic Lewaash in c. 3780 RM. After his death his heart was mummified and placed in a gilded bell jar as a reliquary that rested in its large circular vaulted meeting hall, deep in the ALMAGESTI PENINSULA.

The heart was stolen in 3922 RM, after which the Society fragmented as accusations escalated and its members struggled to find a common purpose.

The fate of the mummified heart remains unknown to this day, though former members of the society believe it was taken by one of their own for use in a blood ritual.

LEY: Sup. Mys. Geo. An area of FIRMAMENTAL or ATRAMENTA activity, often in a general line or circle, along which the Firmament or Atramenta are more easily felt, similar to a LACUNA. Unlike lacunae, leys manifest as a network of lines between various leys, forming a network, often shaped like a circle or web. Leys can be artificially-created at great effort through rituals, the results of which can lead to leys lasting as long as centuries, before they require strengthening.

Acts of <u>SHAPING</u> of the relevant kind are strengthened when performed along leys: making the act both easier to accomplish, and allowing amplified effects with less effort. Such areas are prized by Firmamental and Atramenta Institutions, with institutions, settlements, monuments or technarcane engines built over them to take advantage of them. See Vol IV: the Materia Omna.

LEY CAIRN: Sup. Mys. Arc. Monuments built over LEYS to filter and guide the flow of the <u>FIRMAMENT</u> to aid <u>SHAPERS</u> in their acts nearby. They are most common in <u>AHRISHEN</u> and <u>MALAN</u> and many of them are ancient, dating to the FOURTH AGE.

LEYLINE: see <u>LEY</u>.

LEYLINE OF THE ACQUIESCENT: Sup. Mys. Arc. ATRAMENTAL LEY in the south of <u>ELEKHID</u>, atop which is built the city of <u>ACQUIESCA</u>.

<u>LEXICOGRAPHICAL</u> <u>COMPENDUM</u> <u>OF</u> <u>THE</u> <u>KORACHANI</u> <u>TONGUE</u>, <u>the</u>: Vol. Lan. Official dictionary of the <u>KORACHANI</u> language, amendments of which are overseen by the <u>LEXICOGRAPHICAL</u> <u>SOCIETY OF KORACHAN</u>.

LEXICOGRAHICAL SOCIETY OF KORACHAN, the: Org. Lan.

Lexicographical organisation based in the city of KHADON in KORACHAN that oversees the development and spread of the KORACHANI language, specifically HIGH KORACHANI.

It was established in c. 350 RM and enforces rules of grammar and style and any changes to the lexicon must be approved by its members before any updates are made to the 'LEXICOGRAPHICAL COMPENDIUM OF THE KORACHANI TONGUE'.

Throughout its existence, the Society has shown an unwillingness to allow the Korachani language to develop, and its members are fiercely rigid in their interpretation of the *Compendium*. As a result, High Korachani has changed very little in its over three millennia existence.

Conversely, <u>LOW KORACHANI</u>, which is the language of the common people across Korachani territories, is far more mutable, readily adapting to cultural and political changes, leading to hundreds of different dialects across the empire, with many more accents and slang terms, sometimes in the same city. The Society largely ignores Low Korachani, allowing it to exist outside of its sphere of influence.

LHACCIDA: 1. Geo. North western-most part of the ISHMMARRAN peninsula in the south west of SOUTHERN SAMMAEA on which are located the nations of ACHRABAL, Lhaccida^(2.), and VAUN, as well as the western-most parts of CEGANE, and the SYCHTAN PREFECTURES.

2. Dem. 'Lhaccidan'. Ntn. Nation in the far south of $\underline{SAMMAEA}$, to the south east of the $\underline{SEA OF AMMASH}^{(2)}$.

The nation is relatively small though has densely-populated cities dominated by guilds and strict hierarchies. It was once known across the north eastern coast of the Sea of Ammash and the north west of the $\underline{\text{SEA}}$ $\underline{\text{OF KRIHIEK}}$ for its privateers, with this period reaching its peak between 3200-3350 RM.

A civil war in 3692 RM saw it sundered in two, with its western territories fracturing into the independent state of <u>ACHRABAL</u>. See Vol III: Extant Realms and Nations.

<u>LHAERHAT</u>: Med. Str. Large complex in the c south east <u>KHALHAT</u>, along the edge of the <u>DAENED SULRACH</u>^(1.), where experiments are conducted on creatures, many of them <u>MORTALS</u>, who are either prisoners of war from the north, or travellers that strayed too far into <u>LHAUS</u> territories.

<u>LHAM ASHTA</u>: Set. City in the far north of <u>LLACHATUL</u>, overlooking the sea of <u>SUDUNIR</u>. The city forms part of a loosely allied people who populate the region around the arctic circle north of <u>THE VORANDINE</u> (Pop. c. 32,000).

<u>LHAMACTHOI</u>, the: *Int. Myt. His.* Ancient beings recorded in <u>THIRD AGE</u> neolithic cave paintings discovered in the east of <u>AZAZEM</u>, the north of <u>KORACHAN</u>, and the west of <u>VÂRR</u>. They are thought to be equitable with the <u>MESOCHTHONS</u>, of the <u>FORGOTTEN ONES</u>.

LHANA: Geo. Highlands dominating the c south of <u>TISARA</u>. Their southern face, forming a valley between them and the north west of the <u>VOULLOR</u> Mountains, were once home to many sulphur and gypsum quarries, as well as pyrite mines, but the <u>SEISM OF ASMARATH</u> left the region devastated in 3201 RM, many of its people dead and its mines collapsed. There was a mass exodus of people from the region in the

decades following the earthquake, though people eventually returned centuries later, opening new mines.

<u>LHARKA</u>: Ser. Ancient <u>KHALHISH</u> port situated along the shore of the <u>VALGRAD</u> salt plains. The dwindling of the <u>SEA OF BYSSOS</u> saw the city lose wealth and influence, though it survives today as a much-diminished trading city and caravanserai, its old harbour a dry ruin on the edge of the saltplain of Valgrad.

The settlement now forms part of <u>ANDILUTH</u> and is largely populated by humans, though a small number of <u>LHAUS</u> and other races can be found there, making it quite cosmopolitan. (Pop. c. 14,300).

LHASHA: Set. Small city in the east of KHALHAT (Pop. c. 15,000).

<u>LHAUS</u>: Plr. '*Ihaus*'. Mor. One of the original Two-and-Twenty <u>MORTAL PEOPLES</u>, and the children of the <u>DEMIURGE IALDABAOTH</u>. Their ancestral lands were known as <u>ELARIA</u>. Their original forms were unassuming, standing around 5-ft. tall and with dark skin and hair, and slender frames. They have large pale eyes and indistinct noses, though their main distinguishing features are their hands and feet, which only have four digits each, with two thumbs and 2 fingers on each hand.

The lhaus adopted their father's obsession with seeking eternal life, and became acolytes of the art of KLADOS. They became consumed with this obsession with klados, becoming a changed race, their goal of prolonged life achieved yet not without its costs. Those with the purpose and means to, created artificial bodies known as ITERANTS in which they would transfer their SPIRITS (1.) upon the death of their mortal VESSELS as a means of achieving prolonged life, or a semblance of it, at least. Each such iteration would strip away a layer of the individual's personality and encase its spirit in a new body of porcelain-like skin and sinewy muscles. Iteration by iteration, the individual would become lost beneath the iterant, until little of the original person remained.

By the early days of the <u>THIRD AGE</u>, the leaders and upper echelons of lhaus society had become so embroiled in maintaining the mysteries of klados that their society broke down. The tribes' lesser social classes unable to follow the costly pursuits of their masters and began a diaspora across <u>ELYDEN</u>, where they slowly dwindled without the protection of their father, and they eventually died out, though not before sharing their surgical knowledge with various other mortals.

Those amongst them who achieved false immortality through the art of klados became miserable secular creatures, their time spent researching better ways of maintaining their longevity, ruling over legions of slaves, followers, and retainers whose sole purpose was to serve their rulers. Their solitary city-states warred against each other in the pursuit of the resources needed for their timeless compulsions.

By the latter days of the Third Age, the lhaus had been reduced to a few mirthless totalitarian city-states, hidden from the rest of the world to the north west of KHARKHARADONTIS. Memory of their tribe was almost lost by the dawn of the FOURTH AGE and it was only the actions of the aggressive lhaus city-state of THAMAAZ (over a thousand miles south of what is now known as EREBETH) and its ruler, Leontoeida, Lord of the Clades, in the Fourth Age (c. -4500 RM), who scoured the lands around his city for miles around, searching for further secrets to immortality.

As the <u>WAR OF SCOURGING</u> consumed <u>ELYDEN</u> the clades hid themselves away and took little further part in world events, surviving the <u>FADING</u> of the Fourth Age. They emerged to search for more resources but the increase of the <u>SHADOW IN THE DESERT</u> forced them back into isolation as the rest of Elyden rebuilt.

The art of klados survived in <u>THRACIAN</u> legends and the <u>YOTHSHAMMANEI TABLETS</u>, found in c. 750 RM in a temple in the north east of the <u>DAENED SULRACH</u> that is believed to be a mortuary complex to the wasted iterant of an unnamed <u>CLADE LORD</u>.

Today, the lhaus survive in corrupted from in the small nation of KHALHAT, in the north west of Sammaea. They are an insular people and trade little with the outside world, using human mediators to buy the resources they need to continue their obsessive search for immortality. They maintain an army of iterant-like CREANTS, known as the PORCELAIN PHALANX, which guards their lands from incursion. See Vol II: Classification and Taxonomy of Life: Sicthain.

<u>LHAUAPARAN</u>: Int. Mys. Sup. Tec. Med. Soc. Form of <u>OTHERWORLDER</u> created artificially at great cost and effort. Though lhauaparans have been

created independently across Elyden at different times, they were first manufactured in the <u>KORACHANI EMPIRE</u> in c. 3000 RM, in the <u>ATELIERS</u> of <u>MHAROKK</u>. A lhauaparan was created in the <u>TRISKETHIAN DOMAINS</u> in 2852 RM, leading to the regions' downfall.

The thought behind their creation was simple – the act of death causes the <u>SPIRIT</u> to separate from the <u>VESSEL</u>, whereafter it gestates in the <u>OTHERWORLD</u> until it is reborn as an otherworlder.

TECHNARCANISTS, SHAPERS and BIOMECHANISTS worked together for close to 100 years to create an artificial otherworlder. Beginning in c. 2850 they worked under the supervision of spiritualists of the CHURCH OF THE UNDYING MACHINE, aggregating their knowledge of the creation of UMBRANS, SICTHAINEN TECHNA and HAEMONCULI with the study of the IMMATERIA. An artificial body was given life through the use of complex SOHBAL FERROLLI. In the head of the VAT-BORN being was a perfect SOULSTONE that was married to the body by a CHOIR of sacrificial SHAPERS, whose actions finally brought life to the being – the first artificially-created otherworlder.

Other lhauaparans were created since then, but the drive to do so died down with the successful inception of the first such being.

Theirs bodies resemble those of humans, though tend to be taller, of more exotic proportions. Though the similarities end with a cursory look at their head, for in place of a cranium they each possess a single perfect soul stone, suspended in mid-air, where a brain should be. That soul pearl is the link to the otherworld, the spirit, that makes a lhauaparan more than simply another vat-born creature, elevating it to the status of otherworlder. Without that soul-pearl, the Lhauaparan would cease to exist, and would revert to being little more than a slab of meat, alive yet without consciousness.

Despite their physical differences to other mortals, the true difference lies in their mannerisms and character. It is well-known that otherworlders are aloof and alien beings, and the longer they exist in the MATERIAL PLANE the more distant they grow. Lhauaparans are doubly so, their manufactured eyes gazing through any mortal they look at, penetrating deep into their soul in a manner that is quite indescribable and unlike the ability of any other creature, mortal, or otherwise. They can go for years without stirring, their minds – such as they are – existing on both the material plane and the otherworld simultaneously, sometimes losing themselves in one world at the expense of the other. They are anathema to their naturally-born kin, who are nauseated in their presence and bear an unnatural rancour towards them.

Though successful, the creation of the Lhauaparans was met with little boon that justified the difficulty and sheer expense of their creation. Though it proved that the goal was possible, the overall costs and opposition from various groups proved to be a death knell, not to mention the uselessness of the creations which, despite their myriad talents and physical strengths and potential to tap into the absoluteness of the otherworld, remained near catatonic or, at best, torpid.

Their creation is regarded as somewhat of a victory by the <u>KORACHANI EMPIRE</u> as well as some members of the Church of the Undying Machine, though a major schism was formed when the news was originally announced as few at the time believed that mortals should wield the power to bring back to <u>ELYDEN</u> the dead in the form of otherworlders. The schism resulted in an indolent war between opposing factions of the Church of the Undying Machine, who for 3 years between 3015 – 3018 RM clashed in political and martial arenas across the Korachani empire before the intervention of the <u>ARCHPOTENTATE MALICHAR</u>, who spoke in favour of the act of unnatural creation, a sign of the wisdom and strength of the Korachani people. Since then, a handful of other lhauaparans have been incepted, largely for research purposes, with the last known one incepted in 3842 RM in <u>KHADON</u> and thought to be in the employ of THE SEVEN.

<u>LHIBOR IKAL</u>: lit. 'large tome'. Also, the 'Arechi Codex'. Vol, Mys. Large manuscript found in a ruined <u>BARRATORS</u> office in the town of <u>ARECHI</u> in the south east of <u>KORACHAN</u> in 3782 RM. The Codex is believed to date back approximately 2700 years to early imperial history. Found in an air-tight vault, it details many subjects including herbalism, astronomy, <u>ALCHEMY</u>, biology, cosmogony, <u>FIRMAMENTISM</u> and <u>ATRAMENTISM</u>.

<u>LHORAEX</u>: *Ind.* Manufactory in the <u>KHURAURI</u> city of <u>AHOKAI</u>, which is famed as a major producer of <u>CLONES</u>.

<u>LHOTEKIL</u>: Sup. Geo. <u>ATRAMENTAL</u> feature in the c of <u>KORACHAN</u>, north of the GULF OF LEMAS.

LHOUA: *Mil. Str.* Major fortress in the north east of <u>KHALHAT</u>, and home to many legions of the <u>PORCELAIN PHALANX</u>, which guard the contested border with TRAKIA.

<u>THRAL</u>: Geo. Highland plateau to the north of the <u>RHAECHA</u> Mountains in <u>CENTRAL LLACHATUL</u>, on which lies the <u>DVERG</u> nation of <u>CHTHYRID</u>.

LHUKH, TOWER OF: Rui. Ancient tower south of the <u>STRAMINEA</u> Mountains in the north of <u>ROMOREA</u>^(2.). The tower is made of a strangely pale porcelain-like substance and is believed to be a relic of ancient <u>LHAUS</u> domains that dominated the region west of here in the <u>THIRD</u> AGE.

<u>LIACHA</u>: Mil. <u>LIDEAN</u> natives that, prior to the arrival of the <u>KORACHANI</u> EMPIRE there in 911 RM, formed part of a hierarchal militaristic caste. With the integration of imperial politics and cultural structures, the remaining Liachani populace integrated themselves into that culture, many of their noble families becoming leaders of the <u>IRON GUARD</u> and other militarised institutions. Some continued to oppose imperial rule though their families were mostly eradicated in the centuries following imperial dominance in the region.

LIACHAN: Set. Conurbation in the north west of KORACHAN. It has been famed for its OLIVE oil since antiquity and boasts the oldest surviving olive-press in Korachan, dating back to c. 1100 RM. Its olive groves are similarly amongst the oldest in the empire and are the pride of their people, who work hard to keep them alive against adverse conditions. IT is a stop along the RED ROUTE and its olive oil is bought by merchants travelling the trade-route, who in turn sell it at great profit in distant lands along the route (Pop. c. 11,000).

LIAKARRA: Sea. Narrow gulf in the far north west of <u>THE INNER SEA</u>, separating the peninsula of <u>EZASUH</u>⁽²⁾ from <u>GNOTH</u> and <u>AQUARIIA</u>. The gulf was once much larger though its west and northern reaches diminished greatly with the lowering of sea levels over the past few millennia.

<u>LIÁR</u>: Sea. Lagoon in the west of the <u>MAIDEN ISLES</u>, between the islands of <u>EPEHET</u> in the west and, <u>LETRIHET</u> in the north, and <u>VEREIN</u> in the east. Its waters are shallow and the people of the surrounding coasts fish its waters on sleek narrow-hulled catamarans.

<u>LIARA</u>: Set. Settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>UCHRON</u>. It lies along the route of the <u>GREAT ROAD</u> (Pop. c. 6,000).

<u>LIARD TOMBS</u>, the: *Hi. Str.* Ancient rock-hewn tombs in the c north of the <u>VESPERTINE LEAGUE</u>, scattered across some 100,000 square-miles, attributed to a long line of <u>THIRD AGE</u> kings. Most of the tombs are either destroyed or looted, though it is believed that many remain undiscovered or otherwise sealed behind cave-ins.

<u>LIARDA</u>: Set. Small city in the <u>DESOLATION OF ASTUDAN</u>, to the north west of <u>GÂTHA</u>, to which it belongs. It forms a part of the <u>GÂTHAN ROAD</u>, and serves as a link to the northern route leading into <u>FARIS</u> and <u>SABIA</u> (Pop. c. 12,700).

<u>LIATT</u>: *Rui*. <u>EHLBEZUNI</u> ruins, dating back to the <u>FOURTH AGE</u>. The ruin is thought to have once been a great stone city, much of which was hewn from the bedrock, and many chambers and crypts are believed to lie undiscovered.

<u>LIBAN</u>: Set. Small city in the south of <u>KOMMEA</u>, relatively close to the border with <u>CALBIA</u>^(1.). It is home to military rangers who spend months in the wild, patrolling the two nations' shared borders (Pop. c. 20,000).

<u>LIBRAMIA</u>: *His. Myt. Geo. Ntn.* Ancient historical territories belonging to the <u>DEMIURGE TALANTEHUT</u> and her tribe, the <u>VALTHAS</u>. It is unknown where those territories were in relation to today's borders.

LIBOR: His Rel. Neolithic religion that dominated the KORACHANI PENINSULA following the re-emergence of civilisation after the FADING of the FOURTH AGE. Rising in c. -1500 RM amongst the scattered pastoral tribes that appeared in the HURACHI and BRAHAN plains to the west and east of the FATUACH Mountains, respectively; Libor was a fertility goddess that also had associations with wine, agriculture and warfare; all traits important to the Korachani people, even in those neolithic times

(wine, in particular, was important to religious rituals, as was ritualised combat to solve tribal quarrels).

The fertility cult was prevalent over the next centuries and survived beyond the neolithic age of Korachan, well into its copper-age and only began to suffer with the rise of the merchant-classes c. -750 RM. The perfection of iron smelting in c. -700 RM brought the city-states of Korachan together, burying many ideals that Libor extolled, leading to the rise of the so-called <u>CULT OF LIFE AND DEATH</u> which replaced Libor as chief religion of Korachan by -600 RM, though worship of Libor remained in small pockets in the south of the peninsula, where they survived until c. -350 RM, remaining strongest in the city of <u>MAMMON</u>, where it was abolished by the <u>ARCHPOTENTATE MALICHAR</u> in 5 RM. See Vol IV: Deities and Pantheons.

<u>LIBRAN</u>: Geo. Reef in the north of the territorial waters of <u>FALLAROUR</u> in the south east of the <u>SEA OF MERCUVIA</u> off the south western coast of SAMMAEA.

<u>LIBRARY OF BABAEA</u>: see <u>BABAEA</u>, <u>LIBRARY OF</u>.

LIBRARY OF CARULA: see CARULA, LIBRARY OF.

LIBRARY OF CATHOLICON: see CATHOLICON, LIBRARY OF.

LIBRARY OF HEMMARASHEL: see HEMMARASHEL, LIBRARY OF.

LIBRARY OF IND: see IND, LIBRARY OF.

LIBRARY OF KHUSH'HLLA: see KHUSH'HLLA, LIBRARY OF.

LIBRARY OF KISH: see KISH, LIBRARY OF.

<u>LIBRARY OF METHED</u>: see <u>METHED</u>, <u>LIBRARY OF</u>.

LIBRARY OF SAROSS: see SAROSS, LIBRARY OF.

LIBRARY OF ZODD: see ZODD, LIBRARY OF.

<u>LICEA</u>: Set. Fortified settlement in the c of the <u>BAKHRAN STATES</u> in the c north west of <u>THE SURRACH</u> (Pop. c. 8,200).

<u>LICH</u>: 1. Sup. Rnk. Title in the <u>KORACHANI EMPIRE</u> (rose in c. 2300 RM) for <u>SHAPERS</u> (typically <u>ATRAMENTISTS</u>) who are able to manipulate the Atramenta to prolong their lives. Their bodies commonly take on a corpse-like appearance as they slowly dry out.

2. Set. Settlement in the south of the $\underline{\text{HAR\acute{E}SHKI CITY-KINGDOM}}$ of $\underline{\text{ALAMUT}}$ (Pop. c. 4,800).

<u>LICHASSA</u>: Set. Settlement in the c of <u>SARASTRO</u>, just 15-miles north of the capital. Indeed, it is a major producer of food for <u>ARGEA</u> as well as the <u>RED ROUTE</u>, which passes through it (Pop. c. 4,500).

<u>LICHENWOOD</u>, the: also 'Peligran'. For. Exotic forest in the north of <u>EIKARTHYEA</u> in the east of <u>EASTERN MENISCEA</u>, known for its large fungal woodlands, made up of thousands of individual fungal growths that each grow 6 - 10 ft. tall. Each such growth is characterised by a large sickly orange coloured cap shaped like an inverted bowl or sky-facing trumpet, with thin sturdy wood-like gills tapering down to the base of the stem. In truth, these gigantic fungi are a single organism that overran a much older virginal forest in the early <u>FIFTH AGE</u>, subsisting on its felled trees and roots, replacing them almost entirely, today the lichenwood survives on the deep roots of ancient trees that have long-since passed, growing and dying in a 2 – 3-year cycle.

<u>LICHFORT, the</u>: *Pol. Str.* Monolithic fortified palace that crowns the <u>EXCIAN HILL</u> on which the city of Argea was built, in the c north east of <u>SARASTRO</u>. It is the home of <u>SATHEP THE RISEN</u>, and the government of the <u>REFORMED EMPIRE OF SARASTRO</u>.

<u>LICHKIN MONKS</u>: *Soc.* Derogatory nickname for monks of the <u>SODALITY OF THE SOUL'S APERTURE</u>.

<u>LICHKING</u>: *Pol. Rnk.* Common epithet by which the autocrat <u>SATHEP</u>
<u>THE RISEN</u> is known, particularly within the <u>REFORMED EMPIRE OF</u>
SARASTRO.

LICTOR: 1. Pol. Rnk. Political agents within the HIGH- and LOW-EMPIRES, enforced with carrying out the needs of their respective governments. The ORDER OF LICTORS was founded in 377 RM and its members are assassins and spies of the highest order, and are often HALFBLOODS, whose racial traits can often aid in their dangerous work, or ATRAMENTALLY-augmented. In rare occasions, lictors have been known to work as bodyguards, though their craft is mainly that of death.

Many Lictors were blamed for the events leading up to the <u>SUNDERING</u> <u>OF THE KORACHANI EMPIRE</u> in 3705 RM, which ultimately led to the disbanding of their Order two years later.

2. also 'the Assassin'. Ast. Con. Constellation in the NORTHERN HEMISPHERE. See Vol II: Constellations.

LICTORS, ORDER OF: Mil. Org. Military order founded in KORACHAN in 377 RM to act on behalf of the empire across ELYDEN and formally disbanded in 3707 RM due to their treasonous involvement with the events leading up to the SUNDERING OF THE KORACHANI EMPIRE.

They were regarded as assassins, diplomats, infiltrators, spies, and warriors and were considered amongst the most elite of all the imperial orders. They had a level of autonomy surpassed only by that of the <u>SANCTIFIED ORDERS OF THE INQUISITION</u>, and often worked together on missions. They were responsible for major world events such as the deposing of warlords, defection of cities and nations to Korachan, assassinations of enemies hostile to the empire, and maintaining the dominance of the <u>Church of the Undying Machine</u> across <u>The Inner Sea</u>.

Despite their official disbanding, it is rumoured by many that they continue to operate in secret at the direct behest of the <u>ARCHPOTENTATE MALICHAR</u> and the <u>HIGH-CONSULITE</u>.

<u>LIDARMELAN</u>: Geo. Savannah dominating the c of <u>PNESSA</u>, much of which once under the <u>SEA OF SUPPA</u> until c. 2500 – 3500 RM. The savannah is dominated by scrubland and sparse woodland and is too recent to be home to dense rainforest. The area is naturally becoming afforested over time, though the process is slowed by the mortal influence in the area.

LIDDA: Lan. Native name for LIDEA.

<u>LIDDAIA</u>: Set. Settlement in the north east of <u>HABOT</u>, in the foothills of the <u>EKAGHI</u> Mountains, in the <u>VIAMMESHI</u> Valley (Pop. c. 5,800).

<u>LIDEA</u>: Dem. 'Lidean'. Ntn. Situated in the north of <u>SAMMAEA</u>, Lidea is characterised by dry hot summers and cool winters with little rain, most of which would be around the coast, where cool air off the <u>INNER SEA</u> meets warm air from the south.

Descended from the ruined cultures of <u>CONTH</u>, <u>NAAH</u> and <u>THYM</u>, and populated by the more recent <u>YARAOMIC PEOPLE</u>, it was eventually occupied by the <u>KORACHANI EMPIRE</u> in 911 RM after a long period of unrest, after which it became a vassal state to the larger empire.

Exocrines rapidly spread the word of Rachanael and within a few years the CHURCH OFTHE UNDYING MACHINE had set down roots. In 941 RM, together with the imperial army, the exocrines decimated one of the last remaining Fifth Age lacer territories, in the east of Lidea, though a few minor enclaves would survive this attack.

A kratocracy was introduced in c. 950 RM to help in quelling unrest, and it would go on to be the reigning government there until its independence centuries later.

It became a military power in the Inner Sea following its toppling of the rebel fortress of <u>TELRAASA</u> in c. 1200 RM. It would remain a stable imperial outpost until the death of the <u>ATRAMENTIST SAECHIN</u> in <u>ARTALSCELLI</u> led to unrest, culminating in its independence in 1282 RM. This was short-lived, and Korachan returned in 1421 RM, though the region was changed by its more-recent subjugation. Local customs were quelled and the native religion replaced with the <u>CHURCH OF THE UNDYING MACHINE</u>. Cultural structures were toppled, replaced with the iron statues of <u>MALICHAR</u> and the <u>UNDYING MACHINE</u>.

The damming of the river SHIBBOLETH^(3.) in 2943 RM saw its southern industries devastated, leading to the empire's regard for the dependency diminishing, which remained only as a source of rapidly waning resources. By c. 3450 RM SATHEP, ruler of SARASTRO, had taken note of this, and began employing subtle acts of propaganda to influence the people of Lidea. Soon Sathep himself was sharing secrets with the Lidean governors, slowly corrupting generations of Patricians to his cause.

The <u>WAR OF SUNDERING</u> saw Lidea willingly join forces with Sarastro on the 11^{th} of <u>RACHALEN</u> 3704 RM following the destruction of the frigate <u>THE INDEFATIGABLE</u> led to Korachan join the fray. It became a protectorate of Sarastro following the <u>SUNDERING OF THE EMPIRE</u>, and remains so to this day.

By 3973 RM a freed slave known as the True King had garnered a sizeable following, threatening to undermine the rule of the <u>SARASTROAN</u> governor there. Envoys from <u>SATHEP</u> met with the True King, and days later the governor had been replaced by the True King, who was bestowed with the rank of <u>REGENT-KING</u>. This started a line of regents, whose descendants rule Lidea in the name of Sarastro to this day under relative autonomy, so long as yearly tithes to the imperial coffers are met

The Lidean proverb "If a man has no tea in him, he is incapable of understanding truth and beauty" sums up Lidean culture as it is perceived by most outsiders. Its settlements revolve around tea-houses, and many political and business deals are made around a table with a long-spouted pot of tea at its heart. Indeed, tea is its main export, and a major industry in the north of the territory.

Religious See Vol III: Extant Nations and Realms.

<u>LIDEAN</u>: Lan. Language spoken in <u>LIDEA</u>, and parts of the south east of <u>HARAPPA</u>(3.). It emerged from the earlier <u>SUTHI</u> language, though has largely been supplanted by <u>KORACHANI</u> and, later, <u>SARASTROAN</u>. It remains in use in rural areas and amongst the uneducated in cities. See Vol II: Languages.

LIDII: Set. KHAMIDIAN city situated at a 100-ft. waterfall along the course of the river LAUL EGLEA, overlooking the border with the MALANI HENDECARCHY of CHLORIS. The city is a major trade city, was once a caravanseral serving traffic going up and down the river along its now destroyed 500-mile course downstream across Khamid. Miraculously spared during the CATACLYSM, the city survived (Pop. c. 51,000).

LIDIR: Set. City in the c north west of the <u>TEMPLAR STATES</u>. It is a vital part of the textile and clothing industry of the States (Pop. c. 32,000).

<u>LIDONUSAN PLAINS</u>: *Geo.* Expansive plains dominating the north of <u>AETHIOS</u>, to the east of the river <u>SHIBBOLETH</u>⁽³⁾. The plains are dry, but not arid, covered in sparse vegetation and scattered scrub woodlands that increase in density to the north.

<u>LIDURNIA</u>: Geo. Large valley dominating the c and east of <u>AYAD</u>, forming part of the drainage basin of the river <u>DOROPHONOS</u>.

<u>LIENE</u>: Geo. Valley in the south west of <u>CISNERIA</u>, in the <u>BLACK MOUNTAINS</u>. It leads into the north of <u>ATARAXIA</u>, and was shaped by the flow of the river <u>NAMESH</u>, which flows south to its parent river, the <u>ARASTA</u>, which itself flows south into Ataraxia.

The valley is known for its rock-cut tombs in which were interred generations of ancient humans, their bodies mummified by the cold and placed in high hewn niches along cliff-faces and treacherous positions, away from the reach of scavengers. The tombs are believed to be related to the cave-necropolises of <u>ABIECE</u>.

LIEVTHRA: Dem. 'Lievthran'. Ntn. Nation in the south west of SAMMAEA, to the east of the SEA OF AXONIN. It is known around the INNER SEA as a place of alien forests, with trees with long straight trunks and high clusters of branches that make them look like upside down plates, that provide plenty of shade beneath them as well as habitats to a variety of creatures that dwell upon them and rarely touch the ground.

Its people are dour and take pride in hard work, and of skin paler than the norm, considering the latitude of Lievthra, indicating a period in history with prolonged contact and mingling with other people, likely from farther south.

The nation is also noted for its monolithic colossi, which are thought to date to a <u>FOURTH AGE</u> culture. The faces on these colossi, known collectively as the <u>LIEVTHRAN ANCIENTS</u>, were rediscovered in the <u>FIFTH AGE</u> with their faces destroyed. See Vol III: Extant Realms and Nations.

LIEVTHRAN ANCIENTS, the: His. Arc. Ancient FOURTH AGE colossi that dominate the hinterlands of LIEVTHRA and part of eastern BELEGOR and western SYNCHTHONITH in the south of Sammaea. They are attributed to an otherwise unknown culture, and were rediscovered in the early FIFTH AGE with their faces defaced through an ancient act of vandalism that was likely culturally-significant, but the reason for which can only be guessed-at.

<u>LIFBRAM</u>: Set. Fortified settlement the in the south of <u>KASPIA</u> (Pop. c. 19,000).

<u>LIFE AND DEATH, CULT OF</u>: *His. Rel.* Religion of <u>PRE-IMPERIAL KORACHAN</u> and natural progression of ancient Neolithic fertility deity known as <u>LIBOR</u> that died out c. -700 RM.

The Cult of Life and Death rose around the same time that Korachani craftsmen were regularly smelting iron ore; a revolution that led to increased contact between the city-states, the establishment of traderoutes and the rise of what would later be recognised as the <u>SEVEN CITY-STATES</u> and regular commerce between them. This renaissance of sorts led to the diminishing of the antiquated cult of Libor, the priestesses of which lost favour and disappeared by c. -600 RM (remaining in small pockets in the south of the peninsula, where they survived for some centuries).

In their place appeared a cult extolling the dichotomous state of Life and Death, the rise of which is difficult to pinpoint, and many factors are responsible for its rise, though most commonly, the cult is seen as being a metaphor for the progress and advancement of Korachan (life) and the abandonment of its antiquated ways (death).

The Cult of Life and Death thrived throughout the rise of the city-states, despite the rise of the CHEIROAHIN; its main temple in the southern reaches of the HURACHI plains, from where it exerted much influence on the growing city-states, particularly the independent state of NEKODA. The temple was destroyed by the usurper MALICHAR and his followers in -2 RM, with the loyal followers of the church executed as traitors to the new EMPIRE and the newly-established CHURCH OF THE UNDYING MACHINE. A few minority groups remained, amongst them the DHANUSII, who were persecuted and exiled from Korachan in 13 RM, who took the faith with them to AQUARIIA, and a corruption of the faith remains popular there to this day,

The Cult of Life and Death was resurrected by the Arch-cardinal ARREKAN (later known as Arrekan the Betrayer), following his banishment to the prison-isle of HOAMM in 108 RM. From Hoamm, missionaries of the Cult of Life and Death were sent north into Korachan and south to the SAMMAEAN nations and the cult spread in the time of conflict that emerged in the absence of the Archpotentate Malichar, later known as the REIGN OF THE EMPTY THRONE. A cathedral of the faith was erected in the city of Hoamm around 312 RM, though with the rise of the Hoammi monarchy in 1284 RM, the cult diminished, becoming little more than a mystery-cult amongst the merchant-lords by c. 1350 RM, replaced by the pantheon of demigods known as the HOAMANA. The tradition of TAROKKA cards emerged from Hoamm in c. 600 RM, where they were originally used as a simplistic way of depicting parables and mystical teachings. See Vol IV: Religions and Cults.

<u>LIFE AND DEATH, TEMPLE OF</u>: *Rui.* Ancient ruin in the west of <u>KORACHAN</u> where once the main temple of the <u>CULT OF LIFE AND</u> DEATH once stood.

LIFE PAIRING: see YRANNAI.

<u>LIGERNA</u>: Pol. Set. Capital of splinter nation of <u>ELAT</u> since the fracture of its parent empire in 3762 RM (Pop. c. 450,000).

<u>LIGHT BEYOND</u>: Oth. The light part of the <u>OTHERWORLD</u>, where many <u>ILLITHAMÉ</u> are said to dwell. Its opposite is the <u>DARK BEYOND</u>.

LIGHT AND THE DARK, the: see THE SHAPER.

<u>LIGHT, TEMPLE OF THE</u>: also 'the Illaha'. Rel. Str. Pylon-like temple constructed on the back of a large lodelith over the <u>SEA OF OGYGIA</u> in <u>TULURKRYPH</u>^(2,), in the south of <u>WESTERN MENISCEA</u>. The temple is ancient and remains guarded to this day by the <u>IMMORTAL</u>^(2,) children of <u>DURUTHILHOTEP</u>, whose bodies are largely inured to the effects of the <u>FIRMAMENT</u>.

LIGHT'S TOMB: see 'DOR ILL'.

LIGHT UNDYING, the: Sup. An aspect of FIRMAMENTISM that is well-known in the FAR HEMISPHERE, which is not as common as it is perhaps believed to be by non-SHAPERS. Some Firmamental shapers are able to manifest the Firmament as a mane of white flames that envelops their bodies – the so-called Light Undying. Their skin glows red, as though illuminated from within and their eyes not only turn white, as is the case with all acts of Firmamental shaping, but also glow from within. Their bodies emanate great heat, though the flames themselves do not burn objects as mundane flames do. Shapers able to manifest the Light Undying can use it to accomplish a myriad of different effects, including

levitating, most devastating of which is unleashing it as a blast of energy that can blind eyes, sear skin and topple buildings. It is most common amongst THAUMATURGES.

Though it is considered to be a <u>SPHERE</u> by many, it does not quite meet the commonly-accepted requirements of this. Any firmamental shaper is able to tap into the part of the Firmament that grants the Light Undying, though not all shapers are equally adept at doing this. Some may have a natural talent for doing so, where others might only be able to following years of training. Shapers who do not learn to control their powers pose a great danger to those around them, and agents from the <u>MINARET OF LIGHT</u> spend lifetimes scouring <u>ELYDEN</u> for those who show an affinity for the Light Undying, so that they can be sent to the Minaret for training, so that their powers can be adequately channelled.

The Atramental equivalent of the Light Undying is thought to be the SHADOW INCARNATE.

<u>LIGHTHOUSE OF AARU</u>: see <u>AARU</u>, <u>LIGHTHOUSE OF</u>.

LIGHTHOUSE OF ALTAN: see ALTAN, LIGHTHOUSE OF.

<u>LIGHTHOUSE</u>, <u>AMENARKHON'S</u>: see <u>AMENARKHON'S</u> <u>LIGHTHOUSE</u>.

LIGHTHOUSE OF ASTUR: see ASTUR, LIGHTHOUSE OF.

LIGHTHOUSE OF AQARA PHAT: see AQARA PHAT.

LIGHTHOUSE OF THE BLUE EYE: see BLUE EYE, THE.

LIGHTHOUSE OF BREGA: see BREGA.

LIGHTHOUSE OF CORRIA: see CORRIA.

LIGHTHOUSE OF ERAKON: see ERAKON.

LIGHTHOUSE OF IND: see IND, LIBRARY OF.

LIGHTHOUSE OF IRAT: see IRAT.

LIGHTHOUSE OF KAVA: see KAVA.

<u>LIGHTHOUSE OF LAHKEL</u>: see <u>LAHKEL</u>^(2.).

LIGHTHOUSE OF LUTAN: see LUTAN.

LIGHTHOUSE OF NEON: see NEON.

LIGHTHOUSE OF NERIKA: see NERIKA.

LIGHTHOUSE OF PHAROLA: see PHAROLA (2.).

LIGHTHOUSE OF RALCZHET: see **RALCZHET**.

LIGHTHOUSE OF RUODONT: see RUODONT.

LIGHTHOUSE OF SEBHET: SEBHET.

LIGHTHOUSE OF SHURU: see SHURU(2.).

<u>LIGHTHOUSE OF THAGOT</u>: see <u>THAGOT</u>.

<u>LIGHTHOUSE OF TIRZA</u>: see $\underline{\text{TIRZA}}^{(4.)}$.

LIGHTHOUSE OF TLAROTH: see TLAROTH.

<u>LIGHTHOUSE OF UNASTESEES</u>: see <u>UNASTESEES</u>, <u>LIGHTHOUSE OF</u>.

LIGHTNING DESERT, the: see UTUARA.

<u>LIGISH</u>: Set. Settlement in the c south of the <u>SARASTROAN</u> colony of <u>IPSISSIMA</u>^(1.). Its main industry is the mining of <u>SOULSTONES</u>, for which the colony is famed (Pop. c. 8,000).

LIHATORR: Set. City in the c of MIRALUL (Pop. c. 38,000).

<u>LIHEM</u>: Sct. City in the c north west of the <u>TEMPLAR STATES</u>. It acts as a distribution point for the textiles and fabric industries of the surrounding area, moving goods east to the port of <u>OMERA</u> (Pop. c. 43,000).

<u>LIJAMMIR</u>: Mil. Str. Fortress-manufactory in the south east of <u>PHYRR</u>. Troops are trained here before being sent east to the <u>NACRE WAR</u> to fight against <u>MAENMISTI</u> forces.

LIILTH: also 'the Witches' City'. Set. Major city in the west of the HENDECARCHY of AONIA, in the west of MALAN. It is was once a hub of SHAMANISM and OCCULTISM, and though occultists still practice their art here the tradition has waned over the centuries (Pop. c. 175,000).

LILIAMOCH: also 'THE BLACK COAST'. Stretch of coast, 175-miles long, forming the north eastern shore of lake <u>IAGANNATH</u> in the c of the <u>OLD FOREST</u>, known for its black sands and, farther inland, the hexagonal basaltic pillars that make up cliffs leading to the western-face of the <u>ERAECHON</u> Ridge.

<u>LILLAIA</u>: Set. Fortified settlement in the south of <u>PNESSA</u>, in the region of <u>SIMEANAGH</u>. Its main industry is logging (Pop. c. 8,000).

LILLI: Rui. Ancient coastal city in the TRISKETHIAN DOMAINS that was abandoned in 1908 RM following years of extreme tides that eventually left it landlocked as the BAY OF DORRA diminished. The port of MELLAGO was established in its place 190-miles to the north east. The city is now a ruin, reclaimed by the land, its ancient engines and manufactories rusted beyond recognition.

<u>LILLIA</u>: Set. Coastal city in the south east of <u>SEDALLIA</u>, overlooking a shallow lagoon that is linked to the far east of the <u>SEA OF AKRY</u>. It is a major stop along the <u>EGETAKHAN ROAD</u> (Pop. c. 62,000).

<u>LILLITU</u>: Leg. Myt. Sup. Ancient vampiric spirits in what is now the empty region of <u>KERELLIT</u> in the south east of <u>ELALLIA</u>. Local legends claim that the region was once populated but the people were slowly whittled down by evil spirits that would bring disease and death whenever they descended on the <u>MATERIAL PLANE</u>. The area is now shunned and the Lillitu are feared though outsiders doubt they are real, believing them to be creatures of myth and legend. The people of Elallia however swear that the lillitu are real, with some local scholars claiming they are manifestations of the <u>ATRAMENTA</u>, possibly comparable to the <u>SHADES</u> of <u>KHARKHARADONTIS</u>.

<u>LILLOU</u>: Set. Fortified city in the east of the <u>BARRIER LANDS</u>. The city is known for the baroque burial traditions of its rulers (Pop. c. 40,000).

<u>LILO</u>: *Set.* Fortified settlement in the north of <u>VENTHIR</u>. It lies along the course of the <u>RED ROUTE</u> and it emerged from a large caravanserai and is known for its expansive market (Pop. c. 4,000).

<u>LILTH YGNOTH</u>: Geo. Highland region in <u>KHARKHARADONTIS</u>; known for its cracked earth and intense purplish <u>ATRAMENTAL</u> forces seeping through from beneath the surface.

<u>LILTHAOST</u>: For. Expansive boreal forest that dominates the south of <u>KASPIA</u>. It is home to various nomadic groups of <u>VISUNDS</u> who claim at as their ancestral lands and prey on humans who venture too deep into its depths.

<u>LIMAXON</u>: also 'Kharkharadontid Slug'. Fau. Giant land slug relatively common in <u>KHARKHARADONTIS</u>, and resilient to <u>ATRAMENTAL TAINT</u>. Individuals grow throughout their life, and specimens have been encountered measuring over 20-ft. long. They feed on any organic matter they encounter and may even attack prone living prey. See Vol II: Classification and Taxonomy of Life.

<u>LIMBAS</u>: Set. City in the <u>PRISON CARCERI</u>, thought to lie somewhere beneath the Mountains of <u>BAND</u>, in the north of <u>LLACHATUL</u>, in the <u>CHAMBER OF WOES</u>. The city is composed of exiles, <u>DEGENERATES</u> and other diaspora of the sunless realm (Pop. Unknown).

LIMIEN: Set. Small city in the north west of <u>PARTHIS</u>, in the southern foothills of <u>DUMACHA</u> (Pop. c. 19,500).

LIMIN: Geo. Hexagonal basalt-field in the west of MECHABET.

<u>LIMNAL</u>: Oth. Common term in <u>MENISCEA</u> for <u>OTHERWORLDER</u> or <u>HALFBLOOD</u>, if there is no need for distinction.

<u>LIMINAL SHORES</u>, the: *Mys. Sup.* A transitional place between the <u>MATERIAL PLANE</u> and the <u>OTHERWORLD</u>, situated in the c east of <u>AEONAS</u>. <u>GHOST</u> sightings are common here, though the region is largely shunned by <u>MORTALS</u>, with few settlements situated within.

It is however visited by researchers of the otherworld, as well as <u>ANIMISTS</u> and other <u>SHAPERS</u>. Scholars studying the link between the Material Plane and the otherworld established a research station here in 3943 RM, where the <u>GARROS-PISTOME HORIZON</u> – a hypothesis where mortals might traverse from the Material Plane to the Otherworld through mundane means – is studied.

LIMOGEN: Set. City in the east of AZAZEM, leading to the EDEN NU pass across the OTHACHA Mountains into KORACHAN. Outside the city are many UMBRA refineries that process umbra piped from KAIRN in the north before piping east to TANTAL, in Korachan. It also lies along the course of the RED ROUTE, and many merchants take the opportunity to refuel their AMBULANTS here (Pop. c. 17,200).

<u>LIMOTH</u>: 1. Dem. '*Limothan*'. Ntn. Independent nation in the east of <u>EASTERN LLACHATUL</u>, between <u>THETIS</u> in the west, the <u>PANTHEON ISLES</u> in the east, and <u>TETHYSIA</u> in the north. It is of a largely subtropical climate, with its southern-most coastlines lined in tropical forests, which give way to sparse woodlands in its c and dry scrubland in the rain shadow

of the <u>KOTHA ICHOLLIGHA</u> Mountains in the far north. Though its coast is humid, its northern-most reaches rapidly become dry, but are prone to severe storms at the onset of Autumn, which lead to flooding and the inundation of the rivers of the VOTH Valley.

Its culture emerged along the fertile Voth Valley in c. 1400 RM from a largely nomadic ancestral people, who were themselves descended from the earlier <u>HADEAN</u> kingdom, which had collapsed by 1154 RM in the wake of the Iron Catastrophies. These nomads spread steadily from the Voth Valley to the west and east over the ensuing centuries and established a stronghold in the city of LIMOTH^(2.) (which would eventually lend its name to the surrounding region), which by c. 1500 RM came to be ruled by plutocrats.

Conflict with the GHAZHARID AUTOCRACY (in the present-day PANTHEON ISLES) dominated the early centuries of Limothan rule, ending with the downfall of the Ghazharid Autocracy in c. 1580 RM, allowing LIMOTH to expand, with a new capital established in the city of LIMOTHEA in c. 1820 RM. The rise in the west of the Kingdom of MINTHA necessitated a strong centralised leadership in Limoth, leading to the rise of its noble class and the eventual unification through marriage and other political wrangling of its noble families, leading to the rise of the LIMOTHAN DYNASTY, with the first King (DATHAE I) crowned in 2471 RM. This Dynasty would expand east over the coming centuries, establishing colonies in the Katobraghan archipelago, which were ultimately lost in 2825 RM to AGUBBRA ESCHA, who established the ESCHAN DYNASTY, which controls the Pantheon Isles to this day.

The Limothan monarchy was overthrown in the wake of its territorial losses, with a new <u>PLUTOCRATIC REPUBLIC</u> being established in 2829 RM. The new republic took a secularist stance and following a bloody religious civil war, worship of the so-called '<u>OLD GODS</u>' was finally abolished in 2895 RM, with all traces of the old religion removed, and its few remaining worshippers fleeing north to the Kotha Icholligha Mountains.

The signing of the MYMEREAN ACCORDS in 2996 RM brought prosperity to the nations bordering the west of the KRYMEA and MYMEREA, with increased sea trade and relations between the member states. Though the withdrawal of TETHYSIA in 3523 RM led to a greater burden on Limoth. The pressures of almost single-handedly having to defend the Accords led to a faction within the Republic secretly working to undermine the government. It succeeded in electing a Supreme Leader in 3573 RM, who ratified the division of its territories into five EMIRATES⁽²⁾, which to this day are ruled by an EMIR⁽⁴⁾. Together the five Emirs form an electoral college to elect a new SUPREME LEADER.

Its people are hard-working and distrustful of large organised religions, following centuries of indoctrination. Extended families living together are the norm, though its larger cities are seeing a change to smaller nuclear family structures. There exists a social divide between the south, which is a more modern in its outlook, and the north, whose people are seen as backwards isolationists by their southern kin. There are few major cities in the north, by unnumbered small secluded settlements made up of rural folk who care rumoured to cling to the practices of the 'OLD RELIGION', which are outlawed in the south. The government has little desire in enforcing its laws in the north and generally leaves the region to self-rule. See Vol III: Extant Realms and Nations.

2. Pol. Geo. One of five emirates of the <u>SECULAR EMIRATES OF LIMOTH</u>, located in the c south of the nation. It is also home to the capital city of <u>LIMOTHEA</u>⁽²⁾. It is the most densely populated state and is the heart of its agricultural industries, centred around the floodplains of the river Atrotha⁽¹⁾.

The other states are $\underline{DEITHO}^{(1.)}$, $\underline{NIMALO}^{(1.)}$, $\underline{OTHOTEL}^{(1.)}$, and UKOLIST.

3. Set. Small city in the c of LIMOTH, just south of the river ATROTHA⁽¹⁾. It was the capital of the first Limothan culture, appearing in c. 1380 RM, and becoming the most influential city in the area by c. 1463 RM. A change in the course of the river altered its fate, and it diminished following c. 1800 RM, and a new capital, called Limotha, was founded along the coast to the south. It remains today, though is of little consequence (Pop. c. 11,300).

<u>LIMOTHAN</u>: *Lan.* Primary language spoken in <u>LIMOTH</u>^(1.), originating in c. 1500 RM. It has much in common with the language of the <u>HADEAN</u> culture that predated the Limothan people who claimed its old territories,

and used its alphabet, but the language has changed considerably since then, taking on many loan words from <u>TETHYSIAN</u> and <u>NEMISHI</u>.

<u>LIMOTHAN DYNASTY</u>: *His. Soc. Pol. Org.* Line of royal rulers of historical <u>LIMOTH</u>⁽¹⁾, which rose in 2471 RM, with the crowning of its first king <u>DATHAE I</u>. This followed decades of political machinations in the region that slowly unified its noble families via marriages, treaties and alliances until Dathae I achieved full hierarchical power.

His household ruled Limoth until 2829 RM, when political unrest following the loss of its eastern territories in the <u>PANTHEON ISLES</u> in 2825 RM led to a civil war that saw the entire royal family and line of succession persecuted, with many individuals, including queen <u>ATHILIA II</u>, executed by republican forces. A <u>PLUTOCRATIC REPUBLIC</u> was instated in place of the monarchy, which lasted until 3573 RM, collapsing after decades of almost single-handedly carrying the burden of the <u>MYMEREAN ACCORDS</u>, following <u>TETHYSIAN</u> withdrawal in 3523 RM. It was replaced by the <u>SECULAR EMIRATES OF LIMOTH</u>, which rules to this day.

<u>LIMOTHEA</u>: 1. Sea. Bay in the north west of <u>THE CONSTELLATIONS</u>, to the south of LIMOTH^(1.).

2. Pol. Set. Capital city in the emirate of <u>LIMOTH</u>⁽¹⁾, in <u>LLACHATUL</u>. It was founded in c. 1820 RM with the intent of being a new capital due to the waning of the pervious Limothan⁽²⁾ capital. It was originally a coastal city, with streets built in a grid pattern, and large fortresses facing north against potential land attack, it is now some miles from the coast, though remains linked to Elyden's seas through the course of the river <u>TUTHA</u>. It is known for its vast granaries and storage yards, where grains and legumes from farther north are stored before being exported (Pop. c. 268,000).

<u>LIMOTHAN CHANNEL</u>: Sca. Narrow strait in the east of <u>LLACHATUL</u>, that divides <u>LIMOTH</u>^(1.) in the west from the <u>PANTHEON ISLES</u> in the east.

<u>LIN GOOL</u>: *His. Ntn.* Early <u>FIFTH AGE</u> nation that dominated the west of <u>EHRENISIAN COAST</u>, in what are today the far north of the <u>VESPERTINE LEAGUE</u>, and the north west of <u>KHULL</u>, between c. -800 and c. 130 RM.

The nation was subjugated by the forces of the tyrant <u>SONI-VAPHRA</u>, which besieged its cities, taking control of them between c. 125 - 130 RM, after which the nation became a vassal, though it was officially dissolved in 338 RM, becoming a part of the <u>THERASHIAN EMPIRE</u>. This act would eventually see the culture and customs of Lin Gool disappear over the coming centuries, as they became supplanted by those of <u>THERASH</u>. See Vol III: Extinct States.

LIN-LII CYRIC, THE CORRUPTED: (B. 3932 RM) Pol. Ruler of <u>UAMEKI</u>, one the <u>FIVE-AND-SIXTY FEUDAL STATES</u> of. The state has, over the last 800 years or-so, been subjected to the subtle corrupting influence of the <u>ATRAMENTA</u>. This corruption is most apparent in the physical appearance of Lin-Lii, who, despite his malady strives to maintain the credibility of his state and fights the abjurations of his fellow feudal-lords.

<u>LINA</u>: Geo. Dry coastal-shelf in the south west of <u>ELAT</u>, in western-most <u>LLACHATUL</u>. The region was submerged until c. 1500 – 2000 RM and remnants of its now-bleached coastal flora remain there.

<u>LINARIS</u>: Pol. Soc. Tribe in the south of <u>MULCIBER</u>, in the <u>GROWING MOUNTAINS</u>, in the north east of <u>SAMMAEA</u>. Its west, south and eastern borders are shared with the north east of <u>PNESSA</u>, and as such it maintains some degree of contact with the tropical nation.

<u>LINCAUR</u>: *Rui*. Blasted vine-encrusted tower in the mountains in the far north of <u>WESTERN LARISH</u>, its debris held aloft by <u>FIRMAMENTAL</u> forces, vines holding onto chunks of the ancient tower. The place is lifeless for miles around, but is rich in flora.

<u>LINDA</u>: Set. Settlement on the island of <u>LINDESS</u> in the <u>FREE-ISLES OF PELASGOS</u> (Pop. c. 11,200).

<u>LINDESS</u>: 1. Geo. Island off the western-coast of the <u>FREE-ISLES OF PELASGOS</u>.

2. Set. City-fortress on the eponymous island^(1.). It is an industrial city and is famed for its typewriters, which are produced by <u>HOUSE APAZETTO</u>, and they are used across the <u>INNER SEA REGION</u> (Pop. c. 33,000).

LINEANDAR: Geo. Smooth rocks dominating the south western coast of AZAZEM for 160-miles. Though many claim it is the result of the diminishing of THE INNER SEA, scholars know that is not the case and that its smooth rocks are wind-carved.

LINEARCH: Int. Soc. Voc. Vocation and common pastime in IO, SALOROC, western SARASTRO and over the past decades increasingly in other parts of the LOW-EMPIRE, in which people attempt to trace their ancestry or the ancestry of their employers to an OTHERWORLDER. This could take one of two forms – either lineage to the otherworlder's MORTAL antecedent, with no links to their eventual rebirth as an otherworlder; or, more commonly, ancestry from the otherworlder itself, making their descendants HALFBLOODS.

The act of tracing such a lineage is difficult, far more so in the case of the former, and is only made possible through the diligent records of previous generations of linearchs who meticulously record any otherworlder sightings and who also travel extensively, interviewing people researching previous records. By their very nature, most otherworlders have at best a tenuous link to their mortal life, and most typically have no direct link other than what their rapidly degenerating memories may betray, and many otherworlders encountered upon the MATERIAL PLANE are centuries of millennia old, with no recollection whatsoever of their mortal life, making the last of tracing their mortal lineage tedious and largely thankless.

Those few linearchs who fulfil their dream of successfully tracing their bloodline to a mortal who later became an otherworlder lose themselves in the discovery and spend their lives attempting to chronicle the travels and exploits of the otherworlders. Fewer still meet the otherworlder, as they may be born on the other side of <u>ELYDEN</u>. At this point, those who are not already employed by the <u>OFFICE OF LINEARCHS</u> may be recruited, after which they will spend their days researching said otherworlder in an attempt to fill in as many blanks as possible.

LINEARCHS, OFFICE OF: Voc. Org. Extra-governmental organisation based in the city of <u>BAESHA</u> in <u>IO</u>, whose members are known as <u>LINEARCHS</u>. They spend their days cataloguing <u>OTHERWORLDER</u> sightings and listing their lineages – both <u>OTHERWORLDLY</u> and <u>MORTAL</u> – in a great directory – known as '<u>THE OTHERWORLDERS' LISTING</u>' – that goes back millennia to c. 800 RM and which has been added to over the years as new discoveries are made.

The Office maintains branches in various region across <u>ELYDEN</u>, including the <u>HIGH-</u> and <u>LOW-EMPIRES</u>, <u>PARTHIS</u>, <u>ALMAGEST</u>, and other regions, in particular <u>GÂTHA</u>, whose large <u>HALFBLOODED</u> population is an asset in their search.

Office agents attempt to catalogue the lineages of as many otherworlders as possible, listing both their mortal and otherworldly bloodlines, and, in the case of the latter, the idiosyncrasies and abilities that their halfblooded progeny can be expected to show with each passing generation. When news of an otherworlder rebirth emerges the Office of Linearchs is quick to act on it, sending agents to investigate the event in the hopes of meeting the otherworlder itself, whose nascent form may yet remember details of its mortal life.

Their work is invaluable to civilisations across Elyden, though despite their diligent work, the linearchs' work is largely thankless, with most otherworlders remaining unidentified and even those whose lineages are traced remaining mysterious figures with large gaps in their histories.

LINHEN: Set. Major city in the far south west of RAONGEN (2.), just upstream of the mouth of the river GARAILI. It is a major port, and various vessels pass through its excise gates on the way to the capital, bringing all manner of goods to the city. It is also the centre of exports – with produce from across Raongen being moved to the city before being shipped to major ports across ELYDEN (Pop. c. 218,000).

LINTASOU: Set. Small city in the west of PARAIYA (Pop. c. 17,200).

<u>LINTEA</u>: Rui. Cyclopean ruins on the edge of the shelf of <u>ISTHA</u> in <u>SOUTHERN SAMMAEA</u>, overlooking the west of the <u>SEA OF KRIHIEK</u>. It is thought to have been a mausoleum, carved from the submerged rock millennia past by possibly <u>MERILLS</u> or another subaquatic race.

<u>LINYOON</u>: *Set.* City in the c south west of <u>KREM</u>. It is known as a centre of manufacturing (Pop. c. 40,000).

LIOMA: Rvr. Coastal wetlands in the c-south east of ELAT.

LION HERESIES, the: Pol. His. Civil war that shook the ancient NATHI KINGDOM that dominated the region surrounding the TORRENT OF KARROCK (encompassing what are now VENTHIR, the east of NARTHEL, east of SARASTRO, west of CUTH, and most of TZALLRACH and the lands

that made up what is now the east of the <u>DARK SEA</u> and the <u>BROKEN LANDS</u>, which at the time was all land).

The Nathi kingdom was one of the first large civilisations to rise in the wake of the <u>WAR OF SCOURGING</u> that marked the end of the <u>FOURTH AGE</u> and the <u>FADING</u> that followed. The nation rose quickly, and dominated the shores of the <u>IAPETAN</u> and the Dark Sea, but the land became the target of a charismatic self-professed '*Lion Prophet*' in c. -300 RM, who created a schism in the kingdom, empowering slaves and serfs, which revolted in the north. This led to a powerful civil war now known as the Lion Heresies, which eventually caused the shattering of <u>NATH</u> in -190 RM. The nations of <u>VENATH</u> (now Venthir) and Tzallrach would eventually rise from its ruin.

LION KING, the: see LABAISINGH THE STRONG.

LION'S MAW, the: Mil. Str. Fortress carved from the pinkish granite of a natural mesa in BA'AKH overlooking the strait between the SEA OF ETHA and the DAARKEN GULE. The Lion's Maw area was settled as far back as c. -1500 RM, when ASADEAN slaves fleeing the LACER ENCLAVES in the SHIBOTHA Mountain settled the caves of the region. The caverndwelling culture that emerged there had largely died out by c. -1400 RM, their descendants instead populating the region around the mesa known now as the Lion's Maw. Over the next centuries they hollowed out the mesa, adding intricate citadels to it later, though the people are thought to have disappeared around the same time that SVATHI migrations south from AMNATH began arriving in the region in c. -1250 RM.

The Maw is riddled with hewn passages and chambers, and part of it now serves a monastery to the <u>UNDYING MACHINE</u>. It is famous amongst the literati for the ancient bas-carvings known as the <u>ASADEAN MURALS</u> that depict what is interpreted to be the Undying Machine and the <u>LEADEN THRONE</u>, some almost 1,400-years before the <u>ARCHPOTENTATE MALICHAR</u> constructed the throne in <u>DAEKYN</u>.

In 446 RM the empty passages were appropriated by a knightly order; an offshoot of the <u>ADUMBRAESKI</u> of Ba'akh who combatted abuse of the <u>ATRAMENTA</u> from the fortress they built there.

<u>LIONHOME</u>: Lan. Soc. Common name for <u>TZALLRACH</u> (native name <u>CHAR MÂTHI</u>) in <u>LLACHATULI</u> lands outside of the <u>KORACHANI EMPIRE</u>. The name honours of the lands' strong history with lions and its heavy use of leonine iconography in its art, though is considered derogatory by most Tzallrachi.

LIONHUNT: Soc. COMING-OF-AGE RITUAL in TZALLRACH, where young men would traditionally leave their tribe and spend a week in the wild. Together, they would hunt a lion to prove that they can work together and serve their tribe. As numbers of wild lions have dwindled in the region this tradition has fallen out of favour, and has been replaced by a longer trek that teaches self-sufficiency, and cooperation. The trek ends with the hunt of a large herbivore, which will feed them for the return home.

LIORA DATHEN: f. Pol. Edu. Per. (B. 3955 RM) Prominent educator and polymath, and currently chair of the <u>COUNCIL OF MERIT</u>, the governing body of <u>KEPHUAAN</u>.

<u>LIORNIS</u>: Pol. Soc. Ind. <u>PATRICIAN</u> <u>HOUSE</u> with a large presence in financial institutions across the <u>INNER SEA REGION</u>. See Vol II: Patrician Houses.

<u>LIOT</u>: Rui. Ancient city in what is now the west of <u>IO</u>, thought to date back to the earliest days of mortal dominance in <u>ELYDEN</u>, possibly as far back as the <u>SECOND AGE</u>. Little remains now of the ancient city and what ruins can protrude from the earth have been stripped of any echo of civilisation or culture.

<u>LIP OF ALLIS</u>: Geo. Rocky feature in the west of the <u>ILLIGARHI</u> Mountains, in <u>TEMUIA</u>, west of the <u>GREATTOWN</u> of <u>VALGHAR</u>.

LIR: Rui. ENAELLISH ruins in the east of extant LOEGRESS^(1.). The settlement was abandoned in c. 2710 RM following the BATTLE FOR BRYNFAEL after Enaellon was absorbed by Loegress and shifting interior trade routes left the settlement isolated. Its shell has been largely reclaimed by nature and little remains now of its structures save vine-strangled foundations and moss-covered arches.

<u>LIRACHAN</u>: Ind. Set. <u>MANUFACTORY</u> settlement in the south of <u>SUMA'YA</u>^(1.) specialising in the production of food and <u>DROSS</u> that's

pumped east to the capital in Suma'ya $^{(2)}$. The settlement was once one of the largest cities in <u>KORACHANI</u>-controlled <u>BA'AKH</u>, though dwindled in size following a large earthquake there in 2699 RM. It was abandoned fully following the <u>DOMNITORS</u>' departure in 3097 RM, though was repopulated in 3326 RM, its only manufactories restored to working use. Today it forms a part of the <u>SALT ROAD</u> (Pop. c. 10,000).

LIRAET: Pol. Set. The capital of TARTAK since 2064 RM, following a decade of strife after the abandonment of SHER in 2053 RM. Liraet was a small town that began to receive many refugees from across Tartak following the corruption of its land due to the ATRAMENTA and the poisoning of the river KHARAD. This was due to its waters, fed by the river LLIRA, remaining pure. It steadily grew over the years until it became the largest city in Tartak and the centre of its great temple tradition, which was culled in the wake of Parthisan subjugation in 2032 RM.

Today it is home to the Parthisan administration — a sprawling conurbation made up of the residences of governors and diplomats at the centre of which is the great hall from which Parthisan administrators rule the vassal state.

In 3772 RM the city was successfully linked to the city of \underline{VRENA} via the complicated technarcane engine known as the $\underline{SPATIAL}$ GATEWAY, and within a few decades mortals were able to use it for near-instantaneous travel between the two settlements, revolutionising travel and trade between the parent state and Tartak. It also forms a major stop along the \underline{SALT} ROAD, serving as the last major city before the route continues west into the Free Land of TRINITANIA^(1.) (Pop. c. 1,800,000).

<u>LIRAM</u>: Set. City in the east of <u>VENTHIR</u>, north of the <u>SHANA</u> Highlands⁽²⁾, along the banks of the river <u>HESAS</u>. It is home to a major <u>CHAPTER</u>⁽²⁾ of the <u>WHITE LEAGUE</u> (Pop. c. 18,200).

<u>LIRAQAM</u>: Geo. Rocky mountains in the north of <u>PNESSA</u>, east of the <u>TATRASAN</u> Mountains and the border with <u>RHINOCOLOURA</u>. The mountains are noted for their crumbly surface and loose boulders.

LIRIN: Set. Fortified city in the c south west of ESHIR^(2.), to the south of river GHATA. It was the stronghold of the FARISÛN kindred and later became the centre of the ancient ASSERIAN culture from which Eshir would later emerge, and was for many centuries home to a prized GODSTONE, which was responsible for the unification of the various kindred states of Asseer under the banner of DRERLLATAR FARISÛN in c. 1620 RM. The city prospered under his control, becoming rich by taxing its vassal cities. An intricate system of fortifications, bastions and redoubts were erected around the city, and a well-trained cadre of ATRAMENTIST—paladins were entrusted with its defence.

Following his assassination in 2175 RM and the eventual loss of the godstone, Lirin experienced a time of waning, with its fortresses falling into disrepair. It remains a thriving city today, though it never regained the heights of its time as throne city of Asseer. Today it is a major producer of <u>ADI BIEL</u> (Pop. c. 33,000).

LIRREI: Set. Settlement in the north of the <u>TEMPLAR STATES</u>, in the region of <u>AVVIRAM</u>. Its main industry is agriculture, specifically the growing of the <u>TSAMMA</u> plant. It has a long history, and dated back at least 2500 years, when it originated as a fishing village, though it is now many miles from the present coastline, due to the lowering of sea levels (Pop. c. 4,700).

<u>LIRUNGA</u>: Set. Settlement in the west of <u>RHEA</u>, known for its aluminium mines, which are the main industry of the nation (Pop. c. 5,000).

<u>LISA</u>: Mil. Str. Major fortress in the far south east of <u>LYRIDIA</u>. The fortress has grown since the encroachment north of <u>TAMARAN</u> territories and now serves as a hub to troops who main task is now to provide safe passage to the many merchants that travel north into eastern Lyridia along the western-most reaches of the <u>GREAT ROAD</u>.

LISASSA: Sea. Sea dividing the KORACHANI PENINSULA from PELASGOS.
Though largely sterile, some regions, particularly along the eastern coast of Korachan still support marine life.

LISC: Int. Geo. Fantastical region in the east of OKKHAM, characterised by gigantic geometric stone and metal shapes, as though they were dropped from a height and allowed to rest for millennia. Today many are weathered and collapsed, and all are overgrown, in many cases with dozens of feet of earth and soil above them, above which are trees and

epiphytes obscuring cavern-like entrances to the negative spaces between the blocks.

The region is rife with wildlife, both flora and fauna though it is otherwise uninhabited by large mortal settlements.

Little is known of the origins of the region though it is largely unanimously accepted that it is the product of a <u>DEMIURGE'S</u> actions.

<u>LISEDI</u>: 1. Geo. Island off the western-coast of <u>TZALLRACH</u>. It is the western-most territory of Tzallrach.

2. Mil. Str. Island-fortress in the far west of TZALLRACH, guarding the waters of the SEA OF VENTA. It is the western-most inhabited area in Tzallrach.

<u>LISITHAR</u>: *Rui*. Abandoned <u>KORACHANI</u> nickel mine and refinery in the west of <u>TARTAK</u>, along the southern banks of the river <u>KHARAD</u>, abandoned in c 965 RM.

LISQI: Sec. Small city in the south of RAONGEN^(2.). It has the remains of ancient fortresses though these are antiquated and no longer of any use—indeed, most have been repurposed. Today, many people live in small structures that have been built into these old bastion walls, and various businesses are not located on the old ramparts. Its main industry is the cultivation of wyrdwort, which is used in funerary rites across Raongen, and fields of the herb surround the city for miles around (Pop. c. 13,800).

<u>LISRA</u>: *Mil. Str.* Hill fort in the c of <u>PELASGOS</u> that guards the capital of <u>OCTIRA</u>, 55-miles to its north west.

<u>LISS</u>: Rui. Buried city located in a fen in the north west of <u>KHULL</u>, thought to have been founded by witches in the early <u>FIFTH AGE</u>. It lies ruined today, rotting and abandoned, half eaten by the surrounding land.

<u>LISSA</u>: Rvr. River in the south west of <u>ALLASAN</u>, flowing for 300-miles west from sources in the south of the <u>SOLON HIGHLANDS</u> before emptying in the <u>SEA OF AZAM</u>.

<u>LISSUS</u>: Set. Fortified city in the south of <u>ALLASAN</u>, along the course of the river <u>LISSA</u>, 50-miles from the coast. It is one of the oldest permanently settled places known. Its history goes back to at least -2000 RM, where it was a coastal city and satellite of a larger, now ruined citystate, <u>SITHIA</u>. Today it is far from the coast but it forms a part of the <u>RED</u> <u>ROUTE</u> (Pop. c. 33,500).

<u>LISTRAN</u>: Set. Coastal settlement on the island of <u>ESTHET</u> in the west of the <u>MAIDEN ISLES</u> (Pop. c. 5,000).

<u>LITACZH AESAMAY</u>: *Geo.* The south western-most coastline of <u>OKKHAM</u>, overlooking the <u>SEA OF LETHEA</u>. The coastline stretches for some 250-miles and is renowned for the algae that infest its waves and shore, glowing a deep purple. What little research that has been made into the nature of the algae has indicated the source of their natural luminescence is the amnesic waters of the Sea of Lethea.

<u>LITANI</u>: also 'the Ghost Mounts'. Geo. Rough mountain peak in the south of <u>TZALLRACH</u>, north of the <u>HEBAT</u> Mountains. It is base is known for its strange root stacks, created through wind erosion and the roots of long-dead dead plants that hold together pillars of soil, after which ancient Tzallrachi burial mounds are fashioned.

LITARGIS: Alc. Set. Settlement in the south west of <u>SKAROS</u>. Once coastal, now land-locked for 2-miles, the settlement was once a major centre of <u>ALCHEMICAL</u> research in the early days of the <u>FIFITH AGE</u> and is thought to have been built over the ruins of a far older <u>FOURTH AGE</u> alchemical college. It remains a presence of Skarosian alchemy to this day (Pop. c. 3,900).

<u>LITAVIE</u>: Set. Settlement in the c of <u>KOMMEA</u>, between the <u>AREDUINN</u> forest in the north and the <u>ALUSIDAE</u> plains in the south (Pop. c. 6,000).

<u>LITERATI</u>: Sing. 'Literato'. Edu. Soc. Rnk. Learned folk, scholars, academics and intellectuals of the <u>KORACHANI EMPIRE</u> and other regions around the <u>INNER SEA</u>. Though the unschooled slaves and <u>HELOT</u> masses make up the vast majority of the imperial population (c. 90%), those that are born into <u>PATRICIAN</u> families or who overcome the odds and work their way up from the filth of common life may be considered Literati, depending on their vocation – for instance; a helot who runs errands for a scribe may, over the years, learn to read and write, and if conscious enough of the workings of freedom, may save enough bits to buy himself out of employment. Though a literate <u>FREEMAN</u>, he would not be considered a literato unless he later becomes a scholar or sage.

<u>LITH</u>: Set. Settlement in the far north of <u>LLACHATUL</u>, forming part of a loosely allied people who populate the region around the northern <u>POLAR CIRCLE</u> in <u>THE VORANDINE</u> (Pop. c. 5,800).

<u>LITHIC PERIOD</u>: *Pol. His.* Period in the history of <u>IO</u>, between c. -500 – 128 RM. it is characterised by troglodyte settlements, its people were ruled by a caste of mystics known as <u>DIAKONIKS</u>.

<u>LITHIST</u>: Sup. Rnk. <u>SPHERE</u> of <u>FIRMAMENTISM</u>. Such <u>SHAPERS</u> have mastery over the earth and rocks. See Vol IV: the Materia Omna.

LITHOGLYPH: Art. Soc. form of stone art, akin to hieroglyphs though more elaborate and artistic, found in the east of <u>THE OLD FOREST</u>, and in the west of <u>VÂRR</u>. It is descended from early <u>FIFTH AGE</u> neolithic cultures, usually found in caves or standing stones.

<u>LITHOZOA</u>: also 'stone jellyfish'. Fau. Floating jellyfish-like creature, native and tethered to lands in <u>MENISCEA</u> where gravity has been altered by the <u>FIRMAMENT</u>. Their bodies are adapted to this phenomenon and float in the air. Their heads are calcified and lack the pulsating motion of their seaborne, though they possess long slender fleshy tendrils covered in a sticky substance that's used to trap insects and, in some cases, even small birds that are slowly digested. See Vol II: Classification and Taxonomy of Life

<u>LITHRAS</u>: Set. Small fortified settlement in the north of the tribe of <u>TATRAS</u>, in the c south of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 4,000).

LITHUROVEA: For. Expansive area of lush rainforest dominating the southern coastline of LIMOTH(1.). The rainforest has been whittled down over the millennia, and is less dense than it once was, though its overall area has not been greatly impacted through conservation efforts and 'ethical' logging, though the increased sparsity of its tree-cover has resulted in settlements and workers encountering various fauna that would otherwise have only been rarely encountered.

<u>LITHODONT</u>: Sup. Geo. Gigantic teeth-like formations that are common in the region of <u>LITHODONTEA</u> and, less commonly, in other <u>FIRMAMENTALLY TAINTED</u> regions in <u>TULURKRYPH</u>^(2.).

LITODONTHIL WASTES: also 'Lithodontea'. Int. Sup. Geo.

FIRMAMENTALLY TAINTED region in the c south west of MENISCEA, in the c west of TULURKRYPH^(2.), overlooking the northern-most reaches of the SEA OF IPERIA. It is famed amongst explorers for being a region similar to the FLAESCUS of KHARKHARADONTIS, yet inherently different, as one would expect of the FIRMAMENTAL HEMISPHERE.

It is most renowned for its sun-bleached rocks and bleached sandy landscape that is broken up by mesas made up of a porcelain-like stone that gives them the appearance of gigantic teeth, for that is what they are. These so-called LITHODONTS are tough but can be broken, and over time are prone to decay, growing dark and brittle, slowly eroding and emanating a foul stench that attracts vermin and scavengers. As old lithodonts crumble away, new ones are slowly pushed out from under ground over decades in an endless cycle. There is evidence that ancient mortals used the lithodonts as resources, but the Firmamental taint of the region is now too severe for anyone to spend any degree of time there without artificial or MAGICKAL protection.

There is no explanation for the strange growths, and the inimical atmosphere surrounding the region has prevented any major study or examination from taking place in the <u>FIFTH AGE</u>, though it is postulated that the region may lie atop a <u>DREAMSCAPE</u> of otherwise unknown nature.

<u>LIVIAD</u>: also '*Livyad*. Ast. The fourth of seven known <u>PLANETS</u> orbiting the star <u>SOR</u>. Its mean orbital distance from Sor is 140,000,000-miles and has an estimated diameter of 9,200 miles.

It is considered the fourth of the <u>INNER PLANETS</u>. We have discovered much of this planet over the years through the use of aided <u>FARSIGHT</u> and powerful telescopes, including an atmosphere covered in vaporous clouds and a surface that is covered in continents and oceans, much like Elyden. It has one known satellite, <u>TANA</u>.

Some scholars believe that its atmosphere is capable of supporting MORTAL life and many astronomers, SHAPERS, and TECHNARCANISTS alike have dedicated their lives to studying this planet, with the hopes of one day being able to observe it from much closer. See Vol II: Planets and Satellites.

<u>LIVIALEN</u>: *Cal.* In the <u>KORACHANI CALENDAR</u>, the fourth month of twelve, comprising 30-days. It is named after the <u>PLANET LIVIAD</u> and is considered the first of three months of spring. See Vol II: Months and Lunar Cycle in Elyden.

LIVING NIGHTMARE: Rel. Dei. Deity worshipped by the people of the CARCHEMISHI PENINSULA (1.) between c. 500 – 1800 RM. The entire world and all its contents were considered the nightmare of this deity, which was otherwise utterly indifferent and uncaring of the denizens of the mortal plane, and whose purpose, if indeed it had one, was unknowable and wholly alien.

A schism within the cult after c. 1500 RM would eventually lead to its downfall and the rise of another religion that survives to this day as the main faith of the people of \underline{BANT} and $\underline{KULIGALA}$, known as the \underline{CHURCH} OF THE NEPHILIM. See Vol IV: Deities and Pantheons.

LIVING NIGHTMARE, CULT OF THE: Rel. Dre. Religion prevalent in the <u>Carchemishi Peninsula</u>(1.) between c. 500 - 1800 RM, and eventually superseded by the <u>Church of the Nephilim</u>. Members of the cult believed that <u>Elyden</u> and all of existence was the nightmare of a dying deity, and that mortals and all that they had created were just a part of that nightmare. They believed that there was no such thing as free-will, that all actions were just a minute part of the nightmare being played out, in a deterministic way.

<u>DREAMSCAPES</u>, then less common than they are today, were regarded as glimpses into the thoughts of the <u>LIVING NIGHTMARE</u>, who was otherwise regarded as unknowable. Fanatics of the cult would seek out such lands, sometimes travelling across Elyden in the hopes of gaining some form of insight or gnosis.

The emergence of the <u>PHOBIAN WASTES</u> in the far south east of <u>KULIGALA</u> in c. 1500 RM led to a schism within the cult, with many believing that the newly-emerged wastes were the Living Nightmare trying to make contact with the mortals. Others refuted this, claiming it was an overly-romanticized view of a deity that was utterly indifferent to mortals and wholly unknowable to them.

Many travelled to the wastes with the goal of subjugating themselves to its conditions in the hopes of receiving visions, which they interpreted as messages from the Living Nightmare. These would be disseminated across the Carchemishi peninsula, eventually becoming the backbone of a new religion that recategorised the Living Nightmare as a pantheon of ancient incorporeal beings known as the MEPHILIM. This new religion would eventually supplant the Cult of the Living Nightmare and by c. 1800 the latter would be regarded as extinct by most theologians. See Vol IV: Religions and Cults.

LIVING PSALMS: Flo. The trees of the FOREST OF PSALMS. The bark of these trees is carved with psalms from the BOOK OF RACHANAEL, serving as living prayers.

LIVYAD: see LIVIAD.

LIVYATHA: Rui. Ruin on the island of IANESS off the western-coast of the FREE-ISLES OF PELASGOS. It was capital of the Free-Isles until an earthquake caused by MT. METHOSS destroyed it in 3708 RM, after which the capital was moved to HELLOS.

<u>LIVYATHAN</u>: *Mil. Rnk.* Class of warship active within the <u>KORACHANI</u> navy.

<u>LIZASH</u>: Geo. Uninhabited island around 70–miles off the southern coast of <u>NAARETH</u>.

LKONAL: Rel. Set. Temple-city in AHOPAH. It is known for its large stepped minareted temples with stepped causeway leading down coastal cliffs to water. In recent years the water's retreat has necessitated the restoration and construction of new stairs (Pop. c. 8,000).

LKOR: Sea. Deep narrow creek in the east of the <u>HENDECARCHY</u> of <u>HATON</u> in the north of <u>MALAN</u>, forming an extension of the <u>BAY OF UROSA</u>. The creek penetrates some 150-miles deep into the Hendecarchy, at the end of which now lies is the city of <u>VALA</u>⁽²⁾. The river <u>METIGLEA</u> empties into the creek.

<u>LLACHATRA</u>: 1. m. Myr. His. Per. In the mythologies and ancient histories of <u>ELYDEN</u>, a <u>SCION</u> and son of <u>SHIBBOLETH</u> and <u>AVRAHAM</u>, and halfbrother of <u>ENNEI</u>, after whom the continent of <u>LLACHATUL</u> is named. Little is now remembered of him, but the <u>MYTHOLOGIA ELYDEN</u> mentions him as a prodigious traveller who greatly enjoyed the company of <u>MORTALKIND</u> and is believed to have sired many dozens of children across Llachatul and beyond, many of whom, including *, are documented as having accompanied on many of his travels. See Vol IV: Scions, Children of the Gods.

2. Pol. Set. Capital of THE VORANDINE (Pop. c. 400,000).

LLACHATRAN: Lan. Language widely spoken in THE VORANDINE. It is a more recent language to appear in the region than the older ENARRENDI tongues, and is thought to be heavily influenced by RAONGEN⁽²⁾ as well as having taken on some technical KORACHANI words from colonists that failed to settle in the region in c. 1550 RM. Following the rise to power of the UNITED VORANDI COUNCIL, Llachatran was pushed as the only official language, with the older ENARRENDI tongues discouraged from being used in a bid to render them extinct. See Vol II: Languages.

LLACHATUL: Dem. 'Llachatuli', lit. 'land of the north'. Geo. One of four main continents in ELYDEN, named after the scion LLACHATRA, dominating the north of the NEAR HEMISPHERE. The continent is the second-largest in Elyden (after SAMMAEA) and is home the KORACHANI EMPIRE, RAONGEN⁽²⁾, GNOTH, MALAN, and the SOCIALIST REPUBLIC OF ALMAGEST, amongst others. Alongside the north of SAMMAEA it is considered as the cradle of the civilised world in the FIFTH AGE OF MORTAL LIFE.

Llachatul is often divided into three by geographers — <u>WESTERN LLACHATUL</u> (also Gnothi Llachatul), <u>CENTRAL LLACHATUL</u> (also Korachani Llachatul), and <u>EASTERN LLACHATUL</u> (also Tethysian Llachatul), with the divisions occurring along the <u>STRAIT OF SKAROS</u> and the <u>ARGENT</u> Mountains respectively.

LLACHATUL, CENTRAL: also 'Central Llachatul'. Geo. So large is the continent of LLACHATUL that it is often divided in three subcontinents by geographers, WESTERN LLACHATUL, Korachani Llachatul and EASTERN LLACHATUL. Though the borders of these three divisions differ (geographers and politicians have different interpretations, for instances), Korachani Llachatul is most commonly considered to encompass nations that lie east of the STRAIT OF SKAROS and west of the ARGENT Mountains.

<u>LLACHATUL</u>, <u>EASTERN</u>: also 'Tethysian Llachatul'. Geo. So large is the continent of <u>LLACHATUL</u> that it is often divided in three subcontinents by geographers, <u>WESTERN LLACHATUL</u>, <u>KORACHANI LLACHATUL</u> and Eastern Llachatul. Though the borders of these three divisions differ (geographers and politicians have different interpretations, for instances), Eastern Llachatul is most commonly considered to encompass nations that lie east of the <u>ARGENT</u> Mountains.

LLACHATUL, WESTERN: also 'Gnothi Llachatul'. Geo. So large is the continent of LLACHATUL that it is often divided in three subcontinents by geographers, Western Llachatul, KORACHANI LLACHATUL and EASTERN LLACHATUL. Though the borders of these three divisions differ (geographers and politicians have different interpretations, for instances), Western Llachatul is most commonly considered to encompass nations that lie west of the STRAIT OF SKAROS and the SEA OF APHOTIS.

<u>LLACHATULI DIVIDE</u>: Geo. Continental divide dominating most of the south of <u>CENTRAL LLACHATUL</u>, this continental divide stretches from the far south west of the continent, for over 15,000-miles to the northern coast of the <u>IAPETAN SEA</u>.

<u>LLAITORR</u>: Set. Major coastal city in the west of <u>ALBASSITA</u>. It is home to a large monastery (Pop. c. 68,000).

<u>LLAL</u>: Set. City in the north east of <u>AETHIOS</u>, known for its many granite quarries. It has many master sculptors and stonemasons, who pass-on time-honoured methods and expertise to their children. Statues and carvings of their design find their way across Aethios and beyond (Pop. c. 16.500).

<u>LLAMI</u>: Geo. Cave-system in the c south of the Kritarchy of <u>SERROK</u>, with tunnels that lead to the <u>PRISON CARCERI</u>.

<u>LLAT</u>: *Int. Rui.* Expansive ruined city in the c north west of <u>NASTAL</u>⁽²⁾. It was a thriving metropolis and the capital of Nastal, its lush terraced gardens watered by the legendary <u>CISTERNS OF CONSANIS</u>, that were regarded as a wonder of <u>MORTAL</u> engineering. The city was destroyed in 3923 RM by the <u>BASILEAN SHAPER KALLAIR PHAER</u> who unleashed an

uncontrolled blast through the <u>LIGHT UNDYING</u> that tore through the city like a monolithic explosion that is said to have lit the night sky like midday. The city was levelled, collapsing into its deep wells and cisterns, leaving a deep crater filled with fused glass and the debris and remnants of its once wondrous gardens and tiered tower blocks. The city's population at the time was over a million, almost all of which died in the tragedy, which left a horrible scar on the nations' collective memories, from which the nation is yet to recover.

Though some have proposed rebuilding the city or erecting a monument to the many who died there, it remains untouched to this day, an open wound on the surface of <u>ELYDEN</u>, the <u>FIRMAMENTAL</u> energies unleashed by Phaer still too strong for mortal life to survive there.

<u>LLANA</u>: Pol. Soc. Bus. <u>PATRICIAN HOUSE</u> with many <u>UMBRA</u> extraction plants across the <u>KORACHANI EMPIRE</u>, including <u>PELASGOS</u> and <u>LYRIDIA DHAI</u>, amongst others. See Vol II: Patrician Houses.

<u>LLAR</u>: *Mil. Str.* Fortress in the far south of <u>ERET</u>^(2.), protecting its southern border with the <u>BAKHRAN STATES</u>.

<u>LLARON</u>: Set. Fortified city along the <u>IVORY ROAD</u> in the c north west of <u>THE SURRACH</u>. It is known for its large enamelled tin urns which are filled with water and used by the many caravans stopping there (Pop. c. 33.500).

<u>LLAVA</u>: Mil. Str. Fortress in the west of the <u>TEMPLAR STATES</u>, guarding the border west with <u>KHULL</u>. Most traffic between the two states passes under its wide double gates, which tax trade moving into its territories.

LLAZGQUR: Pol. Set. Capital city of ARERAQTH, in the far north east of EASTERN LLACHATUL. It has a huge footprint and is located along an area of badlands, with districts and structures occupying various mesas and formations, which are linked by many parge bridges. The highest mesas are reserved for temples, statues and homes to the rich, which are decorated with lush hanging gardens. The canyons and valleys between them are slums and homes to the lower classes. Its dominant feature is a statue of (Pop. c. 3,000,000).

<u>LLCYSHIS</u>: Geo. 75-mile-long depression in the north east of <u>KHURAUR</u>, close to the border with <u>TARTAK</u>. The whole region lays on <u>DUSTSTONE</u> foundation, resulting in many small sinkholes and slot canyons, of which this is by far the largest. The area is shunned.

<u>LLIQUITH</u>: Set. Major city and region in the north west of <u>SAMMAEA</u>, to the north west of the <u>SANTOREAN</u> Mountains. The lands it controls are rich in mineral ores and their main industries are mining and rearing of livestock (Pop. c. 120,000).

<u>LLIRA</u>: Rvr. River in <u>TARTAK</u> flowing south and then east for 455-miles from sources in the south of the <u>HETHA</u> Massif and the north of the Numanean Mountains, before meeting its parent, the river <u>KHARAD</u>. It is largely free of pollution or <u>ATRAMENTAL TAINT</u>, and is home to the <u>WHITE FORTRESS</u> of Tasalagor, headquarters of the <u>WHITE LEAGUE</u>. The land surrounding the rivers is densely populated with many settlements, mostly rural.

<u>LLMAR</u>: Set. City in the region of <u>GOROR</u> in the east of <u>MULCIBER</u>.

<u>LLORTHA</u>: Rvr. Large river, 550-miles long, flowing west from the <u>EKALSCA</u> Mountains in the east of <u>LAASKHA</u>. It is the longest river in Laaskha and also its least polluted. There are many small settlements along its banks, the largest of which is <u>ALAAN</u>.

<u>LLURAN WASTES</u>: Also '*Llura*'. Geo. Badlands in the south of <u>JURRAS</u>⁽²⁾, bordering the north west of <u>KARAKHAS</u> and the north of <u>KHURAUR</u>. The region is largely uninhabited.

<u>LLYIM</u>: m. Sup. Pol. His. Per. (B. 3849 – D. 3951 RM) King of <u>KOMMEA</u> from 3883 RM. He was married to the <u>DEMIGODESS</u> (Daughter of the incumbent <u>GOD-KING</u>) <u>SURHET</u> of <u>TETHYSIA</u> in 3871 RM, cementing a political union between the two nations that had been decades in the making. His crowning of king marked the culmination of this period, with Kommea becoming a vassal of Tethysia.

<u>LLYSHIS</u>: Geo. Geological depression in the north of <u>KHURAUR</u>.

LO BARACH: Lake in the prefecture of $\underline{\text{TERECHANT}}^{(1)}$ in the c of $\underline{\text{HOLOLACH}}^{(1)}$, along the course of the river $\underline{\text{RUAVAR}}$.

<u>LO FARRAVAN</u>: *Lak*. Lake in the prefecture of <u>SONTADRIS</u> in the south of <u>HOLOLACH</u>^(L).

 $\underline{\text{LO HAIVAN}}$: Lake in the prefecture of $\underline{\text{SONTADRIS}}$ in the south of $\underline{\text{HOLOLACH}}^{(1.)}$.

<u>LO HOLVAN</u>: *Lak*. Lake in the prefecture of <u>HOLICHRIS</u>, in the c east of HOLOLACH^(1.). The lake is fed by the river HOLAVAR.

LO RATAR: *Lak*. Lake in the prefecture of <u>HOLOLACH</u>⁽²⁾ in the north of Hololach⁽¹⁾, along the course of the river <u>FATAAR</u>.

LO SAVAN: Geo. Salty endorheic lake in the c south of HOLOLACH^(1.), fed by the river SAMMAVAR. Some centuries ago, the lake was fed by more rivers, which allowed it to flow south west into the SEA OF MARDEN, though following the death of many of those tributaries, the flow of water was became too weak, and it became endorheic, ending far from the coast. Its shores are now lined in saline mud and saltpans which rises in summer.

 ${\color{red} \underline{LO}}$ STAR: Lake in the prefecture of ${\color{red} \underline{SONTADRIS}}$ in the south of ${\color{red} \underline{HOLOLACH}^{(L)}}.$

<u>LO TARACH</u>: Lake in the prefecture of <u>TERECHANT</u>^(1.) in the c of <u>HOLOLACH</u>^(1.), along the course of the river <u>RUAVAR</u>.

<u>LO TRAVAN</u>: *Lak*. Lake in the prefecture of <u>SONTADRIS</u> in the south of <u>HOLOLACH</u>^(1.).

LOAMMI; PROCONSUL OF BAMOTH: (B. 3891 RM) Oth. Sup. HALFBLOOD, FIRMAMENTIST overseer of the ALMAGESTI council of Patricians. He is disdainful of true mortals, though understands their worth.

<u>LOANA</u>: *Pol. Set.* Large city and capital of the kingdom of <u>TOTER</u> in the west of <u>ELALLIA</u> (Pop. c. 78,000).

LOBAHAN: Set. Settlement in the c south of Vârr (Pop. c. 8,100).

LOBKIR: *Rvr.* Major river dominating the west of <u>NÁRTHEL</u>, flowing for 620-miles from sources in the <u>ZAQEN</u>, <u>UEFIR</u> and <u>NACHI</u> Mountains into the <u>STRAIT OF NÁRTHEL</u>. Its course is situated close to many cities and settlements to whom its waters mean life.

<u>LOCUM</u>: PIr. 'locumn' Med. Rnk. Medics and surgeons of the <u>KORACHANI EMPIRE</u>. There are many subcategories, but most concern themselves with grafts and <u>ORTHOSES</u>. Very few care for the common ailments of the under-classes. Normal surgeons who do not concern themselves with the <u>BIOMECHANICAL</u> are called <u>CHIRURGEONS</u> and their patients are drawn almost exclusively from the ranks of the empire's patricians.

<u>LODESTONE</u>: Ele. Crystalline rock that is notable for its magnetic qualities, most common across <u>MENISCEA</u> as the Firmament has an effect in the formation of the stones. <u>GÁTHA</u> was once a centre for its excavation in LLACHATUL.

<u>LODELITH</u>: also 'airberg'. Sup. Geo. Floating mountains common across <u>MENISCEA</u>, particularly close to the <u>TRUE MENISCUS</u>.

LODGE OF THE FIRMAMENTIANS: see FIRMAMENTIAN, LODGE OF THE.

LOEGREAN LUGH: see <u>LUGH, LOEGREAN</u>.

LOEGRESS: 1. Dem 'Loegrean'. Ntn. Autocratic theocracy in the far north east of EASTERN LLACHATUL, situated between the nations ABATTUR, MEHITIEL, KOMMEA, HARITH, and TETHYSIA. It is of a temperate climate, with hot summers and cold winters with short bursts of intense rain, and is of rugged hills and rocky peaks divided by verdant valleys, plains and woodlands, with an undulating coastline dominated by the SEA OF AKRY.

It emerged from the culturally isolated region of <u>PRAETTANIA</u> in c. 2500 RM and has remained relatively isolated since then, drenched in its own myths and legends, paying little heed to the outside world beyond what trade its neighbours might provide.

It was an autocratic hereditary monarchy for over 500 years, from 2612 RM, following the rise to power of the warlord <u>TORRVAN</u> and his unification in 2588 RM of the territories of <u>ENAELLON</u>⁽²⁾, <u>GLYNNED</u>⁽²⁾, and <u>MOTTANIA</u>⁽²⁾; remaining so until the exile of king <u>TRIDUAN</u> in 3142 RM following the divine transmutation of his chief advisor and <u>ARCHSHAPER</u> into the <u>OTHERWORLDER TAELLANNIR</u> three years before. A cult of personality had rapidly grown around her and her followers, who came from all walks of life, began to decry the monarchy for falsely gatekeeping her ascent to living god-queen of Loegress. Sensing the political landscape would only worsen, king Triduan abdicated his position and signed a treaty to pre-emptively nullify any future claims to

the throne by anyone of his bloodline. He oversaw the handing over of feudal lands to the new church – the <u>ORDER OF THE TAELLANNIR</u> – ensuring the nobility were not affected. After this he fled east with his family, into unstable lands following the rebellion that had overthrown the <u>CUNOMAGLIAN</u> tyrants over a century earlier. His granddaughter <u>ARLEIE</u> would go on to establish the nation of Kommea, becoming its first queen.

The enigmatic Taellannir has ruled since king Triduan's exile. Her whose unique transmutation from living MORTAL to glass-like otherworlder quickly saw her rise to status of living deity amongst her subjects. Loegress prospered under her aegis, though its people remained insular (some might say becoming increasingly-so over time), with an influential theocracy forming around the worship of the Taellannir.

In 3919 RM (the 777^{th} year of the Loegrean calendar) the Taellannir abandoned her duties and flew northeast across the Sea of Akry, never to be seen again. Her final words to her court were 'guide my people until the coming of the pale sun'. Some believe that she went north to the White Sheet, though to what purpose remains unguessed at. Expeditions are mounted there every three years to search for signs of her and to make offerings, but all attempts have thus far proven fruitless.

Since then, a line of elected <u>HIEROPHANT</u> regents has ruled in her stead, her <u>AETHERIAL THRONE</u> remaining empty until her expected return. Her people remain hopeful of her return, but as the centenary of her disappearance approaches, fewer and fewer people remain alive to remember her as she once was, and the fevered devotion with which people once worshipped her is also dying out.

The hierophants of Loegress have been close allies of neighbouring Abattur since c. 3920 RM. See Vol III: Extant Realms and Nations.

2. Myt. Leg. Mythical land in <u>PRAETTANIAN</u> legend, after which the nation of <u>LOEGRESS</u>^(1.) was named following the unification of the territories of <u>ENAELLON</u>^(2.), <u>GLYNNED</u>^(2.), and <u>MOTTANIA</u>^(2.) in 2588 RM by the warlord (later king) <u>TORRVAN</u>.

COGOMAMUS: also 'Revenant'. Int. Sup. Fau. Rare vengeful spirit-beasts that manifest in areas of ELYDEN where the OVERLAY between the MATERIAL PLANE and the OTHERWORLD is strong that are formed from the SPIRITS (1.) of those who died amid great bloodshed, massacre and conflict. They are forever bound to that area through their shared tragedies where they slowly amalgamate into a singular bitter creature over centuries or millennia as their negative emotions fester, making the very land they haunt wretched and ill-fated.

They are often attributed with <u>ONEIRIC</u> mastery and are able to terrify nearby <u>MORTALS</u> in their dreams, leaving injuries and traumas that manifest on their physical bodies upon waking.

Various myths and legends surround the Logomamus, who go by many names in different places, and they are even mentioned in the <u>MYTHOLOGIA ELYDEN</u>, where they are referred to as revenants or <u>varakolaks</u> – both of which are restless spirits, sometimes of multiple individuals married together in one vengeful entity. Various passages of the <u>Mythologia Elyden</u> refer to the scion <u>ALLUKAH</u> as being the mistress to <u>varakolaks</u>, with power over them and the ability, should she desire, to put them to rest or agitate them. See Vol II: Classification and Taxonomy of Life.

LOGOAICA: His. Str. FOURTH AGE citadel in the south west of LOEGRESS^(1,), guarding a now-ruined bridge that once crossed the LOGAR canyon. Acting as capital of the citadel is a hand-polished LODELITH that hovers above the structure, its purpose, if any, unknown. the structure is now ruined, though the lodelith remains in place.

<u>LOGON</u>: 1. *Geo.* Mountain-range in the c north west of <u>GNOTH</u>, forming the south eastern-most part of the <u>VAGNOSTAN</u> Mountains. It's eastern face is peppered with ancient hewn temples, all ruined, predating the current Gnothi Republic.

2. See MT. LOGON.

<u>LOGOSH</u>: 1. *Rvr.* River in <u>IO</u> flowing west from the <u>GHOLA</u> Mountains for around 75-miles before emptying into the <u>DAARKEN GULF</u>. The city of <u>ETHRA</u> is built around its banks, around a mile from the coast.

- 2. Leg. Myt. One of two heroes in $\underline{KHARKHARADONTID}$ myth which together are said to have defeated the beast Kharkharadontis⁽²⁾.
- <u>LOGOTHAN</u>: Arc. Arc. Rui. Gigantic granite hand, half-buried in the south of the Wastes of <u>VERMES</u> in the south east of <u>SHAZGIN</u>. The hand is thought to be a remnant of a far larger colossus from ancient times.
- **LOGRASH:** Set. City in the c north of CHEIRA. Its main industry is the mining and refining of silver (Pop. c. 40,000).
- **LOHIEL**: Sec. City in the c north west of OSSIEL. It is a major stop along the EGETAKHAN ROAD (Pop. c. 72,000). *
- \underline{LOI} : Set. Settlement in the east of \underline{CUTH} . Its main industry is silver and lead mining (Pop. c. 5,000). *
- <u>LOKERIM</u>: Set. Major city in the north of the tribe of <u>ORIM</u>, in the far west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is located along the <u>SALT ROAD</u> and is known for its hostels and caravanserais (Pop. c. 54,500).
- LOMATHAA: Pol. His. Relatively short-lived human nation appearing in the middle of the FOURTH AGE OF MORTAL LIFE, in c. -6000 RM around the SALOROCAN peninsula in the present-day north west of Io. Little is known of the civilisation, largely due to the lack of physical remains attributed largely to the many millennia that span its height and the modern age.

The most complete evidence of these people is the ruin of <u>SYMENIA</u>⁽²⁾, which suggests that the people were largely insular and were to eventually disappear through the slavery of <u>PLAGI</u>, though the remnants of its people would eventually become the ancestors of the <u>HAAGENI</u> people who would populate Io and the <u>CITADEL MOUNTS</u>. See Vol III: Extinct States.

- LOMBIDRA: Set. Small city in the c west of SERROK, at the foot of the ASARODON Mountains (Pop. c. 14,000).
- <u>LOMHARI</u>: also '*Port-talk'*. Lan. Trade tongue spoken by merchants and travellers across <u>THE INNER SEA</u>. It is a pidgin of Korachani and Sarastroan. See Vol II: Languages.
- <u>LOMUN</u>: Set. Settlement in the north of <u>VAALK</u>, south of the <u>VORRUN</u> hills located in a fertile region with soil nourished by silt carried north east from the river <u>STORAGH</u>. It is known for its earthy red wines (Pop. c. 1,000).
- LONAR: Pol. Soc. Fourth of the HENDECARCHIES of the FOREST KINGDOMS, located in the south west of MALAN. Its capital is the city of AGLABHA, and it is ruled by the HENDECARCH MIALAD.

It is very rugged and noted for its southern rocky slopes, known as the EGEAHAR. It is the most isolated of the Malani Kingdoms, and is shorn from other kingdoms by the MEMNID highlands. It has seen itself undergo a transition back to a more classical, somewhat feral existence, forgoing modern cultural ideal and structures, much to the consternation of the other Hendecarchies. It is known for its mounted warrior-caste and its ritualised attacks on KHAMID, that are conducted more for sport than any political or economic reasons.

- **LONDRA**: Set. City in the c of CHEIRA (Pop. unknown).
- <u>LONGARLN</u>: Geo. Expansive cavern-system in the south of <u>THE OLD FOREST</u>, along the western-face of the <u>ETMECH'HAD</u> Mountains. There are 3-known cave mouths, with the central one being the largest, known throughout the region for its wide gaping maw.
- **LONGEVITY**: Int. Med. Soc. Though <u>ELYDEN</u> itself is dying and the <u>FIRMAMENT</u> and <u>ATRAMENTA</u> often have a detrimental on health, instances of longevity are not uncommon, particularly amongst the ruling classes, <u>OTHERWORLDERS</u> and <u>HALFBLOODS</u>.

Some beings, such as otherworlders, <u>SCIONS</u> and halfbloods, tend to have lifespans far longer than those of mortals. Many otherworlders have lives that can be measured in millennia, rather than decades and unless killed can live eternally. Halfbloods are known to live centuries if not millennia, though they do die of old age. With each passing generation and the thinning of its otherworldly ancestors' blood, a halfblood will have a shorter lifespan, and being closer in physical appearance and character to the dominant mortal race in its ancestry.

Mortals born of unions between such creatures (children of scions, for instance) may find their lifespans prolonged in unique ways. More common are those who extend their lives through artificial means, such as drugs, <u>ORTHOSES</u>, <u>SHAPING</u> or <u>TECHNARCANA</u>. Such individuals can find themselves living lives measured in centuries rather than decades,

though their humanity is often for saken as a result, as is touched upon in the $\underline{\mbox{ELLUNUR PARADOX}}.$

The effects of such long lives are difficult to quantify, though it is known that otherworlders and many halfbloods are melancholic creatures. It is not known, however if there is a correlation. Some who live so long seek out their descendants, many of which have no knowledge of their timeless ancestor, though being able to trace ones future relatives is no easy task.

- <u>LONIA</u>: Set. City in the west of <u>SARASTRO</u>, at the mouth of the <u>BLACK RIVER</u>. The city is relatively small due to the <u>ATRAMENTAL TAINTED</u> of the river water, through it maintains siphon engines to purify what it can (Pop. c. 19,000).
- **LONIYAN**: Set. Fortified city in the west of <u>RAONGEN</u>⁽²⁾. It is close to the border with <u>THE VORANDINE</u> and commonly trades with its people via the administrative fortress of <u>JUIYA</u> (Pop. c. 48,000).
- LOOSE KINGDOMS, the: see RHAMIA.
- <u>LOQ TOO</u>: Set. City in the c north west of <u>CHEIRA</u>, overlooking the border with <u>GIBEAH</u>. It is thought to be heavily militarised, though few details are known (Pop. unknown).
- <u>LOQTUSH</u>: Set. City in the north of the <u>JAHADAT STATES</u>, in the east of <u>SAMMAEA</u>, and capital of one of the twelve States (Pop. c. 50,000).
- <u>LORAGHI</u>: Geo. Mountain in the south west of <u>AMMESH</u> in the <u>AMMASHI</u>^(1.) peninsula.
- <u>LORAN</u>: Rui. Abandoned overgrown city in the <u>HENDECARCHY</u> of <u>STHAMAN</u>, in <u>MALAN</u>, thought to date back to the <u>SEITHALAN</u> empire.
- **LORD OF THE ACCORD:** *Pol. Rnk.* Chairperson of the government of <u>YSACYITHAIA</u>, whose symbol and instrument of office is the <u>SWORD OF</u> <u>PREPOTENCY.</u>
- LORD-AGRICULTURALIST: Soc. Rnk. Caste in THAMAR from which the <u>CAZHANS</u> would emerge in c. 750 RM.
- LORD-AGRICULTURALIST SETAR MEN: His. Pol. Autocrat of TAMAR from -9 RM until 21 RM, where he was killed outside <u>FULIGIA</u> in eastern <u>PELASGOS</u> en route to <u>KORACHAN</u>, where he sought an audience with the <u>ARCHPOTENTATE MALICHAR</u>.
- LORD PATERFAMILIA ANTITHEOS: (B. 2919 D. 3062 RM) Pol. Leader of the <u>ALMAGESTI UNION</u> who in 3014 RM signed the <u>ALMAGESTI TREATY</u> with the <u>IMPERIAL HIGH CONSULITE</u>, ending the <u>WAR OF THE ARTIFEXES</u>. He became its first ruler, though organised the creation of the republic council, over which he became its consul.
- LORD ANAPAEST, THE FOUR-FINGERED: (B. 3949 RM) Pol. Despot of MYRA (capital of LYRIDIA) following the ARCHPOTENTATE MALICHAR'S annexation of Lyridia in 4006 RM. He was a powerful SET and respected ARCHPATRICIAN, whose origins lie in MAKHARA, KORACHAN. His proud epithet is attributed to a genetic mutation that he makes no effort to conceal.
- <u>LORD-CONSTELLAR</u>: *Pol. Rnk*. Title used by the ruler of <u>KOLCHIS</u> since 3164 RM. The present Lord-Constellar is <u>SEGUSIANA AMANTA</u>.
- <u>LORD-MASON</u>: His. Pol. Soc. Rnk. In the early days of the <u>CITADEL</u>
 <u>MOUNTS</u>, the title bestowed upon the mason <u>MONDL</u>, whose construction of the High-towers was pivotal in defeating barbarian attacks in -1193 RM.
- **LORD OF FANG AND CLAW, the**: *Myt. His.* Common epithet by which the <u>DEMIURGE ASHTERATH</u> was once known.
- LORDS AND LADIES OF THE CABINET: Pol. Rnk. The five rulers of VALBAR⁽²⁾, who together form the government known as THE CABINET. The Lords and Ladies hail from the five states of Valbar with one honorary member, who typically serves as chairperson, hailing from ALMAGEST, occupying the 6th seat. Together, they serve a term of seven years, and an election is held to determine the new Lords and Ladies as well as a new location for the capital a few months before their term draws to an end

The current Lords and Ladies are: Lord <u>Brouvid Sutt II</u>, of <u>Olbri</u>^(1.); Lady <u>Nomobel Risha</u>, of <u>Odarul</u>^(1.); Lord <u>Jalmour Fouca</u>, of <u>Ablatia</u>^(1.); Lady <u>Hordri of Elmiad</u>, of <u>Vedoter</u>; Lady <u>Bariarda</u> <u>Hozza</u>, of <u>Kigarad</u>; and <u>Archpatrician Siloeisia Eratramea</u>, of Almagest, filling out the 6th seat.

LORDS OF THE MOUNTS: His. Pol. Rnk. The ruling council of the CITADEL MOUNTS, comprised of men and women from each of the nine main cities of the region, who together spoke on behalf of the people. Rising in the wake of the failed line of LORD-MASONS in c. -925 RM, history remembers the Lords of the Mounts as a just institution, largely enacting the will of the people as intended, though records relate that towards the end of its rule (under the shadow of KORACHANI invasion) the council faltered, with many members falling into corruption.

LORD'S PRAYER, the: Rel. The most ubiquitous and well-known prayer of the CHURCH OF THE UNDYING MACHINE, which is uttered at the beginning and ends of masses and also by the faithful when praying alone. The Prayer goes thusly:

Our Lord, the Machine Undying, On His Throne of Lead; Our bodies, his mortal flock, In His cities great; Our bodies, our lame flesh, Under skies black: His hand, the guiding influence, Of our unworthy thoughts. By His grace do we live, By His grace do we thrive. His Will, the iron heart, Of our mighty homeland. By His grace do we survive, By His grace do we live, By His grace so we thrive, His providence, the source of life, Of our great cities. Rachanael, The Machine Undying.

This version of the prayer is abridged, with references to the Two-and-Twenty-Demiurges removed in c. 700 RM, and references to the original version excised, where possible, from records.

<u>LORD OF PROPHECY</u>: *Myt. His.* Common epithet by which the <u>DEMIURGE S'HITH</u> was once known.

LORDS TEMPORAL: see LEGIO EPHEMERA.

<u>LORE, ORDER OF</u>: Org. Group of loremasters based in the <u>BROKEN</u>
<u>LANDS</u> of <u>KHAMID</u>, that chronicles the passing of ages. Their knowledge spans the entirety of mortal life on <u>ELYDEN</u>, though none outside the order know of them. Its scholars are known as the <u>CHRONICLERS OF</u>
<u>EPOCHS</u>.

LOREH: Set. Fortified coastal city in the north east of <u>SAELEH</u>^(1.). It is known for its port, which is responsible for exporting most of the <u>AHUREDH</u> wine that is produced in the island-nation (Pop. c. 43,000).

<u>LORESSA</u>: Set. Fortified settlement in the south of the tribe of <u>OURANASSA</u>, in the far south west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 3,000).

<u>LOROD</u>: Set. One of 5 isolated self-sufficient city-states in the south of <u>DURCHAA</u>^(1.) whose people revere the so-called Dark Despair – an entity believed to be hidden in the darkest reaches of the <u>MAW OF DORMORRO</u>. They clash with rival cults, each of which is based in another city-state near the Maw, and has its own beliefs surrounding the Maw (Pop. c. 3,000).

<u>LOSA</u>: Set. Settlement in the far east of <u>ABATTUR</u>, in the region of <u>VRESSELA</u>. Its main industry is the mining of <u>SUNSTONE</u>, which are highly <u>FIRMAMENTALLY</u>-active, making their extraction extremely dangerous. The sunstones are refined in the manufactories of <u>AINE</u>⁽³⁾, to the west (Pop. c. 5,000).

<u>LOSH</u>: *Lak*. Endorheic lake in the Wastes of <u>HEHABAAN</u> in the west of <u>THE SURRACH</u> in north western <u>SAMMAEA</u>.

<u>LOSHAYA</u>: Set. Settlement in the c south west of the <u>SOLEYN</u> <u>TERRITORIES</u>, in the middle of the tropical forest of <u>ALLAHADAL</u>. Its main industry is logging (Pop. c. 10,000).

<u>LOSHIGH</u>: *Geo.* Low mountain in the c of <u>AMMESH</u> in the <u>AMMASHI</u>^(1.) peninsula.

<u>LOSHKAL</u>: Set. Small city in the south west of the <u>SOLEYN TERRITORIES</u>, forming part of the <u>IMYRI TRADE-ZONE</u>. It has a relatively large <u>SHIE</u> population, which is distributed evenly across the various districts and classes (Pop. c. 18,000).

LOST ANCESTORS, the: also 'Norei'. His. Eth. In TEMUJAN history, BLOOD MOON-worshiping cannibals that were said to reside in the LONELY PEAK, often misidentified as ALMAS. They have since been hunted to near-extinction, though lone travellers moving under the light of the Blood Moon claim to see flitting shadows in the foothills of the Lonely Peak, leading to a widespread belief that the mountain is still populated by them.

LOST DEMESNE, the: also 'the Callow Hordes'. Pol. His. The remnant of the late 3rd millennium <u>ALMAGESTI</u> colony of <u>AGNERIST</u>, more commonly known as the <u>CALLOW HORDES</u>, located in the east of <u>RAONGEN^(2.)</u>, in the north of Llachatul, north of the <u>NARAHASAPHAEL</u> Mountains. It was originally colonised by an alliance of <u>PATRICIAN HOUSES</u> and the Almagesti government, headed by House <u>ARTIFEX</u> in c. 2800 RM. The region was not as cold as today, and it was seen as a fruitful land in which to expand. Within a few decades it had become a major source of ore and other resources, and the land was turned to heavy industries as a result.

House Artifex became a major controlling power in the region, gaining great prestige, wealth, and influence. However, by c. 2900 RM a change in weather was noticed, with every winter becoming colder than the last, and snows and sub-zero temperatures were lasting longer and longer every year, making the extraction of raw materials costlier with every passing season. This, coupled with increased barbarian attacks along the peripheries of the colony's borders caused large tracts of land to be abandoned.

Following the <u>WAR OF THE ARTIFEXES</u>, the newly-independent Almagest advanced north east into the <u>VALBARAN PENINSULA</u>, though at the same time it began struggling to maintain the colony of Agnerist as native aggression increased as the worsening climate pushed them south. The region was eventually abandoned in 3092 RM following decades of failed attempts at maintaining it.

Despite the abandonment, some – prospectors or freemen who had invested too much into the venture to leave – remained behind. Over the years they were either neutralised by the barbarians or mixed with natives and RAONGEN^(2.) migrants from the west. Others clung to the memory of the manufactories, ambulants, birthing vats and workhouses of Almagest and House Artifex, though their knowledge of these technologies has dwindled, becoming instead a twisted form of idolatry, where machinery is now revered as divine objects, not to be used but instead worshipped. Ancient mountain passes are now blocked by glaciers or otherwise rendered inaccessible, cutting off the region from its old parent.

In the millennium following its abandonment the region continued to regress, its people ignoring prospects for peaceful contact with neighbouring nations, instead becoming more insular, descending into what has become known as techno-barbarism. Only a few people – a caste known as MACHINE-MONKS – are actually allowed to operate the old manufactories and engines, though even so, their understanding of their operation, purpose and function has become skewed, warped by centuries of ignorance and blind idolatry.

Prior to their abandonment most of the Almagesti people left behind had been thralls and helots of House Artifex, and in their regression the people of the Lost Demesne forgot the true nature of their old rulers, and began worshipping them: its long-since dead patriarch becoming a deity and his direct family from the time of the colony's abandonment being elevated to the status of demigods.

Most people of the Lost Demesne are semi-nomadic, moving to where the weather allows them to live, largely unaware of the wealth of resources or the true technology that lies beneath the permafrost and ice of their home. Conflict between warbands is common, with scavenged and repurposed weapons and armour being used. A few groups with competent machine-monks may have access to run-down ambulants, giving them an edge in battle.

It is now thought that an outside power (possibly <u>KORACHAN</u>, <u>SARASTRO</u> or <u>ALMAGEST</u> itself) secretly supports a culture of internecine conflict amidst the disparate people of the Lost Demesne, preventing its

people from rising above the shackles of their backward religion and ignorance, which is where the term Callow Hordes originated.

Today the Almagesti heritage and history of the region has been forgotten by all but the most learned of loremasters or the wariest of politicians and even its original name has been lost (thought expunged by a bitter Ahrishen who was unwilling to admit its loss) and the lands are known as the Lost Demesne, if indeed they are ever even referred to. See Vol III: Extant Nations and Realms.

<u>LOST ONES</u>, the: Soc. Ancestral race and culture in <u>ANUBIA</u> that is thought to have reached its cultural peak in c. – 1000 RM, leaving behind a legacy of dog-headed statues and buried tombs in the south west of the region, after which the present desert known as the <u>DOG SEA</u> is named.

The fate of the Lost Ones is unknown, but they disappeared in c. –200 RM, leaving in their wake the nomads of Anubia, from whom the present urban Anubian populace is descended. Many nomads of Anubia worship rogue MKISIHS from ATELIERS in the west of VENTHIR as descendants of the Lost Ones, which are referred to by others as MKISIH IDOLS.

<u>LOST PHAR</u>: Set. Settlement in the c north east of <u>CHEIRA</u>. Little is known of this city, as it is located in the <u>KHEDRA</u> valley, which has is isolated from outsiders (Pop. unknown).

LOSTIS: His. Edu. Str. Ancient library that was said to house all of MORTAL knowledge, from the time of the first mortals to the years leading to its demise, in the late FOURTH AGE. At this point in time the library's existence may even be apocryphal but many scholars cite that references to it appear in too many disparate places and times for it to be merely legend. Most place it somewhere in the greater SAMMAEAN continent, likely in a terrain or climate that is now inhospitable to mortal life. Perhaps the greatest evidence for the ancient library is the crossroads town of SANI, which possesses many millennia-old books, which are said by their keepers to have been rescued from Lostis during its last days. See Vol II: Legends and Folktales.

<u>LOSTUTH</u>: *Lak*. Lake in the north west of <u>CHEIRA</u>, forming a part of the flow of the far larger river <u>YAHNOTH PHTHAN</u>.

<u>LOT</u>: *Rvr*. River in the west of the <u>HENDECARCHY</u> of <u>MYEIN</u> in the west of <u>MALAN</u> that flows south and east for 280 miles, before meeting its parent, the river <u>LAUL EGLEA</u>.

<u>LOTAN</u>: *Rvr.* Major river in the west of <u>SUOR</u>, flowing for 745-miles south west into the <u>BRINE SEA</u>. it is the main river in Suor, and many of its cities and settlements lie along its banks.

LOTHAL: Geo. Rocky hills in the south east of the <u>TARAHID ANNEXES</u>.

<u>LOTHYAN</u>: Set. Settlement in the c east of the <u>SOLEYN TERRITORIES</u>. It is a major producer of firearms (Pop. c. 8,400).

LOTRA: Sect. Small settlement in the prefecture of SONTADRIS, in the far south of HOLOLACH^(1.) (Pop. c. 7,000).

<u>LOTTRA SA</u>: *Geo.* Cave system in the west of <u>SKAROS</u>, south of the <u>NASSAGO</u> escarpment. The caverns are old and snaking and likely far larger than [resent attempts at exploration have revealed.

<u>LOUARA</u>: Set. City in the north east of <u>PARAIYA</u>, along the course of the river <u>DOKTANDIYA</u>. It was taken by <u>LIDEAN</u> forces on the 22nd of <u>RACHALEN</u> 3705 RM during the <u>WAR OF SUNDERING</u>, becoming a major stronghold to Sarastroan forces, until it was retaken by Korachani forces moving up the <u>SHIBBOLETH</u>^(3.) months later (Pop. c. 39,000).

<u>LOUDHA</u>: *Eth.* <u>SKAROSIAN</u> and <u>LAASKHAN</u> nomads, descended from ancient <u>LASCAR</u>⁽²⁾ settlers. They move from town-to-town, making a living as tinkers, repairing things, collecting scrap to sell, and salvaging lead and other metals from discarded machinery. Small bands and families can be seen travelling lands east of the <u>STRAIT OF SKAROS</u>, and the <u>SEA OF APHOTIS</u>. **See Vol II: Peoples and Races of Elyden**.

<u>LOUSA</u>: Set. Settlement in the south of <u>PARAIYA</u>, in the region of <u>BAAYN</u>. Its main industry is animal husbandry (Pop. c. 5,300).

LOVER AND THE TREE, the: Leg. Fairy tale common in the c of LLACHATUL, particularly AZAZEM and LAASKHA, as well as BASSORAH⁽²⁾. It is likely a corruption of the passage from the MYTHOLOGIA ELYDEN concerning the DEMIURGES ACHAIAH and ASHTERATH. See Vol II: Legends and Folk Tales.

LOVUNNA: Geo. The south westernmost part of the island of LATRAS in the north of the MAIDEN ISLES. The entire region is made of limestone and is known for its coastal caves and cenotes, which are home to a variety of flora and fauna. Locals free dive into the cenotes, spearing fish.

<u>LOW-EMPIRE OF SARASTRO, the</u>: see the <u>REFORMED EMPIRE OF</u> SARASTRO.

LOW KORACHANI: see KORACHANI, LOW.

LOWER ALMAGEST: see <u>ALMAGEST</u>, <u>LOWER</u>.

LOWER CITIES, the: Soc. Geo. Term used within CEHOPHELA for the many rural cities in its central plains and valleys, whose people are considered to be the lowest class of free people in the empire. Despite their importance in producing food for the rest of the empire they are derided by most outsiders and regarded as pariahs.

<u>LOZATHA</u>: Set. Harbour-city in the north east of <u>KARAKHAS</u> 4-miles north west of the city of <u>LOZOTHUS</u>. The harbour appeared in c. 3200 RM following the retreat of the coast, leaving the city of Lozothus landlocked (Pop. c. 20,000).

<u>LOZOTHUS</u>: Set. Sprawling stone metropolis in the north east of <u>KARAKHAS</u>. It is situated along a main passage of the <u>RED ROUTE</u>, and offers mercantile, money changing and lodging services to the many travellers it sees (Pop. c. 385,000).

LPAAZASASHAT: also 'the Gods' Graveyard. Geo. Expansive desert wilderness and badlands dominating the c of SAMMAEA, located in the rain-shadow of the KARKARMIS and SHAKHURAN Mountains in the c north west of HOGGOTHA ISZ. In Sammaean myth, the region is believed to be the birthplace of the DEMIURGES and, as such is recognised as being the eldest-shaped part of ELYDEN.

The region's name is derived from the many gigantic bones and weathered ruins that pepper the region, most of which are inexplicable.

LRIR: Rui. Ruin in the west of BA'AKH. It was originally a DHAMATEAN settlement that appeared in c. -1000 RM, though by c. -700 RM it was facing regular attacks by LACER, which were being pushed south by CONTHIAN and DHEAN slave-raids and counter-attacks, respectively. By c. -600 RM the town was facing a long bloody war with the creatures, and it was finally abandoned to them in -586 RM. From there the lacer settled the abandoned city of Dhamatea by c. -550 RM and used the strongholds to harry Dhamatean trade. The DHAMATEANS brought their armies against Lrir, winning back the two cities by c. -510 RM, at which point it was resettled, though a massive outbreak of ATRAMENTAL TAINT in -491 RM left the city diseased and corrupted, and it was finally abandoned in c. -450 RM.

<u>LRITHA</u>: Sea. Bay in the south west of <u>SAMMAEA</u> off the southern coast of <u>ADHERA</u> and the north western coast of <u>METHUMN</u>. It forms the easternmost part of the <u>SEA OF MERCUVIA</u>.

<u>LUADINE</u>: Set. Major city in the c south of the <u>VESPERTINE LEAGUE</u>, along the north western shore of lake <u>NASTAL</u>^(1.) (Pop. c. 108,000).

<u>LUANILTH</u>: *Ind. Set.* Major <u>MANUFACTORY</u> city in the c-south east of <u>SYNCHTHONITHA</u>. It is expansive and the foundations of all its structures are partially hewn from the pink hardstone of the region, with many industrial buildings having sprawling vaults and subterranean (Pop. c. 340,000).

<u>LUASSRA</u>: Set. Settlement in the south west of <u>SERROK</u>, at the fertile delta of the river <u>BEREKODRA</u>. It is a major producer of rice and legumes (Pop. c. 2,400).

<u>LUBANA</u>: *Geo.* Cavern in the south west of <u>NÁRTHEL</u>, forming part of the greater <u>YGGDARASA</u> system of caverns.

<u>LUCAENUS MANUFACTURING</u>: *Ind. Bus.* Major manufacturer of <u>POWDERGUNS</u> and ammunition, based in the city of <u>ELMIAD</u> in <u>VALBAR</u>⁽²⁾, the company trades far east across the <u>SEA OF POLARIS</u>, with <u>PERGOST, THANO</u>, and <u>CEHOPHELA</u>, amongst others. See Vol II: Patrician Houses.

<u>LUCCITARIA</u>: also 'the City of Light'. Ser. Capital of <u>TZALLRACH</u>, and one of few notable settlements in the region of <u>KRISHTUL</u>. It is situated on the steep hills east of the river <u>BAELLI</u>, though a considerable wooden stilt district has emerged to the west of the river over recent decades, where the majority of its farmers and fishers live. The city forms part of

the trade-route known as the <u>GREAT ROAD</u>, and has three major markets where wares are sold and traded by foreign merchants (Pop. c. 950,000).

<u>LUCH</u>: Mil. Str. Large fortress in the south east of <u>LOEGRESS</u>^(1,), whose troops patrol the nations' sparsely-populated south east from foreign attention.

LUCID BEACONS: Drc. Tec. TECHNARCANE engines developed by the SOMNIARECHI ORDER of the SANCTIFIED INQUISITION following its work in nullifying the ONEIRIC SCOURGE that wracked central VÂRR in 1305 RM. The beacons work similarly to syphon engines, though affect DREAMSCAPES instead of ATRAMENTAL TAINT. They safeguard regions that are susceptible to dreamscape activity, lessening the changes of new dreamscapes appearing and slowly nullifying the effects of existing dreamscapes, possibly even able to remove them completely over long spans of time.

LUCID DREAMS: see <u>DREAMS</u>, <u>LUCID</u>.

LUCID JEZAIL: *sup. Tec. Wea.* Rare <u>TECHNARCANE</u> weapons wielded by the militant members of the <u>SOMNIARECHI ORDER</u> of the <u>SANCTIFIED INQUISITION</u>, that are tailor-made to deal with <u>ONEIROI</u> (more commonly known as dream creatures), which they flense and eventually obliterate.

They typically take the form of advanced rifles, though larger varieties are made, rivalling more common artillery in size. These latter versions are used to bombard <u>DREAMSCAPES</u> to lessen their hold on the <u>MATERIAL PLANE</u>, eventually shrinking them in size.

LUCIDIA: Geo. Plains and pastures in the south west of RAONGEN (2.).

<u>LUCINDOR</u>: Fau. Hulking felids that live in the depths of the <u>OCTHURAAN</u> cavern-forest. They are incredibly strong jumpers and subdue their prey by raking them with their large clawed front paws. They are famed for their amber bioluminescent stripes, the brightness of which they can control. See Vol III: Classification and Taxonomy of Life.

LUCULANT: also 'the Burning City'. Rui. Once thriving metropolis in the c of ATARAXIA that was abandoned in c 3890 RM following a disaster in its extensive coal-mines caused the mines to catch fire. The fire spread through fissures and caverns to the catacombs beneath the city, which were a repository for centuries-old mummies, causing the city to be evacuated. Part of the city collapsed in 3968 RM and the red glow of distant subterranean fires can be seen in the sinkhole. Destitute individuals are said to dwell in the ruins, scavenging for valuable items in the ruins.

<u>LUDH</u>: Set. City in the far north west of the <u>PRINCIPALITY OF SEPAHAUNAT</u>, overlooking the <u>BAY OF QAM</u>. Through various events over recent years, it has degenerated into a lawless place that has become forgotten by the government at large and has been self-ruling for the past 3-decades (Pop. c. 40,000).

<u>LUDRON</u>: Set. Fortified settlement in the <u>PARTHISAN</u> colony of <u>VARTA</u>^(1.), almost 108-miles south of the main city (Pop. c. 8,200).

<u>LUGAL</u>: 1. *Pol. Rnk.* Royal title in <u>DYNASTIC SAOSTANA</u>, in what is present-day <u>SARASTRO</u> and <u>NÁRTHEL</u>.

2. *Pol.* Puppet ruler before the rise of the <u>KORACHANI EMPIRE</u> in <u>SARASTRO</u>, under the sway of the <u>SAOSHYANTS</u>.

<u>LUGATAN</u>: Set. Major city in the c-south east of <u>TEMUJA</u>, along the course of the river <u>AIHANE</u>. It is a major stop along the <u>GREAT ROAD</u> trade-route, and is known for its hostels and caravanserais (Pop. c. 118.000).

<u>LUGDCHAN</u>: Set. City in the west of <u>KORACHAN</u>. It is an industrial centre and is home to eight major manufactories, and gang warfare between manufactory members is rife. The city lies along the banks of the river <u>TURGLI</u>, which is heavily polluted from chemical runoff from the manufactories (Pop. c. 160,000).

<u>LUGEAS</u>: Set. Settlement in the c south of <u>TISARA</u>, in the <u>LHANA</u> highlands. Its main industry is mining, specifically sulphur and gypsum, and two large pit mines surround the settlement (Pop. c. 6,000).

<u>LUGENT</u>: also 'the Weeping Forest'. For. Boreal forest in the north east of the <u>VORANDINE</u>, just to the south of the northern <u>POLAR CIRCLE</u>, and to the west of the lake <u>TAHONG</u>. It is known for its sap-weeping trees, which are the source of its unofficial name. The forest is mildly <u>ATRAMENTALLY TAINTED</u>, and much of the fauna that lives there is corrupted in some

form. Those that live close to the forest are vigilant, and hunt its peripheries for the worst of aberrations.

The region is categorised as a $\underline{\text{LEAST CONCERN}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}.$

<u>LUGH</u>: *Cur.* Common currency found in the north east of <u>EASTERN</u>
<u>LLACHATUL</u>, with various regions having their own versions, particularly in <u>ABATTUR</u>, <u>LOEGRESS</u> and <u>TISARA</u>. The word was first used in the first millennium RM of the <u>FIFTH AGE</u> in the region of <u>PRAETTANIA</u> and it was adopted by its descendant states following the region's collapse in c. 2450 RM. See Vol II: Currency and Coinage in Elyden.

<u>LUGH</u>, <u>ABATTURI</u>: *Cur*. Main currency used in the nation of <u>ABATTURI</u>. It has its roots in the <u>LUGH</u> of the earlier nation of <u>PRAETTANIA</u>. See Vol II: Currency and Coinage in Elyden.

<u>LUGH, LOEGREAN</u>: *Cur.* Main currency used in the nation of <u>LOEGRESS</u>. It has its roots in the <u>LUGH</u> of the earlier nation of <u>PRAETTANIA</u>. See Vol II: Currency and Coinage in Elyden.

<u>LUGH</u>, <u>TISARAN</u>: *Cur*. Main currency used in the nation of <u>TISARA</u>. It has its roots in the <u>LUGH</u> of the earlier nation of <u>PRAETTANIA</u>. See Vol II: Currency and Coinage in Elyden.

<u>LUGHBRAEN</u>: *Rvr.* River in the north west of <u>KOMMEA</u>, flowing south east for over 220-miles from sources in the <u>VAELDRAN</u>, <u>CINDATH</u>, and <u>THUILOR</u> Mountains, before meeting its parent, the river Goirath at lake <u>ATHUIN</u>.

<u>LUGHRAÉN</u>: Set. City in the east of <u>KOMMEA</u>, along the western shore of lake <u>ETAINE</u>^(1.) (Pop. c. 30,000).

<u>LUHUQ TOO</u>: Sect. Small fortified city in the north east of <u>CHEIRA</u>. It is thought to be a centre of military recruitment and training (Pop. c. 20,000).

<u>LUKAEN</u>: Geo. Expansive stone formations in the c south of <u>SHOTHA</u> known for their tall narrow stone pillars that once served as a border between Shotha and the now-conquered <u>FAEAMUN</u>.

<u>LUKAS USHAR</u>: (B. 3961 RM) *Pol.* <u>ARCHPATRICIAN</u> of <u>HOUSE USHAR</u> and first son of <u>MARIUS USHAR</u>.

<u>LUKHRAN</u>: Geo. Reef in the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u>, between the <u>SPHYNIA ITRUSH</u> and the <u>BAY OF</u> LEPHET.

LUKKA: Set. Small city in the north of IZABAL (1.) (Pop. c. 8,500). *

<u>LULABIAH</u>: Set. Settlement in the south east of <u>ZHARIAH</u>^(2.). Its main industry is the cultivation of cotton, which is used in the textile industries in <u>INGASAR</u> and <u>SALIAH</u> (Pop. c. 6,700).

<u>LULLABIES OF SARASTRO</u>. Vol. Early <u>FIFTH AGE</u> book collecting folktales and mythologies from the post-<u>FOURTH AGE</u> Fading period in the east of the <u>INNER SEA REGION</u>.

Famously, some copies had an additional appendix detailing ancient deities and idols. These pages were excised from most surviving copies by religious and political authorities, though some extant copies are rumoured to still contain these pages, in which lie the secrets linked to the tales of the Demiurges, many of which are corrupted versions of parables and anecdotes from the <u>MYTHOLOGIA ELYDEN</u>. See Vol II: Books of Elyden.

<u>LULLASAN</u>: Set. Settlement in the c of <u>ZHARIAH</u>⁽²⁾. It is a trade centre and is home to a large caravanserai where travelling merchants stop while transporting wares across the nation (Pop. c. 7,500).

<u>LUM</u>: 1. *Geo.* Small island off the far south western coast of <u>RAONGEN</u>^(2.), in the far north of the <u>ORAT</u>. It lies close to the delta of the river <u>GARAILI</u> and is home to a large fortress^(2.) that guards the only way to reach the capital in GAVADA.

2. *Mil. Str.* Coastal fortress on the above island^(1.) guarding the delta of the river <u>GARAILI</u> into the capital in <u>GAVADA</u>. Ships stationed at the fort patrol the waters of the northern <u>BAYOF ORAT</u> and conduct random spot checks on passing ships to curtail smuggling and piracy.

<u>LUMINAR SAIL</u>: also 'solar sail'. Tec. Veh. A relatively common method of locomotion used in vessels in <u>MENISCEA</u>. They are made from <u>PHOTOLITHS</u> that have been hammered into a thin sheet of sun-sensitive metal that provide power to engines, allowing them to move. Sails are usually affixed to port and starboard sides of vehicles. These sails can be

expanded or contracted through the use of rigging, allowing the vehicle to be steered by increasing and decreasing the power output, respectively.

They are most commonly seen on sea vessels, though are also common in air vessels in regions closer to the <u>TRUE MENISCUS</u>, where the <u>ARCANE TEMPERS</u> are more stable. Luminar sails are used on air vessels that do not make use of <u>GRAVITIC WAVES</u> (such as <u>SKYSKIFFS</u>) as their main form of propulsion and are coupled with lodeliths and other technologies to keep them airborne.

- LUMINARY: 1. Edu. Rnk. Respected librarian-scholars in TEMUJA.
 - 2. Pol. Rnk. Ruling title amongst members of the $\underline{\textsc{ORDER OF THE FLAMING}}$ ROSE.
 - 3. Mar. Rel. Rnk. Operatives within the <u>EXECRATOR HOSTS</u> of the <u>REFORMED CHURCH OF SARASTRO</u>. They have ascended farther along the Church hierarchy and are higher-ranking than other operatives, and serve as hunt leaders and the spiritual heart of the Hosts.
- <u>LUNARCHY</u>: Noun. 'Lunarch'. Mys. Rnk. A form of non-<u>SHAPING</u>

 <u>MYSTICISM</u> that draws energy from <u>ELYDEN'S</u> two moons <u>ARAKHAMÉ</u>

 and <u>SIELLA</u>. Much like shaping is divided into <u>FIRMAMENTISM</u> and

 <u>ATRAMENTISM</u>, lunarchs may draw upon one or both moons to power their acts. See Vol IV: Other Forms of Mysticism.
- <u>LUNTEV</u>: (B. 3597 D. 3669 RM) <u>Edu. CEHOPHELAN</u> polymath who is most famed for his 17-volume historical masterpiece "<u>A NEW HISTORY OF ELYDEN</u>" which was published posthumously in 3670 RM to much acclaim.
- <u>LUQARAH</u>: Geo. Wasted region in the c of <u>NÁRTHEL</u> where the majority of the <u>KORACHANI EMPIRE'S</u> open-cast mines were located. Nothing is left now but ruin and dust and the scars of ancient industries. It's not unknown for entrepreneuring family groups and gangs to appropriate some of the smaller mines from time-to-time, but few such endeavours last long.
- **LUQI**: Set. Settlement in the north west of MELAIS, in the north of AZAZEM. It is known for its many fortified farmsteads and chateaus and plentiful fields (Pop. c.8,000).
- <u>LURA</u>: 1. *Ind. Set.* Logging settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>ALAMUT</u> Wooden products such as furniture and ornaments are sold to merchants who pass through the settlement while en route along the <u>GREAT ROAD</u>, many of which later find themselves traded to other merchants, making their way south west along the <u>RED ROUTE</u> and other trade-routes (Pop. c. 6,000).
 - 2. *Ind. Set.* Expansive zinc mines in the north of the nation of <u>ENITH</u>. The mines, alongside those of <u>MAURRA</u>, once formed the major industry of the region, while it remained under <u>KORACHANI</u> control, and was in operation for over 400-years, being abandoned finally in c. 1420 RM after it was exhausted through over-exploitation. Today the open-cast mines remain, as a scar in the surface of the region.
- <u>LURAIEL</u>: 1. For. Sparse forest in the <u>HARÉSHKI CITY-KINGDOM</u> of ALAMUT.
 - 2. Pol. Duchy of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>ALAMUT</u>. The duchy is dominated by the eponymous forest Luraiel and is a major logging centre in the Haréshk.
- <u>LURION TED ASTERIS</u>: m. *Tec. Per.* (B. 3859 RM) High-ranking member of the <u>AIWAHAN ORDER</u> of the <u>SANCTIFIED INQUISITION</u>, where he serves as an Excavator-general, often found at the forefront of expeditions and digs into hostile environments.

Asteris has led numerous successful expeditions into ancient ruins, including three separate forays into <u>KHARKHARADONTIS</u>. His second expedition there spent five seasons in the <u>GHARUM</u> desert, culminating in the discovery of the legendary <u>MECHANISED COLOSSUS</u> in 1900 RM, the secrets of which were researched over the next decades, leading to the rediscovery of archaic <u>TECHNARCANE</u> processes that were reverse engineered and employed by the Order.

His discovery remains one of the more significant archaeological and technarcane finds in the recent history of <u>KORACHAN</u> and Asteris was celebrated and commended for his efforts. Though he no longer works in the field, he remains at the forefront of technarcane research.

<u>LURIUM</u>: 1. *Geo.* Dry savannah and scrublands dominating the southern part of TZALLRACH. It is home to various flora and fauna.

- 2. Pol. One of the four $\underline{ONARCHIES}$ of $\underline{TZALLRACH}$, occupying its southern-most territories. The state capital is located in the city of $\underline{BALBETH}^{(2)}$.
- LURUHA: Set. Fortified city in the south east of TAHALL (Pop. c. 41,750).
- <u>LUSA</u>: Sea. Gulf off the western-coast of <u>TZALLRACH</u>, covering some 2,200-square miles. It is the mouth of the river <u>BAELLI</u>, and is known for its bountiful waters.
- <u>LUSET</u>: *Mil. Str.* Fort in the north west of <u>PELASGOS</u>, overlooking the <u>SEA</u>
 <u>OF CYPRIA</u>^(1.) and guarding the cities of <u>CYPRIA</u>^(3.) and <u>OCTIRA</u> from the sea.
- <u>LUSIAVILLAR</u>: Soc. Phil. Monastery in the south west of <u>GNOTH</u>, crowning the top of the hill of <u>ELAMIZ</u>. It is isolated and its monks refrain from contact with neighbouring settlements.
- <u>LUSTHIS</u>: Geo. Large area of dry scrubland in the south west of <u>THE SURRACH</u>, in the north of <u>SAMMAEA</u>. It is known in northern legends as the home of ancient artificer's workshops, that some accounts claim to be the place of origin of the <u>IDOL OF RIDERA</u>.
- <u>LUTAN</u>: Sea. Str. Lighthouse in the north of the <u>KAZZARAN</u> peninsula^(1.), overlooking the narrow straight between it and the island of <u>GOZZA</u>. It is built atop the remnants of a late <u>FOURTH AGE</u> ruin, and rumours abound of deep catacombs that link the mainland to the island.
- <u>LUTEA</u>: Set. City in <u>ALMAGEST</u>, noted for the vast network of catacombs and disused quarries beneath its streets (Pop. c. 41,000).
- <u>LUTO</u>: 1. Set. Once-prosperous trade-city in the north of <u>LYRIDIA DHAI</u>. Under the rule of the <u>KORACHANI INTERREGES</u> it was the main port and imperial entrance into Lyridia Dhai from the west, though following the decline of the Interreges it was allowed to dwindle, becoming little more than a port and ship-yard serving what vessels plied the waters of the <u>PROPONTIS</u>. By the time the Interreges left Lyridia Dhai in 3742 RM, the city was landlocked and is now around 5-miles from the coast.

At its height the city boasted close to half-a-million bodies, many of whom dwelt in ancestral caverns on the peripheries of the city. Now the old caverns lie empty, used as tombs and wasteyards by the city that survives, though a small harbour (known as <u>LUTODO</u>) remains along the coastline, moving essential trade to and from the city across the <u>RED ROUTE</u> (Pop. c. 28,000).

- <u>LUTODO</u>: Set. Small harbour to the north of the city of <u>LUTO</u> in the north of <u>LYRIDIA DHAI</u>, linking the city with sea trade that's mostly run by house. It forms a part of the <u>RED ROUTE</u> (Pop. c. 6,000).
- **LUTRA:** Set. Coastal settlement in the north of <u>ANDILUTH</u>. The settlement, like all other along its northern coast with the <u>SEA OF BYSSOS</u> is abandoned in winter months due to the massive storms that wrack the entire region, bringing waves as far inland as 75 miles (Pop. c. 6,000).
- <u>LUVAOLOS</u>: *Ind. Set.* City in the east of the <u>TEMPLAR STATES</u>. It is a major industrial city and an important part of the <u>SOULSTONE</u> trade, cleaning and refining soulstones mined in <u>TRISKETHIA</u>, before they find uses in the technarcane industries or exported (Pop. c. 48,000).
- **LUVELL**: (D. 1573 RM) *Art.* Deviant artist who was executed during the DEMIURGE RENAISSANCE for harbouring treasonous and heretical beliefs. His art, which until then was highly regarded was later reassessed and removed from various public spaces and destroyed. The painting known as *THE ETERNAL RALLY* was attributed to him, though there is no hard evidence supporting this.
- <u>LUVI</u>: Sea. Large bay in the c south east of <u>LANTUA</u> in the south of <u>WESTERN MENISCEA</u>. The capital city, <u>OROTUAN</u> is situated on a round promontory that dominates the bay.
- <u>LWELLEN</u>: Set. Settlement in the c of <u>CALBIA</u>^(1.), along the course of the river <u>GOIRATH</u>. Its main industry is agricultural, and it grows rice and legumes (Pop. c. 6,200).
- LYARES MADRANI: (B. 3973 RM) *Pol.* Present speaker of the island nation of <u>SUCHARIIT</u>.
- <u>LYBAEC</u>: Sup. For. Tainted bayou (more accurately the delta of the river <u>ARESH</u>^(2.)) comprising the northern-most part of the <u>QORRIN</u>^(1.) delta in western <u>AHRISHEN</u>, protruding into the <u>SEA OF PYREA</u>^(2.). The waters of Lybaec are mildly <u>ATRAMENTALLY TAINTED</u>. Its trees are twisted and

gnarled and a thick fog lies heavily across the still waters of the region that renders the air around it difficult to breathe.

The region is categorised as <u>LEAST CONCERN</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

LYBAEC REDOUBT: Mil. Str. Korachani coastal fortification constructed in the QORRIN^(1.) delta between 1183 and 1191 RM as part of the FIRST WAR OF FAITH. It was abandoned in 1211 RM and has since been reclaimed by the growing delta of the river ARESH^(2.) where it has been allowed to rot.

LYBIC SANDS, the: Geo. Expansive area in the c north of NARTHEL, known for its iridescent sands and flood-carved canyons that have been dry for millennia. In the time of NARTHELI independence, the region was known as the Lybic Plains, and it was a fertile agricultural centre, though was harvested to barrenness by KORACHAN by c. 3600 RM. The creation of lake NACHAN by damming the river LOBKIR in 3690 RM worsened the situation, bringing the Lybic Sands farther west.

<u>LYCEA</u>: *Rvr.* River in the c of <u>LYRIDIA</u>, flowing north for 540-miles from the northern face of the <u>KYTHI</u> Mountains before meeting its parent, the river <u>BINI</u>.

LYCEUM: Edu. Pol. Soc. Main educational institutions within the cities of the Korachani empire. Most sizeable imperial cities are home to at least one Lyceum, where <u>FREEMEN</u> and <u>PATRICIANS</u> send their children to be educated. Though it is typically boys who are sent to the lyceums, girls are not unknown, particularly in the case of the first-born children of patricians, who are natural heirs to the <u>HOUSE</u>.

The lyceums teach reading and writing, arithmetic, history, and economics, amongst other lesser subjects, against a small fee paid per semester, which is considered a tax on education – part of this is taken by the empire, with the rest kept by the lyceum. Education typically lasts for five years, though there is no set starting age, so there can be a disparity of ages within the same classes.

An education, even a simple one provided by the lyceums, will be a great asset to free children as they come of age and seek their way in the world. Even the 'simple' ability to read and write sets such individuals apart from the hordes of illiterate <u>SLAVES</u> and <u>HELOTS</u> that populate the lower classes of imperial society. Those who are fluent in two or more tongues are virtually guaranteed a lifetime of work within the embassies and trade-houses that can be found in most cities. Those who develop a knack for mathematics may wind up working with the <u>MINASTERIA OF TITHES</u> or for merchant-houses or patricians, where they become book-keepers.

LYCEUM INTERREGNUM: Edu. Pol. Soc. The colleges and institution in which PATRICIANS elected to act as caretakers of nations and city's left behind by the empire were originally raised and taught. Located in the foothills of the SOLON HIGHLANDS in central MHAROKK overlooking the IPOTANE wastelands, the Lyceum was constructed in 374 RM following the placement of the first generation of the INTERREGES and DOMNITORS in LYRIDIA DHAI in 219 RM, the best of which would progress to that land and, later, others, as caretakers.

The fortress was attacked by <u>KARAKHASID</u> marauders in 3184 RM, resulting in a large battle with many of the students and their guards giving their lives defending the building. It remains in use to this day and is now fortified.

LYCTAR: Set. Coastal settlement on the c of the island of CYNCER^(1.) in the south of the CORAL BARONIES, off the south western coast of SAMMAEA (Pop. c. 6,800).

<u>LYCTIAN</u>: Geo. Reef in the north of the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u>, in the south east of the <u>SEA OF MERCUVIA</u>.

LYCTON: Geo. series of islands and sandbars in the south east of the SHIBBOTHA ISLES, in the north of the CORAL BARONIES. Most of the islands originated as sandbars and atolls that grew in size, becoming connected as sea levels across ELYDEN dwindled over the past millennium.

LYCTUS: Pol. Soc. Ind. Industrialist PATRICIAN HOUSE that, alongside the houses of KYDOR, MELIA and HIMERAN, was a major political presence in TARATI^(1.), originating as a puppet of the governing body in c. 1100 RM and becoming part of the ruling TETRAN by c. 1300 RM. The Tetran

was overthrown by dissidents called <u>THE AVATARS</u> in 3013 RM, with their leaders executed and their followers expelled from the small nation. The house remained active in <u>KORACHAN</u> and <u>ALMAGEST</u> following the fall of the Tetran. See Vol II: Patrician Houses.

LYKEA: also 'the High city of Lykea'. Set. City in the north west of the HENDECARCHY of MYEIN, MALAN. The city is built atop the apex of an old crater, the old mostly-crumbled crater rim now serving as a natural wall some distance from the city proper. A heavily guarded tunnel leads into the city, the streets of which are heavily patrolled by the private forces of the HENDECARCH GALLATRIS EBUL. The city is governed by a council of nine elected nobles, each of which oversees a particular facet of city life and commands a retinue of administrators who enforce their laws with a harsh attitude (Pop. c. 120,000).

<u>LYLEUS</u>: (B. 2799 – D. ?) *Car.* <u>KORACHANI</u> explorer from <u>SEDOS</u> who explored the <u>NACRE ROAD</u> in southern <u>SAMMAEA</u> in 2816 RM.

<u>LYMISA</u>: Geo. Soc. Ancient <u>BASSORAH</u>^(1.) in the north west of the <u>FREE-ISLES OF PELASGOS</u>. It is now a crossroads along the major trade-route known as the <u>RED ROUTE</u>, which passes through in the region.

LYNASHA: Sup. For. FIRMAMENTALLY INFLUENCED forest in the far south west of ACHAA^(2.), in the CHORHYST PHENOMENON. It is dense and unlike any other region of woodland in ELYDEN due to the effects of the FIRMAMENT, which cause gravity to warp. This means that trees grow in various directions, with some situated on gigantic Lodeliths, and other growing sideways out of cliffs. The region is shunned by the people of Achaa due to its instability, and it is guarded by a group of SHAPERS known as EXCUBANTS, who turn people away from the region as much as they ensure lodeliths do not drift towards more civilised lands.

Lynasha is thought to have been a religiously important place prior to the dominance of the Firmament over the region in the early <u>FIFTH AGE</u>, as the many ruined temples attest to. However, very few of them are intact and most are shattered due to the folding of the land under the sway of the Firmament.

LYNNAE: Sea. Temperate sea between the east of MENISCEA and the west of SAMMAEA. The sea is renowned for the floating LODELITHS that gather above its western waters, off the coast of CYAE. The lodeliths are ripped from the sea-floor by FIRMAMENTAL action, and remain in the air, drifting until they escape the area, at which point they crash down to the surface. It was considered one of the FIVE SEAS of the pirate lore of the FIVE SAILS.

<u>LYNNAEAN CURRENT</u>: Sea. Surface ocean current in the <u>SEA OF</u>
<u>LYNNAE</u> that flows north between <u>EASTERN MENISCEA</u> and <u>WESTERN SAMMAEA</u>, joining the <u>WESTERN ERTHYDEAN CURRENT</u>.

LYNNFAEL: Rvr. Major river in the north east of EASTERN LLACHATUL, flowing east for 1,270-miles from various sources, including the DONN and MIACH Mountains in LOEGRESS^(1.) and the KERVAI Mountains in HARITH, before meeting the coast at the north of the SEA OF UDANILLA. It serves as the main border between Loegress and Harith and there are only a few crossings – largely by choice – with the main one being in the fortress of MIDDIR, which serves as a political melting pot between the two nations.

<u>LYPREA</u>: Pol. Sct. Capital of <u>LIEVTHRA</u>. It is a stone city of ancient design, with intricate vaults and hand-hewn catacombs beneath it, and many of its larger buildings have foundations carved from the bedrock. It is ancient and is built atop the ruin of a major Fourth Age city, and is uniquely isolationist within Lievthra (Pop. unknown).

<u>LYRA</u>: *Mil. Str.* Major fortress and 60-mile-long wall guarding the border between <u>J'THANA</u> and <u>SIRIPHAGOS</u>, though much of the wall is now antiquated and in disrepair. It taxes trade west and east and is controlled by both nations.

LYRA SHAMON: also 'City of Refuge'. Set. City in the c of LYRIDIA, in the region of ESTIA. It is a prison settlement where those condemned by the WHITE ROBES are sent in exile. The city is isolated (the closest settlement of note is over 100-miles to the south), and heavily guarded against escape and though the residents are left to their own devices. Interestingly, a mockery of government has formed, and though crime remains common, the people there tend to live by a common code of honour that is largely respected (Pop. c. 5,100).

LYRADEA: 1. Geo. Plains in what is now the nation of LYRIDIA DHAI.

2. Oth. Ancient OTHERWORLDER and deity to an ancient culture native to what are today the north of LYRIDIA, south of AHRISHEN and the HARÉSHKI CITY-KINGDOMS, that existed sometime during the FOURTH AGE. The descendants of her worshippers were known as LYRADEANS and moved south into the rising AMNATHI KINGDOM c. -2300 RM, where they became rulers and religious leaders. LYRADEA was a deity of wisdom and foresight and her followers were renowned for the white robes they wore (a trait that would survive in Lyridia centuries later, amongst its law enforcement), their congregations meeting in a great amphitheatre outside the city of AMNATH, where the rule of the Lyradean priestesses' sway was at its strongest. Their visions were the basis of many decisions made in the Amnathi kingdom, and it is said that the sundering of the kingdom into nine states and the rise of Lyridia from the roots of Amnath were known to them. The nation of Lyridia owes the roots of this deity's name, which became known as the name of the Amnathi state following the sundering of the Amnathi regions into nine states.

Though the worship of Lyradea dominated the rise of the Lyradean nation which had formed from Amnath and <u>AMAYMON</u> by c. -300 RM, the deity had fallen out of favour by c. -100 RM, being replaced, in most part by the mystical <u>ABULIA</u> and their caste of followers, the <u>AUGURS</u>; which rose around c. -200 - -125 RM as a cult that worshipped the mummified remains of the nine most potent of Lyradean seers that had been interred millennia past in the necropolis of <u>AMYLR</u>, some miles outside Amnath.

3. His. Ntn. Native name for the state of <u>LYRIDIA</u>. See Vol III: Extinct States. <u>LYRADEAN</u>: Lan. Language spoken in extant <u>LYRIDIA</u>. It is descended from the ancient <u>FIFTH AGE</u> language spoken by the people of the

AMNATHI KINGDOM. See Vol II: Languages.

LYRADEANS: Pol. His. Soc. Descendants of the worshippers of the ancient and largely forsaken deity LYRADEA (2.) They are believed to have originated north of LYRIDIA, in what is now the south of AHRISHEN and south west of the HARÉSHK, from which they migrated south into the nascent AMNATHI KINGDOM c. -2300 RM, where they became its rulers and religious leaders. By c. -1200 RM they had divided into separate castes, forming a matriarchal society where women filled political, religious and mercantile positions and men dominated industry and crafts. Under their rule, AMNATH was allowed to flourish, expanding to dominate the region now occupied by the south of Lyridia and most of NÁRTHEL. Bringing their old faith with them, their abilities of farsight served Amnath well, though they could not prevent its fragmentation in -589 RM into nine states. They remained in control of the state that grew around the old capital of Amnath, overseeing its rise and eventual assimilation with AMAYMON, which by c. -300 led to the rise of the Lyradean nation and, subsequently, Lyridia.

Though they remained in control of Lyradea after its rise and expansion north, their numbers dwindled throughout the early days of the first millennium RM, and from their slow decline did the augurs of Lyridia rise. Though the worship of Lyradean goddess dominated the rise of eponymous nation, the deity had fallen out of favour by c. -100 RM, being replaced, in most part by the mystical <u>ABULIA</u> and their caste of followers, the <u>AUGURS</u>; which rose around c. -200 – -125 RM as a cult offshoot of the <u>LYRADEANS</u> that worshipped the mummified remains of the nine most potent of Lyradean seers.

<u>LYRATH</u>: Set. Rural community in the north east of <u>LYRIDIA</u>, in the <u>CANNAM</u> plains. Its main industry is farming and horse training and breeding (Pop. c. 10,000).

<u>LYRCA</u>: Set. City in the north west of <u>LYRIDIA</u>, known across <u>THE INNER</u>
<u>SEA</u> for its dog trainers and the <u>REXCANIS</u> breed that it trains into guard and attack dogs (Pop. c. 9,000).

<u>LYRIDIA</u>: Dem. 'Lyridian'. Ntn. Insular nation in the south of <u>CENTRAL</u>
<u>LLACHATUL</u>, north of the <u>STRAIT OF NÁRTHEL</u>. It is of a temperate climate, with cold wet winters and short mild summers.

Nestled between the tainted lands of <u>AHOPSEH</u> and the <u>KYTHI</u>, <u>CARTIGA</u>, and <u>HARBIDA</u> Mountains, dominating the plains of <u>IBLIS</u>, Lyridia is a strange land. Originally populated by cave-dwelling <u>TROGLODYTES</u>, its people today remain insular, only now embracing modern industries and technologies, with large swathes of the nation still living rural or troglodytic lives.

Lyridia is an ancient land, ruled by a Divine <u>SIBYL</u> – an accomplished <u>SHAPER</u> who has existed in different guises over many millennia. She rules on behalf of the <u>NINE ABULIA</u> – seers of unrivalled power who are kept in stasis within an amphitheatre-like <u>TECHNARCANE</u> engine. They are brought to life with a concoction of drugs, allowing the Sibyl and her augurs to interpret their <u>DREAMS</u> as prophecies. Nations have fallen and kings have risen to power and faltered on the strength of the Sibyls' words, which may be the reason for the region's apparent invulnerability.

The nation as it is known today emerged in 87 RM, after the <u>KORACHANI</u> annexation of its western territories, which later became known as <u>LYRIDIA DHAI</u>, Lyridia is one of few regions around the <u>INNER SEA</u> to remain wholly unconquered since its formation, making it a subject of various myths and legends, many of which have a kernel of truth to them.

Folktales from around the Inner Sea claim the Lyridian capital is made of gold, or that the Kythi Mountains, on whose spine the Abulia dream, lies on foundations of pure gold. This wealth is often considered the reason why Lyridians are xenophobic. Despite this wealth, many of its people dwell in caves and are subjects of draconian laws that are enforced by a vigilant white-robed policing force.

Little is known of its cities or their inner workings, other than that each settlement is ruled by an augur, who herself is a member of a great council that answers to the Sibyl. See Vol III: Extant Nations and Realms.

<u>LYRIDIA DHAI</u>: *Nm.* Nation in the south of <u>CENTRAL LLACHATUL</u> to the east of the <u>SEA OF PROPONTIS</u>. It is of a temperate climate, with cold wet winters and mild summers.

Lyridia Dhai was first claimed by <u>KORACHANI</u> armies in 87 RM who were attempting to subjugate <u>LYRADEA</u> (extant <u>LYRIDIA</u>) itself following their victories in <u>NÁRTHEL</u>. The forces of the <u>ABULIA</u> provided a dogged defence and the Korachani armies were only able to penetrate a few hundred mile east from its western coast, though were successful in keeping those lands, and divided the old nation, annexing its western lands, which became known as Lyridia Dhai.

Often used as a staging post for <u>CRUSADES</u> north into <u>AHRISHEN</u>, Lyridia Dhai became a militarized nation, particularly its north, where many military bases were erected.

Following the depletion of its natural resources, much of Lyridia Dhai was left to the <u>INTERREGES</u> in 1704 RM, with the north remaining an important military asset to Korachan, though it too would be abandoned to them by 2185 RM.

By then Lyridia Dhai was little more than a wasted wilderness, its disparate city-states forsaking the empire that had abandoned them. The INTERREGES learnt to rule in the absence of Korachan, which had all but forgotten about the region. Their line dwindled over many years and the death of the Arch-patrician Noluch in 2838 RM left a single Interreges in control – a tyrannical umbraphage whose influence was said to reach as far as RHAMIA and ARMAGH.

The city of <u>VEPAR</u> grew under his rule, and regions that had become autonomous were brought under his banner. By around 3000 RM, his influence was felt around all of Lyridia Dhai as a small web of trade stretching west and south.

His disappearance in 3742 RM ended the little vestige of Korachani influence that remained in Lyridia Dhai. Vepar was by then a metropolis, the only city of note in all of Lyridia Dhai. However, with the loss of its tyrant, the city would diminish, losing contact with many old allies. Contact with Rhamia and Ahrishen was lost by 3750 RM and the trade web dwindled, and by around 3800 RM, only the cities of TERARA, Vepar, and COTHON remained. Over the next 100 years, the three cities expanded in power, coming to an agreement that divided Lyridia Dhaian territories amongst themselves, with the Idol of MALICHAR OZHA recognised as a marker denoting the extent of their boundaries.

The Tripartite Union of Lyridia Dhai was first recognised in 3848 RM and remains the governing body of the three territories to this day. See Vol III: Extant Nations and Realms.

<u>LYRIDIAN KER</u>: *Cur*. Currency of <u>LYRIDIA</u>, minted under great protection in <u>MYRA</u>. It is only used internally, and has no presence outside of Lyridia. For foreign trade Lyridian merchants use <u>KORACHANI BITS</u>. See Vol II: Currency and Coinage in Elyden.

<u>LYRLDRAN</u>: Geo. Mountains in the north west of <u>KOMMEA</u>, forming a part of the greater <u>HOLLOW COASTLINE</u> chain.

<u>LYRNAS</u>: Set. Coastal city along the western coast of the <u>BAKHRAN STATES</u>, in north western <u>SAMMAEA</u> (Pop. c. 20,000).

<u>LYRNICA</u>: *Geo.* Island off the north western coast of <u>SAMMAEA</u>, west of the <u>KORACHANI</u> colony of <u>TAVVARDA</u>.

<u>LYRSID</u>: Wea. Katabatic winds in the c of <u>KHARKHARADONTIS</u> flowing south from c highlands, into the <u>BORALAKH</u> valley.

LYSANDRA MELIX: f. Per. (B. 3874 RM) High-ranking member of the MORÉHAN ORDER of the SANCTIFIED INQUISITION. Coming from a rich family in CLOTHO, she is officially a High-Censor within the KORACHANI BUREAU OF CENSORS, she has been on loan to the Moréhan Order for most of her professional life.

She is renowned for her strict adherence to doctrine and her role in curtailing the expansion of the CHURCH OF THE DISCORDANT DEITY, and was instrumental in uncovering a hidden base in the city of DEOCHAN in 3935 RM. She was gravely injured during the attack storming it. Many believed she would die of her wounds, but she is apocryphally noted as having said 'I cannot die, I have much work to do', after which she commissioned the manufacture of a sophisticated TECHNARCANE rig into which she was interred. This not only kept her alive, but also prolonged her life, granting her greater mobility even as she approaches her 14th decade of life.

<u>LYSARA</u>: Set. City in the west of <u>OD MEGINNAS</u>. Its main industry is copper mining, and it has many foundries where copper is refined (Pop. c. 42,000).

LYSERITH ONÉSIMUS, SECOND OF THE ELEVEN: f. Pol. Per. (B. 3837 RM) Second of the HENDECARCHS of MALAN and ruler of the HENDECARCHY of STHAMAN. Her government is known as the FLOATING COURT, on account of that it is constantly in motion as part of a great caravan made up of thousands of followers, sycophants, courtiers, warriors, and advisors.

LYSIMACH: Set. Small city in the north of EREBETH (Pop. c. 19,200).

LYSINGR: Rvr. Major river whose many distributaries dominate the north of CYHLAGHARR. It flows north west for 525-miles from sources in RGWEROTHA Mountains and the ESCYRAD massif, before emptying in the BAY OF SCENEA.

<u>LYSITEAS</u>: Pol. Set. Capital of <u>TETHYSIA</u>. It rings the base of a great hill upon which stands the <u>DAWN PALACE</u> and the <u>TEMPLE OF THE NEVERDYING</u> (Pop. c. 250,000).

<u>LYSSA</u>: f. Myr. His. In the mythologies and ancient histories of <u>ELYDEN</u>, the daughter and <u>SCION</u> of the <u>DEMIURGE VORROPOHAIAH</u> and the scion <u>TALLAS</u> (son of <u>NERGAAL</u>). She is mother to twins <u>VAMMATAR</u> and <u>VAM ATTAR</u>, and at least one unnamed daughter.

Her mummified remains are worshiped as an idol by the people of <u>QALMUTRA</u>, in western <u>TURCAR</u>, whose influence is said to be corrupting them. It is said that many people in the region still carry the scionic blood of Lyssas daughter who remains unnamed in most accounts. See Vol IV: Scions, Children of the Gods.

<u>LYTARAS</u>: Set. Large coastal city in the west of <u>CARNYNGA</u>, situated at the mouth of the river <u>MALMOR</u> (Pop. c. 86,200).

<u>LYTRASADRA</u>: *Int. Rui.* Monolithic idol in the south east of <u>LYRIDIA</u>, built on a small peninsula in its <u>SAMMAEAN</u> territories, less than 10-miles from the border with <u>TAMAR</u>, jutting out into the <u>BAY OF DETH</u> (formerly the far east of the <u>STRAIT OF NÁRTHEL</u>).

The idol stands close to 180-feet tall and is partially hewn from the rock-face of its foundations, with the rest built from large blocks of granite quarried in TYRATH, over 200-miles west in c. 800 RM as a political statement to any travellers crossing the Strait of Nárthel. It was originally located on an island in the middle of the far east of the Strait, though the withdrawal of the sea in the region found it landlocked in c. 3250 RM. The idol takes the form of the ARCH ABULIA, her head raised to the havens, her arms gesturing to the lands beyond the strait. Though a wondrous structure, signs of neglect are clear to those looking upon it, and one of its arms broke off in a small earthquake in c 2100 RM and parts of it are cracked.

LYVAR: Set. Settlement in the c of KARGAMA. It is an unassuming settlement, covering few miles along the northern bank of the river TENELLA, though is infamous in regional history for being the site where a Dhekaari nomad was killed c. -890 RM, leading to a decade of conflict between the ancient ELITAGRI city-states and the nomads, ending in the genocide of the Dhekaari culture.

It is of little economical value and its amin industry is reed gathering (Pop. c. 4,200).

LYZEA: His. Town in the capital of KHADON in KORACHAN, famous throughout the first two millennia of the empire's existence for its nobles' college. It was razed in 2043 RM to accommodate extensions to the Imperial Palace complex.

LZASHAEM: Mil. Str. Expansive fortification erected by NOAVATUR in the south west of the LOWER DANOSOTH Mountains following its destroying of the NOAVATURI Trail in 1299 RM after the PRECEPTORS were overthrown by PATRICIANS seeking independence. Today it is abandoned and situated in the east of the KHARKHARADONTID wastes.

LZHUGUG: Int. Rui. Weathered monolith in the <u>UNCLAIMED LANDS</u> in the east of <u>KASPIA</u>, its singularity dwarfed by its immense size. Though a single rock, Lzhugug dominates the landscape for miles around, its sheer grey walls unassailable. The monolith was sacred to ancient people of what is now the Unclaimed Lands, though little of their cultures remain save faded wall-paintings and offering-totems.

M

M'JHABA: Ind. Set. Pumice mines in the west of N'RAKH (Pop. c. 6,300).

<u>M'KORRO</u>: *Set.* Slaver city in the west of <u>N'RAKH</u>. <u>K'HAT</u> travel west into the <u>UMBRA SOKHAR</u> and beyond in search of <u>ETHERI</u> slaves to take back into N'rakh (Pop. Unknown).

<u>M'SADDA</u>: Rui. Ruined <u>N'RAKHI</u> fortress in present-day <u>BARATHEA</u>^(1.). Its resin-silk walls are crumbled and overgrown with hardy semi-arid shrubs.

M'SADE: Set. Settlement in the c north west of N'RAKH (Pop. c. 13,200).

<u>M'SATTRA'KH II</u>: (B. 3958 RM) King, and one of three current rulers of the J'THANAN Triarchy.

<u>M'SETTA</u>: Set. Island-settlement in lake <u>C'KHAMAR</u> in the south of <u>N'RAKH</u>. It is known for its resinous silk produce, which is traded south with <u>AMHAD</u> in <u>AETHIOS</u> (Pop. c. 7,400).

MA'YUAMMEALLI: Geo. Series of around 1,200 granite pillars in the EPITRACHON Mountains in the c of THE OLD FOREST. It is unknown whether these are natural features or remnants of the time of creation, though their symmetry and obelisk-like formation have convinced scholars they are the latter.

<u>MA-AHURA</u>: Set. Settlement in the far north of <u>TZALLRACH</u>, in the southern foothills of the <u>MASIKA</u> Mountains. Its main industry is the quarrying of phosphate salts (Pop. c. 5,400).

<u>MAA</u>: Set. Small city in the c of the small state of <u>TAL ZHAAN</u>^(1.). Its people have been working copper for millennia and the city is renowned for its expert craftsmen, who are commissioned from across the <u>SEA OF ORRIDA</u> to construct wondrous copper statues (Pop. c. 17,800).

MAA GATTAR'S FORGE: Int. Rui. Leg. Arc. Ind. Ancient forge in the north of AQUARIIA, in the southern foothills of the NUNAKI^(1.) Mountains. It is thought to date back to the THIRD AGE, and is now corroded and calcified, its original purpose unknown. Some hewn chambers have been found beneath the forge, though they are largely caved in, anything they once contained of value either looted, hidden, or decayed beyond use or recognition. It is shunned by the people of Aquariia, though old legends do speak of it as being a gate to the underworld.

<u>MAAD</u>: 1. Geo. Island in the <u>AMAARI WATERS</u> in the south of Pergost, belonging to the <u>MAADANI</u> people.

2. Set. Main settlement on the eponymous island (Pop. 12,000).

<u>MAADAN ISLES</u>, the: *Geo.* Chain of over 100-islands in then of the <u>AMAARI WATERS</u>, south of the <u>PERGOSTI</u> peninsula, forming a submerged mountain-chain. The isles are home to a tribal people known as the <u>MAADANI</u>.

<u>MAADANI</u>: Dem. 'Maadani. Eth. Tribal people native to the <u>MAADAN ISLES</u> in the <u>AMAARI WATERS</u>, north of the <u>SEA OF DAGGERS</u>, considered by most to be a part of <u>PERGOST</u>. It is thought that the people of Pergost are descended from them and migrants from the south.

MAAEL: Set. Small coastal city in the north west of <u>LIDEA</u>, south of the mouth of the river <u>SHIBBOLETH</u>⁽³⁾. Its main industry is fishing (Pop. c. 17.100).

MAALKAT: 1. Geo. Region of dense scrub and sparse forest in the far east of N'RAKH, north east of the pass of TAMAR ILLIDU. Its many caverns and hollows have, since human prehistory, been home to many AANTHA and their birthing goddess, Maalkat. Following ARKOSIAN (1.) revelations of the birthing pits in 995 RM the region became embroiled in a long period of warfare that saw aanth territories move east by 1150 RM, beyond lake C'DATA, which saw them grow in confidence in the region. By that time the region around Maalkat had become one of the most revered holy sites of aanth culture, and it grew rapidly following the appearance of the first pilgrims there in c. 1550 RM, as reported by AETHIOSI and Arkosian chroniclers. Since then, human supplicants of Maalkat from J'THANA as well as other lands have travelled there.

2. also 'the Queen's City'. Set. Largely subterranean AANTH city that emerged in c. 1600 RM following aanth pilgrimages to the birthing pits of TAMAR ILLIDU, where their birthing goddess MAALKAT was interred. The bulk of the city is located deep beneath the surface of the region, with potentially hundreds of thousands of aanth scuttling in its passages which are believed to converge with other pits in central N'RAKH. The only evidence of this great chaotic city are the scattered gossamer forts of their kind which guard its many entrances and a small fortified 'enclave' that serves as one of the few N'rakhi trade centres where select merchants of the Salt Road (mostly BARATHEAN(1.) and J'THANAN) are allowed to buy and sell certain wares (Pop. unknown).

3. Rel. Dei. The birthing goddess of the AANTH and chief divinity and ruler of N'RAKH and parts of J'THANA. Little is known of this entity, or even if the few legends to emerge from J'thana claiming that MAALKAT (often referred to as the Maalkat) is a living creature are real. It is commonly accepted (though largely unproven) that the deity is a being of mortal flesh; a corpulent creature that is some kind of primogenitor to the aanth race (and possibly, by extension a SCIONIC creature or OTHERWORLDER of sorts). The first modern human record of this creature emerges in 995 RM, when Arkosian explorers venturing into the pass of TAMAR ILLIDU revealed the birthing-pits of the goddess Maalkat, effectively bringing about a long period of conflict between the two regions. See Vol IV: Religions and Cults.

<u>MAALKOU</u>: also 'City of the Prince'. Set. City in <u>PARAIYA</u>, along the banks of the river <u>NOTHIYA</u> and lake <u>NOTHA</u>, settled by the tribe of the <u>ARENA</u>. It is claimed to be the home of the ancestral prince of the Arena and is a place of pilgrimage to nomads of his tribe (Pop. c. 37,300).

<u>MAAR</u>: *Rvr.* River in in the prefecture of <u>EROSENEA</u>^(1.) in the north of <u>HOLOLACH</u>^(1.). The river flows for 305-miles from the <u>SABASSOR</u> Mountains to its parent, the river <u>ALLAMAR</u>.

<u>MAARCH</u>: Sec. City in the north of <u>NAARETH</u>. Originating in c. 2540 RM as an <u>IMPERIAL</u> port where raw materials gathered in Naareth could be shipped north to <u>KORACHAN</u> by the occupancy in Naareth, it remained

a large city following imperial abandonment of the region in 2993 RM, though has diminished in size. It remains a centre of trade and is part of the \underline{EAST} ROAD (Pop. c. 72,000).

<u>MAAT</u>: 1. Set. Settlement in the south west of <u>MECHABET</u>, in the northern foothills of the <u>DUMACHA</u> Mountains. Its main industry is the mining of iron (Pop. c. 9,000).

2. Myt. Sup. His. In the MYTHOLOGIA ELYDEN and studies of the MATERIA OMNA, the so-called heart of the FIRMAMENT in the material plane, known better today as the TRUE MENISCUS. It is the c-most point of THE MENISCUS and is the closest thing to absolute light one can imagine and is the most inhospitable part of the Meniscus, comparable to the APOPHIS of the BLACK FOUNTAIN. See Vol IV: the Materia Omna.

<u>MAATHLAT</u>: Geo. Rocky, dry region in the north west of <u>NAARETH</u>, south of the <u>SIRDAIRA</u> highlands.

MAATHORA: Pol. Rnk. Ruling sect of HAZOR in the state of ERINAKH LAUR. They rose in c. 1830 RM and were responsible for the economic and military growth of Hazor, which in 2483 RM declared its independence from Erinakh Laur. They ruled the new nation of Hazor until they were ousted by the OTHERWORLDER NEANDER in 2965 RM.

<u>MAATHYL</u>: 1. Geo. Region in the c of <u>ALAM BETHYL</u> known for its plains and sparse woodlands. The area is unique for the higher-than average instances of <u>STAR IELLY</u> that appear there, leading to a cottage industry in the region, with collected samples being sold south for a not inconsiderable sum.

2. Set. Small city in the c south of ALAM BETHYL, in the south of the territory of $\underline{ESAUN}^{(1.)}$ (Pop. c. 17,000).

<u>MAAVA</u>: Sec. Settlement and province in the far north of <u>KORACHAN</u>, on the northern face of the <u>RHAECHA</u> Mountains, overlooking <u>CHTHYRID</u>. It is named after the <u>MAAVANDA</u> that were once common in the area (Pop. c. 6,800).

<u>MAAVANDA</u>: Fau. Bestial earth-giants native to lands north of <u>THE INNER SEA</u>, driven to the brink of extinction by the spread of <u>FIFTH AGE</u> civilizations and <u>KORACHANI</u> industrialisation between c. 1000 – 2000 RM.

Though all but destroyed in the wild, they are bred as slaves in captivity within CHTHYRID, where they are used as manual labourers within mines in the RHAECHA Mountains, though can also be found in scattered areas of CENTRAL LLACHATUL (particularly eastern ALMAGEST and SKAROS, and northern AZAZEM).

They are believed to be corrupted forms of GIGANRI. See Vol II: Classification and Taxonomy of Life: Asicthain.

MA'AT, THE FLY: Rel. Myr. In the RELIGION AND MYSTICISM of TEMUJA, the TUTELARY SPIRIT of disease, PLAGUE and lepers. Those affected by the above offer him gifts so that they may be spared. See Vol IV: Religions and Cults.

<u>MABAN</u>: Ele. A form of quartz used by <u>BA'AKHI</u> sorcerers during rituals. Its use has diminished with the advent of <u>TECHNARCANA</u>, though it is used as a focus in technarcane machinery.

MACAR: Set. City in the north east of PELASGOS. It has changed hands many times throughout history, and originated as an ancient COMMAGENE settlement before being taken by KORACHANI forces following their annexation of GERICIA (now Pelasgos), though its relative proximity to the VÂRRAN border means it has a diverse culture, and it is now a centre of trade between the two regions (Pop. c. 25,500).

MACATAT: Geo. Expansive valley in the west of KHARKHARADONTIS, stretching north east for over 1,000 miles from the eastern face of the ACHARKHARAN Mountains. The valley is uninhabited and ATRAMENTALLY TAINTED and riddled with duststone formations and caerns, most of which have been unexplored.

MACCABEAN CALENDAR: also 'the Korachani Calendar'. Cal. Calendar system devised by the scholar MACCABEUS OF NEKODA in what is now 6 RM, superseding the older seasonal calendar of the region and eventually supplanting the calendars of most nations subsequently conquered by the KORACHANI EMPIRE.

The calendar discards lunar yardsticks that were used by other more complex calendars, and was instead designed for simplicity and ease of record-keeping, which was becoming increasingly important in the growing empire. With the 366-day year divided into twelve months of thirty days each and 7-day <u>WEEKS</u>. Every three months are separated by a solstice or equinox festival of 2 or 1 day each, respectively. Every 7 years have a cut day, removing a day from the Winter Solstice festival, keeping the calendar in line with the astronomical year, which is 365.8571 days long.

The calendar was devised in 6 RM (the $\underline{\text{REIGN OF MALICHAR}}$), though was retroactively applied to the previous years to begin at 1 RM, with the birth of the Korachani empire.

Beginning with the feast of the spring equinox, the months are: MALICHALEN (March), ALGOLEN (April), CYKRANALEN (May), LIVIALEN (June), RACHALEN (July), <a href="MURDAD (August), <a hr

MACCABEUS OF NEKODA: (B. –31 RM – D. 28 RM) Edu. KORACHANI scholar who pioneered the KORACHANI CALENDAR (RM) system in 6 RM, retroactively applying it to start 6-years earlier, to the birth of the Korachani empire.

<u>MACELLARIA</u>: Dem. '*Macellarian*'. Ntn. Nation in the far south west of <u>SAMMAEA</u>. Its people are insular and famed practitioners of <u>FLESHWRIGHTING</u> and cloning, undertaking procedures and techniques considered grotesque and untouchable by other people. These industries are only possible through its peoples' understanding of the <u>ATRAMENTA</u>. See Vol III: Extant Realms and Nations.

<u>MACERATA</u>: 1. *Geo.* Region in the far north west of <u>SKAROS</u>, west of the <u>SEA OF APHOTIS</u>, known for its many earthquakes.

2. Set. Small fortified city in the far north west of <u>SKAROS</u>, west of the <u>SEA OF APHOTIS</u>, overlooking the border with <u>ATARAXIA</u>. It is home to a <u>CHAPTER</u>⁽²⁾ of the <u>WHITE LEAGUE</u>, who mostly work as personal guards to individuals travelling in Ataraxia, or for caravans moving west along the <u>RED ROUTE</u> (Pop. c. 11,800).

MACHAEUS ZIDEON: m. Mil. Pol. Per. (B. 3883 RM) Grandmaster of the AIWAHAN ORDER of the SANCTIFIED INQUISITION since 3968 RM. Little is known of his early life, and most records surrounding his upbringing begin with him as an early teen apprenticed to a freeman technologist, whereupon he was recruited by the Order as a Neophyte. He rapidly progressed through the ranks over the years, finding himself giving over more and more of his body to orthoses and technarcane enhancements, which are at least partially responsible for his long life.

More machine now than man, he looms over his Order as a largely unseen force, yet his presence is deeply felt by its agents, who are forced to study his teachings as part of their training. The core of his beliefs and ideologies have been translated into the <u>Technocratic Oath</u>, that new recruits must swear to upon their indoctrination, and which have shaped the actions of the Order since their introduction in 3971 RM.

It is no secret that Machaeus has aspirations of sitting at the <u>COUNCIL</u> <u>OF SEVEN</u>, and the appointment of his fellow Grandmaster <u>KOLROKH HANNO</u> to that same title has caused no small amount of friction between their respective Orders over the years.

MACHAL: Geo. Glacier in the far north of GNOTH, in the SOLUN HIGHLANDS.

<u>MACHALAT</u>: Set. Coastal city in the north of <u>LIDEA</u>, where the river <u>SHIBBOLETH</u>⁽³⁾ meets the <u>SEA OF MHARKA</u>^(1.). The city has undergone a tumultuous history, though has, since its appearance in c. 960 RM following the <u>KORACHANI EMPIRE'S</u> subjugation of the region in 911 RM, been a popular destination with mariners and the spoilt children of nobility alike.

It has always been associated with music and the musical arts, and was once home to travelling minstrels who served as bearers of news across Lidea. As the river Shibboleth has shifted over the millennia, the city has found itself away from her banks 3-times, and has remained a coastal city since c. 3580 RM. It has however diminished since its heyday in c. 2100 RM, where it was a metropolis numbering no less than 200,000 bodies, and many of its old districts have been eaten by the steady flow of the river (Pop. c. 20,000).

MACHALLA: Set. Settlement in the south west of ABATTUR (Pop. c. 9 000)

MACHARUAH: Set. City in the c north east of THE OLD FOREST, along the eastern shore of lake <u>SETTRON</u>. It is located within the region of <u>GUTHAOCH</u>, which is known to be the home of the <u>TREE OF AGEN</u>. The city falls within the influence of the <u>DREAMSCAPE</u> of Guthaoch, which influences the growth of vegetation the spread of life (Pop. c. 36,500).

MACHINE ARCHIVIST: Tec. Rnk. A civilian rank within the AIWAHAN ORDER of the SANCTIFIED INQUISITION. Amongst the most numerous of ranks within the Order, Machine archivists keep meticulous records of any technologies, including technarcana and archaeotech that are used or encountered by the field agents of the Order. These records include blueprints, schematics, lists of parts and detailed engineering records, to prevent loss of any technologies.

<u>MACHINE ASCENDANT, the</u>: Art. Grotesque panoramic oil painting painted by the artist <u>KARSIMMON VOCH</u> between 3232 and 3233 RM. It was hung in the <u>BASILICA OF KHADON</u> in 3234 RM.

The painting depicts a machine that is symbolic of the <u>UNDYING MACHINE</u> Rachanael, surrounded by enemies of the <u>KORACHANI EMPIRE</u> suffering various torments and degrading tortures as it rises triumphantly to an overcost sky.

The painting was removed in 3773 RM for restoration works, revealing an older painting of treasonous intent and unknown origins, known now as *THE ETERNAL RALLY*.

MACHINE ASCENDANT, TEMPLE OF THE: Rel. Str. Temple dedicated to the UNDYING MACHINE, situated in the north east of AETHIOS. The temple was constructed by Korachani missionaries in 549 RM and was intended to serve immigrants from the north who were expected to colonise and work in the area, but the plans never materialised. Instead, the temple came to be a major religious location in Aethios, where the Church the Undying Machine took hold over the net decades.

The monolithic structure is partially hewn from the red granite of the BETHET foothills, with the rest built from off-cut granite from the site itself. Inside is a sprawling labyrinth of catacombs and vaulted crypts that reach deep into the hills. Some chambers are filled with centuries-old machinery, a few of which are still maintained and guarded by DEMIURNE adepts and their DVERGAI servants, that remained in the temple even after Aethios abandoned its worship of the Undying Machine following the end of its war with Korachan in 3017 RM.

The temple is cited by many as being worthy of inclusion amongst the WONDERS OF THE ANCIENT WORLD.

MACHINE DESERT, the: Geo. Expansive wasteland in the c of SAMMAEA, west of the KARKARMIS Mountains, crossing the border between the east of NASTAL⁽²⁾ and the north west of HOGGOTHA ISZ. First documented by KORACHANI explorers in 1923 RM, the region is now famed for its composition – the entire area is composed of rusted and near-fossilised machinery, now half-buried in dunes that are composed of rust from its own broken peripheries. Nothing is known of its origins, or the culture that created it, and it has never been returned to in an official expedition since its first documenting, though various private ventures have made their way there.

MACHINE-MONK: Pol. Rel. Soc. Rnk. Untouchable caste within the LOST DEMESNE to the east of RAONGEN⁽²⁾ in the north of LLACHATUL who 'maintain' the rusted machinery that the people of the CALLOW HORDES worship. They fulfil the role of a noble priestly caste and are the sole bearers of the secrets of technology, though over the centuries they have lost the true knowledge of how to manufacture and repair the machinery and manufactories, and have come to revere them as idols of their twisted deities — corruptions of the individuals of HOUSE ARTIFEX who over 1,000-years ago established a colony in north of Almagest which would, following its abandonment, become known as the LOST DEMESNE.

<u>MACHINEDEAD</u>: Lan. Med. Tec. Colloquial term for those who are interred within <u>TECHNARCANE</u> engines, or whose orthoses are so many they outweigh their flesh.

MACHINEHEAD, the: *Int. His. Rel. Obj.* Giant fossilised hand in the c east of the nation of <u>DURCHAA</u>⁽¹⁾. Discovered by <u>KORACHANI</u> explorers in 1631, over 10-years after its conquest of the region from the kingdom of <u>THYTHIA</u>, though it is believed to have been known to the natives for centuries before that time.

The hand forms the centre of a corrupt cult of the <u>UNDYING MACHINE</u> that serves as the national religion of Durchaa, evolving slowly following its isolation from the empire in the wake of the fracture of <u>ALMAGEST</u> from Korachan in 3014 RM. A hereditary order of militant monks has guarded the site since c. 3200 RM. See Vol IV: Religions and Cults.

MACHORA: Ind. Set. Major coastal settlement in the east of <u>VÂRR</u>. Its main industry is the manufacture of <u>CONVEYORS</u> and <u>AMBULANTS</u>, and it is one of the nation's few cities that remain economically productive, allowing <u>NOUVATAI</u> to remain politically and economically strong. It forms a part of the <u>RED ROUTE</u> and its workshops service vehicles travelling with the merchant caravans. Over the years it has also served as a mounting point for <u>CRUSADES</u> to the east, and as a result it has a large <u>AVÉNETHI</u> fortress (Pop. c. 72,000).

<u>MADAIBIMAR</u>: *Mil. Str.* Major border fortress in the north east of <u>NOAVATUR</u>, guarding the trade-route linking it with the west of <u>PNESSA</u>. Many troops are stationed there, and patrol the border.

MACHINE APOSTASIES, THE: His. Rel. Pol. Tumultuous period in KORACHANI history, that took place between 2581 and c. 2600 RM during a period when the ARCHPOTENTATE MALICHAR had retreated from his office. During this time, the CHURCH OF THE UNDYING MACHINE persecuted and dissolved dozens of sects, denominations, and offshoots that had emerged from its religion over the past centuries, killing thousands and exiling many more from its territories across all of ELYDEN.

This caused a great exodus as people from the Korachani empire fled persecution. Some settled in neighbouring lands, though many from the Korachani heartland (including <u>AZAZEM</u>, <u>LAASKHA</u>, <u>SKAROS</u>, and <u>KORACHAN</u> itself) fled north, settling lands that would eventually become known as <u>BASSORAH</u>^(2,).

MACILENT: Set. Stilt-city in the c west of AHRISHEN, along the western shore of lake DOIDA^(1.). During the wet seasons and early summer, the lake expands and reaches the city limits, whereas at other times it retreats, sometimes as far as 4-miles from the city limits. The city is built atop the remnants of an island-settlement that existed before the region was dried by the waning of the SEA OF PYREA c 1,000 years ago (Pop. c. 27,000).

MACYNAR: Set. Settlement on the island of KILAWADA in FALLAROUR, off the south western coast of SAMMAEA. Its people's main diet consists of soft-shelled shrimp that lives in the waters around the SHIBBOTHA and SHIELD ISLES. These are boiled and eaten whole, usually in stews or with legumes, and as a result locals are known for the slight orange-pink tint to their skin (Pop. c. 7,000).

<u>MADA</u>: Sca. Bay along the south western coast of the <u>PARTHISAN</u> colony of $\underline{NISSA}^{(1)}$.

<u>MADARAL</u>: Set. City in the far north west of the <u>SOLEYN TERRITORIES</u>, and home to many military forces that patrol the north western borders there with <u>MULCIBER</u> and <u>ANUBIA</u> (Pop. c. 10,000).

<u>MADARASH</u>: *Rui.* Old monastery located on a large mesa in the east of <u>MENISCEA</u>, now ruined and buried beneath the city of <u>MEDINAE</u>.

MADDENING ABYSS, the: see CARCERI, THE PRISON.

MADACH: Ind. Set. Mining settlement in the south east of MECHABET (Pop. c. 4,600).

<u>MADANAN</u>: For. Mangrove forest in the <u>MAIDEN ISLES</u>, on the island of LATRAS.

MADDIS: Pol. Ser. Capital of OBLEVIS, in the south east of EASTERN MENISCEA, since the revolution of 3199 RM deposed the ruling DESPOSYNI DYNASTY and moved the capital there from KORACHAN DHAI. It is a major stop along the BROKERS' ROAD trade route, though is insular, barely tolerating the presence of foreign traders and diplomats in its streets. Others are forbidden (Pop. unknown).

MADDRA: Set. Settlement in the north of PNESSA (Pop. c. 8,000).

MADHARA: Geo. Mountain in the south east of SUOR.

<u>MADIKAT</u>: Set. City in the c of <u>AYAD</u>. It is a crossroads of local trade and culture (Pop. c. 34,000).

MADOARA: Set. Small city in the south east of <u>TAAN AN</u>. It is situated along the course of the <u>AQUEDUCT OF CREPHITHISS</u> (Pop. c. 16,000).

MADOUN: Pol. Mil. Rnk. Military rank in the FOREST KINGDOMS of MALAN whose bearers also serve as regional caretakers, often ruling small settlements, outposts, or caring for large sparsely inhabited tracts of land. They make sure that both professional soldiers and citizen militias are well trained and equipped, and in times of conflict rally them to action.

The role is different in larger settlements, and rather being a ruler, they instead serve as an advisor, remaining the chief military rank in the city. Major cities may have multiple madouns, each in charge of a particular aspect and/or district of the city.

MADOUR: 1. Pol. KORACHANI colony in the c of LLACHATUL, between VÂRR and RHAMIA. See Vol III: the Nations of Elyden.

2. Pol. Set. City and capital of the eponymous region⁽¹⁾. It was abandoned early in the fourth millennium RM, though the <u>KORACHANI EMPIRE</u> reappropriated it in 3989 RM, rapidly taking surrounding lands. The old city was found abandoned, a particularly deep mine collapsed, leading into an upper chamber of the <u>PRISON CARCERI</u>.

The mines were sealed with reinforced concrete by imperial engineers, the high walls levelled and the city rebuilt. Now landlocked following the retreat of the <u>SEA OF PROPONTIS</u>, a harbour was constructed along the coastline, and it now sees many slaves arrive from the north east (Pop. c. 174,000).

<u>MADRA</u>: Geo. Mountain forming a border between the north of the <u>SOLEYN TERRITORIES</u> and <u>ANUBIA</u>, itself an extension of the <u>HASHATH</u> Mountain.

<u>MAEDA</u>: Lake in the north west of <u>AHRISHEN</u>, fed by streams and rivers from the <u>PELADA</u> outcrops. The lake flows into the river <u>LAOMEDA</u>, which itself flows into lake <u>EURADA</u>, which empties into the river <u>PELADA</u>, a tributary of the river <u>SAVEST</u>.

MAEG, CULT OF: Rel. Extremist religious cult in the ARID TRIPTYCH that emerged in the city of ANUBIS in c. 3810 RM and quickly travelled to surrounding lands, its growth propagated by a figure calling itself the OVATE. The cult operates as a cult of personality surrounding the Ovate, which advocates hostility & assertiveness of character and faith in machines over the UNDYING MACHINE.

It clashed with the <u>Church of the Undying Machine</u> and its regional sects many times over the next century over idealistic differences and its effective press-ganging of members, many of which were already members of other religions.

The cult had been largely quelled by 3912 RM through aggressive actions by the REFORMED CHURCH OF SARASTRO and the CULT OF THE SPHINX, which were the two religions most affected by it. The repeated reappearances of the Ovate over coming decades caused some to believe that the Ovate might be something more than human (perhaps a HALFBLOOD, OTHERWORLDER OF SCION), renewing interest in the cult. Others, particularly within competing churches, argued that it simply meat the Ovate was a mantle carried by multiple individuals over the years. This attempt to discredit the founder of the cult backfired and over the cult has seen a slight resurgence over the past decade, particularly in the city of Anubis. See Vol IV: Religions and Cults.

MAEIAL: Set. Harbour in the south west of the island of ANDRATHIS off the eastern coast of the PARTHISAN colony of EZHIRAYA (2.).

MAELER: Sca. Bay off the south eastern coast of SAMMAEA, that serves to divide the SEA OF MIROVEA, in the north, from the LERAMUGH, in the south. The bay also lies along the border between ZHARIAH^(2.) in the north and SHEZALIAH in the south.

<u>MAEN</u>: For. Large jungle dominating the west of <u>SURUTUR</u>. It is known for its many vines, creepers, and epiphytes, and in many cases, they have overtaken old coastal ruins making them unnavigable.

MAEN TOO: Set. Coastal city in the north east of CHEIRA (Pop. c. 40,000).

<u>MAENDA</u>: Rvr. Endorheic river flowing south for 775-miles, across the c south of <u>SAGITTARIA</u> and c <u>EREBETH</u>, before collecting into lake <u>TROJA</u> in the c of Sagittaria, which fluctuates in size throughout the year.

MAENMIST: Dem. 'Maenmisti'. Ntn. Nation in the c south west of SAMMAEA, overlooking the SEA OF AMMASH⁽²⁾. The nation is descended from the earlier state of MEHMUTH, whose people lied lives of fear and hiding to defend against voracious slavers from the north. When Mehmuth collapsed in c. 2700 RM these traits were carried over into its

fractured child state, over which the state of Maenmist became the dominant one by c. 3150 RM.

The region was embroiled in an intense century-long war with PHYRR that erupted after decades of rising tensions between the two states. The catalyst for this was the construction of a great line of fortifications that became known as the BASTION OF SIN NASSIR that encircled the entire nation, which put Phyrr on edge, leading to the outbreak of hostilities in c. 3700 RM. The war would escalate to encompass over a century of the region's history and is remembered now as the WAROF ECHOES. It caused the deaths of millions and ruined both nations' economies and standing with other states, ending only through the efforts of foreign merchants (whose business along the NACRE ROAD had taken a hit), and a handful of individuals from both sides of the conflict who decried the wanton waste of lives and resources. An uneasy armistice was signed in 3815 RM, ending the war, and drawing up a new common border with a 1-miles wide neutral zone between the two that remains patrolled by both sides to this day.

Maenmisti culture changed after this horrific period of warfare, with its people becoming increasingly insular and distrustful of outsiders. Starting in c. 3960 RM it stopped trading with the outside world completely, and even closed contact with the NACRE ROAD, effectively sundering the trade-route in half, devastating the economy of SOUTHERN SAMMAEA. This act was opposed by the NACRE LEAGUE and by neighbouring nations, most notably SIMBARA and Phyrr, who together attacked it in 3972 RM beginning what is now known as the ongoing NACRE WAR. Maenmist retaliated by bombarding the city of OTHAMA with ATRAMENTAL BOMBS, causing a stalemate and cementing its misanthropy amongst its neighbours. Its southern borders have been a constant warzone since then as allied forces made up of trade conglomerates and consortiums, as well as other nations' governments attempt to reestablish a land trade route.

Its people are incredibly insular and are sundered from the outside world by a totalitarian regime that controls all aspects of life and devotes most of its resources to its military, including the maintenance of the Sin Nassir lines and their garrisons. See Vol III: Extant Realms and Nations.

MAEUAT: Set. City in SYNCRASIA in the c north west of THE SURRACH. It is known for its leather and vellum industries (Pop. c. 33,000).

MAES DENT: Geo. Rocky region in the c north east of KAZZAR^(2.).

<u>MAESAN</u>: *Geo.* 75-mile-long ridge in the c of <u>TARTAK</u> linking the <u>HETHA</u> and <u>NUMANEAN</u> Mountains in the north and south, respectively.

<u>MAESTIX</u>: Set. Small fortified city in the c of <u>ALMAGEST</u>, in the c of the <u>ARTUL AKAEL</u> rust wastelands. Its walls are high to protect it against the rust storms that erupt in winter, and it is a haven to travellers crossing the wastes (Pop. c. 2,800).

MAFURMA: Geo. Cave system in the south west of ALAM BETHYL, in the north west of the territory of BOTHUAR⁽¹⁾. There are two major caves that lead to a series of interconnected tunnels that form a labyrinth that wind for dozens of miles before descending steeply into a large central chamber. Though near-impossible to reach, it is said to have been penetrated once in c. 3620 RM by the intrepid rogue Mafur, who is the only known person to return from the chamber, and who describes it as a large hollow filled with gigantic crystals that each refracted the light of his lantern in hundreds of directions. The cavern, though never officially documented, is now named after the explorer.

<u>MAGA</u>: Mil. Str. Major fort in the west of the small state of <u>TAL ZHAAN</u>^(1.), whose troops protect its exposed north and western borders.

MAGARRAN MAW: Geo. Large cave-system in the south of ARKOS(L.), along the northern face of the NAKARRAN Mountains. The water-carved caves stretch for no less than 40-miles south and west beneath the mountains into the north of SIRIPHAGOS. Their lower reaches are flooded and home to pale eyeless salamanders that feature in the area's myths and superstitions.

MAGDAM: Phil. Ancient FIFTH AGE sage who lived in what is now Aeonas, who is famed for having written the epic MAGDAM ILAN poem.

<u>MAGDAM IIAN EPIC, THE</u>: Vol. Myt. Ancient epic dictated by the sage <u>MAGDAM</u> in a cavern in ancient <u>AEONAS</u>. It comprises over 120,000 couplets and chronicles in exacting detail the story of the <u>DEMIURGES</u>. It is now considered apocryphal by most scholars, with most of the stories acting as anecdotes or parables. The stories were originally collected in c -200 RM and included myths and stories from across west and <u>SOUTHERN SAMMAEA</u>, and served to corroborate various other tales and stories from Elyden's ancient history, many of which would later find their way into various versions of the <u>MYTHOLOGIA ELYDEN</u>.

The most well-preserved extant example was found in <u>CARNYNGA</u> in 1384 RM, from which various copies were made, one of which was commissioned by the <u>MUSEUM OF CURIOSITIES</u> in <u>DEOCHAN</u>, which was later confiscated by the <u>CHURCH OF THE UNDYING MACHINE</u> due to its subject matter. Other copies are in circulation across Elyden, some of which are considered priceless artefacts in their own right. **See vol II: Books of Elyden**.

<u>MAGG</u>: Plr. '*maggi*'. Mys. Soc. Keepers of oral traditions, fulfilling role of leader, storyteller and keepers of history. They are common in many inner <u>SAMMAEAN</u> cultures, particularly the more hospitable parts of <u>KHARKHARADONTIS</u>.

MAGGOT: Com. See SKUD.

<u>MAGHAN</u>: His. Ancient prophet of the <u>DEMIURGE RACHANAEL</u>, who first began preaching the word of Rachanael around a decade before the <u>ARCHPOTENTATE MALICHAR</u>, writing the so-called <u>APOCRYPHA OF SOSTIS</u>.

Since Malichar's rise to power and the spread of the <u>CHURCH OF THE UNDYING MACHINE</u>, the <u>APOCRYPHA OF SOSTIS</u> has been declared false, all known instances of it destroyed.

MAGHANA: Set. City in the north east of ANANTHUL, known for petrified TECHNARCANE canopic tombs less than a mile outside its reach. The tombs are subterranean, hewn from the living rock of the region in a great catacomb. Each tomb is home to a mummified mortal, and has an archaic technarcane machine built into it, the purpose of which is now forgotten. These ancient tombs are shunned by the people of Maghana, though there have been various unsuccessful attempts over the years to learn

MAGHORA: 1. Lak. Lake in the south east of TEMUJA.

more of the tombs (Pop. c. 170,000).

2. (B. c. 2400 RM – D. 2601 RM) *Leg.* Legendary figure from the <u>FIFTH AGE</u> who united the many <u>TEMUJAN</u> tribes that dwelt in the Temujan basin throughout his life, most of which was spent on campaign. His death in 2601 RM marked the beginning the current Temujan calendar.

<u>MAGHORATE WOOD</u>: For. eastern-most reaches of the <u>AL FARAN</u> forest in the south east of <u>TEMUJA</u>. Named after the Legend <u>MAGHORA</u>, who is said to have slain the great boar <u>GOLAN</u> here.

MAGICK: Sup. Mys. Common term with analogues in dozens of languages across <u>ELYDEN</u> with a variety of meanings in relation to supranatural events, beings, abilities and objects. It is the most common colloquial term to describe the acts of <u>SHAPERS</u> and, though it is not a technical word, has even permeated the world of academia, though many scholars deride its usage, preferring to use more technical terms instead. See Vol IV: the Materia Omna.

MAGICKAL SPA: Sup. Bus. Str. Similar to mundane spas but with more specialised treatments that are performed by specialised SHAPERS with healing or relaxing powers, or which might use MAGICKALLY-active paraphernalia (mud, stones, herbs, oils). Typically, such spas are prohibitively-expensive for most people and are reserved for the rich and powerful, with deals and alliances forged and broken within their walls.

They are common in <u>ALMAGEST</u>, where they are often geothermally heated, but are relatively common, in various guises, across the <u>INNER SEA REGION</u>. In <u>LLACHATUL</u>, steam rooms and mud baths are more common, whereas communal baths and massages are more popular in SAMMAEA.

MAGISTER: Sup. Org. Rnk. High-ranking members of the OCCULTARIUM

— the governing body of SHAPERS in PARTHIS. The Occultarium is divided into separate offices, each of which oversees the running of a particular sphere of shaping in the republic. Each such office is run by a High magister and various magisters who are the ultimate authorities on that sphere within the republic.

MAGNA BRIDGE: Arc. Cast iron bridge with a span of 120 ft. that crosses the river KHAD in the city of KHADON, KORACHAN. When constructed

in 1881 RM it the largest cast iron bridge of its king and it stood outside the city limits, though has since become surrounded by the city, which has grown to encompass it.

It was designed by the famed engineer <u>KORNELIUS MAGRIZAAR</u> and remains standing to this day, though all parts have been replaced at one time or another multiple times over the last two millennia.

MAGNIHEN: Set. Small fortified city in the west of RAONGEN^(2.). Its main industry is the quarrying of fine granite, but recent conflict with the people of ANAGAR has seen it become fortified, with most able-bodied men being forced into military service for a minimum of one year, where they largely patrol the contested border against further incursions (Pop. c. 15,000).

MAGOTHAURTHA: Set. Small city in MOAH known for its opal mining (Pop. c. 17,000).

MAGOTTAL: Sup. Geo. ATRAMENTALLY TAINTED region dominating the north western waters and coast of the SEA OF APHOTIS, in the west of ALMAGEST. The taint is moderate and can be kept at bay from populated areas by SIPHON ENGINES. The cities of ESSEVERA and MEHOTHATI are in its western and eastern peripheries.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ Institute of Atramental Studies.

MAGRLIR: Set. Settlement in the south of <u>CYHLAGHARR</u>, in the region of <u>YGRALLA</u>, known for its <u>GYPS</u> trainers (Pop. c. 1,500).

<u>MAGSAM</u>: *Set.* Small city in the west of the <u>BARRIER LANDS</u> to the south west of the <u>SILMA</u> Mountains, along the course of the Ivory Road. on the edge of the delta of the river <u>AMMENT</u> (Pop. c. 48,000).

MAGTA: Mil. Str. Major fortress in the south west of ANDILUTH, overlooking the PASS OF MAGTA into KHARKHARADONTIS against sporadic attacks by beast-men that congregate around the tainted sinkhole of DHOMAAL.

<u>MAGTA</u>, <u>PASS OF</u>: *Geo.* Mountain pass in the <u>CAMMOREAN</u> Mountains linking <u>ANDILUTH</u> with <u>KHARKHARADONTIS</u>, though it is rarely used for there is little of value south of the mountains.

MAGTA ZASAAR: His. Rui. Fragment of a FOURTH AGE aqueduct in the south east of ANDILUTH. Little remains of the original aqueduct now, save a wide column and parts of arches on either side, measuring some 200 ft. tall. The aqueduct is thought to have once led to the ruin of BARASH KATAAR.

<u>MAGURAS</u>: Mil. Str. Major fortress in the west of <u>SKAROSIAN</u> territories in the <u>BLACK MOUNTAINS</u> south of the region of <u>ADAMATI</u>.

<u>MAHAII</u>: Sec. Small fortified city in the north east of <u>KHALHAT</u>. It lies close to the lands contested with <u>TRAKIA</u> and is home to permanent regiments of the <u>PORCELAIN PHALANX</u> (Pop. c. 18,000).

<u>MAHAKHIS</u>: Set. Fortified coastal city in the north of <u>KHAMID</u>. It is known for its markets and storage yards and lies along the course of the <u>GREAT ROAD</u>, and sees many merchant caravans and vessels crossing its borders (Pop. c. 47,200).

<u>MAHAJSHITH</u>: Geo. Mountain-range in the south east of <u>NOAVATUR</u>. Its eastern face is red, and was rich in iron deposits, most of which were wasted by <u>KORACHANI</u> and early Noavaturi industries.

<u>MAHAN</u>: Set. Settlement in the west of <u>ALAM BETHYL</u>, in the west of the territory of <u>GELAH</u>^(1.). It is made up of dozens of sheep farming communities, and collectively its people are known as expert shearers makers of wool products (Pop. c. 6,000).

<u>MAHAN, SANCTUARY OF</u>: *Phil. Str.* Monastery of the <u>UNION OF THE FIERY HAND</u>, situated in the north eastern foothills of the <u>NARAHASAPHAEL</u> Mountains in the west of <u>ALAM BETHYL</u>. It is relatively close to the settlement of <u>MAHAN</u>, though is accessible by a seasonal path from the city of <u>VALORA</u>.

MAHANTKHAI: lit: 'Supreme King'. Pol. The ruler of the SOLEYN TERRITORIES. The first Mahantkhaj, RAHANKHEN I, rose to power in 1328 RM after defeating the demon sultan AMENABAST. Soleyn is still ruled by a Mahantkhaj to this day, the title of which is appointed by a spiritual leader known as a GHASH. The present Mahantkhaj is CHADARATI.

<u>MAHASTA</u>: Lak. Large lake in the c of the emirate of <u>UKOLIST</u> in the north east of <u>LIMOTH</u>^(1.). It is prone to flooding in early Autumn from floodwaters carried from its various tributaries and as a result few major settlements are built along its shores, with the exception of the city of <u>NERETHI</u>, part of which is built on large pylons.

MAHEN: Pol. Geo. One of nine political territories in the north east of ALAM BETHYL.

<u>MAHEZEAL</u>: *Rvr.* Major river in the west of <u>ELEKHID</u> flowing south for 950-miles from sources in the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, and the <u>YANAVASH</u> and <u>ZHUREDDIL</u> Mountains before meeting its parent, the river <u>YAGNOTH PHTHAN</u> at lake <u>ADATAD</u>.

MAHHRIB: Pol. Set. Capital of QARALAM, in the south east of SAMMAEA since 3320 RM, when the old capital of ECUMENA was abandoned by the IAQRASHAN SULTANATE in favour of a rising west (Pop. c. 372,000).

<u>MAHIR</u>: *His. Pol. Rnk.* Ruler of the <u>XYRPHANI EMPIRE</u>, roughly analogous to emperor or sultan. The title was lost following the fragmentation of the empire into the extant states of <u>XYRPHAAT</u> though some regional rulers have taken on the mantle as a form of self-aggrandisement.

<u>MAHMIT</u>: *Mil. Str.* Major fortress in the west of <u>LYRIDIA</u>, protecting the border from <u>LYRIDIA DHAI</u>.

MAHNE: Set. Settlement in the east of the small state of <u>TAL ZHAAN</u>^(1.). Its main industry is copper mining (Pop. c. 8,200).

<u>MAHORM</u>: Set. Settlement in the south west of <u>PORPHYR</u>. It is known for its copper mines (Pop. c. 7,400).

<u>MAHRIB</u>: Set. Large city in the north west of <u>ZAKRON</u>. This city is the origin of the nations' strict banning of <u>MAGICKAL</u> arts, which came as a result of a <u>FIRMAMENTAL</u> calamity so dire it is forbidden to speak of it today (Pop. c. 182,000).

<u>MAHROUB</u>: Set. Major city in the south west of <u>SABAEA</u>. It is one of the largest industrial centres of <u>WESTERN MENISCEA</u> and stands atop a great vaulted cistern that provides water to its people (Pop. c. 433,000).

MAHRUF: Set. Fortified city in the south west of the SULTANATE OF ABACARDAT (Pop. c. 40,000).

<u>MAHSE</u>: Rvr. River in eastern <u>ANDILUTH</u> flowing north east for 125-miles from sources in the north eastern <u>CAMMOREAN</u> Mountains. It is possibly the only major river in Andiluth that is known to flow year-round.

MAHSERTH: also 'the Citadel'. Pol. Set. The capital of AHRISHEN and home to its ruling bodies and universities. The city has been used as a capital since the time of the FLUN-SANDRA SOVEREIGNTY in 2770 RM Though called a citadel, the city is like most others in Ahrishen, made up of various districts and wards, some of which are built on stone vaults or stilts, with the IVORY CITADEL itself rising above most other structures in the middle of the city. The tower itself is a relic of an older tower that was restored in c. 2100 RM as a means of guarding the GREAT ROAD traderoute which still passes through the city to this day. The tower slowly grew into a caravanserai and waypoint, eventually becoming the centre of trade in Ahrishen, later becoming a major city.

Though most trade has since moved north to <u>ACHERUSA</u> and <u>QASHEN</u>, *Mahserth* remains a major trading power in the south and the centre of most education in Ahrishen (Pop. c. 2,415,000).

MAIASHAR: Rvr. River in IRUGNA^(1.) flowing 245-miles from sources in the UTHAANI Mountains, before meeting the coast at the city of DOOR.

MAIATAN: Set. Major city in the north west of Tisara (Pop. c. 272,000).

<u>MAHURIN</u>: Geo. Massif in the west of the island-continent of <u>Bror</u>^(1.), located in the east of <u>Grest</u>^(1.) and the far south west of the <u>DOMAINS</u> <u>OF SHAUATAS</u> in the west of the island continent of <u>Bror</u>^(1.). The massif forms the western-most part of the <u>LAHAED</u> Mountains.

MAIDEN ISLES: also 'Marurin'. Geo. Series of islands off the south eastern coast of MENISCEA, between the SEA OF NARANOR and the BATHASHAL OCEAN, that are named for their beauty, untarnished nature and their isolation from ELYDEN'S great continents. They comprise hundreds of small islands, though the largest are EPEHET, LATRAS, BOHMIUS ISLE, and RAH.

The Isles are sparsely populated though each of the major islands has at least one permanently-settled area, with Latras having 2 major population centres, in the cities of \underline{FALO} and \underline{KOSI} .

They were described by the <u>VENTHIRI</u> explorer <u>BOHMIUS</u> in 1527 RM, during which time they were uninhabited and much smaller than they are today, due to the subsequent lowering of <u>ELYDEN'S</u> sea levels.

They were later settled in c. 2920 RM by the <u>UMMALLARID MERCHANTS</u>, who established fortified harbours there that served as outposts where their fleets could resupply. More settlements appeared over the next centuries and the islands became headquarters to the Merchants, but a plague carried there from <u>TAES</u> in c. 3270 RM devastated the population, forcing the Merchants back to the Meniscean mainland. They never resettled the islands, which never recovered from the plague, remaining sparsely populated to this day.

<u>MAIDENHEAD</u>: Flo. Woody herb found in the north of <u>CENTRAL</u>
<u>LLACHATUL</u>, most commonly found in <u>STOLAS</u>. It has oneiric properties and is consumed by <u>ONEIROMANCERS</u> and other <u>SHAPERS</u> who work with <u>DREAMS</u> to help in their <u>SHAPING</u>. See Vol II: Classification and Taxonomy of Life.

MAIDENS, the: see ADHARA.

MAIDENS OF THE MACHINE, the: Int. Rel. Tec. Org. Sisterhood of devotional mechanics who are active in the KORACHANI EMPIRE. They begin their journey much like any nuns, by studying in convents scattered across the empire, and those who show desirable traits (a simple mind that is capable of understanding the workings of TECHNARCANE engines and a malleability to accept indoctrination into their order) are selected for training in the sisterhood at a young age.

They follow a warped doctrine of the <u>Church of the Undying Machine</u>, and consider the <u>Leaden Throne</u> – the great archaic technarcane engine that sustains the <u>Demiurge Rachanael</u> in the <u>Sepulchral Palace</u> in <u>Kharkharadontis</u> – to be a divine object, as much worthy of their adulation as the slumbering deity that sits upon it. Their beliefs are considered a sect of the true religion of Korachan, and their doctrine was made official during a conclave in 2137 RM.

They are dispatched as part of their training to one of the many places of worship across the domains of the Church of the Undying Machine, where they spend years in study and practicum, where they assist with the maintenance and devotions of the InvoCATION ENGINES. Upon completing their studies, they are assigned to a parish, where they tend to the Invocation Engine in small groups of between 1 and 3 sisters, depending on the size and complexity of the engine. There, they serve beneath the parish priest, though ultimately they are beholden to the engine itself, spending their days cleaning and maintaining it, and tending to the needs of the LARVA interred within it.

They are highly skilled but any true knowledge of machinery they might possess is marred by the level of indoctrination they receive. They have little contact with the outside world and are considered naive by those who take the time to talk with them, for they learn little of the world at large beyond the tenets of their faith and the workings of the Invocation Engines that their lives revolve around. Though most people simply ignore them, unaware of the important role that they play in the maintenance of the churches and their link with the Sepulchral Palace.

MAJAIM: Geo. Shallow rocky hills in the c north of ESHIR⁽²⁾, forming the northern-most part of the HIGA Mountains. The entire region is filled with splintered rocks and has little of value, and is sparsely-populated.

MAJALAD: also 'the Market City'. Pol. Set. Major city and capital of NASTAL⁽²⁾, in the c west of SAMMAEA. It became capital in 3923 RM following the annihilation of the old capital, LLAT, by the BASILEAN SHAPER KALLAIR PHAER.

It is a major trading city and is said to be the only place in Elyden where one can procure any service or goods (Pop. c. 704,900).

MAJOR STAR: see STAR, MAJOR.

MAKAL: Set. Rural area in the region of <u>SAKETHI</u> in the east of <u>PARTHIS</u>, known for its sheep (Pop. c. 8,800).

MAKARIAH, GRANDMASTER AND HIGH-PRIEST OF THE KNIGHTS OF SETH: (B. 3612 RM) Oth. HALFBLOOD and present grandmaster and high-priest of the KNIGHTS OF SETH.

<u>MAKATAR</u>: Rui. Ancient metallic structure in the west of <u>NÁRTHEL</u>, thought to date back to the <u>THIRD AGE</u>. MAKELLA: Set. Small city in the c west of <u>TZALLRACH</u>. It is home to the <u>CIRCLE SQUIRES</u>, a military order common in Tzallrach (Pop. c. 20,000).

<u>MAKHANATE</u>: hand-maidens of the <u>PRAEDICATE</u> of <u>NYARLOTH</u> in <u>PORPHYR</u>, acting as priestesses and keepers of the <u>NYARALA</u> philosophy and proxies. Their order dates back to the <u>THIRD AGE</u> irothani kingdoms of <u>KATHAR BYAAT</u>, and died out with the wane of their people, but it was later revived in the <u>FIFTH AGE</u> by the <u>SCION TELEANYARA APEXEIDE</u> herself prior to the founding of Porphyr. Today they form a council of rulers beneath the Praedicate, and are regional rulers, in her name.

<u>MAKHARA</u>: also 'Mahkara'. Set. Metropolis in the far north of <u>KORACHAN</u>, recognised as one of the great cities of the <u>EMPIRE</u>, otherwise known as <u>THE GEMS</u>. It is one of the oldest and most densely-populated cities in the nation, and was also the heart of one of the <u>SEVEN CITY-STATES</u> of early Korachan.

Though a powerful trade-city with most of the major imperial merchant <u>HOUSES</u> present there, it is corrupt in all senses, physically falling apart from age and neglect, with merchant-gangers rounding up the many homeless wretches for slave work in the warehouses and <u>LANDSHIP</u> ports. Its Merchant Houses form part of the <u>SIRIPHAGAN ALLIANCE</u> and control the city, and many members are also part of the organised crime syndicate known as the HOUSEHOLD.

It is famed for its popular concert hall, known as the <u>HERITAGE ASSEMBLY HALL</u>, which is frequented by the merchant lords and their families, as well as members of the Household, who are said to make deals in the balconies during shows (Pop. c. 1,020,000).

MAKHUR: Set. Settlement in the west of RHINOCOLOURA, west of the river SHIBBOLETH^(3.) (Pop. c. 6,000).

<u>MAKIS</u>: Set. Settlement in the north of <u>MECHABET</u>, known for its gold-reserves (Pop. c. 8,000).

<u>MAKTOU</u>: *Mil. Str.* major fortress in the west of <u>PARAIYA</u>, in the <u>KAURCANI</u> basin, guarding the route south into <u>UKHARTH</u>^(2.).

<u>MALACHAI</u>: also 'the Barren One'. m. Myt. His. Per. In the mythology and ancient history of <u>ELYDEN</u>, seventeenth of the Two-and-Twenty <u>DEMIURGES</u>, whose children were the <u>AITHAR</u>, from which the <u>AL AKHI</u> are descended.

Malachi is, alongside <u>VORROPOHAIAH</u>, one of the Demiurges whose knowledge is most widespread amongst the imperial populace and is known as being a dead Demiurge, his body buried in the <u>TOMB OF THE</u> GODS, in STOLAS.

In life, Malachai was a weak Demiurge with little interest in his tribe or in SHAPING after his castigation alongside his siblings. He became subservient to a string of other Demiurges; an act which left him an object of ridicule amongst his siblings, weakened and broken as his own tribe withered and died. Angered by this abandonment, Malachai's only known SCION, AKACHI, killed him as he lay prone, taking the mantle of leadership in his place even as the body of the Demiurge rotted and corrupted the landscape around it. Some say this was out of kindness, others out desire. Most of the other Demiurges thought the latter and shunned her, turning her and her children into pariahs that were soon forgotten from ancient history, weakening her.

It is said that Malachai's' soul survives as a gigantic <u>SOUL STONE</u> buried deep beneath the wastes of Stolas, his influence still felt on the landscape, his restless <u>DREAMS</u> affecting the al akhi that survive there. Some scholars maintain that the totemic figure the al akhi worship is a corruption of al akhi and that their devotions are what keep his essence from truly dying.

His known <u>SCIONS</u> are <u>AKACHI</u>, who is famed for having slain her father, assuming his domains; and <u>RAPIRACH</u>. See Vol IV: the Two-and-Twenty Demiurges.

MALADAE: Pol. Str. Capital city of CEHOPHELA, located in the west of the empire, along the course of the river MISED. The city is located at the mouth of the MALADAEAN gulf, overlooking the sea of KAKOPHIS. The city was and remains a mercantile hub, controlling trade along the Maladaean gulf, after which it was named. Until c. 3500 RM the city's ports were seen as a marvel of engineering with drydocks constructed deep into the natural caverns of the gulf, though the dwindling of ELYDEN'S seas found them landlocked, and they now serve as warehouses.

The city's harbours suffered though were regraded to accommodate the new sea-levels and they remain operational to this day. The city itself is the most urbane region of <u>CEHOPHELA</u>, controlling trade across the <u>IALCUS</u>, and north through the <u>GULF OF VALUS</u>. It is famed as the location of the legendary <u>HALLOWED CITY</u> – the forbidden imperial palace that was built by the <u>TAQUELLANE EMPEROR</u> in 1272 RM (Pop. c. 170,000).

MALADAEAN GULF: Sea. Narrow strait in the western coast of MENISCEA, in the far west of CEHOPHELA. The strait is around 130-miles long and no more than 8-miles at its widest. The strait was once wider, though narrowed with the decline of ELYDEN'S seas over the past millennia.

MALAEGAN VALLEY: Geo. Large valley stretching for some 450-miles around the river NARRATI in the c of AETHIOS, in the north east of SAMMAEA. The valley is sparsely populated and is home to thriving wildlife, ranging from KATAPHRANTS, BROMAA, CHEIROPTERS, HAYAVARS, SUNBASKERS, and DIPHDAS, amongst many others.

<u>MALAIA</u>: Lake that appears seasonally in the east of <u>SEDISIA</u> in late summer, when a combination of warm weather and the first autumn rains bring flood-waters to the endorheic basin that dominates the east of the plains of <u>VETHRAND</u>, via the <u>VETHRANDAN RIVER SYSTEM</u>.

MALAKA: Sea. South western most waters of the BATHASHAL OCEAN, off the south eastern coast of BROR(1.). The waters of the Malaka are known to be very high in oxygen and have a thick quality that makes swimming remarkably easy. The region is populated by vast numbers of bioluminescent jellyfish and the creatures that prey on them.

Its deep waters are illuminated by the bioluminescence of the gigantic Firmamental jellyfish that dwell there, known as <u>MALAKANI JELLYFISH</u>.

<u>MALAKAH</u>: *Rvr.* Major river flowing east for 1,218-miles across most of <u>ATARAXIA</u> from sources in the <u>TOLIASOR</u>, <u>TABIT</u>, and <u>KATTAR</u> Mountains before meeting the coast of the <u>STRAIT OF SKAROS</u>.

MALAKANI JELLYFISH: Fau. Jellyfish that live exclusively in the waters of MALAKA, off the south eastern coast of BROR^(1.). They are huge, and their thick hair-like tentacles often stretching for hundreds of feet. Most spectacular are the blue bioluminescent dots that line each tentacle, slowly blinking as the creatures move. The tentacles emanate a fierce heat, leading some scientists to believe that the jellyfish share a link with the FIRMAMENT.

<u>MALAKANI PENINSULA</u>: *Geo.* Peninsula, around 200-miles long emerging north from the far south east of <u>BROR</u>⁽¹⁾.

MALAKHA: *Ind. Set.* Manufactory city in the east of <u>AZAZEM</u>. It sustains its workforce with large subterranean moss and fungi farms, the excess of which is used to supply <u>DROSS</u> factories in the south east of Azazem (Pop. c. 40,000).

MALAN: Dem. 'Malani'. Ntn. The third largest nation in LLACHATUL, dominating the east of sub-continent of EASTERN LLACHATUL, west of the ARGENT Mountains. It stretches from around 33° north to 56° north and 40° east to 72° east, and encompasses a wide range of climates from warm temperate in the south to cool temperate in the north, with various biomes that are influenced by the ARCANE TEMPERS to make them warmer and wetter than they otherwise would be. This has promoted the spread of near-tropical woodlands in the south, with many varieties of FIRMAMENTALLY-sensitive trees that are not found elsewhere, such as such as HELIX TREES, NEAGARI^(2.), and RANAWYRT, amongst others.

Malan is not a single nation, but rather a federation of eleven kingdoms, known as HENDECARCHIES, or <a href="FOREST KINGDOMS. Each kingdom is allowed to rule autonomously the HENDECARCHS are beholden to a supreme leader – the so-called LADY AEGIS, an OTHERWORLDER of great age, wisdom and power, believed by many to be more potent even than the ARCHPOTENTATE MALICHAR himself.

The south easternmost Kingdoms (ATALLUA and DERAEIA) are both rocky and mountainous, for they are largely situated in the western expanse of the Argent Mountains. The former is mostly noted for its many gigantic vines and creepers, and the latter is situated along a warm temperate area that is far warmer than would otherwise be the case at such latitudes, with much of its northern territories dry and hot. A large cracked chasm known as <u>SARANTHIA</u> dominated the north eastern region of Deraeia and is where noble children go for age trials and war training.

The central kingdoms of <u>AMILLAERE</u> and <u>STHAMAN</u> are also rocky, though are of average far lower elevation and remain covered in various woodlands, with Sthaman in particular noted as a land of rivers.

The south westernmost kingdoms of \underline{LONAR} and $\underline{CHLORIS}$ are characterised by their low elevations, vast woodlands (many of which are old growth), and rivers. They are also the only kingdoms to have coastlines bordering the $\underline{DARKSEA}$.

MYEIN and AONIA are the driest of the kingdoms, with the former being bordered to the west by mountains and having sparse inland woodlands. The latter has the flatter terrain and is the most outgoing of kingdoms, with close relations with SAUA and TEMUJA.

<u>HATON</u> and <u>NHORA</u> have the longest coastlines of Malan and have its strongest naval traditions. Both are rocky, with coastal mountains and clear woodland cover, particularly in the case of Nhora.

The northern kingdom of <u>Cyrenia</u> has sparser woodland, and has the coolest climate. Many notable structures and settlements are constructed over <u>Ley</u> lines and the ruins of ley cairns from the dawn of Malani history pepper its groves.

Malan was founded in 2075 RM following decades of war with the nation of <u>LARAM</u>^(1,). Both had emerged from the ruins of an ancient late <u>FOURTH AGE</u> empire known as <u>NAHORIA</u>, itself a remnant of an even older late <u>THIRD AGE</u> civilisation known as <u>SEITHAL</u>, of which little is now known other than it was home to the <u>IVORY MOON</u> worshipping pale-skinned <u>MORTAL PEOPLE</u> known as the <u>SEITHIN</u>.

Nahoria collapsed c. -2400 RM, leaving the region populated by a multitude of warring human nations (some people of which bore hints of ancient unions between humans and seithin) and various city-states that rose and fell over the next two millennia. Nahoria was spared of the worst fighting from the <u>WAR OF SCOURGING</u>, though parts of the Malani forest were burnt down, and the <u>FADING</u> saw various remnant cultures of Nahoria resettling the region in c. -1000 RM.

Invading armies from <u>SAEDISH</u> (present-day <u>SAUA</u>) settled the western-most regions what are now Myein and Lonar), leaving their people culturally and physically linked with those of Saua, though those bonds have since diminished.

This multitude of city-states coalesced into more stable states between c. -750 and -50 RM, at which point the Lady Aegis is first recorded as appearing, settling in the centre of extant Malan, founding the feudal kingdom of Amillaere $^{(3)}$, whose armies slowly united the region's disparate people over the next centuries. At the same time the states of $\underline{LARAM}^{(1)}$ had grown in power in the south, becoming a powerful monarchy, and later an empire.

By c. 150 RM the remnants of Nahoria was divided in two — Amillaere⁽³⁾ in the north, ruled by the Lady Aegis and her feudal lords, and the Larami monarchy in the south, whose people were closer culturally to Saedish than Amillaere. In c. 1050 RM debased sensate cults began appearing in Amillaere, leading to a century-long scouring that saw many people arrested, and thousands killed in fighting. This time led to cultural instability and many fled the region, settling north east of the Argent Mountains into <u>TISHANNA</u> (present day western <u>TISARA</u>).

The assassination of emperor <u>LADRAOLAN III</u> in 2021 RM, following decades of economic decline, saw the empire fragment into two main camps – those who sought an alliance with Amillaere⁽³⁾, and those who did not want to lose their independence. The first camp brokered an alliance with the Lady Aegis and in 2023 RM her armies marched on the imperialists, leading to decades of brutal city fighting that ended finally in 2075 RM with the formation of the Forest Kingdoms of Malan.

Over the next decades, the Lady Aegis restructured the nation into eleven territories, known as Hendecarchies, which are today: Amillaere, Aonia, Atallua, Chloris, Cyrenia, Deraeia, Haton, Lonar, Myein, Nhora, and Sthaman.

Malan is feared and distrusted by people from the more industrialised nations, and is the subject of many erroneous beliefs, the main one being that it is a singular large forest and that its people live symbiotically with it. The truth is more complex. Though the Malani people understand the importance of forests more than other places like <u>ALMAGEST</u> or the Korachani empire, many of its old growth forests have been cut down throughout the Fifth Age, to be replace with inferior planted woodlands, though this differs from region to region, with some places respecting the

virginal forests more than others. Its ruler, the Lady Aegis, is regarded with awe by most outsiders, though in truth she is now little more than a figurehead, with the Hendecarchs wielding the true power. Outsiders are largely unaware of this, and instead the image of a fearless competent ruler is deliberately cultured by propaganda.

The passing of the dead is honoured through the tradition of <u>HEART VENERATION</u> as well as the building of <u>ANCESTRAL TOKENS</u> known as <u>CAYIYTHS</u>: statues erected in the extended family homes in honour of the dead. Hunting is also an honoured tradition and is part of most <u>COMING-OF-AGE RITUALS</u>, and is a pastime followed by most nobility, who maintain hunting lodges. See Vol III: Extant Realms and Nations.

MALAN RESPLENDENT: Arc. Gigantic monument in the far west of the HENDECARCHY of LONAR, in south western MALAN, representing the FOREST KINGDOMS of Malan and their unity. The monument is made of THAENILLAR crystal with BRANCHBRAIDED wood surrounding it, giving the impression of a large tree with a crystalline core. It overlooks the entrance into the SEA OF GITHKA, and is the first thing most people arriving to Malan by sea witness.

MALANI: Language spoken in MALAN. See Vol II: Languages.

MALANI LONG-COUNT: Cal. MALANI Calendar, based on the cycle of both MOONS. The measure is 1014.8 days long, and matches the CONTIGUOUS LUNAR CYCLE, and includes a four-day FESTIVAL OF THE LADY equals eleven solar years, each year being the duration of a HENDECARCH'S reign beneath the LADY. Each full moon (68 in all – 47 BLOOD MOON and 21 IVORY MOON) in the long-count is celebrated as a holiday, which collectively are known as the FEASTS OF A HUNDRED-AND-THIRTY-EIGHT.

Despite its name the calendar system has been in use for millennia, long before the rise of Malan, and dates back to the <u>NAHORIAN EMPIRE</u>.

MALANI MACAQUE: (change name to something geographic) also 'Malani Apc'. Fau. A form of macaque (small monkeys characterised by long tails, expressive faces, and diverse habitats) native to the woodlands of southern MALAN (specifically the HENDECARCHIES of LONAR and CHLORIS), eastern KHAMID, and northern TZALLRACH. They are known for their dark manes, matriarchal societies and for their gregarious and commensal natures with regards to mortals, particularly in Malan, where they are often regarded as pests at best and a menace to civilised life at worst. There is a healthy black trade for Malani Macaques, with individuals, often separated from their parents at a young age, being sold in markets across the INNER SEA and DARK SEA Regions. See Vol II: Classification and Taxonomy of Life.

MALANI TREE RAT: also 'Gerant'. Fau. Arboreal theropsin (animals) native to CENTRAL LLACHATUL known for their prehensile tails and mischevious natures. They are most common in temperate regions of MALAN, there they are abundant to the point of being considered as pests in settled areas. See Vol II: Classification and Taxonomy of Life.

MALAT THE FAIR: (B. 2162 RM) Soc. PATRICIAN named, not after his deeds, but his alabaster skin and snowy hair. He was third generation descendant of DIABALL,SCION OF DEITIES, though his ancestry preceded him and he was feared throughout his life. Born in MHAROKK, the son of a patrician, rapidly rose through ranks, becoming chief-administrator of Mharokk in 2543 but, sensing a NUTHEN revolt, he departed for VENTHIR, settling in TEIRA, again achieving great notoriety and acclaim, where he became Patron of the Arts in 2590, chief consul to HETRANGLER in 2631, and Arch DEMIHIER in 2891. He disappeared in 3721 RM, without explanation.

MALAUR: Geo. Mountain range, covering 16,000 square-miles. It forms the northern-most reaches of the <u>BALAUR</u> Mountains, in the c <u>PARTHIS</u>.

<u>MALBOR</u>: Geo. Mountain pass in the east of the <u>NARAHASAPHAEL</u> Mountains, linking the <u>BETHYLAN</u> territory of <u>BOTHUAR</u>^(1.) with <u>GELAH</u>^(1.).

<u>MALDA</u>: Set. Settlement in the far east of <u>PNESSA</u>, overlooking lake <u>FORII</u> (Pop. c. 8,000).

<u>MALEFACTOR</u>: also 'the Lawbreaker'. Ast. Con. Constellation in the <u>NORTHERN HEMISPHERE</u>. See Vol II: Constellations.

MALEFACTOR HORDES: Pol. Soc. Barbarian tribes in the south west of the isle of <u>IRUGNA</u>^(1.). They have plagued trade and travel in Irugna^(2.) for decades, though following the signing of a peace treaty between the <u>PARTHISAN</u> colony of <u>ABDAKROS</u> and the government of Irugna⁽²⁾, the two have worked together to patrol the hinterlands between the hordes' territories in the south west and the settled lands in the north and east, keeping their actions in check.

<u>MALEHATOY</u>: Set. Settlement in the south west of <u>IACIO</u>. It is known for its <u>MASTODON</u> herds (Pop. c. 24,000).

<u>MALETH</u>: 1. *Geo.* 35-miles long island in the middle of <u>THE INNER SEA</u>. The island was once known for its honey production, though the industry died out long ago. Today it is most famous as the home of the <u>SCRIPTURE OF SHADOW</u>, which the merchant prince <u>MALICHAR</u> read, allowing him to unite the tribes of <u>KORACHAN</u>, after which he would subjugate much of the INNER SEA as Archpotentate.

Following the rise of the Korachani Empire, the strategic position of Maleth, as well as its natural harbours turned it into a fortress-island. Maleth was fortified and fitted with shipyards, drydocks, manufactories and other military institutions, where it remains a naval powerhouse under control of the <u>HIGH-EMPIRE</u>, securing it sea routes. It also served as a stopping-point along <u>THE SHADOW MARCH</u>, where steamers and ships transporting pilgrims could resupply and refuel before returning to <u>LAASKHA</u> from <u>VAALK</u>.

- Ind. Fortified shipyards in the above island that service both naval and commercial vessels travelling the waters of <u>THE INNER SEA</u>.
- 3. Myr. Rel. In the mythology and religion of the KORACHANI EMPIRE, the island in the middle of the INNER SEA where the future ARCHPOTENTATE MALICHAR found the SCRIPTURE OF SHADOW, propagating the rise of the empire and the CHURCH OF THE UNDYING MACHINE. During Malichar's sojourn there, the island was largely uninhabited save for a few waring city-states and half-buried neolithic temples.
- Pol. Soc. KORACHANI patrician-set who overtook the <u>OTHERWORLDER</u> ARCHON in 140 RM.

MALETH, KNIGHTS OF: Rel. Mil. Org. Templars entrusted with the defence of the TEMPLE OF THE SHADOW on the island of MALETH^(1.). They are only seven in number but they are ATRAMENTALLY enhanced to be the epitome of mortal design, rivalling the STEEL LEGIONNAIRES of old in strength, resilience and agility. They are not vat-born but are rather womb-born nobles with lineages that are believed to be linked to the DEMIURGE TALANTEHUT (who penned the prophetic SCRIPTURE OF SHADOW aeons ago), who subject their bodies to years of surgery and experiments to prepare themselves for a life of service to the Temple.

MALETH, SIEGE OF: Mil. His. Theatre of war that took place within the greater WAR OF SUNDERING, where forces from the SARASTROAN COALITION (primarily made up of LIDEAN forces) blockaded and bombarded the island's main fortresses and settlements, beginning on the 17th MURDAD 3703 RM.

MALETHI GYRE: Sea. Sea gyre surrounding the island of MALETH in the c of the INNER SEA, formed by currents moving south of the STRAIT OF SKAROS along the western coast of LAASKHA, west from the c Inner Sea, along the southern coast of AZAZEM, and east along the northern coast of VAALK. The island suffered greatly against the SARASTROAN attack and by ASHTALEN 3705 RM, most of its settlements were starving, unable to receive supplies from the rest of the empire. KORACHANI reinforcements fought through the blockade the next month to successfully deliver reinforcements, and much needed supplies to the island.

The siege lasted for 16-months, and was only lifted with the signing of the $\underline{\mathsf{SARASTROAN}}$ TREATY.

MALGAIR: Set. Military industrial city in the south east of PHYRR.
Originally a typical Phyrran city-manufactory, it was converted to the manufacture of tanks and other heavy military equipment for use in the NACRE WAR in c. 3970 RM, before Phyrr officially declared war on neighbouring MAENMIST (Pop. c. 40,000).

<u>MALGRA</u>: *his. Soc.* One of two brothers, the other being <u>DUGRN</u>, who together founded the ancient oghur nation of <u>FALLDRG</u>.

MALGRANA: Wea. Winter easterly winds that blow from the <u>BATHASHAL</u>

OCEAN to the north east of <u>BROR</u>^(1.), bringing cold winds and rains to AKHELIZ, KASHAAL and the south of KASIHAAL.

MALIAL: Set. fortified coastal city in the west of GREST^(1.) in the island-continent of BROR^(1.). The city was originally built along the MELADIUS fortifications, and much of its foundations are made from the same reinforced concrete as nearby colossi-bunkers (Pop. c. 45,000).

<u>MALICH</u>: Set. City in <u>Tartak</u>, ruled since 1843 RM by the <u>Obeah</u>
<u>Asker</u>, a deathless <u>Sorcerer</u> who is responsible for the construction of <u>SIPHON ENGINES</u> in the south of <u>Tartak</u> (Pop. c. 50,000).

MALICHALEN: Cal. In the KORACHANI CALENDAR, the first month of twelve, comprising 30-days. It is named after the ARCHPOTENTATE MALICHAR and is considered the first of three months of winter. See Vol II: Months and Lunar Cycle in Elyden.

MALICHAR: 1. Pol. Rel. His. Myt. OTHERWORLDER, and ruler of the KORACHANI EMPIRE. See ARCHPOTENTATE MALICHAR, RULER OF THE HIGH-EMPIRE OF KORACHAN AND DIVINE HAND OF THE UNDYING MACHINE, STEWARD OF THE SEVEN NATIONS OF THE INNER SEA, HEAD OF THE CHURCH OF THE UNDYING MACHINE, GENERAL OF THE STEEL LEGIONS, HARBINGER OF THE SHADOW, WIELDER OF, AND BLESSED BY, THE UMBRA, THE.

2. also 'the Archpotentate'. Ast. Con. Constellation in the NORTHERN HEMISPHERE. See Vol II: Constellations.

MALICHAR, BELLS OF: see BELLS OF MALICHAR.

MALICHAR, RELICS OF: Rel. Obj. Per. Throughout the history of the KORACHANI EMPIRE various objects have gained prominence that are purported to be relics associated the ARCHPOTENTATE MALICHAR – be they items he owned (the sword TARTARUCH, or the shield AEGIS, for instance), objects he touched or blessed (the BELL OF ST. MALICHAR, the statue of MALICHAR RISEN, the body of ST. VALENS, the MAST of THE SERAPH), and his MORTAL body (in the BASILICA OF THE HOLY RELIQUARY).

Other so-called 'relics' have emerged over the years, including shrouds bearing his blood and/or sweat (the <u>EBON SHROUD</u> being the only verified example), and various body parts (despite his entire body being on display in the Basilica of the Holy Reliquary), amongst many others, though the authenticity of these is questioned by most scholars.

Despite this, there exists a healthy business in the displaying and, in some cases, selling, of these relics to the faithful. Many are put on display along the passage of the SHADOW MARCH, where they charge pilgrims to view and venerate them. Many of these disingenuous relics and displays are hunted down and destroyed (or confiscated, in cases where there is a possibility of authenticity) by agents of the CHURCH OF THE UNDYING MACHINE and the SANCTIFIED ORDERS OF THE INQUISITION.

There are some cases of a singular relic being claimed by multiple shrines and individuals, leading to disputes regarding authenticity of claims. In many cases there is little the Church can do about these claims other than informing the laity of the possibility of 'misidentified' relics scattered across the empire and beyond, and which one, if any, it considers to be genuine (or most likely to be genuine).

MALICHAR TRIUMPHANT: Arc. Soc. Idol in the KORACHANI PENINSULA in the west of KORACHAN, less than 10-miles outside the city of KORACHAN, looking south to the BLACK FOUNTAIN. The statue depicts the ARCHPOTENTATE MALICHAR, and is huge, standing 470-feet tall including its base, and is impossible for approaching vessels to ignore.

MALICHAR MARTYRED, SANCTUARY OF: Rel. Str. Chapel in the settlement of IRVEA in the south west of AZAZEM, famed for its miraculous statue of MALICHAR MARTYRED that is said to bleed blood. Though the blood is in truth an oily liquid tainted with rust from the statue, its source is still unverified and was, in 3388 RM, verified as a miraculous event by the CHURCH OF THE UNDYING MACHINE. Since then, it has been a site of pilgrimage to many people in Azazem, and the surrounding settlement has grown considerably to cater to the pilgrims.

MALICHAR OZHA: Arc. Soc. Great iron idol erected in LYRIDIA DHAI, some 90-miles north east of the city of TERARA to commemorate the ARCHPOTENTATE MALICHAR'S arrival into the nation in 348 RM. The idol remains to this day, where for many years it served as a marker denoting the boundaries of the three Lyridia Dhaian states of COTHON, TERARA and VEPAR. Since the growth of Terara's borders it became part of its own territories.

MALICHAR RISEN: Art. Arc. White marble statue of the ARCHPOTENTATE MALICHAR that was built outside the city-state of EKATON in c. 250 RM following a vision that a young girl had of MALICHAR risen astride a pale horse few decades before. At the time, his whereabouts were unknown after his disappearance in NARTHEL in 84 RM, and the vision was considered prophetic by the CHURCH OF THE UNDYING MACHINE.

The statue stands around 20-ft. high and depicts Malichar astride the pale horse of the vision, with one foreleg up. At his feet are the mangled bodies and banners of his enemies, representing the nations he had subjugated before his disappearance.

The statue drew many pilgrims to it and it became a popular destination. Its popularity increased exponentially after 340 RM, when the Archpotentate, newly reborn as an <u>OTHERWORLDER</u>, passed through Ekaton on his way back to <u>KHADON</u>, riding a white horse, just as the vision had shown. He saw the statue and blessed it, stopping to celebrate an impromptu mass, during which various miracles were reported in the region immediately surrounding the states, including healings and visions.

The site was declared holy by the Church of the Undying Machine in 347 RM and a church was constructed around the statue. Completed in 382 RM, the church was named the church of Malichar risen and was marked as a shrine and became a site of pilgrimage to devotees of the UNDYING MACHINE, and it was gradually expanded, with a monastery added to it in 732 RM. Over the years it was replaced twice, once in 1277 RM following an earthquake in which the first incarnation was severely damaged; and again in 2262 RM, when the growth of the surrounding city (by then known as MORACHI) necessitated a new church, which became as a BASILICA.

MALICHAR RISEN, BASILICA OF: see MALICHAR RISEN.

MALICHARI DESERT: see MOLACHARI DESERT.

MALICHARA: see SATHEPRA.

MALICHARIAN SISTERS, ORDER OF: Rel. Org. Religious order founded by the ARCHPOTENTATE MALICHAR in ARGEA, SARASTRO, following his victory there in 339 RM. Following the instatement of the KORACHANI regime there, Malichar performed the MIRACLE OF THE MASSES, restoring life to 66 anchorites who had been killed by Sarastroan guerrillas after the surrender of the nation to Korachan. Following the act, he stated that that place would forevermore be a haven to those who dedicated their life to him.

Soon, a priory was established on the site, and the healed anchorites were given individual cells away from the attentions of the masses. The priory attracted many devotees – many who sought out the anchorites to revere them, though others sought to become sisters, dedicating their lives to Malichar, spreading word of his teachings across the burgeoning empire.

The priory rapidly grew in size, and by 980 RM a new wing was added, becoming a seminary where <u>ENDOCRINES</u> and <u>EXOCRINES</u> were trained.

Following the <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM, the order was granted safe passage to Korachan, where the priory and seminary were relocated to the city of <u>HIALIA</u>, where they remain to this day.

MALICHARICHAN: lit. 'City of Malichar'. Set. City in the north east of PELASGOS. It has a long history dating back to c. -1000 RM. By c. -600 RM it had become a powerful city-state, taking surrounding lands as vassals. It was known as PEONA before the arrival of the KORACHANI EMPIRE to Pelasgos in 73 RM, after which attempts were made to rename it in honour of the ARCHPOTENTATE MALICHAR, though the populace objected to Korachani rule, rising against their occupiers in 95 RM, leading a rebellion that disrupted the imperial settlements of north eastern Pelasgos. The city was finally returned to Korachani rule in 138 RM, and its influential families and institutions were disbanded, taken south as SLAVES, and imperial immigrants instated in their place.

The city is known for its vast coastal scrappards, where ancient hulks are brought to be scrapped, the remnants sold to metal merchants and foundries. It also forms part of THE SHADOW MARCH, serving pilgrims moving north into VARR. In 986 RM it gained independence, becoming

a city-state of its own, trading with Korachan and the east, particularly <u>AHRISHEN</u>, though it was later reabsorbed by the parent state of Pelasgos.

Today, Malicharichan is a major industrial centre and is a primary stop along the <u>RED ROUTE</u>. It is also home to the <u>MINASTERIA</u>^(2.) of <u>ONAGOGIN</u>, and as a result it is home to a large population of young <u>PATRICIANS</u> from across the empire who are studying to become *Onagogin* (Pop. c. 1,420,000).

MALICHAR'S GRIMACE: Rel. Obj. Holy icon, said to depict the face of the <u>Archpotentate Malichar</u> following his death at the hands of the <u>Demiurge Rachanael</u> in 212 RM. The imprinting of his face was declared a miracle at the conclave of <u>Khadon</u> in 253 RM.

It became a powerful artefact that changed hands many times over the ensuing years, never making it to the capital. Following a long tenure in OCTIRA in PELASGOS, it was believed to have gone missing in c. 1300 RM and its present whereabouts are unknown.

MALICHUL: Rvr. River in the west of <u>SARASTRO</u>, flowing west for 450-miles from the <u>KRAONA</u> badlands, before meeting its parent, the river MORUL.

MALIHAE IO SGIROUT: m. (B. 3777 – D. 3904 RM) *Pol. Per.* Historic king of <u>ROMOREA</u>^(2.) who ascended the throne following his <u>FATHER'S</u> death in 3859 RM. He is remembered today for having erected the great <u>COLOSSI OF ROMOREA</u>, which overlook the <u>STRAIT OF FATA</u>.

MALIK: 1. Pol. Rnk. Ruling title in CAMMEA.

2. <u>KORACHANI</u> scholar, famous for writing <u>MALIK'S TREATISE ON THE UNHOLY WRITINGS OF THE BLOOD-CULTISTS OF KARAKHAS.</u>

MALIK'S TREATISE ON THE UNHOLY WRITINGS OF THE BLOOD-CULTISTS OF KARAKHAS: Vol. Treatise written in 2532 RM by the scholar MALIK⁽²⁾. The treatise is an IMPERIAL textbook, intended for use by EXOCRINES and other church members operating in the lands of KARAKHAS. A largely informative text, this work is important for its many depictions of everyday life during the decades preceding the books' printing; an invaluable tool to historians looking back at that period.

MALIKAN OF DHERBA, FIRST HIEROMONARCH: (B. 3138 – D. 3207 RM) *Pol.* First of the <u>HIEROMONARCHS</u> to rule <u>RHEA</u> after they overtook the <u>AUDARIAN DYNASTIES</u> and took over <u>ARRETOY</u>, changing its name to Rhea, in 3192 RM. He is considered a national hero in <u>IACIO</u>, where the Hieromonarchs still reign to this day.

MALIKHAT: 1. Sea. Bay off the southern coast of EZASUH⁽²⁾, forming a part of the Sea of Ezasuh⁽¹⁾. Its waters are relatively deep and its narrow inlet was the chosen as the landing point for <u>SAGITTAARI</u> exiles.

- 2. Geo. Original landing point^(2,) and settlement of $\underline{SAGITTAARI}$ exiles in $\underline{EZASUH}^{(2,)}$. The original settlement is now around 2 miles from the present coastline and is abandoned.
- 3. Set. Extant city and shipyards in <u>EZASUH</u>^(2,) situated close to original landing point above (Pop. c. 15,500).

MALITET: Sct. One of three cities in the ESHELI region of ETUL, with the other two being ALIKAHKAT and ENERKHAT. Together they form a loose confederacy and trade network, with little links to the outside world other than occasional trade with Etul. Sundered from Etul proper in 3529 RM following an edict and excommunication, Malitet has since become is a place shaped by its ruler – a twin-winged angelic OTHERWORLDER whose rule is harsh and heavy-handed to safeguard the liberties of its citizens (Pop. c. 105,000).

<u>MALKARRA</u>: 1. Sea. Sea strait in the north of <u>VAALK</u>, between the mainland and the island of <u>EDARA</u>.

2. Set. Settlement on the island of <u>EDARA</u> in the north of <u>VAALK</u>, providing the forts there with food and other supplies (Pop. c. 9,000).

<u>MALKATH</u>: Set. Small city and surrounding tin and lead mining settlements in the c south of <u>ATARAXIA</u>, just west of the <u>OSOMATHIA</u> forest (Pop. c. 14,200).

<u>MALKUTH</u>: Rvr. River in the south east of <u>GNOTH</u>, flowing for 700-miles south from sources in the <u>CROSLET</u> and <u>GRYPHOSS</u> Mountains before meeting its parent, the river <u>ACHAMOTH</u>.

MALL: For. Large wooded wetland region in the c north of <u>VAALK</u>, along the course of the river <u>RAANA</u> and its sources. The region is purportedly

populated by a quatically-adapted $\underline{\mbox{GRUAIMIN}}$ who live in nests built in the low trees.

MALLAR: Set. Major city in KARAKHAS, forming part of THE SHADOW MARCH. It existed prior to the KORACHANI occupation of 121 RM, after which its name was changed to MALLARACHAN, though this name never became popular and remained unused outside an official capacity, which was itself abandoned by c. 1100 RM.

The city is renowned for the large stylised copper statue within the Shrine of the Penumbral Miracle depicting the Triptych as a three-headed chimera, with the empire in the middle, the Archpotentate Malichar on the left, and the Undying Machine on the right. that exists within a church depicting the Triptych. The statue is an object of veneration for it is said to have been visited and touched by Malichar himself on a rare sojourn to Karakhas in 3622 RM. As a result, the statue is touched by all those who visit it, leading to its feet being polished copper while the rest of the statue is stained green from verdigris (Pop. c. 238,000).

MALLARACHAN: see MALLAR.

MALLAREON: Set. City in the c east of SABAISA, to the east of US'HUT Mountains, overlooking the BAY OF BERITH, at a distance of 15-miles. It is known for its large ARKS OF PORPHYR, which dominate the land surrounding the city (Pop. c. 28,000).

MALL VORAKAN: see VORAKAN HIGHLANDS.

<u>MALMOR</u>: *Rvr.* Major river in the south west of <u>SAMMAEA</u>, flowing north from sources in the north west of the <u>TALENTARI</u> Mountains through the south of <u>BELEGOR</u> and west into c <u>CARNYNGA</u> before emptying into the VOORMIN SEA.

<u>MALOLUR</u>: Set. Fortified city in the south west of <u>ELEKHID</u>, along the course of the river <u>YAGNOTH PHTHAN</u> (Pop. c. 38,000).

<u>MALOMUN</u>: 1. Sea. Long and narrow sea inlet in the north east of <u>PARTHIS</u>, over 115-miles long. It divides the mainland in the west from the headland of <u>CETECIA</u> in the east.

2. *Rvr.* Stream in the north east of <u>PARTHIS</u>, flowing north for over 35-miles, emptying into the eponymous⁽¹⁾ Bay.

MALPHAS: his. Set. In TEMUIA, place originally called NEW VALGHAR. The settlement was founded by the seer OTHEOTOKOS over the ruins of VALGHAR. The place quickly became known to locals and outsiders alike as Malphas, which in Otheotokos's vision was an OTHERWORLDER who told him to build the city.

MALRA: Rui. Largest of the AHRAMANI pyramids in the UMBRA SOKHAR, believed to be over 1,000-ft. high.

<u>MALU</u>: For. Dense <u>CENTURY PLANT</u> forest filling the south eastern expanses of <u>I'THANA</u>. The place is dense to the point of inaccessibility and few are those who brave its dangerous heart; said to be hide various ruins of ancient days.

<u>MAMARACE</u>: *Set.* City in the c of <u>ELAT</u>, along the course of the river <u>NYISUS</u>, at the sharp bend where it turns south, just north of the wetlands of <u>LIOMA</u> (Pop. c. 37,000).

<u>MAMASUS</u>: (B. 3457 RM) *Mys.* Prophet in <u>SURUTUR</u> who in 3486 RM discovered the ancient embalmed heart known as <u>KEGHUARON</u>, which is now worshipped in the nation.

<u>MAMITA</u>: Set. Major open-cast diamond mine in the <u>DELOMIG</u> region of <u>SARASTRO</u> (Pop. c. 17,800).

MAMLUK: Mil. Rnk. Professional soldier caste in NAARETH and KHITAI that is drafted from male electives converted to the worship of THE VOLUTE. Following seven years' service, mamluks retire and become citizens; the most widespread method through which a man can attain certain rights in Naareth. Despite this reputation, very few live longenough to be granted this luxury due to the rigours of the position.

MAMMAR PALAN: (B. 3957 RM) *Pol.* Current Archminister of ELAT, elected to power in 4003 RM.

<u>MAMMEN</u>: Geo. Expansive roughlands forming a natural border between the <u>UMBRA SOKHAR</u>, <u>AETHIOS</u>, and <u>RHINOCOLOURA</u>.

<u>MAMMON</u>: Set. Coastal city in the south west of <u>KORACHAN</u>. It was once a rich trade port where many pilgrims congregated in the hopes of seeking passage south to <u>KHARKHARADONTIS</u>, though is now landlocked. Many

of the Imperial wars into Kharkharadontis would originate in this city, making it very wealthy, though it is now little more than an agricultural centre (Pop. c. 8,000).

<u>MAMMOTH</u>: 1. Fau. Gigantic shaggy <u>THEROPSIN</u> common to the lands north of the <u>POLAR CIRCLE</u> in the northern hemisphere. There are two distinct kinds – the larger darker Llachatuli mammoth that lives in the north of <u>RAONGEN</u>⁽²⁾, <u>VALBAR</u> and <u>PERGOST</u>, and the smaller more hunched russet Meniscean mammoth that lives in the north of <u>EASTERN MENISCEA</u>, in northern <u>THANO</u>, <u>IMEAL</u>, and <u>ARERAQTH</u>. <u>WESTERN LLACHATUL</u>.

They are similar to elephants but are larger and covered in a thick mane of shaggy fur that protects them from the cold. Traditionally, they were hunted and used as mounts or beasts of burden by indigenous people, though their numbers have waned in recent centuries, with their numbers restricted to the wildernesses where mortals do not dwell. See Vol II: Classification and Taxonomy of Life.

2. Geo. Large coastal mountain range in the north west of <u>PERGOST</u>, overlooking the <u>SEA OF BAEFIR</u>.

3. Set. City in <u>PERGOST</u>, overlooking the <u>SEA OF BAEFIR</u>. When polar ice diminishes in summer, the city sees much increased sea traffic as vessels from other settlements (normally cut off from Mammoth) make their way there to trade.

Vessels also head north west from Mammoth following the retreat of sea ice, exploring and gathering resources along the northern-most coasts of <u>LLACHATUL</u>. This includes whaling. Which is a major resource (Pop. c. 26,000).

MAMMOTH, LLACHATULI: see MAMMOTH.

MAMMOTH, MENISCEAN: see MAMMOTH.

MAMMUTON: Set. Settlement in the c south of SUMA'YA, close to the ATRAMENTALLY TAINTED region of RUATHA. The settlement was, during the height of KORACHANI occupancy, a major metropolis, boasting a population in excess of 500,000, though a period of increased Atramental activity in the region in c. c. 2680 RM saw much of the population killed and the city later abandoned, though the ATRAMENTAL TAINTED later receded to previous levels. Within a few decades the city was repopulated, with most people scavenging from the ruins of the old city. It remains a ghost town compared with its previous height though is slowly growing (Pop. c. 10,000).

MAMOT IKH: also 'the White Palace'. Rui. Ruined citadel in the south east of PERGOST, predating the grey brutalist architecture of the ELDRIAN empire, and thought to date back to the early FIFTH AGE. It is surrounded by miles of ruined foundations, indicating that the citadel was surrounded by a large settlement, little of which survives today.

<u>MANADARAS</u>: Rvr. Major river in the east of <u>THE VORANDINE</u>, flowing east for 995-miles from sources in the <u>SMYURMA</u> Mountains, <u>IAPEGRAN</u> Massif, and the <u>IGRASIAN BASIN</u>, before meeting the coast at lake <u>TAHONG</u>.

<u>MANAKOU</u>: Com. Set. Fortified city in the north west of <u>PARAIYA</u>. It is a commercial centre in the region, and has links to <u>KARAKHAS</u> (Pop. c. 40,000).

MANAN: Set. City in the north west of HOAMM, on the western coast of the HOANALLI peninsula. The city was once a source of much trade though it has dwindled in recent years (Pop. c. 47,000).

MANARAGON: Sup. Rnk. Rank of ATRAMENTIST in PARTHIS, forming an important part of most settlements' leadership and serving as aides or confidentes to governors. Their abilities are usually tied to TELEPATHY, AMANUENSIS or similar spheres that are helpful in their governmental roles.

MANARAT, HEART OF THE MENISCUS: Int. Mys. Sup. Str. Monolithic structure in the heart of the TRUE MENISCUS, in TULURKRYPH^(1.), its origins unknown.

MANATTOY: Sec. Small city in the c east of RHEA, around 25-miles south of the capital of DHERBA. It is a major source of grains and food for the capital (Pop. c. 12,000).

<u>MANCHR</u>: *Rel.* Cult, established c. 750 in <u>SARASTRO</u>. Little else is known about it, though it was eradicated within a few hundred years of its first appearance.

MANDIBULA: Pol. Ser. Metropolis and capital of the <u>TWILIGHT STATES</u>. Once coastal, it is now linked to the sea through a series of massive canals and boat lifts that stretch 7-miles to the coast and are maintained at great coast. The city itself is sprawling and dominated by spire-like city-blocks, interspersed with grand opera houses, public halls, stadia, and other places of entertainment for its decadent denizens (Pop. c. 220,000).

<u>MANDEFAHR</u>: Pol. Str. <u>PALACE</u>^(1.) of the <u>ATALLUAN HENDECARCH</u> in the <u>DAURAENT</u> Mountains.

<u>MANDRAKE</u>: Fau. <u>KORACHANI</u> name for a form of androgynous-looking

<u>HALFBLOODS</u> known for their shricking voices and gnarled scabrous appearances. See Vol II: Classification and Taxonomy of Life.

MANED WOLF: Fau. large canine native to the western-coast and north of Brorg(1.), known for its long stilt-like legs, and fox-like colouration. They are native to KASIHAAL, RASTAN, north eastern Bror^(2.), and KASHAAL, though are now only common in Kasihaal, where lack of mortal spread in the SOLFERIN PLAINS has allowed them to thrive. See Vol II: Classification and Taxonomy of Life.

<u>MANES</u>: Plr. 'Manesi', also 'sewercreep'. Sup. Mor. <u>Atramentally Tainted</u> mortals commonly likened to <u>DEGENERATES</u> or <u>AL GHULS</u>, who live in dark shunned places, like crypts, sewers, ruins, and buried remnants of regraded streets across <u>CENTRAL LLACHATUL</u>, particularly <u>KORACHANI</u> and <u>ALMAGESTI</u> cities, subsisting on what they find in their darkened homes. See Vol II: Classification and Taxonomy of Life.

MANESKARKON ZARRÉ OF THE TAHLIB, SEVENTH OF THE ELEVEN: x. Pol. Oth, Sup. Per. (B. unknown) Eleventh of the HENDECARCHS of MALAN and ruler of the HENDECARCHY of CYRENIA. The longest serving of Hendecarchs, they have ruled Cyrenia for over 700 years, and in that time their character and indeed their rule has changed considerably.

They originally rose to power in Cyrenia as an <u>OTHERWORLDER</u> with oracular abilities. Named Zarré, they rapidly became a powerful influence in the area, attracting many followers. A <u>TEMPLE</u> was built in their honour and a large city slowly emerged around it, growing more influential than the capital in <u>SORGIN</u>. Known as <u>ENIGOST</u>⁽²⁾, it would continue to grow as Sorgin dwindled, and it was officially christened as the new capital in c. 3280 RM, soon after Zarré had become Hendecarch and was renamed Maneskarkon, which roughly translates as 'Prophet of the hearts'.

They established the order of the <u>TAHLIB</u> early in the 34th century, and the temple, by then a large complex, was renamed as the Temple of the Tahlib. The Tahlib became a ubiquitous policing force, using divination to predict crimes, bringing law to the Hendecarchy. However, over time, the Tahlib, much like their ruler, became corrupted by their power.

The predictions of Zarré, which had been the source of their rise to power, dwindled after they became Hendecarch, and their overall demeanour altered too. Instead of glimpse of the future, Zarré instead imparted deep wisdom, believed by some to be remnants of secrets from the otherworld, demanding tribute and favours in return. Thusly they were able to maintain power and twist people to their debt.

In 3682 RM the Hendecarchies of <u>AONIA</u>, <u>HATON</u> and <u>NHORA</u> marched against Cyrenia to depose Zarré, and as their armies surrounded Enigost a ceasefire was declared and the <u>LADY AEGIS</u> herself marched into the Temple of the Tahlib, which by then Zarré had turned into their palace. They spoke for three days and nights and when the Lady Aegis emerged, she spoke one word to the three attacking Hendecarchs: 'leave', and since then the rule of Zarré has been unchallenged, despite the growing tyranny behind their rule.

MANGATA: Rel. Set. Settlement and major monastery in the c north of NAARETH. The monastery is devoted to a cult, known as the ORDER OF MANGATA, that worships the IVORY MOON (Pop. c. 2,000).

<u>MANGATA</u>, <u>ORDER OF</u>: *Rel. Soc.* Worshippers of the <u>IVORY MOON</u> in in the eponymous settlement in <u>NAARETH</u>.

MANIFESTATION, the: Oth. Group of 22 OTHERWORLDERS that was reborn in the city of LAAGROTH in 3496 RM. the group was canonised in 3499 RM after increased fanaticism around them within the city, though little is otherwise known of them.

MANIFESTATION IN LAAGROTH, the: Rel. His. Event that occurred in the city of LAAGROTH in the west of LAASKHA in 3496 RM, where 22 OTHERWORLDERS appeared over the market square, within sight of

hundreds of people. It is rare for an otherworlder to be reborn in sight of a mortal, and almost unheard of for such a large number to be reborn in such a crowded place. The otherworlders dispersed following their appearance, though the event caused a great panic in the city, which within a year culminated with a birth of a new cult that celebrated them as angels of the UNDYING MACHINE, and in 3499 RM they were officially canonised by the CHURCH OF THE UNDYING MACHINE as saints of the Undying Machine to prevent the chances of heresy, with church propaganda claiming that they returned at the behest of the Undying Machine and spread across the empire as its apostles.

A few are said to have been sighted again after that time, though never together, and rarely in regions where $\underline{\text{THE MANIFESTATION}}$, as the group of otherworlders became known, are common knowledge.

MANIFORM BEAST: Int. Sup. Fau. Dre. Grotesque ONEIROI 'endemic' to the DREAMSCAPE of GERIGASHA, in the north east of GRARNEÂST. They are horrific, and appear like two giant conjoined hands, their fingers long and spindly, like a grotesque arachnid. Their body is dominated by a round maw, circled by sharp teeth from which protrudes a phallic proboscis that ends in a long needle that is used to attack its prey, which is left paralysed, at the mercy of the disturbing beast.

They are dangerous, and are of a great risk to trade and travel in the region.

MANILL, ORDER OF THE: Org. Ascetic monastic order in THE HARÉSHK, composed mostly of FIRMAMENTISTS, concentrated near ANGEL FALLS.

<u>MANIPULATION</u>: Sup. Soc. The process by which a <u>SHAPER</u> uses the <u>FIRMAMENT</u> or <u>ATRAMENTA</u> to achieves various results. The term is synonymous with <u>SHAPING</u>, though often carries more negative connotations and is more common to lands in the east of the <u>INNER SEA</u>.

<u>MANIPULIST</u>: Sup. Mys. as <u>MANIPULATION</u> is a different way of saying <u>SHAPING</u>, so too is a manipulist a different name for a <u>SHAPER</u>. It is uncommon in the <u>INNER SEA REGION</u> though it is more common farther east, where <u>FIRMAMENTISM</u> is more common. See Vol IV: Other Forms of Mysticism.

MANKH: (B. 412 – D. 473 RM) *Pol.* Warlord of GOETHAN^(2,) descent and later Triarch of Hara, following the death of King SAEMDAR in battle in 438 RM.

<u>MANN</u>: *Myr. His. Mor.* The first of the seven <u>MORTALS</u> born to the <u>TRIBE</u> of <u>AVRAHAM</u>. He became a powerful leader, the descendants of which would become royalty and influential people as the human race spread from its birthplace.

MANN UYGR: Sec. settlement in the c south of CYHLAGHARR (Pop. c. 3,000).

MANNA: Flo. Obj. Sap of the MANNA TREE, specifically after treating and drying and being turned into resin. The sap of the tree is a rich golden honey colour and is very sweet. When hardened into resin (either naturally or through artificial means) it can be consumed, though is very fattening if consumed regularly. The resin is consumed by SHAPERS to help them conserve their strength, which is easily drained by repeated acts of shaping. See Vol II: Classification and Taxonomy of Life.

MANNA TREE: Int. Flo. Ancient species of tree found in small numbers in the tropical forests of EASTERN SAMMAEA, particularly the east of WAELMIGH, largely in ELEKHID and also parts of CHEIRA, PNESSA, and GIBEAH. The sap of the tree (commonly called MANNA) is a rich golden honey colour and is very sweet. When hardened into resin (either naturally or through artificial means) it can be consumed, though is very fattening if consumed regularly. In antiquity, when the manna tree was more abundant, the resin was consumed by shapers, whose actions are very exhausting, requiring the consumption of certain foods to keep their strength up. Today, the trees are less common than they once were and the gathering of the manna is mostly regulated.

Some scholars link the manna tree with the $\underline{\text{TREE OF AMARANA}}$, which is mentioned in the $\underline{\textit{MYTHOLOGIA ELYDEN}}$ as a singular tree created by the $\underline{\text{DEMIURGE}}$ ARIMASPI to serve as nourishment for his favoured creations, the $\underline{\text{EELYOUHNS}}$ and $\underline{\text{AIKLAHS}}$. See Vol II: Classification and Taxonomy of Life.

<u>MANNAH</u>: 1. *Geo.* Glacier in the far north east of <u>GNOTH</u>, in the <u>NARAHASAPHAEL</u> Mountains.

2. Mil. Str. Major fortress guarding a pass north across the $\underline{NARAHASAPHAEL}$ Mountains.

MANNAU: Set. Coastal city in the east of KASPIA (Pop. c. 40,000).

MANNAL ITRUSH: Sea. Large lagoon off the south western coast of SAMMAEA, to the east of the SHIELD ISLES, bordered by various islands, reefs, sand bars and atolls. It is relatively shallow and is known for its plentiful sea life.

MANNALAN, ORDER OF: 1. Mys. Org. Order of Oneiromancer based on the island of KILAWADA in FALLAROUR. They emerged in c. 2900 RM after many ancient steel stellae, now known collectively as MANNALAN STELLAE, were discovered on islands bordering the MANNAL ITRUSH. The stellae act as ONEIRIC FOCI (2.) of varying quality, depending on the condition that they are found in, and they are sought after by members of the order for their usefulness.

<u>SHAPERS</u> of the order can often be found travelling around the <u>SHIELD</u> <u>ISLES</u>, and the <u>CORAL BARONIES</u>, in search of new stellae.

2. Str. Org. Headquarters of the above organisation^(1,), on the island of <u>KILAWADA</u> in <u>FALLAROUR</u>. It was built in c. 2940 RM on an ancient basaltic fortress, though was expanded ad built upwards, and down, into its old catacombs. It is home to the oneiromancers of the order, though many of their number spend months on the road searching for more <u>MANNALAN STELLAE</u> to study.

MANNALAN STELLAE, the: His. Mys. Obj. Ancient steel stellae found on the islands of the states of FALLAROUR and the CORAL BARONIES surrounding the waters of the MANNAL ITRUSH. They predate the middle FIFTH AGE nation of AMMASH⁽³⁾ though little is known of this period of history, so their purpose and origins remain unknown. They are believed to be ONEIRIC FOCI⁽²⁾, so it is possible that they were used by Oneiromancers, though to what ends are unknown.

Around three dozen individual stellae were unearthed and documented by <u>KORACHANI</u> explorers in c. 2820 RM and taken back to <u>KHADON</u>, where they remain today, scattered across various museums, libraries and private collections. Since then, many more are believed to have been found though most of these are rapidly snatched up by a Fallarouri order of Oneiromancers known as the <u>ORDER OF MANNALAN</u>, though it is thought that many more have been discovered by fishermen and other uneducated individuals, who discard them, believing them to be trinkets of little value.

<u>MANNON</u>: Set. Small fortified city in the region of <u>HATTRE</u> in the c east of <u>THE SURRACH</u> (Pop. c. 15,500).

<u>MANOLORA</u>: Sup. Geo. <u>ATRAMENTALLY-TAINTED</u> region to the far east of the <u>KHINCHIR</u> valleys. It is around 4,500 square miles in size and is noted for its <u>DUSTSTONE</u> formations and their brittle nature.

The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES</u>.

MANRAH: Set. City in ARKOS⁽¹⁾, to the north east of DUN MHAQ. One of the largest non-mount settlements in Arkos, Manrah appeared in c. 900 RM, becoming a vassal of DUN SVARR by c. 1100 RM, serving mainly to provide the larger cities with adequate food and industrial supplies. The city was flooded in 3701 RM following unanticipated flooding of a tributary of the river THAUR. The resultant damage and disease decimated its population, though it has since been rebuilt and now forms a part of the SALT ROAD (Pop. c. 20,000).

MANSION: Pol. Geo. The political divisions of the nation of GREST^(1.) in the west of the island-continent of BROR^(1.). The nation is divided into three Mansions, each of which is ruled by one of three HE'ELAN ARCHDUKES. The Mansions are FURFUR^(1.) in the north, which is ruled by the Archduke ARA YETZIRAH; Grest^(2.) in the centre, which is ruled by JURASAMA YETZIRAH; and SITRI^(1.) in the south, which is ruled by IEBESH YETZIRAH.

The mansions were introduced in c. 3781 RM after Jurasama successfully deposed the ruling monarchy and taking control of the capital city of Sceld.

MANT ITRUSH: Sea. Lagoon in the north of the CORAL BARONIES, to the south west of the SAMMAEA, located between the island of IREN

BARA and the LYCTON Isles, to the south of the SHIBBOTHA ISLES. The lagoon is shallow and the surrounding area is largely unpopulated.

MANTEGNA: m. Mys. Per. (D. c. 1774 RM) A PATRICIAN and mystic from KORACHAN who is remembered for having revived the tradition of using TAROKKA cards in mystic traditions across the INNER SEA. He was a mystic himself and studied various esoteric teachings, many of which had been banned by the CHURCH OF THE UNDYING MACHINE.

MANTICORE: Fau. Aberrant creature native to the savannahs of eastern BROR^(1.). The creature is considered an aberration (RACHAR) and has fascinated NEAR HEMISPHERE scholars since its discovery by explorers dome 2-millennia ago. It is unique in that different generations have (specifically two) different morphologies, not unlike the metamorphosis that takes place between a pupa and adult insect, though experienced across two distinct generations – parent and child, with the child giving birth to 'pupal' offspring, which in turn given birth to 'adult' offspring.

The 'pupal' generation is similar to a large worm or larva, around 2 ft. long, with two pairs of small spider-like limbs positioned close together in its forequarters, providing rudimentary locomotion. A small lamprey-like mouth is surrounded by four unblinking black eyes. Individuals live for around 2 – 3 years and have an omnivorous scavenging diet, eating anything from decaying plant matter to carcasses, favouring roots. They are good burrowers and spend most of their time underground. They reproduce sexually, and give birth to single young, which grow up into the 'adult generation. Their bloated maggot-like bodies are a rich source of protein, both directly (when eaten by predators and scavengers) and indirectly (with their phosphorus-, nitrogen-, and calcium-rich blood serving as a fantastic fertiliser) and they are a vital part of the food chain. MORTALS who live close to their native lands poach individuals for food.

The 'adult' generation is of interesting morphology, with a large vertically-oriented mouth with two pairs of strong pouncing legs beyond which is a prehensile tail with a stinger on its end. The stinger delivers a particularly virulent venom that paralyses those struck by it in seconds, leading to respiratory failure and a rapid death. They are carnivorous, as likely to hunt as they are to scavenge, and adults can reach lengths of around 10-ft. excluding the tail. Like the 'pupal' generation, they reproduce sexually, and give birth to litters of as many as eight 'larval' young, which then continue the cycle.

It has been noted that a mix of 'pupal' and 'adult' generations introduced to the same area will, over some year, synchronise their generational cycles, though this may not necessarily correspond with the cycle of other isolated groups. It is thought that this synchronisation of cycles is of benefit to the manticores, with the pupal generation

Attempts at domesticating the pupal forms have proven fruitless due to their reproductive cycles

There has been little true research into the nature of manticores, with some claiming that their ancestors are <u>NIGHTMARE CREATURES</u> that were somehow able to breed pure, or that they are perhaps the progeny of ancient experiments, or even the works of one of the <u>DEMIURGES</u> of old. The lack of any living creatures remotely related to them means that it is unlikely that we will ever know the truth. See Vol II: Classification and Taxonomy of Life.

<u>MANTIS</u>: 1. Plr. 'mantids'. Mar. Rnk. A caste of divinely appointed assassins with roots in <u>PRE-SUNDERING KORACHAN</u>, though today they are most common in <u>KORACHAN</u>, <u>SKAROS</u>, <u>LAASKHA</u> and <u>ALMAGEST</u>.

Their origins can be traced back to pre-imperial Laaskha (c. –150 RM), when they were champions of the deity <u>SETHENYN</u>. Later on, their role evolved into that of executioners and harriers. With the appointment of the <u>TYRANT OF BALAAM</u> as Laaskha's lord and steward in 15 RM, the custom was introduced to the Imperial administration of the region, and it remains in use to this day. Mantids are not always human, and are often <u>HALFBLOODS</u> or otherwise can be <u>ATRAMENTALLY</u>-altered creatures, which are better-suited to the role.

2. Med. Magickally-sensitive drug that has been used by <u>SHAPERS</u> to aid in <u>ONEIROMANCY</u> and <u>ASTRAL PROJECTION</u>. It is shunned by most due to its extremely vivid horrifying hallucinations that are, regardless of extraneous influence, identical in nature. The hallucinations invariously depict a hellish landscape wracked by chromatic storms and ephemeral phenomena in which dwell cannibalistic humanoid creatures that resemble praying mantises, from which the name of the drug is derived.

The individual hallucinations vary greatly, though details, such as the landscape and its denizens remain constant.

The drug originates as a salt-like mineral in the c of the <u>VESPERTINE</u> <u>LEAGUE</u> that is dissolved in natural alkalines (most commonly almond milk) at specific temperatures and intervals and reduced to a crystalline concentrate that is placed on the tongue and allowed to dissolve, ideally after long periods of fasting. Aside from psychoses and violent episodes whilst under the effects of the drug, overuse can lead to agonising headaches, wasting of the body, permanent paranoias, and degradation of memory.

Some have proposed that the similarities in hallucinations could mean that the drug allows those who consume it to experience distant as yet undiscovered lands, such as via clairaudience or astral projection See Vol II: Drugs and Addictions.

<u>MANTUS</u>: Set. Major fortified city in the north west of <u>NALARDIL</u>. It was fortified in defence against the armies of <u>OSSIEL</u>, though relations between the two nations are now favourable and many of the bastions are now unmanned. It is also a stop along the <u>EGETAKHAN ROAD</u> (Pop. c. 110,000).

MANTARA: Geo. Mountain pass between the <u>STYLITH</u> and <u>KHO HAGOR</u>
Mountains, linking the east of <u>ARKOS</u>^(1.) and the south west of <u>SARASTRO</u>. It was once well-travelled by merchants though has largely fallen into disuse today.

<u>MANTRA</u>: Fau. Horse-size carnivorous <u>SYNAPSID</u>, similar to a <u>MONITOR</u>⁽²⁾. they are native to <u>JURRAS</u>⁽²⁾ and <u>KARAKHAS</u>. See Vol II: Classification and Taxonomy of Life.

MANUBRA: Ast. Set. Major OBSERVATORY-CITY in the c north east of AQUARIIA, built on a flat-topped hill. Its highest levels are dominated by the large domes of observatories, and all lights in the city must be extinguished by a certain time to allow for celestial observations to be carried out (Pop. c. 138,000).

MANUFACTORIA: Ind. Set. MANUFACTORY city in the c-south east of PARTHIS, it is dominated by a monolithic stepped pyramidical structure within which is the manufactory after which it is named. Though once of uniform design, today it its sides have become asymmetrical, covered in piping and vents from the large network of subterranean manufactories that have grown beneath it, which specialise in the manufacture of TECHNARCANA, TRANSIENT ENGINES, and HARDSUITS. Surrounding this great edifice are the domiciles and smaller businesses needed for the great city to run.

The city is structured around a feudal hierarchy, with nobles given large sections of the factory which they lease out to families and workers. They are expected to pay a tithe back to their superiors in the form of a percentage of their produce. They in turn pass those on to their overseers, who pass them on to the Manufacturer General.

It originated as a small caravanserai along the RED ROUTE in c. 1200 RM, rapidly growing as stockrooms and merchant-houses were funded, followed by foundries and manufactories. It became dedicated to the manufacturing industry by c. 2500 RM and became the most productive city in Parthis by 2700 RM. Amongst other items, it is today specialised in the manufacture of REALITY SUITS. The city is surrounded by the sludge wastes of ACHAL, in which SCAVS and other destitutes eke out a living (Pop. c. 2,020,000).

<u>MANUFACTORIA TECHNA</u>: Lan. Ind. Soc. General term for manufactories in the <u>KORACHANI EMPIRE</u> concerned with making a variety of complex objects such as engines and machinery.

<u>MANUFACTORY</u>: also 'Cathedral-manufactory' or just 'factory'. Ind. Str. Soc. In the most general sense, manufactories are industrial structures where labourers or machines manufacture goods (steel and engines) or process raw materials (for instance, iron into steel ingots for use in other manufactories).

The driving-force behind the rampant growth of industrialisation around the <u>INNER SEA</u>, large manufactories first appearing in c. 1500 RM during a period of economic growth within the <u>KORACHANI EMPIRE</u> as it consolidated its many subjugated nations.

Manufactories come in various forms, with the most basic being little more that large areas where slave- or indentured-labourers toil in seemingly unending shifts. On the other extreme are the advanced manufactories of <u>PARTHIS</u> or the west of <u>PELASGOS</u>, which are largely automated; their <u>HEART ENGINES</u> controlling the actions of vast hallways of intricate and often archaic engines that smelt, hammer, and assemble myriad different items. The more common varieties fall somewhere in between, with large machinery forming the heart of the manufactories, and a sizeably slave-labour working in the peripheries, either maintaining the engines, or doing the detailed work that the machinery cannot cope with

MANUFACTORY, FOOD: see DROSS FARM.

MANUMISSION OF THE CLONES, the: Pol. Soc. His. Mil. Major historical event that took place in the KORACHANI EMPIRE, beginning in 3845 RM, and lasting until c. 3890 RM, when many of the STEEL LEGIONS were disbanded, and the VAT-BORN LEGIONNAIRES that made up their ranks freed of their ties to the Korachani military and manumitted, becoming free men. The remaining Steel Legions were either consolidated into smaller elite units that became formidable in close-quarter fighting, or became leaders to other mortal formations.

This was a tumultuous time in Korachani history, and the repercussions of the <u>SUNDERING OF THE EMPIRE</u> in 3705 RM were still being felt. The empire was ailing, its <u>SAMMAEAN</u> territories all but lost, and with them a great many of its already dwindling resources. Across what remained of the empire, many cities were starving and others had succumbed to disease and an economic dearth. Its greatly-reduced borders meant a reorganisation of its military strength, and the Steel Legions were found to be prohibitively costly, with the creation and maintenance of its <u>CLONED</u> soldiers untenable in the changing political climate of the empire.

In some cases, entire legions were sent on suicide missions with the sole purpose of whittling down their ranks, with <u>THE SEVEN</u> knowing full well that they were marching to their deaths. Elsewhere, regiments were disbanded, the individual clones manumitted and allowed to travel freely within the empire, provided that they register their movements with the authorities. <u>MANUMISSION OFFICES</u> appeared in major cities across the empire to cater to this, quickly spreading to lands outside the empire, including major ports in <u>ALMAGEST</u>, <u>PARTHIS</u> and the <u>REFORMED EMPIRE OF SARASTRO</u>. Such offices remained popular for around a century, after which they were no longer needed.

The attitude towards these manumitted cloned differed from place to place, though was generally low, with most regarding them as mindless brutes, only giving them the chance to perform manual labour in exchange for a pitiful stipend. Attitudes generally improved with time, and some regions, such as <u>LAASKHA</u> and <u>VAALK</u>, which always valued martial traits, were always more supportive of them, and <u>Laaskha currently</u> has the largest population of manumitted clones in the empire. Conversely, <u>AZAZEM</u> was renowned for its distrust of them and few settled there.

Today it is thought that the manumitted clones lived sad solitary lives and were often bullied and abused by their employers, who for the most part considered them slaves in all but name. Many killed themselves in the years following their release, and many others turned their backs on their so-called civilised lives, favouring careers as mercenaries or bodyguards, if not banditry and piracy. Many others spent their lives doing manual labour, at which they excelled.

Whether through suicide, accidents, or natural causes, the numbers of free clones slowly dwindled from as many as possibly 40,000 during the peak of the Manumission, to little more than a few thousand today. Though few Legionnaires are manumitted today (their numbers are regulated and new iterations are only made to replace slain individuals), they are known to be extremely long-lived and can easily live for 300-years, meaning that there are clones alive today who saw decades of military action prior to the First Manumission in 3845 RM.

MANUMISSION OFFICE: Soc. Pol. Str. Government offices in major cities and ports in the HIGH-EMPIRE OF KORACHAN following the MANUMISSION of the STEEL LEGIONS between 3845 and c. 3890 RM. Following the Manumission, as many as three thousand CLONED LEGIONNAIRES were freed, and allowed free passage within the empire, on the condition that they register their movements with the government. Cities and areas that saw heavy clone traffic set up Manumission offices, the purpose of which was to keep tabs on the

movements of certain Legionnaires to police their activities, as well as to provide those individuals that required it the umbra needed to survive. The first Manumission office appeared in the city of Korachan in 3851 RM and the last one, in Almagest, closed in 3941 RM. After that time manumitted clones were expected to fend for themselves.

MANY-ARMED QUEEN, the: see SVIZIA OF THE CARALL, ELEVENTH OF THE ELEVEN.

<u>MAO HARS</u>: Geo. Large escarpment along the border between the prefectures of <u>HOLICHRIS</u> and <u>TERECHANT</u>⁽¹⁾, in the c east of <u>HOLOLACH</u>⁽¹⁾, forming part of the <u>TOLIASOR</u> mountain-chain.

<u>MAO SAGHI</u>: Geo. Mountain range in the c south of <u>KEPHUAAN</u>, in the south west of <u>SAMMAEA</u>. It is known for its brownish rocks, many of which are crumbling, and held in place by bushes and sparse tree cover.

MAOCARHL, PILLAR OF: Int. Mys. Arc. Needle-like pillar close to the TROPIC OF MAOCARHL, between the SEA OF ASEER in the north west and the BATHASHAL OCEAN in the south east that rises impossibly far into the sky, disappearing from view far above the clouds, and which is believed to descend to the deep abysm of the ocean floor. The pillar itself is no more than 100-ft wide where it meets the sea's surface and is of a dull burnished metal that seems not to decay or oxidise.

It is covered in a thick mass of barnacles, limpets and oysters where the water meets metal, growing thicker and wider closer to the present surface of the water, though it extends up and down for hundreds of feet, indicating where the past sea level once stood. This shelf radiates for hundreds of feet outwards from the needle like a disk, with sea grasses, corals and other oceanic life attached to its sea-facing surface, while its skyward surface is more barren with a few weeds and shrubs clinging to life on it. It is a haven to marine birds, which have turned it into a colony, covering its every surface in their nests and guano.

The pillar has fascinated scholars since its <u>FIFTH AGE</u> rediscovery in c. 1100 RM, when it was documented that the metal is not only inert and untarnishable but also indestructible to mundane and supranatural methods of tampering with it. Like many such ancient megastructures, the pillar is believed to be the work of a <u>DEMIURGE</u>, though to what ends remains unknown.

At various times in history scholars and shapers have set up temporary camps on the shelf to better examine and research the object. A consortium of various shapers met in 4003 RM in <u>TETHRA</u> to fund a research into the uppermost limit of the pillar, which they intend to explore with <u>SKYSKIFFS</u> and other vehicles in the near future.

MAOLAHARANGI: Set. Small city in the c south west of NOAVATUR. It was founded during the early days of Noavaturi independence in the 14th century RM, beginning as a humble settlement, primarily serving as a waystation for traders and prospectors traveling south from the more established regions to the north east. It remains as an important link between the two disparate regions to this day, offering lodging and other amenities to travellers passing through it (Pop. c. 18,000).

MAORATE: Mil. Rnk. Until 19 RM, a militocratic title adopted by the rulers of the various city-states of VAALK (then known as VALKA) Following the subjugation of Vaalk in 19 RM, the Maorate was deposed and, where possible, superseded by the KORACHANI PATRICIAN-aristocracy, which saw the two cultures eventually mingle, eventually becoming the HEPTARCHY.

<u>MAORTHES</u>: Set. Large city in the c east of <u>PELASGOS</u>, at the southern shore of lake <u>CHIMON</u>. It is home to the first manufactory belonging to <u>MARUHABAL</u>, a producer of fine firearms (Pop. c. 100,000).

<u>MAPHANI</u>: 1. For. Sparse forest in the north east of <u>VENTHIR</u>, close to the coast of the <u>DARK SEA</u>.

- 2. Rvr. River in <u>VENTHIR</u>, flowing for 975 miles east from the <u>SHANA</u> Mountains⁽¹⁾, through the Maphani forest⁽¹⁾, to its mouth at the <u>DARK SEA</u>. It provides life to the region and is home to many settlements that depend on it for survival.
- 3. *Rui.* Abandoned ancient <u>VENATHI</u> settlement along the banks of the river Mapanhi⁽²⁾, where the <u>ARCHPOTENTATE MALICHAR</u> seduced and corrupted <u>QUEEN HETEPHERES</u> in 359 RM.

MAPHRAN: Plr. 'Maphra. Soc. Rel. Rnk. Church breeders in VENTHIR, originating in c. 400 – 500 RM as female breeding slaves. They are similar in role and function to the MAPHRIAS, yet rather than dynastic (increasing the power of the family), they are ministerial (increasing the power of the CULT OF THE SPHINX). Those born from the maphra are church-owned slaves and can fulfil various roles including, but not limited to, guardians, servants, clergy, warriors and workers; and, in the case of many females, becoming maphra themselves.

MAPHRIAS: Plr. 'Maphria'. Soc. Rel. Rnk. Matriarchal figures of VENTHIRI nobility whose sole purpose is to birth new generations to maintain the power and influence of the family. Though of no power themselves, the maphria fill an almost religious role within their families, with other members devoted wholeheartedly to their wellbeing. They are similar to the MATRIARCHS⁽²⁾ of NAARETH, and it is thought that they share similar cultural roots.

Maphria are often augmented through <u>ORTHOSES</u> and <u>TECHNARCANE</u> engines to improve gestation, health and longevity.

<u>MAPOLAE</u>: Set. Coastal city in the south east of <u>CALBIA</u> (1.), overlooking the <u>BAY OF HARURHOTA</u> (Pop. c. 30,000).

<u>MAR</u>: Set. Settlement in the north of <u>HABOT</u>, in the southern foothills of the <u>MAR SAHIGH</u> Mountains. Its main industry is the quarrying of <u>SERPENTINE</u> (Pop. c. 6,200).

MAR SAHIGH: Geo. Mountain range in the south west of SAMMAEA, in the AMMASHI⁽¹⁾ peninsula, forming a natural border between the states of <u>HABOT</u> in the south and <u>METHUMN</u> in the north. It is old and its peaks are crumbling and grey, and the lands its south are rich in SERPENTINE.

<u>MAR ISS</u>: also 'the Shelf. Geo. Region of grey plateaus and cliffs in the north of <u>TZALLRACH</u>, to the west of the region of <u>AMADIA</u>.

<u>MARA</u>: 1. *Lak*: Lake in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>PALUS</u>⁽¹⁾, forming part of the river <u>SARA</u>.

2. Mil. Str. Fort in the south of <u>IZABAL</u>^(1.).

<u>MARABAK</u>: Str. Arena in the <u>MHARROKIN</u> city of <u>ATHON</u>, where most combatants fight artificially-crafted beasts.

<u>MARABOUT</u>: Mil. Rnk. Military rank in <u>VENTHIR</u> and <u>TZALLRACH</u>, denoting the highest-ranking guardians of coastal towers around the <u>TORRENT OF KARROCK</u>.

In the rank was adopted by the administration of the <u>KORACHANI</u> <u>EMPIRE</u> in Venthir, though came to take on the role of a caretaker or warden, more than that of an active commander.

MARACHA: 1. Geo. Region in the north west of THE SURRACH noted as one of the main areas settled by KORACHANI colonists in c. 2300 RM.

2. Dem. 'Marachan'. Ntn. Small nation in the north west of SAMMAEA, enjoying idyllic weather and stable ARCANE TEMPERS, making it a haven in this dying world. One of many nations in the area that owes its ancestry to SAVI natives as well as KORACHANI immigrants and colonists, Maracha has been independent of the Korachani yoke since c 3400 RM, and since then has forsaken many imperial traditions (Such as the CHURCH OF THE UNDYING MACHINE, which was abolished during a time of religious turmoil in c 2520 RM), even as it clings dearly to others.

Various attempts at colonisation of the coastline to the south west of the <u>SEA OF AAHES</u> were made by <u>KORACHANI</u> settlers at intervals between c 1800 – 1300 RM. Their arrival was met with receptions ranging from lukewarm to outright hostile, and the Savi natives were defensive of their lands, managing to repel many such attempts. The small colony of <u>MORACHAN</u> evaded local attentions long-enough to allow the construction of a fortress and port in 2220 RM. The fortress's name would, over time, become corrupted, becoming the name of the region.

The distance from the imperial <u>HEARTLAND</u> and persistent native harassment made efforts at maintaining the region largely unsuccessful, despite the aid of nearby <u>ERET</u>^(2.), and Korachan abandoned the region between 2350 – 2400 RM, though many families and houses that had set roots there remained, taking over control as they slowly integrated with native populations. Despite its relatively short time there, Korachani culture rapidly took hold and many customs remain there to this day, such as the funerary custom of disposing of bodies and keeping skulls, which are inscribed with prayers and personal allusions, before being stored in <u>FUNERARY TOWERS</u>.

Following the abolishment of the Church of the Undying Machine, the region experienced a renaissance of sorts and disparate city-states coalesced into a feudal monarchy in 2682 RM, though this collapsed by 3248 RM with increasing influence from various <u>SAVIUDI</u> trade-houses, which would establish republic there, lasting until 3582. Following decades of disorder, a new republic was born in 3689 RM, which survives to this day. See Vol II: Extant Realms and Nations.

3. Set. Major coastal city, and capital, of the eponymous region in the north west of NORTHERN SAMMAEA, to the north of THE SURRACH^(1.). The people here have a distinctly KORACHANI look about them, a throwback to the days of the attempted Korachani colonisation of the region in c. 2300 RM. some imperial customs remain to this day. Though the imperial religion was abolished by c. 2500 RM, replaced with local faiths (Pop. c. 78,200).

<u>MARACHARL</u>: also 'City of Pearls'. Rui. Now apocryphal city said to have been located in the north of <u>KHARKHARADONTIS</u>, named after its strange populace and its unique affliction.

This city was truly an oddity amongst oddities – an ancient metropolis, believed to date to the days before MORTAL SPIRITS were granted the gift of the OTHERWORLD, the city was, until its destruction in c. 2100 RM, a unique place populated by the undying desiccated remains of its ancient dead, bodies fettered by debilitating SOULSTONES that grew like pearlescent tumours in their bodies. What reason or explanation for their undying nature remains unknown to this day and will likely never be answered, in no small part due to the eradication of the city and the slaughter of its somnambulist corpses by the KORACHANI EMPIRE for its soul pearls, which were (and still are) a nefariously rare resource.

Today only the hollow ruin of Maracharl remains, the now-decomposed bodies of the dead strewn in its empty stone streets.

MARAD: Geo. Major island in the BHALASSIAN ARCHIPELAGO⁽²⁾ in the PANTHEON ISLES off the eastern coast of LLACHATUL.

<u>MARADA</u>: *Rvr.* Fetid wetlands along the course of the river <u>BINI</u> in the territory of <u>TERARA</u> in the c west of <u>LYRIDIA DHAI</u>.

<u>MARAENT</u>: *Geo.* Escarpment in the c of the <u>HENDECARCHY</u> of <u>LONAR</u> in the south west of <u>MALAN</u>.

<u>MARAGA</u>: Rvr. Major river flowing south east for 1,660-miles from various sources in <u>RAONGEN</u>^(2.), <u>GNOTH</u>, and <u>OPHIUSSA</u> before emptying into the <u>SEA OF SERPENTS</u> in Ophiussa. It is noted for its expansive delta, which is known as XEIA.

<u>MARAGHA</u>: *Geo.* Mountain in the north of <u>LLACHATUL</u> serving as a border between the nation of <u>DURCHAA</u>^(1.) in the east and the lands of <u>VALBAR</u>^(2.) in the west. It forms an extension of the <u>MARMARA MASSIF</u>.

MARALAACAQ: His. Rel. Str. Ancient SHIE temple in the tribal territories of ITTRA, in the c of the GROWING MOUNTAINS of MULCIBER. It takes the form of a large multi-armed granite statue carved out of a cliff-face. A small temple is carved between the legs of the statue, and was once used by shie for religious rites. The temple is thought to date back to the early FOURTH AGE, and has not been used in many centuries.

<u>MARAMARI</u>: Soc. Rnk. Off-white <u>GIGANRI</u> with visible green veins. They are the most silent and morose of all giganri, being pensive and slow to action. Many find themselves taking on the life of the ascete.

MARAN: Geo. Expansive karst formation in the south west of the rainforest of WAELMIGH in the far south west of CHEIRA, that at its southern-most extent stretches to the coast of the SEA OF KHURSA. The region is made up of soft limestone and, as long ago as 1000 RM, it was known for its many labyrinthine cave-networks, most of which have since collapsed, leading to the narrow jagged karst formations that are visible today. Most are covered in dense vegetation, the roots of which hold the formations together in many cases.

Some caverns still exist beneath the formation, though they are treacherous and have not been extensively explored.

<u>MARASHA</u>: Set. Major city and port in the south east of <u>TAHOMIA</u>. It was originally part of the nation of <u>MEDINEA</u>^(2.), though was subsumed by Tahomia in c. 3150 RM(Pop. c. 620,000).

MARASMUS: 1. Geo. Region in the north of AZAZEM, renowned for its frail <u>DUSTSTONE</u> foundations, resulting in labyrinthine canyons, slip holes, mesas and other formations created as cavities and other hollows

collapse. Most settlements in the area are temporary at best, with foundations crumbling above shifting duststone sediments; with relocation the norm.

2. Set. Town in the <u>AZAZEMI</u> region of the same name^(1.). The town is the longest-lived settlement in the area, that has survived countless shifts and alterations of terrain due to the crumbling <u>DUSTSTONE</u> of the region. The town has nonetheless been damaged by such activity, and bears the scars of the geological forces around it. The town subsists mostly on water and <u>ALOE</u>-farming and has the largest market for some distance, which makes it a popular resupply point for travellers heading north west or east to <u>KORACHAN</u> (Pop. c. 10,000).

3. Geo. Region in the <u>UMBRA SOKHAR</u> wastes, noted for its sulphuric mires and bogs. The <u>KORACHANI EMPIRE</u> and other nations have attempted to use the area to extract the plentiful pyrite deposits (mostly for use in creating coppers for use in the creation of iron gall ink), though the land is too hostile to support such activity and it is inevitably reclaimed by 'nature', such as it is.

<u>MARATES</u>: Set. City in the south east of the <u>INTERURBAN STATES</u> (Pop. c. 20,000).

MARATHA ROSIGNA DAVARA: (B. 3961 RM) Com. Pol. Present Administrator of the Plutocratic council of TRINITANIA (1.), elected in 4003 RM.

MARAX BERITH: see MEDEVAS THE PROPHET.

MARBAIJA: Pol. Ser. City in the north of the JAHADAT STATES, in the east of SAMMAEA, and capital of one of the twelve States (Pop. c. 48,600).

<u>MARBAS</u>: *Pol. Per.* The king of <u>DATEPHA</u>. Of <u>HUMAN</u> and <u>VAPULIM</u> heritage, he overcame prejudice and rose to power in 3954 RM, beginning a new dynasty that sought enlightenment and an end to the racial caste system that was so deeply-entrenched in Datephan culture.

He is of noble countenance and leonine features, with a thick mane of hair and powerful arms. He has a loyal following and his reforms are gaining in popularity, though there remains a very vocal minority that opposes his changes, various groups have claimed responsibility for terrorist acts, including riots, lynchings and acts of arson.

MARBLE COURT, the: Lan. Colloquial name for the capital city GARES, in the INTERURBAN STATES.

MARBLE WING, the: also 'Oerag'. Int. Art. Rui. Soc. Buried funerary army in the c east of KOMMEA in the HOLLOW COASTLINE. Its thousands of life-size warriors crafted from the purest marble and are attributed to an unknown THIRD-AGE culture. Most statues in the collection have been excavated and are now found in private collections across the north east of LLACHATUL.

MARCH OF A MILLION PILGRIMS: Mus. Baroque madrigal by the famed composer and music theorist <u>SATYRION</u>. It remains an influential work to this day and is probably the most famous madrigal in the <u>INNER SEA REGION</u>, due to its quality and subject matter – the <u>SHADOW MARCH</u>.

<u>MARCHAS</u>: 1. Pol. northern-most duchy in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>EDICULE</u>^(1.). The name is a corruption of the Haréshki word for copper, after the copper-rich deposits of the <u>MARCHOSILOS</u> mountain that guards its eastern borders.

2. Set. Small city in the HARÉSHKI CITY-KINGDOM of EDICULE (1.). The city is situated along the far western foothills of the MARCHOSILOS, a small mountain rich in copper and sulphur. As a result, the city of Marchas is a centre of copper smithing, its delicate copper-weave clothing being particularly renowned and finding itself on sale across the GREAT ROAD, which passes through the city (Pop. c. 17,500).

MARCHOSIA: 1. Also 'Makosha'. Pol. His. Now extinct KORACHANI colony in what is now the east of RHINOCOLOURA, around the hills of IMOROR. Established in c. 750 RM, following months of travelling upstream along the river DAKHAN, a small settlement was founded in fertile lands some miles south of the confluence between it and the river MHALAR. There, mining operations were established, exploiting the gold reserves in the region.

As other Korachani colonies faltered against native resistance around the <u>UGOSTAUTH</u> plateau, Marchosia was able to maintain tentative contact with Korachan for at least six decades following the establishment of the fortress, though as the <u>DESPOSYNI WARS</u> reached a

peak in c. 830 RM contact decreased until the city was declared abandoned by $\underline{\text{KHADON}}$ in 859 RM, other settlements in the region were maintained until 1195 RM, at which point they were left to the $\underline{\text{INTERREGES}}$. This time also marked an end of hostility between an expansionist Korachan and $\underline{\text{ETHISTONITH}}$ and other adjacent nations.

Following the colony's isolation from the empire, Marchosia slowly developed its own culture, eventually adopting native customs whilst never truly abandoning its Korachani roots. A Korachani tradition that remained and which would eventually become adopted by much of Rhinocoloura is the custom of interring the skulls of the dead in great towers, with the details of the deceased carved into the cranium. Though individual settlements survived, the fortress was abandoned to the advancing duststone formations of Imoror.

In c. 1340 RM it was restored and converted to a monastery of an ascetic order of monks who abandoned it to guardian templars in c. 1500 RM. Over time the monastery became the object of the templars devotions, and the teachings of the monks were forgotten. Pilgrimages from surrounding towns became common and a city grew outside its walls, catering to the thousands of wayfarers that visited it every year.

By this time, the people of Marchosia had integrated with the natives, their language (still rooted in Korachani) developing on its own, adopting native phrases and words. By c. 1800 RM the people were calling their land Makoshar.

Little is known of the regions' fate, though by 2600 RM the region had been subsumed by Rhinocoloura. Most of its cities were abandoned, with the exception of $\underline{\text{CARPHIS}}$, which remains to this day. The high number of earthquakes and duststone collapses in the area have levelled most of the regions' ruins.

2. Pol. Set. Fortress capital of the eponymous KORACHANI colony in the north east of Sammaea, in what are now the north east of RHINOCOLOURA, south east of AETHIOS, and west of the GROWING MOUNTAINS of MULCIBER. Officially founded in 752 RM, it first appeared some centuries earlier as a tentative colony. As the people of Marchosia (later Makoshar) grew distant from their Korachani roots, the fortress remained a constant – a holy structure and link to their roots. By c. 1340 it had become a monastery, though by c. 1500 it was empty, guarded by templars after it had become a place of pilgrimage.

Following the regions' demise in c. 2600 RM, the fortress-temple was allowed to decay and is now almost completely erased by the elements and subsequent earthquakes.

MARCHOSILOS: lit. 'copper home'. Geo. Mountain and roughland region in the western lands of the HARÉSHK, forming a border between the city-kingdoms of EDICULE (1.) and PALUS (1.), to the west and east, respectively. It is known for its dark brown rocks, and its western face is known for copper and sulphur.

MARCINATE: Soc. Org. One of the 17 Grand Houses of the Nacre League. The House is based in the north west of Northern Simbara and is a major purveyor of textiles and luxury fabrics within the League, making use of the vast cotton that is grown in its home region. The House is deeply entrenched in the fashion and garment industries, with its goods being highly prized in the courts of Southern Sammaea. Its influence extends into cultural spheres, where it sponsors the arts and patronises designers, and many of its members are typically considered to be on the forefront of the fashion world around the Sea of Krihiek.

<u>MARD</u>: 1. *Geo.* Mountain-range in the east of <u>SAMMAEA</u>, serving as a partial border between the c of the <u>SULTANATE OF ABACARDAT</u> and the west of the <u>JAHADAT STATES</u>.

2. Set. Small city in the west of the $\underline{\text{JAHADAT STATES}}$, under the control of the city of $\underline{\text{NAJ}}$ (Pop. c. 16,000).

<u>MARDEN</u>, the: Sea. Waters of <u>THE INNER SEA</u> east of <u>TAHALL</u> that are known to be very dark and deep.

MARDUK, HIERONÉSIMUS: (B. 413 RM) Rel. Rnk. head of the order of HIERONÉSIMUS in the BROKEN LANDS.

MARDON: Rui. KORACHANI port in the north of the CARCHEMISHI PENINSULA⁽¹⁾. It was established in 1215 RM by Korachani troops attempting to reclaim the peninsula during the WAR FOR THE CRADLE. The port was abandoned in 1333 RM following years of attacks from KULIGALA.

MARECHOTTAY: Pol. Set. capital of IACIO. It is built atop the ruins of an ancient early FIFTH AGE city that was thought to have been coastal. It is today the seat of the HIEROMONARCHS, who have called the city their home since before the fracture of Iacio from RHEA in 3242 RM, when they moved the capital there in 3203 RM. (Pop. c. 780,000).

MAREHANDAY: Set. Settlement in the north of RHEA, to the north east of the AHRAN HIGHLANDS (Pop. c. 8,000).

MARES: Rui. Ancient temple and burial mound, its archaeological remains buried beneath centuries of ash and dust. What remains once filled the great pyramid-like mound were exhumed in the early days of the KORACHANI EMPIRE'S reign in SKAROS c. 65 RM and carted to the BASTION OF STEEL in KORACHAN.

MARID: Set. Major harbour in the TWILIGHT STATES (Pop. c. 58,000).

MARIGETA: Rel. Rnk. Priests, often SHAMEN, common to many regions of RHINOCOLOURA, who fulfil the role of holy leaders in the region's POLYTHEISTIC RELIGION. They are often found in positions of authority, where they oversee the conservation and worship of holy water sites.

MARINERS' LODGE, the: Com. Str. Inn located in the coastal plains of the north west of ZOHAK, built within a wrecked ship that is now miles from the coast. The ship ran aground in c. 3720 RM and eventually found itself removed from the coast as the sea level retreated. It was rapidly pillaged though was later appropriated by nomads, with the structure being added to over many years. It eventually became a hostel, accommodating travellers, providing them with food and drink. Most of its business today comes from curiosity seekers, though travellers making their way up and down the MYMEREAN coast.

Its common area is famous in the surrounding region for a riddle that is written on the wall, that remains unsolved since the lodges' founding. The person who wrote the riddle died decades ago, taking the answer to her grave.

<u>MARINVYAAL</u>: For. Main boreal forested area in the c part of <u>KOLCHIS</u>. It is mostly made up of pines, firs and spruce trees.

MARIOA: Set. City in the north of TISARA overlooking a canyon-like cleft next to the cliffy coast of the GEAUA. Much of the city is perched over the side of the cliff, with most thoroughfares and streets hewn from wide interconnecting tunnels that lead to a fortified gateway some distance from the city proper. The dead are buried in long vertical seemingly endless shafts that predate the appearance of the city and whose origins are unknown.

A great harbour oversees the export of textiles from Tisara to neighbouring states (Pop. c. 38,800).

MARIUS USHAR: (B. 3874 – D. 4007 RM) Pol. Soc. ARCHPATRICIAN and head of HOUSE USHAR since 3965 RM, and member of the COUNCIL OF SEVEN since 3968 RM, until his death in 4007 RM, which many believe was a major cause of the GREAT WAR.

<u>MARKAS</u>: Set. City in c west of <u>ALMAGEST</u>, in the mouth of the river <u>DANUR</u>. The city is a major industrial centre and is responsible for the natural death of the river delta in the vicinity. The city is also known for its college, which is famed for its physician's academy.

The city was also the birthplace of $\underline{ST.\ NOMELA}$, and is a part of \underline{THE} $\underline{SHADOW\ MARCH}$ (Pop. c. 107,000).

MARKED PALL, the: 1. Geo. Nm. Insular realm in the west of KHARKHARADONTIS, ruled by the OTHERWORLDER NIHITH YARAATH, a horrifying winged being. The place is a wasteland of arid terrain that is rarely blessed by rain. What settlements exist do so only in rare oases or where ground water is easily accessible via deep wells. Most notable is the city of AMERAGASTER, which is now largely subterranean, built within an ancient cistern. See Vol III: Extant Realms and Nations.

2. Rel. Deity (if such it can be called) of the realm of the same name in western KHARKHARADONTIS. The Marked Pall is embodied by an idol that takes the form of a flat stone disk outside the temple-city of HEGANUSH, bearing the seven true names of each of the Two-and-Twenty DEMIURGES, revelling in the anathema their nihilistic craftsmanship brought to Elyden. See Vol IV: Deities and Pantheons.

MARKOHIR'S SEA GHOST: Fau. Giant pyrosome that lives in warm waters around and south of MENISCEA. Has link with the FIRMAMENT

and doesn't stray far from such areas. See Vol II: Classification and Taxonomy of Life.

MARLERIE, PRINCESS OF ZHARIAH: f. Pol. Per. (B. 3907) Born first in line to the ROYAL HOUSE OF HINOL in ZHARIAH⁽¹⁾, Marlerie had the misfortune of being born in an age of political unrest that in 3913 RM saw her family ousted from the throne and all her closest relatives slain in a cultural revolution.

She, alongside her court and what remained of her family fled from Zhariah, finding refuge in the <u>MALANI HENDECARCHY</u> of <u>LONAR</u>, where she settled in <u>AGLABHA</u> in the royal court. She grew up to become the sweetheart of Lonar, well-loved pitied for her history. She was competent and took well to Malani culture, and rose in the Lonari court, eventually marrying into the royal house despite the repudiations of its elders.

Her son, <u>MJALAD</u> went on to become Hendecarch in 3979 RM following the death of his father.

MARMAHIA: Sup. For. Grotesque ATRAMENTALLY TAINTED forest in the c north east of AZAZEM, known for its fleshy writhing trees that resemble disembodied nervous systems, with a thick central fleshy stem from which emerge hundreds of secondary branch-lashes, crowned by a thick fleshy mass beneath which protrude small black sphere, not unlike a MORTAL brain and eyes. The branches of individual trees writhe and snap about them seemingly at random, dripping a sticky mucous-like substance. With the movements of these sticky limbs, they are able to trap insects and small vermin, and even larges creatures like mortals are not entirely safe moving through the woods as enough tendrils may latch onto arms and legs, trapping them. Trapped creatures are slowly digested alive by the sticky substance, which is actually an acid.

The individual 'trees' are very tough, with roots that go deep into the earth and individual branches grow back if cut down, with the disembodied parts remaining mobile for days after being cut down, until they slowly dry out.

MARMARA: Geo. Massif in the north of <u>ALMAGEST</u>, dividing its coldest lands from the south. The massif is largely made of granite, and many large-scale quarries pepper its southern regions.

MARMARACHAN: Set. Settlement in the c of the MARMARA massif in the north of ALMAGEST. Its main industry was copper and lead mining, which originated under KORACHANI rule over a millennium past and remains operational today, over a millennium later, producing granite, copper and lead (Pop. c. 7,000).

MARNEIHOTLA: Int. Geo. Major chamber in the PRISON CARCERI. It is amongst the most well-known areas to laypeople, and is famous for its purported size. Rivalling a small nation in area, it is said to lie beneath the north east of PARTHIS, extending beneath the INNER SEA. It is famed for its subterranean seas and weather effects, including clouds, rain; and is said to possess entire diverse ecosystems.

<u>MARNIVEA</u>: Sup. Geo. <u>ATRAMENTAL WASTELAND</u> in the south west of <u>SIMBARA</u>, surrounding the capital, <u>ITARA</u>, close to the border with VAUN.

<u>MARNOK</u>: Set. Settlement in the north of <u>TARTAK</u>, close to the river <u>FARRAD</u> (Pop. c. 17,000).

MAROMM: Mil. Str. Fortress in the c of ELEKHID, in the north of the YANAVASH Mountains, dating back to c. 3960 RM, when the defences of what was then the far west of Elekhid were being strengthened against an expected Pnessian attack. The attack came, though the fortress was barely used. The eventual declaration of peace in 3997 RM saw the borders of Elekhid expanding far west, rendering the fortress unnecessary. It remains today, abandoned, slowly being reclaimed by the rainforest which had been cleared away decades ago.

<u>MAROU</u>: Set. Settlement in the north of <u>PARAIYA</u>, at a fork where the river <u>BUTA</u> meets the <u>SHIBBOLETH</u>⁽³⁾. Its main industry is freshwater clamming (Pop. c. 3,700).

MARRIG: Set. Fortified city in the south of <u>PHYRR</u>, in the region of <u>SLIMA</u>. It is an industrial centre, where machinery components used across the nation are manufactured (Pop. c. 41,000).

MARROK'S GUIDE TO THE DREAMSCAPES AND NIGHTMARISH REALMS OF THE EMPIRE: Int. Dre. Vol.

Comprehensive guide to the DREAMSCAPES of the Korachani, published

by <u>PUYA MARROK</u> in 3982 RM from over three decades of work studying them in the field for the <u>SOMNIARECHI ORDER</u> of the <u>SANCTIFIED INQUISITION</u>. Though detailed and informative, the text has been redacted and abridged by the Order for public consumption, to preserve certain information and details that is deemed too sensitive or classified for laypersons. Despite this, the book remains a seminal work on the subject and is consulted by most <u>SOMNIARIIN</u> across the empire.

MARROW: Dru. Drug made in the city of ATTURYANG in the east of CUTH. The drug is made from a lattice-like substance that is mined beneath the city and is thought to be the marrow of the gigantic body of a SCION. The drug is a hallucinogenic that is enjoyed across the east of LLACHATUL. See Vol II: Drugs and Addictions.

MARROWLANDS, the: Geo. Expansive geological formation dominating the c north territories of the nation of QARALAM, in the south east of SAMMAEA. It is named after its lattice-like texture, that has made many scholars wonder if it is biological in origin. Most of the Marrowlands are situated atop a negative influence in the ARCANE TEMPERS, making SHAPING there close to impossible. The entire region is shunned, and there are few settlements nearby, though the area is rich in ICHOR, a psychoactive substance that's mined there.

<u>MARROWINE</u>: Int. Ind. Bev. Unique liquor made from the marrow of cervids native to the mildly <u>FIRMAMENTALLY TAINTED</u> region of <u>KRAURTHAT</u> in the north east of <u>BROR</u>⁽¹⁾. The main producers of the marrowine are <u>KASIHAAL</u>, and <u>RASTAN</u>, and it is a highly prized by connoisseurs elsewhere. See Vol II: Beverages.

MARSHAL-ELECT: Pol. His. In the history of SIMBARA, Marshal-elect was the rank with which the first emperor REXIMAND PROLGAPEA who was able to have the BALLOT COUNTS bestow upon him in 2668 RM. It was an honorary rank, above all the ballot counts and ARCHDUKES, which he shrewdly twisted to grant him more and more power until in 2789 RM he had become emperor of all Simbara, the supreme ruler to whom the ballot counts owed fealty. So adroit a politician was he that he was able to do this while maintaining a majority backing from the ballot counts and archdukes not only throughout his rule, but well into the rule of his descendants.

<u>MARSHALL</u>: 1. *Mil. Rnk.* High-ranking military position in <u>TEMUJA</u>. Traditionally it is awarded to high-born nobles.

2. Soc. Rnk. Org. A caste of wardens who dedicate their lives to protecting the MONSTRANCE OF FEALTY in the city state of RAMINA in the AMMASHI (1.) peninsula. Many amongst their number travel across the peninsula, spreading the message of hope and unity that the AMMASHI TREATY once inspired, in the hope of bringing unity to a land that has slowly unravelled in the centuries following the signing of the Treaty. They also have a strong presence in the city of OMMRAIA in AMMESH.

MARSUARAND: *Ind. Set.* Ship-breaking yard in the far north of <u>VENTHIR</u> (Pop. c. 42,500).

MARTICHAVRA: Leg. Fau. Strange creature claimed to live in the c of SAMMAEA, known to have the face of man, porcupine quills, and a stinger.

<u>MARTU</u>: Set. Small coastal city in the c west of <u>KHAMID</u>, overlooking the <u>SEA OF PHARESES</u>. Its main industry is agriculture (Pop. c. 12,000).

MARTYR, THE: Oth. OTHERWORLDER who, in 2821 RM as vivisected and whose body was later the subject of the first publicly-recorded HELIOGRAPH. Just before the dawn of the fourth millennium RM, a group of supporters known as the MARTYRS' TEARS brought public awareness of the suffering caused to the otherworlder, leading to its canonisation in 3033 RM.

MARTYRS, BELL OF: Mus. Obj. Once the largest BELL in pre-SUNDERING KORACHAN, located in the city of LAMECH. The bell was lost during the civil war that saw Korachan sundered, and it later sank into lake SILEB, where it is believed to remain to this day.

Records claim the bell weighed around 800,000 lbs. and was over 26-ft. tall.

MARTYRS' CATACOMBS, the: Str. Cemetery in the city of GAVADA, capital of RAONGEN⁽²⁾. Dating back to c. 2500 RM, it was used to inter people executed by MARTYR'S NETTLE. There are no graves and the

bodies are unmarked, with those that have decayed sufficiently placed in pit-like ossuaries.

MARTYRS OF MARDUK: Rel. Org. Religious group that rose in the BROKEN LANDS following the CATACLYSM c. 100 RM. Its members advocate nihilism and entropy. Most live ascetic lives, content in seeing the world devour itself. Others are not so relaxed in their approach and seek to speed up the natural destruction of the world. Many are mercenaries, EXECUTIONERS, weaponsmiths (weapons are seen as symbols of entropy). The order is named after the HIERONÉSIMUS believed responsible for the Cataclysm.

MARTYRS' CENOTAPH, the: *Int. Rel. Arc.* Gigantic monument located in KHARKHARADONTIS, along the passage of the SHADOW MARCH, just north of what is commonly accepted to be the beginning of the stretch of the March known as the MARTYRS' ROAD. It is some 300-ft. tall and of monolithic shape, made from a single gigantic block of hard granite that is of a dark grey colour. The lower part of the cenotaph also contains a shrine where people can pray to the souls of martyred pilgrims.

Many scholars and historians believe it should be listed amongst the WONDERS OF THE ANCIENT WORLD.

MARTYR'S NETTLE: Flo. Nettle plant endemic to the south of WESTERN LLACHATUL that is known for its incredibly painful touch, which can last for years, flaring up when the touched area makes contact with water. For the first few days after touching a leaf, the pain is unbearable, making any activity, including sleeping and even eating difficult. The pain slowly subsides though can flare up from time to time. Some people have been affected by pain for up to 10-years following contact with the nettle.

In some areas of <u>RAONGEN</u>⁽²⁾ those found guilty of crimes were forced to wear a crown of Martyr's Nettle as a form of punishment, leading to death from shock or suicide, which led to the common name for the plant, which spread to other lands. See Vol II: Classification and Taxonomy of Life.

MARTYRS' TEARS, the: Org. His. Edu. Group forming in KORACHAN around 3000 RM defending an unnamed OTHERWORLDER known now as THE MARTYR that was vivisected and was subsequently the subject of the first ever recorded HELIOGRAPH. The group was short-lived however and its members were culled and slain in the district of GITULO by censors in a retributive campaign in 3003 RM. Despite this, their efforts led to the otherworlder becoming canonised by the CHURCH OF THE UNDYING MACHINE in 3033 RM.

MARTYR'S ROAD, the: Geo. Rel. Soc. The final stretch of THE SHADOW MARCH, between the settlement of ATLEAS and the final destination of the SEPULCHRAL PALACE in DAEKYN. The Martyr's Road is so named in honour of the uncounted thousands of PETITIONERS OF THE MACHINE pilgrims who have perished along its 2,000-mile-long road. Millions of bones, bleached by millennia, parched by the corruption of KHARKHARADONTIS, lie scattered along the path as warning to those who would continue on the Shadow March.

Such morbid trinkets are the least of pilgrims worries however, as the path is strewn with other horrors; where land and charnel-remains are as one, where the bodies of the dead yet yearn for life, where the unclassified denizens of the wastes gather in communion of the bodies there interred, where hope seems to shirk those who yearn for it. This road is considered the final hurdle along the Shadow March and those who cross it are encouraged by the demagogic expoundings of orators and ministers, their words steeling their followers against the horrors that face them.

Petitioners undergoing this stretch of the road are often guarded by <u>KNIGHTS OF THE MARCH</u>, an order of knights sworn to protect those undergoing the March.

<u>MARUHABAL</u>: *Ind. Soc.* Prestigious <u>PELASGOSI</u> <u>PATRICIAN</u> <u>HOUSE</u> renowned for its expertise in the production of high-quality firearms, particularly handguns and the gunblades that have become synonymous with the house. Their firearms are famed for their craftsmanship and are carried as status symbols among the elite of the <u>INNER SEA REGION</u>, where they are popular.

Founded over 5-centuries ago by the <u>FREEMAN</u> Diorus Maruhabal in 3504 RM as an ammunition factory outside the city of <u>MAORTHES</u>, the company soon expanded to making firearms. As the demand for their weaponry grew, the house expanded its operations, establishing a second manufactory in <u>TRATI</u>, <u>KORACHAN</u>, which specializes in larger-scale

production and creates models like the <u>M-RS4 'JUDGEMENT'</u>, a famed repeating 4-gauge shotgun sought by government and private militaries alike.

The house has a long history of serving both aristocratic and military markets, with its firearms seeing wide use across the Inner Sea and beyond, with the <u>KORACHANI</u> government being its largest client. Its manufactories specialise in making bespoke firearms, particularly decorated gunblades tailored to the needs of individual patrons, often made with rare materials and designed for display rather than functionality, though the most prized excel at both.

In addition to the M-RS4 'Judgement' shotgun, the house is known for other firearms such as the $\underline{\text{M-O5}}$ gunblade, and the $\underline{\text{M-R7 'Longshanks'}}$ revolver. See Vol II: Patrician Houses.

<u>MARURIN</u>: Lan. Ntn. Native name for the island chain that is better known as the <u>MAIDEN ISLES</u> in the <u>INNER SEA REGION</u>.

MARUT: Set. Major coastal city in the south west of PHUT (Pop. c. 62,000).

MASAH AR: Ind. Set. Major sulphur mines in the west of AHKA, in the northern foothills of MT. MALEHOTHEA (Pop. c. 9,000).

<u>MASANDUR</u>: Set. Coastal settlement in the north east of <u>EZASUH</u>⁽²⁾ (Pop. c. 10,000).

<u>MASANSU</u>: Sct. Small city along the course of the river <u>ARELLI</u> in the c south of <u>TZALLRACH</u>. It is a major link between the southern cities, including <u>ARACHAI</u>, <u>BALBETH</u>, and <u>SIMHAPARRAN</u>, and the c-cities, including the capital in <u>LUCCITARIA</u> via the city of <u>ATASSA</u>, 110-miles to the north (Pop. c. 17,000).

MASAS: Geo. Island off the south eastern coast of VENTHIR.

<u>MASDAR</u>: *Geo.* Rocky highlands in the west of <u>LAASKHA</u>, forming a natural extension of the <u>CAALUA</u> Mountains.

MASEGI: Set. Small city in the west of TZALLRACH, 12-miles west of LUCCITARIA (Pop. c. 15,000).

<u>MASENAN</u>: Set. Fortified city in the c west of the <u>BARRIER LANDS</u>. It was historically known for the quality of its crystal glass, individual items of which still sell well across the <u>IVORY ROAD</u> (Pop. c. 39,000).

<u>MASHA TUT</u>: *Mil. Str.* Major coastal fortress in the north of <u>OPHAR</u>, in the north of the <u>GEMOPHAR</u> peninsula, guarding its coastal waters.

<u>MASHE</u>: Set. Small city in the c west of the <u>TEMPLAR STATES</u>. It originated in c. 200 as a dolerite mine, and remains a source of the volcanic stone, which is used in construction across the States (Pop. c. 14,000).

<u>MASHEBON</u>: *Geo.* Mountain-range in <u>SAMMAEA</u>, acting as a border between the north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> and the north east of <u>AETHIOS</u>. Lands to the north of these Mountains have been contested between AUERENI militants and Aethios for some years.

MASHHAK: Set. Settlement in the c east of <u>TARTAK</u>, known for its <u>PHYLACTER</u> training (Pop. c. 6,750).

MASHMATTIN: Rel. Pol. Rnk. Ruling caste of SHAPER-priests in EMENRIST who use their powers to dupe their ignorant subjects into thinking they are demigods. The state of Emenrist has become an insular prison to its people under their rule, a necessary state required to keep their people believing their propaganda.

<u>MASHRAN DYUN</u>: Set. Settlement in the c of <u>CUTH</u>, in the north west of the jungles of <u>RAOGON</u>. It is a producer of wood and rubber (Pop. c. 10,000).

MASIKA: Geo. Mountains in CENTRAL LLACHATUL, acting as a partial border between the north of TZALLRACH and the south of the HENDECARCHY of CHLORIS in the south of MALAN. The mountain is noted for its array of different-coloured undulating layers, ranging from orange to brown and off-white.

MASK OF HETEPHERES: His. Rel. Obj. Large mask made of mercury and Atramentally-treated to remain 'solid' though its surface is fluid. It is thought to date back to the FOURTH AGE and is currently in the private collection of HOUSE SHAMUSH in CATHAGO, and is open to viewing by scholars by appointment only.

Though named after the <u>QUEEN OF VENTHIR</u>, neither its creation nor ownership can be truthfully attributed to her. The name likely originated in <u>PARTHIS</u> and is likely intended to evoke an exotic feel. Its origins are

unknown, though it is thought to have been made in the <u>FAR HEMISPHERE</u> by craftsmen skilled in Firmamental metallurgy.

MASKA: Set. Fortified city in the far north east of TZALLRACH, forming the northern-most part of a trade-route north with MALAN. It originated as a series of fortifications to defend against the HOSOSHAN⁽¹⁾ valley in the north east of the nation. A caravanserai appeared at the base of the fort in c. 3360 RM and a city slowly emerged from it after that, catering to merchants and diplomats travelling between the states along the GREAT ROAD trade-route (Pop. c. 48,000).

<u>MASKALAG</u>: Set. Coastal city the south east of <u>KASHAAL</u>, in the east of $\underline{BROR}^{(1)}$ (Pop. 24,000).

MASKALAG SQUID: Int. Fau. Elusive giant squid-like creature that dwells in the deepest seas of the <u>BATHASHAL OCEAN</u>, that has featured in mariners' tales and songs for centuries. It was only scientificallyaccepted as a true creature in 3866 RM after one was captured and presented for examination in the city of <u>MASKALAG</u>, in <u>KASHAAL</u>, after which it is named.

The creature is of strange physiognomy, with 9 incredibly long and slender tentacular appendages that can reach lengths of up to 300-ft. and which hang vertically beneath the main body of the creature in parallel fashion. Each of these appendages bifurcate around 50-ft. from the tip and sway gently in deep sea currents, and their slightest touch paralyses creatures long enough for them to be drawn to its mouth, where they are liquefied and absorbed through the skin. Its body is of strange design, resembling a dark hipbone, with no discernible eyes or a mouth. Little else is known of the creature. See Vol II: Classification and Taxonomy of Life.

<u>MASKHADRA</u>: Rvr. River in the south of <u>SEDISIA</u>, flowing south for 540-miles from sources in the <u>VARRUTH</u> Mountains, before reaching the coast at the <u>SEA OF SERPENTS</u>.

MASLIA: Set. Settlement in the north of PELASGOS, located on the banks of the river TRIKHOLL. It is a major producer of olive oil and grain, which are used by CYPRIA^(3,) and OCTIRA. In the ancient Fifth Age it was a major GERICIAN city and stronghold, and these 4,000-year old ruins dot the hills outside the extant settlement, and once wondrous palaces and temples now serve as little more than shelter to shepherds and travellers (Pop. c. 4,500).

MASOLYAN: Set. Small fortified city in the north of RHINOCOLOURA (Pop. c. 18,000).

MASOT: Mil. Str. Fort in the c of THE SURRACH, guarding the IVORY ROAD. It is built atop the ruin of an ancient SELAHIMI tower.

MASQUENNI, the: His. Soc. Mor. Late FOURTH AGE culture that dominated the south of CENTRAL LLACHATUL, in what is today the north east of KORACHAN and the north of PELASGOS, and part of western VÂRR. Little is known of this land, though it is thought that its people were under the thrall of the forces of RACHANAEL. Their ruins are not uncommon in the above lands, and many ancient sites that have been unearthed are thought to have once been prisons or work camps.

MASQUERADE OF THE LAUGHING GOD: see LAUGHING GOD, MASQUERADE OF THE.

MASS GRAVE OF HESHAR: Pol. His. Following the independence of VENTHIR in 3781 RM the forces of QUEEN HETEPHERES were quick in quelling any signs of dissent or KORACHANI sympathy. Despite their early successes an underground resistance formed in, of all places, HETEPHEROPOLIS, and by 3787 RM they were on the verge of performing a coup, but informants alerted loyalist forces, who rounded up close to 15,000 members of the resistance and killed them, alongside their families, burying them in a vast unmarked grave a few miles north west of the city.

MASSALAR: 1. Dem. 'Massalari'. Ntn. Situated in the centre of <u>LLACHATUL</u>, to the west of the <u>SEAS OF ADUM</u> and <u>APHOTIS</u>, Massalar is a small free region whose people are descended from ancient <u>KORACHANI</u> traders who settled the region in around 200 RM.

There they settled the region east of the <u>DIVUMMA</u> Mountains, which then were warmer than today and gifted with many deep natural harbours, most of which have since dried up as the sea has retreated. Surviving largely unnoticed by eastern powers, including the Korachani

empire, its people became allies of <u>ALAM BETHYL</u> as the region expanded following its colonisations by <u>KOLCHISI</u> immigrants in the centuries following their arrival there in around 900 RM.

Since then, the city has developed trade links with industrialised nations in the south, moving trade from Alam Bethyl, <u>CISNERIA</u>, and Kolchis, down the Sea of Propontis and the <u>STRAIT OF SKAROS</u>, though its merchant fleet is often the target of pirates and privateers, which led to the development of a large navy and marine corps in conjunction with Cisneria.

Historically, the lands surrounding the present-day city were known as Firmamental ley markers and were haunted by <u>FAEREX</u> and other fey creatures, most of which have now been driven away from populated areas if not killed outright.

The region is ruled by a Plutocratic Council at the head of which is an elected Chairperson, who during their ceremony of appointment eschew their name so that they can completely assume the mantle of Chairperson. See Vol III: Extant Realms and Nations.

2. Pol. Set. Main city and capital of the above region $^{(1.)}$ (Pop. c. 120,000).

MASSAL: Set. Settlement in the north of the BARRIER LANDS (Pop. c. 6.000).

<u>MASSAN</u>: Set. Settlement on the island of <u>DOUVA</u> in the north east of <u>TATAR</u>. The island and all its settlements were once under the control of <u>KAZZAR</u>, but following decades of territorial disputes, the island and its people finally fell to Tatar in c. 3970 RM, allowing the many collieries that Massan oversees to fall under the control of <u>TATAR</u> (Pop. c. 9,200).

MASSEGA: Set. Major city in the c of THE SURRACH, known for its extravagant carnival that lasts for most of the year, building up to the celebration of the rebirth of the OTHERWORLDER ENATHASHA, whose mummified mortal body is carried across the streets of the city in a great procession. The otherworlder was an epicurean whose philosophies are still observed to this day. People of means visit Massega from across the Surrach and its population slowly increases from around 80,000 to close to 300,000 during the peak of the carnival (Pop. c. 170,000 - 710,000).

MASSETER: Set. Major coastal city in the west of MACELLARIA. It is a major producer of UMBRA and is famed for its FLESHWRIGHTING manufactories and ATELIERS, and has been the birthplace to many CLONES used in the nations' military. The lands surrounding the city are a wasteland littered with chemical waste from centuries of tireless industry that have left its environs devoid of flora and fauna alike (Pop. c. 80,800).

 \underline{MASSUS} : Set. Fortified settlement in the east of the $\underline{BAKHRAN\ STATES}$ in the north west of $\underline{SAMMAEA}$ (Pop. c. 8,300).

MASSYR: Set. Settlement in the north west of KORACHAN, situated along the course of the river PHAIA. The city was built atop ancient ruins thought to be DVERG remnants from the early FIFTH AGE (Pop. c. 13,700).

MAST OF SUSTAR: (13,200-ft.) Geo. Stone needle marking the southern-most point in <u>JURRAS</u>⁽²⁾.

MASTANDRIA: Set. Small city in the c of <u>AETHIOS</u>, in the far south east of the <u>LIDONUSAN PLAINS</u> overlooking lake <u>SCIBARA</u> (Pop. c. 14,000).

MASTESRA: Set. Major city in the c west of SERROK (Pop. c. 60,000).

<u>MASTI</u>: Lak. Lake forming the south eastern Border of <u>AHRISHEN</u>, between the <u>QOCHLAN PLAINS</u> and the <u>HARÉSHKI CITY-KINGDOMS</u>. The lake is fed by the river <u>SARA</u>, <u>AUSIA</u> and <u>APHORA</u>. Its waters are shallow and oxygen-rich and mastic and <u>BAKHA</u> thrive in the area, alongside other wetland flora.

MASTODON: Fau. THEROPS common in the north of EASTERN LLACHATUL, from subpolar to warm temperate climates, including ABATTUR, HALEDONIA, KOMMEA, LOEGRESS⁽¹⁾, TETHYSIA, and TISARA. Traditionally, they were used as beasts of burden in many industries, though their numbers are now diminished and they are not as plentiful as they once were, though they can still be seen in some areas, particularly in Haledonia, Kommea and Tethysia. See Vol II: Classification and Taxonomy of Life.

<u>MASTRON KOPH</u>: (B. 1109 – 1174 R) *Pol. His.* First <u>KINGSFRIEND</u> of <u>INGHULL</u>, serving king <u>ASIYPHAL I</u> and his son Asiyphal II until his own

death in 1174 RM. His services begin a tradition in Inghull that lasted until the ousting of the $\underline{\text{INGHULLAN MONARCHY}}$ in 2136 RM.

<u>MASYARA</u>: *Rvr.* Marshland along the course of the river <u>BINI</u> in c west of LYRIDIA, north of the city of URINIT.

<u>MASZRO</u>: Sett Settlement in the c-south east of <u>SURUTUR</u>, along the course of the river <u>EHIBEL</u> (Pop. c. 5,000).

<u>MATANINE</u>: *Set.* Settlement in the c of <u>GNOTH</u>, along the course of the river <u>SARAPHA</u>. The settlement is home to a caste of annulling <u>SHAPERS</u> who have studied there for millennia (Pop. c. 3,000).

MATAR: Set. Settlement in the c south of NAARETH (Pop. c. 6,800).

<u>MATARANT</u>: *Ind. Set.* Mining settlement in the prefecture of <u>TERECHANT</u>^(1.) in the east of <u>HOLOLACH</u>^(1.), with various mines and quarries dedicated to the extraction of iron ore (Pop. c. 5,950).

<u>MATARATH</u>: Sea. Shallow sea off the western-coast of <u>TARTAK</u>, forming a part of the <u>SEA OF UGOLOTH</u>.

MATARHL: Rui. Abandoned LHAUS settlement in KHALHAT.

<u>MATARIR</u>: Set. Coastal city in the south west of <u>TATAR</u>. It controls one of the few sources of <u>UMBRA</u> in Tatar, and its economy revolves around the extraction and refining of umbra for use in industries across the nation (Pop. c. 46,000).

MATAUR: Pol. Str. Palace in the south of the LEVANTINE in AHRISHEN.

<u>MATERAN TERRITORIES</u>: Soc. Geo. Rocky hilly region in the east of <u>LYRIDIA</u>, noted for its large number of <u>TROGLODYTE</u>^(2.) settlements, which largely survive apart from the greater Lyridian social orders. Ironically, the region is also the passage that the <u>GREAT ROAD</u> traderoute takes through Lyridia, which is the source of most foreign trade into the nation.

<u>MATERIA OMNA</u>: *Myt. His. Sup.* In the study of the mythic history of <u>ELYDEN</u> and the study of shaping, the Materia Omna is the common term used to denote the <u>FIRMAMENT</u> and the <u>ATRAMENTA</u> as a single entity. See Vol IV: the Materia Omna.

MATERIAL PLANE, the: Myr. Sup. His. After THE SHAPER'S GREAT DIVINE UNDERTAKING, where of the SEA OF CHAOS was divided into the FIRMAMENT ABOVE AND THE ATRAMENTA BELOW, the Material Plane is the point of overlap where the Firmament and the Atramenta touched. The Material Plane was, like the Sea of Chaos before it, the root of all creation, gifted with traits of the Firmament and the Atramenta, yet unlike the Sea of Chaos, it was stable, a perfect foundation for the future creation.

The <u>DEMIURGES'</u> act of <u>SHAPING</u> took the material and, using the Firmament and the Atramenta to create ELYDEN.

Today the term 'Material Plane' is used almost synonymously with Elyden, though more specifically, it is taken to encompass the totality of all matter – Elyden, its surrounding system of <u>PLANETS</u> and all that is encompassed in the heavens that is not the <u>OTHERWORLD</u>.

MATERIAL LIFE: Edu. Soc. One of two broad categories applied to life (with the other being IMMATERIAL LIFE), as per the studies of the polymath SUZIV. Material life encompasses all forms of life born of the elements of the MATERIAL PLANE, including the mortal races. See Vol II: Classification and Taxonomy of Life.

<u>MATH NEL</u>: Rui. Late <u>NAHORIAN</u> ruins in the south east of the <u>HENDECARCHY</u> of <u>AONIA</u>, in <u>MALAN</u>. The ruins are expansive and though greatly fragmented, remain spectacular in parts, echoing only a small fraction of the splendour they once possessed. Many Malani people have explored the ruins, and for many in the nearby city of <u>YISIRA</u>, it has become a rite of passage.

<u>MATHAYA</u>: Rui. Ancient <u>THYMI</u> adamantine mines in the north of present-day <u>N'RAKH</u>. The mines are spent and now lie deserted, a blight in the arid terrain of the area.

MATHIS: Set. Expansive conurbation in the VESPERTINE LEAGUE^(1.) in the north of SAMMAEA, some 90-miles south east of the coast of the SEA OF ANIPTERRA. The ASONA is characterised by the hard yellowish stone, caused by high trace amounts of sulphur compounds found in the region's rocks, that are used in construction. Indeed, sulphur has for centuries been a major product of the city, whose sprawling labyrinthine quarries surround the city for miles around and are opposed in scale only by the

slave cemeteries that house the millions quarry workers that perished throughout their use. The city is also home to the vast temple of <u>OSHANTI</u>, an unaffiliated temple where people can find peace and quiet, unburdened by the politicking of the <u>KARGAMAN IDOLATORY</u> that dominates culture in the Vespertine League.

It is the current seat of the Vespertine League $^{(2)}$, an honour that comes to an end in 4011 RM, when the leadership will move to another city (Pop. c. 283,000).

<u>MATHORNOTAL</u>: *Int. Rui.* Ancient pyramid-complex constructed by the people of <u>SOKATTAR</u> in the early <u>FIFTH AGE</u> in what is now the south of <u>SERROK</u>. It was constructed around an ancient <u>IROTHANI CANOPIC ENGINE</u> that the techno-priests of Sokattar communed with. The engine was destroyed in c. 324 RM when the priests were usurped following a tyrannical rule that had lasted for centuries.

MATHRAN: Geo. Reef in the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u>, in the southern waters of the <u>BAY OF LEPHET</u>.

<u>MATHRAS</u>: *Rvr.* River in the emirate of <u>DEITHO</u>^(1.) in the c west of <u>LIMOTH</u>^(1.), flowing south for 575-miles from sources in the <u>KOTHA</u> <u>ICHOLLIGHA</u> Mountains, before reaching the coast at the <u>SEA OF</u> KRYMEA.

MATHRU'IL AN: For. Large sparse subtropical woods dominating the north of RHEA, ending before reaching the KAURKHA region. In antiquity it was known as a place steeped in the FIRMAMENT, and was sought out by Firmamental SHAPERS to study. The subsequent dominance of the ATRAMENTA throughout the FIFTH AGE has seen these FIRMAMENTALLY-ACTIVE areas dwindle until few, if any, are known to remain.

The ruins of ancient ley markers, menhirs, and other Firmamental architecture dot the region and are largely forgotten and overgrown today. The land remains warm year-round however, though not uncomfortably-so.

Though sparse the woodlands in Mathru'il An are fecund, with all flora there growing individually rich. The sap and fruit of trees and the meat of animals are affluent. The region is a prime hunting spot for the wealthy, and what communities exist in the region are known for orchards, the fruits of which are beyond compare.

Firmamentists still travel to this land, though their research is largely of an archaeological nature.

MATIAN: Set. Settlement in the c-south east of MHAROKK (Pop. c. 5,800). MATRANU: Set. City in the north of SERROK (Pop. c. 34,000).

<u>MATRI</u>: 1. *Rvr.* Seasonal endorheic river-system in the c of <u>MHAROKK</u>, flowing north from the <u>SOLON HIGHLANDS</u> for 30-miles before dwindling in the <u>AMATA</u> badlands. The river terminates in wetlands and saturates the water-table, feeding a natural well found in the area.

2. Set. Settlement in the c of MHAROKK, in the AMATA badlands, sustained by a natural well (Pop. c. 1,000).

MATRIARCH: 1. also 'Materfamilia'. Pol. Soc. The eldest and most respected member of a specific PATRICIAN HOUSE, from whom all other patricians of the line are descended. Though often used interchangeably with the word GERENT, the two are different – the gerent is the head of the house, which may often be someone other than the patriarch, particularly if the patriarch is old or infirm.

Most Patrician Houses are not matriarchal by default, and the rank is shared with that of PATRIARCH.

2. Pol. Soc. Rnk. Ruling and breeding caste in NAARETHI HOUSEHOLDS. They are the eldest able-bodied and fertile women in the household and hold absolute power within their community. When the existing Matriarch dies or becomes infertile, her successor is elected by the household's MATRIDULES from within their own ranks. Once elected, a new Matriarch will seek a male breeder and consummate her new position, after which she is expected to continuously bear children as quickly as physically possible, with as many sexual partners as she desires (though hierodules encourage that offspring are sired by different fathers to maintain a healthy bloodline).

Births of as many as half-a-dozen children at a time are made possible through technarcane <u>ORTHOSES</u> and use of Atramental drugs that also accelerate the gestation period to a mere 5-months (the nature of such drugs is a closely-guarded secret and none outside Naareth know their

origins or composition). Male offspring are groomed to either become <u>MAMLUKS</u> or overseers of the male slave corps of Naareth. Female offspring become citizens and are educated to the best abilities of the household and are eligible to take part in the Rite of the Volute, as are their female offspring for two further generations.

Matriarchs holds council over the Matridules, who govern the household and individual families in their name. In turn, the Matriarchs assemble seasonally in <u>KAURNAKAR</u> to discuss more important matters of state with the Arch Matriarch and the Hierodules.

<u>MATRIARCHY</u>: 1. Soc. Pol. A social system where females wield the primary position of power in political leadership.

2. Soc. Pol. Specifically, the political and religious leadership of NAARETH, where a Matriarch rules each HOUSEHOLD (settlement). The Matriarchs elect a ruler, known as an Arch Matriarch and convene seasonally in the household of KAURNAKAR (the capital of Naareth), to rule on matters of import.

<u>MATRIDULE</u>: Pol. Soc. The ruling upper-caste in <u>NAARETH</u>, and individuals closest to the <u>HOUSEHOLD</u> <u>MATRIARCHS</u>. They are chosen from the offspring of the household Matriarchs and are the only true citizens of Naareth, with most of its upper- and merchant-classes made up of Matridules. Household Matriarchs are chosen by its Matridules, and the Arch Matriarch is in turn chosen by the Matriarchs.

<u>MATRIGAN</u>: Set. Small city in the c north west of <u>GNOTH</u>, along the course of the river <u>ORPHEAR</u>. It is known to carve fine limestone from <u>CALCANTHIA</u>, which it trades south down the river Orphear (Pop. c. 13,000).

MATRIS: Geo. Hills region in the c north of <u>VECTIS</u>, in the south east of <u>WESTERN MENISCEA</u>, known for the <u>ILLYRIAN</u> badlands.

<u>MATT</u>: *Mil. Str.* Major coastal cliff-fort in the north of <u>Io</u>, overlooking <u>SALOROC</u>^(1.). It is home to many troops, ready for a possible attack of <u>Saloroc</u>.

<u>MATUG HOHT</u>: Rui. <u>SHIUNOTHI</u> ruins in the north east of the tribal territories of <u>KORIND</u>, in the north west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. The ruins date back to c. 2900 RM, and are thought to belong to a large fortress, though little now remains of it.

<u>MAUAT</u>: Set. City in the south of <u>THETIS</u>, in the <u>ARITEAN</u> peninsula (Pop. c. 44,000).

MAUGOGNOTH: Geo. Expansive basin dominating the north east of the wastes of KHARKHARADONTIS. It is most famous for its large winding canyon-system, known as IPOS"(2). This region of Kharkharadontis is believed by some to be the place where the seven seeds of the human race were sown. If this is true, then the exact location has been lost, though expeditions have been mounted there to little success. Unknown ancient stone ruins dot the region, though little is known of them.

<u>MAUGRE</u>: Ser. Major city in the c of <u>KASPIA</u>, in the east of the <u>TAGHAIRM</u> plains, along the course of the river <u>DUBBEA</u>. The course of the river here is fast and it is bordered by steep cliffs, which the city spans via seven iron bridges of intricate design (Pop. c. 83,000).

<u>MAULIMM</u>: Geo. Highland area in <u>TZALLRACH</u> dominated by harsh nearimpenetrable ridged plateaus.

MAUNURIN TRIBES: Geo. Territory in the south west of WESTERN SAMMAEA, west of the SANTOREAN Mountains. It is populated by isolationist tribes that shun technology and revere ancient basaltic idols as chthonic deities. The region is isolated form the rest of Western Sammaea by the ANDALLAN and SANTOREAN Mountains and dense forests.

MAURA: Mil. Str. Large fortress and defensive trench system in the south west of Ahrishen, close to the border with Lyridia Dhai.

MAURRA: Rui. Ind. Expansive zinc mines in the c of the nation of ENITH.
The mines, alongside those of LURA, once formed the major industry of the region, while it remained under KORACHANI control, and was in operation for over 400-years, being abandoned finally in c. 1420 RM after it was exhausted through over-exploitation. Today the open-cast mines remain, as a scar in the surface of the region.

<u>MAUSAMMAR</u>: Geo. Archipelago in the far west of <u>METHMUN</u>, in the south west of <u>SAMMAEA</u>. It is an extension of the <u>HENAKARAIAN</u> peninsula.

MAUSOEA: Set. Small fortified settlement in the south west of TZALLRACH. It emerged to serve the needs of the MAUSOEUM, which is less than a mile south of the settlement, where royal dead are buried. It lies along the path of the GREAT ROAD (Pop. c. 7,200).

MAUSOEUM, the: also 'Hall of the Dead'. Soc. Str. Necropolis in the west of TZALLRACH, where spent rulers and members of their families are laid to rest, their bodies gilded, clad in their best armour for all eternity. The hall is constructed roughly in the middle of a 100-mile-long basaltic plug, which in antiquity served as a border between the people of Tzallrach and LERACH.

MAUSOLEA OF MOLIOR: His. Rui. Ancient mausolea found in the east of the TIAMOLDORAN CITY STATES. Each mausoleum is around 300-ft. in diameter, with sides decorated by 77 columns atop which lies a solid brick-build dome. The mausoleum is solid and would have been built around a basalt coffin in which a king or queen of ancient ZEANAN is interred.

There are perhaps 50 extant individual mausolea scattered around an area of about 1,000 square-miles, though it is thought that there were hundreds more, which have since been destroyed by the elements and/or MORTAL influence. Those that remain are in varied states of disrepair, with some resembling steep hillocks, and others in relatively good shape.

MAUSOLEUM OF KHASSOS: Rel. Str. Mausoleum in the west of KHAMID dating to c. 750 RM, where a legendary Khamidian PHAROANT, Amoth, was buried. Little remains of the original structure and most of the treasures that were buried there have since been looted, though some deep chambers are thought to remain untouched.

<u>MAVA</u>: Set. Settlement in the far west of <u>KARGAMA</u>. Its min industry is pyrite mining (Pop. c. 6,300).

MAW OF DORMORRO, the: Ind. Rui. Large open-cast mine in the south of DURCHAA(1.), that originated during its vassalage to ALMAGEST. It was abandoned in c. 2820 RM, when the bottom collapsed into an expansive hollow below. Investigations revealed that is part of a massive cave-complex, though further explorations have been difficult and little progress has been made. It is thought that the cavern, named after its first explorer, exists in isolation and is not linked to other systems, such as the PRISON CARCERI, and that it has been isolated for tens of thousands of years.

It is noted for the deep rumbling that emanates from its deepest unexplored depths, that are felt in the lands surrounding the maw as a deep vibration that is unsettling to those standing above it. Stale air often flows out of the maw in a long rhythm that some have equated to breathing.

These two phenomena have led to the appearance of various rival cults. There are 5 such cults in all, and each is based in a settlement located close to the Maw. These settlements exist in an uneasy political state, with gangs loyal to the distinct deities followed by each of the cults opposing each other. These gangs often fight in the no-man's land in the old mine surrounding the Maw.

The entire region surrounding the Maw has been ignored by the rest of Durchaa since c. 3760 RM, with the 5 major settlements surrounding it existing in relative isolation as self-sufficient city-states. The five city-states are: <u>LOROD</u>, <u>MORI</u>, <u>OHATAN</u>, <u>ORCU</u>, and <u>SUED</u>.

<u>MAW, the</u>: also 'Icas'. Int. Geo. Huge two-tiered boreholes in the south west of <u>PERGOST</u>. They descend for at least 1000-ft., where attempts at exploration have ended, revealing unidentified heirographs carved on the walls. Explorers report a foul wind that reeks of death and wails as though the spirits of the dead were screaming out.

MAXARADA: Set. City on the south of the island of <u>CAMARA</u> in the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u>. It was once a prosperous port but following rapid waning of sea levels by c. 3600 RM following centuries of struggling. It was eventually left landlocked, its government faltering. Following this, time the city saw an exodus of people who fled to other cities on the island, leaving those behind to fend for themselves.

Today the city is a semi-anarchy, largely autonomous, left to its own devices. Few live here who choose so and the city is rife with crime and corruption (Pop. c. 24,000).

MAXELL: *Lak*. Endorheic lake in the c south west of <u>ACHAA</u>⁽²⁾. The region surrounding the lake is known for its clay industry, and may settlements in the area collect clay and are known for their pottery, which remains in use to this day.

<u>MAYADABIKON</u>: Set. Settlement in the west of <u>NOAVATUR</u>, along the course of the river <u>RUSAMADARIID</u>. It is home to a small college of <u>ATRAMENTISTS</u>, who mount expeditions into the <u>KHARKHARADONTID</u> wastes to study the <u>ATRAMENTA</u> (Pop. c. 10,000).

MAYED: Rvr. River in the east of SAMMAEA, flowing south for 740-miles from sources in the south of the POROPHOSSYR Mountains, and the north east of the US'HUT Mountains, before meeting the coast at the BAY OF BERITH.

MAYGAR: Set. Settlement in CUTH, around 45-miles south of the capital city of ERKALA. It is a major producer of jute and food (Pop. c. 7,000).

MAZARINE SEA, the: Sea. Deep sea between the nation of KHULL and the island of REDDIN. It is steep-sided and abyssal, and few ships venture far from the shores, particularly in bad weather. It was notorious in antiquity for the number of ships that were lost within its waters, with many shipwrecks found along the north western shores of Khull. Today, its waters are popular amongst treasure hunters and deep sea divers who hope to recover ancient riches. The port of SUTARA is popular with these treasure hunters.

<u>MBAST</u>: Geo. Island off the western coast of $\underline{GREST}^{(L)}$ in the south west of the island-continent of $\underline{BROR}^{(L)}$. It divides the \underline{SEA} OF $\underline{NDORTUR}$ from the STRAIT OF ANDAS.

The diminishing of <u>ELYDEN'S</u> coast has revealed the deserted ruins of merill cities along the old coastal shelf overlooking the Ndortur, as well as a series of snaking islands between it and the mainland that will, if the seas continue to lower, eventually connect the island with Bror itself.

<u>MEACHUA</u>: *Set.* Settlement in the north of <u>GNOTH</u>, above the northern <u>POLAR CIRCLE</u> (Pop. c. 3,200).

<u>MECHABET</u>: 1. Dem. 'Mechabet'. Ntn. A small nation in the north of the <u>PARTHISAN PENINSULA</u>, overlooking the <u>INNER SEA</u>, Mechabet has a proud monarchic history dating back to around 1907 RM, when it emerged from the ruin of <u>PENGARI</u> monarchy which had collapsed decades before following the death of its king.

It absorbed <u>TYRANOSH</u> soon after its formation and went on to dominate the north of the Parthisan Peninsula for millennia. This period lasted until 2863 RM, when the political wedding of its crown-prince to the daughter of a <u>PARTHISAN</u> lord saw it become a tributary-state of Parthis. Today, the Mechabeti king is a regent, ruling in the name of Parthisan republic, and is a permanent member of the Parthisan council.

Of an idyllic temperate climate, it is known for its agriculture, though of late it has turned towards industry as its primary economic driver. This, coupled with mining and animal husbandry, makes it a profitable partner for Parthis, giving it material reason to defend it. In return, Mechabet has exclusive trade rights and a duty to pool its military resources with those of Parthis when needed, and a yearly tribute it must pay, in the form of a pure blood-bay stallion, for which Mechabet is a renowned.

Over the past years, Mechabet has been showing signs of political unrest and looking towards independence – feeling in cities is uneasy as new political groups are coming to power, seeking to distance Mechabet from Parthis even as they forge stronger alliances with <u>BISBUT</u> and <u>ERUTO</u>, with an eye towards emancipation. See Vol III: Extant Nations and Realms.

2. Set. Fortified city-state and capital of the vassal state of Mechabet^(1,) occupying both banks of the river <u>ACHAT</u>, a few miles from the coast. It is part of the <u>RED ROUTE</u> and its harbours are very busy with trade (Pop. c. 420,000).

<u>MECHACOLYTE</u>: *Med. Tec. Sup.* Form of <u>HAEMONCULUS</u> with many <u>TECHNARCANE</u> orthoses.

MECHANISED COLOSSUS: Int. His. Sup. Tec. An ancient, likely FOURTH AGE, TECHNARCANE colossus discovered in the GHARUM desert in KHARKHARADONTIS by the Excavator-general LURION TED ASTERIS of the AIWAHAN ORDER of the SANCTIFIED INQUISITION.

Drawn by rumours of ancient mechanical ruins, the Excavator-general toiled for five years in the tainted desert, digging in millennia-old ruins for ancient technologies. He was finally successful in 1900 RM, unearthing an ancient iron colossus automaton, powered by archaic technarcana. The colossus was clandestinely returned to the <u>VAULT OF VAURNOS</u>, where it was revived and its ancient mechanisms researched and reverse engineered, leading to breakthroughs in certain fields of technarcana, which are now employed by the Order and the <u>KORACHANI</u> empire.

<u>MEDDERANDI</u>: *Rvr*. River ion the west of <u>HABOT</u>, flowing south for over 850-miles from sources in the <u>OMRBAS</u>, <u>MAR SAHIGH</u>, <u>EMMIGHI</u>, and <u>SETHIGH</u> Mountains, before meeting the <u>BAY OF ESSIA</u> at an expansive delta

<u>MEDDIAN</u>: Geo. Island off the south western coast of the <u>AMMASHI</u>^(1.) peninsula, forming a part of the <u>AMMASHI FREE-ISLES</u>.

MEDELER SANARITZ: (D. 927 RM) His. Heretical Ionic demagogue who published a condemned text known as the ELDRITCH GOSPELS that initiated a manhunt that led to his eventual capture, torture, and EXECUTION in 927 RM. The inspiration or source for his writings were never revealed.

MEDELIARII: Nou. 'Medeliarear'. Plr. 'Medeliariin'. Sup. Org. Mil. Rnk. An order of <u>SHAPERS</u> in the <u>KORACHANI EMPIRE</u>, whose <u>MINASTERIA</u>^(2.) has been based in the city of <u>LAAGROTH</u> in <u>LAASKHA</u> since 1502 RM Members of the order are <u>ATRAMENTAL</u> shapers whose <u>SPHERE</u> grants them powers in healing and, to a lesser extent, the manipulation flesh.

They are perhaps the most appreciated of shapers within the empire and beyond, though their skills are often overly-generalised or misunderstood. Indeed, such shapers are potentially amongst the most dangerous, for the ability to heal also brings with it the inverse ability to harm. As a result, the order's members are amongst the most heavily policed across all the Minasteria, with licensing the most stringent. They have many similarities to the <u>ANALOGONIN</u>, though the latter tend to take more offensive roles, usually working in militaries.

Medeliariin are not a substitute to traditional healing or surgery, and in many cases the latter is preferrable. Medeliariin work relatively quickly and unobtrusively, eliminating the need for large incisions to reach organs, however their work is far more painful than traditional surgery. This, coupled with the fact that it cannot be used alongside anaesthetics, which numb the sensory response the shapers require to successfully work, make its use a mixed blessing.

As is the case with most <u>SPHERES</u> of shaping, individual *Medeliariin* possess vastly different skills, with some being good generalists, and others being adept as anaesthetists, or distinct areas, such as functional healing, cosmetic healing, or operating on specific organs.

Most *Medeliariin* are able to ease or hasten the healing of wounds, and as a result they are often found working in hospitals, hospices or in the military, where they put their skills to use in operating theatres, infirmaries, or clinics. Though effective and less intrusive that traditional surgeries, the work of *Medeliariin* is not subtle and can leave particular swirl-shaped scars and distinctive scar tissue. Its use may also lead to long-term side-effects that are not immediately obvious, particularly when used on organs. Of note is the brain, which is incredibly difficult for *Medeliariin* to work on without unintended consequences in the personality, intellect, and mannerisms of the subject. As a result, only *Medeliariin* with a particularly rare subset of skills can successfully carry out procedures on the brain.

Others work in the <u>TECHNARCANE</u> industry, tending to <u>LARVAE</u> interred within <u>HEART ENGINES</u>, ensuring that they do not develop any sores, diseases or tumours. They also work closely with <u>CLONERS</u> and <u>FLESHWRIGHTS</u>, where they similarly tend to <u>VAT-BORN</u> beings such as <u>HAEMONCULI</u>. Those with more specialised skills work in the cosmetic surgery industry, which requires a more subtle touch, with shapers aiding in procedures and helping patients to convalesce.

They are used by the military and the <u>SANCTIFIED ORDERS OF THE INQUISITION</u> as adjuncts, where their abilities are invaluable in the field, though can also be found working with interrogators as torturers. Understandably, such uses of their abilities are not very widespread and are hardly touted.

Unlicensed *Medeliariin* or individuals who have had their licenses revoked can often be found in rural areas living, where they offer their skills as healers. They can also be found in the underworlds of larger cities, living in defiance of the law, working as unregistered physicians and surgeons, or aiding criminal organisations, though their lack of true medical knowledge can be dangerous. See Vol IV: Spheres and types of Shaping.

<u>MEDENS</u>: *Mil. Str.* Major coastal fortress in the north of the <u>TEMPLAR STATES</u>, guarding the entry into lake <u>DORRA</u>. The fort is relatively recent, with construction having completed in 3799 RM following the diminishing of the <u>BAY OF SHERUSALL</u> in previous centuries.

<u>MEDES</u>: 1. *Pol.* One of eight <u>HARÉSHKI CITY-KINGDOMS</u>, known for its mercantile traditions which form the backbone of trade-routes between the south of <u>SAUA</u> and the north east of <u>LYRIDIA</u>.

2. Pol. Duchy of the $\underline{\mathsf{HAR\acute{E}SHKI}\,\mathsf{CITY}\text{-}\mathsf{KINGDOM}}$ of $\mathsf{Medes}^{(1)}$.

3. Pol. Set. City and capital of Medes $^{(1)}$. It is the largest coastal city in the $\underline{\text{HAR\acute{E}SHK}}$ and is a major port, linking its lands with $\underline{\text{KHAMID}}$, $\underline{\text{MALAN}}$ and $\underline{\text{SAUA}}$. A shanty appeared there in c. 3900 RM, made up of refugees from surrounding settlements that found themselves landlocked following the slow wane of Elyden's sea levels. The shanty remains to this day outside walls and is became an officially recognised part of the city in 3923 RM (Pop. c. 804,000).

MEDEVAS, THE PROPHET: (B. c. -70 RM) founder of the <u>ABYSSAL TEMPLARS</u>, who disseminated the entropic wisdom taught to him by the <u>OTHERWORLDER MARAX BERITH</u> amongst what would become thirteen acolytes of the Abyss, in -41 RM. The tenets of his philosophy were the inevitability of decay and corruption and the predictions that the world would fall into darkness after a time of metropolitan prosperity. The founding of the order on the day of the <u>ARCHPOTENTATE MALICHAR'S</u> birth is not unknown amongst imperial scholars.

Ironically, despite the order condoning decay and entropy, the body of the Prophet Medevas became incorruptible following his 'death' in 1 RM (the year of the empire's founding), and remains in the <u>TEMPLE OF THE ABYSS</u> in <u>ABYSSIA</u> to this day, little different to the day of his final meditation.

<u>MEDHAMANN</u>: *His. Nm.* Early <u>FIFTH AGE</u> empire in the south west of <u>SAMMAEA</u> in what are today <u>METHUMN</u>, northern and central <u>PHYRR</u>, and the south of <u>ADHERA</u>. It collapsed to its own excesses and corruption in c. 1810 RM.

It grew from a series of independent cities in c. 150 RM. They had grown prosperous through <u>SLAVERY</u>, their ships and caravans raiding surrounding settlements for goods and slaves. Eventually they allied, becoming powerful merchants in the easternmost reaches of the <u>SEA OF MERCUVIA</u>. They grew increasingly influential in the surrounding area over the next centuries, becoming infamous for their proliferation of slavery and the rapidly waning rights of their people, until by c. 850 RM the disparity between classes had become grotesquely distorted. This led to the rise of a fledgeling new religion that was centred around the teachings of the merchant <u>TOMASS OF SAGARIN</u>, known as the that attracted members of the disenfranchised lower classes. It was condemned at first, but the ascension of emperor <u>UMMALIN</u> brought acceptance of the faith and within a century it had spread across the empire.

Over the next centuries Medhamann slowly turned from commerce to industry as the backbone of its economy, and sprawling workhouses spread across the land, becoming the centre of wretched hive-like cities in which people lived miserable lives. Between them lay expansive farmlands producing the meagre food to feed its growing slave workforce. The empire came to be divided into various demesnes, each overseen by plutocrats who in turn owed their fealty to a SUPREME OLIGARCH. By c. 1600 RM these workhouses had developed into early manufactories, their smokestacks belching black smoke into the air as their industries plundered the land for resources. Its free people were known to worship an alien multi-armed idol of exotic countenance that polluted their dreams with carnal visions that helped to keep them complacent. This idol is now remembered as SHUU TURULL, and its eventual fate remains unknown.

Its ruling plutocrats grew increasingly wealthy, barely even regarding their millions of slaves as numbers, let alone as people. Though as their decadence and corruption waxed, so too did their fear of losing their power. They became insular, protecting themselves behind walled compounds and deep chambers, surrounding themselves with specially bred guards, yet conversely, they schemed against their peers. Methods of assassination became elaborate and convoluted, and a vicious cycle began, with established magnates getting killed off by upstarts, who within a few years would be killed off themselves. A few venerable magnate houses retreated from the world completely, ruling over the manufactories by proxy, yet they became completely disconnected from the world around them and the increasing corruption of their proxies who squandered their employers' riches.

This period culminated in c. 1780 RM, with the breakdown of various infrastructures as three major magnate demesnes collapsed within the span of a few years. Their competitors were unable to meet demands created by the failed industries, and they too collapsed amid inflation and a workforce that was breaking under the pressure, with slaves dying in droves, bringing the economy to a standstill. By then what government remained had degenerated into such a bureaucratic quagmire of red tape, ceremony and antiquated traditions that it could not cope with the pressure and the nation collapsed in c. 1810 RM, leading to the MEDHAMANNI DARK AGE. See Vol III: Extinct Realms States.

MEDHAMANNI DARK AGE: Pol. His. Period of political history in the south west of SAMMAEA that lasted from c. 1810 to c. 2000 RM, following the collapse of the MEDHAMANNI empire.

The Medhamanni empire began to wane in c. 1700 RM as its magnates and oligarchs grew used to lives of unimaginable excess that were fuelled by a workforce primarily made up of <u>SLAVES</u>. Driven by vices and perversions their subjects could scant imagine, they became detached from the realities of their world, and came to rule by proxy, delegating the daily running of the empire and its industries to secondaries, many of whom were wealthy and powerful enough to further delegate to third parties, to the point that those at the top had nary a clue of what was happening in their own demesnes. This began a time of decline as communication between demesnes decreased as plutocrats descended into their own worlds, becoming detached from reality, slowly growing paranoid about losing their power. Not unjustified as assassination had become common, with control of demesnes rapidly changing hands as rulers were eliminated, often by their allies or direct inferiors.

This period culminated in c. 1780 RM, with the breakdown of various infrastructures as three major magnate demesnes collapsed in quick succession, and the remaining workforce unable to meet the economic demand, leading to slaves dying in droves, exacerbating the collapse of the economy. By then what semblance of government remained had degenerated into such a bureaucratic quagmire that it could not cope with the pressure, and the empire collapsed in c. 1810 RM, with the SUPREME OLIGARCH and many plutocrats oblivious to the change, so cut off from reality were they.

Following this, the demesnes became largely self-sufficient. Most saw starvation and disease run rampant through their manufactory-cities, decimating their populations, leading to them becoming further cut off from each other. This propagated an increase in slavery - both in surrounding regions, as well against neighbouring demesnes plutocrats struggled to find the manpower to work their factories and farmlands. Plutocrats came to power only to be deposed, killed or otherwise replaced within short spans of time, increasing the unease. Many demesnes were left leaderless as the remnants of their population stormed palaces and citadels in search of food and other goods that were being hoarded. War broke out in various areas, all in a relatively short span of time, and by c. 1840 RM the old territories of Medhamann had completely degenerated into anarchy. Slaves who had never seen the light of day were suddenly freed into a world that was collapsing. Most cities and manufactories lay empty, looted of anything of use, as groups of people banded together into small groups. Elsewhere oligarchs and plutocrats desperately held on to their lands through any means necessary as in other places entire workforces revolted, overthrowing the last of the decadent generations of rulers to enforce their own form of rule, that in most cases were not successful.

This period lasted for over a century, though by c. 1980 RM the population had stabilised and particular areas had begun to recover. Of

note was the demesne of <u>PHYRR</u>, in the east of old Medhamann, which had remained largely intact throughout this period. However, it was not quite able to exert its influence over surrounding areas as it struggled to retain control of its own quarters. Its manufactories continued working through the Dark Age as those in the west fell first silent and then into ruin

In the west, the population eventually found a natural equilibrium, and agriculture was able to continue once more as small manufactories began working once more. This led to the rise of a new power – one whose founders were largely descendants of the old slave caste, who vowed never again to enslave others. By c. 2020 RM this region had coalesced into the state of <u>RAMIS</u>, which later became a monarchy.

<u>MEDIA</u>: *Mil. Str.* Major coastal fort in the <u>HARÉSHK</u>, overlooking the <u>SEA</u> <u>OF URAN</u>. It guards the passage north into the <u>GULF OF CARIA</u>^(1.).

MEDIAL: Set. City in the south of <u>PARTHIS</u>, in the region of <u>HYRCANIA</u>, known for its poultry and rice production (Pop. c. 17,000).

<u>MEDINEA</u>: 1. Geo. Region of southern <u>TAHOMIA</u> named after an ancient subsumed state⁽²⁾. It is renowned for its idyllic waters and hilly grasslands peppered with rocky outcrops.

2. Dem. 'TAHOMIA': His. Nm. Small extinct nation in the east of EASTERN MENISCEA, that occupied some 65,000-square-miles of the southern TAHOMIAN headland. The region was subsumed by TAHOM in c. 3100 RM, and most of its cities remain inhabited to this day. The region took its name from its capital city⁽³⁾, which rose atop the ruined mesa-top monastery of MADARASH in 3920 RM.

The region is known for its feudal and knightly traditions, both of which survive into what many observers call its golden technarcane age. Its religion is a militocratic monotheism thought to be born in the early days of its founders' knightly tradition and is known for its warrior monks. Thaumaturgy and Theosophy are common as is the study of the FIRMAMENT as an esoteric discipline.

2. Set. City and fortress of the region of the same name in the south of <u>TAHOMIA</u>. The city appeared in 3920 RM on the ruins of a mesa-top monastery once known as <u>MADARASH</u> and from there slowly solidified the surrounding people into a strong state that took on the city's name^(1.). The city's natives are dark-skinned and dour, betraying a more distant ancestry in the south, possibly from <u>DHA NAR</u>, where it is believed they emigrated from in c. 2000 RM. It was, alongside the rest of Medinea, subsumed by the northern state of Tahomia, and survives now as a major city in the regions' south (Pop. c.110,000).

MEDINNAR: Soc. Org. One of the 17 GRAND HOUSES of the NACRE LEAGUE. The House is based in eastern AMMESH, with a major stronghold in the city of NUMMARA, though its influence easily extends across the western half of the trade-route, where it controls the trade of raw materials, particularly coal that is mined in the region. The House is responsible for supplying the League's merchants with essential resources such as food, drink, beasts of burden, and vehicles for their journeys along the trade-route.

MEDIRIEN: Ast. Str. Org. Observatory in the north east of the peninsula of KETESH, away from the lights of any large cities, overlooking the open waters of the INNER SEA. It was chosen as a home by the group's founders due to the region's independence and relative safety. It is home to an unaffiliated group of astronomers whose members hail from dozens of nations from the INNER SEA REGION and beyond.

Members spend their days cataloguing the skies, particularly taking note of the birth of new stars or the extinguishing of old ones and differentiating between $\underline{TRUE\ STARS}^{(1.)}$ and $\underline{SOUL\ STARS}^{(2.)}$. Of particular interest are the moons $\underline{ARAKHAME}$ and \underline{SIELLA} , and their relation with each other, and \underline{ELYDEN} , and the sun, in particular conjunctions and alignments, as well as tides.

Others work in the field, hunting for historical treatises and star charts to add to their library, which is considered to be one of the largest and most diverse, outside of Almagest.

<u>MEDIS</u>: Set. Settlement in the north of <u>MECHABET</u>, south of the <u>SULAEN</u> Mountains. Its main industry is the mining of iron (Pop. c. 8,200).

<u>MEDRANI</u>: Mar. Rnk. mercenaries and monster hunters who are most wellknown to ply their trade in the KHARKHARADONTID desert in the defence of <u>Petitioners of the Machine</u> undergoing the <u>Shadow</u> March.

<u>MEDUSEA</u>: lit. 'stone heart'. Mil. Rnk. Elite <u>DVERGAI</u> troops, traditionally bodyguards and personal troops of the <u>ACMON</u>.

<u>MEDUSON</u>: 1. Rvr. River in the north of <u>PELASGOS</u> in the <u>CALDERAN</u> Mountains.

2. *Lak*. Lake in the north of <u>PELASGOS</u> in the <u>CALDERAN</u> Mountains and along the course of the eponymous river.

MEEK, CHURCH OF THE: Rel. Localised religion that rose in FASCIA, RHAMIA in c. 3450 RM, and spread to the east of VÂRR, LYRIDIA DHAI and scattered parts of NÁRTHEL by 3600 RM. The religion is a sect of the CHURCH OF THE UNDYING MACHINE and as such adheres to all the rules imposed by its parent church. It believes that RACHANAEL, in the guise of the UNDYING MACHINE, is the great engine that keeps the KORACHANI EMPIRE alive, and that those amongst his followers who fall victim of the ATRAMENTA and its afflictions are weak and unfit to follow him.

The Church of the Meek counts amongst its members the <u>ORDER OF ORPHEA</u>, a sisterhood devoted to caring for those whose Atramental afflictions that would otherwise be too debilitating. Their motives are not entirely noble however, as most sisters within the order care more for a painless euthanasia rather than giving comfort to their unfortunate wards. See Vol IV: Religions and Cults.

<u>MEEREN</u>: Plr. 'Meereni'. Soc. Rnk. Org. Expert guides who are found in the major cities of <u>SIRIPHAGOS</u>. Aside from knowing every nook and cranny of their respective cities, they are knowledgeable in many other subjects, including history, current affairs, economy, and religions, and though they are expensive, they are an invaluable asset to foreign dignitaries.

The meereni are thought of as discreet and trustworthy, and are organised into a guild that ensures the wellbeing of its members. There are some who accuse them of mongering information, selling it to the highest bidder or passing it on to the ruling council of Siriphagos, though there is little proof behind such allegations.

<u>MEGALA</u>: *Ind. Set.* Iron-mining city in the north of <u>PELASGOS</u>. It forms a part of the <u>RED ROUTE</u> and iron produced here finds its way on sale across the route (Pop. c. 29,000).

<u>MEGARA</u>: Set. Major city in the c south west of <u>SUOR</u>, at the southern shore of lake <u>KALAR</u>, and the course of river <u>LOTAN</u>. It is a major agricultural centre and is known for its stone steps that overlook the river (Pop. c. 5,105,000).

<u>MEGATHALOS</u>: Rui. Ancient now-crumbled colossus lying strewn across the <u>EICLON</u> badlands in <u>LIDEA</u>. The colossus, if still intact, would be gigantic, perhaps a mile high. All that remains now of the strange creature depicted in its now-corroded shape is a large plaque, its words long-since worn away, and scattered boulders across a huge area, some still bearing traces of the original craftsmanship.

<u>MEGILLAR</u>: 1. Geo. Dry region in the north of <u>Krem</u>. It is characterised by scrublands and sparse trees

2. Rel. Vol. Religious scrolls penned in the north of KREM in c. 2080 RM, named after the region in which they were written. They were created by the SHAPER INDERA AHAM SOLTA, through many sessions of automatic writing, whilst ASTRALLY PROJECTING in the otherworld, where their words were imparted to her by a choir of spirits.

The writings espouse a philosophical way of life that is said to lead to a shorter gestation of ones' spirit after death before being reborn as an otherworlder. The truth behind this is unfounded, but the region is known for the many otherworlders that travel there from around <u>ELYDEN</u>. Few amongst them know of what draws them there, but the supporters of the <u>WAY OF MEGILLAR</u>, as the philosophy is called, swear that they are drawn to the region by the influence the Way of Megillar had on the gestating sprits within the <u>OTHERWORLD</u>.

The scrolls are stored in the holy city of <u>OKKOWAN</u>, where the bodies of dead otherworlders are interred glass-fronted reliquaries in a great temple. The scrolls themselves are preserved in a crystal altar in the back of the temple.

<u>MEGGROLL</u>: For. Scrub forest in the c west of <u>THE SURRACH</u>, dominating the south east of SAGGAR, and the far south of the BAKHRAN STATES.

MEGHA: Geo. Shallow basin dominating the east of PARAIYA that is known for its wetlands and a 175-mile stretch of the NOTHIYA river that is dominated by braided rivers and wetlands. The region is an alluvial plain and is incredibly fertile. It has been settled for millennia, and is covered in expansive farmlands were beans, legumes, rice, and grains are all grown.

Many Paraiyan nomads once travelled across the Megha, though they have lessened since it has been overtaken by agricultural industries, which has also seen the once-bountiful herds of animals slowly moving farther east or south.

<u>MEGHIDDÉ</u>: Set. Settlement in the north of the <u>BARRIER LANDS</u>. It is an ancient settlement, dating to the days of the <u>CHIWENOOL</u> Kingdom, and ruins of its once-coastal fortifications still dot the landscape. It dwindled with the waning of <u>ELYDEN'S</u> seas, though it remains active to this day, serving as a crossroads of trade across the Border Lands (Pop. c. 4,800).

MEGHRANIZ BHOOKH: also 'the Otherborn Territories'. His. Ntn. Early FIFTH AGE culture in what is now the east of ZHARIAH^(2.). Little is known of its early history but by c. 150 RM a series of city-states and small states had appeared, in which HALFBLOODS of various lineages were prominent figures. Many rose to become rulers or powerful shapers in, and were largely responsible for the regions' coalescing into the singular state of ZHARIAH^(1.) in 1107 RM under the command of the champion SKAETAH. It is unknown what events led to the prominence of halfbloods in the region, though it is likely that there may have been a community of otherworlders in the region in the FOURTH AGE.

Many remnants of this time can be found to this day, including the <u>TOMBS OF THASAUZ</u>, where the most renowned members of the halfblooded caste were interred.

<u>MEGILLRGN</u>: Geo. Volcanic region in the east of <u>SAMMAEA</u>, to the north west of the <u>SEA OF LETHEA</u>, on the southern face of the <u>GOJAN</u> highlands. Though devoid of true volcanoes, the area is unstable, known for earthquakes and the cracked shell of earth from which seep poisonous gasses and dark lava.

<u>MEGINNAS</u>: 1. *Geo.* Region in the east of <u>PARTHIS</u>. It was once an agricultural centre, though the past centuries have seen the climate change, leading to the abandonment of much farmland.

2. Rui. abandoned city in the above region^(1.) in the east of <u>PARTHIS</u>. The city was home to a faltering culture that in c. 3480 RM departed to colonise the island of <u>JIRIDUN</u> in the <u>SEA OF ORRIDA</u>, establishing the independent nation of <u>OD MEGINNAS</u>^(1.).

<u>MEGISTA</u>: (-189-ft.) *Geo.* Depression in the north east of <u>ALMAGEST</u>, noted as an endorheic basic with a large area below sea level. The area is dry and cold, and sits just north of the northern <u>POLAR CIRCLE</u>. Its lowest point is 189-ft below sea level.

MEGREZ: Rvr. River in the north of THE SURRACH, flowing north for 250miles from sources in the NGHALLEAL Mountains, before meeting its parent, the river MAENDA. It passes through the mildly ATRAMENTALLY TAINTED region of AMAM, in the south of EREBETH.

<u>MEGUOS</u>: Rui. Ancient coastal city in present-day <u>OPHIUSSA</u>, within the grasslands of <u>PERISTULLA</u>. It was once a major polity in the region but found its influence waning as the coastline slowly retreated. It waned throughout the first millennium RM and was abandoned in c. 1000 RM.

MEHARRAAT: His. Med. Tec. Archaic <u>SOUL-ENGINE</u> created by the <u>DEMIURGE NYARLOTH</u> following the corruption of his physical body and his obsession with stalling its inevitable demise. The soul-engine was the result of his fevered artifice and upon the eventual consumption of Nyarloth's physical body, his spirit, or essence was transmigrated into the device, where it remains to this day in a state of torpor.

Monolithic in scope, the soul-engine is comprised of billions of large vacuum tubes and other archaic machinery, all linked together in rows and storeys that continue for miles beneath the near-abandoned city of PARYMESIA, where SEPTS continue to tend to the soul-engine to this day. At the height of its power the city boasted a population of over 5,000,000 ROTHANI, whose sole purpose was the maintenance of the great machine in which the Demiurge's essence dwelt. The Septs acted as priestengineers who oversaw the maintenance and held communion with the Demiurge.

Though little is known of the soul-engine and Parymesia, the engine is still believed to be functioning.

MEHAT HI: Rel. Str. Monastery of the <u>Order of Lore</u> on the island of <u>PADHIS</u> in the <u>BROKEN LANDS</u>, <u>KHAMID</u>.

<u>MEHDRA</u>: *Ntn.* Nation in the south of <u>WESTERN SAMMAEA</u>, to the east of <u>SYNCHTHONITHA</u>. Climate/terrain *

It emerged from the latter alongside $\underline{GRARNE \hat{A}ST}$ and $\underline{HA \ddot{I}RAMAL}$ in 3817 RM. See Vol III: Extant Realms and Nations.

<u>MEHEMESH</u>: Ser. Major city in the east of the <u>JAHADAT STATES</u>, in the east of <u>SAMMAEA</u>, and capital of one of the twelve States. It is recognised by most outsiders as the ruling city amongst all 12 capitals (Pop. c. 138,600).

<u>MEHEMM:</u> Rel. Str. <u>SZIKALIAN</u> monastery in the c east of <u>THE SURRACH</u>, to the north east of the BIRANTA Mountains.

<u>MEHITIEL</u>: Dem. 'Mehitiel'. Ntn. Nation in the west of <u>MENISCEA</u>, north west of the <u>SEA OF AKRY</u>. The region occupied by present-day Mehitiel was struck by a foul <u>PLAGUE</u> in 903 RM, which moved west over the next 100-years.

It was at war with <u>ABATTUR</u> 3326 and 3353 RM. In 3788 RM the royal family of <u>MEHITIEL</u> was slaughtered during a wedding ceremony on the beach of <u>ONORIEL</u>, plunging the entire nation into anarchy that saw a new republic emerge in 3791 RM. See Vol III: Extant Realms and Nations.

<u>MEHMAS</u>: Lake in the south east of <u>PORPHYR</u>, forming part of the course of the river <u>MAYED</u>, which leads into <u>SABAISA</u>.

<u>MEHMUTH</u>: *His. Ntn.* Historic region in the south west of <u>SAMMAEA</u>, in what are today the south of <u>PHYRR</u> and <u>MAENMIST</u> and the far north west of <u>NORTHERN SIMBARA</u>.

Its people never united into a single state as others around it did. Instead, they lied in large extended family groups of as many as 100-200 individuals. Some remained sedentary, with their descendants founding settlements; while others became nomads, moving slowly in caravans hauled by great beasts. Some of these nomads would go on to become merchants, trading along a 1,000-miles stretch of what would in time become the $\underline{\text{NACRE ROAD}}$.

Those who settled faced predation from various foes, including <u>MEDHAMANNI</u> slavers, who harassed their northern territories, particularly between c. 800 and 1800 RM. This led to the construction of a series of high towers that were used to light signals to warn people of an attack, giving them change to seek the shelter of great underground strongholds.

Though it recovered somewhat during the <u>MEDHAMANNI DARK AGE</u>, Phyrran slavers began launching new raids starting in c. 1960 RM, sending troops south to overwhelm the Mehmuthi towers, sweeping into their lands and taking thousands north as slaves and establishing strongholds on their old settlements. This period lasted around 200-years and reduced Mehmuthi territories by two thirds, pushing their remnants further south.

The period ended in c. 2180 RM as the Mehmuthi people rallied around a new group of leaders, known as the <u>PHEMERION</u>, whose leadership allowed them to secure their remaining territories and establish new defensive lines in the north and even greater subterranean fortresses in the south and east – the so-called <u>PHEMERION BUNKERS</u>, which formed the basis of the great underground metropolises used in Maenmist today.

The Mehmuthi culture waned by c. 2700 RM, its people victim of their own fear and reclusiveness. Various scattered cultures rose in their stead between c. 2700 and 3000 RM, of which Maenmist became the dominant one, slowly absorbing most by c. 3150 RM. See Vol III: Extinct States.

MEHOK VADALIA: also 'the Singing Tower'. Int. Leg. Mus. Rui. Ancient solid metal pylon-like tower in the north west of SAMMAEA, north west of the SANTOREAN Mountains. The tower stands some 100-ft. tall and has a square base 80-ft. wide, and is riddled with hollows and tubes that produce an eerie music when the wind blows. The tunes change drastically based on the direction of the wind. Native folklore places prophetic qualities in the changes in the music.

MEHOTHATI: Ser. City in the contested region of ESSEVERA, west of the SEA OF APHOTIS. Once an ALMAGESTI colony, it is now the centre of the lucrative independent <u>UMBRA</u> processing industry in the Esseveran umbra fields. Situated at the mouth of the river <u>BARRA</u>, it is home to a large harbour where umbra ships dock to fill their reservoirs before travelling south. It is also the hub of a large umbra pipe network that takes processed umbra from the manufactory city of Essevera and pumps it south to major cities in the region (Pop. c. 40,000).

<u>MEHRAMIS</u>: Set. City in the south of <u>ADHERA</u> in the south west of <u>SAMMAEA</u> (Pop. c. 36,000).

<u>MEHRIRA</u>: Set. Small city in the c of <u>VENTHIR</u>, in the region of <u>ZAMAINI</u> (Pop. c. 14,000).

<u>MEHROTA</u>: Set. Large city in the south west of the <u>HENDECARCHY</u> of <u>LONAR</u>, in <u>MALAN</u>. It is a major industrial centre in Malan, and its factories manufacture various engines and machinery used across the <u>FOREST KINGDOMS</u> (Pop. c. 92,000).

<u>MEHURLITAH</u>: Geo. Rocky escarpment along the border between the nations of <u>BANT</u> and <u>KULIGALA</u>, in the c of the <u>CARCHEMISHI PENINSULA</u>⁽¹⁾.

<u>MEIGNAS</u>: Set. City in the c south of the <u>HENDECARCHY</u> of <u>MYEIN</u> in the west of <u>MALAN</u>. It lies along the northern shore of lake <u>BALI</u>, close to the border with south western <u>AMILLAERE</u>^(1.) (Pop. c.).

MEILYR, HIGH-ASSESSOR: (B 3901 – D? RM) Pol. Rnk: HIGH-ASSESSOR of the AVÉNETHI ORDER of the SANCTIFIED INQUISITION since 3972 RM.

MEINAASOS: Set. Large industrial city high along the western bank of the river PARRAN, in the south east of LAASKHA (Pop. c. 172,000).

MEIRAN: Rui. Ancient FIFTH AGE YARAOMIC settlement in the territory of GARHADDON, in the c east of extant VAALK. It was one of few Yaraomic settlements of note, and was overtaken by KORACHANI forces in c. 150 RM during their conquest of VALKA.

<u>MEKARREM AND</u>: (B. 3946 RM) *Pol.* Present governor of <u>HARAPPA</u>⁽³⁾, who answers directly to <u>SATHEP THE RISEN</u>, in <u>SARASTRO</u>.

MEKASSAR: Set. Small city in the contested lands of <u>UTIMAN</u>, in the c of <u>PORPHYR</u>. It has a small gold mine, and its known for its ivory trade, from beasts that live in the wooded hills of the region (Pop. c. 17,000).

MEKENA: Rui. Ruined settlement in the far east of VAALK, close to the border with MHAROKK, 10-miles west of the BAY OF NUTHEN. It was once a major city in VAALTHA, though was destroyed by the ARCHPOTENTATE MALICHAR in 2609 RM due to increased strife in the east of the nation following radicalisation of the CHURCH OF THE UNDYING MACHINE and the growing centralisation of the government in ANAKARRA. The city was later consumed by the Atramental wasteland known as the MEKENA AKRA, and remains a ruin to this day as testament to the wrath of the Archpotentate.

It was built atop the far older early <u>FIFTH AGE YARAOMIC</u> settlement of <u>EREHANN</u>, which was part of the <u>ASUWAN</u> territories.

MEKENA AKRA: also 'the Wastes of Mekena'. Geo. ATRAMENTAL WASTELAND in the south east of VAALK, outside the ruins of MEKENA. It runs for around 75-miles in a rough south westerly direction along a natural escapement dividing the far east of Vaalk from the north west of MHAROKK. The region is dominated by DUSTSTONE formations that are known to collapse after heavy rains, leaving new formations behind. These are thought to be a result of Atramental use in attacks by the ARCHPOTENTATE MALICHAR against the city of Mekena in 2309 RM.

The region is categorised as a <u>Moderate threat</u> by the <u>Korachani</u> Institute of Atramental Studies.

<u>MEKESH</u>: Set. Settlement in the c east of <u>MHAROKK</u>, known for its quality stone quarries (Pop. c. 9,000).

MEKHAR: (4,500-ft.) *Geo.* Hill in the east of <u>Andiluth</u> that until c. 1050 RM was an island in the <u>SEA OF BYSSOS</u>. The lowering of <u>ELYDEN'S</u> seas since then saw it conjoined with the mainland.

<u>MEKHOZIA</u>: Rvr. Major river in <u>EASTERN LLACHATUL</u> flowing east from sources in the <u>ARGENT</u> Mountains through the <u>TURCAR</u> Desert before meeting its termination at lake <u>KALIMM</u> in <u>TETHYSIA</u>.

<u>MEKLIS</u>: Set. City in the c east of $\underline{JURRAS}^{(2)}$, along the course of the river $\underline{EHATANAS}$ (Pop. c. 18,000).

<u>MEKONIA</u>: Sec. City in the far south of the nation of <u>DURCHAA</u> that once specialised in <u>CLONING</u>. Following the fracture of Durchaa from the

KORACHANI EMPIRE in 3101 RM, the city diminished, its government fragmenting, leaving it as a lawless state of rogue <u>TECHNARCANISTS</u>.

The city has since recovered and is now a centre of manufacture in Durchaa, ruled by a warring Patrician Houses and populated by rival gangs under the sway of the patricians. The rest of its populace is composed of refugees and the opportunistic descendants of CLONES, HAEMONCULI, and other MANUFACTURED BEINGS from its imperial days (Pop. c. 84,000).

MEL ADIUS: Rui. Ancient FIFTH AGE coastal fortifications in the west of the island-continent of BROR⁽¹⁾. The fortifications date back to c. 1350 RM, during the time of the COALITION OF SURISSIA, and take the form of giant concrete colossi with bunkers in place of heads, whose purpose was primarily as lookout posts, though they were also equipped with well-made artillery whose role was to attack enemy ships before they could approach the land. These fortifications were instrumental in keeping the people of the 'FAR WORLD' away from Bror, allowing it to develop in relative isolation.

Most of these fortifications were abandoned long ago and have been left to rot and are now found many miles from the coasts as the seas of <u>ELYDEN</u> have steadily retreated.

<u>MEL SAGHI</u>: Geo. Mountain range in the south east of the nation of <u>AMMESH</u>, in the <u>AMMASHI</u>^(1.) peninsula.

MELAAN: Geo. Island in the SEA OF DAGGERS, belonging to PERGOST.

<u>MELA</u>: *Geo. Rel.* Mesa in the south of <u>ABARHAL</u> known for a singular maple tree that is tended to by an ancient group of monks that claim to have planted it there centuries ago. The tree is regarded as sacred by the monks, who will defend it with their lives if needed.

MELAHAR II: (B. 3916 RM) Pol. REGENT-KING and present ruler of VÂRR.
MELAIA: Geo. South western arm of SAUAN territories, dividing the CITY

KINGDOMS OF THE HARÉSHK from MALAN. It is known for its fertile mesa formations and lush grasslands as well as its competent corps of arbalesters.

MELAIS: 1. Geo. Region in the north of AZAZEM. The land was bequeathed by the empire to the PATRICIAN HOUSE MELANA in c. 2571 RM, after which it takes its name. Archpatrician Kaustus of House Melana rapidly exploited the grazing lands of the region, setting its vassals to work there. A citadel was constructed where the house would base itself, and a large city quickly appeared around it, becoming a wealthy stronghold of the house, whose Archpatrician desired independence from Azazem, pledging full loyalty to the Archpotentate and Korachan. Kaustus was a religious radical, and worshipped St. Astreg, the patron of House Melana since its inception centuries past, and forsook the CHURCH OF THE UNDYING MACHINE in favour of worship of St. Astreg, which was frowned upon by KHADON.

Descendants of Archpatrician Kaustus would continue to petition Khadon for Melais' emancipation from Azazem for decades, but the requests were denied.

In 2678 RM House Melana formally declared the independence of Melais from Azazem, bringing chaos to the region. Azazemi armies marched against the citadel of Melais, expecting a half-hearted defence. Instead, it became embroiled in a 3-month siege that killed thousands, but succeeded in repelling the attacks.

War soon engulfed the region, leaving Melais cut off from the rest of the empire, forcing it to surrender in 2780 RM. House Melana lost favour with Khadon and was stripped of its lands in Azazem, which was to be its undoing. Despite this, the region of Melais remains loyal to its worship of St. Astreg to this day, which is tolerated by the Church due to the regions relatively fertile lands.

2. Set. City in the eponymous region, appearing there in c. 2621 RM following the CHURCH OF THE UNDYING MACHINE'S exploitation of the region in previous decades. The city was greatly damaged by the war between House Melana and Azazem between 2678 – 2680 RM, though remains the main city of the region to this day. Its people stubbornly worship St. Astreg over the Undying Machine, which the Church tolerates. Though much of Azazem is now sterile, the lands around Melais are relatively fertile and are home to many fortified farmsteads and fields (Pop. c. 26,800).

<u>MELAKAB</u>: Set. Settlement in the south west of <u>RHINOCOLOURA</u>. It is unimpressive, and home to shepherds, though it played an important role in the rise of the <u>RHINOCOLOURAN KHANATE</u>^(2.), for it was the first recorded settlement where the Khan <u>ILLAREGH</u> first made himself known. In 3601 RM (Pop. c. 7,000).

MELANA: Pol. Soc. PATRICIAN HOUSE in the HIGH-EMPIRE OF KORACHAN. In 243 RM it became one of six Patrician Houses that seceded from the KORACHANI EMPIRE and formed the REPUBLIC OF LARATHUKH⁽²⁾. The republic was attacked by Patrician Houses that had remained loyal to the empire, and it was toppled in 271 RM. House Melana lost favour following this, and spent many centuries struggling to regain favour.

It was at its height in c. 2350 RM, though in c. 2571 RM it was granted a large tract of land in the north of \underline{AZAZEM} , which became known as \underline{MELAIS} .

Fertile lands in the region were soon exploited and a citadel constructed around which the city of Melais⁽²⁾ would later appear. Archpatrician Kaustus was head of the House at this time and had an unhealthy obsession with St. Astreg, the patron of House Melana for centuries. He forced the people of his fief into worshipping her over the <u>UNDYING MACHINE</u>. News reached <u>KHADON</u>, and <a href="CHURCH OF THE UNDYING MACHINE looked at the act as heresy.

Within decades of taking control of the area of Melais, desired independence from Azazem and petitioned the capital for autonomy, but the requests were denied due to the worship of St. Astreg.

House Melana formally declared the independence of Melais from Azazem in 2678 RM despite Khadon denying its requests. This resulted in two years of war, where Azazemi armies besieged the citadel of Melais, forcing it to surrender in 2780 RM.

House Melana lost favour with Khadon and was stripped of its lands in Azazem, which was to be its undoing. Within a century House Melais had diminished greatly, and remains now in small numbers in the south of Azazem, the east of <u>LAASKHA</u>, as well as in scattered enclaves in the <u>REFORMED EMPIRE OF SARASTRO</u>. See Vol II: Patrician Houses.

<u>MELANI</u>: Rvr. Largely-seasonal river in the north east of <u>VENTHIR</u>, flowing east from the highlands of <u>SAGO</u> and the plains of <u>HAMSHEN</u>. The ancestors of the <u>NATHI</u> people once claimed the banks of this river as their ancestral home, though it has since dwindled in size, sometimes failing to appear altogether if seasonal rains do not appear.

<u>MELANIC</u>: *Geo.* Region in the c of <u>KHARKHARADONTIS</u>, around 900-miles west of the <u>BLACK FOUNTAIN</u>. It stretches for close to 100-miles in length and is of a featureless black glass-like substance.

<u>MELAR</u>: Set. Small city in the c west of the <u>BAKHRAN STATES</u>, along the main trade-route through the States. It is known for its stone quarries and its carob groves (Pop. c. 18,000).

<u>MELARIA</u>: Set. Major city in the north east of <u>AMMESH</u> to the west of the <u>TRETHIGH</u> Mountains. It is known to trade with the <u>TAAN ANAN</u> city of <u>MELEMMESH</u> (Pop. c. 76,000).

<u>MELASO</u>: Set. Coastal settlement in the far east of <u>ELEKHID</u>. Its main industry is the manufacturer of the resin known as <u>MANNA</u>. Production of manna is shrouded in secrecy and outsiders are not allowed in the city (Pop. c. 10,000).

<u>MELATUT</u>: *Rvr.* River in the west of <u>BANT</u>, flowing south for 325-miles, from sources in the <u>ETONONONT</u> highlands. It is a tributary of the larger river <u>CHAKIN OTT</u>.

<u>MELAYA</u>: Dem. 'Melayan'. His. Ntn. Early <u>FIFTH AGE</u> culture in the south east of <u>CENTRAL LLACHATUL</u>, in what is today occupied by the west of <u>SAUA</u>, east of <u>AHRISHEN</u>, and the far north of the <u>HARÉSHK</u>. It rose between c. 500 - 700 RM, remaining insular throughout its existence.

Under the rule of <u>FIRMAMENTISTS</u> known to wear black masks, Melaya attacked the city of <u>TASH</u>, destroying it. After this time, it waned and later fragmented, leading to parts of it becoming absorbed by <u>SAEDISH</u> and <u>HARÉ SHKA</u>.

MELCHIOR ARVAYHA ONÉSIMUS: (B. 3969 RM) Pol. Sup. TEMUJAN male. As a youth, he was a guardian and hunter of his home, the village of ARVAYHA. Melchior was FIREBLOODED, and as such, enjoyed a level of education higher than that of many similar-aged youths. His lineage

gave him responsibilities, such as those of courier to the $\underline{ELDERS}^{(2)}$ of his tribe

MELEA: Set. Coastal settlement in the north of EREBETH (Pop. c. 10,000).

MELEK: Set. Settlement in the c of AHRISHEN, 14-miles north of the capital of MAHSERTH. The settlement is situated in the GIANT'S MOUND region, and is a major producer of granite used in the capital, with its sculptors famed across LLACHATUL (Pop. c. 8,000).

<u>MELEMMESH</u>: Set. Small fortified city in the south east of <u>TAAN AN</u>. It maintains a trade route with the <u>AMMESHI</u> city of <u>MELARIA</u> (Pop. c. 18.200).

<u>MELEN</u>: Sea. Inland sea in the c south of <u>SATARIEL</u>. Its link to the <u>SEA OF</u>

<u>IALCUS</u> lies within the city of <u>HADARMIEL</u>, whose post is the only access into the sea.

<u>MELENDARA</u>: Set. Fortified coastal city on the south of the island of <u>CYNCER</u>^(1.) in the south of the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u> (Pop. c. 39,200).

<u>MELENEK</u>: *Lak*. Lake in the c of <u>AETHIOS</u>, along the course of the river <u>NARRATI</u>. It is named after an ancient king of <u>ETHAND</u>.

<u>MELENESH</u>: Set. Small city in the c east of <u>AMMESH</u>, between the <u>URARAGHI</u> and <u>MELSAGHI</u> Mountains (Pop. c. 15,200).

MELESH: (B. 341 RM) Pol. Soc. The most powerful of the DESPOSYNI, commonly referred to by his title, Primid. He was slain by the ARCHPOTENTATE MALICHAR in 902 RM during the closing act of the DESPOSYNI WARS, though he was later restored to life through the dedicated actions of his HOUSE and a cadre of TECHNARCANISTS in a powerful ritual.

MELHIMEA: Int. Geo. Region of fossilised machines and archaic engines in the far east of <u>ABACARDAT</u>, just west of the border with <u>ZHARIAH</u>⁽²⁾, many of them buried in strata like ancient fossils. The machines, or what remains of them, are worshipped by the savages of the region, who regard them as sleeping gods.

In truth the machines are <u>CANOPIC ENGINES</u> for the spirits of the <u>DEMIURGE NYARLOTH'S SCIONS</u> and <u>SEPTS</u>, his closest aides, who oversaw the construction of his own <u>SOUL-ENGINE</u>, known as <u>MEHARRAAT</u>, though they are corrupted beyond use, the spirits of those interred within thought to be inert, dormant.

<u>MELHUMBRA</u>: 1. Geo. Island off the north western coast of <u>SAMMAEA</u>, forming part of the <u>KORACHANI</u> colony of the same name.

2. Pol. KORACHANI colony off the north western coast of SAMMAEA, between the SEA OF LYNNAE in the west and the SEA OF BATYAE in the east, and south of the ERTHYDEAN SEA. It has been under Korachani control since 2973 RM, and has been a major territory of HOUSE CROTON since 3348 RM. It is a major source of slaves for the empire, which are acquired through slave raids along the Sammaean coast. It is also a major producer of cork.

3. Set. City in the above colony, belonging to the KORACHANI EMPIRE. It was once the main administrative centre of the colony though found itself landlocked in c. 3440 RM and remains now as a hub of the cork industry on the island.

<u>MELIA</u>: Pol. Soc. <u>PATRICIAN HOUSE</u> that, alongside the houses of <u>KYDOR</u>, <u>LYCTUS</u> and <u>HIMERAN</u>, was a major political presence in <u>TARATI</u>^(1.), originating as a puppet of the governing body there in c. 1100 RM and becoming part of the ruling <u>TETRAN</u> by c. 1300 RM. The Tetran was overthrown by dissidents called <u>THE AVATARS</u> in 3013 RM, with their leaders executed and their followers expelled from the small nation.

The House remained active in \underline{AZAZEM} and $\underline{LAASKHA}$ following the fall of the Tetran. See Vol II: Patrician Houses.

<u>MELIALAN</u>: Sec. Small city in the west of <u>THE OLD FOREST</u>. It forms a part of the GÂTHAN ROAD (Pop. c. 16,000).

<u>MELIBODHA</u>: *Pol. Set.* Major city and capital of the <u>MALANI</u>
<u>HENDECARCHY</u> of <u>AONIA</u> along the course of the river <u>INDROT</u>. It forms a link along the <u>GREAT ROAD</u> trade-route (Pop. c. 785,200).

<u>MELIDIA</u>: small city in the north of <u>SAGITTARIA</u>, just south of the <u>SEA OF</u>
<u>EBORRA</u>. It is known for its reed gatherers, and forms part of the <u>IVORY</u>
<u>ROAD</u> (Pop. c. 15,200).

<u>MELIK</u>: Set. Settlement in the east of the region of <u>GENETHAANT</u>, in the seasonal wetlands of lake <u>IGRAAL</u> in the c of <u>THE SURRACH</u> (Pop. c. 9,000).

<u>MELIORA</u>: Set. Settlement in the <u>ASTUDAN</u>⁽²⁾ settled by refugees and outcasts from other regions in c. 3820 RM. It never grew into the independent haven that they wished for, and was absorbed by <u>GÂTHA</u> within a few decades of its appearance, and it remains under its control to this day (Pop. c. 8,000).

<u>MELIQ</u>: Set. Small city in the east of the <u>SULTANATE OF ABACARDAT</u>, at the eastern foothills of the <u>ZANBAURI</u> Mountains. Its main industry is the quarrying of aluminium (Pop. c. 12,000).

<u>MELITIA</u>: 1. *Geo.* Island off the north eastern-coast of <u>THUMAL</u>.

2. *Set.* Settlement in the north west of <u>THUMAL</u> (Pop. c. 4,200).

<u>MELKARTH</u>: *Leg.* One of the names of the <u>HERO OF A THOUSAND</u>

<u>BATTLES</u>. In some legends he is said to have discovered purple dye when his dog bit into a shellfish, turning its mouth purple.

Some scholars believe that he may be the scion <u>MELQART</u> of the <u>DEMIURGE</u> <u>AVRAHAM</u>, after finding various passages in the <u>MYTHOLOGIA ELYDEN</u> that are similar to tales of the Hero of a Thousand Battles

MELKAT: Geo. His. Site in the north west of present-day SUMA'YA where a large battle was fought between KORACHANI immigrants and BA'AKHI natives in 568 RM. The battle was quick and bloody, ending in the massacre of unnumbered thousands of Ba'akhi soldiers; their bodies piled into a great pyramid and blessed by imperial priests to EXORCISE them of the influence of their pagan god, TERATHA. The Battle of Melkat was the last great battle during the imperial exploration of the area and it was responsible for the later imperial dominance in the region.

<u>MELLAGO</u>: Set. Major coastal city in the north of the <u>TEMPLAR STATES</u>, overlooking the <u>BAY OF SHERUSALL</u>.

It was established in 1908 RM in the TRISKETHIAN DOMAINS as a replacement for the ailing port city of LILLI, which was located at the edge of the dwindling BAY OF DORRA, and which was suffering from increasingly devastating low tides that were leaving it landlocked, its port useless. Mellago was chosen for its deep natural harbours that would withstand years of continued diminishing in sea levels.

The city has since waned in influence and importance, though remains a major centre of <u>SOULSTONE</u>-based <u>TECHNARCANE</u> industries (Pop. c. 48,000).

<u>MELLAR</u>: Set. Major city in the <u>BAKHRAN STATES</u>, built on <u>LAETIAN</u> ruins (Pop. c. 102,000).

MELMOTH: 1. Arc. Metallic twin pillars in the far north west of BROR^(1.), separated by some 500-miles across the SEA OF BRAGUA. One is located on the north western-most tip of Bror, while the other is half-sunken, off the southern coast of the isle of KRAJA, to the north west of Bror. Both are damaged, though survive relatively intact, and at their full heigh would have measures some 400-ft. of tapering geometric design. Their purpose or origin are unknown, though ate thought to date to the same culture in the THIRD AGE.

- 2. Arc. northern-most of the two pillars of Melmoth^(1.), located on the island of <u>Kraja</u>. It is the most-damaged of the two and is abandoned today.
- 3. Set. Arc. southern-most of the two pillars of Melmoth^(1.), located on the north western-most tip of $\underline{BROR}^{(1.)}$. Though damaged, it is now the centre of a large settlement (Pop. c. 16,000).

MELODUS & BARDAS: Ind. Com. Famed for the beauty of its timepieces, Melodus & Bardas was established in 3305 RM when the famed modelmaker Bardas teamed up with sensational young HOROLOGIST Melodus to construct a beautiful CLOCK of such artistic aptitude that it was sold to the most influential Patrician House in AZAZEM.

The two maintained their alliance and established a company that prized the beauty and artistry of its horologists – a mindset which persists to this day. Though not mechanically the best timepieces in the empire, its output is measured by the beauty and finesse of its pieces. Each piece is unique, and most are made bespoke to order, accounting for the decade-long waiting list for now works.

MELOGGOS: Geo. Ridge in the c west of THE SURRACH.

<u>MELOGH</u>: *Mil. Str.* Fortress in the south east of <u>KERRAS PELLN</u>, guarding the main pass into the <u>UMBRA SOKHAR</u>.

MELQART: m. Myt. His. Per. In the mythologies and ancient histories of ELYDEN, a SCION of the DEMIURGE AVRAHAM, mentioned in many independent sources and passages within the MYTHOLOGIA ELYDEN. He led the HUMAN forces in the WAR OF THE SHATTERED PROPHECY, that saw millions of IFIRMIANS slaughtered.

Many scholars believe that he is synonymous with the <u>HERO OF A</u> THOUSAND BATTLES. See Vol IV: Scions, Children of the Gods.

<u>MELUHULLU</u>: Geo. Basin in the west of <u>KHULL</u>, characterised by its many shallow valleys which lead gradually to the west. The region is dry but is thriving and full of life, particularly after the rainy season, which sees countless flowers bloom over a short span of time, bringing all manner of fauna.

<u>MELUTA</u>: *Ind. Set.* Settlement in the south west of <u>CISNERIA</u>, to the west of the <u>BLACK MOUNTAINS</u>. Its main industry is the mining of BLOODSTONES (Pop. c. 6,500).

MELOGHA: Geo. Valley in the south of KERRAS PELLN leading towards the PASS into the UMBRA SOKHAR.

<u>MEMBARRA</u>: Set. Major city in the c east of <u>THE SURRACH</u>, along the <u>SABARRAK</u> depression. The city is noted for being constructed on heavy stone stilts that become submerged in the wet season and the normally-dry endorheic lake of the area being to fill with rainwaters from the north (Pop. c. 71,000).

<u>MEMEHAR</u>: 1. Sea. Sea sound, forming the south west of the <u>SEA OF UGOLOTH</u>, itself a part of the larger <u>SEA OF BYSSOS</u>.

2. Pol. KORACHANI colony founded in far eastern ANDILUTH in c. 1050 RM, where the first STEEL LEGIONNAIRES were created. At the time the colony was situated on the island of MEKHAR, though the lowering of the SEA OF BYSSOS saw the island become landlocked, part of the greatly increased landmass that became known as the ANDILUTHAN SHELF.

<u>MEMNIBOL</u>: also '*Dread Marshes*'. Sup. Geo. Foul marshlands in the c north west of <u>KHARKHARADONTIS</u>, in the <u>REALM OF THE MARKED PALL</u>. The region is <u>ATRAMENTALLY TAINTED</u> and ignored.

<u>MEMNID COLOSSI</u>: *His. Arc.* A series of around a hundred ancient dioritic colossi in the <u>MEMNIDS</u> in the <u>HENDECARCHY</u> of <u>LONAR</u> in <u>MALAN</u>, their stylised faces angled upwards, following the course of the IVORY MOON.

<u>MEMNIDS</u>, the: Geo. Karst and massif formations in the north east of the <u>HENDECARCHY</u> of <u>LONAR</u> in <u>MALAN</u>, serving as a natural border between it and <u>MYEIN</u>.

MEMORITER: Rnk. Caste of administrational clerks in PARTHIS and its dependencies, who are taught from a young age to memorise text and dictation, giving them what is commonly referred to as a heliographic memory. Memoriters are said to be able to quote hundreds of pages of text from memory without any form of preparation. Perhaps as a result of their unique talents, most Memoriters are aloof, and seen as strange by others, unable to socially functions most others do. They are shunned by most others and tend to live in small compounds close to or within the offices in which they work.

MEN OF GLASS: see SILEX.

<u>MEN-OF-RUST</u>: Rel. Mil. Org. conscript soldiers of <u>ILOXENRA</u>, whose members are indoctrinated in the beliefs of the <u>SLAVES OF SENESCENCE</u>. They are characterised by their slab-like rusted armour and heavy hand cannons, and raid surrounding lands for slaves and plunder.

MEN OF STEEL: Int. Tec. His. Metallic CREANTS that wander the lands of the PORPHYRI PENINSULA. They stand around 10-ft. tall and are made from an ancient bone-like metal that was grown by the IROTHANI kingdoms of KATHAR BYAAT. These machines were given rudimentary commands by SHAPERS who could control remotely. Following the fall of the irothani kingdoms, most of the Men of Steel continued performing their last tasks.

Few of them remain today and those that do are decayed, covered in rust and moss. They struggle to move, though continue to fulfil their last orders until it is impossible for them to move. They are dangerous and in most cases are ignored, though in a few rare instances they have been 'tamed' and might be seen accompanying powerful shapers of itinerant members of the <u>VAGANT COHORT</u>.

<u>MENAAIS</u>: Ser. A major city in the c south east of <u>LAASKHA</u>, along the course of the river <u>LARRAN</u>. Its economy is based around industrial manufacture, and it provides much of eastern Laaskha with its industrial goods (Pop. c. 110,000).

MENAIA: Set. City in the east of GNOTH. It is believed to be the birthplace of the SICTHAINEN TECHNA, known as MENAION, that dominate the eastern face of the NARAHASAPHAEL Mountains. and the BLACK MOUNTAINS. This iteration of the city is built atop the ruin of a far older metropolis, thought to date back to the THIRD AGE, which thrived well into the FOURTH AGE, the ruins of which dot the countryside around the present-day city. It is not uncommon for the remnants of ancient menaia to be dug up around the city (Pop. c. 17,500).

MENAION: Tec. His. GNOTHI automatons similar to imperial SICTHAINEN

TECHNA found in dormant state along the eastern face of the

NARAHASAPHAEL Mountains. and parts of the BLACK MOUNTAINS.

Their condition – overgrown, rusted, pitted and worn-down, indicate that they have been there for millennia, their original intent possibly to guard or even forgotten altogether.

They are about the height of a <u>GIGANRI</u>, or possibly taller, standing about 10-feet tall are bulky and, when complete, often bear animal-like heads, giving them a totemic or shamanistic quality. These totemic heads appear to have had some influence on the <u>SHAPERS</u> of <u>ALAM BETHYL</u> who wear wooden death-masks of similar attributes.

MENAPIA: Set. Small city in the c north of AETHIOS (Pop. c. 20,000).

MENARACGH: Ser. Large slum-city in the region of JAT RAZDA in the far west of THE SURRACH. It was originally envisioned in c 3520 RM by the now-extinct nation of AHINA as a massive drydock. The project ultimately failed, though not before a vast quarry was constructed close to the water's edge, though never linked to the water. The material removed from the quarry was used in construction of the surrounding settlement. The quarry remained empty for some time until an earthquake in c 3610 RM toppled part of the city into it. The rubble was used to reconstruct part of the city, which extended within the quarry, ultimately becoming a large unregulated slum, from which the present city evolved.

Today the city is a major industrial centre and capital of the region of Jat Razda, gutting decommissioned ships and <u>CYCLING</u> the waste of nearby cities into usable materials (Pop. c. 67,000).

<u>MENATH</u>: 1. Geo. Mountain-range in <u>SAMMAEA</u>, along the border between <u>ARKOS</u>^(1,) and <u>SARASTRO</u>.

2. Set. KARKADAN enclave just south of the STYLITH forest along the border between SARASTRO and ARKOS^(1.). The karkadanni were once found throughout this region of SAMMAEA, though were forced south by colonialism and expanding HUMAN empires in the FIFTH AGE, which the karkadanni could never compete against. The fact that the karkadanni are also a mystical people, believing in fetishism and SHAMANISM has not served them well in a post-industrialised world filled with religious and mythic cynicism.

This is one of the few places outside of <u>RHINOCOLOURA</u> where they have thrived, largely because the speck of land they cling to is without industrial resources and because of a totemic idol that they revere, which gives them a reason to stay. The truth is that the karkadanni leaders here have made treaties with <u>SATHEPTHE RISEN</u>, that allows them to maintain sovereignty of Menath, in return for military aid should the occasion arise (Pop. c. 24,800).

<u>MENATORR</u>: Set. City in the c of <u>MIRALUL</u>, forming a part of the <u>EGETAKHAN ROAD</u> (Pop. c. 62,000).

MENAXIA: 1. Sea. Bay in the far south east of ATARAXIA.

2. Set. Coastal city in the far south east of <u>Ataraxia</u>, 52-miles from the border with <u>Ahka</u>. The city is fortified due to its proximity with Ahka and its conflict with <u>Korachan</u> (Pop. c. 82,500).

MENBRAH: Set. Small city in the east of GYZHA (Pop. c. 20,000).

<u>MENDICANT</u>: Rel. Org. Monastic order in <u>TETHYSIA</u>. It is made up of contemplatives who write prayer-plaques to the <u>NEVERDYING</u> and leave them as offerings in natural places such as forests, springs, oases, etc.

MENDREA: Set. Major coastal port city in the c east of CEHOPHELA, overlooking the SEA OF INGALAT. It is unique in that the city proper is surrounded by steep cliffs and is only accessible from the land by a natural tunnel. The tunnel has been widened and reinforced over the years and is now guarded by a series of bastions, making it close to impregnable from the land. On the other side, it is guarded by two large breakwaters, each of which ends at a sea fort.

Mendrea was the birthplace of the famed Cehophelan historian <u>LUNTEV</u>, whose 17-volume '<u>A New HISTORY OF ELYDEN</u>' is considered one of the best modern historical treatises in <u>ELYDEN</u> (Pop. c. 109,200).

<u>MENEFIR</u>: also 'the Broken Mountain'. Geo. Coastal mountain range in the south east of <u>MENISCEA</u>. The mountains are old, worn smooth by coastal activity and known for their deep valleys and as many as half a dozen separate mountain systems, including the <u>AKDA</u>, <u>ALLAD</u>, <u>AYANA</u>, <u>HAMAD</u>, <u>HARAEL</u>, and <u>KHATAM</u>.

MENEMHIR: Set. Settlement in the c of EZASUH^(2.) (Pop. c. 6,400).

<u>MENENHANA</u>: Set. Fortified coastal city in the south east of <u>PELASGOS</u>, in the region of <u>MENNOM</u> (Pop. c. 40,000).

<u>MENENORS</u>: Set. City in the c of <u>AETHIOS</u>. It is known for its glass production (Pop. c. 27,500).

MENENTHARR: Rui. Ancient KHAMIDIAN colossus discovered in 1484 RM by PELASGOSI explorers and transported back to KHADON, in KORACHAN, where it now remains in the SECOND VICTORY SQUARE.

MENERAND: Set. Settlement in the north east of AETHIOS (Pop. c. 6 000)

MENEVATH II: (D. -21 RM) *Pol.* Last autocrat of <u>Arsheesh</u>, whose death in -21 RM would later bring about the birth of the <u>Ahrisheni</u> nation.

MENHIT: Plr. 'Menhita' Rnk. In RHEA, a title bestowed upon those of any gender who have passed their TELA (COMING-OF-AGE trial) and granted the right to defend the borders of their home. Few who pass the tela are granted this privilege, and the families of those who leave in self-imposed exile on their duties as menhita are forever honoured by this.

In their exile, the menhita roam the borders of Rhea defending it from nomad opportunists and worse. They are most common in the Kaurkha along the northern border with the deserts of <u>RTHEI</u>, and the south, along the border with Iacio.

MENIAASOS: Set. A major city in LIDEA, and its capital until 978 RM. In the years following KORACHANI subjugation in 911 RM, the city became a hotbed of dissent, with native partisans disrupting imperial rule. The capital was moved in 978 RM to the new city of CATHAGO, with Meniaasos left in the hands of the INTERREGES, who enforced martial law to keep the city in order. Despite the disruptions caused during this time, by c. 1000 RM, the city had established itself as an important, if modest, trade centre, linking Lidea with MHAROKK in the west and the mercantile city of PYRRHOUA in the north. This, coupled with rich marble quarries outside its borders, have made the city relatively prosperous, receiving many immigrants throughout its life.

A massive earthquake wracked the city in 2605 RM, levelling most of its structures and destroying its streets. It was abandoned after this, with many smaller satellites springing up outside its peripheries, though prospectors and immigrants slowly returned within c. 2750 RM, and the settlements became all part of a larger conurbation that took on the name of Meniaasos. By c. 3000 RM the city had reappeared as a major trade influence in Lidea, where it remains to this day, ruled by the PHORI monarchy, who remained in power as regents following the change in regime of Lidea to the LOW-EMPIRE OF SARASTRO after the SUNDERING OF THE EMPIRE in 3705 RM. Today it is a major city along the routes of both the SALT ROAD and the RED ROUTE, and its markets are alive with merchants trading wares (Pop. c. 260,000).

<u>MENILEK</u>: m. Myt. His. Per. In the mythologies and ancient histories of <u>ELYDEN</u>, a <u>SCION</u> of the <u>DEMIURGE</u> <u>AVRAHAM</u>. Little is known of him and the only mention of him in the <u>MYTHOLOGIA ELYDEN</u> says that he withdrew from his family's legacy and birthright, but eventually became a champion of <u>HUMANS</u>. See Vol IV: Scions, Children of the Gods.

<u>MENISCEA</u>: Geo. Common <u>KORACHANI</u> name for <u>ELYDEN'S</u> eastern continent, connected to the far north east of <u>LLACHATUL</u>. It is known to most natives as <u>ENDORRA</u>. Though many disagree on the exact border

between Llachatul and Meniscea, most geologists state its true edge lies north east of the <u>ROTTING MOUNTAIN</u> of <u>VOULLOR</u>.

As its name implies, Meniscea is home to the font of font of the <u>FIRMAMENT</u> in Elyden, known as the <u>TRUE MENISCUS</u>, and its south western-most expanses are <u>FIRMAMENTALLY-TAINTED</u>, particularly the region of <u>TULURKRYPH</u>^(1.) and the <u>CHORHYST</u> phenomenon.

<u>MENISCEA</u>, <u>EASTERN</u>: Geo. One of two common subdivisions for the continent of <u>MENISCEA</u>, understood to begin at the nations of <u>ABATTUR</u> and LOEGRESS in the north west, encompassing most lands west of IMEAL.

MENISCEA, WESTERN: Geo. One of two common subdivisions for the continent of MENISCEA, understood to lie east of CEHOPHELA.

MENISCEAN INDRIK: Fau. Diminutive relative of the indrik that is common to LLACHATUL, around the size of a large horse with MONOCEROUS traits, including a calcified growth on their nose. They are very tough, and relatively easy to train, and are known for their calm demeanour. They are common to the south west of MENISCEA, including, ACHAA⁽²⁾, CHORHYST, DANU, NALARDIL, SABAEA, and VARU.

They are adapted to high <u>FIRMAMENTAL</u> energies (likely the cause of their calcified skin) and can live to 60-70 years in captivity, and rare individuals (1 per 1,000,000) will reach 200-300 and can grow to twice the size of a horse. The older they get the more knobbly and larger the calcified growths on their heads. They are commonly ridden by authority figures, including police forces, as well as diplomats and envoys. See Vo II: Classification and Taxonomy of Life.

MENISCUS, ORDER OF THE: Org. Oth. Esoteric order of Firmamentists and mystics with chapters across MENISCEA, whose base is located in the city HOTAZAK, in VARU. Its symbol is the double crescent moon and its members are expert astronomers, with diverse knowledge regarding the OTHERWORLD and SPIRITS. It evolved from an ancient order based in the MINARET OF LIGHT, with which its members still have close ties.

MENISCUS, the: see TRUE MENISCUS, THE.

MENITAB: Pol. Sct. Capital city of CHEIRA, as well as being head of the first prefecture, where representative of all twelve prefectures sit in council. It appeared around the PALACE OF THE PROPHET OF THE EMPYREAN in c. 3660 RM, and grew rapidly from then over many decades, reaching a population of 100,000 by c. 3800 RM.

It became the capital of Cheira in 3702 RM, after the <u>SORCERER-KINGS</u> were exiled following the rise of the Church of the Prophet of the Empyrean and remains so to this day, though the Church officially lost power in 3803 RM, replaced by a council made up of various guilds and worker unions, which rule from there to this day (Pop. c. 680,500).

<u>MENKA</u>: *Geo.* Table hills forming the easternmost part of the <u>HARAPPAN</u>^(1.) Mountains, situated in the far south east of <u>MHAROKK</u>.

<u>MENKAR</u>: *His. Ntm.* A successor state of the failed nation of <u>SARASHAN</u> in the west of the <u>PORPHYRI PENINSULA</u>, that emerged in c. 1000 RM, following centuries of anarchy. See Vol III: Extinct States.

<u>MENKARRI</u>: *His. Lan.* Now-extinct language that was spoken by the state of <u>MENKAR</u>, in the <u>PORPHYRI PENINSULA</u>. It would eventually give rise to <u>SABAISAN</u>. See Vol II: Languages.

MENKEN BARRIER: Edu. Eschato-nihilistic hypothesis that, put simply, implies that nothing – not <u>ELYDEN</u>, nor distant suns or the galaxy in which they reside – can last forever, not even time, mass or energy. The eponymous barrier is the postulated point when everything has decayed, leaving *nothing* in its place.

Devised more as a thought experiment than an actual hypothesis by the <u>VÂRRAN</u> philosopher <u>CURE MENKEN</u> in 2367 RM to argue that <u>MORTALS</u> simply cannot comprehend the meaning of nothingness, the argument gained traction far later in <u>KORACHANI</u> scholarly circles in the 32nd century, with many physicists accepting it and building upon its foundations. Various members of the <u>CHURCH OF THE UNDYING MACHINE</u> interpret the Barrier as being the point when all spirits will be consumed by the <u>LORD RACHANAEL</u> in the event known as the <u>RUINATION</u>, uniting mortals with deity in a moment of ecstatic bliss.

<u>MENNANT</u>: Set. Settlement in the south of the region of <u>GENETHAANT</u> in the c east of <u>THE SURRACH</u> (Pop. c. 8,200).

<u>MENNOM</u>: Geo. Region of ancient lava flows and dust basins in the south west of <u>PERGOST</u>, in the southern-most tip of the <u>REHEMAZI</u> peninsula,

just north of the <u>SEA OF USOLESA</u>. The region is known for its black rocks and dark green mosses and it is noted amongst mariners for the fossilised remains of a gigantic beast, in which the whaling outpost of $\underline{\text{LEAH}}$ is situated.

MENOLOGION: see <u>CALENDAR OF SAINTS</u>.

MENORAH: Set. City-tower in VAALK, along the banks of the river RIPARIS. An immense tower, rising over 1/3-mile in height, built from metal through TECHNARCANE and ATRAMENTAL means over ancient foundations and crypts. Its roots stretch deep beneath the surface of the Vaalkan scrubland, housing manufactories, food vats and other workshops, with offices, residential areas and small businesses filling the rest of its mass. The structure is crowned by patrician's palaces and penthouses, which are built around a massive orthodox cathedral; and its base is surrounded by miles of fields that supply it with food (Pop. c. 103,000 incl. farmland).

<u>MENPON</u>: Set. Fortified city in the south of <u>TAAN AN</u>. It is the largest city in the south of the nation and is a major trade centre, maintaining relations with the city state of <u>RAMINA</u> in the west and <u>AMMESH</u> in the south (Pop. c. 45,000).

<u>MENSA</u>: *Rel. Str.* Ancient temple in the far east of <u>ANUBIA</u>, in the Salt deserts of <u>SLAAN</u>.

<u>MENTHA</u>: Set. City along the banks of <u>MENTHAS</u> in the south of <u>ERUTO</u> (Pop. c. 173,000).

<u>MENTHAS</u>: Rvr. River in the south of <u>ERUTO</u>, flowing west for 550-miles from sources in the <u>SIPYLANA</u> and <u>ALBITIA</u> Mountains.

MENTA: Set. northern-most major city in THE SURRACH, in the north west of SAMMAEA, located on the ruins of a great FOURTH AGE trench known as GAUL. The city is located along the remaining side of the trench, rising vertically along its surface. Scattered balconies and loggias pepper its visible parts, though its bowels dig deep into the catacombs and caves beyond (Pop. c. 41,000).

<u>MENUR</u>: Mil. Str. Coastal fortress in the north of <u>IO</u>, overlooking the strait of <u>DAGSIN</u>^(1.). It is a base to <u>SARASTROAN</u> ships that defend the strait from foreign attention.

<u>MEON</u>: Com. Set. Major trade city in the c south of <u>IMEAL</u>. It is considered by most to be the heart of the <u>SOVEREIGNS' ROAD</u> trade-route, and it is famed for its gigantic markets and auction houses where trade goods are bought and sold in large quantities before being sold along the trade route. It lies along the course of a large river that flows south into the <u>SEA OF INDIRILL</u> (Pop. c. 118,300).

<u>MER</u>: Sea. Small bay off the western-coast of <u>KETESH</u>, forming the western-most part of the <u>SEA OF BASSANDER</u>.

<u>MERA</u>: Geo. Mountain in what is now central <u>SAUA</u>. In distant times the <u>TURA</u> people saw the mountain as the centre of the universe and the ruins of many late fourth and early <u>FIFTH AGE</u> temples dot its eastern face, with a large.

MERA DYUN: Set. Settlement in CUTH, along the course of the river TEREEN. It is a major producer of rubber and food (Pop. c. 7,000).

MERODACH: *Ind. Set.* Major industrialised city in the c-south east of KREM, within the <u>BERASSIM BASIN</u>. Situated atop a natural spring, the city has ample free water that is made available to its many people through a vast network of water pumps, the construction of which dates back to c. 2700 RM (Pop. c. 750,000).

<u>MERODI</u>: Set. Settlement in the north of <u>RHINOCOLOURA</u>. It is known for its production of legumes (Pop. c. 3,400).

MERAK MIRA: Sup. Ind. Tec. UMBRAL RIGS off the eastern coast of AHKA. The rigs have been subject to KORACHANI attacks for decades, and many are now in ruin, the sea around them tainted by the ATRAMENTA. The waters of the Merak Mira are ATRAMENTALLY TAINTED and have polluted surrounding waters, though the currents of the GULF OF SKAROS play a vital role in dispersing the taint.

The region is categorised as <u>Dangerous</u> by the <u>Korachani</u> <u>Institute of Atramental Studies</u>.

<u>MERAKHA</u>: Rvr. River in <u>STOLAS</u> flowing east for 240-miles from sources in the <u>REGHAM</u> Mountains before meeting with its parent, the river <u>ALLIA</u>.

MERAKHI: Sec. City in the c north of VENTHIR, forming part of the NATHI ROAD. It originated in the early FIFTH AGE and, alongside the city of VENATH, it became instrumental in bringing about a golden age for the VENATHI EMPIRE, during which time it grew incredibly powerful. By 18 RM the city of ENAATH (present-day HETEPHEROPOLIS) allied itself with TEIRA, to oppose the twin cities of Venath and Merakhi, which eventually lost power. Merakhi waned after this time, becoming a shadow of its former self by the waning years of the Venathi empire.

With the coming of the <u>KORACHANI EMPIRE</u> to <u>VENTHIR</u> in 361 RM, the settlement was resettled, growing into a thriving city by c. 1450, becoming a stronghold to the <u>CHURCH OF THE UNDYING MACHINE</u>. Today it is a major link in the <u>RED ROUTE</u>, and a crossroads of trade in the north of Venthir (Pop. c. 70,000).

<u>MERAL</u>: Set. Dre. <u>AL AKHI</u> settlement in the c north west of <u>STOLAS</u>. It is known for its caste of <u>DREAM-SEERS</u> who venture into the region known as <u>THE GREY TOMBS</u> where they induce visions (Pop. c. 3,000).

<u>MERAVA</u>: Set. Coastal settlement in the north east of the <u>PARTHISAN</u> colony of <u>IBANNEM</u>^(1.) (Pop. c. 7,600).

MERCHANT-KINGS, the: Pol. Set. Ruling caste that emerged in BA'AKH in c. 408 RM following the fall of the older Telraasi government there. The Merchant-kings placed little faith in Telraasi wisdom, and admonished use of Atramental substances, and traded UMBRA and UMBRISKA with other nations, most notably HOAMM. The ORDER OF BAALBETH was created by the descendants of Telraasi members who were exiled by the Merchant-kings, and established a fortress in the ancient hold in the LION'S MAW in the far north east of Ba'akh, from where they harassed the flourishing umbra trade north.

The Merchant-kings were abolished in 634 RM following the nations' subjugation by <u>KORACHAN</u>. They were replaced by governors of imperial descent.

MERCHANT WARDS: Com. Arc. Three coterminous markets within the great city of HETEPHEROPOLIS. Originally independent and divided from each other by some distance, the markets were specialised to different functions – one selling meat and fish, the other selling fruit and vegetables, and the third selling services and manufactured goods. The inexorable growth of the city saw the three distinct markets also expand, and they eventually made contact with each other. Over time, partitioning structures were torn down or adapted, leading to a labyrinthine expanse of alleys and streets – in many cases vaulted or covered in wrought iron and glass – with large empty spaces dominating the historic centre of each market.

Together they are now called the Merchant Wards, and they are where most merchant businesses are found and where they make their homes.

A large statue of <u>QUEEN HETEPHERES</u> now stands at the centre of the Merchant Wards, perched atop a grand structure in which is housed the official departments that oversee trade and taxation within the markets.

<u>MERCUVIA</u>: Sea. Large sea in the south west of <u>SAMMAEA</u>, along the <u>TROPIC OF MAOCARHL</u>.

<u>MERDDIN</u>: Leg. Sup. Rnk. Legendary <u>FIRMAMENTAL SHAPER</u> who features in many legends and myths from <u>MENISCEA</u>, particularly <u>CAMAU</u>, <u>LARISH</u>^(2.) and <u>OBLEVIS</u>.

MERE SABICINA: Lak. Long and narrow lake in the southern face of the KULL DARGA Mountains in the c north of KOLCHIS.

<u>MERECH</u>: 1. *Rui*. Ancient <u>FIFTH AGE YARAOMIC</u> settlement in the territory of <u>EVURAHAN</u>, in what is today the north east of <u>LIDEA</u>. It was one of few Yaraomic settlements of note, and was overtaken by <u>KORACHANI</u> forces in c. 80 RM during their conquest of northern <u>SAMMAEA</u>.

2. Set. Coastal settlement in the west of $\underline{SARASTRO}$, known for its fishing (Pop. c. 5,800).

<u>MERED SUBBAR</u>: *Rui.* Ancient <u>THIRD AGE</u> city, now located beneath the western-most reaches of the <u>GO BISAMMAM</u> desert kin the south west of <u>VENTHIR</u>.

<u>MEREHIM</u>: Geo. Expansive badlands region in the far south east of the <u>UMBRA SOKHAR</u> wastes in <u>SAMMAEA</u>. It is known for its many petrified arks that lie, half-buried there. Their distance from open water indicate that the region was vastly different in the past. MEREKA: 1. Sea. Narrow gulf in the east of ESHIR⁽²⁾, to the west of the GULF OF ESHIRON. It is around 85-miles long and has decreased greatly in size over the past centuries, moving steadily east, as the sea level has dwindled.

2. $\it{Mil. Str.}$ Major coastal fort in the east of $\underline{\rm ESHIR}^{(2)}$, guarding the entrance into the gulf of the same name.

<u>MEREN</u>: 1. Sea. Bay in the south east of the <u>SOLEYN TERRITORIES</u> and mouth of the river <u>MEREN SIN</u>.

2. Rvr. Delta of the river MEREN SIN leading to the above bay.

MEREN SIN: Rvr. River dominating the c and south of the SOLEYN TERRITORIES, flowing east for 880-miles from sources in the ETHITUL, SHAIPUR, MUHUPUR, HASHATH, and NARAMAS Mountains before emptying in the BRINE SEA. It is considered the lifeline of the nation and many of its major cities are located in its drainage basin.

<u>MERENAI</u>: Rui. Abandoned settlement in the west of <u>AETHIOS</u>, in what is now the <u>BLEEDING PLAINS</u>. It was abandoned in c. 3750 RM after the aforementioned <u>ATRAMENTALLY TAINTED</u> region expanded beyond its borders.

MERETH: Set. Settlement in the south east of ESHIR⁽²⁾, in the south west of the region of ATENARA. It is surrounded by rocky landscapes that bear the echoes of an ancient forest – petrified tree stumps and the desiccated remains of woodland creatures. Little is known of this period of life in ancient Eshir, though the region has attracted explorers and historians, who comb through the ruins of ancient life, hoping to find clues that might explain what happened to the area (Pop. c. 5,000).

MERGATA: Sec. City in the west of the SOLEYN TERRITORIES. Its main industry is logging, though it is more famously known for its monastery where SHIE devotees train to serve the MAHANTKHAI, in a tradition that stretches back around 2700-years to the freeing of shie by the first Mahantkhaj RAHANKHEN I from the demon sultan AMENABAST, who had subjugated their people (Pop. c. 47,800).

<u>MERH</u>: Plr. 'merhi'. A unit of measurement common to <u>LIDEA</u> and surrounding regions, including parts of <u>MHAROKK</u> and <u>BA'AKH</u>. It is shorter than the <u>IMPERIAL MILE</u>, to which it is comparable, and equals 1.31 Imperial mile.

MERIDIAN TEMPLE: Pol Rel. Str. Large pylon-like tower within the HALLOWED CITY, in the city of MALADAE, in CEHOPHELA. It was once an influential temple, dedicated to the old animist religion of SEPU, though as the religion fell out of favour in c. 2600 RM it was abandoned. It was restored in c. 2920 RM and has been a part of the administrative infrastructure in the Hallowed City since then.

<u>MERILL</u>: Plr. 'merills'. Mor. One of the original Two-and-Twenty <u>MORTAL</u> <u>PEOPLES</u>, and the children of the <u>DEMIURGE SHIBBOLETH</u>, and the only known aquatic mortals. Physically, they have squamous features, with humanoid upper bodies and piscine tails, with notably no legs. Their faces are notable for being hairless and having large black eyes, and perhaps most famously – long barbels hanging from their chins.

Merills also differ from the other mortal races in that they are asexual, with seven known lines of lineage – each descended from one of the first seven individuals of their tribe. Of them only one lineage exists in numbers enough to study as all other lines have since dwindled through corruption and inbreeding: for the 'torrent' that once sustained them is now gone.

Though few in number, they are most well-known amongst other races for their GENETIC MEMORY, where a newly spawned merill inherits the memories of all its direct ancestors, all the way back to one of the original seven merills. As a result, merills are brimming with discordant memories and experiences which are not their own, though have little empathy, particularly with other races. They are beings of emotion, though unlike KERATIN and ILLIDRAEN it is not a personal passion, but an echo of their many ancestors' lives — pain, suffering, love, loss, death, and so on. As merills age, many find themselves unable to differentiate between their own thoughts and memories inherited across the aeons. This leaves many merills suffering from a personality disorder that is misinterpreted as madness by other races. This disorder becomes exponentially worse with each new generation, which carries the burden of those who came before them, and many scholars think that merills become little more than gibbering beasts.

Merills are linked to the river SHIBBOLETH⁽³⁾ in many ways. They each undertake a long COMING-OF-AGE RITUAL by going upstream to the rivers' main source, where they immerse themselves in its waters. This somehow causes them to reach sexual maturity (Some scholars think this is due to an unknown chemical in the water or some other effect that causes a metabolic change in them), though the proliferation of humans around the river sees fewer and fewer merills complete this arduous ritual.

Merills communicate through intense speech in which intonation and inflection are as important, if not more so, than the words themselves and they can often speak in stream of consciousness, rendering their speech, even that uttered in the common tongues, difficult for other races to understand. Very little else is known about them, though as ELYDEN'S seas retreat, soapstone ruins that hint to ancient submerged metropolises have begun to appear in the middle of once-submerged seas, built on volcanic atolls. Such settlements are invariably deserted and most contact with merills is now either during the pilgrimage along the Shibboleth (though even that has lessened of late) and in coastal raids along the south western coast of SAMMAEA. See Vol II: Classification and Taxonomy of Life: Sicthain.

MERILL ABDUCTIONS: Int. Soc. Once considered little more than an urban legend or a story that parents of some coastal regions would tell their children to stop them from wandering off, today the phenomenon of MERILL abductions is one that is more readily accepted as fact. Lighthouse keepers that go missing or solitary fishermen that disappear without a trace – such cases are increasing in number, with scattered evidence – indicating that they are being abducted and taken below the sea, though to what purpose remains unknown.

Merill abductions are increasingly common in shallow coastal regions that have been revealed by waning sea levels (geologically) recently, for instance the $\underline{SARGASSUM\ SHELF}$ in the east of \underline{BROR} , or the north west of the $\underline{VORANDINE}$, where they disappear within dense kelp forests.

<u>MERITORIAN</u>: Pol. Rnk. Noble caste in <u>TETHYSIA</u>, culturally similar to the <u>PATRICIANS</u> of the <u>INNER SEA REGION</u>. They are known to wear iron armour as a sign of their rank and wealth. Those of highest hierarchal social rank wear clothing that is reminiscent of full-plate, though it is not functional and made of very thin metal that is tailor-made for comfort and to display wealth through detailed enamelling, filigree and gilding.

<u>MERKABH</u>: also 'the Speaker in Dreams'. Rel. Arc. Dre. A totemic spirit worshipped by <u>AL AKHI</u> of the <u>STOLAS</u>. The spirit is said to communicate to the <u>DREAMS</u> of al akhi <u>SHAMEN</u> on nights when the sky is without the light of moons, and neither solstice nor equinox is in effect.

<u>MERN</u>: Set. City-state in the c east of <u>THE SURRACH</u>. It is known for its master astronomers (Pop. c. 41,800).

MEROAI: Rui. Petrified ruins in the REALM OF THE MARKED PALL in the north west of KHARKHARADONTIS. It is known for its expansive domed charnel-temple, which is adorned with gigantic bones and is famed for its deep marrow-vaults. Little is known of the culture that built the temple, and it is ignored by the people of the Marked Pall.

<u>MERODACH</u>: Rel. Rul. Ancient solar temple in <u>RHEA</u>, now abandoned.
The temple is located in the c south of Rhea, in the east of the jungles of <u>CARIAISIUS</u> and was a major temple of the ancient <u>AUDARIAN</u> religion.
It was abandoned following the rise to power of the <u>HIEROMONARCHS</u> in 3192 RM.

It is a wide stepped temple, with many of its deepest chambers cut into the low foothills of the north western-most reaches of the <u>BOKKARIS</u> Mountains. Much of it was destroyed in an earthquake in 3396 RM, though the majority of the structure remains intact, if overgrown.

MEROVICHI DYNASTY: Pol. Soc. Plutocratic ruling caste in SAGITTARIA that ruled from 129 to 1567 RM, believed to be the descendants of one of the four lieutenants of the ancient king BARBATOS. They were eventually deposed by the AUTOCRAT OF SAGITTARIA, who from 1527 RM had been advisor to the court.

<u>MERREANTI</u>: *Rvr.* Major seasonal river that appears in the north of <u>TAAN</u> AN in the south west of <u>SAMMAEA</u>, at the end of the wet season, that flows north into the <u>ACCA HOAL</u> Basin.

During years with heavy rains, the river's flow may lead to the rise of ephemeral lakes that disappear within months, though which lead to the blooming of thousands of vibrant flowers that die within a few weeks, but

which are vital to the life in the region and offer a spectacle that has greeted merchants and travellers for centuries.

<u>MERT</u>: Set. Small city in the c of <u>PARTHIS</u>, along the course of the river <u>DARMUN</u> (Pop. c. 15,500).

MERUTIA: Set. Small city in the far south west of CISNERIA (Pop. c. 11,000).

<u>MERX</u>: Com. Set. Major trade-city and mercantile hub within the <u>TIAMOLDORAN CITY STATES</u> in the south east of <u>BROR</u>^(1,), in the east of <u>OROGEN</u>. The city was founded centuries ago by <u>SHAPERS</u> that were persecuted far from their home. Being close to the Nullambit, the <u>SHAPERS</u> eventually abandoned their Firmamental traditions, though their descendants still cling to some of their old traditions to this day (Pop. unknown).

MES YAMMANA: Myt. His. Lan. MHAROKKIN name for the MESOCHTHONS, also known as THE FORGOTTEN ONES.

<u>MESA</u>: Set. Settlement in the south east of <u>TAMAR</u>, along the ridge of the <u>MESATAR</u> Mountain. The settlement is home to an observatory (Pop. c. 1.000).

MESANIN GOLIATH, the: Flo. Famed giant ficus located in the gardens of St. Lurac's Bastions in Upper Almagest. It is named after the botanist Apsellus Mesanin who brought a sapling back with him from Ahopah in c. 3120 RM. The trees' inexorable growth has rendered obsolete dozens of glasshouses that have been built around it over the years and it has now reached such a size as to no longer need one. It is famed for its hundreds of aerial roots that reach towards the ground like secondary trunks supporting its massive span. Its trunk is covered in centuries of graffiti and carvings proclaiming love, revenge and deaths and it remains a popular spot with FREEMEN who visit the bastions.

<u>MESATAR</u>: Geo. Rough upland region in the south east of <u>TAMAR</u> that runs from the north west, east of the river <u>TAMAR</u>, for around 200-miles south east to the <u>ELIAM</u>: the southern-most region in Tamar. The region is renowned for its brown-grey rocks.

<u>MESHABAR</u>: *Geo.* Rocky ridge in the south west of <u>GNOTH</u>, forming part of the border with <u>SEDISIA</u>. It is known for its many shallow caves, which are filled with ancient animal bones.

<u>MESHES</u>: *Lak.* Long narrow lake in the c of <u>PORPHYR</u>, along the course of the river GOR.

<u>MESHULL</u>: Set. Small city in the c-south east of <u>NAARETH</u>, along the course of the river <u>SULLAR</u>. It is home to a large university, where <u>MATRIDULES</u> study (Pop. c. 16,200).

MESIKAS: Set. Settlement in the c of ELEKHID, close to the RUBEIT wetlands (Pop. c. 7,000).

<u>MESISA</u>: 1. Rvr. River in the c of <u>TAMAR</u>, flowing south for 175-miles from sources in the <u>KYTHI</u> Mountains and <u>TISTAR</u> hills. The c city of <u>TAMARA</u> is situated along its eastern bank.

2. Set. Large city in the c south of <u>TAMAR</u>, sprawled across both banks of the eponymous river. It is considered a <u>BASSORAH</u>⁽¹⁾, and forms a link along the <u>GREAT ROAD</u>, and is also a major hub of local trade, where produce from across <u>Tamar</u> is brought to be sold to merchants passing through. As a result, it sees many trade goods and more exotic items from across <u>CENTRAL LLACHATUL</u> and beyond. It grew following the <u>SARASTROAN</u> annexation of <u>Tamar</u> and is now home to many dignitaries and consulates and is the main point of contract with Sarastro (Pop. c. 428,000).

MESSIT SABAH III: f. Per. (B. 3921) Pol. Current PHAROANT of KHAMID, who ascended in 3981 RM. She is an accomplished FIRMAMENTIST, studying the most recent learnings of Meniscus-trained SHAPERS. Messit is the 7th dynastic Pharoant to rule since his great-great-great-great-grandmother JENDAYA MET corrupted the REPUBLIC COUNCIL and changed the elected position of Pharoant into a hereditary monarchic one. Her daughter NEFRATIR is a famed champion of Khamid and is much beloved by its people.

<u>MESOCHTHON</u>: also 'the Forgotten Ones'. Myt. His. Ancient beings created by <u>THE SHAPER</u> in the earliest of <u>ELYDEN'S</u> cosmogony of <u>ELYDEN</u>, predating even the creation of the <u>DEMIURGES</u> and the <u>MATERIAL PLANE</u> was as yet unseparated from the <u>FIRMAMENT</u> and <u>ATRAMENTA</u>.

They were aberrations, and possessed not the mental faculties through which to understand the dichotomous world into which they were born. Their short existence was tortured and cursed, and they haunted THE VOID between the FIRMAMENT ABOVE AND THE ATRAMENTA BELOW, stalking each other.

It is now thought that The Shaper either destroyed or imprisoned these creatures, after the creation of the Material Plane and the Demiurges Shaped the world of Elyden. effectively ending their suffering.

Very few accounts exist of the Mesochthons, and most of what we know is from fragmentary sources or regional mythologies that have been corrupted by time and oral retellings. Indeed, they are not mentioned in the *MYTHOLOGIA ELYDEN* at all, though references to FORGOTTEN ONES locked in the deepest depths of the <u>PRISON CARCERI</u> by the Demiurge <u>VORROPOHAIAH</u> may be allusions to the Mesochthons. See Vol IV: the Mesochthons.

MESOTH, THE SPIDER: Mys. Rel. In TEMUJAN SPIRITUALISM, the TUTELARY SPIRIT of fate and guile; often called the weaver of lives. She is usually shown as an anthropomorphic spider weaving a tapestry depicting everyday life. Each strand is a human life and the length of the strand the length of the life. Though many shamen claim to have communicated with other spirits, Mesoth remains distant and uncommunicative. See Vol IV: Religions and Cults.

<u>MESOZ</u>: 1. Sea. Bay in the north of <u>JURRAS</u>^(2.), north of the city of the same name, forming the western-most part of the BAY OF BREA.

2. Set. Coastal city in $\underline{JURRAS}^{(2)}$, near the mouth of the river $\underline{PALLATANAS}$. The city is known for its canals and channels, both within and without its ancient walls, linking it to the retreated coast (Pop. c. 50 000)

MESQUES, THE: Soc. Eth. People native to the south of CENTRAL LLACHATUL, in what is now the north east of KORACHAN and the north of PELASGOS. They are descended from an ancient late FOURTH AGE culture known as the MASQUENNI that dominated the above lands, and whose descendants would diminish in the early FIFTH AGE, eventually scattering into what would later become VARR and the north of Korachan.

The Mesques remain now as a minority of nomadic metalsmiths and tinkerers, who travel across the south of Central Llachatul, from LAASKHA to Vârr. Attitudes towards them vary, and in some places, they form a vital part of the economy, where in others, particularly in urban areas where they have settled into ghettos, they are barely tolerated. They exist largely outside of the societal hierarchy of the empire, and in many cases are closest to FREEMEN, though they have none of the benefits of being 'free', though they are not immune to press ganging or indentured servitude. See Vol II: Peoples and Races of Elyden.

MESSHUGA: Set. Subterranean city in the PRISON CARCERI, located somewhere within the expansive CHAMBER OF CHAINS. Little is known of the place, though it appears in independent accounts – one by an PARTHIAN traveller dated to c. 300 RM, and another from SURRACHI myths. Both name the city as Messhuga, and describe it as a cacophonous place that exists beneath the constant echoing clamour of distant chains swaying from the unseen roof of the chamber above. Though not specified, its denizens are thought to be ROPOHAII, or the descendants of unions between ropohaii and DVERGAI (Pop. unknown).

MESSIA: His. Geo. Rocky area to the north of the NEHNAXIAN Desert. Receiving enough yearly rainfall to disqualify it from being a true desert, the region is nevertheless arid and largely inhospitable, with no notable settlements. The discovery of the so-called CLAY LEGION – a series of tens of thousands of life size clay statues – in an ancient buried funerary complex in 4005 RM saw the construction of an ad hoc settlement for the archaeologists and their workers that now numbers a population of close to 400.

The region has been turned into an expansive dig site, with the terrain unrecognisable from the natural features of a decade ago, with large trenches and pit peppering the land, and mounds of waste earth from where the complex was excavated.

The region is well guarded by members of the Tethysian army, and the punishment to anyone caught trespassing on the site is intentionally severe to discourage looting

<u>MESTIS</u>: Set. City in the east of <u>PELASGOS</u>, along the fort where the river <u>ENIKOS</u> meets with the river <u>ELISSANAS</u>. It forms a part of the <u>RED ROUTE</u> (Pop. c. 38,500).

 \underline{MET} : 1. Set. Coastal settlement in the north west of $\underline{MECHABET}$ (Pop. c. 4,800).

2. Lak. Lake in the east of <u>BANT</u>, in the c of the <u>CARCHEMISHI</u> <u>PENINSULA</u>^(1.), in the east of <u>SAMMAEA</u>, forming part of the course of the river <u>IDDEAH</u>.

<u>MET SOBOD</u>: Set. Settlement in the c north east of <u>ANANTHUL</u>. Its quarries are a major source of coal for the nation (Pop. c. 8,000).

METAGHALA: Rvr. River in the east of CHEIRA, flowing east for some 800-miles from sources in the <u>LABR-AGHTUL</u> Mountains, before meeting the coast of the ROILING SEA.

METAGRASH: 1. Geo. Resource-rich area in the north of CHEIRA that in 1724 RM was the site of a major civil war amongst generals and viziers who were vying for the remnants of the empire of UALLA MIGHA, following the untimely death of the emperor earlier in the same year.

2. Set. Major city in the north east of <u>CHEIRA</u>, and capital city of the third prefecture of Cheira (Pop. c. 50,000).

METAL LIBRARY OF VITTIVAS: Edu. Str. Hewn chambers deep within the cave-system of VITTIVAS in the north west of AZAZEM. Documented by KORACHANI explorers in c. 960 RM, the library is famed for its trove of metallic books, after which the so-called library was named. Despite the damp conditions of the cave and the clear, though disputed, age of the books, they are untarnished and in near-perfect condition, though the text that is etched on their surface is unique, with no other known examples, and remains a mystery to scholars. The books were taken to the IMPERIAL LIBRARY in AGLAIA, where they were studied, remaining there to this day.

<u>METANOIA</u>: Set. Fortified settlement in the c of <u>TZALLRACH</u>, along the shores of the river <u>USSAMA</u> (Pop. c. 8,000).

METEBDAN: Pol. Set. Capital of the extinct nation of ALLUCITA, to the west of the GROWING MOUNTAINS in the north east of SAMMAEA. It was abandoned in c. -350 RM, when the OTHERWORLDER NEPHTHALONT united all the tribes of the Growing Mountains under their banner, founding the city of Mulciber in its place. Metebdan was allowed to rot, becoming a ruin within a hundred years. It is now thought to be in the east of the tribe of ATEVEGOS.

METENOIA: Set. Small city in the c of GNOTH, just east of lake ALOGIA. It forms a part of the GNOTHI ROAD, providing food to merchants undertaking the road (Pop. 17,000).

<u>METENUT</u>: Set. Settlement in the south of <u>THETIS</u>, along the course of the river <u>UAPETH</u>. It is a major agricultural area, and is known for its <u>MOONS CRAB</u> harvesting (Pop. c. 4,800).

METEORE: Ele. Meteoric iron, most commonly found in PARTHIS, SABIA, and KOLCHIS, though scattered in small amounts across all of ELYDEN. The metal is remarkably strong and latently magnetic, yet difficult to mine and process. It acts as a focus of sorts for Sabian SHAPERS.

METEORIC IRON: see ADAMANTINE.

METET BANAN: Geo. Scrub plains in the west of PORPHYR.

<u>METGRA</u>: Set. Small city in the west of <u>CYHLAGHARR</u>, 15-miles east of the <u>AGRNN SOUND</u>. The city is known for its many fortified homesteads and farmlands surrounding it, which are largely worked by human slaves (Pop. 12,000).

METHED, LIBRARY OF: Edu. Str. Large library in the city of HYRCANIA in the south of PARTHIS. It is notable for its section filled with books banned by other nations, be they originals or copies. Most of this collection is comprised of books originating in KORACHAN.

METHLAN: Set. Major city in the east of the <u>TARAHID ANNEXES</u> (Pop. c. 420,000).

<u>METHOSS</u>: (7,221-ft.) Geo. Volcano on island of <u>LIVYATHA</u>. It is thought to be responsible for the earthquake that destroyed Livyatha in 3708 RM.

<u>METHULA</u>: Geo. Rocky region in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>MEDES</u>. The region overlooks the <u>GULF OF NESHER</u>⁽¹⁾, and the coast is largely steep, dominated by cliffs.

<u>METHUMN</u>: Dem. 'Methumni'. Ntn. Nation in the base of the <u>AMMASHI</u>⁽¹⁾ peninsula, in the south west of <u>SAMMAEA</u>, south east of the <u>SEA OF MERCUVIA</u>. It is of a hot climate, with the north more hospitable and home to scrubland and sparse woods, and the south dryer and less welcoming to <u>MORTAL</u> life. Its eastern-most reaches are dominated by dry plains and the desert of <u>ANTHAR</u>.

Its people are hard-working, and its agriculturalists remain experts at water-management. They are known amongst outsiders for the reptilian hide clothing that they often wear, and they revere a sun god known as *RAK ETH*, which is the chief divinity of the <u>AUREATE FELLOWSHIP</u>, a religion that espouses egalitarianism and education.

It emerged from the collapse of the republic of <u>RAMIS</u>, which in 2836 RM saw its northern territories annexed by <u>ADHERA</u> after losing a war with the northern nation. Its remaining territories fragmented, eventually coming together once more in c. 2990 RM to form the nation of Methumn, which remains to this day.

A series of droughts in the 31st century RM led to the formation of a new order of water engineers – known as the <u>VODARCHS</u> – who specialised in innovative irrigation systems and water storage. Within a matter of years, they had saved Methumn and in so-doing had gained great prestige and renown, and by c. 3085 RM were challenging the ruling council for leadership of the nation. The collapse of the council in 3091 RM led to the vodarchs usurping control, becoming a ruling caste controlled Methumn for centuries. Their tenure over the nation was not without conflict, and outside of the dense settled areas around the mouth of the river <u>SAPPARANTI</u> and the <u>HENAKARAIAN</u> peninsula, but struggled to reign in disorder in more distant territories, leading to decades of conflict and the near-fracturing of the nation in c. 3130 RM. They were able to stabilise Methumn in 3133 RM, narrowly avoiding outright civil war through the actions of the <u>MOUNTEBANK BANNI</u>, who went on to become an influential member of the vodarchs until his death.

The vodarchs ruled for over three centuries and were eventually ousted by a coalition of powerful merchant guilds and trade magnates in 3452 RM. Collectively known as the <u>GILDED UNION</u>, they had grown disillusioned with the Vodarchs' inability to control its distant territories. Capitalizing on economic discontent and the Vodarchs' struggles, the Gilded Union orchestrated a series of coordinated economic manoeuvres designed to further weaken the Vodarchs' grip over their home. They had amassed a great army in the city of <u>ARAROBY</u>, and in 3449 RM seceded from Methumn alongside a handful of other cities and territories. They emerged victorious after three-years of war, and moved the capital from Hezaz to Araroby, which became a centre of trade, culture and commerce.

Corruption slowly pervaded the Gilded Union, causing it to slowly shift from a meritocracy to a plutocracy to an autocratic oligarchy, and by c. 3770 RM the nation was controlled by a small group of ruling elites, who rule the nation to this day. During this transition to its current state, the Gilded Union became more and more secretive, turning Araroby into a fortress, becoming paranoid of outsiders, and turning Methumn into an insular nation where outsiders are unwelcome. See Vol II: Extant Realms and Nations.

<u>METIGLEA</u>: Rvr. River in the <u>HENDECARCHY</u> of <u>HATON</u> in the north of <u>MALAN</u>, flowing east for 400-miles from sources in the <u>JHALOSS</u> Highlands and the <u>NIYAN</u>^(2.) Plateau before reaching tis termination at the creek of <u>LKOR</u>.

METISOLLA, TEMPLE OF: Rui. Ancient cliff-face temple on the island of Usaar, in the KORACHANI colony of MELHUMBRA. It is thought to date back to the THIRD AGE. The temple-face is hewn from the rock of the island and takes the form of a gaping maw, though most details have been lost.

METON: Ind. Set. Settlement in the far south east of almagest, in the valley between the GAEFANG and IARUS Mountains. Its main industry is the mining of quartz crystal. The settlement is situated close to a nearby ruin, some 4,000 years old, belonging to an old stargazing culture (Pop. c. 5,700).

METORHANA: 1. Sea. Long narrow bay in the east of PERGOST.

2. Set. Coastal settlement in the south east of <u>PERGOST</u>, at the far north of the above bay^(1,). Its main industry is fishing (Pop. c. 6,000).

<u>METREA</u>: Set. Small fortified coastal city in <u>VALBAR</u>⁽²⁾. Its main industry is whaling and it has a long deep harbour. The land around it is known for its ice wedges, which form over many years of permafrost thawing and freezing (Pop. c. 19,000).

<u>METTAR</u>: Set. City in the north east of the <u>HENDECARCHY</u> of <u>DERAEIA</u> in the east of <u>MALAN</u> (Pop. c. 47,000).

METTUSRAH: Myt. His. In the MYTHOLOGIA ELYDEN a mortal prophet and lover of the DEMIURGE ACHAIAH. The two fell deeply in love and abandoned their duties, enjoying the natural world together. Achaiah abandoned him following her pursuit by her wicked brother ASHTERATH, after which she was turned into the TREE OF AGEN as a means of protecting her from her brothers advances.

Mettusrah spent the rest of his mortal life searching for her, and died heartbroken, at the in age of 969. He was reborn as an OTHERWORLDER. His love transcended death and even as an otherworlder he searched for her, and eventually found her, recognising her instantly despite her appearance as a tree. He sat by her side on her roots, unmoving, protecting her from harm, and eventually she grew to encompass his body, embracing him completely. Today he is mummified, his body preserved by her life-sustaining sap, acting as her mouth if he can be coaxed from his deep reverie.

It is said that so long as the two remain in their embrace, that Elyden can never truly die. See Vol IV: the Mythologia Elyden.

<u>METUN KOR</u>: Geo. Mountain forming a natural border between the north of <u>SABIA</u> and the west of <u>PERGOST</u>.

<u>METUS</u>: Set. Settlement in the west of <u>AYAD</u>, along the course of the river <u>ISACCHIR</u> (Pop. c. 6,000).

METUSEA: Set. Major city in the north east of ACHAA⁽²⁾ (Pop. c. 230 300)

<u>MEUS</u>: 1. Geo. Small headland, around 20-miles long, on the western-coast of <u>PELASGOS</u>. Until c. 1000 RM the headland was a small island, though the retreat of the <u>SEA OF SPIRES</u> left it joined with the mainland by c. 3800 RM.

2. Set. Coastal settlement in the west of <u>PELASGOS</u> that emerged from settlements destroyed and abandoned in the wake of the retreat of the <u>SEA OF SPIRES</u> (Pop. c. 3,200).

MEUSEA: also 'the Needles'. Geo. Strange conical rock formations in the south east of <u>TULURKRYPH</u>^(1.), <u>MENISCEA</u>. They are characterised be their inverted appearance, as they balance on the tip of the needles, impossibly so in some cases. This is a result of wind erosion and the <u>LODESTONE</u> heavy rocks, which are supported by <u>FIRMAMENTAL</u> forces.

<u>M'HOTOK</u>: 1. *Geo.* Region in <u>N'RAKH</u>, notable for its dense <u>ATRAMENTALLY TAINTED</u> forests. Its trees are withered and twisted, their vine-like branches tangled and covered in poisonous thorns. The <u>AANTH</u> of the region have adapted to life in this dense canopy, harvesting the plants and building fortresses and cities from a combination of silk and woven <u>STRENK</u> trees.

2. Set. City-state in the region of the same name^(1.). Its many <u>ATTERKHATS</u> have perfected the art of silk-building, melding the craft with the weaving of <u>STRENK</u> trees and mining of the pumice-like stone of the region. (Pop. c. 110.000).

<u>MHAAVA</u>: Sup. Geo. <u>ATRAMENTALLY TAINTED</u> region in the south east of <u>LIDEA</u>.

The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

<u>MHAGANI</u>: Lak. Lake in the south east of <u>ELEKHID</u>, forming part of the course of the river <u>GRELLOR</u>.

MHAGGUAD: Rui. Ancient ziggurat-like tower in the far north of LLACHATUL, in the north east of RAONGEN^{2.)}, in territories claimed by the CALLOW HORDES, beneath the ice sheet of TAAMARAS.

MHALAR: Rvr. River in the north east of SAMMAEA, flowing north west into RHINOCOLOURA from sources in the GROWING MOUNTAINS of MULCIBER and the UGOSTAUTH plateau for 550-miles, before meeting its parent, the river DAKHAN, itself a tributary of the larger river RASELETH.

MHAQ: His. Set. Ancient tower and, later, settlement, built just north east of the mouth of the river THAUR in the far south of the UHLSAATI plains. The tower was constructed in -1195 RM by the master mason MONDL,

who escaped the <u>AUERENI</u> blockade of his town and gathered various guerrillas and refugees to aid in the construction of the tower, which was hidden from barbarian eyes. From there he led various counter-attacks which disrupted the barbarian attacks enough to ensure the victory of the Uhlsaati people following the barbarians' death in in -1193 RM.

With the barbarians scattered, the Uhlsaati survivors erected three other high-towers, and Mhaq became a capital of sorts, with Mondl elected as leader, known as the LORD MASON. Under his guidance the region prospered and became known as the CITADEL MOUNTS, after the high-towers. Mhaq itself grew quickly, its people rapidly outgoing the peak-top citadels and populating the hills and plains beneath it, stretching closer to the river Thaur, where in c. -740 RM it assimilated the harbour-town of DHART as their borders became indistinct. The harbour was expanded, and vessels travelled across the SEA OF ERIA and the DAARKEN GULF, bringing trade and wealth to the region. In -585 RM the city was granted the epithet of DUN MHAQ in honour of its achievements. The city prospered after this time, continuing to grow with the Citadel Mounts themselves. Sea trade increased, both to the north west as well as the east, where river-vessels travelled up the river Thaur, reaching as far east as the ANUBIAN settlement of RET AHK (later RETHKA) in c. -100 RM, where exotic items were traded, bringing yet more wealth to the region. By c. 200 RM trade with the city-state of SIRIPHAS was common, necessitating construction of the fortress of NAKH to safeguard their trade-routes.

The city thrived until the arrival of <u>KORACHAN</u> in the region in 352 RM, at which point its harbours were bolstered to accommodate the large imperial vessels that began arriving to the region with immigrants, after which it became known as <u>DUN MHAQ</u>.

<u>MHAQAL</u>: Sec. Small city in the west of the <u>JAHADAT STATES</u>, under the control of the city of <u>URDAH</u> (Pop. c. 16,000).

MHARAKA: His. Nm. Ancient FIFTH AGE territory once belonging to native YARAOMIC PEOPLE. It was situated in the north of SAMMAEA, forming the south of their ancestral lands and occupied what are today central and eastern MHAROKK, western LIDEA, and north western PARAIYA.

It is believed to have been the last bastion of Yaraomic culture following their enslavement at the hands of <u>KORACHANI</u> forces, and it was eventually overrun in the years following the capture of <u>KEKELIB</u> in 933 RM, signifying the end of their culture in any form that was not fragmented.

It emerged in c. -100 RM following the discovery of an ancient <u>THYMI</u> crown by a Yaraom shepherd, who gained strange abilities as a result. Drunk with power, he subjugated a nearby town, and as people pledged their loyalty to him, he found himself growing stronger still. Over the course of a few tumultuous years, he subjugated most settlements along the <u>NATIAL</u> plains, uniting them under his crown, and he became known as the <u>SHEPHERD KING</u> – an insult crafted by his opponents that he assumed as his own title.

Until then, the area had been unstable, plagued by <u>AATI</u> attacks, though the Shepherd Kings unification of the tribes and city-states allowed them to work together, and the region was cleared by c. -20 RM.

His life prolonged by the crown, he founded a new capital – the city of Kekelib – at the mouth of the river <u>FATHA</u> (now 85-miles from the coast), which rapidly became a metropolis and the largest concentration of Yaraomic people in all of <u>SAMMAEA</u> by c. 200 RM, and possibly the largest urban centre of Yaraomic culture, with its armies defending its western borders from <u>KORACHANI</u> incursion. In 407 RM the Shepherd King entered into diplomatic agreements with <u>HOAMM</u>, which provided Mharaka with many new trade enterprises and eventually the founding of <u>ATRAMENTAL</u> colleges in <u>KHYMER</u> in 523 RM.

Worship of the <u>UNDYING MACHINE</u> in the guise of the <u>IRON DEITY</u> was introduced to Mharaka via <u>EXOCRINES</u> and the <u>ICONOCLASTS</u>^(2,) between 700 – 900 RM, which slowly but steadily took hold, challenging the established religion of <u>NUTHEN</u>^(2,).

The Shepherd King was assassinated under mysterious circumstances in 903 RM, leading the region into chaos that Korachan willingly marched, founding colonies in its lands between 900 – 950 RM along the eastern coast, and along the mouth of the river SHIBBOLETH (3), which helped to further destabilise the region, particularly the capital in Kekelib,

which was besieged in 932 RM and sacked the next year, after which it was allowed to fall into ruin, becoming a haven to bandits and the disenfranchised.

A Korachani Kratocracy was introduced in 933 RM, leading to the downfall of Mharaka, after which the nation became known as Mharokk – the Korachani name for the region. See Vol III: Extinct States.

<u>MHARKA</u>: Sea. Gulf dividing the east of <u>MHAROKK</u> from the north west of <u>LIDEA</u>. It is named after the old <u>YARAOMIC</u> territory of <u>MHARAKA</u>, which existed in extant eastern Mharokk and western LIDEA.

MHAROKK: Dem. 'Mharokkin'. Ntn. Originally known as MHARAKA, Mharokk is one of few KORACHANI dependencies in mainland SAMMAEA. It is in many ways a relic of an ancient time that harks back to the early days of imperial expansionism. It is of a temperate dry climate, and is dominated by the SOLON highlands that run like a spine across the middle of the nation, from west to east, to the HARAPPAN (1.) Mountains, which act as a border to the nation of Harappa (3.).

Its current incarnation dates back to 3930 RM, when it was finally reclaimed by Korachan following a short war with <u>SARASTRO</u> after the assassination of its autocrat, the <u>SERAPI SHAR SURYAH</u> two years earlier, though prior to this it had been an imperial territory for some time, beginning in c. 925 RM, following centuries of <u>EXOCRINES</u> and missionaries spreading the word of the <u>UNDYING MACHINE</u> there, and it lasted until the regions' fall to Sarastro in 3728 RM.

The present prefecturate was introduced by Korachan in 2702 RM, when the region was divided into 52 municipalities (now 49), each overseen by a PREFECT⁽¹⁾, who ruled on behalf of the 'king' – a hereditary rank first appointed by the <u>ARCHPOTENTATE MALICHAR</u>, which survives to this day.

The west of Mharokk came under control of the short-lived <u>DORN KINGS</u> during the political upheaval surrounding the <u>WAR OF SUNDERING</u>, leading to formation of the independent state of <u>ALLASAN</u> in 3705 RM.

Though Mharokk has remained under Korachani control since 3930 RM, largely due to its gold reserves and other natural resources, the region has remained unstable, particularly across the <u>STRAIT OF SHIBBOLETH</u>, as <u>SARASTRO</u> attempts to wrest control away from Korachan, particularly since the damming of the <u>SHIBBOLETH</u> (3.) in 2943 RM.

Mharokk was once a pioneer of the alchemical form known as <u>TAKWIN</u>, which specialised in creating artificial life like <u>HAEMONCULI</u>. The practice has since been superseded by <u>CLONING</u> and <u>FLESHWRIGHTING</u> industries, at which it continues to excel. It also has one of the largest <u>SERAPI</u> populations, many of which are in positions of power and authority, or conversely living in ghettos in the larger cities, most notably <u>TAKUH</u>. See Vol III: Extant Nations and Realms.

<u>MHAROKKIN</u>: 1. Lan. Native language of <u>MHAROKK</u>, and now also spoken in <u>ALLASAN</u>, <u>ARSHAD</u>, and <u>HARAPPA</u>⁽³⁾. After millennia of subjugation by the <u>KORACHANI EMPIRE</u>, the language has become bastardised, with as much in common with extant <u>KORACHANI</u> as it does the Mharokkin of the early <u>FIFTH AGE</u>. See Vol II: Languages.

2. Wea. Dry south westerly wind common in the $\underline{\text{INNER SEA}}$ that blows from $\underline{\text{NORTHERN SAMMAEA}}$. It is named after Mharokk, as the wind are typically felt there first, though it is common from $\underline{\text{VAALK}}$ in the west to $\underline{\text{LIDEA}}$ and $\underline{\text{BA'AKH}}$ in the east.

MHAROKKIN CAMPAIGN: Mil. His. A particular theatre of the WAR OF SUNDERING that saw LIDEAN forces (under the command of dissident SARASTROAN SARAKASHAR (general) ACHAXCE BENNALAB) moving across the river SHIBBOLETH^(3,) into MHAROKK. The conflict started on the 8th of MALICHALEN 3705 RM and lasted for over 6-months until the 23rd of KORAHALEN, with the destruction of fort GARAKK by the imperial alliance, after which the last of Lidean forces were pushed back across the river.

MHAROLAGON: Sup. Geo. FIRMAMENTALLY-TAINTED region in SAGITTARIA, and one of few such regions in the NEAR HEMISPHERE. It serves as a border between the south east of Sagittaria and the north of EREBETH. Though the corruption here is faint (likely due to its distance from the TRUE MENISCUS), it can be felt – the land here is calcified and

drained of colour, and no flora survives here. What fauna ventures here does not remain for long as to do so is to become one with the land.

The fabled region of $\underline{SOMA\ RAS}$ is claimed by some to lie within these lands.

MHATESESHAL: Geo. Warm humid scrubland dominating the south of VÂRR.

MHELK: Set. Fortified coastal city in the north east of KARGAMA, in the IHATHUS headland. Founded in c. 3740 RM, the settlement emerged to harvest (and later cultivate) seaweed that is used as a dye. This remains its main industry to this day, though the city has grown considerably and was fortified between 3834 – 3893 RM to help deter piracy and slavery in the region (Pop. c. 47,300).

<u>MHEMGAST</u>: *Mil. Str.* Large citadel in the far east of <u>ZOHAK</u>, within the Firmamental wasteland of <u>WESTERN TULURKRYPH</u>, in the c of <u>MENISCEA</u>. It is hewn from the rock of a gigantic monolith and is located in an area where the <u>ARCANE TEMPERS</u> are weak, leading to a weakness in the <u>FIRMAMENTAL</u> effects there.

MHILOS: Geo. Island off the north western coast of the island of IRUGNA^(1.), belonging to the PARTHISAN colony of ABDAKROS^(1.).

MHOBAAT: Set. Settlement in the west of ROMOREA⁽²⁾. It originated as a forward military outpost soon after the arrival of RAFFIN BARAQ to the region, though later developed into a manufactory where landships, ambulants, and conveyors used in the mining industries were built and repaired.

Today its main industry is the repair of the <u>SICTHAINEN TECHNA</u> that protect the royal family and its industries. Though most of these golems are imported, they are maintained and repaired in Mhobaat to reduce spending (Pop. c. 8,900).

<u>MHODRI</u>: Set. Settlement in the south west of <u>ZHARIAH</u>⁽²⁾ along the banks of the river <u>VENNON</u>, in the region of <u>KUIASH</u>. Its main industry is iron mining (Pop. c. 5,900).

<u>MHOGUN</u>: Set. Major city in the c north of <u>CARNYNGA</u>. It is situated in the steep foothills of the <u>SANTOREAN</u> Mountains, and is known for its steep layout and winding streets, many of which are stepped (Pop. c. 180,400).

MHORGCALU: lit. 'tainted tower'. Sup. Mil. Str. Corrupted tower built over a dagger-like peak in the far south west of the MHORSINA plains in the far south of the nation of <u>DURCHAA</u>, dating to an ancient time, its walls corroded and rank with the stench of

<u>MHORS</u>: Set. Settlement in the south of the nation of <u>DURCHAA</u> that serves as a trade-hub between the more rural southern-cities and the more industrial north (Pop. c. 10,000).

MHORSINA: Geo. Black plains in the south of the nation of DURCHAA, eerily beautiful in winter when covered by snow.

MHORWI: Set. City in the south east of AHOPAH, overlooking the SEA OF NARANOR (Pop. 80,000).

<u>MHOURESH</u>: Geo. Mountain-range forming an eastern extension of the <u>KOTHA ICHOLLIGHA</u> Mountains, located in the east of <u>LLACHATUL</u>, forming a major part of the geography of the north of the mainland <u>PANTHEON ISLES</u>.

MHUGIZZHE: Geo. Expansive canyon system in the c of the <u>DUNE SEA</u> in <u>KHARKHARADONTIS</u>, its floor hidden beneath dust dunes. <u>ETHERI</u> legends claim that the canyon walls are riddled in hewn caverns that were made by a <u>FOURTH AGE</u> culture of whom little is now known.

MHUGREH WASTES: Geo. Stone desert in the west of Kharkharadontis, in the Realm of the Marked Pall.

<u>MHUIXHRU</u>: *Geo.* Expansive wasteland in the north east of the <u>REALM</u>
<u>OF THE MARKED PALL</u>, in the north west of the <u>KHARKHARADONTIS</u>. It is filled with large fossils of strange design.

MHUKTARA: Set. Small city in the west of the JAHADAT STATES, under the control of the city of MARBAIJA (Pop. c. 19,000).

<u>MHURZIM</u>: 'also the *Herald City'*. Set. Autonomous city (enclaved within the nation of <u>RAHENG</u>) overlooking the <u>SEA OF CHHMAR</u>, in far west of <u>SAMMAEA</u>, north of the equatorial forests of <u>WOLD</u>.

It is known as the *Herald City* only to those from distant lands, due to an old legend originating around <u>THE INNER SEA</u>: due to the city's status

as a far western region, it was commonly associated with the night and was regarded as the first place an <u>OTHERWORLDER</u> would visit following its rebirth onto the <u>MATERIAL PLANE</u> (Pop. c. unknown).

MHUTHASH: 1. Geo. Rocky region dominating the south east of <u>OTINTH</u>, known for its relatively flat top.

2. *Geo.* As recently as 2000 RM the south eastern reaches of <u>OTINTH</u> (the <u>VETHRANDA</u>) were separated from the mainland by a shallow inland sea of <u>ABARULLIA</u>, leaving a peninsula, some 200-miles long, though the waning of <u>ELYDEN'S</u> seas over past centuries have left the peninsula landlocked, the inland sea disappeared.

MIACH: Geo. Mountains in the north east of <u>TETHYSIA</u>, close to the border with LOEGRESS^(1.).

MIAGANA: Sup. Geo. Atramentally tainted coastal area off the western coast of the FREE-ISLES OF PELASGOS. The region spans the southern coast of the island of KORIN^(1.) and the northern coast of the island of KATHARA^(1.), and the sea between them, which is laced with strands of thick black ichor, leaving its waters lifeless.

The region is categorised as $\underline{\text{DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}$.

MIAID: Set. Major coastal city in the east of <u>ELEKHID</u>, overlooking the <u>BAY OF ENEPH</u>. Its main industry is logging, and it exports lumber to various nations (Pop. c. 138,000).

MICHER: Set. Major city in the north of <u>GREST</u>^(1,), in the west of the island-continent of <u>Bror</u>^(1,) (Pop. c. 580,000).

MICOPA: Set. Coastal settlement in the south east of <u>OPHIUSSA</u> (Pop. c. 13,400).

MICRAPIS: Set. Settlement in the c of <u>ALTHA</u>. Its main industry is tinmining (Pop. c. 20,000).

MID FIFTH AGE COLLAPSE: His. Historical period. 3000 following decreasing sea levels and unprecedented numbers of ports becoming landlocked. Sea trade and travel diminished, cutting off many regions from each other. This period lasted between 1 - 2 centuries at most as many ports and harbours were regraded or redesigned to take into account the lowering seas.

MIDAEL: Mil. Rnk. In the military of the KORACHANI EMPIRE, the highest rank within the conscript armies. Though the rank is commonly regarded with disdain amongst the armed forces, it is a vital one, and only given to skilled individuals with the ability to rally relatively untrained forces. It is required to instil a sense of discipline and respect in otherwise unruly troops.

MIDAEL GIGNESTHUS: (B. 3959 – 4007 RM) *Mil.* General (MIDAEL) of the KORACHANI EMPIRE'S conscript forces.

MIDAL: Alc. Set. City in the c north of VENTHIR, its roots lying in the NATHI kingdom that dominated the region there in the early FIFTH AGE. The city is renowned for its rich culture of ALCHEMIE, which first appeared there in c. –360 RM, where the halfblood ARAKIEL introduced the FIRMAMENTAL art of ALEMBISM. The region attracted many scholars and alchemists and within 100-years of his introduction of the art, Midal had grown prosperous and influential, so-much-so that that the capital of the Nathi kingdom was moved there in -268 RM.

By c. -200 RM, the alchemists had turned to the <u>ATRAMENTA</u> as means to further their experiments, eschewing the Firmamental art as taught by Arakiel. Through the Atramenta they could achieve much more, and their power continued to wax, their alchemists and warlocks enjoying long epicurean lives. The city slowly transformed into a hub of hedonism, with epicureans from distant lands travelling there to savour the delights on offer. This led to the so-called $\underline{\text{LION HERESIES}}$ that fragmented the Nathi kingdom, leaving it ruined by -170 RM.

The once proud kingdom reduced to a handful of warring city-states, Midal's attitude changed and by c. -40 RM it had forsaken its past sins and returned to its true vocation of study. The philosophy of MIDISM would first appear in this time, propagating the persecution in -6 RM of the few SHIE that had remained in Midal following the fall of Nath. Proponents of Midism clashed with religious fundamentalists based in TEIRA, though Midal remained powerful. By c. 140 RM it was one of the largest consumers of umbra in ELYDEN, leading to the funding of umbra plants in the SHAMAL.

The return of <u>HETEPHERES</u> to <u>VENATH</u> 194 RM brought with it the end of Midism, though Midal continued to grow, its alchemist-caste composed of immensely powerful individuals. In 211 RM the <u>KORACHANI EMPIRE</u> founded a colony in Midal, where Atramental secrets were traded. This only increased with Hetepheres' abdication to Korachan.

The fall of Teira to <u>PLAGUE</u> in 1002 RM and the construction of <u>SIPHON ENGINES</u> in the <u>HAMSHEN</u> plains further tipped the balance of power towards the west of Venthir, and a technocracy was founded in Midal in 1293 RM, the remnants of Teira's <u>ASHURAN</u> monarchy all but disappeared by c. 1300 RM. The re-emergence of Hetepheres in 1906 RM led to the massacre of most Venthiri <u>TECHNARCANISTS</u> in 1921 RM, ending the technocracy of Midal. The abandonment of <u>KITHAMAR</u> – the region's main source of umbra – in 2821 RM – left Midal greatly diminished. The city that once boasted a population of close to a million was dying.

The city declined and as the last of the great alchemist-lords died in c. 3100 RM, the city remained as little more than a port and link with THE INNER SEA, one of the few cities in Venthir where the CHURCH OF THE UNDYING MACHINE retained power, though the slow wane of the DARK SEA saw even its ports diminish over the next centuries, until it had become a dim simulacrum of its former self by c. 3800 RM, about 5-miles from the present shore, and its outer structures and old harbours crumbling and abandoned, home to disease and DEGENERATES. It remained a part of the Red Route, which brought some respite on the form of trade (Pop. c. 39,000).

MIDDIR: Mil. Pol. Str. Bridge-fortress in the north east of EASTERN LLACHATUL, along the course of the river LYNNFAEL at the border between the south of LOEGRESS^(1.) and HARITH. It is a major political centre and is home to offices and halls where representatives from both nations meet to discuss trade, alliances and other matters. It is considered the main gateway between the nations, with passage across their shared border largely stymied by the course of the river Lynnfael.

MIDIAN SABAQ: Geo. Massif in the east of SAMMAEA, in the c of the UHBATAQI headland^(1,), forming a part of the expansive Uhbataqi Mountain-range^(4,).

MIDISM: His. Phil. A philosophy that originated in the VENATHI empire in c. -40 RM, that eschewed the past sins of its founding city of MIDAL, advocating instead a life devoted to the pursuit of scholarly pursuits and introversion. Advocated of the philosophy were responsible for the persecution of SHIE and other creatures that had remained in the region following the LION HERESIES that had destroyed the NATHI KINGDOM years before. The philosophy found opposition in the rival religions' fervour of the city of TEIRA, though managed to survive until the return to the region of the SPHINX HETEPHERES, who managed to quell it by 194 RM.

<u>MIDNIGHT SUN</u>: <u>KORACHANI</u> vernacular commonly used to describe the months-long period of unending light experienced during summer in the far north of <u>LLACHATUL</u>. By contrast the regions' winter is known as the <u>CRAWLING DARK</u>.

<u>MIDOHOII</u>: Ser. Small city in the north east of <u>ELEKHID</u>. Its main industry is the processing of lapis mined in the region into blue dye and paint (Pop. c. 16,000).

<u>MIDUM</u>: *Mil. Str.* Major fortress in the south of <u>HANNAH</u>, overlooking the <u>SEA OF ETAGIRIA</u>.

MIFUNE, THE LONE: Leg. Legendary character in SAUA. A mystic wanderer, was once a naval captain, though following a court-marshal for disobeying orders (an act which ultimately won a battle), was exiled.

MIHADDUN: Sup. Geo. Mildly ATRAMENTALLY TAINTED basin in the c of OTINTH. It was mined for umbra extensively between c. 1100 - 1900 RM by the CHURCH OF THE UNDYING MACHINE, with ownership changing hands to VETHRANDA following the expulsion of SATACHAN from the area in 1241 RM. The mines continued to be operated until the region was rendered inhospitable and was abandoned to corruption in c. 1900 RM.

The region is categorised as $\underline{\text{DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ Institute of Atramental Studies.

MIHARAST: Set. Major city in the c north of the UMBRA SOKHAR. It is a sprawling metropolis, dominated by a tall stone citadel perched on a rocky pinnacle at its centre that commands an unsurpassed view of the Umbra Sokharan skyline. The city is relatively close to the civilised lands of northern SAMMAEA – some 200-miles south west of the PARAIYAN border, and 350-miles south east of the KARAKHASID border and maintains well-guarded trade-routes with both.

Though the city is often called an <u>ETHERI</u> metropolis, the population is split evenly between <u>HUMANS</u> and etheri, and it is also home to <u>SHIE</u>, <u>DVERGAI</u>, as well as <u>PLAGI</u>. Indeed, it is known for having the largest urban concentration of plagi, which traditionally avoid large urban areas. Miharast maintains little contact with other settlements within the Umbra Sokhar, though it is said that every *etheri* nomad travels to the city at least once in his life to revere the relics of their kind, which are kept in open view within the <u>GREY CITADEL</u> (Pop. c. 430,000).

MIHATEGHAH: Geo. Expansive tar pits in the c south of VAALK, 3-miles south east of the city of EMBER. The tar pits are thought to date back to the early FOURTH AGE, if not earlier and fossil evidence suggests that the pits were frequented by mortals as well as wild flora and fauna over the years.

The pits are known for their natural bitumen, which was extensively mined in the late Fourth Age and sporadically in the <u>FIFTH AGE</u>. The ruins of a settlement are found close to the pits, and are likely attributed to various different cultures over the years, the most recent of which was in c. 1000 RM, where bitumen was mined by the <u>KORACHANI EMPIRE</u> here.

MIHEHAEL: Set. Major city in the south of the FREE-ISLES OF PELASGOS. It is one of its larger cities, something largely possible due to the large hydro-electric power provided by a dam north of the city, along the course of the river ABINOR (Pop. c. 253,000).

MIKA: Sea. Small Bay in the west of <u>TAMAR</u>, north of the <u>ABYSS OF ENESH</u>. Prior to the retreat of <u>ELYDEN'S</u> seas the bay was a strait, and the small headland to its West as an island.

MIKAH: Set. Coastal settlement in the south east of GNOTH (Pop. c. 9,000).

MIKAL: Set. City in the north of <u>PARTHIS</u>, along the course of the river <u>ESHMUN</u>. It forms part of the <u>RED ROUTE</u> and is known for its large storage yards and mercantile auction halls where merchandise is sold wholesale (Pop. c. 103,000).

<u>MIKALI</u>: Geo. Rolling valley in the north of <u>PARTHIS</u>, between the <u>MALAUR</u> Mountain and the <u>ABBARI</u> highlands.

 $\underline{\text{MIKKEA}}\!\!:$ Set. Settlement in the west of $\underline{\text{TAMAR}},$ controlling the $\underline{\text{BAY OF}}$ $\underline{\text{MIKA}}$ (Pop. c. 5,000).

MILA: Geo. Island in the BAY OF OMONJA, in the south of PERGOST.

MILAD II, SHRINE OF: Rel. Str. Final resting place of king MILAD II of ROMOREA^(2.), on the island of GURI^(2.) in the sea of HASAAZ ARAAT. When he died in 33755 RM the sea had not yet been created and the shrine was located on a hill in the Guri^(1.) depression. The island is private and only members of the royal family are allowed on it, though it believed that none have visited it in many generations.

MILAD IO SGIROUT I: m. (B. 3672 – 3809 RM) Pol. Per. Historic king of ROMOREA (2.) and 1st cousin of the previous monarch, queen SETAREH BARAQ, who died heirless in 3798 RM. He claimed the throne following a year of unrest and ruled for just over a decade, leaving the throne to his daughter ELAHEI IO SGIROUT (after his eldest child, MILAD IO SGIROUT II, predeceased him).

His rule was unremarkable and despite his venerable age of 126 years when claiming the throne, he was lucid and able-bodied. His longevity was a result of a lifetime of taking drugs whose intent was purely designed to extend his life.

He lived for 11 years as king, dying only because he chose to stop prolonging his life. He is remembered as a patron of the arts, cementing a tradition of aestheticism in the royal line, something that continues to this day.

MILAD IO SGIROUT II: m. (B. 3701 - 3755 RM) Pol. Per. Son of king MILAD IO SGIROUT I of ROMOREA (1.) who died of AEPATHY, predeceasing his

father. His body is laid to rest in a private shrine on the island of $\underline{GURI}^{(2)}$ in the sea of \underline{HASAAZ} \underline{ARAAT} .

<u>MILALL</u>: Rel. Str. Fortified temple in the foothills of the <u>SICHAAL</u> Mountain in the east of <u>VAALK</u>. The temple is a monastery to failed <u>CENOBITES</u>, their bodily corruptions too great to bear alone. Together they serve the intermittent pilgrimages of <u>THE SHADOW MARCH</u>, tending them during their short sojourns there.

<u>MILATA</u>: *Mil. Str.* coastal fortress on the island of <u>MILA</u> in the south of Pergost, guarding the <u>BAY OF OMONIA</u>.

MILAZAAN: Geo. Plateau in the c of the REHEMAZI peninsula, in the c of PERGOST.

MILAMAND: Set. Small city in the east of NOAVATUR, in the region of VOHUR. It is a major agricultural centre (Pop. c. 18,000).

MILESTONES OF HALLID: His. Soc. Arc. Old iron pillars in the south west of <u>SKAROS</u> and the north west of <u>LAASKHA</u>, thought to have been used by the ancient <u>LASCAR</u> people as milestones and burial markers. Most are corroded and decayed beyond recognition, though are few remain, mostly in the south of Skaros.

MILIMORDA: Pol. Soc. Minor PATRICIAN HOUSE with holdings in LAASKHA. It originated in the city of DAKHACAIA in KORACHAN in c. 1200 RM, where it owned land, growing crops on them, though it dwindled in influence over the years and is now largely forgotten, having married into other Houses to survive. It is most famed in Korachan for BIRIGAN CASTLE – a now-ruined family cemetery in the form of a fortress that is the final place of repose for hundreds of members of the House.

MILIZAAN: Sec. City in the east of the tribe of ASSAGOS, in the east of the GROWING MOUNTAINS of MULCIBER. It is known for its strange customs, which some scholars have likened to ancient LACER culture (Pop. c. 32,000).

MILK GALL: Fau. Cui. Worm-like creatures common in EPHATTA and the south of SYNCHTHONITHA that burrow into the bases of BAOBAR trunks, which causes a gall tumour to grow around the creature, which lives the rest of its life inside the tumour, eating sap that it produces. The gall is cut off and eaten by many people in these regions. The sap is white and coconut-like, and the worm is sweet and crunchy.

<u>MILL KARGEMMA</u>: also 'Eastern Kargemma'. Pol. His. For a short period between 1929 and 1959 RM the kingdom of <u>KARGEMMA</u> was divided in two when twins <u>ANOQUARIS</u> and <u>ANOQUARON</u> acceded the throne following their father's death in 1926 RM.

After a few years of ruling together, they decided to divide the kingdom into two and drew lots to decide which of them would rule from there. As a result, Anoquaris moved west to begin her rule over what became known as <u>TUL KARGEMMA</u>, while her brothers' domains became known as Mill Kargemma. Anoquaron's death in 959 RM saw the kingdom reunited once more.

MILLIPOD: Fau. Gigantic arthropods common in the tropical rainforest of WAELMIGH and associated nations (PNESSA, CHEIRA, and SERROK), though it has also been found in NOAVATUR, OKKHAM and PORPHYR. They can grow to over 10-ft. long, and slither through the forest undergrowth, where they feed on decomposing vegetation and faeces, though they are well equipped to defend themselves against predation, with many varieties having chitinous plates that are covered in a foul-smelling toxic chemical, and all forms are able to curl up into hard balls, which allow them to avoid most harm. Some are able to attack other slow-moving prey by wrapping around them and constricting until their toxic chemicals that cover their bodies burn through the skin of their prey, killing them slowly. Smaller varieties grow to around 1 - 2 ft. long and are known to swarm, with hundreds if not thousands seething over the forest floor in a tight mass, eating all in their path. See Vol II: Classification and Taxonomy of Life.

MIMEIS: Oth. A form of OTHERWORLDER within the HIGH-EMPIRE OF KORACHAN. They are secretive and are known to possess the ability to mark a MORTAL, after which they are able to assume their form and identity. See Vol II: Classification and Taxonomy of Life.

<u>MIMIR</u>: *rel. Dei.* Principal deity in ancient <u>HADEN</u>. Its icons were usually in the form of a menhir bearing a bass carving of an eye, the eye representing its all-encompassing knowledge. Such menhirs can still be found

abandoned in the wildernesses of <u>PELASGOS</u> and <u>VÂRR</u>, though present cultural differences see the <u>EYE OF MIMIR</u> as an evil sign, and any menhirs bearing the mark are largely avoided. Rural settlements sometimes leave offerings of meat and rawberries at such menhirs on mid-winters' eve, to appease dark spirits. See Vol IV: Deities and Pantheons.

MIMIR, EYE OF: 1. Rel. Symbol of the old deity MIMIR; a bass-carving of an open eye in a menhir, some of which remain in present PELASGOS and VÂRR.

2. Mys. Soc. In cultures along the north eastern coast of <u>THE INNER SEA</u> (particularly the east of <u>KORACHAN</u>, <u>PELASGOS</u>, western <u>LYRIDIA</u> and <u>VÂRR</u>), belief in the manifestation of a persons' envy or dislike of another individual in a detrimental physical effect (usually minor sickness or strange afflictions such as hiccoughs, sneezing, crying etc) in the target.

MINARET OF THE EIGHT WINDS: His. Str. Ancient tower in the south of Ahrishen, in the north of the Levantine region. It has an octagonal cross-section, and its sides correspond with the four classical winds and the four winds pairings. The top of the minaret is dominated by funnel-shaped hollow on each of its eight sides, which make a distinct whistling sound when wind strikes them from a particular direction, serving as a way of identifying both the speed and wind source. The ruins of an early FIFTH AGE settlement is found at the base of the minaret, possibly dating back to the time of GOETHAN^(3,) rule over the region.

MINARET OF FLAME: Sup. Arc. Supranatural phenomenon in the north west of SHAZGIN in MENISCEA that takes the form of a pillar of everburning red flames that emanate from a sinkhole. The region is FIRMAMENTALLY ACTIVE, and SHAPERS can only spend a few minutes around the pillar before being wracked by intense headaches that, if not removed from the area, can lead to seizures and death. Due to this, the flames have never been adequately examined and their source remains unknown.

MINARET OF LIGHT, the: Edu. Sup. Str. Found close to the TRUE MENISCUS in MENISCEA, the Minaret (comprised of 13 towers) is home to the ruling body of FIRMAMENTAL SHAPERS, who oversee the development and growth of their kind throughout ELYDEN, particularly in the continent of Meniscea. The Minaret is overseen by a council of thirteen ONÉSIMUS, at the head of which is a ONÉSIMUS-PRELATE. The current prelate is ARANTUDUR FARAUT.

However, where once shapers were a united people, their customs held together by the dominion of the Minaret, things have been different since the demise of FEDERATION OF FREE NATIONS OF MENISCEA in 3272 RM, and their kind have fractured, with no central leadership as the rule of the Minaret is ignored by most. Despite this estrangement, the Minaret maintains it is still the ruling body of the shapers of Meniscea, and continues to release edicts and laws. Even though most shapers are unaware of them.

Many shapers live their lives without once coming into contact with the Minaret and some even live in ignorance of its continued existence altogether. Most shapers learnt to focus their skills through a mentor, who in turn learnt from another and so on, making contact with the Minaret sparse at best.

MINARET OF MALLAREON: Rui. Ancient monument, believed to have been created by the <u>DEMIURGE NYARLOTH</u> in the <u>THIRD AGE</u>. Its construction follows the principles of the golden ratio, as described by his children the irothani and can be seen from many miles away. Indeed, though it is 17-miles from the coast, it is used by mariners travelling the waters of the <u>SEA OF LETHEA</u> to navigate with.

MINARET OF MERED SUBBAR: Rui. Ancient half-toppled minaret in the west of the GO BISAMMAM desert in the south west of VENTHIR. It is named after the nearby ruin of MERED SUBBAR, which was a THIRD AGE city, but which is now buried beneath the sands of the Go Bisammam.

MINARET OF TAE INORU: His. Str. Gigantic marble FOURTH AGE tower located in the c north of present-day OPHIUSSA. By the time mortal races had re-emerged in the early FIFTH AGE, the tower had been reduced to an expansive ruin with a huge footprint covering many miles. As MORTALS began to settle down, they began to plunder it for construction materials, and many structures in the city of ASHURHADDON, including its original walls built between c. 100 – 175 RM, were made from blocks taken from this site, which remains a major landmark to this day.

MINASTERIA: Plr. 'Minasteria'. 1. Pol. Org. Generally, the name used for the various branches of governmental offices and departments, including SHAPING within the KORACHANI EMPIRE. They were disbanded in 3708 RM following the SUNDERING OF THE EMPIRE, and reorganised into ORDERS, though this only lasted until 3779 RM when they were reinstated, and many of the newly-funded Orders disbanded and folded into the reinstated Minasteria.

The major Minasteria in operation throughout the empire today include:

- the MINASTERIA OF AGRICULTURE.
- the MINASTERIA OF ANNALS.
- the MINASTERIA OF COMMUNICATIONS.
- the MINASTERIA OF EXORCISMS.
- the MINASTERIA OF NEGATIONISM.
- the MINASTERIA OF ROADS.
- the MINASTERIA OF SHAPING.
- the MINASTERIA OF TITHES.
- the MINASTERIA OF TRADES AND COMMERCE.

There is some degree of overlap between the Minasteria and the <u>SANCTIFIED ORDERS OF THE INQUISITION</u>, and various Minasteria and Orders do work together in pursuit of their common goals. The main distinction is that the Minasteria are civil departments, while the Orders are militant.

Indeed, there has been a great deal of controversy over the years with many individuals and groups attempting to reorganise various Orders into Minasteria, or vice versa. Though following the failure of the MINASTERIAL REFORMS of 3708 RM the Council of Seven have been reticent of changing the present balance between Minasteria and Order any further.

2. Pol. Org. More specifically, one of many offices in the <u>KORACHANI</u> <u>EMPIRE</u> devoted to a specific form of <u>SHAPING</u>, and which is responsible for training and issuing licences to shapers, as well as issuing warrants on those practicing illegally. Each Minasteria is the face of the form of shaping associated with it, and maintains a single headquarter as well as regional centres across the empire.

These Minasteria of shaping emerged in c. 1230 RM following many centuries of decentralised traditions in various territories that often clashed with each other, in both idealism and execution. The Minasteria established themselves in most major imperial cities over the coming decades and were responsible for a period of sweeping reforms to laws concerning the education, certification, and policing of shapers within the empire. This period of assertation was followed by another now known as the <u>Great Culling</u> between 1312 – 1345 RM, during which older shapers who had escaped the reforms were hunted down and rounded up and either sent to the Minasteria for education or neutralised through various means.

Most of the major Minasteria maintain various bases or colleges across the empire, where their recruiters and the <u>ORDER OF PROSELYTISERS</u> can send promising young shapers (known as Prospects) for study and training. These larger Minasteria receive funding from major <u>PATRICIAN HOUSES</u> that allow them to operate in more locations. By contrast, the smaller or less influential Minasteria many only have a single college serving the entire empire. Alternatively smaller Minasteria might be annexed to a larger Minasteria.

Once rounded up Prospects undergo simple testing using $\underline{FOCI}^{(2)}$ to determine where their aptitude lies, and they are sent to the relevant Minasteria to study and train for their license. This training typically lasts for 2-5 years, depending on the Minasteria, and any specialisations the shapers may opt for. Those of strong-enough disposition will go on to become licensed $\underline{SHAPERS}$, while those who fail their practical exams might go on to take less glamorous roles, such as archivists, or even internment within $\underline{HEART\ ENGINES}$. The latter is also used as punishment for those who display egomaniacal or otherwise dangerous tendencies, in which case they are lobotomised and used to power heart engines and similar $\underline{TECHNARCANE}$ engines.

Not all shapers who are members of a particular Minasteria necessarily share the same <u>SPHERE</u>, as there exists a great deal of overlap between their shared abilities. Indeed, the terms are merely attempts by mortals at categorizing abilities which are inherently individual. As a result, two

shapers who might be considered to have abilities from different spheres might have a certain overlap, leading to them being members of the same Minasteria.

Though many people (particularly uneducated laypersons) believe that shapers have god-like powers within their sphere, the truth is largely more pragmatic, with shapers limited by individual skill, amount of training or knowledge, as well as the vagaries of the <u>ARCANE TEMPERS</u>, and not to mention limitations imposed on them by their respective Minasteria and the licenses they are issued with. The act of shaping itself is highly stressful and exhausting (which is where the misconception of them being lazy comes from – they eat and sleep so much as a means of restoring their energy), and the type of powerful shaping that is popularised by mythology, legends, and pulp novels is simply beyond the grasp of most shapers, and those that are capable of preforming such legendary acts are either beholden by law or simply disciplined enough not to.

The major Minasteria of Shaping include (but are not limited to): ANALOGONEAR, ANAMNREAR, ANNULLEAR, BATIKEAR, CHODENREAR, COGNITAREAR, EREPIDIAREAR, ESTMANEAR, FERREAR, INCENDEAR, LETHEAR, MEDELIAREAR, MYGALURGEAR, ONAGOGEAR, PROCULEAR, PROVACTAREAR, PENUMBRISM, PROGNOSTICEAR, SOMNIAREAR, SOMNIFEREAR, SULRACHAREAR, TECHNARCANEAR, TELLURAREAR, and TEMPESTAREAR. See Vol IV: Spheres and types of Shaping.

MINASTERIA OF AGRICULTURE: Pol. Org. Major KORACHANI governmental DEPARTMENT (1.), based in the city of ZEPHANICHAN, with offices in all major Korachani territories, and a large annex in the Governor's Palace in the capital of AZAZEM, AGLAIA (2.). It oversees the production and distribution of food across the empire and its territories and dependencies, including the growing of crops, raising of livestock, and the production of DROSS. The main structure in Zephanichan is imposing, made of stark concrete, with a large depiction of a green soapstone tree above its door.

For millennia, the Minasteria has made use of <u>TEMPESTARIIN</u> and <u>CHODENRIIN</u> SHAPERS to alter the local weather and improve crops, respectively, to benefit agriculture. Over the years, this practice became more brazen, until the <u>DORUK CALAMITY</u> left the east of <u>AZAZEM</u> devastated, hundreds of thousands of people dead and displaced, and hundreds of communities destroyed. Following this, the Korachani government changed its policy regarding the use of <u>Tempestarii</u>, which are now used in a reactionary rather than pre-emptive capacity – controlling storms, redirecting rain on a small scale and so-on, rather than attempting to alter climates on a large scale.

MINASTERIA OF ANNALS: Pol. Org. One of the smaller KORACHANI governmental DEPARTMENTS^(1.), based in the capital in KHADON, though with an influence in all major cities across the High-empire. The MINASTERIA is responsible for record keeping, and maintains the vast libraries and repositories of knowledge, particularly the IMPERIAL ARCHIVES in Khadon, where its headquarters are located.

Members are often augmented with $\underline{DACTYLID}$ ORTHOSES and \underline{IRON} $\underline{MANTLES}^{(2)}$ designed to aid in their vigilant duties of the Korachani archives and libraries.

MINASTERIA OF COMMUNICATIONS: Pol. Org. Major MINASTERIA within the KORACHANI EMPIRE that is entrusted with the maintenance of communications, including the IMPERIAL POSTAL OPERATIONS and telegraphy networks as well as more esoteric forms of communication, such as SEEING POOLS, the COLLECTIVE MIND, and clairaudient and clairvoyant operations within the empire.

MINASTERIA OF EXORCISMS: Org. Department within the KORACHANI EMPIRE, specialised with EXORCISING people and places of POSSESSION by tainted spirits. It has close links with the CHURCH OF THE UNDYING MACHINE as well as the GRIGORIAN and AVÉNETHI SANCTIFIED ORDERS OF THE INQUISITION, though strangely it operates independently of either, and answers only to THE SEVEN. Its headquarters are situated in the city of ELAARH in the c of LAASKHA, though it has annexes across the empire.

It originated as the Office of Exorcisms, though was changed to the Minasteria of Exorcisms in an empire-wide departmental reorganisation that had various unrelated departments restructured into the MINASTERIA that we know today.

MINASTERIA OF NEGATIONISM: Pol. Org. MINASTERIA within the KORACHANI EMPIRE, based in the BASTION OF STEEL in the city of KHADON. It is tasked with issuing propaganda and rewriting history to better suit the needs of the imperial government. Its agents work diligently across ELYDEN to eradicate references to condemned subjects, and they often work with the CONCORDANTIST ORDER, whose role is more civil than that of the Minasteria.

Perhaps most notorious of this Minasteria's deeds was the expunging of an entire nation from its records and public consciousness. Today, those few who are even aware of the nation know it only as the OMITTED EMPIRE.

The agents of the Minasteria of Negationism are amongst the most nebulous and least known amongst the empire, and they are even more feared than the <u>SANCTIFIED ORDERS OF THE INQUISITION</u>. They are farranging and work across Elyden, though are most active around the <u>INNER SEA REGION</u> and within the Korachani empire, working diligently to cover-up information from the masses.

MINASTERIA OF ROADS: Pol. Org. Major MINASTERIA within the KORACHANIEMPIRE that is entrusted with the maintenance of roads and trade networks, as well as offering protection to travellers through the SHEPHERDS OF THE ROADS. It is also entrusted with the issuing of PASSPORTS for the purposes of travel.

MINASTERIA OF SHAPING: Pol. Org. Various OFFICES (2.) and departments within the KORACHANI EMPIRE concerning different aspects of SHAPING within the empire. Each of Minasteria of Shaping is concerned with a specific sphere of the ATRAMENTA and is responsible for issuing licences, as well as apprehending and punishing those practicing without said licences. Licences carry with them compulsory service in the Imperial armies, numbering no less than 4-years.

MINASTERIA OF TITHES: Pol. Org. MINASTERIA^(1.) within the KORACHANI EMPIRE in charge of tithing and taxations. Under its jurisdiction is the job of enumerating the imperial population through regular census-taking. It is one of the largest imperial MINASTERIA, and its agents can often be seen travelling in and between imperial settlements whilst carrying out their duty to the empire.

The Minasteria of Tithes is responsible for granting <u>SANCTIONS OF INDUSTRY</u>, granting individuals and groups sanctions to exploit a defined area of land for profit, be it extracting a natural resource, using the land for farming or erecting a manufactory. They are also responsible for collecting the tithes owed from these sanctions, which are a vital form of revenue for the empire.

MINASTERIA OF TRADES AND COMMERCE: Pol. Org.

DEPARTMENT^(1.) within the KORACHANI EMPIRE that oversees businesses – both state-owned and private – within the empire. Based in the city of KHADON, it issues trade licences which are required for businesses to operate within the empire, and it imposes the empire's laws over such establishments with its own cadre of enforcers who operate closely with the IRON GUARD and the GRIGORIAN Order of the INQUISITION.

MINASTERIAL REFORMS, the: see DISSOLUTION OF THE MINASTERIA.

MINATA: Pol. Set. Major coastal city and harbour in the south east of MULIEBRA (Pop. c. 117,000).

MINES OF BARDEL: Geo. Ancient open cast mine in the c west of TISARA to the west of the LHANA Highlands, thought to date back to the THIRD AGE. The mine is expansive, over 3-miles wide and almost half a mile deep, and tiered. Since its abandonment over 10,000 years ago it has been reclaimed by nature, its deepest reaches now flooded and home to endemic salamanders.

The <u>SEISM OF ASMARATH</u>, that wracked the west of Tisara in 3201 RM, added further damage to the region, making it unstable and dangerous to mortals.

MINISTRANT: Rel. Rnk. Altar tenders within the THREE CHURCHES OF THE UNDYING MACHINE. They are typically VOTARIES OR SECTARIANS.

MINITIL: 1. Geo. Pass in the north east of KOLCHIS, guarding the route linking METEORE mines in the north with the more civilised areas in the south. the pass lies along the border with the far north west of <u>ALMAGEST</u> and it is heavily guarded. 2. *Mil. Str.* Fortress in the north east of <u>KOLCHIS</u>, guarding the above pass, which lies right along the border with the far north west of <u>ALMAGEST</u>. It guards important <u>METEORE</u> trade-routes, from quarries in the north to warehouses and markets in the south.

MINTHA: Dem. 'Minthan'. His. Ntn. Relatively short-lived kingdom that predates the appearance of THETIS in the south east of EASTERN LLACHATUL. Based around the city of KHYTER, which was founded by Rhean immigrants in c. 1590 RM, Mintha would emerge slowly as new cities were founded over the next centuries. Efforts to colonise the surrounding lands were unsuccessful due to the increasing desertification of the region, which continues to this day, leading to the appearance and growth of the RTHEI^(1.) desert.

This stalled efforts to spread inland, leading to new cities appearing around the coast, but they would remain independent in a form of feudal system, with their rulers owing fealty to the <u>DEIARCH</u> of Khyter.

The cities eventually coalesced following centuries of merging cultures and increased trade, leading to the formation of the kingdom of Mintha by c. 2450 RM.

The kingdom was short-lived however, and collapsed after 400-years, following the increased strains on the government brought about by the growing desert and increased piracy. Today it is commonly accepted that this happened by c. 2860 RM, after which the culture of the NEMIS nomads would emerge as the dominant one in the region, leading to the appearance of Thetis as a nation in 3133 RM.

MINIUM: 1. Pol. His. An independent city-state and enclave that existed between 2381 and 2479 RM in the TRISKETHIAN DOMAINS in the north of SAMMAEA, in what is today the east of the TEMPLAR STATES. It emerged as an independent city during the SECOND TECHNARCANE REVOLUTION, when the caste of SOULSEERS defected from the ADEPT rulers of the Triskethian Domains in protest of the treatment of SHAPERS. The city remained independent for decades despite the Adepts' attempts at reclaiming it, until the Second Technarcane Revolution led to widespread revolts. Seeing their chance, the Soulseers attacked the city of OBYRYTH, slaying the Adepts and taking control, moving the capital to Minium, effectively beginning a new era within the Triskethian Domains.

2. Sct. City in the east of the <u>Templar States</u>, within the basin of <u>Vena</u>, that originated in c. 1000 RM within the <u>Triskethian Domains</u>. It was an independent enclave⁽¹⁾ between 2381 and 2479 RM until the <u>Third Technarcane Revolution</u> usurping the ruling <u>Adepts</u>, leading to the <u>Soulsers</u> of Minium taking control, under whose reigns Minium and Triskethia were united once more, with Minium serving as capital.

The city was left deserted by a <u>LHAUAPARAN</u> of the Soulseers' own creation in 2852 RM, whose birth brought about a psychic blast of such devastating potency that it killed every mortal in the city, effectively ending the Soulseer caste in an instant.

The city was eventually repopulated by the few Soulseers who survived the calamity. It remains an important city today and the centre of their research, and it is renowned for its libraries on the subject (Pop. c. 46,000).

<u>MINYSSA</u>: Set. Independent city in the far east of <u>EASTERN MENISCEA</u> overlooking the <u>SEA OF ABARHAL</u>. The city is known for its <u>GIGANRI</u> torturers, believed to be descendants of <u>GNOTHI</u> natives from <u>WESTERN LLACHATUL</u> (Pop. c. 24,000).

MIRROR OF AMBITION: Myr. His. Obj. In the ancient mythologies of ELYDEN, an artefact created by the DEMIURGES SYNCHTHONITH and NYARLOTH in the FIRST AGE. The mirror was created as a tool for the Demiurges to amplify their abilities and make the act of SHAPING easier. When RACHANAEL saw his reflection in the Mirror he saw the roots of his future, of a world shackled by his rule. This acted as a catalyst for his own ambition, giving conviction to his dark desires.

MIRA: 1. Set. Settlement in the east of <u>OPHIUSSA</u>, 18-miles south of the capital city <u>DRAK LON</u>, located at a fork along the river <u>INA</u>. It is a major agricultural centre (Pop. 48,000).

2. Set. Major city in the c of <u>AQUARIIA</u>, along the course of the river <u>ISARRA</u>. It was once a coastal city, though the diminishing of the <u>SEA OF LIAKARRA</u> over the past millennia has seen it become landlocked, now

250-miles from the coast. Today it is a major industrial centre in Aquariia (Pop. c. 820,000).

MIRACLE OF THE MASSES: Int. Rel. His. Miracle performed by the ARCHPOTENTATE MALICHAR in ARGEA, where he restored life to 66 slain anchorites who had been killed by $\underline{\mathsf{SARASTROAN}}$ guerrillas after the surrender of the nation to KORACHAN. The site of the miracle became famous and a priory was later built on the spot, where the ORDER OF MALICHARIAN SISTERS were established until their eviction after the SUNDERING OF THE KORACHANI EMPIRE in 3705 RM, whereupon they relocated to the city of HIALIA.

MIRACLE OF NOCEN, the: Int. Rel. His. A miracle that took place on the FEAST OF THE MORTAL BIRTH OF ST. MALICHAR in the city of NOCEN, SKAROS, in 3703 RM during which a young man levitated, his body undergoing a transfiguration into an alien form, not unlike an OTHERWORLDER, before disappearing in an implosion of darkness.

He spoke in a deluge with a deep booming voice during the transfiguration, which took around 18-minutes and which was captured in various HELIOGRAPHS. Though no-one recorded the entirety of what was spoken, various first accounts survive, that together give the impression of a series of quatrains, some of which were retroactively attributed to the early events of the WAR OF SUNDERING. This began a fever that dominated social life across the EMPIRE over the next few years as people tried desperately to attribute the rest of the writings to the events of the war. Today, only two of the quatrains remain unaccounted for, causing great consternation for many armchair sleuths.

The miracle was independently verified by the CHURCH OF THE UNDYING MACHINE and the SANCTITIAN ORDER of the SANCTIFIED INQUISITION, and the nature of the transfiguration is discussed in seminaries across the empire to this day. Many believe that the man was the victim of a horrific anomaly in the SPIRIT CYCLE, condensing what usually takes centuries or millennia into a matter of minutes. Others refute this, citing various theories, though none are widely accepted.

MIRADAS: Set. Fortified city in the east of the SULTANATE OF ABACARDAT. It is governed by a clade of TECHNARCANISTS who interpret the computations of an ancient ANALYTICAL ENGINE as law (Pop. c. 38,000).

MIRADOR: 1. Geo. Mount in 10, and home to an ancient citadel(2.) where the first EXARCHS ruled Io.

2. Rui. Ruins of the first EXARCHS' citadel in mount Mirador (1.). Constructed in -23 RM, the citadel became a place to the Exarchs and a workshop where their acolytes created new golems.

The palace was abandoned by most Exarchs in c. 900 RM, when the descendants of the original Exarchs had become part of the CHURCH OF THE UNDYING MACHINE. those that remained there became powerful technarcanists, manufacturing potent sicthainen techna. In 3103 RM, following the SARASTROAN SANCTION and the handing over of Io to SARASTRO, its ruler, SATHEP THE RISEN, destroyed the fortress in Mirador and persecuted the Exarchs, executing them and their followers. Some maintain that their old workshops remain there, but few know

the truth of the matter.

MIRALUL: Dem. 'Miraluli'. Ntn. Nation in the west of WESTERN MENISCEA, north of the SEA OF MIRA. OSSIEL'S MAGICKAL crusade against its neighbours saw much of the south of MIRALUL scoured of FIRMAMENTISTS. It later allied with Ossiel and allowed its 'inquisitors' free passage in its territories.

There has been much unrest in the country since its controversial alliance with Ossiel, which saw the eventual dissolution of any Firmamental industries and vocations, which brought great chaos to the land, accompanied by an exodus of SHAPERS and Firmamentists to neighbouring nations, including ALBASSITA and CEHOPHELA. Recently, its people protesting the 'unholy alliance'. Many commentators believe this will eventually lead to civil uprising, which may lead to it losing its new ally and being sundered from within. Coupled with this, the increasing paranoia of the present monarch, king NIHILSEH IV has alienated other neighbouring states, including ALBASSITA and UGURIIT, and many think that war with them is only a matter of time. See Vol III: Extant Realms and Nations.

MIRELAN: Set. Small city in the far south east of KOMMEA. It was once known for its natural harbour, but the retreat of ELYDEN'S seas found it become landlocked by c. 3820 RM, and it is now half a mile from the coast. A series of canals and locks have been constructed to maintain its link with the coast (Pop. c. 65,000).

MIRILLIRA: Rvr. River in the south west of the SAMMAEA, flowing west for around 1000-miles south from various sources in the SASTAKAUR Massif, before meeting its parent, the river <u>HELAGHILRA</u>.

MIROS: Set. Settlement in the c north of SAGITTARIA (Pop. c. 10,000).

MIROVEA: also 'the Great Eastern Sea'. Sea. ELYDEN'S largest ocean and body of open water, stretching from the eastern coast of SAMMAEA to its western coast, and bordering the south of MENISCEA, and encompassing all of the small continent of $\underline{BROR}^{(1.)}$.

MIROVEAN BASIN, the: Geo. Drainage basin formed by various continental divides in the continents of LLACHATUL, SAMMAEA, and BROR^(1.), including parts of the EASTERN SAMMAEAN, KHARKHARADONTID, and GREAT BROR DIVIDES. The basin comprises part of south eastern Llachatul, EASTERN SAMMAEA, and the north west of Bror and all rivers within it drain directly into the MIROVEAN OCEAN.

Nations and territories that are at least partially within the Mirovean Basin include BROR⁽²⁾, CHEIRA, DATEPHA, GIBEAH, IACIO, LIMOTH⁽¹⁾, the Pantheon Isles, Porphyr, Rhea, Sabaisa, Sabomor, Serrok, SURUTUR, and THETIS, amongst others.

MIROVEAN GYRE: Sea. Sea gyre in the c of the MIROVEAN OCEAN, flowing in a counter-clockwise motion.

MIRQAL: 1. Rvr. River in the c south of AHRISHEN, flowing north for 170miles from sources in the ASHER and BHANN Mountains, before meeting

2. Lak. Lake in the c south of AHRISHEN, forming a part of the course of the river Mirgal^(1.).

3. Set. Settlement in the c south of AHRISHEN, along the course of the eponymous river^(1.) and the south western shore of lake <u>DAVAL</u>. Its main industry revolves around the gathering and drying of reeds (Pop. c. 6,000).

MIRRA CALLEN: f. Oth. Per. (B. 3928 RM) High-ranking member of the AVÉNETHI ORDER of the SANCTIFIED INQUISITION, holding the unique rank of INQUIRER-GENERAL, which was bestowed upon her by the Order's $\underline{\text{GRANDMASTER}} \hspace{0.2cm} \underline{\text{ADONICA ASTARTUS}} \hspace{0.2cm} \text{in 3982 RM in recognition of her} \\$ work. She is a HALFBLOOD of unknown heritage with a gift for interrogation, whose skills are famed across the Order.

MIRROR LAKE: also 'Drad Gath'. Geo. Expansive salt flat in the south of ROMOREA^(2.), dominating the centre of the HALAD Rift. Its common name comes from the mirror-like sheen that follows occasional rains, which reflect the sky perfectly.

MIRROR OF SYTRY: Myt. Obj. Ancient silvered mirror crafted by the SCION SYTRY in the THIRD AGE. The mirror is said to reveal to anyone looking into it a shadowy depiction of the scion, superimposed over the observer's own reflection. This is said to instil in the observer a yearning to learn more of the scion - a bid to keep Sytry alive should knowledge of him wane.

The whereabouts of the mirror are presently unknown, and it was last mentioned in the early FIFTH AGE almanac, collated in the south of MENISCEA.

MIRU: Rel. Set. Independent holy city in MENISCEA, standing between the borders of $\underline{\text{SABAEA}}, \underline{\text{SHAZGIN}},$ and $\underline{\text{ZOHAK}}.$ The city and its residents do not recognise the divinity of the DEMIURGES and instead revere the dichotomous forces of creation – the <u>FIRMAMENT</u> and the <u>ATRAMENTA</u>. Neither physical force is particularly strong in the region surrounding Miru, making it a 'neutral ground' of sorts to SHAPERS of these elements of the MATERIA OMNA. It is ruled by a theocracy, most members of which are dual FIRMAMENTISTS and ATRAMENTISTS. The city has, for many decades, been considered as neutral ground and welcomes people from all nation and races, as long as they obey its laws (Pop. c. 129,200). See Vol III: Extant Realms and Nations.

MIRVOR: Pol. Governor's district in GÁTHA, named after the tower that once stood there.

MISANOMNISTS: Org. Loosely organised order in THE SURRACH in the north west of SAMMAEA, characterised by its distrust of both the ATRAMENTA and the FIRMAMENTAL and SHAPERS, as well as those who would consider them divine elements. They are misanthropes and can be found in scattered cults as far afield as south of THE INNER SEA.

MISANTHROPE: Sup. Soc. Term used specifically in relation to SHAPERS who are extremely sensitive to the FIRMAMENT or the ATRAMENTA. Proximity to creatures and objects to which the Firmament and Atramenta are sensitive causes misanthropes to become uncomfortable, with the displeasure increasing with closeness to and number of such creatures and objects. Extreme reactions include headaches and nose-and ear-bleeds and less commonly uncontrolled acts of shaping.

Due to their unique condition, misanthropes are loners, either of their own will or exiled by their homes, and this is the source of their name. Despite their somewhat tragic lives, misanthropes can be powerful shapers and those who live long enough to gain control over their powers can be very powerful, with strong influences over living creatures and their bodies. See Vol IV: the Materia Omna.

MISCEGENATION: Int. Soc. The breeding between different ethnicities, cultures or species. Attitudes to miscegenation vary across <u>ELYDEN</u> and in some cases may be negative, but for the most-part it is simply accepted as a part of everyday life, whether it's the growth of cosmopolitan cities in the wake of global trade and travel, or cultural conditions brought about by post-colonial or post-imperial life.

It is most-evident within the offspring of unions between mortals and supranatural beings, such as $\underline{\text{OTHERWORLDERS}}$ or $\underline{\text{SCIONS}}$, resulting in $\underline{\text{HALFBLOODS}}$.

<u>MISED</u>: Rvr. Major river in the north of <u>MENISCEA</u>, flowing west across the <u>CEHOPHELAN EMPIRE</u>. The capital city, <u>MALADAE</u>, is situated along its banks. It is an integral part of the coming-of-age ritual known as the GRAIAIN ANOINTING.

 $\underline{\textbf{MISERICORD}}\text{: }\textit{Oth.} \text{ A type of }\underline{\textbf{HALFBLOOD}}\text{. See Vol II: Classification and } \\ \overline{\textbf{Taxonomy of Life.}}$

MISGAE: Set. City in the north of CYAE in the south east of EASTERN MENISCEA (Pop. c. 72,000).

<u>MISHAMAR</u>: Set. Small city in the west of the <u>JAHADAT STATES</u>, under the control of the city of <u>SIYYAT</u> (Pop. c. 12,900).

MISHANOS: *Geo.* Mountain-range in the c. of <u>THE SURRACH</u> in <u>WESTERN SAMMAEA</u>. The range runs north west for around 450-miles acting as an internal border for independent regions within the Surrach.

MISTRA: Mil. Str. Fortress in the south ETUA, overlooking the border with the north west of KHARKHARADONTIS. The fort guards against incursions from tainted creatures that occasionally move north into less hostile lands. Its soldiers are veterans at navigating ATRAMENTALLY CORRUPTED lands and stalking the beasts that dwell in them. In fact, many are PENUMBRISTS, whose skills are in high demand.

MISTRESS OF KETESH, the: Int. Soc. Courtesan famed across the INNER SEA for her beauty and her sexual prowess. Only the richest can afford the honour of meeting her, and even fewer can afford her extended company. She is thought by many to be the true political power in KETESH and her favour and influence have been known to sway wars, build nations or topple empires. Despite her appearance of a woman in her prime, she is thought to be over a century old, with many believing she is a HALFBLOOD.

She is also thought to be a major broker of information, with spies and informants across the Inner Sea, and some have even posited that she is secretly in control of hundreds of brothels, with thousands in her employ, acting as her eyes and ears.

Those who seek her services as an information broker are asked for a fickle favour, at times merely odd (such as a handkerchief kissed by a famed gladiator), at others impossible (the eyes of Rachanael) or simply dangerous to acquire (a soulstone sourced in Kharkharadontis).

 $\underline{\text{MIT ISH}}$: Geo. Island off the eastern coast of $\underline{\text{NOAVATUR}}$.

<u>MITA AGHRA</u>: also 'the Black Obelisk'. Rui. Str. The fragmented remains of a once towering stone monolith in the west of the <u>UKHORR</u> Mountains in the east of <u>METHUMN</u>. The obelisk is ancient, possibly predating the rise of <u>MORTALKIND</u> in <u>ELYDEN</u>, and its once impressive form now lies

strewn in the north western hills of the mountains. Each shard of its oncesingular mass is itself a wonder, measuring hundreds of feet long, indicating that it was a truly monolithic edifice, probably the work of a DEMIURGE or SCION.

Their outer surfaces once bore indecipherable hieroglyphs, though these have long-since been erased by harsh winds. The stone from which it is made is of a deep matt black that seems to absorb all light, eliminating any details on its surface, and it is only through the accumulation of dust that anyone observing it can make out any details. The material has thus far not been found elsewhere in Elyden, and parts of it have been looted and fashioned into smaller blocks that have been used to manufacture stark statues that can be seen across Methumn and the AMMASHI (1.) peninsula.

 $\underline{\textbf{MITAHAH}}:$ Rel. Str. Monastery in the region of $\underline{\textbf{FLAVESCA}}$ in the west of THE SURRACH.

<u>MITANN</u>: Set. Fortified city in the east of <u>HITTA</u>. It is home to most of Hitta's military, and most of its mercenary forces are trained here (Pop. c. 31,000).

MITH SHUR III: (B. 3364 – D. 3409 RM) *Pol. His.* Youngest of three children born to the then-ruler of <u>PNESSA</u>, <u>KARAN SHUR</u>. Upon Karan's death in 3388 RM Mith had his siblings – <u>MORTHA</u> and <u>DEGLIA</u> imprisoned in the tower of <u>ENEPH</u> in the far east of Pnessa so that he could claim the throne.

In 3402 RM Mortha and Deglia were freed from the tower of Eneph. In <u>IRUT MARKA</u>, supporters of their cause showed their colours and attempted a coup, but it was thwarted. Fighting broke out in major cities, devolving into war that lasted till 3409 RM, becoming known as the <u>WAR</u> OF SECESSION.

Mortha killed Mith in 3409 RM following an unsuccessful parley, though he was unable to claim the throne. With Mith's only heir still a child, leadership broke down in the capital as allies of the secessionists sowed discord.

A series of military blunders saw the armies of Pnessa falter against Eneph, leading to a ceasefire that ended in the signing of the independence of Eneph and the birth of the nation of $\underline{\text{ELEKHID}}$ in 3409 RM. In Pnessa, the son of Mith was groomed to take over the crown when he becomes old-enough, amid reforms and fortifying of its lands, particularly in the east.

MITHRAR, TEMPLE OF: Rui. Rel. Str. Gigantic abandoned temple in the far north of SABIA, in the southern face of the METUN KOR Mountains. The temple is named after a nearby peak, and is constructed at a scale altogether too large for any mortal, including giganri. It is a stone structure of solid thick walls and vaulted roof, though it is partially collapsed, and buried in thick rock and permafrost that completely freezes solid every winter, giving it an eerie appearance.

Its origins are unknown, though it is thought to predate the <u>FIFTH AGE</u> nation of <u>SAKKHRIA</u>, and possibly even its precursor state <u>ELDIRA</u>, and possibly even the fourth Age empire of Ceeropia.

MITHRENT: 1. *Geo.* Geographical region in the c south west of <u>OTINTH</u>, noted as the region where secular ideologies took hold between 2626 – c. 2640 RM, whose leaders were responsible for the expulsion of <u>KORACHANI</u> colonists from the region in 2671 RM.

2. Dem. 'Mithrentish'. Set. City in the c south west of <u>OTINTH</u>. Historically, it was pivotal in supplanting the power of the <u>VETHRANDAN</u> theocracy and was also responsible for ousting <u>KORACHANI</u> influence from the region. The city had grown powerful by 2643 RM, and, together with <u>TATARAN</u> allies from the south, it marched against the power bases of the <u>CHURCH OF THE CHAINED GOD</u> in both Vethranda and <u>SEDISIA</u>.

In 2671 RM repercussions of the war forced Korachan to abandon its nearby colony of <u>OHDURTAR</u>. In 2674 RM the city of Mithrent was taken by Vethrandan forces, and the last of its defence was pushed south, into former Korachani territories. Despite its defeat, its secular teachings remained strong in Vethranda, and the power of the theocracy there waned, and they were finally supplanted in 2735 RM by the <u>SCION</u> known as <u>THE VHOCENT</u>, who earlier the same year obliterated the capital in <u>EVHRAN</u>, destroying the entire theocracy in one blow.

Mithrent remains a stronghold of secular thought to this day, and is a major industrial power and processor of raw <u>UMBRA</u>. It was once coastal,

overlooking the now-dry <u>SEA OF ABARULLIA</u>, though is now over 175-miles from the coast (Pop. c. 180,000).

MITRA: His. Rel. Chief divinity in ancient PELASGOS, rising in c. -250 RM, replacing fertility goddesses common in area and the MIMIR. It rose through the influence of the ANAXIN and judges who ushered in the JUDICUARY AGE in Pelasgos c. -200. A figure of contracts and judgement, she is commonly represented as a female with right arm raised in judgement (or admonishment), and a third eye on her forehead that sees all.

The deity was used as a symbol by partite states in 70 RM during the inter-city wars that eventually led to <u>KORACHANI</u> invasion in 73 RM. The religion was assimilated by the <u>CHURCH OF THE UNDYING MACHINE</u> in. c. 100 RM, combining aspects of <u>MITRA</u> with a Korachani <u>SAINT</u>.

MITRA NYX, the SHADOWBLADE: f. Per. (B. 3947 RM) High-ranking member of the AVÉNETHI ORDER of the SANCTIFIED INQUISITION, in charge of shaping assassins whose duty it is to hunt down and neutralise FIRMAMENTAL SHAPERS, particularly within the KORACHANI EMPIRE itself. She was responsible for eliminating the outlawed shaper cult known as the VEILBREAKERS in 3995 RM.

<u>MITTANA</u>: Set. Fishing city in the north west of <u>IZABAL</u>^(1.) (Pop. c. 13.800).

MITTU: also 'Demonsmouth'. Int. Sup. Geo. Gigantic sinkhole about 9-miles across in the north eastern-most part of the UMBRA SOKHAR wastes. Its walls vary in height though are on average a sheer 100-foot drop onto the table below, which is noted for its treacherous terrain composed of craggy mesas and canyons from which seeps thick gaseous shadowstuff that has laid claim to all life in the region. The gas is often carried by winds across more civilised areas in the north east of the continent, bringing with it black rain and ATRAMENTAL AILMENTS.

N'RAKHI culture shuns the place, calling it the Demonsmouth.

Seasonal rivers flow into Mittu, disappearing within cracks and small caves that are thought to lead to the depths of the <u>QABARRU</u> cave system.

MIZAR: Lak. Lake in the c of SIRIPHAGOS. Normally it is little more than 5-miles wide, though it increases greatly in size in the short winter months, drying up again by the end of spring.

MJALAD ONÉSIMUS, SHAMAN-HENDECARCH, FOURTH OF
THE ELEVEN: m. Pol. Sup. Per. (B. 3961 RM) Fourth of the
HENDECARCHS of the MALANI FOREST KINGDOM of LONAR. The son of
MARLERIE of ZHARIAH^(1.), who, alongside the rest of her family fled from
Zhariah following a political revolution that saw the ROYAL HOUSE OF
HINOL ejected in 3913 RM and its direct claimants to the throne slain,
he was raised as a Malani noble.

Both his parents were <u>HALFBLOODS</u> of two different royal bloodlines, which earnt him a degree of notoriety. From a young age he took a direct interest in <u>FIRMAMENTISM</u> and the ideals associated with <u>SHAMANISM</u>, and studied extensively until his ascent to Hendecarch following his fathers' death in 3979 RM. Though forced into the role at a young age, he has proven to be a competent ruler, though shows little desire to elevate Lonar from its rural roots.

MKISIH. lit. 'broken thing'. Med. Tec. CLONING techniques are complex, often resulting in misshapen creatures. Such clones whose bodies are not up to the task of their original purpose, but still capable of general locomotion and cognitive functions are often retained and used as slaves. Some, by circumstance of their deformed bodies, may be strong agile or otherwise competent physical creatures, and may even find their way as shock troops or cannon-fodder in armies.

Mkisih is a general term, used most commonly with such malformed bodies when used in a military capacity.

The beasts are worshipped as gods by the people of <u>ANUBIA</u>, where many mkisihs escaped captivity centuries ago and now roam the deserts of the region. See Vol II: Classification and Taxonomy of Life.

MKISIH IDOL: Soc. Rel. MKISIHS that roam the deserts of ANUBIA, which are WORSHIPPED AS DEITIES by the regions' desert nomads.

Cloning experimentations were not uncommon in the $\underline{\text{KORACHANI}}$ $\underline{\text{EMPIRE}}$, with crazes coming in and out of fashion over its reign. A period of such activity was noted in $\underline{\text{VENTHIR}}$ c. 2700 – 2850 RM, particularly in the city of $\underline{\text{KITHAMAR}}$, with many experiments being conducted on

various creatures and the effects of <u>ATRAMENTAL</u> infusion during the gestation of <u>CLONED</u> individuals. Most were <u>GROTESQUE</u> failures, though some drew results that were of use to the empire.

In 2821 RM contact was lost with an <u>ATELIER</u> 50-miles south west of Kithamar. It was later discovered that an as yet unknown calamity befell the base, leading to dozens of captive mkisihs escaping, with most fleeing south into the deserts of Anubia, where they were encountered by desert nomads, where they rapidly came to be revered as avatars of the <u>LOST ONES</u>' ancient deities. See Vol IV: Deities and Pantheons.

MKISIH IDOLATRY: Rel. Predominant religion observed in ANUBIA, with its adherents worshipping the MISHAPPEN BEASTS that roam the surrounding deserts as deities.

Originating in c. 2850 RM, the <u>ATRAMENTALLY-TAINTED</u> beasts are revered as avatars of the <u>LOST ONES</u>' ancient deities. The mkisihs are rarely possessed with the intellect required to understand the <u>ANUBIANS</u>' fascination with them. Some are imprisoned and come to be worshipped as living gods by nomads and settlement dwellers alike, who haul them around with them as they travel the deserts, or build temples around them, respectively. Upon death the creatures are mummified and gilded, with temples are erected around them where they continue to be worshipped. See Vol IV: Religions and Cults.

MLIRESS: (D. 3998 RM) Pol. Queen of <u>FURAKISH</u> whose rule united the disparate tribes of the region. Her death in 3998 RM led to a fracturing of the tribes, allowing them to return to their natural state of conflict, which persists to this day, disrupting trade between Furakish and Abacardat.

<u>MMAN SHATH</u>: For. Geo. Woodlands in the south west of the <u>HENDECARCHY</u> of <u>AONIA</u>, in <u>MALAN</u>, situated in kart formations in the north of the <u>EGLAENT</u> Mountains.

MMASSACARURA: Rel. His. Rui. Vast vaulted necropolis in the western wastes of KHARKHARADONTIS, its immense mass mostly buried by the dust of the marching deserts. Large mummified bodies, their race unknown, fill the vaults beneath, their condition so bad that they crumble into dust upon being exposed to open light.

MMITH: Rvr. Wide river in the c of the GROWING MOUNTAINS of MULCIBER, in the region of Goror, flowing east for 360-miles into THE ROILING SEA.

MMKORO: 1. m. (D. 1123 RM) *Pol. Per.* Warlord of <u>HATYÉ</u>^(2.) who in c. 1100 RM united various cities of what is now the north east of the <u>BARRIER LANDS</u> in the empire of Hatyé^(1.).

2. m. (D. 1169 RM) *Pol. Per.* The son of the uniter of <u>HATYÉ</u>^(1.) who inherited the empire after his father died. He brought a singular pantheon of deities to his empire, effectively wiping out the well-established <u>YAGHUKLI PANTHEON</u> and disenfranchising hundreds of settlements and thousands of people. This ended in his <u>EXECUTION</u> at the hands of religious extremists, which ultimately led to the collapse of the small empire.

MNAKH: Mil. Str. Twin coastal fortresses in the south of <u>THETIS</u>, guarding the entrance into the <u>KAT ENNA</u> inlet.

MNAVIS: Set. Coastal settlement in the far south east of KHAMID, on the headland of KHARR (Pop. c. 8,000).

MNEMON: Geo. Region in the east of SAMMAEA, south of the GOJAN Highlands, overlooking the SEA OF LETHEA. It is inhabited by tribal warriors who exist in spite of the natural technological progress of the world.

There are dozens of different tribes, each with their own territories and settlements, and they war against each other as much as they do with surrounding lands, such as <u>NOAVATUR</u> and <u>BANT</u> and <u>KULIGALA</u>.

MO-ORASSIM: Geo. Expansive fold mountain-chain in the south east of LLACHATUL, forming a major part of the territories of the south east of KREM, north and c CUTH, and the far west of RTHEI.

MOAB: lit. 'Destroyer'. Mil. Tec. Largest of KORACHANI-designed cannons.

<u>MOAH</u>: 1. Dem. '*Moahan*'. *Ntn.* independent landlocked nation in the north of <u>SAMMAEA</u>, 560-miles south west of the <u>SEA OF BYSSOS</u>. The region is dry, with cold nights and winters, and hot summers, and is known for its giant aloe and century plants.

It is ruled by a council of five NUMENIN OTHERWORLDLY beings that have shaped the course of the city's fate since its founding in 1624 RM, following its slow emergence from escaped human slaves from Khalhat and natives years earlier. The capital city also has its own independent governing body that only seeks the counsel of the Numenin in times of uncertainty, though their wisdom is often conflicting.

Moah is located in an unstable region, with militocratic tribes harassing its western and southern borders, not to mention the <u>ATRAMENTALLY TAINTED</u> region of the <u>DAENED SULRACH</u> being close by. It has close relations with <u>ANDILUTH</u>, and trades with the city-state of <u>AKRAB</u> to the south. Little is known of its culture, which it keeps from outsiders, though it thought to owe a lot to the enigmatic <u>LHAUS</u>, from whose slavery it was born. See Vol III: Extant Realms and Nations.

2. Pol. Set. Capital of the eponymous independent region in the north of <u>SAMMAEA</u>, south west of the <u>SEA OF BYSSOS</u>. The city has its own governing body, which only seeks the counsel of the <u>NUMENIN</u>⁽⁴⁾ rulers of the nation in times of uncertainty, though their wisdom is often conflicting (Pop. c. 101,800).

MOANING CITY, the: see IDOLUM.

<u>MOARAH</u>: Set Major mercantile city in the east of <u>HANNAH</u>, in the c-south east of <u>SAMMAEA</u>. It forms part of the <u>NACRE ROAD</u> (Pop. c. 116.000).

<u>MOCCOS</u>: Set. Settlement in the c east of Tisara. It is a centre of game hunting, with nobility from cross the nation travelling there in autumn to hunt deer in the southern reaches of the <u>ERDUIN</u> forest. The peripheries of the settlement are occupied by many private hunting lodges and estates that lie empty for most of the year (Pop. c. 8,000).

<u>MOCH SAMHANA</u>: *Set.* Small city in the c of <u>PERGOST</u>, in the south east of the boreal bog of <u>RANARHOR</u>. Its main industry is peat production (Pop. c. 12,000).

<u>MODANA</u>: Set. Fortified settlement in the east of <u>SARASTRO</u> known for its production of the drug <u>APHRASIC</u> (Pop. c. 4,000).

MODEL BELT: Sup. Region forming a ring within each of the two hemispheres on either side of the NULLAMBIT. It has been found that the ideal distance at which SHAPERS can practice their Art lies roughly midway between the Nullambit and their respective PRIME LACUNA (Around 30° – 60° from the respective Prime Lacuna), regional ARCANE TEMPERS and elemental tides notwithstanding. This is known as the Model Belt, and most ATRAMENTAL and FIRMAMENTAL cultures are found in their respective Belts. See Vol IV: the Materia Omna.

MODERATE THREAT: Sup. The second least harmful class used by the KORACHANI INSTITUTE OF ATRAMENTAL STUDIES to categorise regions of ATRAMENTALLY TAINT. MORTALS can travel short distances across such regions though it is not advised to stay within such an area for more than a few hours at most. Settlements are rarely founded in such regions, and established towns that find themselves engulfed by a LACUNA will either have to use SIPHON ENGINES or MAGICKAL means to protect their territories or will otherwise be forced to relocate or risk irreversible Atramental contamination of its lands, livestock, crops, and people, with any children born there likely to suffer from debilitating ATRAMENTAL MALADIES, including acute aepathy.

<u>MODIR</u>: *Set.* Small city in the north east of the emirate of <u>UKOLIST</u> in the north east of <u>LIMOTH</u>^(1.) (Pop. c. 15,300).

MODOB: 1. Set. City in the west of THE SURRACH, along the south eastern reaches of the saltlands of JAT RAZDA and home to the later AUTOCRAT OF SAGITTARIA. It was once a prosperous harbour metropolis, its sunbaked houses and white-washed roofs synonymous with the name, though it diminished greatly in the years since its divorce from the sea, with most of its outer districts crumbling into low hills, beneath which lie the remains of the ancient city. It is now 75-miles from the coast. (Pop. c. 39.000).

2. *Mil. Str.* Major fortress, about 20-miles north east of the eponymous city⁽¹⁾ in the west of <u>THE SURRACH</u>. It was once coastal, protecting the safest passage into Modob's harbours, though was abandoned following the drying of the <u>JAT RAZDA</u>.

MOEMAGNUS: Oth. Lan. KORACHANI word for HALFBLOOD. It is a relatively recent addition to the lexicon, superseding ANTHROPEIDOS in usage by c. 3000 RM.

MOETIA: 1. *Pol.* western-most of the four <u>ONARCHIES</u> of <u>TZALLRACH</u>. The state is also home to the capital of <u>LUCCITARIA</u>.

2. Set. Major coastal city in the far west of <u>TZALLRACH</u> and capital of the eponymous state. It forms a part of the <u>GREAT ROAD</u> trade-route (Pop. c. 1,159,000).

<u>MOGADDA</u>: His. Ntn. Early <u>FOURTH AGE</u> culture that dominated the northern coast of <u>SAMMAEA</u>, in what are today are the east of <u>VAALK</u>, <u>MHAROKK</u>, and <u>LIDEA</u>. See Vol III: Extinct States.

<u>MOGOLLA</u>: Set. Settlement in the south west of <u>RAONGEN</u>⁽²⁾. Its main industry is the mining of <u>OMNATITE</u>, which is processed in the city of <u>SINVERU</u> in the south east (Pop. c. 8,000).

<u>MOHAMA</u>: Flo. Parasitic tree in the mica hills in the south of <u>TISTAR</u> in the west of <u>TAMAR</u>. The tree is unique, though similar in general appearance to a banyan. Its exposed roots are embedded in the mummified body of a gigantic creature of undetermined nature.

The tree is unique in many ways, including its sprawling branches and wide pale leaves. It is noted for its thin yellowish sap, which is a tactile irritant

<u>MOHARA</u>: 1. Geo. Desert in the c north east of the <u>BARRIER LANDS</u>, known for its dark grey dust.

2. Set. Settlement in the south of the <u>BARRIER LANDS</u>, in the far north of the <u>HOUSHNAM</u> region. It is a major producer of rubies and is surrounded by small mines (Pop. c. 5,000).

MOHMAR: Rvr. River in the c of TAMAR, and tributary of the river MESISA.

<u>MOKASHA</u>: Myt. Rel. Dei. In the mythology of <u>KHAMID</u> and the <u>BROKEN</u> <u>LANDS</u>, an ancient fertility deity, mother of pyramids and guardian of the skies and constellations.

<u>MOLA</u>: 1. *Mil. Str.* Hill-top fortress in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>ALAMUT</u>, near lake <u>TARHA</u>, overlooking the forest of <u>TAHIEL</u>.

2. Set. Agricultural conurbation in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>PALUS</u>^(1.) (Pop. c. 14,500).

<u>MOLACARII</u>: PIr. 'Molacariin'. Sup. Org. Mil. Rnk. An order of <u>SHAPERS</u> in the <u>KORACHANI EMPIRE</u>, whose <u>MINASTERIA</u>^(2.) has been based in the city of <u>MAKHARA</u> in <u>KORACHAN</u> since 1216 RM. Its members are <u>ATRAMENTAL SHAPERS</u> whose <u>SPHERE</u> of influence extends PENUMBRISM.

A fundamental tenet in the art of <u>Atramentism</u> within the Korachani empire and other areas of the <u>Inner Sea</u> where Atramental <u>Shaping</u> is common. It is the opposite of the <u>Light Undying</u> of <u>Firmamentism</u>. The associated <u>Minasteria</u>⁽²⁾ is located in the city of <u>Barak</u>, in <u>Laaskha</u>. See Vol IV: Spheres and types of Shaping.

MOLACHARI DESERT: also 'Malachari Desert'. Geo. Expansive desert that dominates the nation of ANUBIA. Once known as the ARVA desert, it was renamed in 375 RM, in honour of the ARCHPOTENTATE MALICHAR, following the arrival of the KORACHANI EMPIRE in VENTHIR. The desert is largely uninhabited though not without its flora and fauna.

The descendants of a people known as the KHERI continue to roam the deserts, dour nomads of unparalleled survival skills.

<u>MOLACHAR</u>: His. Birth name of the <u>ARCHPOTENTATE MALICHAR</u>; corrupted over time into the present form.

MOLDAVITE: Ele. Green glass-like substance believed to be formed under extreme pressures, such as in meteorite impacts. The substance is rare and is valued as a semi-precious stone that is shaped by artisans around ELYDEN.

<u>MOLLAR</u>: Set. Small city in the south east of the tribe of <u>EBURUL</u> in the south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 12,500).

MOLOCH: Set. Coastal city in the far west of <u>THE SURRACH</u> known for its deep enclosed harbour and shipyards. It was originally a <u>KORACHANI</u> colony in c. 2300 RM and, alongside <u>MARACHA</u>, is the area of the Surrach with the most links to Korachan (Pop, c. 37,000).

MOLOCHAN: Lan. Soc. VENTHIRI pronunciation for the name Malichar, commonly used in reference to the <u>ARCHPOTENTATE MALICHAR</u>. <u>MOLOSSUS</u>, the: *His. Str.* Tower in <u>VAALK</u>; one of few remaining relics of the <u>HARACIANS</u>; a now-dead race that occupied the area now known as <u>VAALK</u> in the Fourth Age. The tower is home of the legendary <u>BAT KING</u> of Vaalk – subject of many Vaalkan legends.

MOLOTH KHAMMOTHUL: Geo. Expansive mountain-chain in the north of SAMMAEA serving as a border between the great KHARKHARADONTID desert in the south and the UMBRA SOKHAR wastes in the north. The Mountains stretch for over 3,000-miles from the SAHODOM Mountains in the west to the nation of ETHISTONITH in the south east. The Mountains are treacherous and riddled with duststone formations, and cave-ins and landslides are all-too common. Aberrant features are also recorded, and many of the more interesting ATRAMENTALLY-CORRUPTED features in Kharkharadontis and the Umbra Sokhar can be found in its shadow.

The mountain-chain is believed to act as a barrier to the worst of the Atramental corruption that is prevalent in the Kharkharadontid desert, and without it, most northern Sammaean territories would be close to uninhabitable.

MOLTU: Sea. Sea to the north east of the SEA OF SIPARIA, overlooking the south western shore of OBLEVIS. It is characterised by the solid sheer stone stacks that dominate its shores, possibly once forming part of the vertical coastline. A few are noted to possess bass carvings, though what detail they once possessed has been eroded by the elements.

MOLUIA: Set. Conurbation in the c south of <u>TAMAR</u>, and one of the major farming communities in the nation (Pop. c. 17,200).

MOLYBDOMANCY: Mys. In many nations, the ritual act of divination from studying the shapes resulting from pouring molten lead into cold water. It was common practice in Iron-age KORACHAN, ALMAGEST and PELASGOS, and remained culturally prevalent following the rise of the KORACHANI EMPIRE, though any religious connotations and symbolism involved were quelled by imperial censors and the ICONOCLASTS. It remained widespread around the Inner Sea, though bucolic practitioners maintained some of its mystical nature, particularly amongst imperial occultives.

Outside the old Korachani states, it remains a common practice in <u>ALAM BETHYL</u>, <u>KOLCHIS</u>, <u>TAHALL</u> and more rural parts of <u>TETHYSIA</u>, where it remains a 'pagan' ritual, often connected to each realms' cosmology and is of spiritual importance.

<u>MOMESH</u>: *Mil. Str.* Major coastal fortress in the far north west of <u>ROMOREA</u>^(2.), guarding entrance into the Sea of <u>HASAAZ ARAAT</u>. It acts as a port to Romorean naval ships.

MON KETTRA: His. Ntn. Late FIFTH AGE metropolis and, later empire, in what is now the east of KREM, known today as the city of AM ONKRET. The city was a powerful harbour and commanded much of what is today the west of Krem. In c. -720 RM settlers from the fledgling nation of AD encountered the city and its ruthless king, who executed the explorers, who included amongst their ranks a prince from the city of AD PIYAN. When word of his death reached the city, its rulers declared war on Mon Kettra. For decades they fought, besieging satellites of the great Mon Kettra, even as its cavalry moved east, attacking the cities of Ad.

The war lasted until c.-600 RM, ending with the destruction of Ad Piyan and its dependencies, whose survivors were absorbed by Mon Kettra, which continued to grow over the coming centuries, becoming an empire hungry for resources. It spread south, destroying struggling NATHI colonies, surpassing the extent of the ancient ACACINNATHI EMPIRE, subjugating the city of HAMMON from where its armies consolidated and spread farther south and east, taking over the city states of the region with little resistance, crossing the southern-most extent of the MO-ORASSIM Mountains in the spring of -174 RM.

The armies of Mon Kettra were ill-prepared for the jungles they encountered south of the Mo-orassim. They perished to disease, hunger and thirst, and what the natural world did not kill, the armies of <u>KARKAUTH</u> did.

Defeated, the armies of Mon Kettra fled north. It fortified the city of Hammon and its environs against this new foe, and strengthened links between its existing cities, from Poyakwan in the north all the way to the lake-city of Sandoon in the south, creating a trade-route that has cut a line through the vegetation of the land and is still used to this day.

During this time Karkauth had grown into a confident kingdom under the leadership of a line of aggressive kings, and its armies pushed ever outwards. Clashes with Mon Kettra, whose dominion was on the wane, became more common, until in 184 RM, when war broke out. Over the course of two decades Karkauth swept north, taking cities as it went, until it besieged the once-great city of Mon Kettra itself in 202 RM. For over a year Karkauthi armies attacked its walls, finally felling them in the last days of the Autumn of 203 RM, scant days before the armies were to abandon the siege for winter. The city was razed, the soil around it salted so that it could not be resettled, and it was allowed to crumble as a reminder to the foes of Karkauth.

Its domains fragmented after this time, first becoming absorbed by the growing Karkauthi kingdom, but later being abandoned to their own devices, which devolved into a lawless region where anarchy prevailed and entrepreneuring people struggled to make a living. Large fortified farmsteads dominated what had once been Mon Kettra, and, without centralised leadership, they were forced into protecting themselves against thieves and bandits. The region came to be known as <u>KETTARANG</u> and its people became renowned for their tenacity and skill in defending their home-land.

Though their coastal cities had always been the targets of <u>SUORI</u> chorsairs, a new law granting free charters to privateers in the name of <u>QUEEN HETEPHERES</u> in 636 RM saw Kettarang suffer new attacks from <u>VENTHIRI</u> privateers in the following decades.

This sped up the formation of a coalition amongst the Kettarangi people, which helped protect its lands against banditry and pirate raids. Coastal fortresses were built and shipyards constructed where fast ships could be rapidly commissioned. These ships patrolled the coast of Kettarang, guarding coastal settlements from attack, which in turn helped the coalition grow into a republic by 732 RM.

By 1326 RM Kettarang had brought many outlying city-states together under its banner by the champion <u>YANDAR DASHE</u>, who in 1333 RM founded a new city atop the ruins of Mon Kettra, naming it Am Onkret, which remains the capital of Krem to this day.

<u>MONA</u>: Lak. Small lake in <u>THE HARÉSHK</u>, some 75-miles north of the mouth of the river <u>SARA</u>. The lake is around 60-square miles and, alongside the river, serves as a natural border between the kingdoms of <u>PALUS</u>^(1.) and <u>ALAMUT</u>, and the duchies of <u>ILLON</u> and <u>FAULALA</u>, both to the west and east, respectively.

MONACH: Mil. Str. Major fortress in the far north east of KARAKHAS, scant miles from the border with ALLASAN. The fortress guards THE RED ROUTE as well as THE SHADOW MARCH that passes from the area, keeping the area safe from the dangerous valley pass through which the two routes pass.

The fortress is situated along such a red-stoned valley facing the river LISSA, its own walls made from large bricks quarried from beyond the valley, commanding unrivalled views of the north and west.

MONAHIR: Set. Small city in the west of <u>ELAT</u>. Its main industry is the mining of zinc (Pop. c. 16,000).

MONAPIA: Set. City in the south east of AETHIOS (Pop. c. 30,000).

MONASTERY OF APPARITIONS: Rel. Str. Monastery dedicated to the Church of the Nephillim, in the far south east of Kuligala, in the far east of the Carchemishi peninsula, in the east of Sammaea. It has become a hostel to pilgrims who travel to the Phobian Wastes in hopes of getting visions of the Nephillim.

MONASTERY OF THE LEADEN THRONE: Rel. Str. VITELLARY monastery in the north west of <u>LAASKHA</u>, in the northern foothills of the <u>LAASATHEA</u> Mountains.

MONASTERIES OF THOUGHT, the: Phil. Str. Seven famed monasteries in the nation of <u>GNOTH</u>, each of which teaches a different path of <u>FOUR JOURNEYS</u>. The seven monasteries are: <u>ADJURA</u>, <u>AUDIAN</u>, <u>EMANAS</u>, <u>ITEPHUAT</u>, <u>SABIAN</u>, <u>SETHIA</u>, and <u>ZURVAN</u>.

MONASTERIUM OF SCOURGING SOULS: Rel. Str. Monastery in SARAGOS, for those who went on the RITE OF MORTIFICATION whose attempts to free their bodies/minds of corruption failed.

MONASTERY OF THE EMPYREAN: Rel. Str. Monastery in the far south west of <u>PNESSA</u>, close to the border with <u>CHEIRA</u>. It is home to an

order of monks dedicated to the <u>Church of the Prophet of the</u> Empyrean.

MONASTERY OF THE FLAMING ROSE: also 'Deretaketh'. Rel. Str.

Monastery in the <u>ARGENT</u> Mountains in the west of <u>TETHYSIA</u>. Dating back to at least c. 1000 RM, the monastery has existed intermittently as a ruin and populated structure throughout its existence. Its most recent period of activity began in 3362 RM with its rediscovery by the mendicant <u>LAANAH</u>, after which it became a base to the <u>ORDER OF THE FLAMING</u> ROSE.

MONASTERY OF HOLDA: Rel. Str. Monastery in the north western hills of the TOLIASOR Mountains in the prefecture of EROSENEA^(1.), in the north east of HOLOLACH^(1.), where the first VARPULIS set up his school in 3021 RM and taught his followers. It was abandoned in 3037 RM after the Varpulis and his followers were killed, though was resettled in 3055 RM and remains populated to this day. The people who live here are strict adherents of the local faith and are amongst the most loyal of the Varpulis' followers (Pop. c. 1,500).

MONASTERY OF LIKATHU: Rel. Str. Monastery in the north east of THE SURRACH in the south western face of the NGHALLEAL Mountains overlooking the PASS OF KURDA. The monks are ascetics who eschew material wealth and spend their days in meditation, looking to the skies and the changing cloud formations.

<u>MONASTERY OF MAPOSH</u>: *Rel. Str.* Monastery on the island of <u>ANEAZS</u>, off the eastern coast of <u>NOAVATUR</u>. It is inhabited by an order of monks of the <u>UNCHANGING GOD</u>.

MONASTERY OF ST. BAEL: Rel. Str. Cliff-side monastery in the AMARU Mountains, in the south east of Io. The monks who reside here are EXORCISTS who operate across Io and the west of SARASTRO, and follow the doctrines of ST. BAEL, who was himself an exorcist. The monastery dates back to c. 2000 RM, when it was originally occupied by mystics persecuted by KORACHANI-controlled EXARCHS. They were located and eradicated in c. 2080 RM and the monastery was allowed to decay. It was restored and resettled by exorcists in 2692 RM and remains populated by them to this day.

MONASTERY OF ST. MALICHAR: Rel. Str. Monastery in the east of the <u>THALLEI</u> Mountains in the c of the <u>TEMPLAR STATES</u>.

MONASTERY OF VALA: 1. Rel. Str. Monastery located in the northern face of the Shibotha Mountains belonging to monks of the <u>ADHERENTS</u> OF THE REPENTANT, in the south west of <u>BA'AKH</u>. The fortress is ancient, with its roots thought to date back to the <u>THIRD AGE</u>.

It was the eldest known enclave of the Adherents of the Repentant, whose monks were descended from an ancient line of people (the <u>ASADEANS</u>) who settled the region in c. -2000 RM. The Asadeans had disappeared by c. -1250 RM, though by then the monastery had become a fortress, guarding passages across the mountains. Famed for its libraries, it became a hub of knowledge and religious studies.

It was cleansed by <u>KORACHANI ICONOCLASTS</u>^(1.) and was later appropriated by monks and hospitaliers to tend to sick pilgrims undertaking the SHADOW MARCH.

2. Rel. Str. Monastery and asylum in the south west of <u>BA'AKH</u>, where those afflicted by <u>AEPATHY</u> and other <u>ATRAMENTAL DISEASES</u> are sent to convalesce. It forms a major stop along the <u>SHADOW MARCH</u>, and is home to various hospitals and convalescing homes where sick pilgrims can rest before carrying on their March.

Merchants and itinerants travelling through the area have reported angelic-like silhouettes in the skies above the Monastery, particularly during the time of the <u>ADUMBRATION OF KORACHAN</u>. This led to many prominent legends appearing in the surrounding areas, including Ba'akh itself and <u>MHAROKK</u>.

<u>MOND</u>: Set. Fortified settlement in the region of <u>BETAHAL</u> in the north of <u>THE SURRACH</u>, known for its ancient astronomers who left behind large observation platforms on which the present settlement is built. Today it is home to a guild of cartographers who are responsible for most maps of the region (Pop. c. 15,200).

MOND EAYID: His. Str. Ancient stone monument in the north of SURUTUR. It is used by most as marker to indicate the worst of the effects

of the region of <u>KOHNOR</u> – venturing further north than this is considered a warning.

<u>MOND SAYON</u>: *Mil. Str.* Major coastal fortress in the east of <u>IACIO</u>, overlooking the <u>BAY OF ALLATOY</u>.

MONEA: Set. City in the c of CHEIRA. Its main industry is silver mining (Pop. unknown).

<u>MONGFIND</u>: Set. Small fortified city in the west of <u>KOMMEA</u>. It lies along the main trade route that links Kommea with neighbouring <u>LOEGRESS</u>^(1.) and is home to large tax offices and markets, as well as a garrison of its army, which patrols the western border of the nation (Pop. c. 19,000).

MONITOR: 1. see ONOCHIM.

2. Fau. Quadrupedal reptilian creature relatively common to subtropical areas of SAMMAEA, who are most abundant in the wild just south of THE INNER SEA, in regions such as TRAKIA, VENTHIR, and SARASTRO, ranging as far west as THE SURRACH, though they are bred and used as mounts farther afield than that. They are adept predators of the plains, standing around 20 – 25-ft. long. They are sometimes trained as mounts – an act primarily designed to flaunt the wealth and dedication of the rider, as their usefulness as steeds is debated. See Vol II: Classification and Taxonomy of Life.

MONKS OF THE CROWN: Rel. Org. Secretive monastic order that is said to dwell somewhere in the Worlds' Crown Mountains (also known as the ACHARKHARA). Little is known of them, or even if they are real, given their remote location, but it is said that anyone, regardless of race or creed, who seeks them out and successfully finds them is granted shelter. There they live ascetic lives and practice self-mummification to bring them closer to their deity, ELYDEN.

Few scholars believe the tales though, as the climate in central <u>SAMMAEA</u>, particularly at the supposed elevation, would be inimical to MORTAL life.

MONDL, LORD-MASON: Pol. His. Ancient mason who in -1195 RM built he high-tower of MHAQ in the KOHOD mountains. It was pivotal in defending the region from AUERENI attacks in -1193 RM. He later oversaw the erection of another 3 high-towers, which eventually led to the dawn of the CITADEL MOUNTS. The title LORD-MASON subsequently came in use there, honouring his deeds.

MONNA: Set. Fortified city in the c south of the <u>BARRIER LANDS</u>, to the west of the <u>HOUSHNAM</u> region, just outside of the <u>ATRAMENTALLY TAINTED</u> region of <u>OLTAGRA</u>. It is a major producer of rubies, with a large open pit mine dominating the landscape outside the city (Pop. c. 42,000).

<u>MONOCERA</u>: (10,200-ft.) *Geo.* Highest peak in <u>OPHAR</u>, along the south western face of the <u>ASOGHAQUA</u> Mountains.

MONOCEROUS: 1. also 'unicorn'. Fau. Ungulate characterised by its single brow horn. They were once common to many wild areas across Llachatul and <u>SAMMAEA</u> where flowing water and tree-cover is common, though they now very rare. Their bodies are resilient to changes wrought by both the Firmament and the Atramenta.

Of particular note are their horns, which are linked to their natural resilience to the Firmament and Atramenta. See Vol II: Classification and Taxonomy of Life.

2. also 'the Unicorn'. Ast. Con. Constellation in the SOUTHERN HEMISPHERE. See Vol II: Constellations.

MONOIKA: 1. Geo. Island 10-miles off the coast of the east of <u>PELASGOS</u>.
 Rel. Str. Monastery dedicated to the <u>UNDYING MACHINE</u> on the eponymous island⁽¹⁾.

MONOLITH OF AB AESSENAS: see AB AESSENAS.

MONOLITH OF LYIL: His. Rui. Partial remains of a large crystalline monolith in present-day SUMA'YA, attributed to the FOURTH AGE civilization of THYM. Ba'akhi legend claims that the monolith was shattered during the WAR OF SCOURGING, when the body of a DRAGON was sundered upon it by a champion of ALLAISHADA. Little remains of the structure now, but for its corroded base, discoloured and pitted through age and neglect. SHAPERS coming across it claim its heart is warm from proximity to the FIRMAMENT, though none are known to have pried the secrets of Lyil from their glassy prison.

Shards of crystal are sometimes encountered half-buried in the ground surrounding the remains of the monolith, some of which are observed to emanate faint Firmamental energies, and which are collected by travellers and merchants for sale as curios.

MONOLITH OF ZALBAIGALED: Rui. Arc. Ancient glass monolith in the c south west of <u>BANT</u>. Around 120-ft. high, it was once perfectly smooth and translucent, though time has taken its toll on it, and it is now weathered and stained. It dates back to the late <u>FOURTH AGE</u>, and it is mentioned serapi accounts from the time as having been built as a form of triumphant architecture by <u>KARKADANNI</u> the once lived in the region.

<u>MONORK</u>: Geo. Headland in the north of <u>NÁRTHEL</u>, overlooking the STRAIT OF NÁRTHEL.

MONRA: 1. Geo. Pass between the south of the <u>Cartiga</u> Mountains and the northern <u>Harbida</u> Mountains in the far east of <u>Lyridia</u>, close to the border with southern <u>Ahrishen</u>. The pass forms part of a short traderoute that crosses the <u>Levantine</u> region of south eastern Ahrishen, linking the <u>Lyridian city of Sarytos</u> with the city of <u>Naiska</u> in the <u>Haréshki City-kingdom</u> of <u>Edicule</u>^(1,).

2. *Rui*. Ruined cave-temple in the far east of <u>LYRIDIA</u>, towards the south of the <u>CARTIGA</u> Mountains. Little is known of the culture responsible for the stone carvings in the cave, though they are commonly attributed to the ancestors of the <u>TROGLODYTES</u>.

MONRITT: Rui. Abandoned PHYRRAN city now located in territories contested between Phyrr and MAENMIST. It became the target of massed bombardments between 3972 – 3974 RM in the early years of the NACRE WAR, by the end of which it had been levelled. In 3977 RM the ruin became the site of a large battle between allied forces under the control of the NACRE LEAGUE and Maenmisti defenders, which ended with the latter forces advancing westward, after which vast lines of trenches were constructed, that remain in use to this day.

MONSTRANCE OF FEALTY: His. Soc. Pol. Obj. Object of great cultural, religious and political significance in the <u>AMMASHI</u>(1.) Peninsula. Its origins are unknown, and it is believed to predate the rise of the Ammashi^(3.) nation by some time, possibly having been created in the FOURTH AGE.

It was described in ancient texts as taking the form of a large chalice held aloft by twin capriform idols, made from the finest materials from across <u>ELYDEN</u> – <u>LYRIDIAN</u> gold, <u>KHAMIDIAN</u> lapis, <u>SURRACHI</u> ivory, <u>AEONAN</u> ebony, and <u>SIMBARAN</u> rubies – and was of such fine craftsmanship as to be considered a divine gift by the <u>MORTAL</u> peoples of the time.

The Monstrance is believed to have been used for ancient religious ceremonies, though was later used by the Ammashi people in rituals that took place in the great city of <u>TAMMANA</u>, where oaths of allegiance and pledges were made, with the act of drinking from the vessel making them sacred and binding in Ammashi law, making it an integral part of its politics and culture. Any religious connotations it may once have had in its original Fourth Age incarnation were lost by the time it was appropriated by the Ammashi. So important was it that it became a prominent symbol in Ammash, and it was incorporated into its flag and the heraldry of its noble families.

The Monstrance was destroyed in 2547 RM by unidentified terrorists during a period of political tension that also killed various members of the government. The act only served to exacerbate the situation and played an important role in the subsequent collapse of the nation and the coming of the dark age known as the <u>Ammashi Struggle</u>, that would last for a millennium. Tales surrounding the fates of various parts of the Monstrance are common across the Ammashi peninsula, and parts of it were indeed retrieved, with some becoming regional artefacts. Some of these were lost or destroyed during the period known Ammashi Struggle, with the whereabouts of only one in particular – part of the central vessel itself – remaining known, in <u>Kaphaar</u>.

It was eventually remade in 3562 RM by hopeful Kaphaari artisans, who tried to replicate the original design as closely as possible (with some original parts reused). With the vessel as its symbol, Kaphaar soon allied itself with TAANAL, and the two sent envoys to other states in the peninsula, hoping to forge an alliance that would render the region safe to travel.

They were eventually successful, and in 3594 RM the <u>AMMASHI</u> TREATY was signed by diplomats from all recognised states of the

peninsula in the neutral city of <u>RAMINA</u>. There they vowed aid each other in bringing peace to the region. The reborn Monstrance was used to sanctify the treaty, with representatives each drinking from it and letting their blood in it, with the mixed blood representing their unity. The Monstrance was kept in the city of Ramina, where it became a powerful symbol of freedom, hope and strength and whose people felt deeply responsible for upholding the spirit of the treaty. Some dedicated their lives to the ethos of the Monstrance and the treaty, becoming known as <u>MARHSALLS</u>⁽²⁾.

Through the accord were the allied armies able to rid the peninsula of its marauders and brigands. Safety was returned to the land, and with the immediate threat nullified the nations of the treaty slowly forsook their oaths, and conflict returned to the peninsula.

In Ramina, the Marshalls took it upon themselves to remind the people of the peninsula of the oaths their ancestors made. They now travel the land, acting as missionaries of the spirit of the Treaty, wearing robes emblazoned with the icon of the Monstrance.

<u>MONTAMANDA</u>: Set. Coastal settlement on the south east of the island of <u>CYNCER</u>^(1,) in the south of the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u> (Pop. c. 9,200).

MONTANACH: Pol. Soc. Major PATRICIAN HOUSE, controlling most gold supplies in KORACHAN as well as a controlling interest in the BANK OF KORACHAN. Its PATERFAMILIA is nominally a member of the council of patrician, if not one of THE SEVEN, making this one of a handful of incredibly influential Patrician Houses in Korachan, existing on another level to most others, and richer and more powerful than other nation's governments. See Vol II: Patrician Houses.

<u>MONTAR</u>: Geo. Island in the far east of the <u>SEA OF MIROVEA</u>, forming a part of the <u>RATHURU</u>^(1.) archipelago.

MONTHRA: Set. City in the c west of <u>CISNERIA</u>, in the far west of the <u>USSIL</u> Massif (Pop. c. 40,000).

MONTRALLA: Set. Settlement in the north of <u>THE SURRACH</u>, close to the border with <u>EREBETH</u> (Pop. c. 6,000).

<u>MONTREST</u>: Set. Major fortified city in the far south of <u>ALMAGEST</u>, close to the border with <u>SKAROS</u>. It was once known for its truffles, but today it is a major link in the <u>RED ROUTE</u> and is famed for its large markets where exotic wares are bought and sold (Pop. c. 66,000).

MONUMENT OF JUDGEMENT: also 'Ikatal. Int. Rui. An ancient gigantic monument located just north east of the NEHNAXIAN desert within the greater TURCAR desert in the c south west of TETHYSIA. Its features are heavily weathered though a semblance of its original MORTAL form can still be gleaned. The monument towers above the surrounding desert even though it is half swallowed, standing askew. Little is known of its origins, though it is thought to date to the FOURTH AGE, if not earlier.

MONUMENTAL SCRIPT: Lan. Ancient logographic script that has seen a resurgence in VENTHIR at the behest of QUEEN HETEPHEROPOLIS since fully gaining its independence in 3781 RM in a la hieroglyphs. The language was originally used by an ancient FOURTH AGE SPHINX culture but it died out with the effective extinction of their people, though it continued to be used in the court of Queen Hetepheres in an ornamental capacity. Years of subsequent KORACHANI subjugation discouraged their use, though Hetepheres still had her inner chambers decorated with them in secret, until the ARCHPOTENTATE MALICHAR granted Venthir its freedom, when the script was brought back into the daylight, finding its way on monuments and structures across the Kingdom, later spreading to NÁRTHEL. See Vol II: Languages.

MONUMENTS, the: Int. Arc. Geo. Plains in the south of TARTAK named after the monumental termite mounts that cover it. Reaching heights of around 20-ft. the mounds belong to endemic giant termites, with individuals reaching sizes of about 6". The mystical prison of NYPHERA UNCOST is located to the south of the Monuments.

MONYAN: Set. Settlement in CUTH, around 26-miles south of the capital city of ERKALA. It is a major producer of food (Pop. c. 7,000).

MOON: Ast. Elyden has two moons, <u>ARAKHAMÉ</u>, the Blood Moon; and <u>SIELLA</u>, the Ivory Moon.

MOON DESERT, the: see SALITH.

MOON TEMPLE, the: see KAMMAR.

MOONCALF: Leg. Folk tale common in parts of <u>LLACHATUL</u>. Stories usually take on an eerie form and are told by travellers at night to scare each other. The mooncalf is a pale creature with stilt-like legs that wanders in wooded or otherwise dense terrain, remaining in the shadows as it follows lone travellers, taking them back to its home, the Ivory Moon, where they in turn become mooncalves.

It is thought that this is a corrupted retelling of sightings of <u>EMPYREAN SPECTRES</u>. See Vol II: Legends and Folk Tales.

MOONS CRAB: Fau. Fresh-water crab common to the east and south eastern coast of <u>LLACHATUL</u>. Named after its complex rituals, each governed by the motion of the moons. It mates on nights when both moons are new (every 672 days), follows the course of the red moon in its eating habits and gathers in large groups and culls weak members on nights when the white moon is full. Is approximately a foot long and is farmed and/or trapped in many regions, including <u>CUTH</u>, <u>IACIO</u>, <u>RHEA</u>, <u>SURUTUR</u>, <u>TETHYSIA</u>, and <u>THETIS</u>. See Vol II: Classification and Taxonomy of Life.

MOONS JELLYFISH: Fau. Jellyfish with a white translucent body and a visible red organ, from which its name is derived. They are common in the open seas of the MIROVEAN OCEAN, and can be gigantic in size though are relatively harmless. See Vol II: Classification and Taxonomy of Life.

MOONSFOLK: Leg. Mor. Diminutive emaciated humanoids rumoured to dwell in the winding caverns beneath the <u>SCABLANDS</u> of the c east of <u>BASSORAH</u>⁽²⁾. Most consider them a legend or myth, but many swear to have seen them – usually fleetingly behind bushes or rocks at night - or otherwise believe in their existence. They are often blamed for disappearances of people and objects in the region.

Of note is the disappearance of the Falkveld homestead in 3882 RM, which remains a popular subject amongst gossipmongers and taverns to this day. No trace of the family was ever found, though the walls and furniture were covered in scratches that looked as though they may have come from small humanoid hands.

MOONSLESS MASS: Rel. Org. Blasphemous rituals that take place in PARTHIS, commonly in rural areas where the law is more malleable. These masses take place on nights when both moons are new and usually take place outside, under the cover of darkness, within forests or secluded places within natural areas. The cultists wear purple robes with black pointed masks, and they exist in direct opposition to the otherwise secular values of Parthis. No particular deity is venerated in these masses, and any deity – living or dead, real of fictitious, benign or malevolent – may be honoured simply to spite those who would have Parthis forsake religion completely.

Little is publicly known about these Moonsless Masses, though it is believed that members from all echelons of Parthisan society are involved, including politicians and notable <u>PATRICIAN HOUSES</u>.

MOONSTONE, the: Sup. Obj. Dre. Large crystalline stone of indeterminate origin and material that was discovered by a group of independent miners in the north of the HENDECARCHY of CYRENIA, in MALAN, in c. 3940 RM. The stone corrupted those who found it before it was even excavated, and they shaped it into a monolith that they came to worship. They soon forsook the beliefs of the Malani people, which led to them becoming persecuted from their home.

They fled across the hinterlands and deep forests of Malan, taking the Moonstone with them on the back of an <u>OGHUR</u> slave. It slowly corrupted them with dark <u>DREAMS</u>, and they came to spread their vile creed amongst small settlements they encountered, giving rise to the <u>MOONSTONE CULTS</u>, which venerate the Moonstone as an inert deity, whose dreams of the collapse of order fuel their heresy.

The origin of the Moonstone is unknown for no scholars have been allowed to study it up close and likewise, it is unknown what substance the stone is made of.

MOONSTONE CULTS: Org. Dre. Heretical cults in MALAN that eschew the cultural traditions of its people and instead venerate an ancient carved monolith that is referred to as the MOONSTONE. Believed to be an object of great MAGICKAL power, the Moonstone grants feeds the DREAMS of those in close proximity to it, giving them eschatological visions of the final death of the LADY AEGIS, and the collapse of Malan.

The cults emerged in c. 3955 RM after the original group that unearthed the Moonstone in CYRENIA was forced to flee persecution. Its movements spread its corruption to various settlements and regions, where their beliefs took root, becoming a blight that Malan struggles to this day to be rid of.

Though only one Moonstone is thought to exist, there are believed to be dozens of individual Moonstone Cults scattered across Malan, largely concentrated to the north east of the HENDECARCHIES, though their influence is slowly spreading south west.

MOPASSA: Sup. Geo. <u>DUSTSTONE</u> mountain in the far south of <u>PARAIYA</u>, serving as part of the border with the <u>UMBRA SOKHAR</u> wastes. To the south of here lies the fabled region that Paraiyan legend refers to as the <u>STARGAZERS</u>.

MORACHAN: 1. Mil. Str. KORACHANI fortress in the far north west of THE SURRACH, built during an ill-fated early KORACHANI colonisation effort there in c. 2220 RM. Little is thought to remain of the place but for the SEEING ENGINE that was erected there to facilitate contact with the HEARTLAND. The fortress was abandoned in c. 2400 RM as the Korachani immigrants left or spread across the area as they mingled with the locals and the fortress has given its name to the region: MARACHA.

2. Set. Settlement in the KORACHANI colony of AMONDOR on the

2. Set. Settlement in the <u>KORACHANI</u> colony of <u>AMONDOR</u> on the northern coast of <u>THE INNER SEA</u>, occupying the southern-most part of the <u>TOLIASOR</u> Mountains (Pop. c. 7,500).

MORACHI: Set. City in the east of PELASGOS, 4-miles west of the coast of the SEA OF SPIRES. It was once a powerful city-state by the name of EKATON before being renamed by KORACHANI governors in c. 500 RM after the settlement outgrew its borders and the old quarter was abandoned.

Today it forms part of the <u>RED ROUTE</u> and is famed for the white marble statue of <u>MALICHAR RISEN</u>, that was blessed by the <u>ARCHPOTENTATE</u> himself in 340 RM during his return to <u>KHADON</u> following his <u>ITINERARY</u>. A large cathedral was later constructed around the monument, and has since become a shrine of the <u>CHURCH OF THE UNDYING MACHINE</u>, becoming a basilica in 2262 RM. The city is also home to an insular religious order dedicated to the Archpotentate Malichar, that has roots going back over 36-centuries to c. 400 RM. Little is known of the order, but it does recruit members from eastern Pelasgos (Pop. c. 40,000).

MORACHI, PILLARS OF: Geo. Natural stone pillars in the east of PELASGOS, 50-miles north east of the city of MORACHI.

<u>MORAD</u>: Sec. Small city in the c north of <u>NOAVATUR</u>. Its main industry is iron mining (Pop. c. 14,000).

MORAN: Geo. Ancient and crumbling mountain-range in the c south of TEMUJA, east of the DUIARHI Mountains.

MORARA: Ind. Sup. Set. ALMAGESTI UMBRA extraction facility in the north western territories in the HORSCH. The area is covered in hundreds of siphon engines, which extract raw <u>UMBRA</u> and pipe it south east to Almagest (Pop. c. 2,200).

<u>MORBANNON</u>: Set. City in the north east of <u>GREST</u>^(L) in the island-continent of <u>BROR</u>^(L). It forms part of an industrial region though little is known as to what these industries are (Pop. unknown).

MORDA: Geo. Small island off the north eastern coast of NAARETH.
Originally a reef, it grew as Elyden's seas bean diminishing over the mast millennia.

<u>MORDANA</u>: See. Fortified settlement in the c north east of <u>SARASTRO</u>. It is famed for its assassin school (Pop. c. 5,200).

<u>MORDANT</u>: 1. Oth. Common form of <u>HALFBLOOD</u>, their words as poison as the venom that fills their veins. See Vol II: Anthropeidos..

2. *Pol. Set.* City and capital in the c of the <u>Hendecarchy</u> of <u>Deraela</u>, in <u>Malan</u>. It straddles the banks of the river <u>Vlara</u> (Pop. c. 390,000).

MORDECAI: Sup. Rnk. Head of the IMMORTALS^(2.) in the TRUE MENISCUS.

An incredibly ancient being, one of the eldest of the Immortals, and therefore, one of the closest living descendants of the DEMIURGE DURUTHILHOTEP. In the THIRD AGE, slayed the dragon Ahzdarcon.

<u>MORDON</u>: *Pol. Soc.* New <u>PATRICIAN</u> <u>HOUSE</u> that bought the ruin of <u>RODIA</u> in the south west of the <u>FREE-ISLES OF PELASGOS</u> and has resumed manufacturing there. See Vol II: Patrician Houses.

MORDOR VIG, LICTOR MAGNUS: (B. 3933) Oth. HALFBLOOD and present head of the ORDER OF LICTORS.

<u>MORDHA</u>: Sea. Shallow waters 85-miles east of mainland <u>AMONDOR</u>, south of the <u>TOLIASOR</u> Mountains.

MORÉHAN ORDER: also 'Iconoclasts'. Pol. Org. One of the major SANCTIFIED ORDERS OF THE INQUISITION of the KORACHANI EMPIRE, dedicated to eliminating idolatry and paganism both within and without the borders of the empire.

It was formally recognised as an Inquisitorial Order in 498 RM, though its roots date back to the earliest centuries of Korachani expansion into neighbouring lands that brought its armies into contact with various faiths and cultures, which its EXOCRINES abhorred. This led to the emergence of the ICONOCLAST (1.) caste in c. 100 RM. It steadily grew over the subsequent years to become one of the most influential religious groups in the empire, gaining the full backing of the CHURCH OF THE UNDYING MACHINE. Eventually, it grew so powerful that it was able to dictate the fate of foreign religions, deciding whether a heathen deity would face oblivion or live on in corrupted form as an imperial saint.

In c. 430 RM a group of high-ranking iconoclasts splintered from the Church of the Undying Machine after their increasingly fanatical acts of iconoclasm (including condemning reverence of sanctioned saints of the Church of the Undying Machine) earnt the ire of church officials. Over the next decades, they continued their iconoclasm until they were excommunicated in 463 RM, which allowed them to continue in their crusade unmolested, eventually establishing a LANGUE(1) in the city of NOUVAR in VÂRR under the approval of the COUNCIL OF SEVEN, though it eventually relocated to CALDERA in KORACHAN in 2963 RM, to focus its attentions on keeping the empire free of heathen influences.

Since its founding, the Order has scoured the length and breadth of the empire, ridding it of idolatrous cults. Meanwhile, the iconoclasts continue to work outside of imperial borders, spreading word of the imperial creed to heathens while toppling its blasphemous idols. Its actions reached a crux in the middle of the 15th century RM during a tumultuous time now remembered as the ICONOCLAST WARS, when its influence was at its peak and its crusaders at their most numerous, becoming a ubiquitous sight across the empire and its cities. Since then, the Order has worked tirelessly to quell increasing reverence of the so-called GUTTER SAINTS as well as the activities of MYTHOGRAPHERS, whose preservation of often proscribed knowledge and figures is antithetical to the Order's ideals.

The Order is hierarchal in nature, with various ranks and titles, including the infamous Iconoclasts (whose name has become synonymous with the Order itself), <u>VIGILATORS</u>, <u>EXPURGATORS</u> and <u>CENSORS</u>. It also maintains close ties with the <u>EXOCRINES</u> and missionaries of the <u>CHURCH OF THE UNDYING MACHINE</u>, as well as the <u>BUREAU OF CENSORS</u>.

The order's emblem is a hammer on top of a circular labyrinth, with the former symbolising the orders' actions in toppling heathen idols, and the latter symbolising the confusion and directionlessness experienced by the followers of heathen deities.

The Order's present Grandmistress is **BEHRAAD KHAS**HAYAR.

MORGUN: Set. Small coastal city in the far north of ELAT (Pop. c. 12,300).

MORI: Set. One of 5 isolated self-sufficient city-states in the south of DURCHAA whose people revere the so-called King in Darkness – an entity believed to dwell in the darkest reaches of the MAW OF DORMORRO. They clash with rival cults, each of which is based in another city-state near the Maw, and has its own beliefs surrounding the Maw (Pop. c. 3,400).

MORIBUND EMPIRE, the: Arr. Soc. Name commonly given to the KORACHANI EMPIRE by novelists and poets around the INNER SEA. The term was particularly common between the 29th and 33rd centuries, when a particular style of epic overindulgent writing was common. The term was most popularised by the writer BLANESCHI WALLIA in c 2910 RM with the release of his epic work, A CORONACH TO ELYDEN.

MORILD: Set. Ancient stone coastal fortress in the south east of <u>PERGOST</u>, in the <u>REHEMAZI</u> peninsula, overlooking the <u>SEA OF DAGGERS</u>. It is now some miles from the coast and a small settlement has appeared at its base (Pop. c. 500).

<u>MORILD STELE</u>, the: *His. Obj.* Ancient metal stele discovered beneath the <u>MORILD</u> fortress in the far south east of <u>PERGOST</u>. The stele is thought to date back to the early <u>FOURTH AGE</u>, though little else is known on it and the acid-etched runes remain undeciphered.

<u>MORINA</u>: Set. Small city and <u>UMBRA</u> extraction facility in the c north of the nation of <u>DURCHAA</u>. The city is owned and controlled by a single patrician family with ties to the Durchaan monarchy (Pop. c. 17,500).

MORISKER: Pol. Soc. Bus. PATRICIAN HOUSE prevalent the REFORMED EMPIRE OF SARASTRO whose main business interest is the mining and processing of UMBRA. It is the main controller of the ARGEAN PIPELINE.

MORITAS: Set. City in the c of LOEGRESS⁽¹⁾, along the course of the river MORRINACH. It is a hub of commerce and culture, uniting various disparate regions of Loegress, and it is also recognised as the site of a miracle, where a vision of the TAELLANNIR appeared to a dozen people in c. 3080 RM, decades before her rebirth as an the OTHERWORLDER. The city is now home to a shrine dedicated to the ORDER OF THE TAELLANNIR, and it has become a site of pilgrimage to its people (Pop. c. 45,000).

MORKALA: Mil. Ind. Str. Major fortress in the south east of PHYRR, close to the western border of contested territories with MAENMIST. It is a sprawling complex of individual reinforced concrete bastions linked by subterranean passages beneath which lie the workshops, barracks, armouries and foundries. It is home to the forward command of the Phyrran armies taking part in the NACRE WAR and is protected by hardsuit-clad KALKAN COLOSSI and arrays of artillery that face ever east.

MORLHAR THE ELDER: KORACHANI historian who in 142 RM published the 'COLLECTED HISTORIES', one of the first known encyclopaedias in the FIFTH AGE.

MORNAST: Set. Fortified coastal city in the east of the INTERURBAN STATES (Pop. 43,000).

<u>MOROCHA</u>: Mil. Str. Major fortress in the south west of <u>SEDISIA</u>, overlooking the contested region of <u>ATILIPHO</u>.

<u>MOROI</u>: F. 'strigoi'. Sup. Rnk. Leg. Ancient <u>ATRAMENTSITS</u> who are said to have transcended death, their <u>SPIRITS</u> hollow, yet bound forever to their <u>VESSELS</u>, preventing death, yet denying them full life. The name is thought to be derived from the <u>MALANI</u> city of <u>MOROIA</u>, where the legends originated in the early <u>FIFTH AGE</u>.

Different cultures have their own versions of the moroi, though most of them share a few common traits, including: incredible longevity; mastery of some form of SHAPING, usually Atramentism or specific SPHERES, such as PENUMBRISM; often mishappen or ghoulish bodies; and unnatural means of preserving their strength and life, including UMBRAPHAGY, HEMATOPHAGY, or PSYCHOPHAGY. Such creatures usually conform to the ELLUNUR PARADOX.

MOROIA: Set. City in the north west of the HENDECARCHY of CYRENIA, in MALAN. It has active trade-routes along the GREAT ROAD with BOREA in eastern KASPIA. It is known for the trapping and breaking of BHAHS, which are then sold in large caravans as slaves to Kaspia. It, like most Cyrenian cities, also has a tradition of ATRAMENTISM, though this is more pronounced than in other settlements, where a caste of scholars who devote their lives to the study of the ATRAMENTA have lived since c. 2000 RM. Though initially they only studied the Atramenta to better understand it, some of its members have turned to full PENUMBRISM, learning to manipulate it in search of their knowledge (Pop. c. 68,000).

MOROMARTH: Soc. His. Mor. In the history of MERILLS, an individual said to be afflicted by the collective memory that plagues their kind, but none of the madness and gibbering nature that curses them. If true, this would mean that they might possess the sum knowledge of all merills, ranging from the very dawn of mortal-kind to the present-day.

Stories of Moromarth are common in the north of <u>SAMMAEA</u>, in lands close to the river <u>SHIBBOLETH</u>⁽³⁾ and culturally-linked with <u>KARAKHAS</u> and such tales are generally-accepted as fact even though there is little empirical evidence supporting such claims.

A similar individual appears in the <u>MYTHOLOGIA ELYDEN</u>, though it is unknown if this is the same merill, unrelated stories of a similar nature, or one serving as inspiration to another.

MORONI, THE HORSE: Mys. Rel. In TEMUJAN SPIRITUALISM, the TUTELARY SPIRIT of travel, companionship and loyalty. See Vol IV: Religions and Cults.

MOROSIGHI: Geo. Mountain range in the AMMASHI^(1.) peninsula in the south west of SAMMAEA, dominating the east of HABOT, where it serves as a partial border with the south west of PHYRR. The southern face of the mountain is known in Habot for its many ancient fossils of gigantic creatures that remain unidentified to this day. Some well-preserved examples may find their way in auction houses from time-to-time, though they remain particularly rare to this day.

MORPHEA: Set. Dre. City-state in the far south east of THE SURRACH. Its ruler is a strange queen, thought to be HALFBLOODED or possibly SCIONborn by those who dare to wonder. She sends 'DREAM hunters' south east into the dream-tainted lands of SOMNIAL to capture NIGHTMARE entities and other ATRAMENTAL phenomena. What she does with these trophies is unknown to all but her closest advisors and many think that the city exists solely so that she may continue claiming such trophies. It is postulated that she may be related someway to the entity responsible for the region of Somnial, and is trying to amass enough dreams and memories to ascend to godhood herself, though those who voice such opinions have been known to disappear.

It is one of the more insular city-states in the Surrach and it trades very little with outsiders (Pop. c. 51.000).

MORR ISAKHANA: Pol. Ser. Capital city of <u>AQUARIIA</u> since the ejection of <u>PARTHISAN</u> occupiers in 3140 RM, before which the capital was <u>ANACHA</u>. (Pop. c. 709,400).

MORRAKH: lit. 'Black Coast'. Sea. Coastal waters, some 150-miles long, south of the FLAMING SEA, in the western-most waters of the SEA OF LETHEA. It is known for the repugnant black ichor that coats the shores. Under the sun's influence it cracks and bleeds a toxic sap, though under normal conditions it is sticky and foul. The water surrounding the coast is thick with the stuff and what life survives there is twisted and wretched as a result.

The ruins of an ancient tower survive, cacked in web-like strands of the stuff, covered in dust and the detritus of ages. Little is known of the place as it has only been observed from a distance.

MORRINACH: Rvr. Major river dominating the valley of MOTTANIA^(1.) in the east of LOEGRESS^(1.). It flows east for 680-miles from sources in the eastern face of the VOULLOR, before meeting the coast at the BAY OF ERMAE^(1.).

<u>MORRUSH</u>: Set. City in the east of <u>JURRAS</u>^(2.), 65-miles south of the capital in <u>SAMARIS</u>, where much of the armies responsible for the defence of the capital are stationed (Pop. c. 34,000).

<u>MORS</u>: Geo. Highland region in the c of <u>ANUBIA</u>. It is characterised by its ominous black rocks, the largest of which form a ridge, running along the region for around 220-miles.

MORSALIA: Geo. Mountains in the north east of MENISCEA, on the headland of ABARHAL (2.). It serves as a border between an Abarhali exclave in the west, and the PARTHISAN colony of IBANNEM (1.) in the

<u>MORSICANT</u>: *Ind. Set.* Lead and limestone quarries in the north of <u>NAARETH</u>, in the southern-face of the <u>SIRDAIRA</u> Mountains (Pop. c. 7,200).

MORTAL PEOPLES: also 'Mortal Tribes'. Myt. His. Mor. The two-andtwenty races given life through the acts of the <u>DEMIURGES</u> in the <u>FIRST</u> <u>AGE</u>, as set down by the <u>MYTHOLOGIA ELYDEN</u>.

They were born from 'seeds' sown by <u>THE SHAPER</u>, that in time would have germinated into the <u>IMMORTAL</u>^(1.) races. This was not to be, as the hubris of the Demiurges destroyed the perfect realm they had created on the <u>MATERIAL PLANE</u>. This corrupted the seeds, causing them to germinate before their time, giving rise to mortals – imperfect beings whose senses were assaulted by the chaos of what was wrought on Elyden by the Demiurges.

The Shaper punished the Demiurges and tasked them with guiding the newly-born mortals. Each Demiurge was tasked with protecting and leading one of the races, each of which was made up of seven individuals. Some were embraced this new role, seeking to atone for their actions, where others ignored the races, leaving them to their own devices.

Over time the mortals increased in number and span, making contact with one another, establishing trade and alliances, or making war. Those who had been abandoned by the Demiurges suffered, and even those who had the aegis of a Demiurge would eventually wane. Today most mortal peoples are either thought to be extinct or are minorities in a world that has become dominated by https://doi.org/10.1036/j.com/html. Other notable races that persist in large-enough numbers to have a role in Fifth Age include DERUWEIDS, DVERGAI, GIGANRI, KERATIN, LHAUS, MERILLS, PLAGI, ROPOHAII, SHIE.

The other mortal peoples, which are today either extinct or near-extinct, are: <u>AITHAR</u>, <u>CATACHIS</u>⁽²⁾, <u>THE FORGOTTEN</u>, <u>IFIRMIANS</u>, <u>ILLIDRAEN</u>, <u>IRKALLA</u>⁽²⁾, <u>IROTHANI</u>⁽¹⁾, <u>RAREVAS</u>, <u>SEITHIN</u>, <u>SERAPI</u>, <u>VALTHAS</u>, and <u>VAPULIM</u>.

The mortal peoples have mingled and evolved since their creation millennia ago, leading to the rise of other races, including <u>AL AKHI</u>^(1.), <u>ALMAS, ETHERI, LACER, MULLS, OGHURS, SELKIES, SIMEIANS</u>.

The term mortal is also often erroneously used in relation to the creatures that were directly created by the Demiurges, such as <u>AIKLAHS</u> and <u>EELYOUHNS</u>, who are more correctly identified as the <u>ASICTHAIN</u>. See Vol II: Classification and Taxonomy of Life: *Sicthain*.

MORTAL PLANE, the: see MATERIAL PLANE, THE.

MORTAL SIN: Rel. Phil. In the CHURCH OF THE UNDYING MACHINE and the REFORMED CHURCH OF SARASTRO, a concept explaining the sin inherent in the mortal peoples. Mortals, specifically humans, are inherently sinful and must work towards attaining redemption from the UNDYING MACHINE, whose absolvance allows their spirit to attain immortality at the time of death, which then transmigrates to the otherworld, leaving the mortal body, full of sin and no-longer needed, on the MATERIAL PLANE, where it rots into nothingness. See Vol IV: Religions and Cults.

MORTAR: lit. 'black forest'. For. Forest in the south of AHRISHEN, reaching into the north west of LYRIDIA, and forming a border between the two. During the early years of what was to be the KORACHANI EMPIRES' tenuous hold of LYRIDIA, the forest was far larger, reaching as far south as the northern face of the PLALEPH Mountains. Deforesting of the area dominated the Korachani empire's hold of LYRIDIA DHAI and by 2119 RM, the forest had retreated north, to its present borders, a fraction of its former size.

The forest is home to the indigenous <u>REXCANIS</u>; a breed of particularly ferocious canine that has since been tamed and exported across <u>THE INNER SEA</u>.

2. *Mil. Str.* Ancient fortress in the south west of <u>AHRISHEN</u>, overlooking the <u>SEA OF PROPONTIS</u> to the west and the <u>BAY OF ST. JERUSH</u>^(1.) to the south. Despite its age the fortress is used to this day as a look-out post.

MORTAS: Set. Settlement in the c south of <u>JURRAS</u>^(2.), in the north of the <u>INNORADOS</u> Mountains. It is famed for its many gigantic ruined arches that hark back to an ancient city that was much larger than its current incarnation (Pop. c. 8,000).

MORTHA SHUR: m. Pol. His. Per. (B. 3376 – 3434 RM) Eldest of three children born to the then-ruler of PNESSA, KARAN SHUR. Upon Karan Shur's death in 3388 RM Shur's younger brother MITH had him and his younger sister DEGLIA imprisoned in the tower of ENEPH in the far east of Pnessa so that he could claim the throne. There, Mortha and Deglia, maintained a small but loyal following that began working to secure their release, eventually gaining the support of the city of Eneph as well as individuals close to the royal family in IRUT MARKA.

In 3402 RM Mortha and Deglia were freed from the tower of Eneph. In Irut Marka, supporters of their cause showed their colours and attempted a coup, but it was thwarted. Fighting broke out in major cities, devolving into war that lasted till 3409 RM, becoming known as the <u>WAR OF SECESSION</u>. Mortha killed Mith in 3409 RM following an unsuccessful parley, though he was unable to claim the throne. With Mith's only heir still a child, leadership broke down in the capital as allies of the secessionists sowed discord.

A series of military blunders saw the armies of Pnessa falter against Eneph, leading to a ceasefire that ended in the signing of the independence of Eneph and the birth of the nation of Elekhid upon the marriage of Mortha and Deglia in $3409\,$ RM, starting a new dynasty that rules to this day.

MORTUARY CULT, the: Rel. Soc. An organisation within the HIGH- and LOW-EMPIRES that concerns itself with the removal and disposal of corpses. In large cities it is important to dispose of bodies as quickly as possible, lest disease spread, and the Mortuary cult is responsible of such disposals. The cult was created in DEOCHAN in 1143 RM to aid in collection of bodies.

In the <u>KORACHANI EMPIRE</u>, some bodies will be used for military purposes, with others donated to <u>SHAPERS</u> and <u>TECHNARCANISTS</u> for use in their experiments. Since c. 3000 RM, most have been simply repurposed for use in the <u>DROSS</u> industry, though the veneration of <u>SKULLS</u> means that the Mortuary Cult now specialises in the preparation of heads — either for the purposes of embalming, or cleaning in preparation for decoration for placement within <u>FUNERARY TOWERS</u> or family crypts and shrines.

Members of the cult venerate <u>ST. ATHANAS</u> as a patron and most of their religious rituals and rites centre around him over the <u>ARCHPOTENTATE MALICHAR</u> of the <u>UNDYING MACHINE</u>. The importance and widespread influence of the cult are likely the only things stopping the <u>CHURCH OF THE UNDYING MACHINE</u> from taking action against these near-heretical practices.

<u>MORU</u>: Set. Settlement in the c north west of the tribe of <u>SATAR</u> in the north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 4,500).

<u>MORUL</u>: Rvr. River in the south west of <u>SARASTRO</u>, flowing north, then west for some 450-miles before emptying into the <u>GULF OF DAARKEN</u>. The cities of MORULAURGO and HAGRADEA are perched on its banks.

MORULAURGO: Set. Major fortified city in the west of <u>SARASTRO</u>, along the course of the river <u>MORUL</u>, after which it is named. It was founded in c. -205 RM in what was then <u>SAOSTANA</u> and has remained an influential city in the area ever since, surviving the slow waning of <u>ELYDEN'S</u> seas and various wars.

Today it is the controlling city in the <u>AMERETAT</u> region of western Sarastro, close to southern <u>IO</u>. The city is positioned around 50-miles from the present coast of the <u>DAARKEN GULF</u>, along the course of the river Morul. Pilgrims undertaking <u>THE SHADOW MARCH</u> board massive ferries into <u>BA'AKH</u> from here, sailing down the river and across the sea to the vassal state as part of their travels (Pop. c. 152,000).

MORUR: Rui. Abandoned settlement in the c-south east of <u>THE SURRACH</u>, in the <u>ATRAMENTALLY TAINTED</u> region of <u>HARAT CHLO</u>. Little is left of the settlement other than a grey mound – the remnants of its clay brick structures that were left to rot over 300-years-ago.

MORUSS: Fau. large lumbering herbivore distantly related to horses, they have large forelimbs and backs that slope down to their back legs. They live in temperate regions of <u>SOUTHERN SAMMAEA</u> and are about 10-ft. tall at the shoulder and weigh around 2,400 lbs. See Vol II: Classification and Taxonomy of Life.

<u>MOSA</u>: *Rvr. For.* Waterlogged <u>BLUE HORSETAIL</u> 'forest' along the border between the south of the <u>HENDECARCHIES</u> of <u>CYRENIA</u> and the north west of <u>HATON</u>, in the north of <u>MALAN</u>. The region is around 7,500-miles in area and is primal, with very little mortal influence from both this and past ages, with very few ruins compared to the rest of Malan.

MOSAIC UNDULANT: Int. Rui. FOURTH AGE ruin in the north of SKAROS, to the south of the ADAMATI Hills, that lain buried in soil for millennia. The ruin was unearthed by mistake in c. 3210 RM, revealing an expanse of mosaic around a square mile that over the years had warped due to shifting lands and earthquakes over the ensuing years. The mosaics remain largely undamaged and make for a spectacular view to those able to view them.

The exact location has not been widely publicised though it has become a popular destination for those undertaking the <u>GRAND TOUR</u> as well as artists and historians.

MOSASA: Sea. Sea in the east of SAMMAEA, forming a western part of the MIROVEAN OCEAN, dividing the nations of GIBEAH in the north from the east of CHEIRA in the south. The sea is fertile and full of life, rich with sediment from the rivers DENGUEA and CACEPHA. It is populated by a caste of CHEIRAN people who subsist off the water and live on giant catamarans that host family groups.

The regions surrounding the sea were the source of the $\underline{\text{UALLA}}$ $\underline{\text{MIGHAN}}$ culture from which the empire of $\underline{\text{WAELMIGH}}^{(2)}$ eventually appeared in c. 1900 RM.

MOSATOTH: Set. Major city in the c east of THETIS (Pop. c. 318,000).

MOSQUITO COAST, the: Geo. Colloquial name for the shoreline of the delta of the river NEPHILA in the east of the PRINCIPALITY OF SEPAHAUNAT. It is so named for the insects, amongst them mosquitos and midges, that infest the region almost year-round.

MOSSAN, the: Gco. Region in the far south east of SAUA. It's noted for its picturesque lichen-covered boulders, and is largely uninhabited by humans.

MOST HUMBLE ORDER OF KETESH, the: Mil. Org. Voluntary organisation based in KETESH⁽²⁾, whose members are drawn from PATRICIAN HOUSES and FREEMAN households across the INNER SEA. Members are typically expected to serve for five years in a variety of different positions of public service, including roles as diverse as civil servants, police, and military.

After five years members are granted citizenship and are given the choice of retiring with a modest stipend in compensation for their work, or continuing their work within the Order. Retired members of the order are known as COMPEERS OF KETESH and the term has positive connotations within Ketesh as well as neighbouring nations, such as VAALK and LIDEA, who have contributed many members over the years.

<u>MOSTOSI</u>: *Mil. Str.* Major fort in the south west of <u>ROMOREA</u>^(2.), overlooking the border with the <u>BARRIER LANDS</u>.

<u>MOSTUE</u>: Dem. 'Mostuan'. Ntn. Nation in the south east of <u>BROR</u>(1.). It is the location of the termination of the river <u>AUGUE</u>, which waters its vast cotton fields. See Vol III: Extant Realms and Nations.

<u>MOTANT</u>: Set. Major city in the west of <u>BANT</u>, in the east of <u>SAMMAEA</u>. It is home to a large portion of the nation's military, and is where new recruits are trained before being sent north to defend against the <u>AMPHISCARAN</u> threat (Pop. c. 60,000).

MOTANTA: His. Ntn. Early FIFTH AGE state that rose in c. -300 RM from various peoples that survived the earlier destruction of the city of AD PIYAN and the eventual downfall of the people of AD. The state occupied lands surrounding the remnants of the wall of DAR CINNRA, beyond the great MO-ORASSIM mountains, and farther south around the BRAGGAY lagoons. By c. -200 RM the disparate people of the above regions had coalesced into Motanta, which dominated lands around the lagoons of Braggay, as far north as the fortress of HATADA, which survives to this day002E.

Motanta eventually fell to the predations of <u>KARKAUTH</u>, which ended in 52 RM, when its final city, <u>PASABAY</u>, was subjugated by Karkauth.

<u>MOTH</u>: Set. Settlement in the east of <u>IO</u>, just north of the <u>AMARU</u> Mountains. The settlement is a centre of granite production, which is used in architecture throughout the region (Pop. c. 9,000).

MOTHER OF AHKA: see AMALTHEA.

MOTHER AND FATHER OF CREATION, the: Int. Leg. Myt. Ancient prophecy foretold by S'HITH (one of twin aspects of the DEMIURGE DOPELLANICH) that came about following the punishment of the Demiurges. in which two SCIONS born without mothers would unite to shepherd creation to its fated terminus. The prophecy gained a foothold in various mortal tribes despite the admonishment of their leaders, and when the scions AZER^(2.) and HAVELRA, were born through divine will to the Demiurges AVRAHAM and DURUTHILHOTEP respectively, the prophecy had become well known in various mortal lands, where it gained notoriety.

The two grew up under conflicting stimuli. One the one hand they were persecuted throughout their lives by adherents of the prophecy who were intent on bringing them together; but on the other both had been raised by their fathers into rejecting the prophecy as mortal folly. Avraham, in particular was intent on swaying Azer against the prophecy, indoctrinating him instead in the mystic tale surrounding his second birth in mortal form from the AZORA (the PILLAR OF FLAME). In time they would forsake these prophecies and each went to great lengths to prevent the prophecy from being fulfilled.

They met by chance (some would say fate) under the <u>TRUE MENISCUS</u> following the death of Avraham and, fed by centuries of indoctrination and conflict, Azer attacked Havelra, killing her as his father's poison cursed through his thoughts.

Azer was consumed by conflicting emotions that over decades festered into a deeply-rooted grief. He went to Duruthilhotep to confess what happened, prostrating himself before the Demiurge, asking for absolution. Duruthilhotep refused him. Azer turned violent, shouting at the Demiurge to forgive him, but he urged him to leave before he subdued him. Azer began hitting him, begged him to kill him. Duruthilhotep cast him down with a Firmamental blast and left him, alone and broken. Azer took his own life, initiating a great war between various human and ifirmian tribes that would later be remembered as the <u>WAR OF THE SHATTERED PROPHECY</u>, in which the ifirmians would be almost wiped out. See Vol IV: the Mythologia Elyden.

MOTHER OF SIN, the: Myt. His. In the <u>MYTHOLOGIA ELYDEN</u>, a common epithet by which the <u>DEMIURGE SYBARIS</u>⁽¹⁾ was once known.

<u>MOTHER WOMB</u>: *Soc. Lan.* Name for the sky in <u>PARAIYA</u> and other lands in the east of <u>SAMMAEA</u>.

MOTHER'S AXIOM, the: Rel. Vol. Religious doctrine of the SECTS OF SYNCHTHONITH, which is the only known religion of the people of CHTHYRID. Every city has its own variation of the Axiom, which is why the religion's KORACHANI name is referred to as the Sects of Synchthonith. See Vol IV: Religions and Cults.

MOTHER'S WAY TEMPLES: Rui. Ancient temple located in the far south east of CHEIRA, beneath the lighthouse of AQARA PHAT. The temples were home to a small mystery cult. Little is known of the cult or its members, but it was documented as being in use as recently as c. 3750 RM.

MOTHETH: Geo. Dry plains in the c north east of MOAH.

<u>MOTO</u>: Mil. Str. Major fort in the east of <u>THE SURRACH</u>, close to the border with <u>KHALHAT</u>.

MOTORRIS: Ind. Set. Mining settlement in the region of KOROSH in the c of JURRAS^(2.). The region is known for its iron deposits (Pop. c. 9,000).

MOTRILL: Pol. Set. Capital city of <u>CEGANE</u>. It is coastal and overlooks the <u>SEA OF ADAMASTOR</u>. It forms a part of the <u>ISHMMARRAN TRAIL</u> and caters to the many merchants and travellers that cross through it (Pop. c. 90,000).

MOTTANIA: 1. Geo. Region in the c east of LOEGRESS⁽¹⁾. It is characterised by a wide valley basin that was once heavily wooded and various coastal cliffs and rocky bluffs to the north and south. Today it is filled with fertile terraced fields that are separated by border trees and thick bushes. The river MORRINACH flows east through the valley into the SEA OF AKRY. Much of the valley was submerged beneath the waters of the BAY OF ERMAE⁽¹⁾ as recently as 3300 RM, though the lowering of sea levels in the ensuing centuries was the valley grow, with much of the winding bay becoming a delta to the river Morrinach. The wetlands of AIMEND are the last remnant of the valley's old coastline.

2. Dem. 'Mottanish'. His. Ntn. Historical kingdom in what is now the c east of LOEGRESS⁽¹⁾. It emerged in c. 2500 RM following the collapse of PRAETTANIA about 5-decades earlier and was the last region to fall to the armies of TORRVAN in his conquest of the descendant states of Praettania, following the two-year SIEGE OF CAER SIDI.

During the time of Torrvan's conquest it was ruled by the tyrannical king <u>FAEGRIN</u> of Mornellon, who terrorized neighbouring regions. Faelin was known for his fleet of warships, which harassed coastal settlements across the <u>BAY OF SIDI</u> and the west of the <u>SEA OF AKRY</u>. See Vol III: Extinct Nations.

<u>MOUADDIN</u>: Set. Settlement in the far east of <u>MHAROKK</u>, in the marshes of <u>ILASIMA</u>. It is known for its long history of training hippopotami as mounts (Pop. c. 7,000).

MOUNT OF GOLDEN DOMES, the: see DUN KHARR.

MOUNT STYGIA, the: Geo. A solitary wretched peak in the west of KHARKHARADONTIS, to the west of the FORGOTTEN DOMAINS, where, in Myth, the DEMIURGE RACHANAEL smote his sister TALANTEHUT, breaking her body.

MOUNT ZIGGURAT: Rui. Grey ziggurat in the far north of KHARKHARADONTIS, at the northern edge of the GREAT SADNESS, close to the border with the UMBRA SOKHAR. It is large, around 380-ft. to a side, and 80-ft. high, though is greatly weathered today, half-buried in the duststone sands of the region.

It is thought to have been constructed by plagi following their abandonment by the <u>DEMIURGE RACHANAEL</u>, where they turned to the worship of a different, unknown, divinity.

MOUNTAINS OF DEMM: see DEMM.

<u>MOUNTEBANK</u>: *Pol. Rnk.* Diplomats of <u>METHUMN</u>, who are known for their individualism and roguish characters.

They originated under the reign of the <u>VODARCHS</u> in c. 3080 RM and remain an important part of the Methumni politics to this day, existing outside of the corrupt structure of the oligarchs that rule the nation today.

MOURNOS: (18,640-ft) Geo. Peak in the north of <u>PELASGOS</u>, in the c east of the <u>CALDERAN</u> Mountains.

MOUTH OF THE GOD WHO SPEAKS, the: Rel. Rnk. In RAONGEN⁽²⁾, the mortal vessel of the deity known as the GOD WHO SPEAKS that is kept in the city of Iricora in the c of Raongen. The vessel is chosen roughly once a generation from amongst the most loyal of followers of the deity. Most candidates are SHAPERS, though not necessarily trained, showing a proclivity for ONEIROMANCY and TELEPATHY; or individuals who have experienced verified visions from the ONE WHO SPEAKS, and they are rounded up from across the kingdom every 25-years. Some settlements or regions spend a great deal of time and money in preparing people to increase their chances of being chosen, and to be chosen is considered an auspicious sign, bringing wealth and fame to the settlement.

An individual is selected from these candidates, often against their will, and is prepared for the ritual that will eventually see them interred within a technarcane engine that forges an irrevocable link with the God Who Speaks, after which they become known as the Mouth of the God Who speaks. The process renders the Mouth in a vegetative state, and they are incapable of mundane communication or movement. The Mouth is only ever distantly aware of the present and lives in a trance, surrounded by the sum totality of knowledge and memories of the God Who Speaks, which causes their minds to collapse with the burden of what they now know.

Telepaths and oneiromancers sift through their thoughts looking for fragments and memories that might be useful. This process is painful, and the Mouth lives in agony until its body withers and expires, causing the search for a new Mouth to replace it.

Most people in Raongen are oblivious to this process and the pain it causes the Mouth, knowing only that there is a Mouth that acts as a vessel to the thoughts of the God Who Speaks. However, it is only through the existence of this chosen one that the people of Raongen are able to have visions and <u>DREAMS</u> of their god. Perhaps they are cries of help from the chosen one, or clues to learn more about the world.

Outsiders doubt the need for this antiquated tradition, but the people of Raongen will not risk losing their link to the God Who Speaks by abolishing the tradition, so it continues.

The origins of this custom are unknown to outsiders, though it has been a part of Raongeni culture for millennia, likely dating back to four thousand years after the first recorded visions attributed to the God Who Speaks were recorded in c. -500 RM.

MOUTH-KING, the: (B. 2103 – D. 2199 RM) *Per. Pol. His.* Historic king of RAONGEN^(2.) who is recognised as being the only king to also be elevated to the position of MOUTH OF THE GOD WHO SPEAKS. He was a powerful SHAPER who was able to communicate with his chosen proxies TELEPATHICALLY. He became king in 2129 RM, inheriting the throne from his father, and became Mouth of the God Who Speaks in 2131 RM, serving in dual roles until his death in 2199 RM – the oldest and longest-serving Mouth on record.

<u>MOUTH OF TORMENT, the</u>: *Geo.* Vertical cavern in the permafrost of northern <u>ARERAQTH</u>.

MOUTH OF THE ABYSS: Geo. Large cavern complex in the c south west of <u>VÂRR</u>, in the east of the <u>ADALLA</u> Mountains. The caverns are known

- to link to the \underline{PRISON} CARCERI, and are ignored by locals, who fear the $\underline{ROPOHAII}$ that are rumoured to emerge from the depths.
- MOUTRAT: Set. City in the c of MHAROKK. It was built atop the ruin of an ancient metropolis in c 2900 RM, with subterranean crypts converted into dwellings due to their cool air (Pop. c. 29,800).
- <u>MOYAL</u>: Set. Small city in the east of the emirate of <u>UKOLIST</u> in the east of <u>LIMOTH</u>^(I.) along the course of the river <u>NAHRAS</u>. Its people cultivate various spices that are exported across <u>EASTERN LLACHATUL</u> (Pop. c. 13,800).
- M'TEKEH: see SILKEN FORTRESS, THE.
- MT. ABARRA: (15,300-ft.) Geo. Highest peak in the BALAUR Mountains in the c of PARTHIS. It is known for its SHADOWISPS, most of which disperse harmlessly before reaching settled lands.
- MT. AESHMESAREPH: (18,080-ft.) Geo. Major volcano in GNOTH, between the eastern-most reaches of the VAGNOSTAN Mountains and the west of the SOLUN HIGHLANDS. It is active, and its last major eruption was in 3746 RM. Lands to the south are a major source of sulphur in Gnoth, and there are extensive sulphur mines in the region of LEVIAN.
- MT. AKRASIA: (11,070-ft.) Geo. Volcano on the western-face of the PSAMMOL Mountains in the c west of <u>THE SURRACH</u>. It is quite active, known to erupt once every few decades at least, though (ill-tempered).
- MT. ALKAEG: (7,220-ft.) Geo. Young rugged mountain peak in the far north of the <u>HENDECARCHY</u> of <u>CYRENIA</u> in <u>MALAN</u>, forming a part of the <u>ALCAAN</u> Mountains close to the border with the <u>UNCLAIMED LANDS</u>, in the south east of <u>KASPIA</u>.
- <u>MT. AMARU</u>: (11,100-ft.) Geo. Highest peak of the <u>AMARU</u> Mountains in the south east of <u>IO</u>.
- <u>MT. ARANON</u>: (11,240) Geo. Highest peak in the <u>OZZARUN</u> Mountains, in the c east of KAZZAR⁽²⁾.
- MT. ARCANA: (10,445-ft.) Geo. Dormant volcano in the north western face of the ARCANTHEA Mountains.
- MT. ASHA: Geo. Highest peak of the WORKNAH Mountains.
- <u>MT. ASSARAK</u>: (12,750-ft.) *Geo.* Peak in the <u>MALAUR</u> range in the north of the <u>BALAUR</u>^(1.) Mountains in c <u>PARTHIS</u>.
- MT. ATARA: (14,800-ft.) *Geo.* Highest peak in the <u>SIPYLANA</u> Mountains in the c of <u>PARTHIS</u>.
- MT. ATHANOR: (12,620-ft.) Geo. Sulphurous volcano in the north of GNOTH, just south of the northern POLAR CIRCLE, in the south west of the NARAHASAPHAEL Mountains.
- MT. BAAT: (17,100-ft.) Geo. Highest peak of KOROR Mountains, along the border between <u>TARATI</u>^(1.), <u>SARASTRO</u> and <u>VENTHIR</u>.
- MT. BOTHYEL: (21,040-ft.) *Geo.* Highest peak in the north eastern-most reaches of the NARAHASAPHAEL Mountains in the west of ALAM BETHYL. It is visited by many monks of the FIERY HAND as part of their self-enlightenment, where they use their esoteric skills to stay alive as they ascend the glaciers and ice-packs to reach the summit of the peak.
- MT. BRANDOS: (12,300-ft.) Geo. Highest peak in the south of the EHRANDEAN Massif.
- MT. CANDAS: (15,750-ft.) Geo. Peak GROWING MOUNTAINS in the c north of MULCIBER, in the far north of the tribal territories of KANAATI. The peak is considered a holy mountain and is tended to by shamen who worship the sky above it as the origin of the OTHERWORLDER NEPHTHALONT.
- MT. CARIA: see ANAHER.
- MT. CHANDA: (14,900-ft.) Geo. Highest peak in the northern EHRANDEAN Massif.
- MT. CHESED: (12,800-ft.) Geo. Active volcano in the north east of GNOTH, in the southern-face of the NARAHASAPHAEL Mountains. Its last major eruption was in 2527 RM and led to the creation of the ash-fields of NUUTH, over 100-miles to the south. The dominance of the FIR. in the area surrounding Mt. Chesed has led to gravity-defying lava flows, the remnants of which pepper the area surrounding the volcanic cone.
- MT. DAALA: (13,800-ft.) *Geo.* Peak in the c of <u>PARTHIS</u>, north west of the <u>ALBITIA</u> Mountain-range.

- MT. DRAR: *Geo.* One of 3 volcanoes in the south east of the <u>THISATHON</u> Mountains. The volcano, alongside its companions, the <u>MATAIAR</u> and <u>SOIAR</u>, erupted in 2759 RM, devastating the empire of <u>SELAHIM</u>.
- MT. EKALSCA: (12,920-ft.) Geo. Highest peak in the EKALSCA Mountain.
 MT. ELDRAA: (12,130-ft.) Geo. Dormant volcano in the northern face of the ARCANTHEA Mountains.
- MT. ENDR: (16,100-ft.) Geo. Volcano in the south west of CYHLAGHARR, in the northern reaches of the NGHALLEAL Mountains. The volcano's last recorded eruption was in 2399 RM, with lava flows reaching over 1-mile north east. It has been largely dormant since then, though it is not uncommon to see low rumblings and steam rising from its low peaks as far as 60-miles to the east.
- MT. FOLAYNAR: (11,060-ft.) Geo. Active volcano in the far north east of the <u>IAPEGRAN</u> Massif in the north of <u>THE VORANDINE</u>.
- MT. GAABIA: (14,950-ft.) Geo. Highest peak of the ARCANTHEA Mountains.
- MT. GLADHA: (14,800-ft.) Geo. Highest peak in the east of the AMRAOT Massif.
- <u>MT. GULLAUR</u>: (13,800-ft.) *Geo.* Highest peak in the <u>KANDIA</u> Mountains in the north east of <u>PARTHIS</u>.
- MT. GUMUL: (21,000-ft.) Geo. Highest peak of the ARGENT Mountains along the border between the south of TZALLRACH and the west of TURCAR.
- MT. HARIOD: (10,500-ft.) Geo. Peak in the north of the UTHAANI Mountains, in the north west of the island of IRUGNA.
- $\underline{MT.\ HOLOA}$: (9.100-ft) Geo. Highest peak $\underline{RUALASOR}$ Mountain in the prefecture of $\underline{TERECHANT}^{(L)}$ in eastern $\underline{HOLOLACH}^{(L)}$.
- $\underline{MT.ISPHAN}$: (9,000-ft.) *Geo.* Peak in the c of \underline{GNOTH} , along the course of the mountain of the same name.
- MT. KARAN: (8,300-ft.) Geo. Peak in the SOUBA mountains in the north west of PARAIYA.
- MT. KARATU: (11,300-ft.) Geo. Peak in the ARATHAMMOS Highlands in the west of the PARTHISAN colony of EZHIRAYA (2.).
- MT. KELAT: (14,045-ft.) Geo. Peak in the GAEFANG Mountains in the east of ALMAGEST.
- <u>MT. KEPHALA</u>: (11,200-ft.) Geo. Volcano in the south west of <u>ARKOS</u>^(1.), in the west of the <u>AMROAT</u> Massif.
- MT. KLAUVAKA: (22,600-ft.) Geo. Volcano in the ACHARKHARAN Mountains, in the south east of the HOGGOTHA ISZ. It is famed for having erupted in c. 1180 RM, leading to great destruction in the surrounding region, now known as the MT. KLAUVAKAN CALAMITY. The explosion, thought now to be the most powerful one in all of the FIFTH AGE, destroyed a large portion of the Acharkharan Mountain, causing landslides and great destruction. Today a huge crater can still be seen gouged through the south eastern face of the mountain.
- MT. KLAUVAKAN CALAMITY, the: also '20-month winter'. Int. His. Geologic volcanic event that took place in c. 1180 RM with the eruption of MT. KLAUVAKA in the ACHARKHARAN Mountains. This eruption of Mt. Klauvaka is believed to be the most powerful explosion witnessed in the FIFTH AGE and possibly all Ages.
- So powerful was the eruption that a large portion of the mountain was dislodged, falling down onto the south east of the Hoggotha Isz in a monolithic landslide that buried tens of thousands of square miles, dispersing many more MORTAL peoples (largely from what are now AKANTHRA, western KHAR NADUL, northern ELALLIA, and north western ZAKRON, amongst others), and killing unnumbered animals and trees. The ash plume released from the eruption darkened the skies of Kharkharadontis for weeks, and the effects could be felt across all of ELYDEN, with various first-hand accounts of the time noting the 'weakening of the sun' and the 'grey pall' that had been cast upon the sky. In the INNER SEA REGION, the event was so notable that it became known as the '20-Month Winter'.
- The full aftereffects of the eruption remain unknown but various events that occurred in the $12^{\rm th}$ century are now thought to be as a direct (or indirect) result of the eruption. These include the failure of crops in dozens of nations, leading to famine and disease sweeping across the land;

the subsequent Kharkharadontid Plague, which swept across central Sammaea and beyond throughout the 12th century, killing hundreds of thousands; increases in cases of rickets as children grew up in twilight conditions where the sun was not directly seen for over a year; widespread cases of AEPATHY as Shadowisps released in the eruption travelled across Elyden on prevailing winds, bringing sickness to distant lands that might not have been prepared for it; and the displacement of entire cultures, such as the Sherri people who were forced south by the eruption, into what is now Simbara (many others are believed to have been destroyed entirely without having been discovered or catalogued by us); amongst other events.

MT. KU'KU NAL: (12,130-ft.) Geo. Peak in the east of the SHIBOTHA Mountain. It is home to the HALL OF CHAMPIONS, an ancient temple where prospects wishing to become wrestlers in the KU'KU NAL WRESTLING tradition must travel before they can begin their training.

<u>MT. LIRILL</u>: (16,783-ft.) Geo. Highest peak of the <u>AAORA</u> Mountains in the c of <u>AZAZEM</u>.

MT. LITANI: (12,810-ft.) Geo. Highest peak in the LITANI Mountains.

MT. LOGON: (13,300-ft.) Geo. Highest peak of the LOGON Mountains in the c west of GNOTH.

MT. MALEHOTHEA: (18,120-ft.) Geo. One of the largest, most active volcanoes in <u>ELYDEN</u>, in the contested nation of <u>AHKA</u>. Situated at the south eastern face of the <u>TOLIASOR</u> Mountains, this monolithic volcano dominates the western skyline as seen as far as the <u>STRAIT OF SKAROS</u>. Its last major reported eruption was in c. 3200 RM. The tremor was felt as far away as <u>NÁRTHEL</u> and <u>VENTHIR</u> and the plume of smoke and ash blackened the skies for months, unleashing river of black lava that stretched over 60-miles north east.

The immediate surroundings of the peak are dangerous; with toxic gasses lying heavily on the land, sulphur fields, unstable terrain that is prone to erupting without provocation, and the threat of earthquakes ever-present.

MT. MATAIAR: Geo. One of 3 volcanoes in the south east of the THISATHON Mountains. The volcano, alongside its companions, the DRAR and SOIAR, erupted in 2759 RM, devastating the empire of SELAHIM.

 $\underline{MT.\ MITHRAR}$: (14,900) Peak in the $\underline{METUN\ KOR}$ Mountains in the far north of \underline{SABIA} .

 $\underline{MT.\ MORA}$: (18,750-ft) $\mathit{Gco.\ }$ Highest peak in $\underline{KORACHAN}$, located in the north of the \underline{AKAGHA} Mountains.

MT. NAGAG: (11,200-ft.) Geo. Peak in the c of the mainland PANTHEON ISLES.

MT. OROANA: (14,400-ft.) Geo. Volcano in the south of the HAAGEN Mountain along the south western border between SARASTRO and

MT. OROROTH: (9,180-ft.) *Geo.* Active volcano in the <u>HAIMOTH</u> region in the c of <u>KARAKHAS</u>. The soils of its eastern face are renowned for their fertility and many farms are found there. The volcano's last major eruption was in c. 2000 RM, where an expansive plume of ash and pumice travelled north, settling as far as southern <u>VAALK</u>, burying some settlements at the volcanos base.

The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

MT. PELLING: (8,025-ft.) Rel. Mtn. Mountain the in c south of CUTH, in the HAMMINGHENG Highlands. It is considered a holy mountain by those who follow the CULT OF NERGAAL, and it is forbidden for the laity to step foot upon it. It is said to be covered in the ruins of many ancient temples dedicated to the DEMIURGE NERGAAL and his SCIONS, which have lured many opportunists and explorers to their doom. Priests of the Cult claim that the temples are gateways that lead to deep catacombs and where ancient mortals once lived to hide from the harsh sun.

MT. PLESIA: (12,800-ft.) Geo. Extinct volcano in southern <u>ARKOS</u>^(1.), in the southern-face of the <u>AMROAT</u> Massif.

MT. RANNOS: Geo. Highest peak of UEFIR Highlands.

MT. ROTH: (16,093-ft.) Geo. Highest peak in AZAZEM, to the north, along the CHACTHORNYS Mountains.

MT. RYKKA: (12,800-ft.) *Geo.* Highest peak, and active volcano, in the c of the <u>RYKK</u> Mountains, in the c north west of <u>PORPHYR</u>.

 $\underline{MT. SILNARA}$: (11,800-ft.) Geo. Solitary peak in the c north east of $VALBAR^{(2)}$.

MT. SCEPSIS: (17,140-ft.) Geo. Peak in the GAEFANG Mountains in c of ALMAGEST.

MT. SEPPHIRA: (22,250-ft.) *Geo.* Peak in the <u>SOLUN HIGHLANDS</u>, in the north of <u>GNOTH</u>.

MT. SICHAAL: (14,210-ft.) Geo. Peak long the midspan of the SICHAAL Mountain range, along the border between VAALK and MHAROKK.

<u>MT. SKALA</u>: (8,400-ft.) *Geo.* Extinct volcano in the c north west of $\underline{ARKOS}^{(1)}$, in the far-northern reaches of the \underline{AMRAOT} Massif.

MT. SKAR: (12,631-ft.) Geo. Peak in the SKAR Mountains in the north east of SKAROS.

MT. SOIAR: Geo. One of 3 volcanoes in the south east of the THISATHON Mountains. The volcano, alongside its companions, the DRAR and MATAIAR, erupted in 2759 RM, devastating the empire of SELAHIM.

MT SUDGRA: (17,150-ft.) *Geo.* Highest peak in the east of <u>LYRIDIA</u>, located in the midspan of the <u>CARTIGA</u> Mountains.

MT. SUNDA: (16,200-ft.) Geo. Highest peak of the HEBAT Mountains in the c south of TZALLRACH.

MT. TAABAR: (16,400-ft.) Geo. Highest peak of the DAURAENT Mountains in the south west of the MALANI HENDECARCHY of ATALLUA. It is celebrated within the FOREST KINGDOM as being the home to one of ELYDEN'S oldest standing temples – the OBSERVATORY OF SANKAROS. It is believed by many that the temple was once used by the ancient DEMIURGES as a place to convene.

MT. TAMURIM: (9,750) solitary mountain in the c of AYAD, to the north of the ABASLA plains.

MT. TEHHESA: (14,220) Geo. Dormant volcano in the SHAROOK Highlands in the west of ZHARIAH⁽²⁾. Its last recorded eruption was in 2930 RM and the ash cloud was observed from as far away as Abacardat.

 $\underline{MT. TEPE}$: Geo. Highest peak of the $\underline{CARCAENT}$ Mountains, situated in the north of the chain.

MT. TORET: (14,380) Geo. Highest peak of the JAELA Mountains, in far north western VENTHIR.

MT. TZURIA: (7,250-ft.) Geo. Major volcanic plug and highest point of the DYLPH<u>IRA</u> Mountains in the west of <u>NAARETH</u>.

MT. USSIL: (12,900-ft.) Geo. Highest peak in the c north of CISNERIA, forming an eastern extension of the BLACK MOUNTAINS. its highest point is Mt. Ussil, which is 12,900-ft. high

MT. VALUR: (10,050-ft). Geo. Volcano in the south east of the tribe of LEGEO in the GROWING MOUNTAINS of MULCIBER. The volcano is active, though eruptions are small and not thought to be very dangerous.

MT. VARUNA: (18,250-ft.) Geo. Highest peak of the <u>VAGNOSTAN</u> Mountains in the north of <u>GNOTH</u>. In was an obsession of ancient Gnothi philosophers.

MT. VOGHRANT: (16,350-ft) Geo. Highest peak in the MULL CITY-STATES, along the border with ATARAXIA, on the spine of the TOLIASOR Mountain range.

MT. VOLATA: (18,960-ft) Geo. Highest peak in HOLOLACH^(1.), in the far east of the prefecture of ALITENEA, along the spine of the TOLIASOR Mountain chain.

MT. VRAMATHIS: (16,800-ft.) Geo. Volcano in the west of AHKA, forming the western-most reaches of the TOLIASOR Mountains. The volcano is active, and the northern-slopes of the surrounding Mountains are well-known for their fertile soils.

MU: f. Myr. His. In the mythologies and ancient histories of <u>ELYDEN</u>, a <u>SCION</u> of the Demiurge <u>NERGAAL</u>, commonly, associated with the fly. Etymologically, Mu is the root of many languages' words for fly (such as <u>KORACHANI</u> mjut), though few are likely aware of the divine roots of the word.

She...* See Vol IV: Scions, Children of the Gods.

MUAHHAR, the: Pol. Org. The ruling regime in KHAR NADUL since the revolution of 3927 RM that ousted the royal family. It is ruled by a

plutocratic council made up of many of the families that were responsible for the revolution that saw the royal dynasty overthrown.

The government is a police state that has severely limited the freedoms of its people, though it is responsible for curtailing the spending and excesses of the old monarchy, putting money that would have been wasted into public projects to increase productivity and, in some respects, quality of life. This includes sanitation and sewage, which were minimal prior to rise of the overthrowing of the monarchy.

<u>MUBASI</u>: Set. Small city in the c south of <u>TZALLRACH</u>, along the course of the river BOSI.

<u>MUEHATATHARIID</u>: Rvr. Major river dominating the c north and c north east of <u>NOAVATUR</u>, flowing east for over 1,075-miles from sources in the <u>UASHADITH</u> and the <u>IQUAHAITH</u> Mountains before emptying in the <u>SAURIAR</u> shallows.

<u>MUEZZIN</u>: Rvr. Rnk. In the religion of <u>NEPHTHALONT</u>, one who calls people to prayer, twice daily.

MUFARISH: Set. Small city in the east of the <u>SULTANATE OF</u> ABACARDAT. It was founded by the descendants of bandits centuries ago and has worked hard to shake off the stigma of its roots (Pop. c. 13,000).

MUGGO: Set. Slum city in the arid plains of c SABAEA. The city was founded by disparate refugees fleeing the rapid desertification of the RAELLA plains over the last decades, and it is characterised by rapid changes in regime as various gangs vie for control of the city, which is not recognised as an entity by the government of Sabaea.

Its main industry if goat rearing and its goat $\underline{\text{CHEESE}}$ finds its way in merchant caravans across Sabaea (Pop. c. 17,200).

MUGHARRIB: Rel. Rnk. 'ministers' of the REFORMED CHURCH OF SARASTRO who are plucked from their homes or the ranks of SECTARIANS at a young age to begin their religious instructions as novitiates. This period typically ends after seven years with an ancient ceremony revived by the Reformed Church, that ends with a symbolic marriage to the UNDYING MACHINE, which sees the novitiates elevated to the rank of mugharribs.

Once this rank is reached, the mugharribs can seek out further training to specialise in a particular area, or remain as simple mugharribs, who fulfil a role similar to that of the sectarians of the CHURCH OF THE UNDYING MACHINE, though they are considered to be ordained.

<u>MUHADDAK</u>: also 'Giant velvet worm'. Fau. Large <u>ABERRATIONS</u> native to the scrub and sparse forests in the north east of WESTERN LLACHATUL.

They are around 30-ft. long, with a velvety-like appearance, though their bodies are somewhat amorphous, capable of stretching to twice that amount or contracting to half the amount of needed. They have around a dozen pairs of legs each, though the exact numbers vary from individual to individual. Their faces are featureless when relaxed, though have two fleshy proboscis-like appendages from which they spray a caustic resinous substance that hardens on contact with air, paralysing their prey, allowing them to eat them, which they do by revealing a cavernous needle-lined mouth that allows them to swallow their prey whole.

They live underground, squeezing into tight hollows where their relatively large prey, which includes small to medium therops up to around the size of ponies, cannot follow them. They are as likely to be active at night as during the day and have no favoured prey, attacking any creatures that are the right size. They have very slow metabolisms and can gorge themselves and append weeks if not months in a dormant state. See Vol II: Classification and Taxonomy of Life.

<u>MUHADDIS</u>: Geo. Series of overgrown sinkholes covering some 200-square-miles in the north of <u>THE SURRACH</u>, within the forest of <u>HISPIDIA</u>. Many of the sinkholes have caverns that lead into the limestone of the region, some of which are flooded and home to interesting fauna that never see the light of day.

MUHUPUR: Geo. Mountain in the c west of the SOLEYN TERRITORIES, forming an extension of the GROWING MOUNTAINS in the west. To its west are the UNTANA plateau and the ILLIROR plains.

<u>MULAD</u>: also 'Plateau of Mulad. Geo. Level table plateau in the far north east of <u>ALAM BETHYL</u>, between the <u>SHEB ALAM</u> Mountains in the west and the <u>BAND</u>^(1.) Mountains in the east. Due to its latitude most of the area is covered in permafrost and it largely unclaimed by mortals, though there

are some half-buried ruins thought to date back to the <u>FOURTH AGE</u>, which are largely unexplored.

MULCIBER: Dem. 'Mulcibian'. 1. Ntn. Once a powerful nation built atop the ruin of the earlier nation of <u>ALLUCITA</u> that was itself based around the <u>FREESTONE</u>-rich <u>GROWING MOUNTAINS</u> in the north east of <u>SAMMAEA</u>. The unexpected assassination in 1111 RM of its living-god <u>NEPHTHALONT</u> led to decades of chaos, the pervasive religion that had grown around it shattered.

The following centuries were characterised by a decline of culture as internal strife gripped the fractured nation. Church and state splintered into opposing ideological factions that warred amongst each other. Centuries of civil war led to increased radicalism amongst factions, and by $1600-1800~\rm RM$ they had settled into as many as thirty smaller tribes, each with their own version of the cult of Nephthalont and their own suspects for their gods' murder.

Today, Mulciber remains a lawless region that is dangerous to outsiders and natives alike. Each tribe maintains constant vigil of its fluxing borders. Contact, outside of firefights and border clashes, are uncommon between tribes, though those on the peripheries of the mountains do maintain trade with outsiders. A neutral pariah caste of itinerant merchants, known as the AHHAS, travel between tribes, bringing news and trade goods where they can. Their ancestors were once acolytes of Nephthalont and they are respected for this, despite the differing views of the tribes.

Its people favour heavy stone architecture, and in many cases, the foundations of their buildings are hewn from natural stone, with stone blocks lain on top of them. Many religious and government structures are hewn into cliff-faces, with elaborate facades carved from the living rock, painted white, to signify purity.

Amongst the Auereni and the more war-like tribes of Mulciber, there is a tradition of leaders and other people in positions of power to grow their hair long. Whenever such a leader intends on going into battle with a foe, they cut their hair and send it to their enemy as a declaration of war. The length of hair received by the recipient is indicative to the nature of their attacker - long hair could mean that the attacker is stoic, not eager to fight, but not unwilling to, whereas shorter hair may belong to an aggressive foe who is eager to fight. Sometimes entire groups may shear their hair in protest, such as representatives of entire family groups cutting off their hair and presenting it to a ruler who they feel has treated them unfairly.

The tribes are ALLAKAT, ASSAGOS, ATEVEGOS, AUEREN, CHRIL, DATHOA, DRAKAINA, EATAN, EBURUL, ESSENIA, ESSERIS, GOROR, HAVATH, ILLPHAGOS, INDARR, ITTRA, JACITTA, KANAATI, KORIND, LEGEO, LINARIS, NINIR, NUNEA, ORIM, OSRIS, OURANASSA, RAOSI, SALARNA, SATAR, SUUR'KA, TATRAS, THLOLOT, and USAR. See Vol III: Extant Realms and Nations.

2. Also 'the Snaking City'. Set. Once-capital of MÁRTHEL, of no relation to the GROWING MOUNTAINS of MULCIBER(1.). The city of Mulciber was envisaged and planned by Korachani architects and constructed to be a new capital in place of KAIROR. Construction of the city was completed in 504 RM, after which it continued to grow until it became a city of hundreds of thousands, snaking its way through the NAHUM valley.

The city remained capital until 3061 RM, when the <u>ARCHPOTENTATE</u> <u>MALICHAR</u> gifted the east of <u>NÁRTHEL</u> to <u>QUEEN HETEPHERES THE STRANGLER</u> of <u>VENTHIR</u>, after which point the capital was moved to <u>DACIA</u>. Under Hetepheres' rule Mulciber was allowed to fall into decay, where by c. 3300 RM it had become a largely lawless city, ignored by the authorities.

The city re-emerged from anarchy in c. 3540 RM as an independent region between Nárthel and Venthir. Its large ship-scrapping yards came to the attention of Queen Hetepheres by c. 3630 RM. Within a decade its people had been subjugated by Venthir, which took control of its industries, and it became a regional centre of Venthiri government in the area, with most industries pushed to the city of MARSUARAND instead, with an increased focus on trade, with the RED ROUTE now passing through it (Pop. c. 290,000).

<u>MULIEBRA</u>: 1. Dem. '*Muliebran*'. *Ntn*. League of city states in the south of <u>SOUTHERN SAMMAEA</u> that emerged from the collapse of the earlier nation of <u>ILIMNILL</u>. See Vol III: Extant Realms and Nations.

2. Set. Free-city and capital of surrounding satellite states, in the far south of <u>SAMMAEA</u>. The city is known in foreign lands for the <u>GYNOCRACY</u> that rules there, and the geothermal manufactories and power plants that dominate its skyline (Pop. c. 182,000).

MULL: PIr. 'mulls'. Mor. MORTALS descended from ancient unions between DVERGAI and HUMANS. They share more in common with their human ancestors than they do with dvergai, though are shorter and broader, with keen eyes that are grey, blue, or pale green. They are strong, their physical toughness every bit as resolute as that of their minds. They have no link with the FIRMAMENT or the ATRAMENTA, their bodies unaffected by them.

For the most-part they have been integrated with mortal lands surrounding the <u>INNER SEA</u>, though do have their own territories – specifically the <u>MULL CITY-STATES</u>, and are abundant in <u>ATARAXIA</u> and <u>AHKA</u>, and are commonly found in Korachan and <u>ALMAGEST</u>, as slaves, helots and freemen. See Vol II: Classification and Taxonomy of Life: *Asicthain*.

MULL CITY-STATES, the: Ntn. The only known mull nation, located in the south east of CENTRAL LLACHATUL, to the west of the GULF OF SKAROS, nestled between the TOLIASOR and RUALASOR Mountains, to the east of HOLOLACH⁽¹⁾. It is of cool temperate climate, with lots of rain and for in winter.

The city-states emerged in between 3000 and 3100 RM, and were founded by refugees fleeing war in the north as the KORACHANI EMPIRE attacked the MULL city of ARGHAM in 2906 RM. Within a year of fighting, Argham had been wiped out and razed to the ground before being resettled as the imperial colony of ARKAM. Its people fled south, populating the valleys between the Toliasor and Rualasor Mountains. The culture of Argham survived through the oral traditions of elders who settled the AZHAG plains, whose descendants would go on to populate the region, founding various states, which over the next hundred years would coalesce into the Mull City-states.

Though each of the now-six states remained independent, their shared heritage and customs aided in maintaining an alliance, which almost faltered in 3740 RM when Korachan founded the colony of <u>AMONDOR</u>. Soon after its establishment, the colony was used as a staging point for attacks to the north into the southern-most of the Mull City-states, which then numbered far more than the six states of today. This necessitated an alliance between the cities, leading to the formation of the republic that unites them to this day. Despite their best efforts, their southern territories were lost to the Korachani colony, though these lands would later break away and form the independent state of <u>THUMAL</u> in 3820 RM, which remains a close ally of the City-states to this day.

The states' borders reached their current form in around 3872 RM, and today each of the six states has its own elected ruler. Together, the six archministers convene twelve times a year in $\underline{ZBALL\ GHAR}$ within a great amphitheatre overlooking lake \underline{ERUSK} to make decisions that affect all of the states.

Its people are quite gregarious, though are somewhat distrusting of outsiders, given the frequent raids by Korachani slavers. Their cities are not only populated by mulls, but also humans, as well as DVERG, and small numbers of other mortal peoples, and they states have become a haven to those who have been persecuted elsewhere in ELYDEN. See Vol III: Extant Realms and Nations.

<u>MULLEA</u>: Set. Small fortified city in the west of <u>CALBIA</u>^(1.). Its adult populace all receive training as militia at the fortress of <u>VIROTUTH</u>, and are well-equipped, always at ready for an incursion from the north (Pop. c. 18,000).

<u>MULLEN</u>: Flo. Herbal drug that was consumed via smoking in the now-extinct culture of <u>SASHELL</u> (2.), whose users were originally known as blood champions. The drug acted as a mild analgesic, and also served as an aggressant. This fomented a culture where disputes were settled through blood combat between two <u>BLOOD CHAMPIONS</u> in duels that often ended in death.

Extended consumption was found had the unintended side-effect of increasing $\underline{FIRMAMENTAL}$ sensitivity, leading to those who consumed the

herb in large quantities over a long time becoming capable of <u>SHAPING</u> the <u>FIRMAMENT</u> in ways that were far beyond their natural ability, which was very dangerous. This ability was also found to be passed from parent to child, and would manifest even if the child did not consume mullen, though those who did showed an even greater propensity for the skill. Incredibly dangerous, the practice was discouraged by most, leading to further alienation from the surrounding lands of <u>VESPER</u>.

This warped the older blood champion culture into one of Firmamental combat, whose champions became known as BERSERKER-MAGES. The berserker-mages became a touchstone, shaping the culture of Sashell for years to come. They eventually became leaders of the disparate settlements and ruled Sashell as a whole through a council.

The herb was never available in large numbers and the over-consumption, coupled with environmental changes in Sashell caused by the drying of the <u>BAY OF BATHIN</u>, lead to the herb dwindling over time. That, and the self-sacrifice of most berserker-mages to defeat the invading <u>KNIGHTS OF ST. MALICHAR</u>, saw the tradition die out. See Vol II: Drugs and Addictions.

MUMMY OF INDERACHAN: see INDERACHAN, MUMMY OF.

MUMURA: Geo. Stone wasteland in the c north of PARAIYA.

MUN AMDAYAN: Mil. Str. Major fortress in the south of the <u>SULTANATE</u>
OF ABACARDAT, overlooking the <u>MARROWLANDS</u> of the <u>SANCTUARY</u>
CITIES.

MUN BIQQAR: Mil. Str. Major coastal fortress in the c north east of the SULTANATE OF ABACARDAT, overlooking the AMELEEN SEA and the entrance into the BAY OF FATARAH, and ultimately the trading city of Fatarah.

MUN CHIRAQ: Mil. Str. Major coastal fortress in the north east of the SULTANATE OF ABACARDAT, overlooking the BAY OF ARHBAH.

MUN SHAMSAHAD: Mil. Str. Major fortress in the north of the SULTANATE OF ABACARDAT, overlooking the south of HADDURATH.

MUNDER NAH: Mil. Str. Mountain fortress in the ABOSHATHOT Mountains in the far east of THE SURRACH. It is home to the DRAGON ASSASSINS and region around it is heavily guarded.

MUNICIPAL LIBRARY OF SHAMAS: Edu. Str. Public library in the city of SHAMAS, in PARTHIS, that was converted from an old church dedicated to the UNDYING MACHINE, itself erected during the KORACHANI EMPIRE'S short tenure of the nation in c. 900 RM. The library is also known for a series of caryatids that were plundered from SATHAII in c. 1200 RM.

<u>MUNTER</u>: Set. City in the east of <u>SKAROS</u>, positioned along <u>THE SHADOW</u>
<u>MARCH</u>. It contains many hostels and markets where those undertaking the March can resupply and rest (Pop. c. 38,500).

MUNTER III: (2038 – 2102 RM) *Pol. His.* The fourth king of the <u>HOUSE OF UMATRA</u> in <u>AHRISHEN</u>. He is not remembered fondly as known to most historians as having lost the support of many barons. Upon his death in 2102 RM, he left the kingdom an unstable place. In c. 2290 RM the kingdom was sundered in two, with the south west remaining under the control of House Umatra, and the north east splitting into various baronies that opposed it. The House ultimately ended with the death in battle of king <u>GISHEN IV</u>, and the exile of his son <u>DIERDFAN</u> to <u>HARÉ SHKA</u> by the barons, leading to the second inter-monarchy period.

MUNTER OF UMATRA: (1958 – 2041 RM) *Pol. His.* The first king of the HOUSE OF UMATRA in AHRISHEN. He acceded to the throne at the age of 17 and ruled well into his 80's, strengthening the network of canals in the kingdom and constructing coastal locks that linked its inner-most reaches to the receding SEA OF PROPONTIS.

<u>MUNTETH</u>: Set. Coastal settlement in the east of <u>THETIS</u>. Its main industry is fishing (Pop. c. 3,800).

<u>MUQARRAN IIX</u>: (B. 3931) Pol. Present <u>REGENT-KING</u> of <u>LIDEA</u>, and accomplished <u>SHAPER</u>.

<u>MURAKIS</u>: Set. Fortified city in the far north east of <u>ETUA</u>, close to the border with <u>KHARKHARADONTIS</u>. It is believed that the people of Murakis once traded farther east with the natives of Kharkharadontis, though the growth of the <u>SHADOW IN THE</u> <u>DESERT</u> over the course of the FIFTH AGE has led to an abandonment of those ancient ties.

Since then, its people are thought to have become increasingly insular, isolating themselves behind thick basalt walls, using $\underline{\text{UMBRA}}$ pumped from the $\underline{\text{DAENED SULRACH}}^{(1.)}$ to create $\underline{\text{HAGHOUERIN}}$ it releases into surrounding lands to defend against outside attentions (Pop. c. 28,500).

<u>MURAS</u>: Sec. Coastal settlement in the <u>SKAROSIAN</u> region of <u>ADAMATI</u>, known for its production of shellfish from which a deep purple dye is produced. Its people eschew the tenets of the <u>CHURCH OF THE UNDYING MACHINE</u> in favour of a more fervent worship of the <u>SHADOW</u> in its purest form (Pop. c. 5,800).

MURASI SHELF: Geo. Shallow shelf along the northern coast of the STRAIT OF SKAROS, to the south of the SKAROSIAN region of ADAMATI.

MURDAD: Cal. In the KORACHANI CALENDAR, the sixth month of twelve, comprising 30-days. It is thought to be named after an old deity from proimperial KORACHAN and is considered the third of three months of spring. See Vol II: Months and Lunar Cycle in Elyden.

MURET PASS: Geo. Mountain pass crossing the <u>HAMAIDON</u> Mountains, close to the settlement of <u>VILYLL</u>, in <u>SERROK</u>. The pass allows access across the mountain in the dry months – flooding from snow-melt and storms render the passes unusable for much of the year, however.

MURIN: Pol. Set. Capital of ABARHAL, in the north east of MENISCEA (Pop. c. 87,000).

<u>MURINE WASTES</u>: *Geo.* Expansive desert in the south west of <u>XYRPHAAT</u>⁽³⁾, in the rain shadow of the <u>LAODDANAN</u> Mountains. The region is dominated by mesas and buttes, as well as the petrified remains of ancient forests, indicating that the region was once very different to its present incarnation.

Ancient <u>FOURTH AGE</u> accounts from the region tell of a vibrant verdant ecosystem that was once populated by a large variety of fauna, including gigantic rodents – both herbivorous and carnivorous – the bones of which are sometimes encountered by merchants passing through the area.

Many extant myths and legends from the west of Xyrphaat feature mysterious uncategorised creatures that fit that description, and some travellers returning from the Wastes claim to have seen shadowy creatures observing them from the petrified remains of ancient trees.

<u>MURRAQ</u>: Set. Small city in the west of the <u>JAHADAT STATES</u>, under the control of the city of <u>MEHEMESH</u> (Pop. c. 18,000).

<u>MURRAT</u>: Rvr. One of two rivers on the island of <u>ARCHAEDON</u>^(1.), the other being the <u>ASHRA</u>. Both rivers flow south, emptying into the <u>SEA OF SAMMAIDU</u> in spectacular coastal waterfalls.

<u>MUSA</u>: Set. Small city in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>MEDES</u>. It lies along the main path of the <u>GREAT ROAD</u> (Pop. c. 3,300).

<u>MUSAMA</u>: Sup. Ind. Set. <u>ATRAMENTAL</u> extractors and refineries in the south east of <u>SKAROS</u>, that pumps <u>UMBRA</u> to the north to the capital in <u>SKAROSIA</u>. It also forms a part of the <u>RED ROUTE</u>, and provides fuel to <u>AMBULANTS</u> and other vehicles passing through (Pop. c. 1,800).

<u>MUSANAAH</u>: Geo. Island off the western-coast of <u>PORPHYR</u>, around 1,520 square-miles in area. It is largely uninhabited.

MUSER: For. Boreal forest in the south east of DURCHAA.

MUSEUM OF ANCIENT ARTEFACTS: Edu. Str. Large museum in TETHRA, PARTHIS. Though many unique and interesting artefacts and relics are on display, its archives and vaults are filled with more esoteric items that are not for laymen's eyes.

MUSEUM OF THE ATRAMENTA: Edu. Str. Museum dedicated to the study of the ATRAMENTA in the city of KORACHAN in KORACHAN.

MUSEUM OF CURIOSITIES: Int. Edu. Str. Located in the city of DEOCHAN, in KORACHAN, this museum is populist, designed to shock and elicit wonder from its exhibits, which include curios and oddities from across the empire, particularly artefacts of strange cultures and examples of physical deformities and fantastical creatures. The SANCTIFIED ORDERS OF THE INQUISITION vet many exhibits they consider to undermine the position of the empire and its CHURCH. Such exhibits are taken by the orders and locked away or destroyed, in certain cases.

MUSEUM OF MESSIAN ANTIQUITIES: Str. Edu. Recently constructed archaeological museum in LYSITEAS to house the MESSIAN treasures, including the famed CLAY LEGION. Over the first years of excavation the

<u>CELEBI</u> Till al Sar sold hundreds of the clay statues to private collectors around <u>ELYDEN</u>, growing rich off the profits, but the activity was stopped by the <u>OFFICE OF THE PRIME MINISTER</u> in 4006 RM, and all remaining and future discoveries were earmarked for inclusion in a new museum that was to be built in the capital. Completed in early 4007 RM, the museum is open to all and houses all treasures.

MUSEUM OF PAST AGES: Edu. Str. Archaeological museum in HETEPHEROPOLIS, VENTHIR, containing artifacts and treasures from across ELYDEN, some of which date back to the THIRD AGE OF MORTAL LIFE. Amongst the artifacts on display is the IDOL OF THYM - the ancestral crown of the ancient THYMI emperors.

MUSHAT: Set. City in the c north of ABACARDAT, just east of the BITTER SEA. It is known for its carob groves, from which syrup and pulp that are used in cooking are produced (Pop. c. 40,000).

<u>MUSHIR</u>: *Pol. Rnk.* A title common in much of <u>THE SURRACH</u>. A mushir is a court scribe, keeping meticulous details of all official meetings. In some regions mushirs also assume the role of interpreter and translator, if need be, this is most common in areas with many conflicting languages.

MUSK OX: Fau. THEROPS common in northern LLACHATUL, ranging from just south of the POLAR CIRCLE to 80 – 85° north. They are known for their thick insulating wool that is used in the production of winter clothing. See Vol II: Classification and Taxonomy of Life.

MUSOMERIEL: Sup. Geo. ATRAMENTALLY TAINTED area in the c of JURRAS^(2.), responsible for the taint of the river KARIBAT. The area is replete with <u>DUSTSTONE</u> formations that have been carved by the acrid waters of the river. Which also stunts plant growth in the region. The region emerged in c. 2800 RM, and slowly led to the death of dozens of settlements along the course of the river KARIBAT.

The region is categorised as a <u>Moderate threat</u> by the <u>Korachani</u> Institute of Atramental Studies.

MUSSAR: Sea. Sea to the south west of the HENDECARCHY of CHLORIS in the far south of MALAN, forming the north easternmost part of the BOILING SEA. It serves as a division between the north westernmost point of TZALLRACH and southern Malan.

MUSUMA: Set. Settlement in the east of SEDISIA (Pop. c. 8,000).

<u>MUSTAA</u>: Set. Settlement in the south of <u>TATAR</u>. The city is built around an ancient restored fountain (Pop. c. 7,700).

MUTARIZ: Com. Set. Fortified city in the east of TARTAK, close to the border with KHURAUR. Until c. 3700 RM it was little more than a small village of goatherders, but when the borders of Khuraur opened following its vassalage to PARTHIS in 3752 RM, it began to see increased traffic, and has since grown into a commercial centre and a main point of contact between Tartak and Khuraur, with embassies and trade houses established there. It is also a stop along the SALT ROAD, seeing a lot of trade and commerce (Pop. c. 46,300).

<u>MUTASARRIF</u>: *Pol. Rnk.* City governors in <u>SARASTRO</u>. Those with enough cloud and influence can go on to become members of the IMPERIAL DIWAN.

<u>MUTHRA</u>: *Ind. Set.* Industrial settlement in the c of <u>ALMAGEST</u>, within the wastes of <u>SUPHLATUS</u>, that is known for its huge brick yards, where compressed sludge from centuries of pollution is cooked into bricks that are used across Almagest. It forms part of the <u>RED ROUTE</u> (Pop. c. 11,500).

MUTTAHARCH: Pol. Mil. Rnk. The highest rank within each of the ENCLAVES OF THE SARASTROAN INQUEST, similar to the GRANDMASTERS of the SANCTIFIED INQUISITION OF KORACHAN. The Muttaharch is the undisputed leader of their respective Enclave, establishing and enforcing the Enclave's tenets and answering only to SATHEP THE RISEN. Indeed, most of the Muttaharchs also sit on the OVERCOUNCIL, serving as the main governing force of the REFORMED EMPIRE OF SARASTRO.

Most Muttaharchs are known to gain the confidence of Sathep and serve as advisors to him on matters of state, and in return many are indoctrinated into the ancient <u>MAGICKAL</u> traditions that the <u>MORTAL</u> Sathep once practiced, giving them prolonged lives and various <u>ATRAMENTAL</u> skills that they make use of in their work.

<u>MUZA</u>: *Int. Dru.* Notorious drug that brings the mind of those who take it closer to the otherworld, making them more susceptible to influence by spirits via <u>POSSESSION</u>.

Originating in the <u>VENATHI EMPIRE</u>, muza is a resin made from dried plants that was traditionally used by animists and other <u>SHAPERS</u> to ease their interactions with the <u>OTHERWORLD</u>. After <u>VENTHIR</u> inherited the lands left behind by the fall of Venath, muza began to spread amongst noble classes starting in c. 230 RM, becoming widespread there by c. 450 RM. By then Venthir had become one of the major producers of muza, and over the next centuries it began exporting it to other <u>KORACHANI</u> lands, and beyond, where it quickly took hold as an insidious narcotic. Indeed, it became so popular that its use as an aid to shaping diminished to the point that it's barely used in that capacity any more due to the modern manufacturing process favouring its use as a drug over its performance-enhancing roots, with regards to shaping.

As a recreational drug, the resin is smoked or injected, and makes the spirit of the imbiber more sensitive to the otherworld, with the common and sought side-effect of inducing visions and hallucinations. While in this state, SPIRITS and otherworldly activity are attracted to users. Repeated use can result in a specific spirit becoming 'bonded' to the user, whose influence can be felt whilst under the effects of muza and for some time thereafter.

This influence can be in the form of knowledge of a language the user would otherwise not know, or expertise in a certain skills or lore. At times the influence of the otherworld may manifest as a change in demeanour or temper, and even attempts at <u>POSSESSION</u> by malicious spirits.

Prolonged use can lead to dependency as well as a permanent bond to the otherworld or a spirit, making the addict becoming less aware of the mortal plane. Withdrawals can result in paranoia, seizures (in which alleged prophecies or secrets of the otherworld may be muttered), and even comas. See Vol II: Drugs and Addictions.

<u>MUZAFFER</u>: *Phil. Set.* Settlement in the north west of the <u>PARTHISAN</u> colony of <u>VARTA</u>^(1.). The settlement is located at the base of a steep rocky escarpment, at the top of which is a centuries-old monastery, originally dating to the times of the <u>SELAHIMI</u> empire. Today it is home to a sect of secular aesthetes (Pop. c. 1,200).

<u>MY SOJOURN IN THE HERMIT KINGDOM</u>: Vol. Travelogue published by the polymath Izaguerre in 3973 RM, detailing her stay in the isolationist nation of <u>SATHAII</u>, which became the source for most laypeople's knowledge of the nation.

<u>MYA</u>: Set. Settlement in the c-south east of <u>HARITH</u> in the north east of <u>EASTERN LLACHATUL</u>, situated along the course of the river <u>LHANA</u>. The lands surrounding the city are known for their poisonous fungi (Pop. c. 4.200).

MYEIN: Pol. Fifth of the <u>HENDECARCHIES</u> of the <u>FOREST KINGDOMS</u>, located in the west of <u>MALAN</u>. Its capital is the city of <u>NETHEA</u>, and it is ruled by the <u>HENDECARCH GALLATRIS EBUL</u>.

The Kingdom is covered in large swathes of woodland, much of them virginal and old growth, though the lack of major <u>FIRMAMENTAL LEYS</u> in the region make them more mundane than other Malani forests might be. It is bordered on the west by the <u>KARPAROS</u> mountain and the south by the <u>MEMNID</u> highlands, though it is known for its many ruins, most of which date back to the <u>NAHORIAN</u> empire, though some ancient ruins of <u>SEITHAL</u> can still be found there. Historically, in c. -1000 RM the city-states and small nations of the region were invaded by people whose descendants would go on to found <u>SAUA</u>. These people would settle the region that would later become Myein, and today it shares many cultural links with Saua.

The <u>HENDECARCH</u> of Myein rules from the <u>WOODEN THRONE</u>, an ancient seat carved millennia past from the root of a far more ancient tree, thought to have been the first one created in <u>ELYDEN</u> by the <u>DEMIURGES</u> of old. Myein is known for its tradition of <u>SEERS</u>, many of whom occupy high-ranking positions in the government and private institutions, either casting lots or looking to the otherworld for any signs that should be acted upon. Many belong to an ancient sodality that sews their eyes closed as a symbol of their prowess.

<u>MYGALURGE</u>: Nou. 'Mygalurgear'. Plr. 'Mygalurgen'. Sup. Org. Mil. Rnk. An order of <u>SHAPERS</u> in the <u>KORACHANI EMPIRE</u>, whose <u>MINASTERIA</u>^(2.) has

been based in the city of <u>DIRUCHAN</u> in the c of <u>SKAROS</u> since 3781 RM. Its members are <u>ATRAMENTAL</u> shapers whose <u>SPHERE</u> of influence involves the control and manipulation of animals – most commonly mindless chthonic vermin, such as invertebrates and other lesser creatures.

The most obvious role of a *Mygalurge* is as pest control, using their abilities to move insects and vermin away from settled areas, or killing them outright. Less obvious is perhaps their ability to direct such pests to where they are *needed*. Pollinators can be forced to work in a particular area, ensuring that certain trees or plants are allowed to reproduce.

Particular *Mygalurgen* might be able to see or otherwise sense through the vermin they are controlling, allowing to scry at a distance, largely unopposed by normal scrying deterrents.

The most accomplished of *Mygalurgen* have power over larger creatures, including wild animals and, more readily, domesticated animals. This makes them excellent trainers and handlers, and they can also be used to calm down rampaging or escaped animals. These individuals can also work in the military, where they oversee the animals used by mounted regiments, or they can also work on the enemy's mounts, sabotaging their own commands.

The order was founded in the city of <u>MYRMICA</u> in the west of <u>VENTHIR</u>, in 1238 RM, though was relocated following the eventual independence of Venthir in 3781 RM. See Vol IV: Spheres and types of Shaping.

MYMEREA: Sea. Known outside <u>TETHYSIA</u> as the Dawn Sea; eastern-most of <u>ELYDEN'S</u> known seas. The Mymerean Ocean is an open sea, known for rough waters and seasonal storms; its northern-most reaches becoming the frigid <u>SEA OF AKRY</u>. Explorers have travelled east across the sea, though none have returned with word of land.

MYMEREAN ACCORDS, the: Pol. Org. An alliance formed between the states of HALEDONIA, LIMOTH^(1,), the PANTHEON ISLES, TETHYSIA, and THETIS, in 2996 RM at the behest of the Pantheon Isles. KOMMEA entered the Accords in 3189 RM.

The Accord saw its six member states form an alliance to patrol their coastal waters, ratifying a formal course of conduct with regards to slavery, piracy and smuggling, taking some of the brunt away from the Pantheon Isles, and sharing it between the member states. This made the waters off the eastern coast of <u>LLACHATUL</u> safer than they had ever been, giving a boost to trade and travel in the region, improving the economies of all member states.

In theory, the member states were to share the burden of incarceration of captured pirates, slavers and smugglers, though Tethysia found itself accepting most of them. This was most obvious around the city of <u>AZAKETIST</u>, which emerged from a prison in c. 3210 RM and which today boasts a population largely descended from such prisoners. In 3523 RM Tethysia left the Accords, and began patrolling its own waters. This led to a greater burden on the remaining member states, and today Limoth is the largest contributing member, with its fleet serving as the greatest deterrent to slavers and pirates. Its harbours are home to ships from other member states, which use them as a forward base of operations, particularly the fort of <u>RINNETH</u>⁽²⁾.

MYMEREAN GALES: Wea. Localised weather system that brings very strong moist southern winds from the SEA OF MYMEREA across the AKRY to MEHITIEL, SEDALLIA, and ALBASSITA, causing coastal storms as moist warm air from the sea meets warm dry air flowing south from inland highlands.

MYMEREAN GYRE: Sea. Sea gyre in the c of the SEA OF MYMEREA, flowing in a counter-clockwise motion.

MYOTID: Fau. Dog-sized creature with long arms and thin slender fingers, all connected with a wing-like membrane, related to the CHEIROPTER. Though incapable of flight, myotids can glide short distances, a manoeuvre they use in pursuit of their prey. They are common along the SKAROSIAN coast. See Vol II: Classification and Taxonomy of Life.

MYRA: Pol. Set. Capital city of LYRIDIA, position along the course of the river LYCEA at the foot of the KYTHI Mountains. It is home to most of the nation's AUGURS and BARRIMA. A long trail leads south east through the mountain to the home of the ABULIA. The city is one of few, and by far the largest, where TROGLODYTES mix with the rest of the populace,

though cave dwellings comprising the eldest part of the city are still used to this day.

The city is protected to the west and east by the steep hills of the Kythi Mountains and to the north and south by a series of low wide heavily guarded walls (Pop. unknown, est. over 1,000,000).

MYRINA: Set. Fortified settlement in the west of EREBETH that was once part of the ruby mining industry there, though the mines were closed in c. 3690 RM. Today it is known for a small yet influential group of people who strive to debunk the existence of various supranatural beings and deities, much to the derision of many outsiders (Pop. c. 6,500).

MYRKANNA: also 'City of Darkness'. Set. Major city in the far north of PERGOST on the north of LLACHATUL. It is around 680-miles north of the northern POLAR CIRCLE, and experiences over a month of darkness each winter. Its location in the south-facing hills of the DANTIS Mountains means that it is in the shade for the better part of the year, from which it gets its name.

It is built on an ancient <u>FIFTH AGE</u> stone fortress around which are littered the remains of countless mammoths and other beasts, many of which are now extinct (Pop. c. 60,000).

MYRMICA: Set. Fortified cosmopolitan city in the west of VENTHIR along the banks of the river MAPHANI⁽²⁾, founded on the ruins of the NATHI city of MYAM in c. -170 RM. Originally a collection of TROGLODYTE⁽¹⁾ settlement cut into the base of a low cliff that dominated the land about a mile south of the river Maphani, it rapidly grew into a caravanserai that attracted traders and travellers, ensuring its steady growth. It became a metropolis under the aegis of SIPHON ENGINES installed there in c. 1000 RM to provide aegis from mild ATRAMENTAL TAINT that had appeared in c. 980 RM, which attracted further settlers to the region. It is renowned for the MINASTERIA⁽²⁾ of MYGALURGEN which was funded there in 1238 RM and for the many SHAPERS that populate its central districts.

Following the desertion of <u>KITHAMAR</u> in 2821 RM Venthir suffered a massed <u>UMBRA</u> shortage, leading to the closure of many industries, including the siphon engines that kept the plains of <u>HAMSHEN</u> free of <u>ATRAMENTAL TAINT</u>. This led to many settlements in the region being abandoned. By c. 3000 RM Myrmica had grown into a mercantile metropolis, populated by the descendants of dozens of different regions. It maintains their various cultures and is now part of the <u>RED ROUTE</u>, leading south west into <u>TARATI</u>^(1.), witch which it maintains a close relationship (Pop. c. 353,000).

MYRRHAS: Set. Dre. Coastal settlement in the north west of IO. Its main industry is the production of an ONEIRIC drug known as SALARAN, which is derived from the flesh of VARESVAT fish that it farms. The drug is used as a stimulant by ONEIROMANCERS and by laypeople hoping to experience LUCID DREAMING (Pop. c. 8,000).

MYRTHRAMA: Set. Settlement in the c west of KARGAMA. Its main industry is agriculture, particularly TSAMMA (Pop. c. 5,200).

MYSIS: Set. Settlement in the far north of SKAROS, in the region of GNASSIA, north of the SEA OF APHOTIS. It is known for its production of the popular port known as HEIRLOOM that is widely consumed in the KORACHANI EMPIRE and, to a lesser extent, across the INNER SEA REGION (Pop. c. 6,200).

MYSTERY CULT: Org. Throughout ELYDEN, many secretive sects and orders exist that operate outside of their national or cultural norms. Some mystery cults are highly secretive and operate contrary to common beliefs in the region, while others have become standardised over time, becoming addenda to more open religions.

<u>MYSTICISM</u>: *Mys.* Practices and beliefs, often occult, that tap into the <u>MATERIA OMNA</u> in ways that are different to more common bases of shaping, such as <u>FIRMAMENTISM</u> or <u>ATRAMENTISM</u>.

Some of the more well-known types of mysticism include: <u>BLOOD MAGICK</u>, FATICARIA, HEXCRAFT, LUNARCHY, RUNIC MAGICK, and SCIONIC MAGICK. See Vol IV: Other Forms of Mysticism.

MYT DAR: Set. Small fortified city in the north east of <u>SALOROC</u>. Its people trade north with the <u>NÁRTHELI</u> city of <u>TRETA</u> and are expert producers of <u>OLIVE</u> oil (Pop. c. 17,000).

MYT GER: Set. Fortified coastal city in the far north of SALOROC, overlooking the west of the SHADOW SEA. It shares much of its culture with NÁRTHEL, which lies just 10-miles east (Pop. c. 40,000).

MYT HAS: Rui. Ancient stone temple in northern SALOROC, hewn from the walls of a cavern along the <u>TAMURATH</u> escarpment. The temple is covered in intricate bas-carvings, the meanings of which are unknown. It is thought to date back to the early <u>FOURTH AGE</u>.

MYTHKEEPERS, the: Org. Scholars in CENTRAL LLACHATUL, most prevalent in TEMUJA, though also common in SAUA and BAATAN. Their headquarters are in the GREAT LIBRARY of DUARIAHAHN.

<u>MYTHOCLAST</u>: Org. Policing force in <u>PARTHIS</u> and its colonies and suzerain states. The mytholcasts ensure that the secular tenets of Parthis are upheld.

MYTHOGRAPHERS: Org. Historians common to the various nations and regions around the <u>INNER SEA</u>. They are beholden to no one lord or nation and work of their own volition, cataloguing histories both ancient and contemporary. Knowing that much knowledge and history of the ancient world has been lost through war, carelessness and the simple passage of time, they seek to conserve and retrieve as much of the world as they can.

Many believe that they are responsible for the creation of the *ENCYCLOPAEDIA ELYDEN*, but that is not the case. They seek pure knowledge and histories, and the censored and doctored information found in previous editions of the *Encyclopaedia Elyden* went against their core beliefs.

In past ages they were often persecuted by imperial <u>ICONOCLASTS</u>⁽²⁾, as well as other groups, forcing them to work underground, which is a state they maintain to this day, preferring it to drawing unwanted attention to themselves.

They control libraries across many nations as well as private institutions, sometimes secretly, and they make sure that copies of all major works are kept in multiple locations in the event of disaster.

MYTHOHISTORY: Myt. His. In historical studies, one of three commonly accepted ways of measuring history, the other two being prehistory and history, respectively. Mythohistory concerns the study of events and cultures, often apocryphal and so ancient as to predate the appearance of any known first-hand accounts. Most mythohistorical knowledge of such comes from ancient second-hand accounts in sources that would be considered prehistoric in most scholarly circles. Such accounts usually concern the events of the MYTHOLOGIA ELYDEN, specifically the AGE OF MYTH through to the SECOND AGE OF MORTAL LIFE and the first millennium of the THIRD AGE. See Vol IV: the Mythologia Elyden.

MYTHOLITH: Rui. Ancient black pyramidal objects found in the HELINOT plains in the tribal territories of ALLAKAT in the c of the GROWING MOUNTAINS of MULCIBER. They are famed for their strange soap-like texture and large unblinking featureless white eyes that bulge from one of their faces. Despite their size, which ranges from 3 – 10-ft. in height, they are quite light. They are seen as religious objects by the people of Allakat and INDARR, and are mounted onto the backs of INDRIKS, where they serve as mobile temples, travelling across the two tribes with an entourage of priests and seers that visit settlements, bringing their wisdom to the people. Allakat and Indarr are rare regions that do not revere the NEPHTHALONT as a deity, but rather as a prophet of the Mytholiths.

Little is known of the origins of the Mytholiths, but they are thought to be incredibly ancient, likely dating back to the shaping of the DEMIURGES.

MYTHOLOGIA ELYDEN: Vol. Myr. His. Ancient mythological writing detailing the cosmogony of ELYDEN, and the creation of the world by the DEMIURGES, as well as the ancient history of the MORTAL PEOPLES and their first civilisations, leading up to the end of the FOURTH AGE and the WAR OF SCOURGING.

The *Mythologia Elyden* is first referenced in the early <u>THIRD AGE</u>, at which point it is believed to have already been a venerable work, based on the oral accounts of various cultures and peoples from early Elyden, possibly as far back as the FIRST AGE.

So much time has passed since the *Mythologia Elyden* was first put down to record that there exist many misconceptions about it.

Foremost among these misconceptions is that the *Mythologia Elyden* is a single book. The truth is far more complex, and it's likely that the origins of the *Mythologia Elyden* might be traced back to a single work, possibly penned by a <u>SCION</u> or perhaps even one of the Demiurges themselves, with further passages penned by their descendants through 2nd and 3rd hand accounts.

However, over time this would have been copied, transcribed, translated, expanded on, edited, censored, or just misunderstood or extrapolated from. Therefore, it is difficult to ascertain today, in an age so far removed from its original creation, tens of millennia past, what is truth or what is anecdotal or apocryphal, added millennia later by enthusiastic and no-doubt well-meaning individuals.

However, there exist so many independent examples of the *Mythologia Elyden*, each discovered on different continents and penned in different times, that share certain similarities as to allow scholars to make educated guesses on what can be believed to be a trusted timeline for Elyden's cosmogony and mythic prehistory. Of note are the so-called EXEMPLAR TRIAD – three different versions of the *Mythologia Elyden* discovered in the FIFTH AGE that together have allowed scholars to piece together a relatively accurate account of Elyden's cosmogony as it was originally penned in the First Age.

Though knowledge of the *Mythologia Elyden* was once widespread, it has become less popular throughout the Fifth Age as tyrants and rulers have quelled both physical copies as well as references to it. This is doubly true in the <u>KORACHANI EMPIRE</u>, whose <u>DEITY</u> is one of the few remaining lucid Demiurges, whose history features prominently in the *Mythologia Elyden*. It is in the Churches best interest to keep such knowledge out of the grasp of the common populace. As a result, in the four millennia history of the Korachani empire, the <u>CHURCH OF THE UNDYING MACHINE</u>, the <u>BUREAU OF CENSORS</u>, and the <u>MINASTERIA OF NEGATIONISM</u> have worked tirelessly to suppress knowledge of what the *Mythologia Elyden* once taught. Physical copies have been destroyed or placed under lock and key by imperial decree to avoid them being consumed by <u>HELOTS</u> and <u>SLAVES</u> in a bid to preserve the power of the Undying Machine. See Vol IV: the Mythologia Elyden.

<u>MYTHRIA</u>: Set. Settlement in the c of <u>OD MEGINNAS</u>. Its main industry is copper mining (Pop. c. 6,750).

MYUN: Set. Fortified coastal settlement in the region of NUCTEMERA in the north of EREBETH, known for its wines (Pop. c. 4,800).

N

<u>N'BAKHA</u>: *Rui.* Ruined <u>N'RAKHI</u> palace in present-day <u>BARATHEA</u>^(1.). It is shunned *by* locals and is thought to have an expansive system of tunnels that link it to western N'rakh, though which the AANTHA have access.

<u>N'DATA</u>: Rvr. Wetlands in the west of <u>N'RAKH</u>, located at the confluence where the river <u>J'KHOSO</u> meets its parent, the river <u>SHIBBOLETH</u>^(3.), at the border with the north western-most reaches of the <u>UMBRA SOKHAR</u>.

<u>N'HABBA</u>: *Set.* Major city in the north of <u>J'THANA</u>, that in 2193 RM was the site of a large battle between escaped slaves and the <u>N'RAKHI</u> military that ultimately ended with the independence of <u>J'thana</u> and the taking of the city, which was to become the first independent <u>J'thana</u> city to be settled. The city is now a major link between <u>J'thana</u> and <u>BARATHEA</u>^(1.) and forms an important part of the <u>SALT ROAD</u> (Pop. c. 42,000).

<u>N'HATTA</u>: also 'Silk Poison'. Poi. Poison common in the region of <u>M'HOTOK</u> in <u>N'RAKH</u> made from extracting a pale liquid from fermented silk milk.

<u>N'KHAYA</u>: Set. Settlement in the north of <u>N'RAKH</u>, along the course of the river <u>SICERAN</u> in the marshes of <u>N'KHOSSA</u>. <u>I'THANAN</u> legends claim the settlement was founded by siblings (Pop. unknown).

<u>N'KHOCH</u>: *Geo.* Rocky region in the north west of <u>N'RAKH</u>, noted for its high tiered mesas and giant <u>ATRAMENTALLY TAINTED</u> spiders.

N'KHOSA: Geo. Region in N'RAKH known for its marshes.

<u>N'RAKH</u>: Dem. 'N'rakhi. Ntn. A strange land of exotic vistas populated by an abnormal race of arachniform beings known as <u>AANTHA</u>, N'rakh is situated in the c north east of <u>SAMMAEA</u>, and borders the <u>UMBRA</u> <u>SOKHAR</u>. It is a dry region that is fed by rivers, many of which are seasonal and is only inhabited due to the natural fortitude of the aantha.

The collapse of the <u>THYMI</u> empire early in the <u>FIFTH AGE</u> saw scattered aanth tribes spread across their abandoned lands, populating their ruins and taking what people remained as slaves. The young races that inherited the Fifth Age were superstitious and cautious, and shunned lands populated by these misshapen warmongers, allowing them to consolidate an area which would, by around 875 RM, dwindle in size following conflict with <u>ARKOS</u>⁽¹⁾.

In around 1100 RM Arkosian explorers uncovered caves north of lake <u>C'DATA</u>, revealing the birthing pits of the living goddess <u>MAALKAT</u> – this was the first recorded contact of outsiders with the aanth goddess, and revealed that the aanth territories encompassed as much of the subterranean world as the lands above. A war erupted between the Arkosians and the aantha would defend this intrusion into their sacred lands fiercely, dying without thought in defence of their alien 8-limbed goddess.

The war ended with the aanth fortifying the lands around lake C'data with grotesque silken fortresses, and by 1550 RM the region south of the STERHBEL mountains had become a place of pilgrimage to the growing aanth culture, which had become known as N'rakh to surrounding humans by then.

The N'rakhi were notorious <u>SLAVERS</u> and most of their workforce was made up of human slaves who lived in horrifying conditions. Dissent

amongst the slaves in the metropolis of <u>N'SATTA</u> led to a rebellion that rapidly spread across the nation, culminating in 2193 RM with the overthrowing of the city and hundreds of thousands fleeing south east, taking the city of <u>N'HABBA</u> and fortifying it. This would lead to the sundering of the surrounding region from N'rakh within a few years, giving birth to the slave-nation of <u>J'THANA</u>. The lands east of lake C'data had remained uninhabited since the N'rakhi victory against Arkos, and it was eventually settled by another group of freed slaves soon after, eventually becoming known as <u>BARATHEA</u>^(1.) in 2200 RM.

N'rakhi borders have remained difficult to cross since then, with constant patrols that only allow chartered merchants from J'thana and Barathea $^{(1.)}$ entry, and then only to specific wards of its largest cities to buy silk and trade needed goods. Contact with foreign human states is conducted through a slave-caste of human diplomats, who are based in $\underline{\rm EKALLU}$, Maalkat and $\underline{\rm M'HOTOK}$. They are taught the difficult N'rakhi tongue as well as surrounding languages, allowing them to act as mediaries. These ambassadors are deeply indoctrinated into the ways of aanth culture and are as alien to foreigners as the aantha themselves. What we know of the nation is through contact with such ambassadors and the descendants of slaves who settled Barathea $^{(1.)}$ and J'thana, so our knowledge may be skewed or outdated. See Vol III: Extant Nations and Realms

<u>N'RAKHI</u>: Lan. language unique to the <u>AANTHA</u> population of <u>N'RAKH</u> and, to a lesser extent <u>J'THANA</u> and <u>BARATHEA</u>^(1.), where it is spoken by merchants and others who have contact with N'rakh. It is composed of complex click consonants that are a natural evolution of the unique aanth physiology, many of which are impossible to emulate by other mortals.

Little is known of its origins, though it is believed to be a corruption of an ancient bestial language that emerged alongside the corruption of the aantha themselves. See Vol II: Languages.

 $\underline{N'SAMBA}$: Set. Fortified settlement in the north west of $\underline{N'RAKH}$ along the course of the river $\underline{SHIBBOLETH}^{(3)}$ (Pop. c. 15,000).

<u>N'SATTA</u>: Set. Settlement in the south east of <u>N'RAKH</u>, known historically as the place where slave revolts first took place in 2193 RM that would ultimately lead to the freeing of unnumbered slaves across N'rakh, eventually leading to the founding of the nations of <u>BARATHEA</u>^(1.) and J'THANA.

It was a metropolis, known for its slave markets and large quarries, where granite used in the construction of religious monuments to <u>MAALKAT</u> was mined. Following the revolts all the slaves were freed, and the city dwindled over the next decades.

Today it is much smaller than it ever was during its peak, though it is thought to have a larger subterranean presence (Pop. c. 5,000).

 $\underline{N'SSARU}$: Rel. Mar. Rnk. \underline{AANTH} templars and guards of $\underline{MAALKAT}$ in N'RAKH.

NTHAEGOM: Geo. Badlands dominating the southern-face of the GRCAUTHAIRM massif in the c of CYHLAGHARR. The region is uninhabited and it noted for its sprawling rock formations.

<u>NA RATYM</u>: also '*Pillars of the Summer Sun*'. *Rel. Str.* Twin pillars flanking an altar, positioned on a prominent location to receive solstice suns. It is a place of veneration of the people of <u>ALAM BETHYL</u>.

<u>NAAH</u>: *His. Ntn.* Ancient late <u>FOURTH AGE</u> empire that dominated much of the northern <u>SAMMAEAN</u> coast west of the <u>GULF OF DAARKEN</u>. It predated <u>CONTH</u> and survived in a diminished from until the first centuries of the <u>FIFTH AGES</u>, after which it fragmented into disparate warring groups that contributed to the fall of Conth in 193 RM. Within around a century the remnants of Conth and Naah would become <u>LIDEA</u>.

Various aspects of its culture were adopted by the early Lideans, and the <u>HUSSADI</u> nomads are thought to be remnants of their culture. See Vol III: Extinct States.

<u>NAAHI</u>: *Eth.* Ethnic group common in the north of <u>SAMMAEA</u>, around <u>BA'AKH</u>, <u>LIDEA</u>, <u>SUMA'YA</u> and the east of <u>PARAIYA</u>, descended from the ancient <u>NAAHI</u> culture. See Vol II: Peoples and Races of Elyden.

<u>NAAIA</u>: 1. *Geo.* Basin in the south west of <u>ANUBIA</u>, and primary drainage basin of the <u>ATEIGHA</u> and <u>KALAIAMA</u> river.

2. *Rvr.* Seasonal river appearing in the above basin following the yearly appearance of the <u>ATEIGHA</u> and <u>KALAIAMA</u> rivers. As many as two individual lakes are known to appear along their course, based on strength of their yearly flow.

<u>NAAL</u>: Dem. 'Naalish'. His. Set. Ancient city overlooking the <u>SEA OF BYSSOS</u> with a long history in the <u>FIFTH AGE</u>. Little is known of its origins, though <u>PARTHIAN</u> records show that it was part of the <u>TERRITORIES OF OPHAM</u>. It was besieged by <u>CYHLAGHARRI OGHURS</u> in 754 RM and was on the brink of starvation when reinforcements arrived, ultimately saving it.

It emerged in c. 800 RM as a mercantile power as the cult of the CHILD'S ADVENTISM takes root there, after the OTHERWORLDER known as THE REGENT appeared there decades earlier.

In 851 RM KORACHANI CENSORS based in Opham marched into Naal to control its growth, but by then it had already spread to surrounding states. In 867 RM it sundered itself from Opham following a civil war, becoming an independent state.

Korachan abandoned Parthia to the <u>INTERREGES</u> in 934 RM. Despite this, many <u>PATRICIANS</u> remained there becoming a noble caste, slowly losing their Korachani roots over the next century. They were instrumental in its rise over the next centuries, leading to its borders expanding well after the Interreges' eventual abandonment of the region in 967 RM.

By c. 1500 RM <u>OLNNADI</u> merchants had set up offices there, and revolts in Olnnad in 2135 RM led to many slaves seeking refuge in Naal. In 2391 RM it was taken and <u>AZOSAOTH</u>^(2.) emerged from its ruin, which would eventually give rise to the city of <u>VULKA</u>, in the south east of the <u>TARAHID ANNEXES</u>.

NAALO: Ind. Set. Mining settlement in the region of ADASICH in the west of THE SURRACH. It is known for its citrine quarries, the produce of which is used in the production of jewellery (Pop. c. 7,500).

<u>NAAMAH</u>: Oth. Type of <u>HALFBLOOD</u>. See Vol II: Classification and Taxonomy of Life.

<u>NAAMNI</u>: *His. Lan.* Now-extinct <u>FOURTH AGE</u> language of northern <u>SAMMAEA</u>. It emerged from an earlier descendent of the <u>ANAVRAMI</u> tongue and would from the basis for <u>AMNATHI</u>. See Vol II: Languages.

NAANEMUR, THE LAST TREE: Flo. Individual gigantic tree in the north west of the HENDECARCHY of CHLORIS in the s of the EGEAHAR Steppes in MALAN. It is famed for its striking appearance – the soil surrounding the tree's roots was slowly washed away over centuries, leaving a branching mass of exposed roots, clinging to rocks and earth surrounding it. This has left a tunnel-like hollow under the great tree which has since become used as a thoroughfare. A settlement appeared under the tree by those seeking to protect it, making sure that as many of the roots remain unbroken (Pop. c. 1,000).

<u>NAANDA</u>: Set. Small city in the south of <u>METHUMN</u>, in the east of the <u>IRAGASH</u> region. It is situated close to one of the natural sources of the

<u>GARAGIRA</u> river, which is controlled by the city's rulers, who ration water amongst the people (Pop. c. 12,500).

NAARETH: 1. Geo. Large peninsula in the north east of the continent of SAMMAEA, jutting to the south east of the continent, south of the IAPETAN SEA and north of the ROILING SEA. It is home to the nations of NAARETH and KHITAI, as well as the south of SARAGOS and SUOR. Khitai (a dependency of Naareth) forms the eastern-most part of Sammaea.

2. See HOLY GYNOCRACY OF NAARETH.

NAARETHI CURRENT: Sea. Warm surface ocean current to the north west of the MIROVEAN OCEAN that flows north west into the ROILING SEA, creating the ROILING GYRE. The current flows round the Roiling Sea before leaving the basin, south where it joins up with the PORPHYRI CURRENT.

NAARTH: His. Ntn. Ancient name for the nation of NAARETH.

<u>NAASSENE</u>: Set. Fortified settlement in the c west of <u>GNOTH</u>. It is an important link in the <u>GNOTHI ROAD</u> (7,300).

<u>NAASU</u>: Sea. Bay off the south western coast of <u>LAASKHA</u>, with the island of VUDA to its south.

NAAYN: 1. Geo. Island off the southern coast of LAASKHA.

2. Set. Settlement on the above island, off the southern coast of <u>LAASKHA</u>, known for its grapes and white wine. Local legends claim that the city was born of a divine seed that had lain dormant in the region for millennia (Pop. c. 5,000).

NABAANI ES SABRAH II: (B. 3951 RM) Pol. Present ruler of the plutocratic council that rules the City-kingdom of ENNAIAH, in THE SURRACH.

NABASSAR: Rui. Once-major city in the c of SARASTRO, along the course of the river SOLONA. It was abandoned following an uncontrolled outbreak of PLAGUE there in c. 3660 RM, the ruin of its river-side docks still haunting the banks of the river Solona to this day.

The city was occupied by a Sarastroan garrison during the <u>WAR OF SUNDERING</u>, and was attacked by <u>IMPERIAL</u> forces, including a large tank battalion, which destroyed the defence, allowing Korachani forces to continue east towards <u>ARGEA</u>. The city was badly damaged in the attack and remains a ruin to this day.

<u>NABAT</u>: Set. Small city in the east of the <u>MULL CITY-STATES</u>. It is home to a popular style of music that utilises an obscure piano accordions (Pop. c. 17,000).

NABAURA: Geo. Solitary mountain in the c of JURRAS (2.). *

NABBIL: Set. Coastal settlement in the south west of TZALLRACH (Pop. c. 20,000).

<u>NABERIN</u>: Geo. Rocky highland desert dominating the east of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>. It is an ancient land, its rocks worn smooth by wind and rain, and is largely uninhabited. It is populated by a semi-nomadic indigenous people who revere the igneous dome of rock known as <u>PATHON</u>, and who hold the land sacred.

NABERIZ: Pol. Ser. Capital city of AKHELIZ, in the south east of BROR⁽¹⁾. It is known for its great colleges and the philosophical traditions of its elders. It bears the emblem of three dogs, which appear on its architecture and military imagery. It has grown around the ROYAL INNER CITY, which is known for its large gardens, temples, royal palace, and government structures (Pop. c. 287, 800).

<u>NABIL</u>: *Geo.* Massif in the east of <u>EASTERN LLACHATUL</u>, along the border between <u>LIMOTH</u>^(1.) and the <u>PANTHEON ISLES</u>.

<u>NABIL SADDA</u>: Rel. Rui. Ruined sun-temple in the south of <u>TZALLRACH</u>, dating back to the early years of the <u>FIFTH AGE</u>.

<u>NABIRIA</u>: f. *His. Pol. Per.* (B. 1901 – D. 2023 RM) princess of <u>DERAIEA</u> who in 1922 RM was wed to the merchant prince <u>TOUTAT</u> of <u>TISHANNA</u> in an arranged marriage that established the <u>TISHANNAN MONARCHY</u>, of which she was the first queen consort.

<u>NABIRRUS</u>: *Mil. Str.* Major fort in the north east of <u>AZAZEM</u>, guarding the route of the <u>SHADOW MARCH</u>, as well as protecting the border from <u>THE OLD FOREST</u>.

NABONA: Geo. Island, and part of the PANTHEON ISLES.

NABORRO: Set. City in the c of SAUA. It is known for its manufactories (Pop. c. 50,000).

NABULASSAR: Set. Small spring-fed city in the south west of SARASTRO (Pop. c. 16,000).

<u>NABUS</u>: Set. Settlement in the c west of <u>GNOTH</u>, along the course of the river PITTIROT.

NABUSSIA: Geo. Island in the c of the PANTHEON ISLES, off the eastern coast of LLACHATUL.

<u>NABUUN</u>: Set. City in the c north west of tribal territories of <u>LEGEO</u>, in the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It has a long history of training <u>ROCS</u> for use as messengers and, less commonly, as mounts. The mounts are used by political diplomats in the Growing Mountains due to their speed in reaching disparate tribes (Pop. c. 50,000).

NACARATIAN PLAINS: Geo. Level plains in the c-south east of PORPHYR, known for its orange-red soil.

NACATH-HITHOTH: Int. Sup. Geo. Ancient fantastical terrain in the north of ARERAQTH, some 180-miles south of the northern POLAR CIRCLE, attributed to the DREAMS of the stillborn DEMIURGE RYHASSHARAUCH, where the earth peels upwards in the form of a triple-helix, as though the page of a book were torn in three places and lifted upwards. It covers around 1 square-mile, and rises around a mile into the sky. It is FIRMAMENTALLY-ACTIVE, and the ruins of past civilizations can be found upon it, though no extant settlements are known to exist there today.

<u>NACEH</u>: Alc. Set. Settlement in the region of <u>HITHRA</u> in the north of <u>THE SURRACH</u>, in the northern foothills of the <u>NGHALLEAL</u> Mountains. It is known for its <u>ALCHEMICAL</u> research in the mildly <u>ATRAMENTALLY</u>-influenced stone of the region (Pop. c. 7,000).

NACH: Geo. Highland region in the north west of NÁRTHEL.

NACHA RID: Com. Set. Fortified city in the south east of ELEKHID, built along the outer face of a large crater in the TAIPOETH rainforest. Its people are known to trade south with Cheira (Pop. c. 37,400).

NACHAA: Set. Settlement in the c south of NAARETH (Pop. c. 10,000).

<u>NACHAN</u>: 1. Str. Dam built across the river <u>LOBKIR</u> in the c north west of <u>NÁRTHEL</u> in 3690 RM that powers the city of Nachan. The dam was constructed to redistribute waters for irrigation purposes across the ailing region, though it ultimately had the opposite effect of drying out the region, leading to the increased size of the <u>LYBIC SANDS</u>.

2. Set. Oas. Oasis-settlement in the north west of <u>NARTHEL</u>, largely inhabited by <u>SVATHI</u> people. The entire region surrounding the settlement was rendered barren by over-harvesting and poor cropmanagement under the leadership of the <u>KORACHANI EMPIRE</u>, leading to the death of the settlement by c. 3600 RM.

The settlement re-emerged following the construction of a nearby dam over the river <u>LOBKIR</u> in 3690 RM and remains to this day as the main producer of opiates in all Nárthel, where opiates are extracted from dehydrated poppies before being shipped north to (Pop. c, 102,800).

NACRE: Set. Pearl-farming settlement in the west of VENTHIR (Pop. c. 9,000).

NACRE LEAGUE: Com. Org. Major commercial and mercantile conglomerate that controls all trade along the 12,000-mile NACRE ROAD in the south of Sammaea, from the AMMASHI^(1.) peninsula in the west to the headland of UHBATAQ in the east, encompassing the nations of AMMESH, HABOT, PHYRR, MAENMIST, SIMBARA (its longest stretch through a single nation) AKANTHRA, KHAR NADUL, HANNAH, QARALAM, SHEZALIAH, and ZHARIAH.

The League was formed in c. 1820 RM as an alliances of hundreds of various merchant houses and coalitions (today known as <u>LEAGUE HOUSES</u>) that pooled their resources to facilitate the movement of goods across the dozens of individual routes that together made up the Nacre Road. Based in the city of <u>ENNERA</u> in Simbara, the League initially struggled to find its footing, though by c. 2000 RM its itinerant merchants and their matted-armoured guards had become a common sight along the road. Over the next centuries they strongarmed independent and rival merchants into either disbanding or joining them, until by c. 2160 RM they were in control of the route. Particular stretches of the road remained troublesome, with state governments heavily taxing League

merchants in a bid to favour their own economies, but by c. 2250 RM the League had gained control of all trade along the Road by forging alliances and trade deals with ruling governments, and though they were paying different taxes at every nations' border, they had grown unimaginably wealthy within a matter of generations, making them extremely powerful across southern Sammaea, with individuals able to alter the decisions of governments and monarchies with a few choice words. Indeed, many elder members of the major League Houses often go on to become advisors and viziers (more commonly known as <u>VAKKILS</u>).

Today, the Nacre League has risen to such levels of power and influence as to rival the nations and states in whose territories they operate, effectively becoming an independent culture and government in the south of Sammaea, and many people in its member cities identify as children of the Road more than they do with the culture of their home nation. Many cities, including <u>SELBIST</u> in Simbara and <u>THARAPHOTA</u> in Akanthra, are more loyal to the League than their parent nations. Some cities culturally as much as members of the League as they do their parent states, and in many cases the League has more standing and influence than the parent state.

For over a millennium the League was overseen by council of seventeen members, each from a different League House, though political intrigue was rife, and what was intended as a meritocratic council often degenerated into a plutocracy, often for generations at a time. In 3966 RM a triad of merchant lords usurped leadership of the League through corruption and remain in control to this day. Together they are known as the <u>TISRAHAN</u>, and their rule has been characterised by war with Maenmist:

The League declared war against Maenmist in response to its closing of its borders to outsiders in c. 3960 RM, which effectively stalled land trade in southern Sammaea and sundered the Nacre Road in two. Phyrr and Simbara formed an alliance with the Nacre League and declared war in 3972 RM, leading to the south of Maenmist becoming a warzone in a protracted conflict that continues to this day.

NACRE ROAD, the: Com. Geo. One of ELYDEN'S largest trade-routes, and likely the largest in the SOUTHERN HEMISPHERE. It stretches for over 12,000-miles laterally across the south of SAMMAEA, linking the city of HAMMA in the far south west to BHAL ZHARIAH⁽²⁾ in the south east, passing through the following territories: AMMESH, HABOT, PHYRR, MAENMIST, SIMBARA (its longest stretch through a single nation) AKANTHRA, KHAR NADUL, HANNAH, QARALAM, SHEZALIAH, and ZHARIAH, and allows the relatively easy flow of trade from west to east.

The road is named after the now-largely dead nacre trade along the northern shore of the SEA OF AMMASH⁽²⁾, and is now controlled by the merchant hegemons of AKANTHRA. It originated in c. 500 RM as a route travelled by MEHMUTHI nomads, some of whom went on to become merchants, travelling in caravans hauled by great beasts. Today it is ruled over by the NACRE LEAGUE, a conglomerate of merchant lords and trade princes that control most trade in the aforementioned regions.

The nation of Maenmist closed its borders to outsiders in c. 3960 RM, bringing chaos to the Nacre Road, and effectively sundering the route in two. This led to the Nacre League declaring war on the insular nation in 3972 RM, drawing support from various states along the Road, including Phyrr and Simbara, which are neighbours of Maenmist to the west and east respectively. The cities of CYNDARA in HABOT and BAVVERA in NORTHERN SIMBARA became the two main points of exchange where goods moving along the land route were shifted to the sea and vice versa, but Maenmist was (and remains) a major naval power in the region and employed fleets of privateers to harass sea trade.

The war continues to this day and the Nacre Road is now diverted across the <u>SEA OF AMMASH</u>^(2.), bypassing Maenmist at great cost. See Vol II: Major Trade Routes.

NACRE WAR: War. An ongoing conflict in the south of SAMMAEA centred around the south of the insular nation of MAENMIST. The war's roots lie in the sudden closing of Maenmisti borders in c. 3960 RM, which sundered the NACRE ROAD trade-route in half, devastating the economy of SOUTHERN SAMMAEA and leading to the rapid wane of the NACRE LEAGUE.

The League was quick to act, sending envoys to Maenmist, but most did not even make it within its borders, and those few that did were either

slain or driven away before they were able to petition the nations' insular leaders. This led to years of economic downturn in the region, with lands west and east of Maenmist being cut off from each other.

The League began shifting its lucrative land trade to the <u>SEA OF AMMASH</u>^(1.), bypassing Maenmist and Phyrr, though was a costly temporary measure as diplomatic efforts continued amid Maenmisti privateer attacks on merchant vessels. The cities of <u>CYNDARA</u> in <u>HABOT</u> and <u>BAVVERA</u> in <u>NORTHERN SIMBARA</u> became the two main points of exchange where goods moving along the land route were shifted to the sea and vice versa, but Maenmist was (and remains) a major naval power in the region and employed fleets of privateers to harass sea trade.

In 3972 RM the Nacre League, alongside its allies Phyrr and SIMBARA, declared war on Maenmist in an effort to liberate enough land to reopen the Nacre Road. Allied artillery bombarded the notorious Maenmisti fortifications for weeks to little effects, forcing them to move their ground forces forward against its might bastions, leading to grinding war where success and failure were measured in inched moved forwards and how many thousands of troops a side lost.

Maenmist retaliated by bombarding the Simbaran city of <u>OTHAMA</u> with <u>ATRAMENTAL BOMBS</u>, levelling it and cementing its misanthropy amongst its neighbours. The southern borders of Maenmist have been a constant warzone since then as allied forces made up of a mix of the private armies of trade conglomerates and consortiums, and the national armies of their allied states attempt to reestablish a land trade route in the area.

NACREOUS COAST, the: Geo. Coastline around the city of CHATOYANT in the west of THE SURRACH. It is named for its many clams and other molluscs which are farmed in great number, the nacre of their shells being used for decoration.

<u>NADA</u>: 1. Sea. Bay off the eastern coast of <u>SARAGOS</u>, in the <u>IAPETAN SEA</u>.
It is an estuary of the river <u>ISRAFA</u> and <u>TAARFA</u> and is surrounded by dense mangrove forest.

2. Geo. Island in the above bay, just 3-miles off the coast of SARAGOS.

NADAB, CHILD OF OT, PLENIPOTENTIARY TO THE AMBER MINARET: (B. c. 3920 RM) Sup. SHAPER born in the BROKEN LANDS, though of TEMUJAN descent. She claimed direct ancestry from the Fire Goddess OT, making her FIREBLOODED, something evident in her affinity for the SPHERE of fire. She was elected Third PLENIPOTENTIARY of the AMBER MINARET in 3981 RM.

<u>NADAIRA</u>: 1. Geo. Mountain in the far east of <u>TZALLRACH</u>, forming a western extension of the <u>ARGENT</u> Mountains.

2. Pol. One of the four $\underline{ONARCHIES}$ of $\underline{TZALLRACH}$, occupying its easternmost territories. The state capital is located in the city of \underline{BAMETE} .

<u>NADI'RAH KHAMSAL</u>: also 'the Enclave of Purity'. Pol. Org. One of the SHAMASHI ENCLAVES OF THE SARASTROAN EMPIRE, whose tenets revolve around the importance of water and sanitation, particularly in arid territories.

The Order is based in the city of <u>Argea</u> and emerged from the <u>Korachani Illdisadai Order</u> of the <u>Sanctified Inquisition</u> in 3705 RM, following the <u>Sundering of the Empire</u> and its agents build and repair wells, dams, and cisterns. Its troops, known for their distinctive deep blue robes and turbans, also guard these structures, particularly in regions wild areas. They also control the spread of water-borne diseases such as cholera and dysentery, and raise awareness of hygiene amongst the people of the <u>Low-empire</u>.

They control water rationing in arid regions, and even oppose careless individuals and manufactories whose actions are a threat to the smooth running of the empire.

The Enclave's present <u>MUTTAHARCH</u> is <u>HAKARIM ELSHIFFRA</u>.

<u>NADITABRA</u>: Geo. Rocky coastal plains in the dominating the north of the <u>SARASTROAN</u> colony of <u>IPSISSIMA</u>^(1.). Its coastline is home to many varieties of seal.

NAEL: Mys. Rel. Phil. One of the SEVENTY-SEVEN NAMES OF THE UNDYING MACHINE.

<u>NAEL NOT</u>: Mil. Str. Major fortress in the prefecture of <u>TERECHANT</u>^(1.) in the north east of <u>HOLOLACH</u>^(1.), overlooking the <u>MULL CITY-STATES</u>.
Troops stationed in the fortress guard the entire eastern border of Hololach from <u>MULL</u> banditry.

<u>NAFAHAL</u>: See. Small fortified city in the south of the tribe of <u>NUNEA</u>, in the south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is a major link between Nunea, and the tribes of <u>LINARIS</u>, and <u>ESSERIS</u> (Pop. c. 17,000).

NAFIYUN: Set. Settlement in the c of VAALK, overlooking the BAY OF ALTAR. Its main industry is the quarrying bitumen from naturally-occurring bitumen in the surrounding area. It forms a part of the RED ROUTE (Pop. c. 3,500).

<u>NAGA</u>: Plr. 'naga'. Mor. Large snake-like being with slender clawed forearms, no legs, and an anthropomorphised face. Some varieties are also known to have skin that secretes a toxin, which is used to paralyse their prey when they constrict them.

Nagas are barbaric creatures with little in the form of culture, though they are sapient. They are cunning hunters that live in lush tropical regions, such as the rainforests of <u>WAELMIGH</u>, and the <u>WOLD</u>, and the south of <u>MENISCEA</u>. They make use of simple tools, making crude clubs, short bows and bolases that they use hunt prey. See Vol II: Classification and Taxonomy of Life.

<u>NAGADKA</u>: Set. Settlement in the west of <u>ELEKHID</u>, along the eastern shore of lake <u>ADATAD</u>, at the fork between the river <u>YAGNOTH PHTHAN</u> and its tributary, the river <u>MAHEZEAL</u> (Pop. unknown).

NAGAH: 1. Geo. Small island off the eastern coast of AHOPAH.

2. Set. Settlement on the above island^(1.) off the eastern coast of <u>AHOPAH</u> (Pop. c. 4,200).

NAGALAI: Set. 1. Settlement in the north east of AMMESH. Its main industry is amethyst mining (Pop. c. 8,000).

2. Large city in the c north east of <u>KEPHUAAN</u>, along the north eastern shore of lake <u>ONILA</u>. The city is built on stone stilts to protect against the yearly flooding of the lake, which causes its surface to rise greatly in height (Pop. c. 105,000).

<u>NAGALARA</u>: Set. Coastal settlement in the c south west of <u>HABOT</u>, overlooking the north west of the BAY OF ESSIA (Pop. c. 7,800).

<u>NAGALARAA</u>: See. Small city in the south west of <u>HABOT</u>. It was once coastal though became landlocked by c. 3400 RM, and is now some 10-miles from the coast (Pop. c. 13,000).

<u>NAGAMOTH</u>: Set. Marshy area along the border with the north west of <u>SALOROC</u> and the south west of <u>NARTHEL</u>. Until 3994 RM the region was entirely under the control of Saloroc, though Nártheli armies moved south aggressively, taking the settlement of <u>PATHOC</u>, which is a major producer of peat bog (Pop. c. 9,000).

<u>NAGARHI</u>: Geo. Region in the west of Ammesh that is known for its cotton fields and textile industries.

NAGAYUNA: also 'the Winged Snake'. Ast Con. Constellation in the NORTHERN HEMISPHERE. See Vol II: Constellations.

<u>NAGEL</u>: Ser. Small coastal city on the island of <u>BEKSHEGNI</u>, in the far south of the <u>PANTHEON ISLES</u>. It is one of few settlements in the Pantheon Isles with permission to breed <u>MONOCEROUSES</u>. Today it pays its tithe to the crown in the form of monocerouses, many of which are ultimately exported at great profit (Pop. c. 16,000).

 $\underline{NAGENNA}$: Set. Settlement and major agricultural centre in west of $\underline{NARTHEL}$ (Pop. c. 4,600).

NAGGAR: Set. Settlement in the north east of VENTHIR (Pop. c. 5,200).

<u>NAGHIGH</u>: Geo. Mountain range in the c south of the nation of <u>AMMESH</u>, in the <u>AMMASHI</u>^(1.) peninsula. A single pass crosses the mountain, which is controlled by the city of <u>ZAIAMANA</u>.

NAGILHKA: Rui. Shipbuilding settlement in the east of AHKA, captured by KORACHANI forces in 3998 RM. For 9-months it was a hub of Korachani operations in Ahka, and was used as a staging-point for land assaults, though it was destroyed by rogue shapers following a week-long offensive. It remains deserted today.

NAHAL: Rvr. River in Khamid. It was, before the Cataclysm, far larger, winding south east for about 400-miles from the NEFERATH Mountains before joining the LAUL EGLEA. Following the Cataclysm and the sundering of most of Khamid, the river's course was cut short at about 50-miles, and is no-longer a tributary, now ending at a 480-ft. waterfall leading directly into the waters of the RED ISLES.

NAHASHAZ: Geo. Expansive scrubland dominating the north west of MECHABET.

<u>NAHEL</u>: Set. Settlement in the c north of <u>NÁRTHEL</u>. It is one of many settlements in the region known for its opium and poppy honey production, including a unique honey that is made by bees that pollinate poppy plants (Pop. c. 10,000).

<u>NAHESE</u>: *Ind. Set.* Mining settlement in the east of <u>THETIS</u>. Its maim industry is the mining of <u>VIRGIN STONES</u> (Pop. c. 9,000).

<u>NAHMOL</u>: Rvr. River in the c of <u>ALMAGEST</u> and main source of water in the <u>CITY OF ALMAGEST</u> (though it is now largely polluted thanks to industries in the city and upstream). The river flows for 600-miles, including the length of lake <u>BITHA</u>, west from the <u>GAEFANG</u> Mountain before emptying in the <u>STRAIT OF ALMAGEST</u>.

NAHORIA: 1. Dem. 'Nahorite': His. Ntn. Ancient late FOURTH AGE empire existing in what is now the south east of MALAN. It collapsed in c. –2400 RM, leaving the area largely unpopulated. The descendants of the Nahorites built the FORGOTTEN SHRINE, and over the next two millennia would stabilise into the states of AMILLAERE (3.) in the north and LARAM (1.) in the south, which would eventually be united as the Eleven FOREST KINGDOMS by the LADY AEGIS in 2075 RM. NHORA, one of the eleven kingdoms of Malan, maintains some traits of the dead nation, and its name is a corruption of the old name. See Vol III: Extinct States.

2. Rui. Vast network of ruins in the south east of the <u>HENDECARCHY</u> of <u>CHLORIS</u> in southern <u>MALAN</u>, to the south east of the city of <u>NEHOMIA</u>.

<u>NAHRAS</u>: *Rvr.* River in the emirate of east of <u>LIMOTH</u>^(1.) in the east of Limoth flowing south for 215-miles from sources in <u>KOTHA ICHOLLIGHA</u> Mountains before reaching lake <u>ONODA</u>.

<u>NAHLA</u>: *Rvr.* River in the c of <u>ALMAGEST</u> and tributary of the larger river <u>NAHMOL</u>. The river Nahla flows for over 45-miles west of the <u>GAEFANG</u> Mountain before joining with its parent, the river <u>NAHMOL</u>, which flows into the <u>STRAIT OF ALMAGEST</u>.

NAHRLLA: Ind. Str. ATRAMENTAL distillery in the prefecture of HOLOLACH^(1.) in the c east of Hololach^(3.), in the region of VALLAR. The distillery pumps umbra from below the Vallar plateau and pumps it south west to TOTHRIS, where it is refined and experimented upon.

<u>NAHUM</u>: 1. *Geo.* Large valley in the north west of <u>VENTHIR</u>, running some 450-miles from the <u>JAELA</u> Highlands, down to the <u>DARK SEA</u>.

2. Rvr. River flowing for some 400-miles in the north west of <u>VENTHIR</u>, emptying into the <u>SEA OF BEAR</u>.

 $\underline{NAIA} : \mathit{Set}.$ City in the c west of \underline{SAUA} (Pop. c. 60,000).

<u>NAIDA</u>: Lak. Large cliff-bordered lake in the south of <u>AHRISHEN</u>. Twice yearly (once following the melting of snow in the mountains surrounding <u>AHRISHEN</u> and again in the wet season) the lake expands to the north and north west as shallow wetlands around it are flooded. The lake once formed the south eastern-most part of the <u>SEA OF PYREA</u> and remains salty to this day as a result.

<u>NAILAH</u>: *Rvr.* River in the south west of <u>THETIS</u> flowing south east for 650-miles from sources in the <u>THAAM AEGLA</u> and the <u>AHRAN</u> highlands, before meeting the coast of the <u>SEA OF ERUTHEA</u>.

NAILLA BEATRIX, CHAMPION OF TOPHEL: (B. ? – D. 3862 RM)

DEMIURNE champion, who dedicated her life to guarding the

SEPULCHRAL PALACE and the DEMIURGE RACHANAEL. Though it is
believed that she was alive during the ARCHPOTENTATE MALICHAR'S
sojourn in DAEKYN, little else is known about her, other than her death
at the hands of the FIRMAMENTIST paladin ZULEIKA WHITEMANE.

<u>NAIN</u>: Set. City in the north east of <u>SEDISIA</u>, in the far north east of the region of <u>VETHRAND</u>. It was once coastal and known for its thriving harbours, though the waning of the <u>SEA OF SERPENTS</u> has left it some miles from the coast. Since then, the smaller city of <u>RANAIA</u> has appeared along the coast to act as a port to the larger city, and the once deep drydocks of Nain have been converted into markets and storage yards (Pop. c. 40,000).

<u>NAISKA</u>: Set. Small city to the north west of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>EDICULE</u>^(1.). The settlement is situated along the southern-most point of the <u>ASHER</u> Mountains in what is known as the <u>ISHAHAAT</u> Massif, scant miles downstream of one of the sources of the river <u>EDICA</u>.

The city is renowned for its great cathedral to the $\underline{ASHKERON}$ (Pop. c. 74,200).

NAISSAN: Set. City in the c of PORPHYR, to the north of the volcanic lands of the RYKK Mountains. The city exists purely due to the many THIRD AGE IROTHANI ruins in the region. Following the chance discovery of functional TECHNARCANA dating back to that time in c. 3724 RM, the MAKHANATE began to send archaeologists to the region to purposefully search for such artifacts. This led to a boom-town appearing that would develop over the next century into the present-day city of Naissan.

Today the city is known for its historians and experts on irothani technarcana. Whilst many recovered artefacts are used by the Makhanate to advance their own research and technology, many more pieces are sold on to the secondary market for exorbitant prices, knowing that there is always someone willing to pay for such items (Pop. c. 40,000).

<u>NAITO</u>: *Mil. Str.* One of three major fortresses in the east of <u>SAUA</u> (the other two being the <u>KOTIO</u> and the <u>HASHI</u>), serving as a defence along the eastern border against the <u>HENDECARCHY</u> of <u>MYEIN</u> in <u>MALAN</u>. Built during a time of unease between the two states, the fortresses are still manned though they have not been modernised to the most recent theories of military engineering.

 \underline{NAIYA} : 1. Rvr. Wetlands in the c of the course of the river $\underline{NOTHIYA}$, in the south of $\underline{PARAIYA}$.

Set. City in the south of <u>PARAIYA</u>, in the west of the region of <u>NOROUA</u>, close to the above wetlands⁽¹⁾. It forms part of the <u>SALT ROAD</u> (Pop. c. 43.800).

<u>NAJ</u>: Set. City in the c north of the <u>IAHADAT STATES</u>, in the east of <u>SAMMAEA</u>, and capital of one of the twelve States (Pop. c. 40,800).

<u>NAJAFRET</u>: *Geo.* Expansive labyrinthine rocky region dominating the far south west of <u>OPHIUSSA</u>.

<u>NAKARA</u>: Geo. Huge sheer-sided pit in <u>VÂRR</u>, measuring roughly square-miles. It is around 50-feet deep with a relatively flat floor. A few wide slanted paths lead down to the floor where a number of small communities now exist, built around the thousands of tiered caverns line the pits walls at different levels. Walkways link the niche-like caves (which are now mostly humble residences) with larger municipal and commercial structures being built outside.

<u>NAKARAS</u>: *Geo.* Mountain-range in the south east of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>, forming part of the expansive <u>ETHISTONI HIGHLANDS</u>.

<u>NAKARRA</u>: Geo. Mountain-range stretching for 290-miles west-to-east, forming a border between the south of <u>ARKOS</u>^(L) and the north of <u>SIRIPHAGOS</u>. Its northern face is known for its many large and winding water-carved caves, the largest of which is known locally as the MAGARRAN MAW.

NAKED EYE PLANET: see PLANET, NAKED EYE.

<u>NAKH</u>: Sct. Fortress originating in c. 200 RM in the northern-most reaches of the <u>BETHET</u> mountain, overlooking the river-lands of <u>THAUR</u> in the <u>CITADEL MOUNTS</u> (present-day <u>ARKOS</u>^(1,1)). The citadel was originally erected to oversee trade between the free-city of <u>SIRIPHAS</u> and the city of <u>MHAQ</u> (later <u>DUN MHAQ</u>). The citadel became a fulcrum for native defence against <u>KORACHANI</u> incursions in the Citadel Mounts, though fell into disuse following Korachani subjugation of the region in 352 RM.

As Korachan established its rule in the region, it restored the citadel, bolstering its defences, particularly to the south east, where tensions with AUERENI barbarians began to increase in c. 375 RM. The fortress was eventually stormed in 481 RM, with the defence starving following a lengthy siege against the allied barbarian forces form MULCIBER. The fort remained a ruin until c. 675 RM, where it was resettled by Arkosian descendants of the imperial rule and became a caravanserai linking the free-city of Siriphas and Arkos. The caravanserai fluctuated in status throughout the years, finally falling dormant in c. 2325 RM following Sarastroan attacks into Arkos. It later re-emerged as a fortified caravanserai in c. 3200 RM with the growth of the SALT ROAD (Pop. c. 3.500).

<u>NAKHÉ</u>: *Lan.* <u>KORACHANI</u> name for <u>SAUA</u>. For the sake of clarity, the nation is referred to as Saua elsewhere in this volume. **See Vol III: the Nations of Elyden.**

<u>NAKI</u>: Set. Settlement in the south west of <u>PORPHYR</u>. Its main industry is farming (Pop. c. 7,000).

<u>NAKIR</u>: Soc. Str. Major <u>ANCESTRAL TOKEN</u> in the c south west of <u>MALAN</u>, acting as a border between the <u>HENDECARCHIES</u> of <u>LONAR</u>, <u>CHLORIS</u>, and <u>STHAMAN</u>. Situated along the course of the river <u>DUR</u>, it is divided into three sections, each of which lies in the territories of one of the aforementioned Hendecarchies. A fire is kept burning beneath the token, which is guarded by an order of secretive guardians.

<u>NAKOSSAN WATERS</u>: Sea. Shallow waters off the eastern coast of the <u>SEPAHAUNATI</u> peninsula, covering over 16,000-square-miles of coastal shelf. The waters are known for their many reefs and abundant sea-life.

<u>NAL SARA</u>: *Mil. Str.* Major fortress in the south west of <u>VAALK</u>, overlooking the <u>STRAIT OF CYKRANOSH</u>^(2.). It is a major military presence in the region and its fleets patrol the waters of the <u>FOR</u> and <u>AHAMA</u>, often encountering pirates from <u>DERKAZ</u>.

<u>NALAHYR</u>: Set. Major industrial city in the east of <u>LIEVTHRA</u> (Pop. c. 110.000).

<u>NALALDA</u>: Set. Settlement in the south of the <u>SOLEYN TERRITORIES</u>, in the IMYRI TRADE-ZONE (Pop. c. 10,000).

<u>NALANT</u>: Set. Settlement in the west of <u>LAASKHA</u>, just north of the <u>CAALUA</u> Mountains (Pop. c. 5,000).

<u>NALARDIL</u>: Dem. 'Nalardili'. Ntn. Small nation in the west of <u>WESTERN MENISCEA</u>. It has a rich <u>FIRMAMENTAL</u> history, though recently became an ally to <u>OSSIEL</u>, and is abandoning its Firmamental heritage, helping fund <u>MAGICKAL CRUSADES</u> against other lands along the western coast of Meniscea. See Vol III: Extant Realms and Nations.

<u>NALCR</u>: Geo. Mountain-range forming an extension of the <u>NGHALLEAL</u> Mountains north into the south of CYHLAGHARR.

<u>NALE</u>: Dem '*Nalish*'. *Set.* Major city in the c south of <u>OPHIUSSA</u> that is divided by the course of the <u>MARAGA</u>. It is of ancient heritage and dates back to c. – 400 RM, at which time it was a coastal city, with the mouth of the Maraga over 250-miles to the north.

It was one of the major polities in the region and commanded commerce and culture in a 100-mile radius, though as Elyden's sea levels decreased the city found itself landlocked by c. 1000 RM, following centuries of struggle. It diminished after this time, becoming little more than a small settlement whose people subsisted by salt-panning, however as the <u>BAY OF SNAKES</u> disappeared completely by c. 2200 RM, the settlement found itself along the course of the now-lengthened river Maraga, bringing fresh trade from upstream. It grew steadily in the past 1,000-years into the metropolis of today, becoming a melting pot of surrounding cultures and dialects, and the major <u>TONGUE</u> spoken in Ophiussa today emerged here between c. 3000 – 3400 RM.

Through the influence of its merchant houses between c. 2400 – 2700 RM, it became the heart of the <u>OPHIUSSAN LEAGUE</u> – formally an alliance of settlements along the river Maraga and the coastline, though in truth feudality with satellite cities owing fealty to Nale.

The League was dissolved in 3285 RM following decades of opposition from the allied cities of <u>Drak Lon</u> and <u>APHALASS</u> and mismanagement by its merchant houses and the defection of many of its satellites. The culture of Drak Lon dominated the region over the next decades, and Nale would eventually become part of a united Ophiussa (Pop. c. 1.160.000).

<u>NALENI</u>: Lan. language spoken in <u>OPHIUSSA</u>, which emerged in the city of <u>NALE</u> between c. 3000 – 3400 RM as various dialects and cultures converged in the growing metropolis. See Vol II: Languages.

<u>NALESH</u>: *Rvr.* River in the north east of <u>RHAMIA</u> and the north west of <u>AHRISHEN</u>, flowing intermittently between lakes <u>GALATA</u>, <u>SAIDA</u>, and <u>ANELA</u> for 300-miles from sources around the <u>KARAEHLA</u> Mountains.

<u>NALHA</u>: Set. Citadel and surrounding settlement to the north east of the region of the Arshi Plains in <u>VIRAHAN</u>, around 75-miles west of the <u>ORCAMMOR</u> Mountains that borders <u>SAUA</u> (Pop. c. 4,500).

<u>NALIA</u>: *Rui*. Ruined manufactory in the far south of the <u>FREE-ISLES OF</u>
<u>PELASGOS</u>. Once a major producer of sheet metal, it is now a ruin, the landscape around it still marred by the metal industry that ended there in c. 3700 RM.

NALLINDE and ALISHIN: also 'Nallinde Sarras' and 'Alishin Vakar'. Pol. His.

Per. NALLINDE SARRAS and ALISHIN VAKAR, two MALANI revolutionaries from the HENDECARCHY of AONIA who are most commonly remembered today for having defeated the tyrannical rule of HENDECARCH RAMATAR KAN in 3107 RM, restoring order to their home. Following his imprisonment, they ruled together at the head of a republic until the death of Nallinde, after which Alishin abdicated her seat, allowing others to rule in her stead. During the revolution the two famously rode mounts — Alishin astride a NANDI BEAR and Nallinde astride a TALLATHERE, and that is how they are now remembered.

A large statue of the two women stands outside the city of <u>MELIBODHA</u>, commemorating their victory, and their names remain very common baby names in Aonia to this day.

<u>NALLINDE SARRAS</u>: f. *Pol. His. Per.* (D. 3134 RM) see <u>NALLINDE AND</u> ALISHIN.

<u>NALLO</u>: Set. Area of around two dozen large fortified homesteads in the region of <u>MOLOCH</u> in the west of <u>THE SURRACH</u>, known for their production of saffron (Pop. c. 3,100).

<u>NALN</u>: Sea. Large bay off the south western coast of <u>WESTERN SAMMAEA</u>, to the east of the <u>SEA OF NARANOR</u>.

<u>NALOCHLA</u>: Set. Fortified settlement in the far west of <u>KHALHAT</u> in northern <u>SAMMAEA</u>. The city has links with <u>THE SURRACH</u> and is one of few of the <u>LHAUS</u> cities in the region to trade with outside regions (Pop. c. 15,500).

<u>NALSHEN</u>: rel. Set. Holy settlement in <u>KHITAI</u>, 7-miles south west of the city of <u>GRATH</u>. The holy pillar of <u>KADA SHAN</u> forms the centre of the settlement, which is dedicated to the religion and its deity (Pop. c. 10.000).

<u>NALUTIS</u>: Set. Copper and zinc mines in the east of <u>SKAROS</u>, along the <u>SKAR</u> Mountains. (Pop. c. 3,000).

NALVANNA: Ind. Set. Major industrial city in the north of AKANTHRA, along the course of the NACRE ROAD. Its skyline is dominated by, and its people live in gigantic crowded apartment blocks downwind of the manufactories and chemical plants that dominate its skyline, while its magnates and merchant lords live upwind in spacious estates amid engineered gardens that are within sight of the trade-route, giving the false impression of a beautiful city. Sadly, this is not far from the truth, and the city was once surrounded by woodlands

It is one of the largest cities in Akanthra, and is wealthy from selling its various manufactured items (including pig iron, worked steel, machined parts, and chemicals) to merchants travelling along the Nacre Road (Pop. c. 830,000).

<u>NAMAN</u>: Set. Small city in the c south west of <u>ABACARDAT</u>, in the region of <u>UHBATAQ</u> (Pop. c. 12,000).

NAMANI FLOODLANDS: Geo. Geographical region in ABACARDAT, in the east of SAMMAEA, forming the south east of the BITTER SEA, which is an endorheic lake. Its south eastern shore is very shallow and flash floods from highlands to the south can result in the lake rising, expanding its shore as much as 40 – 50-miles over the course of a few days, after which it retreats steadily as it evaporates.

NAMEGHA: Sup. Sea. ATRAMENTALLY TAINTED waters forming the south western-most reaches of the <u>SEA OF ESCHATA</u>. Its waters are dark and viscous, and reach the shore of the south west of <u>THE SURRACH</u>, making habitation there impossible. The sunset over its waters is ironically a beautiful, if dark sight, with its light filtering through the Atramental smog with a rich purple hue.

The sea has, since time immemorial, been recognised as a place of death with many necropolis' and death temples surrounding it, dating back to various ages.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ Institute of Atramental Studies.

<u>NAMEL</u>: Set. Small settlement on the island of <u>VALARCH</u> in the south east of <u>HOLOLACH</u>^(1.) (Pop. c. 5,100).

<u>NAMELESS CITY, the</u>: *Leg. Set.* Fabled city in the <u>PRISON CARCERI</u>, said to lie beneath the sea bed in the east of the <u>INNER SEA</u>. Mariner's legends from across the sea speak of a city where uncaring 'gods' slumber and their

fish-like children squabble amongst themselves for power on the sea floor (Pop. unknown).

<u>NAMELESS ONE</u>, the: Sup. Leg. Soc. <u>OTHERWORLDLY</u> entity that dwells in the shale wastes outside <u>GRATH</u>. Locals offer willing sacrifices to the Nameless One who corrupts them into grotesque servants, though little else is known of this outside of <u>KHITAL</u>.

NAMELESS WORLD, the: Int. Phil. Rel. His. 1. A term used by mythographers and historians to refer to the deep history of ELYDEN that is tens of thousands of years old and encompasses the earliest works of the DEMIURGES, their fall from grace, the birth of the SEEDBORN MORTALS and the rise of the first dozen-or-so generations of WOMB-BORN mortals that followed. In it are born the first tales of the MYTHOLOGIA ELYDEN, many of which survive to this day.

Despite the vast wealth of knowledge mortals possess of this time from contemporary and later $3^{\rm rd}$ hand accounts, our full comprehension of this era remains frighteningly limited, and most scholars believe that most history from this era will never be fully recovered. Even what glimpses can be gleaned through shaping and other esoteric means are often fragmented or contradictory in nature, often raising more questions than they answer.

2. More specifically and less commonly, the Nameless World is a term used by some mythographers to refer to the time before the creation of <u>ELYDEN</u>, whatever form that may have taken.

In this context, the Nameless World is unfathomably old, dating back to a time before even the <u>MYTHOLOGIA ELYDEN</u> mentions. Many mainstream religions still observed today do not have creation myths, for most <u>MORTALS</u> do not concern themselves with such things, so never developed myths and stories around such things. Indeed, the thought of the world not existing is not even contemplated by most faiths, so ridiculous is the notion. For instance, within the Church of the Undying Machine (and its various sects and offshoots) it would be considered blasphemous to think that Elyden did not always exist, at least in the dreams of the <u>DEMIURGE RACHANAEL</u>.

<u>NAMELLI</u>: *Rvr.* River in the north east of <u>TZALLRACH</u>, flowing west for 450-miles from sources in the *Khun*, <u>USIARA</u> and <u>ARGENT</u> Mountains before meeting with its parent, the river <u>BAELLI</u>.

<u>NAMESH</u>: Rvr. River in the south west of <u>CISNERIA</u>, flowing south from sources in the <u>BLACK MOUNTAINS</u>, before meeting its parent, the river <u>ARASTRA</u>, which leads south through <u>ATARAXIA</u>. The river is fast-moving and have cut deep channels in the soft rock of the area, leading to vast distances that are uncrossable.

<u>NAMITH</u>: Pol. Set. Capital city of the <u>LIMOTHAN</u>^(1.) state of <u>UKOLIST</u>, located along the southern shore of lake <u>ONODA</u>^(1.), and linked to the coast by a wide slow-moving river around 20-miles long. It is known for its well-maintained harbour (Pop. C. 601,000).

NAMITIA: Set. Major city in the c north east of the MALANI HENDECARCHY of AMILLAERE^(1.), flanking a river of the same name flowing south from the FATHMMA highlands. The city is built along a natural FIRMAMENTAL LEY, situated beneath a large LODELITH that hovers a mile above the land. It is home to a large SHAPER-caste that elects new members from amongst potential Firmamentists from around MALAN, and rarely, other free lands (Pop. c. 100,000).

<u>NAMMARA</u>: Set. Major fortified coastal city in the south of <u>KEPHUAAN</u>. Its fleet is divided between its own harbour and that of fort <u>SONALLIN</u>, which together patrol the waters of the <u>BAY OF COMMARA</u>^(1,), keeping it safe (Pop. c. 310,000).

<u>NAMMTEN</u>: Sec. City in the c of <u>METHUMN</u>, to the south of the <u>ANTENAS</u> plains. It is a crossroads of trade and culture in Methumn and people from across the north east of the nation can be found there (Pop. c. 45,000).

<u>NAMU</u>: Set. Settlement in the west of <u>ALAM BETHYL</u>, in the south of the territory of <u>ESAUN</u>⁽¹⁾ (Pop. c. 6,000).

<u>NANAEL</u>: Sup. Geo. <u>ATRAMENTAL WASTELAND</u> in the c of the <u>HAMSHEN</u> plains in <u>VENTHIR</u>. The earth here is spongy, making travel difficult. It seems to decay very slowly.

<u>NANANC</u>: See. Small city in the c west of <u>SERROK</u>. It is located in the region of <u>KRALVISSRA</u>, and is known for its expansive coal-mines (Pop. c. 11,800).

<u>NANARS</u>: Set. Settlement in the west of <u>BANT</u>, in the west of the <u>CARCHEMISHI PENINSULA</u>^(1.), in the east of <u>SAMMAEA</u> (Pop. c. 2,900).

NANDI BEAR: Fau. These strange-looking creatures are a relatively common sight in tropical forests of south EASTERN LLACHATUL, particularly IACIO, SURUTUR and southern RHEA. Their powerful arced bodies are a cross between a horse and gorilla, having the general body shape of a pony, with the hunched appearance and powerful forelimbs of a gorilla. Their forelimbs have long claws that are used to dig roots, and they stand on their knuckles, giving them a strange gait. The face is very similar to that of a horse, but is wider and larger at the base, and connects to an immensely powerful neck.

Their colour varies from grey-khaki to dark browns, and they usually have pale vertical stripes, which let them blend into their surroundings.

Usually solitary creatures, nandi bears roam their forest homes looking for roots, fruit and plants to eat. After mating, a male and female will remain together until their young are born and are old enough to leave them. Litters are usually of one or two individuals. Though not domesticated, nandi bear cubs are known to fetch a decent price on the black-market, where they often end up the property of nobility, though they rarely survive long in captivity.

They are related to tallatheres, though are smaller, incapable of bearing the weight of a <u>MORTAL</u>. See Vol II: Classification and Taxonomy of Life.

<u>NANEN</u>: *Set.* City in the south west of <u>THETIS</u>, close to the border with <u>RHEA</u>. It trades with the Rhean city of <u>KEIMA</u> (Pop. c. 39,600).

<u>NANNAR</u>: Set. Fortified hostel along the route of both the <u>SHADOW MARCH</u> and the <u>RED ROUTE</u>, in the south east of <u>SARASTRO</u>. It provides lodging to travellers and has many hostels and inns (Pop. c. 4,200).

<u>NANNAS</u>: *Set.* Settlement in the south of <u>SARASTRO</u>, to the north east of the <u>HAAGEN</u> Mountains. It is known for its expansive coal quarries (Pop. c. 9,000).

<u>NANSHAR</u>: Set. Small city in the east of <u>SALOROC</u>. It was used by <u>VENTHIRI</u> armies as a staging post during the <u>WAR OF SUNDERING</u> and many of its military structures remain in use today as houses (Pop. c. 7,000).

NAOS LIR: Set. City in the north of HARITH (Pop. c. 60,000).

<u>NAOTHAT</u>: Set. city in the east of the tribe of <u>RAOSI</u>, in the north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 23,000).

<u>NAPATA</u>: Set. Settlement in the c-south east of <u>SARASTRO</u>, along the path of the <u>RED ROUTE</u>, just south of the <u>RAHUNAAN</u> wetlands. It lies along the passage of the <u>RED ROUTE</u> and sees many caravans and merchants crossing it streets (Pop. c. 8,300).

NAPHTALI, HIGH-BORN PRINCE OF DUARIAHAHN: TEMUJA MARSHALL of the KESHIKS.

<u>NAPRI</u>: Set. City in the c west of <u>KULIGALA</u> in the c of the <u>CARCHEMISHI</u>

<u>PENINSULA</u>⁽¹⁾, in the east of <u>SAMMAEA</u>. It is a major source of onyx and has a notable open cast mine within a mile of the city, which has a thriving industry in the mining and cutting of the gems (Pop. c. 30,000).

 $\underline{NAQGORI}\!:$ Set. City in the far east of \underline{CHEIRA} (Pop. unknown).

<u>NAQI</u>: Lake in the c of <u>AHRISHEN</u>, forming a part of the <u>ARESHI</u>⁽²⁾ river system.

<u>NARA</u>: also 'the Sundered Temple'. Rui. Hewn cliffside temple in the <u>KRATHI</u> hills of the north of <u>KHURAUR</u>. The temple was sundered in two following an earthquake sometime in the 32nd century RM causing the Krathi clans to abandon it.

NARABIA: Rui. One of three ancient towers (the other two being DANTALIA and DECARABIA) scattered in the south east of SAMMAEA, this one located in the south of ILLAKRAR. The tower, of rusted metallic substance, is now sundered in half, with only a foundational stump remaining. The remnants of the tower are now scattered around it in a 50-mile radius, splintered into shards. The tower has barely been explored, though is rusted solid, its chambers and catacombs seemingly filled in from the inside, rendering exploration impossible.

<u>NARACHAN</u>: Set. City in the far south of <u>KORACHAN</u>, controlling trade south into <u>HOAMM</u>. It is one of the oldest continuously populated cities in <u>ELYDEN</u>, dating back to pre-imperial years. It was attacked by

<u>SARASTROAN</u> forces during the <u>WAR OF SUNDERING</u>, though it suffered no major losses (Pop. c. 70,000).

NARAH OF KYON: m. Mil. Pol. Per. (B. 50 – D. 113 RM) Korachani general who fought in PELASGOS and was present during the fall of CYPRIA (3.). He is remembered as the founder of the KYONI ORDER of the SANCTIFIED INQUISITION in 96 RM in the city of DEOCHAN, KORACHAN, which served as the template for all later Orders.

NARAHASAPHAEL: also 'the Frozen Wastes'. Geo. Expansive mountain chain and rocky region in the north of WESTERN LLACHATUL, located above the arctic circle. The region is an extension of the BLACK MOUNTAIN chain and serves as the northern border of GNOTH and extends east into the south west of ALAM BETHYL. It is a barren, alien place, in part due to its position north of the northern POLAR CIRCLE, as well as its high elevation.

Despite this, its many deposits of mineral and ores have seen the place exploited by neighbouring regions and ruins (some dating back to before the <u>FOURTH AGE</u>) pepper its peripheries, particularly its south western face.

<u>NARALARAM</u>: Set. Coastal settlement in the c south west of <u>HABOT</u>, overlooking the north east of the <u>BAY OF ESSIA</u> (Pop. c. 6,400).

<u>NARAMAS</u>: *Geo.* Small mountain-range in the north east of <u>SAMMAEA</u>, forming a border between the <u>SOLEYN TERRITORIES</u> and <u>SUOR</u>.

<u>NARAMISH TERRTORIES</u>: Soc. Geo. Region in the north east of <u>AZAZEM</u> whose people are noted for their distrust of technology and who have chosen to remain cut off from modern life. Even with matter of <u>SHAPING</u>, they have eschewed the use of <u>TECHNARCANA</u> and cling to an antiquated, some might say romantic, outlook on shaping.

The Naramish Territories are a source of natural food and so long as Azazem receives the correct seasonal tithes the region is allowed to live in ignorance. Its main city, and home to its ruling household, is <u>RAVVAH</u>.

<u>NARANISM</u>: *Rel.* Religious sun-cult prevalent in <u>AHRISHEN</u>, the <u>HARÉSHK</u>, <u>LYRIDIA</u>, <u>SAUA</u>, and <u>VÂRR</u> and, with less popularity, <u>NÁRTHEL</u> and <u>SARASTRO</u>. The cult originated in Ahrishen in c. 2500 RM, where it grew in response to the increasing corruption of the world and <u>ELYDEN'S</u> concurrent diminishing.

Its priests are <u>FIRMAMENTAL</u> <u>SHAPERS</u> who use their abilities to safeguard their lands. See Vol IV: Religions and Cults.

<u>NARAN DURA</u>: *Rel. Str.* Temple in the north of <u>LYRIDIA</u> in the <u>QANAM</u> HALAT dedicated to the sun-cult of NARANISM.

<u>NARANOR</u>: Sea. Sea dividing <u>MENISCEA</u> and <u>SAMMAEA</u>. It was considered one of the <u>FIVE SEAS</u> of the pirate lore of the <u>FIVE SAILS</u>.

NARAR: Mil. Rnk. SAUAN archers, named after house most renowned for its use.

<u>NARAVA</u>: Set. Small settlement in the north of the <u>BARRIER LANDS</u>, overlooking the <u>BAY OF BEREV</u>. Its main industry is the farming of oysters for flesh and pearls (Pop. c. 2,750).

<u>NARAVASH</u>: Geo. Intrusive igneous mountain range in the c east of <u>ELEKHID</u>, in the east of <u>SAMMAEA</u>. The mountain is thought to be very old, and its sheer cliff-faces are crumbling and very dangerous, particularly on its eastern face.

NARAXAS: Set. Small city in the south of SERROK (Pop. c. 13,000).

<u>NARI ADIX</u>: Set. Settlement in the east of <u>SURUTUR</u>, in the delta of river <u>ENNOIA</u>. It is a major source of cotton in the area (Pop. c. 7,000).

<u>NARI KAFIR</u>: *Set.* Settlement in the c north east of <u>SURUTUR</u>. It is a centre of mastodon breeding and training (Pop. c. 8,000).

<u>NARIK</u>: *Set.* Small city in the north east of <u>ESHIR</u>⁽²⁾. It's main industry is the quarrying of the clay that the region is famous for. Much if it is made into pottery and the rest is exported (Pop. c. 12,000).

<u>NARIRI</u>: Set. Large settlement in ancient <u>VENTHIR</u>. It was destroyed by the <u>CATACLYSM OF KHAMID</u> in 101 RM, though later re-emerged, and became renowned as a maker of <u>TAROKKA</u> cards. The wane of Elyden and worsening weather in the region left the city abandoned once more in c. 3200 RM.

<u>NARIS</u>: *Ind. Set.* Copper and <u>ALUMINIUM</u> mines in the east of <u>SKAROS</u>, along the SKAR Mountains (Pop. c. 3,200).

<u>NARIS PASS</u>: Geo. Wide pass along the west of the <u>SKAR</u> Mountains in the east of <u>SKAROS</u>.

<u>NARMAD</u>: Set. City in the east of <u>NÁRTHEL</u> along the course of the river <u>DAHAK</u>. The city is the home of <u>HOUSE</u> <u>KARDAARI</u>, which bears a logging charter in the region (Pop. c. 50,000).

<u>NARNOT</u>: Mil. Str. Fortress in the prefecture of <u>EROSENEA</u>^(1.) in the north west of <u>HOLOLACH</u>^(1.), overlooking the river <u>ALLAMAR</u> and the nation of SAGITTARIA.

<u>NARNOTHA</u>: 1. *Int. Myt. Obj.* Ancient mummified being, possibly a <u>SCION</u> or <u>MESOCHTHON</u>, in the north east of <u>AZAZEM</u>. A city has appeared at the base of the remains, using it as a resource^(2.). See Vol IV: Scions, Children of the Gods.

2. Set. Small city built around the eponymous mummified remains^(1.), which have served as resources and sustenance by its people since its appearance in c. 3600 RM.

It is now thought that the entity's memories and impulses are passed on through consumption, which would explain the relatively high number of oneiromancers and apparent mental illnesses recorded in the region. The city has a major Fasting Templar presence, and they outlawed the gathering and eating of the being in 3986 RM, though there remains a lucrative black-market for the organic material to this day (Pop. c. 12,000).

<u>NARRA</u>: Set. Small city in the c of <u>SARASTRO</u>, along the course of the river <u>SOLONA</u>. It is a stop along the <u>RED ROUTE</u> (Pop. c. 16,900).

NARRATI: Rvr. River dominating the east of AETHIOS, flowing for over 1,000-miles from sources in the ARAM Mountains and the west of the GROWING MOUNTAINS, before meeting its parent, the river SHIBBOLETH⁽³⁾, at lake NURAS. The land surrounding the river is amongst the longest permanently-settled in the region, and is home to many major cities, particularly since the growth of the BLEEDING PLAINS to the west has forces many people east.

NARRETI: Rvr. River in the GROWING MOUNTAINS of MULCIBER.

<u>NARROWS</u>, the: Geo. Set. Soc. Sheer canyon-like canals in the <u>CITY OF</u> <u>ALMAGEST</u> hewn from the rock of its central headland. They reveal apartments hewn from the bedrock, with ramshackle balconies, and natural and man-made bridges connecting the disparate sides.

The canyons were dug deeper as $\underline{\text{ELYDEN'S}}$ sea levels slowly waned, though the construction of the $\underline{\text{DAMOF}\,\text{ST.SIMEOL}}^{(2)}$ rectified this across the $\underline{\text{SEA}\,\text{OF}\,\text{SEKHEM}}$, causing works to stop in 3758 RM.

NARRUQ: Set. City in the east of the <u>JAHADAT STATES</u>, under the control of the city of <u>SIYYAT</u> (Pop. c. 50,000).

<u>NARRUQAVEQ</u>: also 'the Stone City of Narruqaveq'. Rui. Ruined stone city situated in the north of <u>PNESSA</u> along a mile-long stretch of cliffs in the eastern face of the <u>LIRAQAM</u> Mountains. The ruins are thought to date back to the early <u>FIFTH AGE</u> though there are signs that they were inhabited as recently as c. 2000 RM.

NARSHAT: Set. Small fortified city in the west of BANT, in the east of SAMMAEA (Pop. c. 13,000).

<u>NARTH</u>: Set. City in the c south of <u>SARAGOS</u> along the course of the river <u>ISRAFA</u>. It has a long and storied history, where it was once the northernmost extent of <u>NAARETHI</u> (then known as <u>NAARTH</u>) territories, with large armies patrolling its borders with what was then the south of <u>VENATH</u>, before Naarth became a vassal of Venath.

It was Narth, alongside <u>TAAR AL</u> (known today as <u>TAAROM</u>), that was responsible for Naarth gaining independence from Venath in 162 RM. Following the founding of Saragos in 1939 RM, Narth became home to a large Saragosi embassy and would eventually adopt its religion and various customs, including patriarchal dominance, which made it lose favour farther south. It had grown into a major industrial presence by 2343 RM and its burgeoning economy made it powerful-enough to abandon its Naarethi roots. Within a century it had become a political ally of Saragos, becoming assimilated by the nation. Completely 2472 RM. It remains a major industrial city to this day, and is well-known for its metallurgy (Pop. c. 192,000).

<u>NARTHI</u>: Lan. Language spoken in <u>NAARETH</u>. It emerged from ancient <u>VENATHI</u> and was quashed during almost 3-centuries of <u>KORACHANI</u> subjugation there, where it became corrupted by the predominance of

<u>KORACHANI</u>. It re-emerged in 2825 RM after the Korachani empire abandoned the region, though continued to develop from outside influences, changing intrinsically. See Vol II: Languages.

<u>NÁRTHEL</u>: Dem. '*Nártheli'*. Ntn. Nation positioned in the north of <u>SAMMAEA</u>, overlooking what was once the <u>STRAIT OF NÁRTHEL</u> and <u>LYRIDIA</u> – and <u>LLACHATUL</u> - beyond. As a result of its unique location, it is both a crossroads of culture, serving as a bridge between Sammaea and Llachatul; as well as commerce, where trade once passes regularly between the <u>INNER SEA</u> and the <u>DARK SEA</u> via the Strait of Nárthel until its permanent silting 3757 RM.

A vassal to KORACHAN since 84 RM, Nárthel had been exploited of its resources for millennia, until around 2950 RM, when many state-owned mines and quarries were sold to private interests after years of decreasing yields. This period signalled a downturn in Nártheli economy and culture, with many long-established settlements with their roots in boom-towns abandoned in favour of imperialised cities. Much of the west and northeast was abandoned to the DOMNITORS in 2950 RM as barren wastelands. This left much of Nárthel empty, save for the north west, which by then had become a major producer of OPIATES, and the only reason Korachan had not abandoned it altogether. VENTHIRI Patricians, working for the crown, capitalised on this neglect and over may centuries bought up hundreds of miles of land in the south of the nation for close to nothing, where they slowly began constructing a series of fortresses in relative secret.

Korachan finally abandoned Nárthel completely in 3699 RM, leaving it independent for the first time in over three millennia. Its rulers, the BENNANI (made up of Domnitors who remained there, forming a dynastic upper class), struggled to maintain control over the weakened region, and were forced to seek the economic aid of its neighbours to survive. This led to even stronger commercial, social and economic ties forming with Venthir and, to a lesser degree, SARASTRO, which continued until the WAR OF SUNDERING. Which time Venthir had coerced it into various trade and freedom-of-movement agreements that it used to its advantage during the WAR OF SUNDERING.

The <u>SUNDERING OF THE KORACHANI EMPIRE</u> and the silting of the Strait of Nárthel decades later brought chaos and an economic downturn that made Nárthel a target to many foreign powers, including Lyridia, which in a period of uncharacteristic aggressiveness annexed much of northern Nárthel, including its then-capital <u>DACIA</u> in 3712 RM, leading to much disarray. A newly-freed Sarastro took advantage of this period to apply pressure against Nárthel, leading to their entire shared border becoming a contested warzone by 3810 RM. The conflict died down after decades of waning battles, leaving minimal change to the border, in favour of Sarastro.

Cities destroyed or evacuated due to the war were slowly repopulated, with the city of <u>NEKIR</u> becoming the new capital, even as the city of <u>HAEGORN</u> became a major power in the south-east. By that time Lyridia had appropriated some 30,000 square-miles of former Nártheli territory around the city of Dacia, which broke away from its captors to become an independent nation in 3785 RM.

Nárthel remains infamous for its opiate production, the fields of which dominate its western lands to this day, and the produce of which proliferates the harbours and markers of the Inner Sea and Dark Sea, as well as lands beyond. The SVATHI people, ancient ancestors of the Lyridian and Nártheli people, who survived as nomads early in the days of Korachani rule, became low-paid workers in the poppy fields and, later, in manufactories across Nárthel, and they would become a lower-caste that survives to this day. Today much of its opium produced in the expansive fields is used in the production of medicine, with the city of NEKOR being at the forefront of morphine production and medicinal research in ELYDEN.

Since the silting of the Strait of Nárthel, Nárthel has concentrated on land trade, linking the Inner Sea with the Dark Sea, with major harbours take sea trade and move it overland across Nárthel at great profit. Over the next decades it became very powerful under the leadership of a series of competent rulers, but in 3923 RM it became a protectorate of Venthir after years of trade partnerships and being subjected to propaganda. As a vassal of Venthir it gained access to resources and military power it was previously lacking, which were able to further secure its trade-routes.

Today it looks to quell growing Lyridian trade across the old strait, whose actions are in direct competition of its own interests. See Vol III: Extant Nations and Realms.

<u>NÁRTHEL</u>, <u>PRINCE</u>: (B. 512 – 561 RM) *His. Pol.* <u>NICATHI</u> merchant-prince who, following the confederacy of <u>TAMESIS</u>, Nicath and <u>ENESH</u> became the chief proponent of a true union. It was largely his actions that would lead to the funding of <u>NÁRTHEL</u> in -403 RM, which is named after him.

NATHEL STRAIT: see STRAIT OF NÁRTHEL.

NÁRTHELI CRUSADE: Pol. His. see CRUSADE, NÁRTHELI.

NÁRTHELI CODEX, the: Vol. Myt. His. One of three different versions of the MYTHOLOGIA ELYDEN, that through corroborate study have formed the basis for the most accurate modern reconstruction of the Mythologia. The other two versions are the KASKEAN TOME, and the KHOLAMORI MANUSCRIPTS, and together they are known as the EXEMPLAR TRIAD.

It was discovered in the north west of the <u>ARARAH</u> basin in the south west of <u>NÁRTHEL</u> in 320 RM. After spending months in private hands, the codex, which is thought to date to the late <u>FOURTH AGE</u>, was apprehended by the <u>CHURCH OF THE UNDYING MACHINE</u>, and has never been seen since. This is the least transcribed of the Triad, largely due to the short time it spent in private hands before disappearing, though many details of Elyden's creation story were confirmed through it.

Individual pages from the original *Nártheli Codex* turn up on the secondary market from time to time, though most literati consider these to be forgeries. The *Dacian Manuscript* appeared in Dacia in 996 RM, purporting to be a complete transcription of the *Nártheli Codex*, and there remains much debate as to the accuracy of this book, with many of its passages still considered apocryphal to this day. See Vol IV: the Mythologia Elyden.

<u>NÁRTHELI LINES</u>: *Mil. Str.* Major fortifications built by <u>VENTHIR</u> in the south of <u>NÁRTHEL</u> in the years leading up to the <u>WAR OF SUNDERING</u> as a show of strength to <u>SARASTRO</u>. They proved a vital part of the Venthiri strategy during the war, remaining so until well into the independence of Sarastro, though they ultimately proved costly to maintain and by c. 3850 RM large sections had been left to crumble, with most of them in ruins today. Of note is the fortress of <u>UATAT</u>, which remains in use today and forms a major part of the southern defences of Nárthel to this day.

<u>NARTINA</u>: Set. Small city in the west of <u>KAZZAR</u>⁽²⁾, in the region of <u>TASALOTT</u>. It is famed for its game hunting, with trophies and pelts sold south, where they make their way to the market along the <u>IVORY ROAD</u> (Pop. c. 15,500).

NASAKHA: Set. Farming settlement in the north of AHKA, south of the river AMALTHEA (Pop. c. 10,000).

<u>NASALON</u>: Set. Settlement in <u>AMANAL</u>, in the south of <u>LYRIDIA DHAI</u>, known for its expansive salt-pans (Pop. c. 2,600).

NASARAP: Set. Coastal settlement in the west of IACIO, known for its fishing (Pop. c. 5,000).

<u>NASAT</u>: *Rvr.* Seasonal river in the east of <u>J'THANA</u>, flowing from sources in south western <u>ARKOS</u>⁽¹⁾ in the <u>AMRAOT</u> Massif. At its longest it flows for 70-miles before meeting its parent, the river <u>Y'HATAT</u>.

<u>NASDEA</u>: Set. Fishing town in the prefecture of $\underline{SONTADRIS}$ in the south of $\underline{HOLOLACH}^{(1)}$ (Pop. c. 4,700).

<u>NASEUS</u>: Sup. Geo. <u>ATRAMENTALLY TAINTED</u> lands that cause fainting, located in the north west of <u>KHARKHARADONTIS</u>.

NASHA: Rui. Ancient silver mine in the west of the HENDECARCHY of DERAEIA, west of SARANTHIA, in eastern MALAN. The mines date back to the FOURTH AGE and were spent millennia past, though many of the pits and quarries remain open and accessible to this day, and they have been explored at length, though certain tunnels and hollows remain undiscovered.

<u>NASHADRA</u>: *Rvr.* Major river system dominating the north east of <u>SEDISIA</u> in the south west of <u>LLACHATUL</u>. It flows from many sources to the northern coast of the <u>SEA OF SERPENTS</u>.

NASHIR: Set. Settlement in the c north east of AQUARIIA, along the course of the river ISARRA (Pop. c. 5,000).

<u>NASHT</u>: Set. Small city in the c south west of <u>KREM</u>, along the course of the river <u>SEBBADDI</u>. It has a long history with the nearby city of <u>KAMAN</u> <u>THAT</u>, and the two are considered twins, one with the river flowing east and other with the river facing west, respectively. In c. 3103 RM, the two cities fell to a vicious <u>PLAGUE</u> that left their populations devastated, though they later rebuilt (Pop. c. 20,000).

<u>NASOON</u>: Set. Small fortified coastal city in the south west of <u>KREM</u>, overlooking the <u>SHAM</u> delta of the river <u>SEBBADDI</u>. It is home to man troops that patrol the nearby waters (Pop. c. 12,000).

<u>NASTHONO</u>: also 'the City of Bridges'. Set. City in the <u>KATURUSH</u> region in the c west of <u>THE SURRACH</u>. It is positioned on both sides of the river <u>ESSRA</u>, and is nicknamed for the many bridges that span the course of the river. In some parts, the river is concealed for large stretches, built over with vaulted manufactories and workshops (Pop. c. 71,000).

NASIA: 1. Geo. Valley in the north east of TAMAR, south of the CARTIGA

2. Rvr. River in the north east of <u>TAMAR</u>, south of the <u>CARTIGA</u> Mountains flowing east into the river <u>ROHOTHA</u>, to which it is a tributary.

3. Set. Fortified settlement in the far north east of \underline{TAMAR} , along the river Naisa^(2.).

NASIDHA: Int. Rui. Large ancient aqueduct that once crossed the north of HOLOLACH^(1.), from the river MAAR to just 10-miles from the coast. In its prime it's thought to have brought water to a now-forgotten city. The aqueduct remains in scattered parts, some as large as 25-miles long at its longest, though typically much smaller, averaging 400-ft high in places. Its pink granite blocks have been plundered for various architectural projects over the years and examples are found as far south as DUI ACHRIS.

 \underline{NASSA} : 1. Sea. Bay to the south east of \underline{SEA} OF $\underline{SÛN}$, along the border between $\underline{SALOROC}^{(1.)}$ in the west and \underline{IO} in the east.

2. Mil. Str. Major fortress in the east of $\underline{SALOROC}^{(L)}$, overlooking the border with IO.

<u>NASSAGO</u>: Geo. Escarpment in the west of <u>SKAROS</u>, overlooking the <u>BAY</u> <u>OF ZENID</u>. The area is known for its many caverns.

<u>NASSARA ASHERATI</u>: (B. 3942 RM) *Pol.* The Regent of <u>ARSHAD</u>. As is the custom in Arshad, the ruler (in this case queen) is called a regent, ruling on behalf of the UNDYING MACHINE.

<u>NASSERT</u>: Set. Settlement in the c south of <u>KHAMID</u>, close to the shore with <u>PHARANX</u>. Its people are expert hunters of local fauna (Pop. c. 9,000).

<u>NASTAL</u>: 1. *Lak.* Large lake in the c north west of <u>SAMMAEA</u>, situated partially along the border between the <u>VESPERTINE LEAGUE</u> and the nation of Nastal⁽²⁾. It is believed to have once been much larger, and has dwindled over the last centuries with the changing climate of inland Sammaea

2. Dem. 'Nastali'. Ntn. Landlocked nation in the c west of SAMMAEA. It exists despite the inhospitable terrain and climate of the region, making use of aqueducts and deep wells and aquifers, and is now a hub of commerce, trading goods from the south, north, west, and east. Most of its territories are empty, dominated by inland deserts and wastelands, and most of its cities are located atop oases and aquifers. See Vol III: Extant Nations and Realms.

NASUCHAN: Set. Near-coastal city in the south west of LAASKHA. The city is of little economical value, with few natural resources in the immediate area, though it has become a hub of activity related to the study and research of death and effects related to it (such as afflictions that effect the body after death). The city has been the centre of the NECROSAGE order since 1217 RM (Pop. c. 20,000).

NASUCHAR: Geo. Rocky hills in the south of LAASKHA, flanked by lowlands to the north west and south east, that until c. 3500 RM were the bays of <u>DUULAA</u> and <u>EDASK</u>, respectively. The hills are jagged and relatively young in geological terms.

<u>NATAKH</u>: Ser. Settlement in the east of <u>THETIS</u>, along the far north western coast of lake <u>TATHARA</u>. Its main industry revolves around the harvesting of <u>MOONS CRABS</u> (Pop. c. 5,400).

<u>NATAL</u>: Mys. Rel. In <u>TEMUJAN SPIRITUALISM</u>, the <u>TUTELARY SPIRIT</u> of blood. See Vol IV: Religions and Cults.

 $\underline{\text{NATAMURRA}}$: Geo. Plains and sparse woodlands in the south west of $\underline{\text{SAUA}}$, to the east of the river $\underline{\text{DANILLI}}$.

<u>NATANI</u>: Set. Major city in the south east of <u>SAUA</u>. It is located close to the border with the <u>MALANI FOREST KINGDOM</u> of <u>LONAR</u>, specifically the fortress city of <u>ALK</u> (Pop. c. 73,000).

<u>NATASI</u>: *Ind. Set.* Settlement in the east of <u>GNOTH</u>. Its main industry is lead mining (Pop. c. 3,800).

<u>NATATH</u>: Set. Coastal settlement in the west of the island of <u>ALETARA</u>^(2,) in the south of <u>LIMOTH</u>^(1,) (Pop. c. 6,300).

<u>NATH</u>: 1. *His. Ntn.* Ancient kingdom in the present-day <u>ARID TRIPTYCH</u>, that persisted until c. -190 RM, after which it fragmented into several warring city-states, from which <u>VENATH</u> would later rise in c. -50 RM. See Vol III: Extinct States.

2. *Rui*. Ruin of ancient capital of the eponymous nation⁽¹⁾, in present-day <u>VENTHIR</u>. The ruin is mostly buried, with fragments of ancient marble colossi protruding from the earth, with few standing remnants. The ruins have been extensively explored and looted by various cultures since and little of value remains to all but the most studious of archaeologists.

NATHA: Pol. Rnk. Title of grove-leaders in THE OLD FOREST.

NATHA TAMAR OF THE VANEFAN: Oth. Pol. HALFBLOOD ruler of the city of GITHILALAN in THE OLD FOREST.

 $\underline{\text{NATHAR}}$: Rui. Abandoned monastery outside the walls of $\underline{\text{DARENT}}$ in c PARTHIS.

<u>NATHER</u>: 1. Rvr. River in the south of <u>TZALLRACH</u>, flowing for 150-miles from sources in the southern-face of the <u>HEBAT</u> Mountains, to the <u>BAY OF STEZA</u>, east of the island of <u>PARAI DEIS</u>.

2. Set. Small fortified city in the south west of TZALLRACH, along the course of the river Nather^(1.). The settlement is in control of as many as a half-dozen smaller satellites that mine iron in the region. It processed the raw iron and ships the produce south to the harbour of BOUIKA (Pop. c. 17,000).

<u>NATHES</u>: Set. Settlement in the north of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>ALAMUT</u>. The settlement overlooks lake <u>MASTI</u>, and is renowned in the region for its mussels and clams, which are sold upstream (Pop. c. 3.500).

NATHHAL: Set. City in the west of LAASKHA. The city is perched on the edge of a large mesa, whose three steep-sides makes it highly defensible. The city is noted for its <u>SIPHON ENGINES</u> that vibrate deep in subterranean chambers hollowed out of the natural caverns beneath the city. The engines are at the centre of the city's main industry, which is the manufacture of <u>UMBRA</u>, that is pumped south east to Baayn via the <u>NATHHALAN PIPELINE</u> (Pop. c. 70,000).

<u>NATHHALAN PIPELINE</u>: Sup. Ind. Str. Major <u>UMBRA</u> pipeline in the south east of <u>LAASKHA</u>, travelling 450-miles from its source in the <u>ATRAMENTALLY-TAINTED</u> region of <u>BETHAL</u> region to the capital city, <u>BAAYN</u>. The entire length of the pipeline is guarded by patrols based in the city of <u>DHAIACHAN</u>^(2.).

<u>NATHI</u>: His. Lan. Language spoken in the <u>NATHI KINGDOM</u>. The <u>VENATHI</u> and <u>CHARAMANI</u> languages spoken in <u>VENTHIR</u> and <u>TZALLRACH</u> respectively both emerged from Nathi following the fall of the Nathi Kingdoms. See Vol II: Languages.

NATHI FIG: Flo. Tree common to the far north east of SAMMAEA, endemic to lands south of the DARK SEA. It was common in ancient NATH, where it was cultivated for its sap and fruit, and spread from there to extant VENTHIR, and TZALLRACH, where it continues to be used. DIARCH'S THREAD, a rural sweet, uses sap from the tree. See Vol II: Classification and Taxonomy of Life.

NATHI KINGDOM: see NATH.

<u>NATHI PASS</u>: *Geo.* Pass crossing the highlands between the <u>JAELA</u> and <u>KOROR</u> mountain between <u>SARASTRO</u> and <u>VENTHIR</u>, forming a part of the <u>NATHI ROAD</u>.

NATHI ROAD: Com. His. Geo. Major historical trade-route linking CARULA, the capital of SAOSTANA; with the High-city of NATH. Originating in -661 RM, the road was a permanent link throughout the rule of the NATHI KINGDOM^(1.), though diminished somewhat following the rise of VENATH, though was restored following the KORACHANI EMPIRE'S subjugation of both nations and remains in use to this day.

The Road's most recognised route was from LONIA, at the mouth of the SEA OF TIAMA, where it winds its way east, through the cities of Carula, SOLONIA, SAMARANA, PRINCEP'S CITY, ARGEA, across the Nathi Pass between the JAELA and KOROR Mountains, through the cities of MERAKHI and HETEPHEROPOLIS, where it tapers out over 2,000-miles from its origin in Lonia, around the ruins of Nath⁽²⁾.

The road was eventually replaced by the <u>RED ROUTE</u>, which continues to link present-day <u>SARASTRO</u> with <u>VENTHIR</u>, though the recent outbreak of open hostilities between the two nations has made travel increasingly dangerous, and few merchants are willing to cross the national borders. See Vol II: Major Trade Routes.

NATHLA: Rvr. River in PELASGOS.

NATIT HENSHEF: His. Pol. Autocrat who ended SAPETI DYNASTIES in 2384 RM with the assassination of SHEDKHARKHEM IV and usurped control of KHAMID.

NATJAL: Geo. Plains in the south of MHAROKK, covering some 100,000 square-miles of rough scrubland. The plains are typically recognised as being part of the southern Mharokkin border, which is shared with LIDEA and PARAIAYA, though the boundaries aren't clearly marked; a fact that causes some degree of friction with the cities of IDDEN and BELUAN, which mark the true northern-most expanses of their territories, respectively.

<u>NATJAL, BATTLE OF</u>: *His. War.* Major battle that took place in the south east of <u>MHAROKK</u>, to the west of the river <u>SHIBBOLETH</u>^(3.), between the 27th – 30th <u>LIVIALEN</u> 3705 RM within the larger <u>MHAROKKIN CAMPAIGN</u>, which was itself a part of the WAR OF SUNDERING.

Construction began on the $\underline{NATIAL\ LINES}$ in 3704 RM in response to the recent \underline{LIDEAN} declaration of support for $\underline{SARASTRO}$ during the unfolding events of the War of Sundering, and was completed by the end of the year in $\underline{AKORALEN}$, just a few weeks before Lidean forces began bombarding Mharokk from across the Shibboleth on the 8^{th} $\underline{MALICHALEN}$ 3705 RM, lasting for over two days and beginning the Mharokkin Campaign. The next few months saw various dissident offensives launched across the Shibboleth into Mharokk.

The <u>Battle for Takuh</u> saw Lidean later forces took the cities of <u>Takuh</u> and <u>Kenearth</u> in <u>Algolen</u>, though allied <u>Korachani</u> forces eventually retook Kenearth some two months later, allowing them to make a final push on Sarastroan forces on the 27th Livialen, beginning the Battle of Natjal. The attack was centred around Takuh, which is the last remaining Sarastroan stronghold in the region. The 3rd <u>Steel Legion</u> (<u>Tarragon</u> banner) of the <u>Imperial Army</u> performs admirably, pushing Sarastroan forces to the mouth of the river Shibboleth while taking minimal casualties themselves. The actions of the <u>Clone Legionnaires</u> were instrumental in deciding the conflict, which ended on the 30th of Livialen with their storming of the governor's hall, beginning the final months of the Mharokkin Campaign, which would end in favour of the Korachani empire.

<u>NATJAL LINES</u>: His Mil. Str. Defensive lines in the south east of <u>MHAROKK</u>, facing the river <u>SHIBBOLETH</u>^(3.) that were constructed in 3704 RM by <u>IMPERIAL</u> forces during the <u>WAR OF SUNDERING</u>, to defend against an expected attack from <u>LIDEA</u>.

The fortifications were hastily constructed and were not congruous, existing dozens of separate edifices. They were indeed attacked by Lidean and Sarastroan forces during the war and formed a major target during the MHAROKKIN CAMPAIGN, with most of them falling to dissident forces throughout the conflict. They were left to crumble following the conclusion of the war, though parts of them have been restored over the past decades since Mharokk became a vassal to KORACHAN in 3930 RM and its forces look uneasily east to the.

<u>NATORA</u>: Set. Small city in the west of the tribe of <u>KANAATI</u>, in the c north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 12,000).

NATRAI: 1. His. Rvr. Historic river in the east of VÂRR that once flowed south for around 400-miles through the SARRAHAL and LARACHON Mountains, to the coast at the SEA OF PROPONTIS. It ran dry by c. 2840 RM after many of its sources ran try and other parts were redirected.

2. Geo. Canyon system in the east of VÂRR and remnant of the now-dead river of the same name⁽¹⁾. The canyon is around 150-miles long and dominates the eastern VÂRRAN PLAINS.

NATRIA: Set. Small city in the c of THE VORANDINE. (Pop. c. 11,000).

<u>NATRIS</u>: Sea. Bay in the prefecture of <u>SONTADRIS</u> in the south west of <u>HOLOLACH</u>^(1.).

NATTAR: Rel. Str. large temple dedicated to the Paraiyan cult of the Church of the Undying Machine in the north west of Paraiya. It was once popular, and frequented by thousands of people daily, but its influence waned following the transfer of power from the city of BAKKOU to SOPORA in 3813 RM. It remains in use today, though many of its annexes have been abandoned and sealed off, and it is inhabited by an order of reclusive monks, though it also maintains a hostel where travellers can seek shelter.

<u>NATTRANEN</u>: *Geo.* Mountain in the far south of the nation of <u>DURCHAA</u>, forming part of the border between it, <u>SABIA</u> and the <u>DESOLATION OF ASTUDAN</u>.

<u>NATURA FAEREX</u>: Med. Vol. Anatomical treatise published by the <u>UNIVERSITY OF HIGH BASRETH</u> in 3159 RM, written by the scholar Masalli Kotraba.

NATYON, THE EVERTOWER: His. Str. FOURTH AGE tower of a singular monolith of absolute black stone, whose rooms and catacombs are hewn from the stone. Thought to have been the work of a SCION of OTHERWORLDER, it was once the centre of a small demesne, though stands now half-shattered, any riches plundered centuries ago, though rumours abound of undiscovered crypts and vaults deep beneath its rubble-strewn base, luring treasure-hunters.

<u>GAUGON VEIL</u>: Sup. Geo. Region of <u>ATRAMENTAL TAINT</u> in the north west of <u>ETUA</u> that is characterised by its impenetrable darkness. Some religious fanatics travel here to seek communion with the <u>GIBBERING WORM</u>, though few return.

The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES</u>.

<u>NAUIRON</u>: Set. Small city in the north west of <u>KHITAI</u>, overlooking the <u>GULF OF VEGATETH</u>.

NAURACH: Pol. His. Rui. Now-ruined KORACHANI colony in EHBOT, founded in 368 RM, south of the river THAUR. The settlement was initially a boom-town erected in the wake of gold, quartz and copper deposits found there, though it rapidly grew into a fort to fend off AUERENI attentions from the south east. After the mining boom died down, the settlement served as the staging point for various colonisation attempts of the GROWING MOUNTAINS and other lands to the south, including RHINOCOLOURA, between c. 400 – 420 RM.

The city was sacked during Auereni attacks in 461 RM, though as engagements drew on, it was resettled and fortified by the barbarians, serving as a gathering point for arriving reinforcements in their war against Ehbot. By c. 500 RM it had become their capital, where most offensives were launched. Imperial reinforcements arriving in Ehbot in 534 RM attacked Naurach, forcing the barbarians to withdraw from the region. This left the settlement ruined, and though it has intermittently served as a camp to various groups, it was never truly resettled and remains abandoned to this day, its stones barely recognisable as the foundations of a once-thriving area.

<u>NAURU</u>: Set. Settlement in the south of <u>TZALLRACH</u>, known for its <u>LODESTONE</u> mines that penetrate vertically into the hard stone of the area (Pop. c. 5,000).

NAUTHANATIDS, the: Org. Originally a funerary cult in NARTHEL, dating to before KORACHANI occupation in 84 RM. It has changed over the millennia and is now overseen by the BATIK class.

The cult is entrusted with providing medical aid to those approaching death, administering last rites, mourning for those who have passed, as well as providing proper disposal and veneration of the dead. The organisation is based in the city of <u>NEKOR</u> in Nárthel, though is now spread across the <u>INNER SEA</u> within the <u>TWIN EMPIRES</u>.

<u>NAVAH BERDEN</u>: (B. 537 – D. 615 RM) *Car.* <u>IONIC</u> explorer and pioneer. In 559 RM he began an epic journey that would last until the end of his days, taking him around the known coast of <u>SAMMAEA</u>, from the <u>SEA OF SERPENTS</u> in the west to the <u>SEA OF LETHEA</u> in the south east. His epic travels have since come to be known as the <u>VOYAGE OF BERDEN</u>.

<u>NAVISH</u>: Set. Small coastal city in the west of <u>NÁRTHEL</u> (Pop. c. 12,200).

<u>NAWDARA</u>: Set. Small city in the north of the <u>JAHADAT STATES</u>, in the east of <u>SAMMAEA</u>, and capital of one of the twelve States (Pop. c. 18,600).

<u>NAXAR</u>: 1. Geo. Region in the south east of <u>KHULL</u>. Its people were exploited by the <u>SORCERER-KINGS</u>^(3,) of antiquity, and forced to work as labourers in extensive granite quarries that were used to source the materials for their grand monuments.

2. Set. Small city in the south east of <u>KHULL</u>, in the above region^(1.). Its main industry remains granite quarrying to this day, and many statues have their roots in granite that is quarried here (Pop. c. 18,000).

<u>NAXAS</u>: Set. Settlement in the c north west of <u>SERROK</u>, in the eastern face of the <u>ASARODON</u> Mountains (Pop. c. 3,200).

<u>NAYALA</u>: Set. Coastal settlement in the south west of the <u>HENDECARCHY</u> of <u>CHLORIS</u>, in <u>MALAN</u>, overlooking the waters of the <u>BROKEN LANDS</u> (Pop. c. 7.200).

 $\underline{\text{NAZAGASH}}$: Set. Major coastal city in the north west of $\underline{\text{DANU}}$ (Pop. c. 250,000).

<u>NAZAR</u>: Set. City in the far north east of <u>MHAROKK</u>, close to the border with <u>HARAPPA</u>(³⁾. It is part of the <u>RED ROUTE</u> (Pop. c. 50,000).

<u>NAZHUS</u>: Ser. Settlement in the far south west of the <u>SULTANATE OF</u> <u>ABACARDAT</u>. Its main industry is the quarrying of coal, most of which is exported (Pop. c. 6,200).

<u>NBASA</u>: Set. Small city in the c south west of <u>TZALLRACH</u>, serving as a link between the cities of the <u>LURIUM</u> plains and the <u>RIVER LANDS</u> to the north (Pop. c. 15,000).

NBESZA: Int. Rel. Rui. Crumbling idol carved from a massive block of strange grey-white stone in the c of N'RAKH. The statue predates the appearance of AANTH in the region by some millennia. Its features now obscured by weathering and the mosses and creepers that hang from it, the idol was thought to have been a simulacrum of a deity or SCION worshipped by mortals in the region, the place is abandoned, shunned by the AANTHA and other creatures in the region. Accounts of occasional tremors centred around the object claim the events are followed by outbreaks of SHADOWISPS that drift across the land, bringing to ruin to everything, though little evidence exists to support this.

<u>NDAMAN</u>: Set. Settlement in the far north west of <u>AETHIOS</u>, west of the city of <u>AESAPIA</u> (Pop. c. 8,000).

<u>NDEPHARA</u>: Geo. Expansive canyon system in the c of the <u>UMBRA</u> <u>SOKHAR</u> wastes stretching for some 500-miles.

A large endorheic river, known as the <u>SPICIA</u>, once flowed through the canyon, shaping the <u>NUMINIAN</u> plains that dominate the central basin of the Umbra Sokhar into the distinctive canyon formations, though the river is now dry, its major sources spent, and the dwindled river redirected to other regions by damming upstream. The canyons are noted for the many temples and ancient abodes carved into their cliff-faces.

NDISA: Set. Fortified coastal settlement in the west of TZALLRACH, 35-miles north of LUCCITARIA. Its main industry is the cultivation of reeds, and it forms a part of the GREAT ROAD trade-route, and offers lodging to merchants and travellers passing through it (Pop. c. 5,000).

<u>NDORTUR</u>: Sea. Body of water in the south of <u>ELYDEN</u>, dividing the island-continents of <u>BROR</u>⁽¹⁾ and the island of <u>ISEA</u> from each other.

<u>NE'ARIM</u>: Mar. Rnk. In <u>AETHIOS</u>, caste of warrior-sages descended from the now-extinct <u>SEPHIAN SHAPERS</u>. They were instrumental in defending Aethios against <u>IMPERIAL</u> explorers and incursions during the early days of the Korachani empire, in c. 500 RM. The name is still used today, though it is now used synonymously to represent members of the police force, and few members, if any, are known to be shapers.

 $\underline{\text{NEAGARI}}\text{: 1. For. Forest in the north of }\underline{\text{AHRISHEN}}\text{ largely composed of the eponymous flora}^{(2.)}\text{.}$

 Flo. Hardy tree with wide exposed root systems, common in the north of <u>AHRISHEN</u>, <u>SAUA</u> and <u>MALAN</u>. See Vol II: Classification and Taxonomy of Life.

 Republics of <u>ALMAGEST</u> and <u>PARTHIS</u>, as well as countless independent nations and other distant empires and kingdoms.

It is commonly divided into two – the northern Near Hemisphere and the southern Near Hemisphere, dominated by the aforementioned continents, respectively.

Conversely, the remainder of Elyden, known as the <u>FAR HEMISPHERE</u> constitutes the continents of <u>MENISCEA</u> and <u>BROR</u>^(1.).

NEAISHIA, BRINGER OF WAR: His. Oth. An enigmatic OTHERWORLDER whose purpose was to propagate war through any and all means including subterfuge, corruption, and guile. Scholars claim she appeared to the ARCHPOTENTATE MALICHAR in -6 RM in VAALK and was a major contributor to the consequent wars that united THE INNER SEA.

She was silent during most of the <u>FIFTH AGE</u>, despite the major conflict that predominated its end. She is recorded by the prophet <u>AAMON MAHALALEL</u> as having appeared once to <u>MELCHIOR ONÉSIMUS</u> in 4006 RM, in mirror of her manifestation to Malichar just over 4000 years earlier.

NEANDARA: (3211 - 3470 RM) His. Ntn. Relatively short-lived FIFTH AGE empire in the north east of SAMMAEA, in what is now RHINOCOLOURA. Emerging from the nation of ERINAKH LAUR following the subjugation for surrounding lands by the OTHERWORLDER NEANDER, the empire was belligerent, known for its well-equipped armies that between 3042 - 3211 RM marched across the lands surrounding the city of HAZOR, which was made capital of the newly-christened Neandara.

The empire grew rich from industry and trading, and in 3298 RM marched against <u>LAKERTHA</u>, succeeding in taking most of the nation within a year, expanding its territories further.

Neandara prospered following this, maintaining its wealth, and trading with the <u>SALT ROAD</u>, protecting its borders against foes that had no intentions of antagonising it. But it was not to last, and the empire crumbled following the assassination of Neander in 3462 RM. His offspring quarrelled amongst themselves trying to decide who will rule in his place. The mortal populace would revolt amid this chaos, storming the imperial citadel in 3469 RM, finally able to depose the fragile ruling house the next year. The offspring of Neander were either executed or exiled, with some of them fleeing south, settling <u>ETHISTONIH</u> and PNESSA.

The resistance instated the leaders of their uprising as the rulers of Hazor, and one of their first actions was to abandon the name of Neandara. Instead, they named their home Rhinocoloura, a corruption of the old name, Einokh Laur, that had grown in popularity amongst resistance members. See Vol III: Extinct States.

NEANDER: 1. (B. unknown – D. 3462 RM) Oth. Dark-skinned OTHERWORLDER, commonly acknowledged to be an AEHARI. He became the ruler of the city of HAZOR in 2965 RM after supplanting the ruling MAATHORA sect there. He later took over the three prefectures of ERINAKH LAUR, renaming them the NEANDARAN empire. He remained ruler until his assassination in 3462 RM, which would lead to the fracturing of his house, and the eventual collapse of Neandara, named after him, which was founded in 3211 RM, after the three prefectures of Erinakh Laur was united under his banner.

2. Oth. <u>HALFBLOOD</u> house sired by the eponymous otherworlder in the city of <u>HAZOR</u> in <u>RHINOCOLOURA</u>, between 1001 – 3462 RM. Careful not to dilute the bloodline too much, he sired nineteen children, and never allowed the house to surpass 500 in number. The house was divided in two – the <u>TYRANON</u> upper caste, made up of first to third generation halfbloods; and the <u>AGORNON</u> middle-caste, made up of fourth generation halfbloods and above.

NEANDERINE CITIES, the: Ntn. Region in the north of PNESSA, which became a stronghold to members of house NEANDER^(2.) who were exiled from RHINOCOLOURA in c. 3469 RM. They settled in the north of Pnessa and in 3493 RM managed to wrest many cities in the north of Pnessa in a coup that left the region known as the Neanderine Cities. The region would later become the base of the HMMEN REGIME, which would go on to overthrow the CAIAN monarchy in 3959 RM.

Though the Hmmen region now rules from the capital in IRUT MARKA, the north remains their most trusted territory and many lieutenants and generals over their ancestry to this area, which remains stoically devout.

<u>NEANDRYA</u>: Sec. Fortified city in northern <u>EREBETH</u>, forming part the <u>IVORY ROAD</u> (Pop. c. 38,500).

<u>NEAR</u>: Set. Small city in the region of <u>ADA</u> in the c west of <u>THE SURRACH</u>, along the course of the river <u>HATHURAN</u>. It is known for its reed cultivation and reed-based items (Pop. c. 11,200).

<u>NEARDIS</u>: Set. Small city in the c of <u>GNOTH</u>, along the <u>GNOTHI ROAD</u> that links the major Gnothi cities together. It is a major caravanseral along the road and has many hostels that are used by pilgrims on the way to the <u>SPLENDOR SOLIS</u> – the last such major civilised stop before the 100-mile trek to the monument (Pop. c. 5,000).

<u>NEARPA</u>: Set. Small fortified city in the north of <u>OPHAR</u>. Its main industry is the manufacture of ceramics (Pop. c. 13,000).

<u>NEBER KHE</u>: Rel. Dei. The Creator-deity of the <u>KHAMIDIAN</u> pantheon and patron of <u>FIRMAMENTISTS</u>. See Vol IV: Deities and Pantheons.

NEBER KHE'S EYE: Rui. Ancient KHAMIDIAN shrine on an island in the SEA OF FIRE (Esh Etek). The shrine was originally dedicated to the Khamidian creator deity of the same name and takes the form of a large alabaster-coated dome (most of which is now in ruins). Within was the round altar of NEBER KHE, upon which was a mosaic of the depicting the world. The altar has since been stolen.

NEBER NEL: Set. Small town in the north west of KHAMID. Though the name goes back thousands of years, it has been used at various points in history, often for settlements in the generic area which bear little links to one-another.

The town, like its predecessors, is named after the creator-deity of ancient Khamidian religion and is famous in neighbouring nations for its large domed temple that is said to predate the <u>CATACLYSM</u>.

NEBESH: Scr. Settlement in the east of <u>THETIS</u>, along the far north eastern coast of lake <u>TATHARA</u>. Its main industry revolves around the harvesting of <u>MOONS CRABS</u> (Pop. c. 4,200).

<u>NEBHET</u>: Set. Settlement in the c south of <u>KHAMID</u>, close to the shore with <u>PHARANX</u> (Pop. c. 7,200).

<u>NEBRA</u>: Set. Small city in the west of <u>KHAMID</u>, in the northern-most reaches of the <u>IAHNEF</u> marshes.

NEBRO: also 'the Rebel. m. Myr. His. Per. In the mythologies and ancient histories of ELYDEN, the only known SCION of the DEMIURGE IALDABAOTH. He fomented unrest amongst the LHAUS, who Ialdabaoth had paid little attention to, and was able to wrest many of them to his own causes, which seemingly changed with the seasons. Under his control many monuments too Ialdabaoth were toppled, and he eventually propagated an exodus of many disenfranchised lhaus from their ancestral lands across ELYDEN.

Little is known of his fate, and he disappears from accounts in the mid-FOURTH AGE, with his last mention in the MYTHOLOGIA ELYDEN being of him walking into a rift that tore the sky and earth vertically asunder after having slain an eyeless abomination (possibly an imprisoned MESOCHTHON) that had slithered from the rend as it opened. See Vol IV: Scions, Children of the Gods.

<u>NEBRO'S CICATRIX</u>: *Leg. Sup. Geo.* Great blackened depression in the north west of <u>NASTAL</u>, that local legend claims is the scar of an ancient celestial phenomenon.

It is named after the scion <u>NEBRO</u>, who is mentioned in the <u>MYTHOLOGIA ELYDEN</u> as having walked to his doom here over 8,000-years ago, though few are those who would know such esoteric history.

<u>NEBUCHACCID</u>: Set. Southern-most city in <u>LHACCIDA</u>⁽²⁾ (Pop. c. 39,000).

NEBURO: (D. 3966 RM) Edu. GIGANRI annalist who travelled across his homeland of GNOTH, noting his observations and discoveries. He published many of his notes in 3891 RM as a travelogue titled 'RURAL GNOTH AND ITS PEOPLE' that became popular in urban areas of GNOTH, as well as farther afield in the INNER SEA REGION.

NEBYLITSA: also 'the Nonsense City'. Set. Subterranean city in the PRISON CARCERI, said to lie beneath the west of the LYBIC SANDS in the c north west of $\underline{\text{NARTHEL}}$. It is mentioned in fairy tales and nursery rhymes in the north east of $\underline{\text{SAMMAEA}}$, where its denizens (thought to be $\underline{\text{GRUAIMIN}}$ steal naughty children and take them below ground. Though considered fanciful by most, there may be a grain of truth to the tales (Pop. unknown).

NECHIL: Set. Settlement in the c south west of ACHAA^(2.), close to lake MAXELL. Its main industry is the manufacture of cay used in pottery. It is built atop an ancient FOURTH AGE ruin, and though little is known of its origins, it is thought to be reclaimed industrial land – as ancient rusted blocks of iron indicate that archaic machinery was once found here.

NECROMAGUS: Plr. 'necromagin', or 'necromagi'. His. Sup. Org. Mil. Rnk. A largely historical SPHERE of SHAPING in which the SHAPER had limited control over dead bodies, at rare times even being able to grant them a semblance of life for short time. More commonly, they were able to extract memories, EXORCISE lingering SPIRITS (1.) from their spent vessels (or imprison them in inanimate objects), form a link with the recently dead allowing people to speak with dead loved ones, or bring life back to necrotised tissue, amongst other things. Few were able to do all the above, and most had a specific repertoire of skills they could call upon.

Necromagi originated in the <u>ARID TRIPTYCH</u> early in the <u>FIFTH AGE</u> and by c. -500 RM had spread to <u>NÁRTHEL</u>, where they had become an important part of culture, being responsible for many funerary customs and traditions by the time of the <u>KORACHANI EMPIRE'S</u> appearance in those lands.

The necromagi were slowly stripped of their power and influence under the tyranny of Korachani rule, and many of their roles were eventually subsumed by SHAPERS of the MINASTERIA OF BATIKIN, which was founded in AGLAIA (2), AZAZEM, in 925 RM. Few necromagi remain today, and those that do remain in the Arid Triptych region, though they are largely indistinguishable from OCCULTISTS. See Vol IV: Spheres and types of Shaping.

NECROPOLIS OF THE FALSE EMPERORS: Rel. Rui. Expansive necropolis a few miles north west of the capital city of OPRET^(3,) in the CHILD'S REALM OF OPHAR, where the bodies of failed CHILD EMPERORS were buried after their 8th birthday came without the prophecy of the CHILD'S ADVENTISM being fulfilled. Over 1,000 mummified bodies are buried here, each interred within a small temple, and the entire complex is guarded by adherents of the Child's Adventism.

NECROPOLIS OF HUTTON: Rui. Ancient stone necropolis-city, located in the c west of SAMMAEA, in the south west of the VESPERTINE LEAGUE, whose million inhabitants died in a ritual of self-sacrifice sometime in the FOURTH AGE, entombing themselves alive in tombabodes, performing self-mummification until they eventually died, leaving their city a tomb, whatever dark purpose that required the sacrifice of a million bodies unknown and unhinted at.

NECROPOLIS OF KEISHHAAG: Rel. Rui. An ancient necropolis in the UMBRA SOKHAR, taking the form of a deep sinkhole with hundreds of temples hewn into its sides. It is unknown how the people who built the temples would gain access to them, as they are unlinked with doors facing the abyss. Scholars believe they may have been constructed by a winged race, such as the AL AKHI or ILLIDRAEN, or more pragmatically, there may once have been a wooden scaffold linking them together.

Each of the temples has a single small room with a stone altar inside, and dozens of small niches on its facade, each of which is large enough to house a disassembled mortal skeleton.

NECROPOLIS OF NDAT: Rel. Rui. Ancient stone necropolis, hewn from the living rock of the western reaches of the <u>AGGOSHETH</u> in the far east of ANUBIA.

NECROPOLIS OF SHAELL: Rui. His. Arc. Ancient stone cemetery in the far north east of AZAZEM, close to the border with the OLD FOREST. It is thought to date back to the THIRD AGE and its stone sepulchres and temples are largely destroyed, buried by the soil and dust that has accumulated around them over aeons. Many expeditions have been made into the region throughout the FIFTH AGE, which is made of up of various necropolises, scattered over a wide area of rocky uneven terrain in the northern-most foothills of the RHAECHA Mountains.

<u>NECROSAGE</u>: Soc. Rnk. A caste of scholars in the <u>KORACHANI EMPIRE</u> who devoted their lives to the study of the dead. Their lore branched into

many different subjects, including <u>ATRAMENTISM</u>, <u>BIOMECHANICS</u>, and <u>TECHNARCANA</u>. The seat of their power was in the city of <u>NASUCHAN</u>, in <u>LAASKHA</u> and remains a centre for the study of death to this day.

NECROMANCERS TOMB, the: Leg. Myt. Legendary site in the c south of J'THANA, inaccessible, in the CENTURY PLANT forest of MALU. The place is said to be an ancient pylon that was inhabited by an AANTH shaman. N'RAKHI folklore depicts the tale thusly:

There lived in the forest of Malu a blighted shaman, an <u>ATTERKHAT</u> so dreaded that he was shunned by all tribes and people of N'rakh. He lived in a ruined tower where he called upon a wicked aspect of the moon deity to grant him power. One day two children came across his home and he invited them in, where they were enchanted into serving him for eternity. The forest was angered by this act and imprisoned him, growing so thick that no magick could save the shaman from his tomb, where he died in solitude, a bitter man who, with his dying words, swore that he would overcome the verdant prison.

See Vol II: Legends and Folk Tales.

NECROMANCY: Sup. Mys. Form of SHAPING where the SHAPER can communicate with the dead. The exact nature of this varies wildly from place-to-place and across different periods, though most commonly consists of the shaper – usually an ANIMIST – ASTRALLY PROJECTS, allowing them to speak with SPIRITS⁽¹⁾ of the dead and unborn.

Less commonly, but perhaps more famously, necromancy involves restoring an expired body to a semblance of life through <u>TECHNARCANE</u> or <u>MYSTICAL</u> means.

<u>NECRONOMICON</u>: Vol. <u>PELASGOSI</u> book of the dead, in which the names of dead kings and heroes were once listed. It is kept in a temple in the <u>SCYTHE</u> Mountain, where it is guarded by templars and a single scribe who writes names into its pages.

<u>NEDALL</u>: Set. Settlement in the c south of <u>ALLASAN</u>, known for its food production. It is a major source of food and provisions to merchants passing through the settlement while travelling along the <u>RED ROUTE</u> (Pop. c. 5,800).

<u>NEDMEN VOSTAIM</u>: (B. 3954 RM) *Rel. Rnk.* Current <u>EXORCISOR</u> <u>GENERAL</u> of the <u>MINASTERIA OF EXORCISMS</u>.

NEEDLE OF KHASIL: Geo. Arc. Metal pillar in the c south west of AQUARIIA. Standing around 100-ft. tall, it is untarnished and perfect of sheen, tapering to a needle point. Its origins are unknown but are thought to lie in the SECOND AGE and is likely the design of a DEMIURGE of SCION. Most attempts at analysing the substance proved futile, and the material and origins of the pillar remain a mystery.

<u>NEFERATH</u>: *Geo.* Red mountain forming the western-most reaches of <u>KHAMID</u>. Its southern-most part was destroyed during the <u>CATACLYSM OF KHAMID</u>, claimed by the <u>BOILING SEA</u>, now known as the <u>RED ISLES</u>.

<u>NEFHETAKHT</u>: Geo. Coastline in the east of the <u>ESH PHARAS</u>. The coastline is volcanically-active, and constantly expanding west. The contact of molten rock with the water leaves a 70-mile stretch of coastline constantly shrouded in steam, after which it is named.

NEFIRIA: Set. Small fortified city in the far north of EPHATTA, guarding its northern borders against LIEVTHRA in the west and SYNCHTHONITHA in the east. The city itself if originated as a bastion settlement in c. 2840 RM, completely ensconced behind consecutive series of walls, and the extant fortifications were constructed in the centuries following the founding of the city, sprawling for dozens of miles in all directions (Pop. c. 25,400).

NEFRATIR SABAH, PRINCESS OF KHARR: f. Per. (B. 3976 RM) Mil. Pol. Princess of LAHNEF and daughter (and second child) of the current PHAROANT of KHAMID MESSIT SABAH III. As the second child of the Pharoant, Neferatir is amongst the richest and most influential figures in Khamid and is the GUARDIAN OF THE BRACERS OF THE HAWK – a prestigious title that has never been granted to a member of the royal household before. She is a skilled combatant, and is well versed in the political history of Khamid and surrounding regions, and is also widely regarded by many as the most beautiful woman in Khamid, if not the entire DARK SEA REGION.

Nefratir was a mere 5 years old when her mother ascended the throne. Even at that young age she was already known for her good looks and strength, both physical and mental, and by the age of 15 she had begun her studies in the royal military academy of <u>KHARR</u>, learning political and military history, as well as mastering classical weapons as was the custom in the resurgent dynasty, where many antique customs and traditions were resurrected.

She enlisted with the <u>SLAYERS</u> after graduating at the age of 18 against her mother's wishes and proved herself more than competent in the field, winning over her mother and the <u>PHAROANT COUNCIL</u> alike. Despite suffering a grievous injury during a mission in the <u>DHASSRA</u>, she was promoted through the ranks, becoming a sergeant.

In the summer of her 21st year, she was instrumental in revealing and quelling a planned insurrection, which made her far more popular, and her mother bestowed upon her the great honour and responsibility of protecting the fabled treasure known as the <u>BRACER OF THE HAWK</u>, whose guardian she remains to this day.

Her rank means that in times of war it is also her duty to carry the standard of the Khamidian armies.

NEGARAL: 1. Geo. Island off the western coast of RHEA, in the SEA OF PYTHEA.

2. Set. Island city-state on the above island^(1.). It was founded by triplet warlords, exiles of <u>RHEA</u>, in c. 3150 RM. It was infamous for its pirates for many decades, though following the fracture of Rhea and the rise to power of the <u>COURT OF DREAMS</u> 3242 RM, the pirate fleets were destroyed and the city brought under control of Rhea. Today the city is fortified and guards the entrance into the <u>BAY OF AURADIA</u> (Pop. c. 30,000).

NEGASH: Set. Fishing settlement forming part of the City-kingdom of ENNAIAH, to the south west of THE SURRACH, close to the south eastern periphery of the ATRAMENTALLY TAINTED waters of the NAMEGHA (Pop. c. 20,000).

NEGHIRREN: Rvr. River in KARAKHAS flowing north for 650-miles from sources in the KELACHOT Mountain crags before emptying in the GULF OF SUKH, in the SEA OF DEKANA. Tributaries flowing from MT. OROROTH are tainted orange from ores.

NEGADHAISH ALLAI: Int. Myr. His. Ancient unknowable beings mentioned in clay tablets unearthed in VENTHIR, near HAUTIA, dating back to the days of the VENATHI EMPIRE. They are thought to be a regional name for the MESOCHTHONS, or the FORGOTTEN ONES.

<u>NEGERIS</u>: Rvr. River in the south of <u>TETHYSIA</u> flowing south into the emirate of <u>UKOLIST</u> in the north east of <u>LIMOTH</u>⁽¹⁾ for 265 miles, before reaching lake <u>MAHASTA</u> and its parent, the river <u>ATROTHA</u>⁽¹⁾.

NEGLECTED ONE, the: see SUHA.

NEGRED: Set. Settlement in the c of KORACHAN, 25-miles south west of the city of KHADON. It is one of many settlements whose sole purpose is to keep the metropolis capital of the EMPIRE fed (Pop. c. 9,000).

<u>NEGRIN</u>: Set. City in the c east of <u>TRAKIA</u> abandoned in c. 3400 RM due to the expanding <u>ATRAMENTAL-WATERS</u> of <u>TUKHRAGHON</u>.

<u>NEGUAR</u>: *Geo.* Small mountain range in the north of <u>SAMMAEA</u>, serving as a border between the <u>INTERURBAN STATES</u> and <u>OPHAR</u> in the south west and the <u>TARAHID ANNEXES</u> in the south east.

NEGUS: Pol. Rnk. Noble caste in <u>AETHIOS</u>, from which the <u>ARCHNEGUS</u> is elected. The caste enjoyed great wealth and influence in the latter days of the <u>ROYAL HOUSE OF ETHAND</u>, but lost much of that power in 3810 RM, after the <u>ABUNA</u> abolished the Royal House. Following this the Negus remained as landowners, though they now reached the affluence that their ancestors were renowned for.

<u>NEHALEN</u>: Set. Coastal city in the west of <u>ABATTUR</u>, overlooking the <u>SEA</u> <u>OF GEAUA</u>. It is a major fishing centre (Pop. c. 42,000).

NEHEBAK: Geo. Steep, treacherous cavern in the centre of CISNERIA, said to lead to the labyrinthine depths of the JEHENNA, in the Carceri. A foul stench of damp decayed air emerges from the caverns at times when the air above is still and the BLOOD MOON is full, and mortals shun the place. Legends abound of GRUAIMIN inhabiting its depths, though such claims are largely unsubstantiated.

<u>NEHIR</u>: Set. City in the c south of <u>AHRISHEN</u>, along the southern shore of lake <u>PANOIDA</u>^(L) and the northern-most point of the Panoidan canal⁽²⁾. It is a stop along the <u>GREAT ROAD</u>, and many trade goods are transferred from the road to the canal (Pop. c. 33,000).

<u>NEHN ODU</u>: Geo. Large geyser in the north of <u>KOLCHIS</u>, in the region of <u>NOLKOSH</u>. It is known for the multicoloured mound, which erupts periodically.

NEHNAXIA: Geo. A parched region in the far south east of the TURCAR desert in the c west of TETHYSIA. It is known for its FIRMAMENTAL influence. The land there is often cracked by the Firmamental forces exerted upon it, leading to parts of the otherwise flat region breaking away and floating upwards, attracted to one-another, leading to strange gravity-defying formations. In other regions, the desert it littered with clumps of salt, indicating that the region may once have been submerged to some degree.

<u>NEHOMIA</u>: Set. City in the east of the <u>MALANI HENDECARCHY</u> of <u>CHLORIS</u>, forming a part of the <u>GREAT ROAD</u> trade-route, and trades goods between Malan and <u>TZALLRACH</u>. It is named after the ancient <u>NAHORIAN</u> empire that predated the rise of Malan (Pop. c. 92,000).

<u>NEHRENHAT</u>: *Geo.* Fertile region in the c west of <u>KHAMID</u>, between the <u>SNIEMET</u> and <u>AHTEPTIS</u> Mountains. It is home to most arable land in Khamid and is fed by the river <u>ARAX</u>.

<u>NEHUABB PLAINS</u>: *Geo.* Expansive coastal plains dominating the south western coast of <u>BANT</u>, in the <u>CARCHEMISHI PENINSULA</u>^(1.), in the east of <u>SAMMAEA</u>. The plains are home to a variety of wildlife.

NEIMA: 1. *Lak.* One of seven major lakes in KOMMEA, collectively known as the SEVEN MAIDENS^(1.), situated in the north east of the kingdom to the north of the LYRLDRAN Mountains. It was once the largest lake and is central to the region's mythology, though it has dwindled in size over the last millennia.

2. *Dei. Rel. Myt.* One of the <u>SEVEN MAIDENS</u>^(2.) of <u>KOMMEAN</u> myths. She is the eldest of the maidens and an arbiter of their squabbles. She is most commonly associated with summer, warfare, and community. See Vol IV: Deities and Pantheons.

<u>NEIT</u>: Set. Settlement in the south of <u>KOMMEA</u>. It is a centre of agriculture in the region, and is surrounded by miles of fields and vast herds of sheep (Pop. c. 10,000).

<u>NEITA</u>: Set. Small coastal city in the north west of <u>TZALLRACH</u>, Overlooking the <u>BAY OF MUSSAR</u> (Pop. c. 16,000).

<u>NEITH</u>: 1. also 'Daughter of the Moon'. f. Myt. His. In the mythology and ancient history of <u>ELYDEN</u>, twelfth of the Two-and-Twenty <u>DEMIURGES</u>, whose children were the <u>SEITHIN</u>.

Her known <u>SCIONS</u> are: <u>IEHOVA</u>, <u>SETH</u>, and <u>TERATHA</u>. Her favourite amongst them is Teratha, who she lavished with gifts to the growing bitterness of her siblings. **See Vol IV:** the Two-and-Twenty Demiurges.

2. Set. City in the north west of the <u>HENDECARCHY</u> of <u>STHAMAN</u> in the c south west of <u>MALAN</u>, along the course of the <u>LAUL EGLEA</u> river. Its name indicates a link with the eponymous <u>DEMIURGE</u> (1.), yet despite the many ancient possibly <u>SEITHALAN</u> or <u>NAHORIAN</u> ruins that dot the surrounding region there is little evidence to support this (Pop. c. 74,000).

<u>NEITHAN HOLLOWAY</u>: *Geo.* A 20-mile stretch of the <u>AEGISWAY</u> trade route in the c of the <u>HENDECARCHY</u> of <u>STHAMAN</u>. This stretch of the road is flanked by moss-covered boulders, becoming a canyon in places, the air thick with pollen and insects. Many refuse to travel through this section of the road, believing it to be dangerous.

NEKAK: Set. Settlement in the west of TARTAK (Pop. c. 10,000).

NEKHARAAL: Set. southern-most of the main cities in the region of the SIX CITIES in the north west of SAMMAEA. Its influence once spread farther east than it does today, though the slow growth of the ATRAMENTAL WASTES of HEHABAAN have forced its borders west. The city overlooks the western-most expanse of the wastes and ATRAMENTISM has become a valued art, with SHAPERS given almost celebrity status, growing rich off of the government, which has for the past decade been a militocratic council. The council is tasked with keeping strong bloodlines and defending the state from WRITHENS and other DEGENERATES that have begun to emerge from the wastes (Pop. c. 18,000).

NEKIR: 1. Pol. Set. Capital city of NÁRTHEL (Pop. c. 738,000).

2. Set. City in the west of <u>KHULL</u>, and centre of its ultra-orthodox region, known for its strict and numerous <u>INTERROGATORS</u>. Dominating its skyline is the stone prison <u>HAPHSHETH</u>, a byword for suffering and misery in those in the region (Pop. c. 50,600).

<u>NEKODA</u>: Set. Large coastal city in the south west of <u>KORACHAN</u>, regraded many times throughout its history, the lower levels – once catacombs, temples and sanctuaries – are now hidden far beneath the streets.

It is home to the IMPERIAL COLLEGE OF ATRAMENTISM — the empire's largest such institution dedicated to the study of ATRAMENTISM and all its associated SPHERES. Most SHAPING licences in Korachan are given in Nekoda and it has a reputation as being the centre of Atramental research in the HEARTLAND. The SANCTITAN ORDER of the SANCTITAN ORDER of the SANCTIFIED INQUISITION was founded there in 343 RM and remains there to this day, investigating claims of miracles and rediscovered relics from across the empire.

It is also the ancestral home to the <u>PATRICIAN HOUSE</u> of <u>NOSO</u>, which oversees pilgrims undergoing the <u>SHADOW MARCH</u>, who travel here to catch ferries south to <u>SAMMAEA</u>. The city is believed to have been founded by the spoils of early Korachani conquests across the Inner sea Region, and treasures and relics from other cultures can be found in public and private buildings across the city(Pop. c. 130,000).

NEKOR: Set. Major coastal city in the west of NARTHEL. In 4006 RM it was the site of a bloody conflict between the CHURCH OF THE UNDYING MACHINE and futurist cultists. It is home to the NAUTHANATIDS, who control the hospitals and mortuaries of the city (Pop. c. 1,071,000).

NELCHA: Geo. Old mountain, around 175-miles long, in the west of THE OLD FOREST. Scholars, geologists and LITHISTS claim that the Nelcha is part of a far older mountain system that once stretched for some 1,500-miles from the GAEFANG Mountain in ALMAGEST, south east to the UMBRALA. Though more interestingly, the composition of its stone does not correspond with any other known rock and bears many similarities to the fossilised-state that the bodies of DEMIURGES have been found in.

This matches many legends surrounding the mountain that name it as the resting place of the <u>DEMIURGE NELCHAEL</u>, though the lack of overt <u>DREAMSCAPES</u> serves as evidence to the contrary.

<u>NELCHAEL</u>: m. Myt. His. Per. In the History and mythology of the <u>DEMIURGES</u>, one of the two facets of the <u>DEMIURGE DOPELLANICH</u> (the other being <u>S'HITH</u>).

Nelchael is considered the dormant and more powerful of the two aspects, embodying the dreamer epithet of the Demiurge. He is a powerful MONEIROMANCER – some believe the most powerful oneiromancer that Elyden has ever seen. See Vol IV: the Two and Twenty Demiurges.

<u>NELIREA</u>: *Rvr.* River in the south of <u>MALAN</u>, in the <u>HENDECARCHY</u> of <u>CHLORIS</u>. It flows west for 500-miles from sources in <u>USSIKA</u> Mountains, before meeting its parent, the river <u>SIELL NA</u>, at the border between Chloris and <u>STHAMAN</u>.

<u>NEMAS</u>: Sect. Small city in the south of <u>LOEGRESS</u>^(1.), along the course of the river <u>CAIRWYN</u> (Pop. c. 15,000).

<u>NEMESIS</u>: *Myt. Rel. Dei.* a powerful demigod in the mythologies of <u>CENTRAL LLACHATUL</u>, specifically the legends of pre-imperial <u>KORACHAN</u>. He was a roguish character whose adventures took him across the <u>PENINSULA</u>, and who has different significance in each of the original city-states of Korachan.

Following the $\underline{\text{KORACHANI EMPIRE'S}}$ rise in the peninsula, the legend was warped by early imperial propagandists, turning nemesis into a man of noble descent who became a lieutenant of the $\underline{\text{ARCHPOTENTATE}}$ $\underline{\text{MALICHAR}}$, helping him to unite the seven city-states.

The title was adopted by one of Malichar's true lieutenants in 37 RM until his death in 62 RM, after which he was elevated to a saint.

It is believed by imperial <u>ASTROLOGERS</u> that he was reborn as an <u>OTHERWORLDER</u> in 666 RM whose identity was finally confirmed and traced in 687 RM. After this, the otherworlder was used in imperial

propaganda as a living saint, and remains a powerful tool of the <u>CHURCH OF THE UNDYING MACHINE</u> to this day.

NEMESIS, TEMPLE OF: Rui. Unfinished temple, dedicated to the KORACHANI ST. NEMESIS, found just outside the VÂRRAN capital of NOUVATAI. Construction began in 3745 RM by the AVÉNETHI ORDER of the SANCTIFIED INQUISITION, just before the INTERREGES departed Vârr, though construction halted when the Order itself abandoned its fortress in Vârr in 3943 RM.

It stands now uncomplete, its half-finished dome a hollow reminder of the empire's hubris in the face of its demise and has become a centre of DEGENERATE activity outside the city, despite periodical scouring attempts.

<u>NEMET OTHAR</u>: *Set.* City in the c south of the <u>MULL CITY-STATES</u> (Pop. c. 41,200).

NEMETEAS: Set. City in the east of TISARA. It is a major centre of the CULT OF ANDRASTE. Historically, legends pertaining to her life were always popular here and it became one of the first regions to support her deification in c. 1900 RM, and it gave rise to many proselytisers who spread word of the growing cult across surrounding lands, helping to cement the new religion and invertedly strengthening the claim of the future monarchy (Pop. c. 39,500).

<u>NEMETH</u>: *Ind. Set.* Settlement in the c of <u>THETIS</u>. It is known for its mining of red beryl, which is known to be very rare, and which is worked here and exported abroad at great profit (Pop. c. 6,300).

NEMEZIAH: Rui. Ruined city in the north west of SARASTRO, north of the SEA OF TIAMA. It was besieged by Korachani forces early in the WAR OF SUNDERING and suffered greatly over the next years, eventually ending as little more than rubble. It was never rebuilt and lies forgotten today.

<u>NEMI</u>: Set. Ascetic retreat in the c south west of <u>ATARAXIA</u>. Its anchorites are known for their strong honey and mead, which are consumed throughout Ataraxia, and exported as exotic foods with the west (Pop. c. 5,000).

NEMI SHIPS: Veh. Type of stable flat-hulled catamaran common to VENTHIR and commonly used to go through the IAPETAN into THE ROILING SEA.

<u>NEMIS</u>: *Eth.* Semi-nomadic people of the south east of <u>THETIS</u> who spend summers on the coastal plains and the harsh winter months in ancient walled cities along the peripheries of the <u>RTHEI</u>^(1,) desert that protect them from the bad sandstorms that wrack the region.

They travel in large bands of up to 200-related individuals, making use of <u>ANATHEROPSES</u> to haul their large yurts and any goods they scavenge in the ancient Rtheian $^{(2)}$ ruins they encounter. using large across Thetis and often venturing into <u>TURCAR</u> and <u>RHEA</u>, rarely settling in any city for more than three to four winter months at a time. There they bring various raw materials and resources collected during their summer travels for trade, providing a vital chain in the Thetishi economy.

Their society is matriarchal, with their rulers known as <u>LACARCHS</u> holding positions of power and authority in nemis clans as well as cities, though males still maintain authority with regards to crafts, trade and military. Copulation usually takes place in the summer months so that the last months of pregnancy and childbirth occur within the safety of the cities, and children typically spend their first years within the confines of the cities as they grow strong. See Vol II: Peoples and Races of Elyden.

<u>NEMISHI</u>: *Lan.* Language spoken in <u>THETIS</u> and <u>TETHYSIA</u>. It has its root in the culture of the <u>NEMIS</u> nomads, and is common in certain districts where descendants of the Nemis are prevalent, though is secondary to <u>TETHYSIAN</u>. It is also common in the fortified cities between the <u>RTHEI</u> desert and the coast, where the nomads take shelter in winter. See Vol II: Languages.

<u>NEMORI</u>: Set. City in the south west of the <u>MALANI HENDECARCHY</u> of <u>LONAR</u>, in the <u>ELISIAN</u> peninsula. It is a hub of trade and culture in the region (Pop. c. 37,300).

NEMUR: Set. Fortified settlement in the north east of Jurras (2), overlooking the STRAIT OF CYKRANOSH (2) (Pop. c. 8,200).

<u>NENA</u>: Rvr. River in the south east of <u>MALAN</u>, flowing north through the <u>HENDECARCHIES</u> of <u>ATALLUA</u> and <u>STHAMAN</u> for over 500-miles before

meeting its parent, the river <u>SIELL NA</u>. The river has two notable lakes along its course – the <u>THALAL</u>, and <u>KOLIAN</u>. ADD TO MAP

NENANKHINA: Set. Small city in the west of ANANTHUL (Pop. c. 16,000)

NENDAQ: Set. Settlement in the south west of CHERIA (Pop. c. 3,000).

<u>NENEM</u>: 1. Rvr. River in the north east of <u>AZAZEM</u>, flowing south from sources in the <u>CHACTHORNYS</u> Mountains, into lake <u>RANNO</u>.

2. Set. Settlement along the course of the river Nenem^(1.), known for its <u>ALUMINIUM</u> resources and open-cast mines where it and other ores are extracted (Pop. c. 3,100).

<u>NENGAN</u>: Set. Small city in the south east of <u>CUTH</u>, on the eastern face of the peninsula of <u>HAMMINGHENG</u>. It is a major producer of <u>EMBALMING</u> resins in the region (Pop. c. 13,000).

<u>NENODEMIA</u>: Mil. Str. Fortress in the <u>DESOLATION OF ASTUDAN</u>, in the western reaches of the cracked lands of the <u>ASHOSHOTH</u>, from which the <u>DESOLATI</u> are based.

<u>NEON</u>: Set. Settlement and lighthouse in the western mainland of the <u>FREE-ISLES OF PELASGOS</u> (Pop. c. 8,400).

<u>NEONATE</u>: *Tec. Med. Rnk.* Generic term used by <u>TECHNARCANISTS</u> and <u>BIOMECHANISTS</u> for newly-<u>INCEPTED UMBRANS</u> and <u>CLONES</u>, specifically for their first months of life outside the <u>SOHBAL FERROLLI</u>.

NEOPHYTE: Pol. Rnk. Inductees of the SANCTIFIED ORDERS OF THE INQUISITION who are recruited from across the empire, ranging from orphanages to PATRICIAN HOUSES. They typically spend between two and three years studying the ways of their respective Order and training for active duty, depending on their level of education when recruited. Upon graduating they are elevated to the rank of ACCENSOR, or the equivalent, depending on the Order.

Those who fail may go on to serve their Order in other ways, such as becoming <u>OBLOCUTORS</u>, or serving in petty clerical or administrative duties.

NEPARAK: Ind. Set. Coastal city in the c south of THETIS, in the PETEHAROTHIS region, overlooking the inlet of KAT ENNA. It is a major industrial city, noted for its growing population of manufactory workers, which, culturally, are at odds with the NEMIS nomads, who return to the city less and less with each passing year (Pop. c. 47,400).

NEPENTHÉ: Med. Drug manufactured by many cities along the coastline of the SEA OF LETHEA, though which originated in the city of NEPENTHEA, in ANANTHUL. It is distilled from the waters of the SEA OF LETHEA and induces vivid hallucinations formed from the short-term memory of the imbiber.

Depending on the purity, one may also lose recent memories as far back as months or years in extreme cases. Overuse has been known to cause permanent amnesia and those who overdose lose all sense of self, becoming little more than zombies (known as *LETHEANS*) that cannot even feed themselves. The drug is considered highly dangerous and its use is prohibited in most civilised area around the Sea of Lethea, with possession alone being a punishable offence. Its use is less regulated far from Lethea due to its relative rarity.

A less potent form of the drug, known as <u>LETH</u>, is more common, and has less severe side-effects than nepenthé, making it more widely-used. See Vol II: Drugs and Addictions.

NEPENTHEA: Set. Coastal city in the west of ANANTHUL, along the shores of the SEA OF LETHEA. The seas' waters are distilled into a drug known as NEPENTHÉ that causes short-term memory loss, though overuse can slowly affect long-term memory. Those who become addicted to the thick liquid are known as letheans, and they wander the streets of Nepenthea in a fugue between life and death, devoid of anything marking them out as individuals. Many end up being abducted and sold into slavery, or just going missing.

People travel here from across <u>ELYDEN</u> to forget their pasts, though many become addicted to the drug and remain here, forgetting who they are or why they came in the first place (Pop. c. 182,000).

<u>NEPENTHII</u>: Soc. Rnk. Hunters in the <u>PORPHYRI PENINSULA</u>, who often make use the drug <u>LETH</u> against their prey. They prefer to stalk or otherwise lay in wait, hunting animals that venture close to their positions.

<u>NEPERA</u>: Set. Coastal settlement in the south west of <u>THETIS</u>. Its main industry is fishing (Pop. c. 4,800).

NEPHEILL: Lak. Lake in the north west of KASPIA, forming the south eastern-most part of the delta of the river TARAGEA.

<u>NEPHILA</u>: *Rvr.* Expansive river in the north west of <u>SAMMAEA</u> flowing for 1,800-miles from sources in the <u>SANTOREAN</u> Mountains. Its delta is in the <u>PRINCIPALITY OF SEPAHAUNAT</u>, and provides rich nutrients for crops that grow there.

NEPHILIA: 1. *Myt.* strange mythological creatures mentioned in apocryphal texts of the <u>MYTHOLOGIA ELYDEN</u>. Little is known about them other than what vague mentions of them are made in those texts. It has been postulated that they are the first forgotten scions of the <u>DEMIURGES</u>, or that they are entirely unrelated, possibly akin to the MESOCHTHONS. See Vol IV: the Mythologia Elyden.

2. also 'the Hunter'. Ast. Con. Constellation along the equator. It is depicted in most cultures as a male hunter, his bow raised in attack. The constellation is an oblong shape, characterised by three distinct stars in near-line in its centre – the Hunter's Belt. See Vol II: Constellations.

NEPHILIM: Rel. Dei. Pantheon of deities that emerged in c. 1500 RM in the CARCHEMISHI PENINSULA⁽¹⁾, from the earlier and archaic CULT OF THE LIVING NIGHTMARE, which was by then waning in influence and would be replaced by the CHURCH OF THE NEPHILIM by c. 1800 RM.

Eschewing the indifferent and unknowable entity embodied by the <u>LIVING NIGHTMARE</u>, the Church of the Nephilim instead turned to a pantheonic suite of spirits, known as the Nephilim, which were primordial forces indirectly responsible for the creation of the material plane and all that exists within it.

Today the Nephilim are distant, thought to dwell on a level of reality far removed from the material plane – possibly the otherworld, though likely something utterly intangible. Their contact with the material plane exists through <u>DREAMS</u> and nightmares, which influence the sleep of mortals and which can, in specific areas bleed into reality, in the form of <u>DREAMSCAPES</u>.

<u>ONEIROMANCERS</u> are seen as their chosen disciple and the art is well-regarded in both <u>BANT</u> and <u>KULIGALA</u>, and individuals displaying such abilities are favoured to become priests and demagogues.

Each Nephilim, of which there are many dozens, has a sphere, embodying certain traits and emotions, making them infinitely more relatable to their worshippers than the alien Living Nightmare had ever been. The faithful pray and make offerings to any of the myriad Nephilim based on their needs and desires at a particular time, though most people take on a specific Nephilim as a patron as they come of age. This is either based on the time of their birth or indoctrination in their first years of life. See Vol IV: Deities and Pantheons.

NEPHILIM, CHURCH OF THE: Rel. Dre. Main organised religion prevalent amongst the people of BANT and KULIGALA, in the CARCHEMISHI PENINSULA (1.), as well as ZEMELEN, to the south west. The religion emerged in c. 1500 RM following a schism in its originator religion, the CULT OF THE LIVING NIGHTMARE lead to the latter to dwindle and disappear by c. 1800 RM, leaving the Church of the Nephilim in its wake.

The <u>NEPHILIM</u> are a pantheon of ancient incorporeal beings, spirits of the nascent world, that cling to the mortal plane in the form of <u>DREAMS</u> and nightmares that may at times gain corporeal form through the dreams of those with an <u>ONEIRIC</u> bent.

Many fanatics in the church seek out <u>DREAMSCAPES</u>, which they believe brings them closer to the Nephilim. Of note are the <u>PHOBIAN WASTES</u>, which have become a site of pilgrimage to many, who welcome the violent visions that are common in the region.

Many priests of the Church are oneiromancers, who use their abilities to spread the teachings of the Nephilim. See Vol IV: Religions and Cults.

NEPHILIM, TEMPLE OF THE: Rel. Str. Primary edifice of the CHURCH OF THE NEPHILIM, located in the capital city of THAO, in the nation of BANT, in the c of the CARCHEMISHI PENINSULA (1.). It holds amongst its many relics the remains of beast born of DREAMSCAPES, including what is thought to be an avatar of the NEPHILIM, contained in a great glass relicusary.

NEPHILIMS' MAW, the: Sup. Geo. Dre. Large ATRAMENTALLY TAINTED DREAMSCAPE dominating the CARCHEMISHI MOUNTAINS⁽²⁾ at the border between BANT and KULIGALA. The centre-most part of the dreamscape is notorious for the common rain of teeth that assails it, which is enough to keep most mortals away from it. Some fanatics of the CHURCH OF THE NEPHILIM seek it out, thinking that it is a manifestation of their will, though few cohesive explanations have been made as to their origin or purpose, if any.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}$.

<u>NEPHINE</u>: *His. Nm.* Extinct empire in the <u>ISHMMARRAN</u> peninsula in the west of <u>SOUTHERN SAMMAEA</u> in what are now <u>CEGANE</u> and the northern half of the <u>SYCHTAN PREFECTURES</u>.

It was a bimarial nation, with its western coast overlooking the <u>BAY OF BEKAPYR</u>, and its eastern coast overlooking the <u>SEA OF ADAMASTOR</u>. As a result, it had a strong maritime tradition, and most of its large settlements were coastal or close to the coast. The Nephine people were expert shipbuilders, and their vessels were known for their range and durability, allowing them to dominate trade in both seas, particularly the Bekapyr, where there was less competition. The empire's economy was heavily reliant on its coastal industries, with fishing and pearl diving being significant contributors.

Nephine was also known for its distinctive architectural style, characterized by wide-based tapering towers of spiralling silhouette, often built from the region's abundant limestone. These towers served as both watchtowers and places of scholarly pursuit, housing extensive libraries and observatories where Nephine's scholars studied the stars and seasons, contributing significantly to the region's maritime traditions.

It collapsed in c. 3180 RM amid a brutal civil war that followed the assassination of its ruling household that saw many ethnic groups that until then had been protected by the old imperial house persecuted and slaughtered. Some fled to the north, and would go on to found the Sanctuary States of Cegane in 3485 RM. The remainer of its lands were divided amongst the three forces that fought in the civil war, though these would fragment into various prefectures that would become known as the Sychtan Prefectures. See Vol III: Extinct Nations.

<u>NEPHLA</u>: Set. Fortified settlement in the far west of <u>GNOTH</u>. Its troops guard the western-most reaches of the <u>VAGNOSTAN</u> Mountains (Pop. unknown).

<u>NEPHOT</u>: *Rvr.* Major river in <u>GNOTH</u>, flowing south for 1,760-miles from sources in the <u>SOLUN HIGHLANDS</u>, before meeting its parent, the river <u>MARAGA</u> at lake <u>IAMTI</u>.

NEPHROLITH, the: Arc. Large monolithic column located in the hinterlands of north eastern AEONAS. It stands around 100-ft. high and is of a green/brown colour, with a soapy texture and bearing slight surface translucency. It forks into four slender minarets at the top, between which stretches a lattice-like substance, which gives the impression of it being alive. Scholars and ATRAMENTISTS have examined the object at various times in history and though some claim that the pillar is indeed biological in nature, few believe that it is truly alive. It is likely the work of a DEMIURGE or SCION from an ancient Age.

NEPHTHALONT: x. Oth. Dei. Rel. Per. (B. unknown – D. 1111 RM) Oth.

OTHERWORLDER ruler of classical MULCIBER, who usurped the ruler of
ALLUCITA in -400 RM and over the next centuries united the barbarian
tribes of the GROWING MOUNTAINS under their rule, eventually forming
the empire of Mulciber, after a vision that plagued them since their
rebirth. They ruled with an iron fist, though the empire became
productive and wealthy under their rule. They were assassinated in 1111
RM by an unknown assailant, and their death led to a power vacuum and
an ideological war amongst the people of Mulciber, who fractured into
dozens of warring tribes, each with their own political and religious beliefs
that persist, leaving Mulciber a fractured region to this day divided by
religious sectism.

Today they are worshipped as a God-king by the disparate tribes of Mulciber, each of which has its own cult that differs in minute details that the tribes use to claim superiority over their neighbours. There is little in the form of an organised religion, with each family maintaining its own shrine within its house, and partisan rivalry is strong amongst the various

tribes, with each denouncing all other sects as false. Various kindreds in the south east of Mulciber worship the <u>ARCHSHAPER BALAISHIZZIAR</u> as an avatar of Nephthalont.

They were served by a caste of acolytes, who were priests and bodyguards in equal measure. They escaped the war that gripped the region for centuries after Nephthalont's death, and their descendants are today the neutral AHHAS caste, who are untouchable itinerant merchants that travel around the Growing Mountains, buying and selling goods and spreading news to disparate tribes. See Vol IV: Deities and Pantheons.

<u>NEPIA</u>: Sct. Small city in the c of <u>AETHIOS</u>, close to the confluence where the river <u>NARRATI</u> meets the river <u>SHIBBOLETH</u>^(3.). It operates a ferry linking it with the city of <u>HOSETA</u> (Pop. c. 14,750).

NEPITTRA: Set. City in the north of THE VORANDINE, in the far east of the IAPEGRAN Massif. Its main industry is jade mining, and its people are known for their foraging skills (Pop. c. 44,700).

<u>NEPULIS</u>: Set. Small coastal city in the far north west of <u>LAASKHA</u>. It lies along the route of the <u>SHADOW MARCH</u> and has many churches where <u>PETITIONERS OF THE MACHINE</u> can pray while they stop in the city during their pilgrimage (Pop. c. 12,000).

<u>NEQALEN</u>: 1. Set. Settlement in the north east of <u>AHRISHEN</u>, along the course of the river <u>LANAEST</u>. It controls the largest lock in the Neqaleni canal⁽²⁾ (Pop. c. 7,200).

2. *Rvr.* Canal in the north east of <u>AHRISHEN</u>, forming part of the <u>AHRISHENI WATERWAYS</u>, linking the river <u>ERENAST</u> in the north with river <u>LANAEST</u> in the south. It is 44-miles long and contains 17 major locks.

NEQUE: Sup. Geo. Region of <u>ATRAMENTAL CORRUPTION</u> in the south of <u>NASTAL</u>⁽²⁾, within the wastes of <u>SPHYRNIDONTIS</u>. It is inimical to most life, including flora and fauna, but fungi thrive there, covering every surface, and growing to gigantic sizes.

The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

<u>NERA</u>: Geo. Island off the south western coast of <u>GYZHA</u>, forming part of the chain known as THE CAPRICORNS.

NERAE: Set. Settlement in the north of GYZHA (Pop. c. 9,000).

NERAGAL: also 'the Purulent Pillar'. Int. Sup. Rui. Foul monument in the c of SARASTRO, north of the KRAONA badlands, thought to date to the early FOURTH AGE. It takes the form of a classical pillar, some 100-ft. high with a square cross-section 15-ft. wide at the base. Its surface is sticky and is said to burn if touched for too long, and causes headaches amongst those that stop at its base. It attracts insects, which become trapped on its surface, enticing tentative lizards and birds that feast on them. It is commonly attributed to the DEMIURGE NERGAAL, though such links are tenuous at best.

<u>NERAWAN</u>: Set. City in the c of <u>VIRAHAN</u>, along the course of the river <u>SARA</u>, near the <u>SARAN RESERVOIR</u>. It is a growing industrial centre, and is expected to attract many people from surrounding rural areas over the coming years. It forms a part of the <u>GREAT ROAD</u> trade-route, where many of its machined goods are sold (Pop. c. 45,000).

NEREA: 1. Lak. Lake in the south east of SAMMAEA. It was originally the south western-most expanse of the SEA OF LERAMUGH, though the retreat of ELYDEN'S oceans left it landlocked, and it is now dry, its remnants – a salty basin – now located in the south of the XETEAN STATES.

2. Set. Major city in the south of the XETEAN STATES, overlooking lake Nerea^(1.) (part of the SEA OF LERAMUGH). The city is rumoured to have once been a naval power in the region, its merchant vessels reaching thousands of miles north and west, though the gradual retreat of the Sea of Nerea and its dwindling into a lake left the city land-locked by c. 3320 RM, severely weakened. The decades following its 'death' saw the city subjected to severe internecine conflict that left the place ruined, its people crippled.

The city re-emerged in c. 3740 RM as a massive producer of salt, supplying the region (Pop. c. 89,000).

<u>NERES</u>: Set. Settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>MEDES</u>^(1.), in the peninsula of <u>ORRIAH</u>^(1.). Its main industry is the manufacture of <u>ROTWINE</u> (Pop. c. 4,500).

<u>NERETHI</u>: Set. Major city in the c of the emirate of <u>UKOLIST</u> in the north east of <u>LIMOTH</u>^(1.). It is located along the northern shore of lake <u>MAHASTA</u> and its coastal districts are built on wide concrete pylons designed to protect it from seasonal floodwaters (Pop. c. 73,800).

<u>NERGAAL:</u> also 'Bringer of Sun and Rot'. m. Myt. His. Per. In the mythology and ancient history of <u>ELYDEN</u>, fourteenth of the Two-and-Twenty <u>DEMIURGES</u>, whose children were the <u>IRKALLA</u>.

Nergaal was always solemn, a hard-worker with little desire to stop and enjoy his work. When the Demiurges were abandoned by <u>THE SHAPER</u> in punishment for their hubris, Nergaal was one of the first to anger, taking out his rage on natural world, unleashing diseases and <u>PLAGUES</u> that afflicted mortal life indiscriminately, including his own children, which he had largely ignored, only returning to them sporadically throughout their history.

His children, leaderless, were at the mercy of the world, succumbing to plagues and without a force to shield them from the natural world that beset them. They scattered into various groups, most of which came to worship the natural world in place of their Demiurge father, focusing on the destructive nature of their homeland and the world around them. Ironically, many of the plagues and diseased they came to worship were created by Nergaal.

Strengthened by their inadvertent worship, Nergaal revealed himself to them and assumed his responsibilities as the father and leader of the irkalla. But his rule was ruthless. Many died to his whimsy, with countless more coming to be sacrificed to him in a form of appeasement. His worship increased, with many other mortal tribes outside of the irkalla also worshipping him out of fear. These worshippers, Nergaal rewarded with exemption from his wrath, punishing their foes with drought and plague, leading his armies into their lands, claiming them as his own.

The irkalla prospered in this time, his cities rich, his lands burgeoning under a nourishing sun. The other Demiurges were angered by this and opposed him. RACHANAEL, ASHTERATH, BAPHOMET, and AVRAHAM allied against him and brought their armies to his borders, sometime in what is now thought to be the mid-THIRD AGE. He received some aid from KHARANI and SYBARIS⁽¹⁾, though with few allies, Nergaal was unable to defend himself. The war was bloody, leaving the irkalla largely dead and their lands ruined, the plague and drought that Nergaal had once sown afflicting them. Nergaal himself had his hand cut off by Avraham and was left severely wounded, with most of his scions dead.

With his worshippers gone, Nergaal grew weak, declining to a shadow of his former strength. Without a home, he would travel, the land in his wake dying, its flora and fauna succumbing to disease and death. Eventually he was found by his son, Vam Atar, who had since learnt many Atramental secrets (some claim from Rachanael himself, whose true intent is unknown). He offered to save his father in a great ritual. It was during the Fourth Age that Nergaal agreed to die at the hands of his son so that his spirit could be reborn, his thoughts transmigrated into the body of Vam Atar. His body was allowed to decay, surviving to this day as the festering mountain of ATON in the north of CUTH, which ancient scriptures claim is now the origin of all disease that afflicts the world.

The ritual was successful and Nergaal was reborn in the body of his son Vam Atar, as his vessel festers, undying.

His known <u>SCIONS</u> are: <u>BADHUR</u>, <u>TALLAS</u>⁽²⁾, <u>MU</u>, <u>VAM ATAR</u> and <u>VAMMATAR</u> (possibly the same scion), and <u>VRITRA</u>. See Vol IV: the Two-and-Twenty Demiurges.

NERGAAL, CULT OF: Pol. Rel. One of two sects that make up the organised religion of the empire of CUTH. The religion originated in 2252 RM when an ancient mummified hand was discovered deep in the caverns of TILLAYAN, south east of the city of HAMMON. The hand was identified as having once belonged to an ancient DEMIURGE NERGAAL by the scholar and shaper KENG WALIN, who would go on to worship it after being plagued by LUCID DREAMS and visions, believed by some to be the WHISPERS OF NERGAAL. He would later construct the temple of ERKALA to house the hand, and many people gravitated to it, eventually forming a settlement around it.

The religion spread rapidly across <u>KARKAUTH</u>, with many becoming fanatical to Nergaal and his prophet Keng. By c. 2700 RM Karkauth, then known as Cuth, had become insular, cutting off relations with other nations. Rumours spread of a strange cult that demanded willing sacrifices

to satiate the sun, known to them as $\underline{\text{TALLAS}}^{(1)}$, which became a dichotomous force, representative of Nergaal, bringing both life and death.

Given the divine status of the sun, those who could would only emerge from their homes at night, out of reverence, and solstices and equinoxes became great festivals of the natural cycle of the sun, celebrated underground. Temples would likewise dig deep into the earth, out of respect for the sun, and it was in these deep crypts that the rituals were said to take place.

The death of Keng's mortal body in 3173 RM brought a schism within the church. Though he was elevated to godhood, there was disagreement within the church. Some claimed Keng was the true deity and Nergaal was merely the herald of his ascent to godhood. Others claimed that Keng was merely a prophet, who brought word of Nergaal to Cuth. This led to entrenched partisanism, with 2 distinct sects forming in 3259 RM – the Cult of Nergaal, and the <u>Adherents of Keng</u>. To this day, there exists a degree of enmity between members of the two sects, which still vie for spiritual control of Cuth.

People willingly give their lives to ritual sacrifice in the Winter Solstice, bringing great honour to their families, and disease and death are regarded in a far more open manner than in other civilised lands. The dead are not buried, but rather, they are embalmed and injected with resins that preserve their bodies, which are interred in niches in the living rooms of their families, where they remain a part of their families. Diseases are typically allowed to run their course, which is seen as barbaric, and the cause of needless suffering, to medical practitioners from other nations. Despite this, the people of Cuth have a tremendous resilience to most diseases, and whilst they may display symptoms of illness, they are not affected as other people are. Though this is likely a result of particular diets and cultural habits, most who know strange resilience believe it to be a gift from Nergaal. See Vol IV: Religions and Cults.

NERGAAL, WHISPERS OF: Mys. Sup. Dre. Lan. Phenomenon recorded by MORTALS in the south west of EASTERN LLACHATUL for many ages, in which the sleep of those who are ONEIRICALLY-SENSITIVE is disturbed by strange whispers and murmurs, most of which are gibberish or otherwise incomprehensible. Over time these were interpreted by the ancient KARKAUTHI people as being the DREAMS of the DEMIURGE NERGAAL. These whispers were slowly interpreted over many years and became an influence on the KARKUTHI tongue, as well as present-day CUTHI, which is a religious language spoken within the CULT OF NERGAAL. Indeed, it is believed that the highest-ranking members of the Cult are even more sensitive to these Whispers than others, and that they regularly commune with the slumbering deity.

<u>NEREK</u>: Set. Settlement in the south west of <u>OPHAR</u>⁽²⁾. Its main industry is animal husbandry and shepherding (Pop. c. 3,500).

<u>NERIDUN</u>: Set. City in the west of <u>VAALK</u>. Its industry revolves around the <u>ZAFEED CONVEYOR</u> manufactory, which produces and sells luxury vehicles, many of them bespoke (Pop. c. 40,000).

<u>NERIK</u>: *Ind. Set.* Fortified settlement in the south of <u>LYRIDIA</u>, south of the <u>HELIOPARNASSUS</u> Mountains. Its main industry is gold mining and bullion is sold to merchants passing by along the <u>RED ROUTE</u> (Pop. c. 8.000).

NERIKA: Str. Fortified lighthouse in the north west of SAGITTARIA, overlooking the deep waters of the SEA OF SERPENTS. It was built in c. 3350 RM on top of a far older fortress with indeterminate origins.

<u>NERIL TA</u>: Set. Fortified coastal city in the north of <u>KHULL</u>, overlooking the <u>BAY OF KALLAR</u>.

NERIS: Geo. Barren coastal area in the north west of <u>TARTAK</u>. Before the time of the <u>KORACHANI EMPIRE</u>, the region was underwater, though the drying up of the <u>BYSSOS</u> and the slow retreat of the <u>INNER SEA</u> left the shallow coastal shelf exposed, the lush coastal grasslands that once hugged the shore now dry. This change had mostly taken place by the time the Korachani empire arrived in Tartak, though the plains still survived, if struggling, though the change was complete by the time the Korachani empire left in 2132 RM.

Where once the area was rich with flora and fauna, it is now barren and twisted by the <u>Atramenta</u>, tree-like growths of raw oxidise iron

protruding from the cracked earth. All usable minerals have been extracted by the insatiable imperial industry, leaving the place empty.

NERITA: Geo. Island along the midspan of the strait known as the GATE OF EREBETH, between the nations of TAHALL and SAGITTARIA. The island was revealed by the slow continued diminishing of THE INNER SEA in c. 3342 RM and the city of SUCHARIIT, belonging to the ORDER OF THE GATE, was built there not long after.

NERKALA: see 'GOD'S TEARS'.

<u>NERLII</u>: Set. Coastal city in the south west of <u>PNESSA</u>, overlooking the <u>GULF OF SAURIAR</u> (Pop. c. 38,000).

NEROLI: 1. His. Ntn. Once a major city state that existed between c. 2800 and c. 300 RM that was known for its back-stabbing rulers and political assassinations, leading to the period known as the THRONE OF LIES.

2. Set. Settlement in the south east of THE SURRACH, in the region of INOTAHL. It was once a major-city state, though lost most of its power in c. 3000 RM after which it dwindled. Today it is known for its orange clay that is used in the manufacture of pottery and bricks (Pop. c. 13,600).

<u>NEROS</u>: *Mil. Str.* Major fort in the south of <u>PELASGOS</u>, close to the border with the <u>FREE-ISLES OF PELASGOS</u>. It provides protection to merchants and travellers crossing the <u>RED ROUTE</u>, which passes by the fortress.

<u>NESAE</u>: *Geo.* Mountain-range in the c of <u>OKKHAM</u>, stretching south from the western-face of the Okkhami mountains.

<u>NESAKHA</u>: Set. Coastal settlement in the west of <u>KHAMID</u>, along the south eastern shore of the <u>SEA OF IANA</u> (Pop. c. 7,000).

<u>NESH</u>: Set. Settlement in the region of <u>DAYLAM</u> in the west of <u>THE SURRACH</u>, along the course of the river <u>BRUD</u> (Pop. c. 10,000).

NESHAK: Set. Settlement 12-miles north west of the capital city of <u>LIRAET</u> in the south of <u>TARTAK</u>, the settlement, like many others in the region is a satellite of Liraet and provide much of its food (Pop. c. 9,000).

NESHER: 1. Sca. Sea and extension of the far north east of the SEA OF URAN, serving as a natural border between the HARÉSHKI CITY-KINGDOMS of MEDES^(1,) and NICAEA^(1,).

2. Set. City in the south of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>NICAEA</u>^(1.) (Pop. c. 15.200).

3. Mil. Str. Citadel in the eponymous city in the HARÉSHKI CITY-KINGDOM of NICAEA^(1,).

NESHRA: Pol. Duchy in the HARÉSHKI CITY-KINGDOM of NICAEA. It is coastal, bordering the BAY OF NESHER^(1.) and is known for its rolling farmlands that lead down to the coast from the GESSEL Mountain in the porth

NESIT: Set. Settlement in the south of CHEIRA (Pop. c. 4,750).

NESIYON: Set. Settlement in the south east of RHEA. It is known for its cotton production (Pop. c. 4,500).

<u>NESSA</u>: Geo. Pit in the upper levels of <u>CARCERI</u>, roughly beneath the city of <u>TA OMA</u> in the c of <u>AHRISHEN</u>. It is said to be guarded by a valthas, and has been described by the few who have explored it as having many drip waterfalls, snottites, and stalactites, thought to have their origins in the Ahrisheni wetlands above.

NESSUL: Set. City in the east of KORACHAN, around 20-miles from the coast of the GULF OF LEMAS. It is a major manufacturer of machined parts, and is noted for its watchmakers, including the HOUSE OF ILLIAN (Pop. c. 58,000).

NESTER: Soc. Rnk. Ranchers within the KORACHANI EMPIRE. The term originated as a slur, though has since been appropriated by the ranchers themselves over time, with the term finding its way in common usage today.

<u>NESTRIS</u>: Set. Small fortified city in the west of <u>OPHIUSSA</u>, along the course of the river <u>PURUSA</u>. It trades upstream with western <u>GNOTH</u> (Pop. c. 18,000).

<u>NETARION</u>: Set. Fortified coastal settlement in the far north of <u>KARGAMA</u>, overlooking the south west of the <u>BAY OF VIAMA</u>. Its people trade with the <u>TEMPLAR STATES</u> (Pop. c. 8,400).

NETCASTER SPIDER: Fau. Large spider, roughly the size of a mastiff, common in the jungles of the WOLD and surrounding environs. It is known for its net-like web, that it throws at prey, trapping them. See Vol II: Classification and Taxonomy of Life.

NETCHA: Set. Major city in the c south west of ABATTUR. It was the administrative centre of Abattur during the region's subjugation by TISARA, and was assaulted by a disgruntled populace in 2908 RM. The uprising was quelled, with the instigators put to death, but it stoked the flames of rebellion, with conflict spreading across the conquered lands leading to the independence of Abattur in 2913 RM. A new capital was established in the city of LAILLA soon after, though Netcha remained a cultural hub following this.

A monument honouring the actions of those taking part in the uprisings was erected in 3021 RM and remains a focal point of the city centre to this day (Pop. c. 126,500).

<u>NETERSHEN</u>: Rvr. Saltwater marshland at the mouth of the river <u>DALARIA</u> in eastern <u>VÂRR</u>. Its delta is extensive and mud shallows dominate the coastline up to 10-miles out, making it dangerous for vessels to approach the land.

<u>NETH</u>: 1. *Lak*. Endorheic lake in the tribal territories of <u>OSRIS</u> in the c east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. An island in the c of the lake is home to the co-called <u>COLOSSUS OF OSRIS</u>, the c of the <u>OSRA</u> faith that is common in the region.

2. *Rvr.* Endorheic river in <u>MULCIBER</u> flowing north west from various sources in the tribal territories of <u>NUNEA</u>, ending at lake Neth in the territories of <u>OSRIS</u> in the c east of the <u>GROWING MOUNTAINS</u>. The river is seasonal and wanes twice a year, often disappearing entirely.

<u>NETH SHUVRA</u>: *Int. Rel. Str.* Isolated church in the <u>ORACASHO</u> region of c south western <u>SARASTRO</u>, known for its crypt and reliquaries.

NETH TA': Set. Small coastal city in the north east of KHULL. It is a major fishing centre and its main industry is the production of fish sauce (Pop. c. 16.400).

NETHAYA: Pol. Soc. Bus. PATRICIAN HOUSE in the KORACHANI EMPIRE known for being a member of the ATROPI HOUSES. Its ancestral home is the settlement of LARIA, which is now greatly diminished following the death of the natural land in the area. The House is largely based in the CAMASSIAN STRONGHOLD today.

Its main role within the cooperative is the overseeing the growth of moss and algae cultures for use in <u>DROSS</u> production, many of which are grown in vast underground vivaria. See Vol II: Patrician Houses.

<u>NETHEA</u>: Pol. Set. Capital of the <u>HENDECARCHY</u> of <u>MYEIN</u>, in the west of <u>MALAN</u>, along the course of the river <u>LOT</u>. It is extremely insular and few if any outsiders are granted the luxury of entering its <u>CREANT</u>-guarded walls (Pop. unknown).

NETHERLANDS, the: Geo. Region in the c east of AHOPAH that is largely below sea level and guarded from the SEA OF NARANOR by coastal hills. It was once part of the Sea of Naranor itself, though as ELYDEN'S seas diminished over the past centuries it found itself cut off from the main sea, and slowly diminished, leaving behind salty wetlands. These wetlands were slowly converted to arable land through the planting of reeds and by c. 3860 RM they had become fertile and a valued part of agriculture and economy, with goats and cattle now plentiful.

NETHIR: Mil. Str. Artillery outpost in the south west of VENTHIR, hewn from rocks in the south of the JAELA Mountains, facing west into SARASTROAN territories, overlooking the NATHI ROAD. The fortress is home to 6 heavy 19.7" rifled muzzle loading guns, each of which has a range of 5-miles. The guns are located deep underground, with firing slits built into the cliffs of the Jaela mountains and they are notorious for the deafening roar they make when fired.

NETHYR: Sup. Set. Small city in the FAR HEMISPHERE, located on a LODELITH above the north east of the SEA OF ASEER just south of its turn into the SEA OF IPERIA. The lodelith it is situated on is uneven, and the city is stepped, built across different levels that divided by chasms and cliffs, connected by stone walkways and cliffs. Its main link to the mainland is via SKYSKIFFS and airships.

It is home to many schools and institutes of higher learning, where <a href="https://example.com/schools-schoo

<u>NETISOA</u>: Pol. Set. Ruling city in the tribe of <u>DATHOA</u>, in the south west of <u>MULCIBER</u>, in the west of the <u>GROWING MOUNTAINS</u>. The city is a major centre of <u>SLAVERY</u> in the region, and buyers of the rich and

powerful travel thee from across the north of <u>SAMMAEA</u> and beyond to purchase slaves from its great markets (Pop. c. 90,000).

<u>NEUSA</u>: Set. Settlement in the south of <u>OPHIUSSA</u>, in the west of the region of <u>GOMELA</u>. Its main industry is viticulture, and the production of <u>OPHIR</u>^(3.) (Pop. c. 5,000).

NEVAIHM: *Geo.* Region in the south of <u>THE SURRACH</u>, in the desert of <u>THAMAAZ</u>. Its controlling city is <u>PAAN</u>.

<u>NEVANEX</u>: Dre. Myt. Mys. The <u>PARTHISAN</u> word for the <u>DREAMWORLD</u>, which has been a part of <u>NORTHERN SAMMAEAN</u> mythology since the days of the <u>SAMMONISH</u> empire, in the <u>FOURTH AGE</u>.

<u>NEVERDYING</u>, the: *Rel.* Religious sub-cult of the <u>TETHYSIAN</u> pantheon that worships the Proxy-king as a deity, rather than proxy to <u>KATHISIS</u>^(1.). Its centre is the city of <u>LYSITEAS</u>. See Vol IV: Religions and Cults.

NEVERDYING, TEMPLE OF THE: Rel. Str. Temple in the capital city LYSITEAS in TETHYSIA where the body of the GOD-KING KATHISIS is kept alive. It is home to the petitioner chosen to be the mortal vessel of the God-king for the remainder of their live, and it is an important religious site in Tethysia.

NEW TEMPLE OF THE EMPYREAN: Rel. Religion founded in SERROK in 3782 RM following the unearthing of texts that shook the foundations of the CHURCH OF THE PROPHET OF THE EMPYREAN in CHEIRA. Both religions remain active to this day and are forced to co-exist under an edict that allows the people of Serrok to practice any religion, within reason. See Vol IV: Religions and Cults.

<u>NEWAERS</u>: Set. City in the c of <u>ELALLIA</u>. It is built on flat marshy terrain in the south of the <u>EGETTUR</u> lowlands and is known for its many canals. Its main industries are the cultivation of peat and sheep farming (Pop. c. 36.400).

<u>NEWGROWTH</u>: Cal. <u>TEMUJAN</u> spring, mostly referring to early spring and the festivals of sowing

NEW VALGHAR: see MALPHAS.

NEYEM: Set. Major city in the south of the nation of GREST^(1.) in the west of the island-continent of BROR^(1.). It was once the capital of the nation of AHAGGAD^(2.) though it was sacked in 3263 RM during the fall of Ahaggad, after which the legion was named Grest and the capital was moved to SCELD.

The ruin of Neyem was soon rebuilt and it became home to the secretive <u>HE'ELAN CULTS</u>, which would later spread across Grest, leading to the eventual overthrowing of its monarchy in 3782 RM after which the three <u>HE'ELAN ARCHDUKES</u> would take over as autocrats, dividing the nation between them.

The city never regained its previous political power, though it remains a major city in the south of Grest to this day (Pop. c. 157,000).

NEYSHABUR: Geo. Rocky region in the north east of SAMMAEA, crossing the border between the south east of SARASTRO and the north west of ANUBIA, once known for its vast umbra reserves. The area was the battleground of a 2-decade conflict known as the WAR OF THE TRIPTYCH that began in 161 RM that involved the nations of Sarastro, VENATH (later VENTHIR) and the KHERI people of Anubia. The conflict left Venath in control of the many UMBRA wells and extractors, though they were abandoned in c. 200 RM as the Venathi empire dwindled.

After the <u>KORACHANI EMPIRE</u> annexed Venthir in 361 RM interest in the region was renewed, with imperial expeditions there resulting in as many as a dozen new colonies in Neyshabur by 400 RM.

The region was an important industrial area for Korachan, though umbra reserves began to dwindle by 2450 RM and last of the colonies, <u>ACATEA</u>, was abandoned in 2523 RM.

<u>NEZAH</u>: Set. Small city in the region of <u>QATTISYSH</u> in the west of <u>THE SURRACH</u>. Due to conflict with the <u>BAKHRAN STATES</u>, the city has diminished in recent years, and many of its southern districts have been reduced to rubble from enemy bombardments, though it has become a major recruiting ground for Qattisyshi forces (Pop. c. 15,200).

NGAT SHOSGUR: Set. City in the south west of ALAM BETHYL, constructed around and within the trunk of a giant tree, most of which is now dead. Dating back to an early <u>FIFTH AGE TREE-DWELLER</u> settlement, the city is proud of its long heritage and celebrates the tree, which is considered a spiritual guardian of its people, throughout the three day

Spring equinox festival, in which the tree's sap is used to make flat cakes that are consumed during a great ritual that is said to unite its people. Though merely a sapling when compared with the monolithic trees that once dominated this region in the FOURTH AGE, it remains a breathtaking sight, with stone dwellings surrounding its base, reaching up its trunk, before tapering may storeys as the crooked trunk continues to rise, its grey bark stark against the blue skies. It was struck by lightning in c. 3400 RM and much of the tree burnt down, though a single branch remains alive to this day, and it is fiercely protected by the people of Ngat Shosgur.

The city is one of few major Bethylan settlements to exists to the south of the northern <u>POLAR CIRCLE</u>, meaning it does not experience any periods of 24-hour light or dark (Pop. c. 39,300).

NGHALLEAL: Geo. Mountain-chain, covering some 1,650-miles in the north west of WESTERN SAMMAEA, forming a border between north east of THE SURRACH and southern SAGITTARIA and south western EREBETH and south western CYHLAGHARR. The Mountains are old, relatively low and crumbling, with many caves and cave-systems in its eastern face, many of which open up into larger fissures and shafts that form a hollow webwork in the heart of the mountain, which is to all intents and purposes, hollow. The lower caverns are largely flooded with stagnant waters and the stench of stale air. Earthquakes are relatively common west of mountain, following its vague outline and have been known to affect the cave-system, collapsing caverns and revealing new hollows.

<u>NGILPOG</u>: Leg. A mischievous spirit in <u>RAONGENI^(2.)</u> folklore, known for playing tricks on travellers. It is said that appeasing *Ngilpog* with offerings ensures a safe journey through areas of wilderness. See Vol II: Legends and Folk Tales.

NGLILIA: Set. Fortified coastal settlement in the west of CYHLAGHARR, overlooking the SEA OF IMERRIL. It is known for its farmlands (Pop. c. 7,400).

NGODRIN: Set. Small fortified city in the west of <u>CYHLAGHARR</u>, overlooking the <u>AGRNN SOUND</u>. It is known for its thick heady wine and is surrounded by dozens of vineyards that are worked by human slaves (Pop. c. 14,000).

 $\underline{\text{NGUR}}\text{: }\textit{Set.}$ City in the c of $\underline{\text{CHEIRA}}$ (Pop. unknown).

<u>NHAL</u>: *Rvr.* River that flows through <u>ALMAGEST</u>. Has three major tributaries that flow from the GAEFANG Mountain.

<u>NHASESS</u>: Set. City and island in the north west of the <u>FREE-ISLES OF PELASGOS</u> (Pop. c. 19,800).

NHORA: Pol. Ninth of the HENDECARCHIES of the FOREST KINGDOMS, located in the north east of MALAN. Its capital is the city of DERATOALA, and it is ruled by the HENDECARCH XENADUS VELTHUR IV.

It is of a cool wet temperate climate, and is dominated by the rocky THARORAT Mountains in the north and the CARMATHAN in the south and is known for its many rugged landscapes. It is the only one of the eleven FOREST KINGDOMS that is not currently a monarchy – it is ruled by a great republic council made up of 111 councillors elected from its various districts. A representative is elected from amongst them who carries the title Hendecarch, but they do not wield any more power than the rest of the councillors.

NHUAD: Sct. City in the north east of CHTHYRID, noted for its deep catacomb-districts and sizeable subterranean portions. It is known to trade with the metropolis of AMDUKA in THE OLD FOREST (Pop. c. 42,100).

<u>NHYOTH</u>: Geo. Sheer ridge, 150-miles long, in the north of <u>CHTHYRID</u>, between the <u>RHAECHA</u> and <u>UMBRALA</u> Mountains. One safe pass crosses the ridge, along a schism 30-miles from its western reach, known as the BRALA.

<u>NIAH</u>: Set. Fortress-city and lengthy redoubt in the east of <u>LHACCIDA</u>⁽²⁾, overlooking the lowlands of <u>SIMBARA</u> (Pop. c. 17,000).

NIALDA: (B. 1543 – D. 1592 RM) Pol. Empress of IMELKA and member of the IMELKAN DYNASTY whose death led to the 3-year civil war in which her twin sons and heirs to the throne fought for possession of the GODSTONE⁽¹⁾ PRONAOS TESSERA. EVVRED would eventually win the war, taking control of the nation in 1595 RM.

<u>NIANA</u>: Set. Small city in the c north west of <u>PARAIYA</u>. It is known for its caravanserais, where merchants can seek shelter along the route between <u>MHAROKK</u> and the capital of <u>SOPORA</u> in the south east (Pop. c. 18,000).

NIAPPED: Set. Coastal city in the east of KASPIA (Pop. c. 32,000).

NIARNA: Geo. Low mountain range in the south east ZHARIAH⁽²⁾. It is the southern border of the basin in which the ISTHIS sea is located.

NIASIT: Set. City in the north east of the tribe of NINIR in the south east of the GROWING MOUNTAINS of MULCIBER (Pop. c. 22,000).

NIBAR: Mil. Str. Fortress in the far north east of CUTH, in the c north east of the MO-ORASSIM highlands. The fortress was constructed in c. 2480 RM to defend against a possible mountain-route into Cuth from KETTARANG (now KREM). The threat was not present though and the construction of the fortress is attributed to a growing insularity at the time, as the CULT OF NERGAAL took root in the region.

The fort was abandoned in c. 3170 RM and bloodstones were later found there, leading to the formation of a boomtown to cater to prospectors. During this time the miners and prospectors would commonly eat and gather at the *Mountains' Edge* eating hall. Given the remoteness of the area, harsh terrain, and dry climate, there was little of sustenance in the region, but one thing it was known for was its aloe liqueur, known as <u>BRAN</u>, distilled beneath the tower from aloe plants cultivated in the region.

The rush died down in 3384 RM, and the settlement diminished, though remains today as a new fort rebuilt over the remains of the previous iteration, though the distillery remains.

NIBBIA: Set. Major city in the south of AHRISHEN (Pop. c. 841,500).

<u>NIBRU</u>: Sup. Rnk. Caste of <u>FIRMAMENTISTS</u>, commonly found in <u>SABIA</u> or <u>KASPIA</u>, though recorded in various other parts of the north east of <u>LLACHATUL</u>. Their <u>SPHERE</u> of influence is tied to the winds, sometimes waves and tides.

NICADA: 1. Pol. One of the eight HARÉSHKI CITY-KINGDOMS.

2. Pol. Duchy in the HARÉSHKI CITY-KINGDOM of Nicada^(1,).

3. Set. Fortified capital city of the <u>HARÉSHKI CITY-KINGDOM</u> of Nicada⁽¹⁾. It is a city of great religious importance in the Haréshk and is fed by a natural spring that has been present for thousands of years. It is also an influential economic centre, and is a vital link in the <u>GREAT ROAD</u>, with merchants from across the trade-route making their way here with distant goods for sale (Pop. c. 575,000).

NICAEA: Set. Storied city in the c of NARTHEL. Originally called NICATH, it was renamed to Nicaea in 903 RM following mass dissent of workers there, with harsher laws enacted. KORACHANI culture flourished there following this time, with most native customs quelled, surviving only in secretive rituals and mystery cults. In 2746 RM a meeting of THE SEVEN was held in the city, which forever-more became known as the COUNCIL OF NICAEA. The council led to the EDICT OF NICAEA, where PATRICIANS throughout he empire were stripped of certain religions privileges and some ancestral lands.

Its gold mines were exhausted by c. 2700 RM and the city remained as a fortified redoubt in the <u>UEFIR</u> Highlands. As the Korachani empire began to fragment towards latter half of the fourth millennium RM, the city became a strongpoint for the <u>STEEL LEGION</u>, with dissenting cities and regions within Nárthel subject to their retaliation (Pop. c. 92,000).

NICAEA, COUNCIL OF: Pol. Org. Council convened by the KORACHANI government in the city of NICAEA in 2746 RM, overseen by The Seven. The council led to the EDICT OF NICAEA, where PATRICIANS throughout the empire were stripped of certain religions privileges and some ancestral lands.

NICAEA, EDICT OF: Pol. His. Edict enacted by following the COUNCIL OF NICAEA in 2746 RM, which removed certain religious powers from KORACHANI PATRICIANS, leading to the downfall and weakening of many HOUSES. The edict had great ramifications across the empire, and is believed by some scholars to have been one of many causes of the WAR OF THE ARTIFEXES.

NICARIAH: See. Small city, originally in the north east of SKAROS, but now part of the south of ALMAGEST, since 3014 RM, around 80-miles from the Skarosian coast. The city pre-dates the arrival of the KORACHANI EMPIRE into Skaros by some centuries, appearing in PRE-

IMPERIAL Korachani texts as a settlement along the northern <u>LASCARI</u>⁽²⁾ border that was renowned for its philosophers.

Nicariah was rapid to adapt to subjugation under Korachan, and quickly established itself as a scholarly and philosophical centre, where many books were printed following the appearance of the first crude printing presses c. 500 RM, which it continues to do to this day

It became a ruin after the $\underline{\text{WAR OF THE ARTIFEXES}}$, though following the expansion of $\underline{\text{ALMAGESTI'}}$ borders south, it was resettled and remains today as a centre of printing (Pop. c. 18,000).

NICASSA: 1. Geo. Plains covering 8,000 square-miles of area, dominating much of the north of MHAROKK. The coastal area of this region was once beneath the sea level, though the shrinking of the INNER SEA over past millennia caused it to rise above the sea-level. The extent of the old coast now stands some 10-miles inland, and is dominated by ruins of past ages, perched on the edge of the dry plateau that marks the old coast, the rotten half-fossilised wrecks of ships lying half buried in the rock; the structures around them reduced to little more than dust, the echoes of the once-monolithic constructions disappeared.

The region was pillaged throughout the <u>AGE OF STEEL</u> for what materials remained as well as the treasures of ancient tombs, leaving the area a barren echo of its past.

2. Eth. Ancient people thought to have been wiped out in by the $\underline{\text{AIKLAH}}$ in an ancient war. The coastal plains of the north of $\underline{\text{MHAROKK}}$ are possibly named after them, as some ruins attest to.

NICATH: His. Set. Ancient city and part of the AMNATHI KINGDOM, situated on the northern face of the UEFIR highlands and overlooking the east of the LYBIC SANDS. Nicath was a moderately successful mining settlement during the time of the Amnathi kingdom, with its mines and quarries supplying the kingdom with gold and quartz, amongst other materials. Due to this, it was always somewhat fortified, its position in the foothills of the Uefir highly defensible. Following the dissolution of the Amnathi kingdom in -589 RM, Nicath managed to maintain enough power to become one of the nine resulting states, from which came to rule merchant family of NÁRTHEL in -542 RM. Through the influence of the family, Nicath, alongside TAMESIS and ENESH, formed the state of Nárthel, with Nicath as its capital.

Nicath's gold mines expanded considerably, the wealth helping to unite the new state. People flocked to the city and by c. -350 RM it became the largest and most influential of Nártheli cities, becoming a republic. However, with that power came corruption and the leadership of Nicath began to flounder by c. -100 RM. That, coupled with the rising Venathi empire, which by then had already annexed much of the eastern territories of Nárthel and, later, the birth of Korachan in the north and west, led to the fragmentation of its republic, with a new militocratic power-base forming in the western city of KLIROS (by then the home of most of its military), which became the capital of Nárthel in 76 RM; scant years before the KORACHANI EMPIRE would blockade the STRAIT and take Nárthel in 84 RM.

The city's gold mines flourished under Korachani rule, though the city itself became little more than a settlement for the workers and magnates controlling the industry and trade of the material, and its culture suffered greatly. Though the slave-culture that dominated imperial manufactories was never truly adopted in Nárthel, the conditions of the mines in Nicath were hardly exemplary, and such adverse working conditions led to revolts in c. 850 RM. Most dissenters were culled by c. 890 RM and a reinforced imperial administration was set-up, leading to its renaming to NICAEA (the Korachani name for the city) in 903 RM.

NICHE CHAPEL: also 'Cenobite Chapel'. Rel. Str. Roadside shrines across the KORACHANI EMPIRE and in lands where the CHURCH OF THE UNDYING MACHINE holds sway, where CENOBITES who have become ATRAMENTALLY CORRUPTED through their travels are sent to spend the rest if their days. They collect alms and tend to the small chapels, where travellers and those living nearby can come to pray and leave offerings. These ailing cenobites are sometimes assisted by VOTARIES of the parish, who help them and make them as comfortable in their final days as possible.

NICODEMIUS: 1. Geo. Island 300-miles off the southern coast of OKKHAM. It is part of the ISLES OF NICODEMIUS, that is a tributary of Okkham.

2. Set. Fortified settlement and harbour on the above island (Pop. c. 15,000).

NIDHAIA: Ind. Set. Settlement in the c north west of PARTHIS, in the eastern foothills of the BALAUR^(1.) Mountains. Salt mining has been its primary industry for centuries, and the mines beneath the city are wondrously expansive, featuring long tunnels and large square chambers, some of which are now partially flooded, with chemically-rich waters. The salt mined here is considered of high industrial quality and is not used for cooking (Pop. c. 8,400).

NIDOR: Set. City in the east of CHTHYRID (Pop. c. 43,000).

NIELL: Set. City in the c north of <u>KAZZAR</u>. It is built atop an ancient early <u>FIFTH AGE</u> astronomical observatory, where ancient mortals would mark solstices and equinoxes (Pop. c. 32,400).

<u>NIGGAST</u>: Set. Coastal settlement on the c north of the island of <u>CYNCER</u>^(1.) in the south of the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u> (Pop. c. 8,500).

NIGHT-COURT: Com. The so-called law courts of the criminal underworld of the <u>CITY OF ALMAGEST</u>, where disputes amongst counterfeiters, smugglers and other participants of illegal activities are settled. Ironically, the Night-court is thought by some to be more efficient and effective than the true courts of Almagest.

NIGHT SISTERS, the: Org. Penitents of the IVORY MOON. Based in the PRINCIPALITY OF SEPAHAUNAT in the north west of SAMMAEA, the sisters seek penance by shunning the light of the Ivory Moon, and are thus known as the Night Sisters. Isolationist, its sisters are only ever seen on nights when the Ivory Moon is new, and sometimes travel to towns seeking alms and donations. Little is known about them and even the natives of Sepahaunat shun then. They are not related to the religion of SYBARR that is dominant in the region.

NIGHTMARE CREATURE: see ONEIROI.

NIGRED: Mor. Black-skinned GIGANRI who are largely found in GNOTH. Their ancestors sought enlightenment and fell, though the giganri are reticent of sharing the full story with outsiders. Today, they are known for their outgoing personalities and their love of travel, and they are amongst the most commonly encountered giganri outside of their homeland, whether they are simply travelling or have emigrated to foreign lands. They often become diplomats and ambassadors to other nations, suiting their natural characteristics. See Vol II: Classification and Taxonomy of Life.

NIHASH KIMAL: Leg. Oth. Soc. Famed OTHERWORLDER commonly featured in the legends and myths of various peoples and cultures in the south east of MENISCEA, including AHOPAH, the north of IMELKOT, and the east of VECTIS. The otherworlder is noted for the brilliant light that emanates from its body that is inimical to those who look upon it, leaving them sickened, blind and their bodies blistered and burnt.

The otherworlder gained prominence in c. 1300 RM, and has been sighted sporadically since then, earning a place in local legends and myths, where it is regarded as a harbinger of monumental events, where the injuries sustained by those who look upon it being regarded as a test. Those who die of their injuries are said to have been weak-willed, with those surviving often becoming famous or influential members within their societies. Some areas that have had visitations by Nihash Kimal have gone on to deify the otherworlder and worship it as a demigod and patron.

<u>NIHAV</u>: Ast. The seventh of seven known <u>PLANETS</u> orbiting the star <u>SOR</u>. Its mean orbital distance from Sor is 2,1000,000,000-miles and has an estimated diameter of 35,000 miles.

It is the third of the <u>OUTER PLANETS</u> and is not visible to the naked eye though has been known to astronomers and some <u>SHAPERS</u> for centuries. It is characterised by its smooth, featureless gaseous surface and its brilliant colour that ranges from pink to salmon. It has one known satellite, <u>ZAUATE</u>, though is believed to have more. **See Vol II: Planets and Satellites**.

<u>NIHAVALEN</u>: Cal. In the <u>KORACHANI CALENDAR</u>, the ninth month of twelve, comprising 30-days. It is named after the <u>PLANET NIHAV</u> and is considered the third of three months of summer. See Vol II: Months and Lunar Cycle in Elyden.

NIHILESH IV: m. Pol. Per. (B. 3921 RM) The king of MIRALUL since 3977 RM. He is commonly regarded as a deranged warmonger and his actions have cost him various alliances and Miralul now stands on the brink of war with ALBASSITA and UGURIIT.

NIHITH YARAATH: Oth. OTHERWORLDLY lord of the realm of the MARKED PALL (1.) in the west of KHARKHARADONTIS. They scour the surrounding lands for slaves and sacrifices to be made to the MARKED PALL (2.). They take the form of a pallid figure, with enveloping wings like cobwebs, their slender talons like blades and most horrifying of all, a dull featureless face marked with two gaping hollow eyes, dark as the ATRAMENTA. They are regarded as a prophet of the Marked Pall and are considered a divine figure and the head of its 'church'.

<u>NIHILAR</u>: Oth. A form of <u>OTHERWORLDER</u> prone to bouts of melancholy and despair. They remember nothing of their previous lives and are reborn as hollow creatures. See Vol II: Classification and Taxonomy of Life.

<u>NIKAN</u>: Mil. Str. Major fortress in the north east of <u>MHAROKK</u>, perched over a steep valley in the <u>HAOL</u> Mountains. It was once the repository of an ancient <u>THYMI</u> relic, thought by some to be a <u>GODSTONE</u>. It was taken by <u>SARASTROAN</u> forces during the <u>WAR OF SUNDERING</u>, when Mharokk was still a Korachani territory, and the fate of the relic, if indeed there ever was one, is unknown.

<u>NIKAPONTA</u>: Set. Settlement in the south of <u>SAGITTARIA</u>, along the course of the river <u>MAENDA</u>. It is known for its vineyards and dry white wines (Pop. c. 8,000).

<u>NIKAYADA</u>: Set. Major city on the island of <u>OULADA</u> in <u>FALLAROUR</u>, off the south western coast of <u>SAMMAEA</u>. It is the largest city in Fallarour, and is its only major industrial centre, with a large harbour where large cargo ships can berth – the only such place in all of Fallarour where they can do so (Pop. c. 246,000).

NIKEFAR: Ser. City in the far south east of ABATTUR, in the eastern face of the VOULLOR Mountains. along the course of the HIDDEN RIVER. Its main industry, and the reason for its founding, is the quarrying of slate, which is believed to be millions of years old, formed during the creation of the incredibly old mountains that flank the settlement and its quarries (Pop. c. 25,000).

NIKODEMIA: Set. Major city in the c north west of the MALANI HENDECARCHY of LONAR. It is an important link in the Malani trade route known as the AEGISWAY, and also forms a part of the GREAT ROAD, and it trades north west with SAUA and south with TZALLRACH. (Pop. c. 98,000).

<u>NILA</u>: Set. Fortified coastal city in the south east of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>PALUS</u>^(1.), near the mouth of the river <u>SARA</u> (Pop. c. 39,500).

NIMBUS GOD: Pol. Ruler of the Kingdom of ELALLIA in the south of SAMMAEA.

NIMEH: also 'Temple of Nimeh' or 'the Temple'. Str. Soc. Pol. Gigantic forum and food hall in the city of <u>TUALAR</u> in the c south east of <u>PARTHIS</u>. It is often referred to as a temple (or the Temple by those who commonly frequent it), despite having now extant overt religious allegiances. It is a place where people can eat for free, though donations, no matter how meagre, are expected (going towards the next day's meals).

It is run by the Parthisan government and prepares good food daily, without fail, feeding many poor and homeless, though people from all walks of life go there to eat, as it is famed for its forum where people can talk and proselytise their fellow diners, which often results in 'lively' conversation. The structure was once a temple dedicated to an ancient power, but following the secularisation of Parthis, it was repurposed. It is famed for its verdigris-encrusted domes and status and its green-stained white marble walls. All the tables and chairs in the hall are identical, signifying a breakdown of class - for once inside, all are considered equal.

To steal or commit any crime in the Temple is a serious offence and seen by most as morally reprehensible, and those caught doing so are publicly shamed in punishment, which is usually more than enough to ruin their lives.

<u>NIMMEA</u>: also 'the Restless City'. Set. Dre. A free city situated in the north of <u>IMEAL</u> in <u>CENTRAL LLACHATUL</u>, Nimmea is constructed in a shallow crater and its metal walls are well-guarded against exit. Though the terrain around it is largely free of the corrupting influence normally associated with torpid <u>DEMIURGES</u>, it is nevertheless subject to some strange laws.

The region is famed for the troubled sleep that greets those resting in the city, whose fears and desires are sometimes made manifest. Heavy <u>DREAMING</u> sometimes brings with its nose and ear bleeds, while waking hours always come with a dull ache. Natives and those acclimatised to living there come to ignore the feelings though those new to the region find the effects discomforting.

The city is governed by an ancient 1^{st} generation <u>HALFBLOOD</u> who is said to hold enthralled the weaker-willed beings of the city, which exist as little more than slaves (Pop. c. 52,500).

NIMALO: 1. Pol. Geo. One of five emirates of the <u>SECULAR EMIRATES OF LIMOTH</u>, located to the south east of the nation, and encompassing most of the islands that collectively are known as <u>THE CONSTELLATIONS</u>.

The other states are <u>DEITHO</u>^(1.), <u>LIMOTH</u>^(2.), <u>OTHOTEL</u> ^(1.), and <u>UKOLIST</u>.

2. *Pol. Set.* Capital city of the eponymous emirate within <u>LIMOTH</u>^(1.), located in the c north of the state (Pop. C. 156,000).

NIMRAH: Ser. Settlement in the c of NAARETH, 70-miles north of the capital in KAURNAKAR. It is known for its rangers who patrol areas of the BAT YAAD that are close to settlements, protecting them from wild animals, particularly TARRAGONS (Pop. c. 32,000).

<u>NIMUR</u>: Geo. Island off the north eastern coast of <u>VENTHIR</u>, in the <u>KEMHAB COAST</u>.

NIN: Set. Fortified settlement in the far south of VENTHIR, around 12-miles from the border with SARAGOS (Pop. c. 10,000).

NINAVAND: Myr. A being born in the early FIFTH AGE, in what is thought to be the north east of SAMMAEA, to a culture believed to be a precursor to the VENATHI EMPIRE. Though their origins are unknown, they are thought to be a scion, otherworlder or low generation halfblood.

They were once an apothecary to an influential house and rose to the position of royal apothecary in the city in $\underline{\text{VENATH}}$ in $\underline{\text{NATH}}$ in c. -150 RM. From there they became part of expeditionary forces that explored the surrounding lands, where they became enamoured by the scope of the world and what lay beyond the horizon. They left their life in Venath and began exploring the world, taking copious records of their findings as they explored.

They made the <u>LIBRARY OF ZODD</u> their base and would return there periodically to transcribe their writings and make copies of them, though following its destruction in c. 800 RM, they continued exploring the west of <u>SAMMAEA</u>, circumventing the continent as they sojourned in different cultures, making their way into Llachatul in c. 1500 RM, eventually moving east into Meniscea in c. 3000 RM. Every place they went they took copious notes, leading to an extensive body of work that has been translated into many languages over the centuries, creating possibly one of the most exhaustive and studied treatises of dozens of cultures, from their inception to long after their death.

Some eras of work have been lost over time due to various events, such as the destruction of the Library of Zodd in <u>SEPAHAUNAT</u>, or the looting of the <u>TEMPLE OF EMREZEN</u> in <u>VALA</u>.

NINE, the: see ABULIA.

NINE BROTHERS, the: Leg. KORACHANI folk tale detailing the exploits of nine brothers who travel the known world in search of fame and fortune. Over the journey, they die one-by-one to their selfishness and misfortunes until only one remains, who returns home empty-handed, and wounded, glad to be alive.

Scholars now think that the story was originally intended to dissuade people from venturing too far from their homes, as a way of keeping them safe from harm. With the coming of the Korachani empire, the tale was encouraged to instil in people values inherent in a sedentary life. See Vol II: Legends and Folk Tales.

<u>NINE SENTINELS</u>, the: Rui. Ancient towers built of solid basalt found midway across the <u>LIDEAN-MHAROKKIN</u> border, along the course of the river <u>SHIBBOLETH</u>⁽³⁾. Two of them lie in ruins. Two, in Lidean lands, are

occupied by standing troops. Three, in Mharokkin lands, are similarly fortified. One, also in Mharokkin lands, stands abandoned, shunned by locals and Lideans alike. The final one carries somewhat of a history behind it:

Sometime in the early <u>FIFTH AGE</u> the last of the towers, bearing the anthropomorphic name of 'the Eremite' by the Mharokkin people, became the subject of a massed <u>OGHUR</u> pilgrimage. From all over <u>KHARKHARADONTIS</u> and beyond the creatures would travel, some coming from thousands of miles away (though few, if any, from <u>CYHLAGHARR</u>), each bearing a story worthy of an epic. Many bore the signs of the wasting diseases of the <u>ATRAMENTA</u> such as <u>AEPATHY</u>, their bodies wracked by pain and grotesqueries. Together they gathered under a silent call and a banner unseen, rallying behind the calls of a single demagogue, his body foulest amongst them all, more akin to a <u>GROTESQUE</u> than anything else.

At some silent command they proceeded to rip away at the structure with nought but their bare hands and the smallest of instruments. On a few occasions the <u>KORACHANI EMPIRE</u> launched attacks against them but they responded savagely, acting only in defence. Eventually Korachan relented and left them to their devices. Over many years they broke the structure into countless parts and hauled the remains south, where they disappeared, never to be seen or heard of again.

NINE WATCHERS, the: Sup. Dre. Pol. Rnk. Comatose AUGURS in LYRIDIA, second only in importance to the SIBYL herself, who is said to draw strength and sight from their DREAMS. The ARCHPOTENTATE MALICHAR had them enslaved after the siege of Lyridia.

NINE WONDERS OF THE ANCIENT WORLD: His. Rui. Leg. Str. A list of nine wondrous ancient structures, commonly attributed to mortal craftsmen working in the early FIFTH AGE or earlier, without the aid of supranatural forces such as SCIONS or DEMIURGES.

The contents of the list have varied over time, mostly by tyrants wishing to erase the feats of ancient peoples and to aggrandise their own accomplishments, though most unbiased historians cite the following as the most commonly-accepted list, which includes:

The Acropolis of Lanethos, the Bell Tower of Gerra Shabott, the Catacombs of Costantia, the Chthonic Gate, the City-engine of Unnyarhial, the Colossus of Reshab, the Forum of the Demiurges, the Library of Hemmarashel, and the Pyramid of Otulr.

The list discounts structures or feats of engineering from extant nations and states, restricting the structures to those of previous ages or the ancient <u>FIFTH AGE</u>, prior to the rise of modern nations, and it also discounts many wondrous feats of engineering from previous ages. Some scholars have proposed other structures be added to the list, including:

The <u>Aisle of Gharakhlor</u>, the <u>Aqueduct of Thryadami</u>, the <u>Arch of the Blessed</u>, the <u>Bastion of Steel</u>, the <u>Belfry of Kaudos</u>, the <u>Cistern of Nergaal</u>, the <u>Cisterns of Consanis</u>, the <u>Endless City</u>, the <u>Fountain of Gedriss</u>, the <u>Martyrs' Cenotaph</u>, the <u>Monument of Symari</u>, the <u>Pillar of Tanith</u>, the <u>Sepulchral Palace</u>, the <u>Splendor Solis</u>, the <u>Temple of the Machine Ascendant</u>, the <u>Temple of Shibb</u>, the <u>Tomb of Gorolavartur</u>.

NINETY-NINE YEAR WAR: also 'Chthyridi Wat'. His. War. Historical war that took place in CHTHYRID between 3208 – 3307 RM, during which the KORACHANI EMPIRE, covetous of its rich ore and mineral reserves, attacked the DVERG state.

The numerical superiority of imperial forces was no match for the warren-like networks of fortified sub-surface forts that the Chthyridi defences were secreted in. These *

For decades Korachani armies struggled against the dogged Chthyridi defences, whose subsurface fortresses offered unparalleled protection against artillery and afforded their own troops various hidden exits through which they were able to harass imperial army camps and movements. The war ended in 3307 RM in a Korachani defeat, allowing Chthyrid to rebuild its lands.

NINIR: Pol. Soc. Tribe in the far south east of MULCIBER, in the GROWING MOUNTAINS, in the north east of SAMMAEA. It borders the north west of the nation of ELEKHID.

NINKYUN: Geo. Mound in the south west of KREM. It is thought to date back to ancient times, possibly the THIRD AGE or earlier, and is made up of the skull and bones of thousands upon thousands of mortals killed by the diseases of NERGAAL'S armies. It is regarded as a place of death and disease to this day, though known the true history that precedes it.

<u>NINTH</u>: Set. Small fortified city in the south east of <u>AETHIOS</u> (Pop. c. 15,000).

NIOGG: Set. Fortified settlement in the south west of the tribe of NINIR in the south east of the GROWING MOUNTAINS of MULCIBER (Pop. c. 23,000).

NIPARACH: 1. Geo. Rocky region on the island of <u>USASAAR</u> in the <u>KORACHANI</u> colony of <u>TAVVADRA</u> off the north western coast of <u>SAMMAEA</u>. It was once covered in sparse forest though these were stripped by colonists to make way for open cast mining some centuries ago.

2. Set. Settlement on the island of <u>USASAAR</u> in the <u>KORACHANI</u> colony of <u>TAVVADRA</u> off the north western coast of <u>SAMMAEA</u>. Its main industry is the mining of phosphates (Pop. c. 9,000).

<u>NIQAMM</u>: Mil. Str. Series of ruined towers along the south eastern face of the <u>THARORAT</u> Mountain in the <u>HENDECARCHY</u> of <u>NHORA</u>, in the north east of <u>MALAN</u>. They are remnants of watchtowers erected by the <u>FOURTH AGE</u> nation of <u>NAHORIA</u>.

NIR: Geo. Island off the north eastern coast of <u>ELEKHID</u>, on which stands the <u>DAGGER OF Y'BERU</u>. The island was revealed diminishing seas some 800 years-ago and bears strange hewn geometric features that remain a mystery to this day.

NIRALAPANA: Set. Coastal settlement in the east of NOAVATUR (Pop. c. 8,000).

NIRBULA: Set. City in the north west of AQUARIIA, forming a part of THE WAY trade-route that links Aquariia with GNOTH. As a result, it has become a mercantile entre with large auction halls and markets (Pop. c. 30,000).

<u>NIRELD</u>: Set. City in the north east of <u>Grest</u>^(1.) in the island-continent of <u>Bror</u>^(1.). It forms part of an industrial region though little is known as to what these industries are (Pop. unknown).

<u>NIRMAL</u>: *Set.* settlement in the east of <u>KHULL</u>, in the region of Naxar. Its main industry is the quarrying of fine granite that is used in architecture (Pop. c. 3,500).

<u>NIRSHAAD</u>: Geo. Mountain in the north east of <u>AQUARIIA</u>, forming an extension of the western-face of the <u>BLACK MOUNTAINS</u>.

NIRVAM: Set. Settlement in the c north west of NAARETH, in the region of GAIAT. It is a major producer of amethyst (Pop. c. 8,000).

<u>NISA</u>: 1. Geo. Island in the far east of the present-day <u>STRAIT OF NÁRTHEL</u>, belonging to <u>LYRIDIA</u>.

2. Mil. Str. Fortress on the above island.

<u>NISAPAHETAR</u>: Small fortified city in the c east of <u>THE SURRACH</u> (Pop. c. 20,000).

NISES: Set. Small coastal city in the south west of PNESSA (Pop. c. 12,600).

<u>NISHRIR</u>: 1. Set. Hook-shaped bay in the east of <u>ESHIR</u>⁽²⁾. It is home to many sponges and most settlements here make a living by compressordiving for them.

2. Fortified coastal city in the east of $\underline{\text{ESHIR}}^{(2)}$, overlooking the bay of the same name⁽¹⁾. Its main industry is sponging (Pop. c. 25,000).

NISKUS: 1. Lak. Lake in the west of TISARA, along the course of the river TAIHA.

2. See. Small city in the west of $\underline{\text{TISARA}}$, along the shore of lake Niskus^(1.), where it reforms the river $\underline{\text{TAIHA}}$ (Pop. c. 18,000).

<u>NISROCH</u>: His. Str. In antiquity, the palace of <u>AKACHI</u> the God-slayer in what is now <u>STOLAS</u>. Little now remains of the palace and surrounding city, and what foundations and ruins are visible have been defaced by the <u>AL AKHI</u> who seem not to know about the region's history.

NISSA: 1. Pol. PARTHISAN colony founded in 3957 RM in the far south of the peninsula of HAMMINGHENG, in the south of CUTH. Within scant years of its founding, the colony had grown powerful, subjugating much of the native populace and appropriating surrounding resources. Cuthi armies have attacked the region, but rocky highlands surrounding it have made it difficult to approach from the land, and the bay leading into it is heavily guarded from attack.

There is no concrete border between native Cuth and Nissa, and much of the region remains contested to this day. It is far from its homeland, and one must travel three quarters of the way around <u>ELYDEN</u> to get back to Parthis, with the journey taking over 3-months.

2. Pol. Ser. Capital city of the above colony^(1,). It has grown steadily in power and influence over the past decades (Pop. c. 43,500).

 $\underline{\text{NISSARI}}$: Set. Agricultural settlement in the c south west of $\underline{\text{NAARETH}}$ (Pop. c. 7,000).

<u>NITTHAL</u>: also 'the Stone Forest'. Int. Geo. Petrified forest in a dusty valley-system in the west of the <u>RTHEI</u> desert. The area is strewn with the rocky trunks of ancient felled trees. The region is famed for the stone tree of <u>AGGACTHAR</u>, which is the centre of a substantial <u>DERUWEID</u> cult that dominates the region for miles around.

NIUH: Geo. Large endorheic valley in the east of GREST(1.), in the west of the island-continent of BROR(1.). It forms an extension of the LAHAED Mountains, and the region is of a cool temperate climate that is known for mist. The river HITULA flows west across the valley and empties as a 300-ft. waterfall into a sinkhole before disappearing into caerns below the surface. The valley is riddled with stark rock formations, likely formed from the flow of water over thousands of years.

<u>NIUTHRA</u>: Sea. Small inland sea in the south of the <u>PARTHISAN</u> colony of EZHIRAYA⁽²⁾.

<u>NIVARE</u>: Mil. Str. Major coastal fort in the east of <u>KARGAMA</u>, overlooking the east of the <u>BAY OF POAL</u>, guarding it.

NIVESHTAI: Sup. Geo. ATRAMENTALLY CORRUPTED region in the far north of RAONGEN⁽²⁾, within the WHITE SHEET. The corruption mars the icy skin of the land, staining it black. Gigantic metallic branch-like growths pierce the ice and reach for the sky. Whatever their appearance is below the White sheet remains unknown for none have penetrated the deep ice, but the taint is clear to see for miles around.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}$.

NIYAN: Geo. 1. Mountains in the c north east of MALAN, along the border between the HENDECARCHIES of AMILLAERE^(1.), HATON, and DERAEIA.
2. Expansive plateau reaching north from the eponymous mountain range^(1.) in the c north east of MALAN, in the south of the HENDECARCHY of HATON.

<u>NIZITRIS</u>: Set. Settlement on the island of <u>BELASHAS</u>, in the <u>BHALASSIAN ARCHIPELAGO</u> in the east of the <u>PANTHEON ISLES</u>. Its main industry is the quarrying of silver and sulphur (Pop. c. 13,400).

<u>NIZZUM</u>: Dem. 'Nizzumi'. Ntn. Nation in the far south of <u>SAMMAEA</u>. A large part of the north west of the nation is dominated by an Atramentally tainted wasteland known as <u>ARALAZEM</u>. See Vol III: Extant Realms and Nations.

NJINSHI: For. Forest in the south of RAONGEN (2.).

NJURI: Ind. Set. Small city in the c north of <u>PARAIYA</u>, in the north of the <u>ATRAMENTALLY TAINTED</u> region of <u>ILLURATH</u>. Its main industry is the extraction of raw <u>UMBRA</u>, which is piped over 200-miles to the south west to <u>SOPORA</u> (Pop. c. 17,000).

NKECHINYERE, BANE OF SHADOWS: (B. 3961 RM) Leg. BA'AKHI

<u>NMASA OLA</u>: Set. Major city in the c east of <u>TZALLRACH</u>, along the course of the river <u>ADASIBA</u> (Pop. c. 91,000).

NNAKANNA: 1. Geo. Island off the north western coast of <u>TZALLRACH</u>.
2. Set. Island-city off the north western coast of <u>TZALLRACH</u> (Pop. c. 40,000).

<u>NOABEIL</u>: Set. Settlement in the south of <u>ARKOS</u>^(1.) that processes guano collected from caves along the course of the river <u>THAUR</u> into guaninie that's used in fertilisers across the region (Pop. c. 9,000).

NOACHIS: Set. Major city in the north west of VÂRR, close to the source of the river ICHORIA in the RAMAVARKHA hills, west of the VARRACHON Mountain. Following the INTERREGES' abandonment of Vârr in 3791 RM, Noachis was amongst the first regions to stabilise as warlords and tyrants fought amongst themselves for power. Whereas the REGENT-KINGS would come to power in the rest of Vârr by 3824 RM, Noachis remained independent until 3912 RM, and remains largely autonomous to this day.

Though many areas of Vârr have since annulled the ancient decree in which the CHURCH OF THE UNDYING MACHINE declared the Vârran god SOLUM a saint of the UNDYING MACHINE, and are slowly returning to a worship of their ancestral deity, Noachis retains its faith in the KORACHANI deity, which has caused a cultural schism (Pop. c. 135,000).

NOALANIS: Set. Small city in the east of KARAKHAS appearing in 4005 RM following the increased activity of the AKRABATOR BLOOD RAINS led to the desertion of many settlements. Founded by refugees from these settlements, Noalanis is now a scholarly centre in Karakhas studying the effects of the rains on the flora and fauna of the region. The city is ruled by the HURHEKH caste, who use the blood rains in their experiments. It also forms part of the SALT ROAD (Pop. c. 17,000).

NOAMARACH: Sup. Rui. Abandoned ATRAMENTAL research facility in the south of KARAKHAS. It was once a centre of research into Atramental weaponry, including ATRAMENTAL BOMBS, but was decommissioned in c. 3890 RM and since then many legends and myths have emerged surrounding the structure. Many claim that lights can be seen on at night and that it is still used, but attempts to penetrate it have only revealed a hollow abandoned structure. Reports of corrupted beasts in the region surrounding it are also common.

The facility was attacked by <u>SARASTROAN</u>-funded Karakhasid dissidents in late 3704 RM during the <u>SHADOW WAR</u>, which severely hampered imperial production of <u>ATRAMENTAL BOMBS</u> for the rest of the war.

NOAMAS: Pol. Soc. Rnk. An important wealthy pariah caste in the SOLEYN TERRITORIES, that fulfils the role of merchant, businessman and noble. The Noamas are itinerant merchants who were once the backbone of society in Soleyn. Traditionally the Noamas would circumvent Soleyn, buying excess produce in one town and selling it in another in an endless cycle that was the backbone of the region's economy. They remain a common sight along the length of the EAST ROAD and are resected merchants there and beyond.

At the peak of their presence, between c. 3000 - 3200 RM, their caravans numbered hundreds of individuals and beasts of burden and stretched for miles as they marched across the rainforest <u>HOLLOWAYS</u> – paths that remain clearly marked to this day, even though some have not been used in centuries.

They are pariahs, and are not generally allowed within city limits, but most settlements have sizeable caravanserais and markets outside the city limits, which are the Noamas' domain and subject to their own laws, which may be archaic, or subject to the whims of the Noamas under whose jurisdiction the markets fall. In some cases, these market-towns can be bigger than the settlements they are serving.

The Noamas became pariahs because they refused to honour the masochistic beliefs of the rapidly spreading <u>KWEI</u> beliefs after its appearance in Soleyn between c. 2400 – 2550 RM, though their status as pariah remains largely as little more than tradition today and few really care for their dismissal of the religion. Indeed, many of the pain houses that are common in most Solyeni cities are owned by the Noamas. See Vol II: Peoples and Races of Elyden.

 \underline{NOAS} : Sea. Bay in the \underline{SEA} OF \underline{DERAEA} , acting as a natural border between the $\underline{HAR\acute{E}SHKI}$ \underline{CITY} - $\underline{KINGDOMS}$ of $\underline{ALAMUT}^{(1)}$ and $\underline{SYRTIS}^{(1)}$.

NOAVATUR: 1. Also 'the Hidden Empire'. Dem. 'Noavaturi'. Ntn. Nation in the east of SAMMAEA, to the north of the SEA OF LETHEA. Originating as a KORACHANI colony in c. 900 RM, over the native land of KZANADEM. The indigenous people were students of mythohistory and they were virtually wiped out by Korachani slavers as their lands were resettled by industries that set about tearing down forests and digging into the earth for rich mineral resources.

In c. 1150 RM the region was left in the hands of <u>PRECEPTORS</u> to govern from the city of Noavatur⁽²⁾ in the name of the empire, and the region continued to prosper. Magnates and landowners grew incredibly wealthy from their industries, and their influence in Noavatur as well as in Korachan grew until their names carried more clout than those of the Preceptors. Indeed, the Preceptors became their puppets and in 1299 RM they were finally deposed, replaced by a Plutocratic council made up of the richest, most influential, most ruthless of the magnates, who declared independence from Korachan.

This prompted Korachan into action – its navy blockaded the <u>SEA OF RTHAS</u> in 1301 RM, though this escalated into war by 1303 RM. The war was finally settled by a great tsunami, now referred to as the <u>UPHEAVAL OF LETHEA</u>, which left both the Noavaturi and Korachani fleets devastated, and the Noavaturi coastline destroyed.

The next year, prisoners of war, including the Korachani admiral, <u>VIRRIATO ARROLIABE</u>, were delivered to Korachan, in exchange for independence, which was officially recognised for the first time in 1304 RM.

The Plutocracy thrived following this, growing rich and decadent off of the toil of their people who slowly became slaves in all but name. This period lasted until 1876 RM, when all 1,863 Plutocrats were assassinated while holding session. The tale of their demise in the burning of the Palace of the Prefecturates is now a national story, and the unknown culprit is seen by many as a folk hero who helped to eventually liberate millions from the yoke of oppression, though not before a vicious civil war left a quarter of its population dead. The civil war brought a new age of democracy to Noavatur that lasts to this day.

Noavatur is a land of jungles and beauteous rugged mountains that make life hard for its people, but not impossible. Most settlements are situated close to the coast or in the inland basins, where natural resources are harvested on an industrial scale. These industries originated with the arrival of Korachani colonists three millennia ago, and continue to this day. Indeed, vast swathes of its jungles have been removed to feed the INNER SEA'S need of wood and other resources.

Today Noavatur is a major centre of trade, wealthy from its seemingly endless natural resources, and, despite being located on the shores of the feared Sea of Lethea, it is a populous and vibrant land. Its people worship a deity known as the <u>UNCHANGING GOD</u>: a corruption of the imperial <u>CHURCH OF THE UNDYING MACHINE</u>, whose roots date back to imperial colonisation of the region dating back to around 800 RM. See Vol III: <u>Extant Realms and Nations.</u>

2. Pol. Set. Capital city of the eponymous nation $^{(1.)}$ in the east of SAMMAEA (Pop. c. 950,000).

<u>NOAVATURI</u>: *Lan.* Language spoken in <u>NOAVATUR</u>. It is based on the earlier native <u>KZANADEMI</u>, though has many Korachani loanwords. See Vol II: Languages.

NOAVATURI TRAIL: Com. Geo. Major trade-route that once linked the KORACHANI colony of NOAVATUR with KARAKHAS, overland via the UMBRA SOKHAR, which in those days was safer to traverse than today due to being less ATRAMENTALLY-ACTIVE. The trade-route was established in c. 1000 RM.

Stretching for almost 50,000-miles across the Umbra Sokhar from the city of KITHALOI in the south of Karakhas, to the Noavaturi city of SOVROKA). It was well-guarded and also home to many caravanserais along its route, which catered to the extensive caravans that travelled its length, transporting raw materials from Noavatur north, and essential items from the HEARTLAND to the south.

The trail became less travelled following the independence of Noavatur in 1304 RM, though continued to be used until the growing Atramental taint in the Umbra Sokhar became too intense to safely traverse, in around 3000 RM. Some caravans, especially suited to the conditions, still make use of the trail today, though it is a dangerous road. See Vol II: Major Trade Routes.

<u>NOBATA</u>: *Set.* Settlement in the c west of <u>RHINOCOLOURA</u>. It is known for its cattle rearing (Pop. c. 4,000).

NOBLE BEAST, the: *Myt. His.* Common epithet by which the <u>DEMIURGE</u> ARIMASPI was once known.

NOCEN: Set. Coastal city in <u>SKAROS</u>, known for its shipyards and harbour. It was the site of the <u>MIRACLE OF NOCEN</u> on the <u>FEAST OF THE MORTAL BIRTH OF ST. MALICHAR</u> in 3703 RM (Pop. c. 731,000).

NOCENTI: Set. Small city in the north of KULIGALA, in the north east of the CARCHEMISHI PENINSULA^(1.) in the east of SAMMAEA. It was coastal in ancient times, and was known for its courts and the gibbets that surrounded the city in warning to others (Pop. c. 14,000).

NOCHRIS: Set. Settlement in the south east of HOLOLACH^(1,), in the prefecture of Hololach^(2,). It exists along the western edge of the DREAMSCAPE of KHYZOTTRA and is known for its logging of its peculiar trees (Pop. c. 6,600).

NOCS EQUUA: Set. Fortified settlement in the eastern face of the MISHANOW Mountains in the region of FURUD in the c of THE SURRACH. It is affected by a mild ATRAMENTAL TAINT that leaves it in a near constant state of twilight, with only a mild difference between day and night, which are divided equally all-year round. It is home to scholars and shapers who study the effects of the ATRAMENTA on the MATERIAL PLANE (Pop. c. 11,000).

<u>NOCTOU</u>: Set. City in the south west of <u>PARAIYA</u> on the banks of lake <u>ALANCARAC</u> at its confluence with the river <u>NOTHIYA</u>. The city sees trade move across the river <u>NOTHIYA</u> to <u>MALKOU</u> and lake <u>KONRA</u> via the <u>SALT ROAD</u> (Pop. c. 389,000).

NODAN: Set. Major city in the south west of LOEGRESS⁽¹⁾, along the easternmost shore of lake <u>BUILL</u>. It is built atop an ancient (possibly <u>FOURTH AGE</u>) quarry, with many dwellings and structures tunnelled into the limestone walls of the old quarry (Pop. c. 80,500).

NODENS: Set. Fortified coastal settlement in the Free Land of TRINITANIA^(1,) northern coast of SAMMAEA, in the far north of KHARKHARADONTIS, overlooking the SEA OF UGOLOTH. It is situated close to the border with ANDILUTH, and is located along the SALT ROAD, and is known for its caravanserais and storage yards (Pop. c. 6,200).

NOES: Int. Geo. Voluminous cavern in the western-face of the SHAKHURAN Mountains in the west of ADHERA. It is crowned by a large skylight through which enough light enters the cave to allow the growth of flora, which is dense and fecund thanks to the humidity of the cave, which is otherwise inaccessible. The skylight is some 300-ft. above the cavern floor, and very few people are known to have penetrated its depths, though it is said that an ancient temple lies in the deepest reaches of the cavern, hewn out of an entire cliff face. Very little is known about the temple and its origins.

NOHEHUN: Lak. Lake in the east of RHINOCOLOURA, acting as a confluence of the river MHALAR, SOMALAN, and SARAKHAR, with the MHALAR leading from it into river DAKHAN.

<u>NOHET</u>: Set. Settlement in the east of <u>BANT</u>, in the c of the <u>CARCHEMISHI</u> <u>PENINSULA⁽¹⁾</u>, in the east of <u>SAMMAEA</u> (Pop. c. 6,000).

NOKON, SHRINE OF: Leg. Str. Jungle shrine in the south of DHA NAR, the location of which is now lost (and thought by some to be little more than legend). The shrine is believed to be the final resting place of the ancient primogenitor king VRYODETETESH, whose exploits are now immortalised in semi-fictitious parables that are told to children across the nation and beyond.

The shrine is named after the mid <u>FIFTH AGE</u> explorer who claimed to have discovered the location of the shrine, though subsequent attempts to replicate the discovery have thus far failed. Nokon did produce a solid golden idol that he claimed to have recovered from the shrine, which is now in possession of the ruler of Dha Nar.

NOLAN: Pol. Rnk. Title common in VENTHIR, TZALLRACH and SARASTRO generally used in administrative purposes. The title was originally a military rank, though changes in culture saw its use migrate to a civilian

NOLKOSH: Geo. Geothermally-active region in the far north of KOLCHIS, is the frozen lands of SHUK RAZHA. The region is characterised by geothermal vents and geysers, many of which are surrounded by brightly-coloured pools of water. The permafrost for which most of the Shuk Razha is known is kept at bay here, making the process of METEORE mining easier.

NOLONRA: Set. Coastal settlement in the north of SABAISA, facing the SEA OF OTALGIA. Its main industry is fishing (Pop. c. 8,000).

<u>NOMARCH</u>: hereditary noble title in <u>KHAMID</u>, the <u>BROKEN LANDS</u>, <u>TZALLRACH</u> and <u>TETHYSIA</u>, originating in Khamid.

It is now common to Tzallrach and Tethysia, as well the few island where Khamidian government remains in the <u>BROKEN LANDS</u>, and it is similar to the <u>PATRICIANS</u> of the <u>INNER SEA</u> or feudal lords, and they are granted land and entrusted to amass armies to defend their lands.

<u>NOMENCLATOR</u>: Pol. Soc. Rnk. Caste within the <u>HIGH</u> and <u>LOW-EMPIRES</u> whose members are attached to the <u>PATRICIAN HOUSES</u> and serve as heralds. They Nomenclators manage the house histories and genealogies, and oversee the use of protocol and armorial bearings across the lands where the house has influence, and make proclamations and carry official messages.

NOMOBEL RISHA: f. (B. 3946 RM) *Pol. Per.* LADY OF THE CABINET of VALBAR⁽²⁾, representing the state of ODARUL⁽¹⁾.

NOMRA DHISS: f. Sup. Per. (B. 2967 – D. 3101 RM) SKAROSIAN ARCHSHAPER FERREAR who is considered a hero in the nation, and in particular the capital city, SKAROSIA. She was pivotal in the defence of Skarosia during the WAR OF THE ARTIFEXES, during which she animated the great griffin statues that guard its doors, which stalled the Almagesti attack on the city long-enough for its armies to eventually repel the invaders. She is buried in a crypt under the basilica, where her body is preserved in wax as a CORPO SANCTO.

NOMROS: m. (D. 1261 RM) Pol. Mil. Per. Ruler of KARAKHAS between 1249 and his death. He was a renowned general whose actions were instrumental in bringing to an end the intense civil conflict now known as the SABISSILIAN REVOLTS. He is famed for having commissioned the forging of a sword from the iron procured from the blood of 1,000 vanquished foes, which later came to be known as the BLOOD SWORD.

NONKOWAN: Set. City in the c west of KREM. Its main industry is the creation of GLASTEEL items, particularly ceremonial weapons (Pop. c. 32,750).

NONOT: Mil. Str. Fortress in the prefecture of HOLOLACH^(2.) in the west of Hololach^(1.), 65-miles east of the capital.

NOON: Pol. One the FIVE-AND-SIXTY FEUDAL STATES of SAUA.

NORABOSK: also 'the Wood of Cats'. Large virginal forest dominating the c north of the HENDECARCHY of AMILLAERE^(1.), north of the LAUL EGLEA river in MALAN, said to be the ancestral home of the SPHINXES. It is known for its many overgrown crumbling colossi bearing feline features and is home to many OGSUASIM. It is known for its mist and moss-covered old growth trees.

NORACHAN: Set. City in the north west of KORACHAN, near the mouth of the river SUARA, whose slow death has led to the diminishing of the city. Its population is less than a quarter of what it boasted at its peak in c. 2894 RM. Despite this, it still remains a major manufacturer of food (mostly in the form of DROSS), much of which is sold to merchants travelling along the REDROUTE passing through the city (Pop. c. 36,000).

NORARIA: Set. Small settlement in c of CISNERIA (Pop. c. 1,200).

NORASH: Set. Fortified city in the east of CISNERIA (Pop. c. 29,000).

NOREI: see LOST ANCESTORS.

NORERAEL: also 'the Godscrowns Mountains'. Geo. Mountain-range in the c south of RHINOCOLOURA. In Rhinocoloura it is known as 'the Godscrowns', after its many peaks, each of which is named after one of the many deities of its pantheon.

NORETANAS: see BLACK MOUNTAIN, THE.

NORIA: Set. Settlement in the c north west of LYRIDIA (Pop. c. 5,000).

<u>NORICAFAR</u>: Set. City in the c south west of <u>ABATTUR</u>. It is an industrial centre, with many manufactories that produce engines and machines (Pop. c. 120,000).

NORICAS VEICA: f. Pol. Per. (B. 3949 RM) The present chair of the ABATTURI senate. A 6th generation UTTRAN heiress to an industrial dynasty that grew rich mining sunstone, she has held her seat since 3978 RM – the longest residing chair to date. She has amassed quite a following and, with her family's wealth, has been able to influence various

councillors to her cause over the past decades, and many believe she wields far more influence than she publicly admits.

NORICONNA: Ser. Major city in the far east of TISARA, along the course of the river AGRONNA. It is a mercantile hub, with a large market controlled by relations of the royal family that regularly trade with ABATTUR via its capital LAILLA (Pop. c. 80,000).

<u>NORKHA</u>: Set. Settlement in the north east of <u>LAASKHA</u>, renowned for its grasslands and horses. It supplies horses to merchant caravans travelling along the <u>RED ROUTE</u>, which passes through the city (Pop. c. 5,000).

NOROAS: Geo. Rocky highlands in the north east of <u>JURRAS</u>⁽²⁾, overlooking the <u>SEA OF AHAMA</u> and the sea of <u>FOR</u>, and protecting the south of the city of <u>CYKRANOSH</u>⁽³⁾.

NORONT: Set. Small city in the east of the tribe of DATHOA, in the south west of the GROWING MOUNTAINS of MULCIBER (Pop. c. 14,000).

NOROUA: Geo. Shallow valley in the south of <u>PARAIYA</u>, and part of the drainage basin of the river <u>NOTHIYA</u>. It is rocky, though in many areas it has been shaped into wide terraces that are filled with fields.

NORTH KINGDOM: His. Geo. In ancient KHAMID, name given to its northern territories, as determined by the SNJEMET Mountains that divided the land in two.

NORTH ROAD: also 'Noded Bass'. Com. Geo. The northern part of the KORACHANI trade road known as THE RED ROUTE, beginning in the west of LAASKHA, passing through SKAROS, ALMAGEST, the DESOLATION OF ASTUDAN and finally DURCHAA. See Vol II: Major Trade Routes.

NORTH TOWER, the: see SUBÉ.

NORTHERN HEMISPHERE: Geo. The half of ELYDEN that is situates north of the equator, including all of the continent of LLACHATUL and most of MENISCEA, as well as around half of SAMMAEA.

NORTHERN MYMEREAN CURRENT: Sca. Warm surface ocean current in the north of the SEA OF MYMEREA that flows south along the eastern coast of EASTERN LLACHATUL, before heading west, where it splits, heading north west into the IAPETAN CURRENT, and south west into the PORPHYRI CURRENT and part of the MIROVEAN GYRE.

NORTHERN PALADIN: see <u>NORTHERN AND SOUTHERN PALADIN</u>.

NORTHERN POLE: Geo. Northernmost point in ELYDEN, within the WHITE SHEET, in LLACHATUL, defined by the latitude 90° north.

NORTHERN SARASTROAN CAMPAIGN: Mil. His. One of the major military campaigns that formed a part of the larger WAR OF SUNDERING, fought between KORACHAN and its allies, and the dissident forces of SARASTRO and its allies in the north of Sarastro.

The region encompassing lake <u>SARAGON</u> and the <u>JAELA</u> Mountains had seen fighting between <u>VENTHIR</u> and Sarastroan forces as part of the <u>VENTHIR/SARASTROAN WAR</u> since <u>LIVIALEN</u> 3703 RM, though fighting reached a stalemate in the <u>SHAMAS SHUGAL</u> by <u>MURDAD</u>, leading to the <u>BATTLE OF KARAFR</u>, which took place between the $12^{\rm th}-13^{\rm th}$ of <u>MALICHALEN</u> 3704 RM. The battle was indecisive and left the Shamas Shugal a contested region until the end of the war.

After over a year of fighting, Korachani forces were able to clear a corridor in the Shamas Shugal on the 13th of <u>CYKRANALEN</u> 3705 RM, capturing <u>KARAFR</u> a few weeks later, on Equinox Day, giving their forces a safe route towards <u>ARGEA</u> – capita of Sarastro.

The Campaign was divided into a series of other engagements and battle, each a major war in its own right. Of note are the two <u>SIEGES OF ARGEA</u> – the first of which began on the 5th of <u>ASHTALEN</u>, ending in defeat with the cataclysmic <u>FIRST RITUAL OF SEGARRA</u> that levelled the Venthiri city of <u>CORYBANT</u> on the 15th, killing 200,000 civilians; and the second took place between the 19th and 30th <u>NIHAVALEN</u>, and ended with the humiliating <u>ROUT OF THE KORACHANI 1ST</u>, in which and <u>STEEL LEGIONNAIRES</u> of the Korachani 1st Gryphonnes, under the command of the <u>IRON ANGEL</u>, were overwhelmed, suffering crippling injuries forcing them and the rest of the imperial forces to withdraw north, losing their foothold on the city.

The Sarastroan Treaty was signed less than a month later on the 23rd of <u>SATAVALEN</u>, ending the war and the Northern Sarastroan Campaign with Sarastro an independent nation under the control of the <u>LICHKING SATHEP</u>.

NORTHERN AND SOUTHERN PALADINS: Mar. Leg. Myt. Cultural figures that are deeply ingrained in the various legends and myths of the INNER SEA REGION, transcending borders and beliefs, likely dating back to mid FOURTH AGE civilisations, where contact and trade between mortal peoples allowed for a dissemination of history and legends, eventually leading to the rise of Northern and Southern Paladin myths.

The Northern Paladin is pale-skinned, sullen and taciturn, while the Southern Paladin is olive-skinned, passionate and hearty. Each represents the characters of their homelands – the former, <u>Central Llachatul</u>, and the latter <u>Northern Sammaea</u>. Despite their differences the two share many similarities – they both crusade for good and represent the common folk, though they have clashed against each other, with differing fables and legends chronicling their exploits, which end differently depending on where they're told.

Their tales were passed down through the <u>FADING</u> of the Fourth Age via oral traditions, which allowed the legends to survive, but this also caused them to change greatly from their original forms. These stories had spread with the coming of the first stable cultures of the <u>FIFTH AGE</u>, by which time they had taken on various flavours and traits as the identities of their parent cultures solidified. By the end of the 1st millennium RM there were dozens of different versions of the legend, which had diverged to a point of them being unrecognisable from each other. These include the <u>AGHA LLYR VÂNA</u> of <u>TZALLRACH</u> and <u>VENTHIR</u>, <u>BAAL</u> (4), <u>HECUBAH REX</u>, and the <u>AZAZEMI REVENANT</u>, amongst others.

The rise of the <u>KORACHANI EMPIRE</u> around the <u>INNER SEA</u> brought its own traditions and outlook to the fore, which eventually superseded many of the older myths, which have since been forgotten, bit the <u>SUNDERING OF THE EMPIRE</u> in 3705 RM saw cultural as well as political fragmentation of the old empire, with new <u>REFORMED EMPIRE</u> of the south eventually reappropriating various traditions and myths, including the Southern Paladin, which, while remaining a dark figure, became a liberator of imperialist shackles who has gained various Sarastroan trait over the years. See Vol II: Legends and Folk Tales.

NORTHERN REVENANT: see REVENANT, AZAZEMI.

 $\underline{NORTHERN\ SAMMAEA}\text{: see }\underline{SAMMAEA}, \underline{NORTHERN}.$

NOTHERN SIMBARA: see SIMBARA, NORTHERN.

NORTHERN TROPIC: see TROPIC OF RAH.

<u>NOSALA</u>: Set. Small city in the c west of <u>KHALHAT</u>. Its primary industry is the growing of porcelain and flesh for the use of <u>ITERANT</u> construction (Pop. c. 18,400).

NOSAR: Sec. Small coastal city in the c north west of PERGOST, in the far south of the headland of ANASAR. Its people have a long history of MAMMOTH taming, though today their link with the beast is purely predatory, with them selling meat, oil and pelts, as well as captured beasts south across the SEA OF DAGGERS (Pop. c. 16,200).

NOSETH: Set. Fortified settlement in the far north of <u>AETHIOS</u>. It is located in the region of <u>DAGESARETH</u> and its main industry is the quarrying of SOULSTONES on an industrial level (Pop. c. 10,000).

NOSHEER: Rvr. Seasonal endorheic river in the c east of KREM, flowing into the BERASSIM BASIN to the north of the MO-ORASSIM Mountains. When the river flows, it ends in the seasonal endorheic lake LAEDAN.

NOSO: Pol. Soc. PATRICIAN HOUSE which was the subject of the old epic THE WANE OF THE HOUSE OF FLIES. It still exists today, based in the city of NEKODA in the south west of the KORACHANI PENINSULA, though is greatly diminished and its lands are now largely bereft of resources and of little value, other than the mortal lives that dwell within. See Vol II: Patrician Houses.

NOTEA: Rvr. River in the north of <u>EREBETH</u> and the south of <u>SAGITTARIA</u>, which flows north for 425-miles before meeting its parent, the river <u>MAENDA</u>.

NOTH NAMMAR: Rel. His. Str. Great iron temple beneath the east of MHAROKK, carved from a solid vein of rare red iron in the upper levels of the PRISON CARCERI. A sphinx idol, also hewn from the red iron, dominates the temple. Deep, and rarely encountered by surface-dwellers, the temple is rumoured to have been home to the IDOL OF BAPHOMET, following the wanderings of the demented PERIPATETIC SET Nastanaur,

who commented in c. 890 RM after his seven-decades-long itinerancy of Carceri, that it was kept in the sphinx-temple, where it was worshipped by a breed of corrupted humanoids.

<u>NOTHIYA</u>: *Rvr.* River in the south west of <u>PARAIYA</u> flowing from the black waters of lake <u>ALANCARAC</u> for over 850-miles before joining with its parent, the river <u>SHIBBOLETH</u>^(3,). The river slows down and becomes a 175-mile long braided river as it passes through the incredibly flat <u>MEGHA</u> region, which is now renowned as an agricultural centre.

NOTHA: Rvr. River in the north of CHTHYRID, flowing east for 350-miles from the north eastern-face of the RHAECHA Mountains, before joining up with the river ALLIA. It is the main source of fresh water in Chthyrid, alongside the river GHATAN.

NOTHEOS: Rvr. River in the east of <u>UKOLIST</u> in the east of <u>LIMOTH</u>^(2.)
flowing west for 315-miles from sources in <u>KOTHA ICHOLLIGHA</u>
Mountains and the <u>NABIL</u> Massif, before reaching its parent, the river
NAHRAS.

NOTHONAR: Set. City in the west of CEHOPHELA (Pop. c. 38,000).

NOTHURHUL: Geo. Region in the south west of MEHITIEL. It is renowned for the ice that covers it almost all-year despite the latitude there of 46°. The phenomenon is attributed to a deep <u>ATRAMENTAL</u> sinkhole which act as a siphon to heat. It is home to eerie conical vents through which poisonous gasses seep. The surrounding area is filled with the rotting corpses of unfortunate animals that have been killed by the phenomenon.

<u>NOTHOS</u>: Set. Settlement in the south of <u>OPHIUSSA</u>, along the course of the river <u>MARAGA</u>. Its main industry is agriculture and it also grows flowers for use as scents in the perfume industry in <u>FORDONEA</u> (Pop. c. 5.000).

NOTICEBOARD, the: Soc. Arc. large wall, around three storeys high flanking a wide staircase leading from the central peninsula of the CITY OF ALMAGEST to the docks that is used to post notices, adverts and bills. The wall is thick with inches of layers of posts that have accumulated over the years. It is a popular spot for mercenaries, freelancers and others to solicit for work and is a hub of pickpocketing and the sale of counterfeit and black-market goods at all hours of the day.

NOTRA: Set. City in the c-south east of SAGITTARIA known for its production of machinery (Pop. c. 38,000).

NOTTRASH: Set. Fortified city in the far west of the tribe of ITTRA, in the c of the GROWING MOUNTAINS of MULCIBER. It is separated from the rest of the tribe by the spine of the GROWING MOUNTAINS, and it is the only link to the ruling city of IROHAAN is across a well-guarded mountainpass. The city is a major source of gold, and is kept at great cost to Ittra (Pop. c. 35,000).

NOUVAR: Pol. Set. Capital of VÂRR throughout its KORACHANI subjugation and the reign of the INTERREGES there, and home to the MORÉHAN SANCTIFIED ORDER OF THE INQUISITION between 498 and 2963 RM. In 3553 RM the suburb of NOUVATAI appeared in response to costly regrading to keep the city coastal in the wake of retreating waters of the PROPONTIS. Following the nations' abandonment by the Interreges in 3791 RM the nation entered a long period of chaos, with tyrants and warlords vying for control, but the REGENT-KINGS emerged as rulers in c. 3824 RM. The capital was moved to SATAAR in 3985 RM, and they continue to rule from there to this day.

Nouvar is ruled by the <u>PROLOCUTORS</u>, as is the rest of the <u>ILORHAN</u> peninsula, and though it is technically under the aegis of the Regent-kings of Vârr, it is largely left to its own devices. During the Order's presence there, Nouvar was a hub of the <u>FIRMAMENTAL</u> slave-trade, and slave-raids to the east were often mounted from there. Though slavery died out with Korachani abandonment of the region, a distrust of <u>SHAPERS</u> and foreigners from the east remains to this day.

The city was first affected by diminishing sea levels in c. 3200 RM though its harbours were maintained and moved farther out through the costly construction of locks. The cost of maintenance became too much and in 3553 RM a new suburb called $\underline{\text{NOUVATAI}}$ was founded 5-miles east, at a steep shore and most of the populace was eventually moved there.

Despite this, Nouvar was never truly abandoned and soon became a rural centre to the new capital, producing food and other goods that are consumed to this day in Nouvatai (Pop. c. 8,000).

NOUVATAI: lit. New Nouvar. Set. Major conurbation and seat of power of the PROLOCUTORS of VÂRR. It emerged as a suburb of the old capital of NOUVAR in 3553 RM in response to the withdrawing coastline, which left the old capital of Nouvar landlocked following centuries of costly maintenance. It has since become a major stop along the RED ROUTE, and is also the eastern-most stop along the SULPHUR ROAD that links Vârr to KORACHAN.

The city is home of the (incomplete) <u>TEMPLE OF NEMESIS</u> and is renowned for its harbour. Political commentators believe that the influence of the Prolocutors has grown to an extent where they may challenge the government in <u>SATAAR</u> for independence soon (Pop. c. 410,000).

<u>NOUA</u>: Set. Settlement in the north of <u>NÁRTHEL</u>. It is one of many settlements in the region known its <u>OPIUM</u> production, so-much-so that the poppy is its emblem (Pop. c. 6,000).

NOVA ARCANA: Sup. Org. Organisation based in PARTHIS, with branches extending into the territories of it its dependencies and allies. The group concerns itself with the propagation of knowledge related to the Firmamental arts and protects FIRMAMENTAL SHAPERS where it can. Individual members often operate outside of Parthian borders, as far afield as the LOW- and HIGH-EMPIRES, where they operate in secret, rescuing persecuted Firmamental shapers and taking them to their bases, largest of which is Surantin the ZOHELETHI Basin.

NOYAN: Mil. Rnk. Military rank in TEMUJA.

<u>NOZAMB</u>: Set. Settlement in the region of <u>HAPANTHA</u> in the c east of <u>THE SURRACH</u>. Its people claim it has a great history, though they are reticent of sharing this with outsiders (Pop. c. 10,000).

NRUTACYLL: Set. Small city in the north of SERROK (Pop. c. 13,000).

NSEKEAT: Set. Settlement in the c of OKKHAM, in the western foothills of the Okkhami Mountains. Its main industry is sericulture – the production of silk from caterpillars of the giant ORUNA moth that is endemic to the lower mountains of Okkham (Pop. c. 10,000).

NU AMAHITA: His. Rel. Dei. Extinct sea deity across the region of the PANTHEON ISLES to the north of the THARACASSAN Waters off the eastern coast of LLACHATUL. The islands were visited by KORACHANI explorers in c. 1525 RM, who brought with them missionaries who brought the CHURCH OF THE UNDYING MACHINE to the region, corrupting Nu Amahita into a saint of the UNDYING MACHINE. Worship of the entity as a god slowly returned to the region, though the imperial veneer forced upon it remains in most cases. See Vol IV: Gods and Pantheons.

<u>NUAAGHU</u>: Set. Coastal settlement in the west of <u>METHUMN</u>, in the northern arm of the <u>HENAKARAIAN</u> peninsula. Its main industry is fishing (Pop. c. 3,750).

<u>NUAAN</u>: Set. Major coastal city in the c south of <u>KEPHUAAN</u>, overlooking the <u>BAY OF COMMARA</u>. It is the largest city in Kephuaan and is known for its steep natural harbour and its busy ports and shipyards (Pop. c. 1,080,000).

NUAANAN: Set. Major city in the north of METHUMN, in the north of the ANTENAS plains, along the course of the river HELAGHILRA. It was once a coastal settlement, though as the BAY OF LRITHA slowly withdraw to the west as ELYDEN'S seas lowered, it became landlocked and attracted refugees from across the region that saw it grow into a thriving city. It reached its peak in c. 2000 RM, when its population was believed to have been around 1,000,000, though it has slowly waned since then, as the area slowly became drier and incapable of supporting such a large concentration of mortals (Pop. c. 110,000).

<u>NUAANU</u>: Set. Industrial settlement in the c of <u>TAAN AN</u>. Its main industry is the extraction and mining of raw <u>UMBRA</u> within the <u>ATRAMENTALLY TAINTED</u> region of <u>UBERRET</u>, which is then piped north along the <u>ZENEGE RES PIPELINE</u>, where it is refined before being piped farther north to <u>URAMMALET</u>, where most of it is exported. It is also home to many <u>SHABRAZIG</u>, who maintain the pipelines of Uberret (Pop. c. 10,000).

NUADA: Set. City in the west of AMMESH. The city is a crossroads and is a mercantile centre, trading goods from surrounding cities and from across the west of Ammesh (Pop. c. 40,000).

NUALLA: Pol. Mil. Champion and Herald of QUEEN HETEPHERES in VENTHIR. She is also a Templar-princess who fought in the SIEGE OF CHAR MÂTHI.

NUALLA INEN ARGHAAV: f. Mil. Pol. Atr. Per. (B. 3955 RM) TRIUMVIR of the TAVVADRA^(2.) LANGUE^(1.) of the GRIGORIAN ORDER of the SANCTIFIED INQUISITION since 4001 RM. Born the second child of PATRICIAN HOUSE ARGHAAV in the colony of TAVVADRA^(1.), Nualla was raised far from the heartland of the empire. A problem child, she was sent to a distant LYCEUM to be disciplined and learn how to run the family business, but whilst there she was found by agents off the ORDER OF PROSELYTISERS and sent to the MINASTERIA^(2.) of PROCULEAR to study CLAIRVOYANCE, at which she excelled.

She was recruited by the Grigorian Order at the age of 21, where she became a <u>SEER</u>(3.), eventually rising to the rank of <u>OVERSEER</u>, a role in which she showed natural aptitude.

Though only Triumvir for a few years, she has already made her mark on the Order, implementing reforms to all three Langues (with the consent of their respective Triumvirs), including a reorganisation of the various regiments and ranks within the Order, and has spent most of her time extending a hand to the other Orders of the Inquisition, through which she plans on forming new alliances to strengthen the effectiveness of all Orders.

Some believe she desires to unite the various Orders into a single monolithic organisation, which she believes would benefit from a singular centralised leadership, rather than the conflict and competition that currently exists between Orders.

NUARA: Set. Settlement in the HARÉSHKI CITY-KINGDOM of SYRTIS^(1.).

The settlement is situated along the shores of lake PAVO (Pop. c. 8,500).

<u>NUARAMINO</u>: Set. Settlement in the west of <u>NOAVATUR</u> (Pop. c. 10,000).

NUARGA: Set. City in the c north of CISNERIA (Pop. c. 42,000).

<u>NUBBIOR</u>: *Rvr.* River in the east of <u>ELEKHID</u>, flowing east for 325-miles from sources in the <u>NARAVASH</u> Mountains, before reaching the coast at the <u>BAY OF ENEPH</u>^(1.)

<u>NUBITA</u>: Set. City in the c of <u>KHAMID</u>, to the west of river <u>NAHAL</u>. Its main industry is the making of object d'art, particularly utilising gemstones and gold. Goods made here are sold to merchants travelling the <u>GREAT ROAD</u>, which passed through the city (Pop. c. 43,000).

<u>NUCTEMERA</u>: Geo. Region in far north of <u>EREBETH</u>, known for its vineyards and aromatic wines. Most of the wineries in the region have evolved into small fortified settlements.

<u>NUÉDHA</u>: Set. Major city in the c of <u>KOMMEA</u>. It is a crossroads of trade and culture, and is known for its great bustling market that exists in the shadow of vaulted bridges and spires (Pop. c. 376,000).

NUEREA: Set. Fortified city in the south east of LAASKHA, forming the major link between it and AZAZEM (Pop. c. 43,000).

 $\underline{\text{NUHA}}$: Rvr. River in the east of $\underline{\text{SARASTRO}}$ and a main tributary of the river $\underline{\text{SOLONA}}$.

<u>NUHAMESH</u>: Set. City in the east of <u>SARASTRO</u>, less than 100-miles west of <u>ARGEA</u>, along a fork between the river <u>SOLONA</u> and river <u>NUHA</u>. The city emerged from two earlier settlements that were situated on either side of the river – Nuha and Mesh. Over many years the settlements grew into one, becoming known as Nuhamesh (Pop. c. 92,000).

<u>NUHMEN</u>: Set. Major city in the c north west of <u>KHAMID</u>, along the course of the river <u>ARAX</u> (Pop. c. 800,000).

NUHUMM: Set. City in the far west of PNESSA (Pop. c. 40,000).

NUIGHAMMAN: Set. Small coastal city in the far north east of METHUMN, overlooking the BAY OF UAMMARA(1.). It was founded in c. 3550 RM to take advantage of oysters that appeared there with the waning of sea levels, and pearl diving remains its main industry. Since then, its people have come to believe in a sea serpent that lives in the SEA OF LRITHA, whose appearance is now thought to bring disaster to the pearl harvest. (Pop. c. 14,000).

<u>NUISS</u>: Set. Fortified city in the north east of <u>ELEKHID</u>. It is part of a traderoute with the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, via the city of <u>ASAMA</u> (Pop. c. 43,000).

NUL UMELARA: Rui. Ancient obsidian tower, forming part of the UMELARA wall that once stretched for over 160-miles in the c north of AQUARIIA, located in the ATRAMENTAL WASTES of LAHUSHUR that have developed the base of the tower in a red flesh-like substance that holds it together.

The wall as well as the tower are now ruined. A second tower, <u>SON UMELARA</u> exists on the northern reaches of the wall. Little is known of the wall's origins or where the obsidian, which is otherwise unknown in all of Aquariia, was sourced.

<u>NULAH</u>: His. Set. Ancient settlement, originally <u>SALOROCAN</u>, though resettled by <u>NATHI</u> colonists after its subjugation of the area in c. -550 RM, becoming its most north western port. Though it later diminished with the Nathi kingdom, its ruins were used as the foundation for the city of <u>MULCIBER</u>, which was completed in 504 RM.

<u>NULAND</u>: Set. City in c south of <u>ROMOREA</u>⁽²⁾, along the southernmost shore of the Sea of <u>HASAAZ ARAAT</u>. Its main industry is training <u>MONITORS</u>⁽²⁾, which are used throughout Romorea and are also exported (Pop. c. 33,500).

<u>NULL</u>: also 'hollow one' or 'shell'. Oth. Sup. Rnk. Rare <u>MORTALS</u> born without a presence in the <u>OTHERWORLD</u> and ultimately without a <u>SPIRIT</u> or the chance to be reborn after death as an <u>OTHERWORLDER</u>.

For reasons as yet unknown nulls are known to live for far longer than normal mortals, even as much as twice to three times the norm for their race. They are sorrowful and hollow creatures that have little to no equals in the world amongst their kind, and often live solitary or abused lives as outcasts.

NULLAMBIT: Sup. An imaginary line that circumnavigates ELYDEN, at an angle of around 81° to the equator. It is equidistant from the SUPRANATURAL antipodes known as the PRIME LACUNAE – the BLACK FOUNTAIN, and the TRUE MENISCUS; at 8°57'33"S 27°56'20"W and 8°57'33"N 152°03'40"E, respectively – and is the farthest point from the two regions, crossing Elyden.

The world is commonly divided into 10° lines radiating from the Nullambit. These lines are largely arbitrary and are used to give <u>SHAPERS</u> a rough idea of the phenomena and effects one can expect when a certain distance from Nullambit or the two fonts.

The closer one gets to the Nullambit the weaker the effects of the FIRMAMENT and ATRAMENTA become, making shaping and technarcane use a lot more difficult, yet conversely a lot more reliable. The farther one moves from the Nullambit (and closer to the antipodes of the Black Fountain or the True Meniscus) the stronger relative SHAPING becomes and the more unpredictable its behaviour.

Most shaping cultures emerged at around $30^{\circ}-60^{\circ}$ from the Nullambit, where a stable compromise exists between the predictability and reliability of shaping, and the strength of the Atramenta and Firmament depending on hemispheres.

Within a radius of 10 – 100-miles of the Prime Lacunae, survival for unadapted life becomes close to impossible, with the strength of both the Atramenta and the Firmament becoming increasingly inimical to life, with shapers in incredible danger. See Vol IV: the Nullambit, the Black Fountain and the True Meniscus.

NULUM: Pol. His. Historical dynasty and royal house that ruled the kingdom of GREST^(1.) from 3555 RM, ruling until the fall of the monarchy in 3781 RM, after which Grest fell under the yoke of the insidious HE'ELAN ARCHDUKES, whose cultists eradicated the house in a night of bloody fighting.

NUMANEA: Geo. Mountain-range in the south west of <u>TARTAK</u>, forming the northern-most part of the <u>CAMMOREAN</u> Mountains. Its southern face is shallow and leads to the <u>ATRAMENTALLY TAINTED</u> region of the <u>CAMMOREAN SHADOW</u>, while its northern face is steeper.

<u>NUMARRAI</u>: *Eth.* <u>KHARKHARADONTID</u> nomads that see the spectacle as a sign of <u>BAPHOMET</u>. **See Vol II: the Nomads of Elyden**.

<u>NUMEN</u>: 1. For. A small dense forest In the c south of <u>VÂRR</u>, known for the lone mystics that live around its periphery. Those who live close to it

(not least of all the mystics) tend to have vivid nightmares on a regular basis. Some attribute this to the vicinity of a shunned cavern leading into the PRISON CARCERI.

The forest was once far larger, dominating most of the east of Vârr, though the <u>EMPIRE'S</u> presence reduced it to little more than a few small woods by c. *2000 RM*, the largest being Numen, with a few smaller spare wooded areas scattered towards the coast of <u>PROPONTIS</u>, none of which have been touched by industry.

- 2. Lak. Lake in the c south of <u>VÂRR</u>, along the course of the river ICHORIA.
- 3. Set. City in the south west of VÂRR (Pop. c. 11,000).
- **4.** Plr. 'numenin'. Pol. The 5 <u>OTHERWORLDLY</u> rulers of the free city of MOAH, in northern SAMMAEA.

NUMEN MYSTICS: Rel. Rnk. Dre. Lone priests who live in the periphery of the NUMEN Forest. Like many in the region, their sleep is plagued by dark DREAMS, though unlike others they embrace them, seeing such nightmares as visions of divine intervention; clues to be unravelled. They spend most of their time alone on the edges of the forest (which is sacred ground to them; impassable holy ground) imbibing drugs that aid their LUCID DREAMS, preaching to any who would hear them.

NUMESEA: Rui. Ruined city in the east of AZAZEM, east of the river ZEMEN. It was besieged during the reconquest of LARATHUKH^(2.) in 268 RM, and its citadel taken the next year, ending the rule of HOUSE HERCULE in the region and destabilising the autonomy of Larathukh. This led to the collapse of Larathukh in 271 RM, and its eventual reabsorption by Azazem. 4 of the PATRICIAN houses – Hercule, LENTIS, HIRINA, and RUSINA, were brought low during the conflict.

<u>NUMINIA</u>: 1. Geo. Plains dominating the c basin of the <u>UMBRA SOKHAR</u> wastes. The plains are dominated by the <u>NDEPHARA</u> canyon system, which until c. 2500 RM was the drainage system of the expansive endorheic river <u>SPICIA</u>, which today is greatly diminished, ending far west, where it is dammed by the city of <u>KADOTA</u>.

 Lak. Once lake and terminus of the river <u>SPICIA</u>, in the far north east of the <u>UMBRA SOKHAR</u> wastes, in what is today occupied by the <u>SOKHAREN DESERT</u>.

The lake was once a spiritual place to the etheri nomads, who abandoned it following its drying up, which was seen as a sign of it having been forsaken by the <u>INNER GODS</u>.

NUMMARA: Set. Major city in the south east of AMMESH. It controls a large stretch of the river KERIKHAYANTI for around 35 west of its location, where the river takes the form of dangerous rapids that make it impossible to navigate. It is the largest city in Ammesh and forms a major part of the NACRE ROAD trade route, where it has become a hub of mercancy, serving as the main link between Ammesh and HABOT to the east. It is also the main seat of power of the GRAND HOUSE of MEDINNAR, which controls most of the coal mines of the nation (Pop. c. 1,087,000).

<u>NÛN</u>: Sea. Body of water dominating the south of <u>TZALLRACH</u>, and forming the northern-most part of the <u>IAPETAN SEA</u>. It is characterised by the <u>PARAI DEIS</u> island and the steep coastal mountains of the <u>HEBAT Mountains</u> and the <u>PTHASSAL'OSS</u>.

<u>NUNA</u>: Rui. Ruined city in the north of <u>LIDEA</u>, overlooking the mouth of the river <u>SHIBBOLETH</u>⁽³⁾. It was attacked by an <u>ATRAMENTAL BOMB</u> during the <u>WAR OF SUNDERING</u> in early 3705 RM, allowing <u>KORACHANI</u> armies to make landfall and claim the surrounding land, turning it into a beachhead. The city was never resettled following the is now in ruined, largely reclaimed by coastal vegetation.

<u>NUNAGH</u>: Set. Small coastal city in the west of <u>METHUMN</u>, overlooking the <u>BAY OF ANNUNA</u>. It was founded in c. 3600 RM following years of lowering sea levels led to the silting of part of the Annuna. From then it evolved into a more industrious settlement, with its economy increasingly reliant on the sea, becoming famous for its unique shipbuilding techniques, which use local woods treated with a special resin that makes their hulls resistant to the salty waters.

Despite its modest size, Nunagh has a rich cultural heritage and is known for its vibrant annual festival, the <u>ANNUNA TIDE</u>, during which the entire city celebrates the sea's bounty with music, feasts, and a ceremonial offering to the sun deity <u>RAKETH</u>. (Pop. c. 17,000).

<u>NUNAKI</u>: 1. *Geo.* Mountain-range to the south of the <u>BLACK</u> <u>MOUNTAINS</u>, forming a border between <u>AQUARIIA</u> and <u>GNOTH</u>.

2. Set. Small city in the c north west of <u>AQUARIIA</u>. It is known for its metal industry, processing raw iron, which is sent south to the industrial centre of <u>ALBALI</u>. The city forms a part of the Way trade-route, leading north into Goth (Pop. c. 20,000).

<u>NUNCIUS</u>: *Rvr.* Southern-most of the <u>CITY OF ALMAGEST'S</u> twin rivers. It is commonly seen as a barrier between classes, with lands to its south containing a large number of workhouses and slums.

NUNEA: Pol. Soc. Tribe in the c-south east of MULCIBER, in the GROWING MOUNTAINS, in the north east of SAMMAEA. It shares its northern border with the SOLEYN TERRITORIES and is known for its enmity with ESSERIS. Due to this the border between the two in a state of flux.

<u>NUR</u>: *Rui*. Deserted city in the south of <u>ALAMUT</u>. It was attacked by various <u>UMBRAN</u> creatures and <u>GROTESQUES</u>, though the rotting corpses of the slain have tainted the place, making it uninhabitable.

<u>NURAQA</u>: Lake in the c of <u>AHRISHEN</u>, forming a part of the larger river <u>PELADA</u> system

<u>NURAS</u>: Lak. Lake in the south east of the nation of <u>AETHIOS</u>, forming a junction where the river <u>RAUTI</u> meets its parent, the river <u>NARRATI</u>.

<u>NURCYA</u>: Sea. Bay off the western coast of <u>WESTERN LLACHATUL</u>, to the south west of <u>THE VORANDINE</u>. It is famed for its <u>EVOLAM</u> kelp, which is extremely important in many <u>ATRAMENTALLY-BASED</u> procedures, including <u>CLONING</u> and <u>FLESHWRIGHTING</u>.

<u>NUREMITH</u>: Geo. Coastal plains in the west of <u>THE VORANDINE</u>, overlooking the <u>SEA OF BYRIS</u>. It is famed for its coastal settlements which harvest the <u>EVOLAM</u> kelp that is the backbone of the Vorandi economy.

NURIA: 1. Rvr. River in the east of EREBETH, acting as a border with the west of CYHLAGHARR. The river flows for 1,500-miles north east from the northern face of the NGHALLEAL Mountains before emptying into the SEA OF DANAEL at the delta of TATRIA. It is one of very few rivers that flow north from the Nghalleal.

2. Rvr. Braided river and part of the river Nuria, in the south east of EREBETH, covering around 1,000 square-miles. During seasons of heavy rain, the region swells into a seasonal lake. The war between CYHLAGHARR and Erebeth saw much fighting in this region, leading to the spread of disease which remains rife there to this day.

NUSAEL: Ind. Set. Expansive salt mines in the north east of AHKA. The mines run for miles underground and have been in continuous use for 700-years. Some chambers are gigantic and have been equated to cathedrals hewn from the earth.

The spent portions of the mine are now inhabited by the descendants of the original miners and have been fortified against attack (Pop. c. 8.500).

NUSATI: Set. City in the south of TARATI (1.) (Pop. c. 20,000).

NUSHIR II: (30 – 3109 RM) Pol. His. The last king of the FLUN-SANDRA SOVEREIGNTY in AHRISHEN, whose assassination in 3109 RM left the House without a direct successor.

Baron <u>ZEGIR OF ARRODIA</u> performed a coup d'état, seizing the throne, ending the line of Flun-Sandran monarchs and starting the <u>HOUSE OF</u> ARRODIA.

NUSISI: Rvr. River in the west of OPHIUSSA, flowing for 165 miles east from sources in the Kabira hills before meeting the coast at the SEA OF ORRIDA

<u>NUT</u>: Ind. Set. Gold mining settlement in the east of <u>SARASTRO</u>, west of the <u>JAELA</u> Mountains in the region of <u>HAGAAT</u> (Pop. c. 7,000).

NUTHA: Rvr. River in the north of SAMMAEA, flowing 250-miles north from the highlands of HAOL before emptying in the SEA OF NUTHEN.

<u>NUTHACHAN</u>: 1. *Geo. Pol.* <u>KORACHANI</u> colony in the north of <u>SAMMAEA</u>. It is effectively a semi-exclave, being completely surrounded by the territories of foreign states – <u>MHAROKK</u> in the west, <u>HARAPPA</u> $^{(3)}$ in the south, and the <u>HOAMMI</u> semi-exclave of <u>SKEIN</u> $^{(1.)}$ to the east.

2. Set. Coastal city and capital of the $\underline{\text{KORACHANI}}$ exclave of the same name⁽¹⁾, along the banks of the river $\underline{\text{NUTHA}}$, 4-miles from the $\underline{\text{SEA OF}}$ $\underline{\text{NUTHEN}}^{(1)}$. Originally named Nutha, it was once the capital of $\underline{\text{MHAROKK}}$, and was renamed Nuthachan by Korachan in 1001 RM. In

its original incarnation, the city was encased within a mighty fort, though the city has since far outgrown its old walls, which now form the borders of its administrative district.

The city defected from Mharokk and in 3916 RM and became part of the nation of $\underline{\text{HIGH-EMPIRE OF KORACHAN}}$ following a long period of strife and war with $\underline{\text{SARASTROAN}}$ forces. The capital of Mharokk was then moved to the city of $\underline{\text{TAKUH}}$.

It is a major link in the <u>RED ROUTE</u>, and its harbours are busy with ships that transfer goods to the Korachani mainland in the north (Pop. c. 59,000).

NUTHAN: see <u>NUTHACHAN</u>.

NUTHAI: Rel. Rnk. Priests of NUTHEN(2.) in MHAROKK.

NUTHAI UPRISING, the: Rel. His. In 1263 RM, priestly leaders in MHAROKK who opposed KORACHANI influence on culture and especially religion, destroying most Korachani power-centres due to their belief in NUTHEN (2.). Bitter fighting ensued for 5 years after which most imperial forces were made to leave Mharokk, but not before leaving puppet rulers and spies behind. In 2693 RM, the Korachani empire returned to Mharokk forcibly entering its cities, executing its nuthai, re-establishing control.

<u>NUTHEN</u>: 1. Sea. Sea in the north of <u>MHAROKK</u>, dividing the <u>HARAPPAN</u>⁽²⁾ peninsula in the east from the <u>KYDONIAN</u> plains in the west. The sea was formed with the shrinking of <u>THE INNER SEA</u> over the past 10,000 years or so caused what was once the continental shelf to rise above sea level forming the plains of <u>NICASSA</u>⁽¹⁾.

2. *Rel. Dei.* Chief deity in <u>MHAROKK</u> (originally known as <u>MHARAKA</u>) prior to its corruption by <u>KORACHANI</u> exocrines and <u>ICONOCLASTS</u>⁽²⁾ between c. 700 – 900 RM. Its origins are unknown and seem distinct from the guarded religion and culture of the native <u>YARAOMIC</u> people.

In its original form represented the power of the self and the ability to achieve. Worshippers prayed to Nuthen for conviction and strength (in practice, they believed they invoked his spirit, which gave them the strength needed to persevere). Endorsed a meditative existence, where contemplation would lead to enlightenment, granting the insight needed to succeed.

Following its corruption by the CHURCH OF THE UNDYING MACHINE, the name of Nuthen was retained, but its dogma warped to incorporate the subservience required by the Church of its faithful. In particular, the aspect of invocation was retained, to the point that prayers became complex multifaceted communal rituals, where chanting (in the Korachani tongue) was said to invoke the spirit. Despite the widespread belief of Nuthen prior to Korachani influence in the region, the corrupted form was never fully accepted and home-shrines and underground cults abounded, where Nuthen in his original form was worshipped (his name, in this true aspect, had evolved by c. 2300 RM to GUTHEN). Openly, the NUTHAI (priests) venerated the Korachani-influenced Nuthen, but secretly despised him, leading the people of Mharokk in revolution in 1263 RM – the so-called NUTHAI UPRISING – resulting in the speedy ejection of most imperial authorities in the area.

Korachan returned to power in 2693 RM, quickly re-establishing its rule after executing most of the nuthai. Worship of Nuthen was condemned, with ICONOCLASTS(2.) executing any found worshiping Nuthen or Guthen; with worship of the UNDYING MACHINE enforced in its place. Guthen continued to be worshipped throughout this time. Further imperial religious propaganda diminished the importance of Guthen, and by c. 3100 he had become a SAINT of the Church of the Undying Machine, becoming patron to the weak.

NUTHEN ISLANDS: Geo. Island-chain in the c of the INNER SEA, between the south west of HOAMM and the far east of VAALK. There are an estimated 300 island in the region, though only 78 of them are of any significance, with only five of them inhabited. Most of the islands are claimed by KORACHAN, Hoamm, and Vaalk.

NUTHRAN: Geo. Reef in the south of the waters of the MANNAL ITRUSH off the south western coast of SAMMAEA, forming a part of the nautical territories of FALLAROUR.

<u>NUTIBI</u>: Set. Fortified coastal city in the north of <u>KHAMID</u> (Pop. c. 33,200).

 $\underline{\text{NUTIS}}$: Mil. Str. Fortress in the c north east of $\underline{\text{THETIS}}$, guarding the border south west with $\underline{\text{RHEA}}$.

NUUTH: Geo. Ash-fields in the north east of GNOTH, to the south of the city of CALCANTHIA and the NARAHASAPHAEL Mountains. The region was created by the eruption of MT. CHESED in 2527 RM and is known for its strange algae & lichen growths; the only plant-life in the area, taking eerie forms unseen elsewhere; possibly due to the FIRMAMENTAL richness of the region.

<u>NYALA</u>: Set. Small fortified city in the far south west of <u>MHAROKK</u>, which forms a part of the <u>SALT ROAD</u>, linking Mharokk with <u>HITTA</u> (Pop. c. 15.750).

NYALAR: Set. Major city in PORPHYR built on the ruins of an ancient FOURTH AGE civilisation, thought by many to have belonged to the IROTHANI. It was visited in 331 RM by the ARCHPOTENTATE MALICHAR during his ITINERARY after his resurrection in DAEKYN and the secrets of the DEMIURGE NYARLOTH, long thought lost, were found by him there, enabling the construction of the TECHNARCANE engine known as the LEADEN THRONE that sustains the Demiurge RACHANAEL in the guise of the UNDYING MACHINE to this day (Pop. c. 880,000).

NYALLA: 1. *Rvr.* Major river system in the east of MALAN, dominating the south of the HENDECARCHY of DERAEIA and the north east of ATALLUA. It comprises two major rivers – the Nyalla^(2.), after which it is names, and the ENDULLI, and also incorporated two lakes – HÂT and STAL – as well as dozens of other rivers and bodies of water. The system drains to the east, and falls over the SHIMMERING CLIFFS in the form of the spectacular TWIN FALLS OF VATULIA before moving east into TETHYSIA.

2. Rvr. Major river flowing east across the north of <u>TETHYSIA</u>. The river begins in various sources in the <u>ARGENT</u> Mountains in the east of <u>MALAN</u>, which eventually coalesce at the <u>TWIN FALLS OF VATULIA</u> that fall for over 1,500-ft down the <u>SHIMMERING CLIFFS</u>. Before the river continues its journey across the <u>PANTHALASSA</u> desert.

NYARALA: Phil. Rel. Soc. Ancient way of life in PORPHYR that emerged from the teachings and actions of the DEMIURGE NYARLOTH in antiquity.

Best described as a philosophy, religion and TECHNARCANE school of thought, it has its roots in the ancient beliefs of the SEPTS – the rulers of the kingdoms of KATHAR BYAAT that once belonged to the children of Nyarloth, the IROTHANI.

Nyarala is difficult for outsiders to understand as the full facts are kept hidden from foreigners, and are veiled beneath layers of thoughtless ritual and ceremony that even its practitioners understand little of. Indeed, it relies heavily on misunderstood symbolism and superstition, which seems somewhat at odds with the otherwise high technological level of Porphyr. However, upon closer inspection one can see that much of its technarcana is a relic of ancient times - created by the Demiurge Nyarloth, its intricacies and secrets unknowable to mortal minds. Most present-day examples of technarcana are reverse-engineered from these ancient examples, and much of their workings are unknown or misunderstood. Indeed, the upkeep and usage of most technarcane engines are just part of the endless ritual in the hierarchical establishment of Nyarala, and few of the mighty engines that are used in Porphyr are truly understood. Ancient manuals, originally penned by mortals with first-hand knowledge of their use, are handed down across generations. But mistakes in transcriptions and subtle changes in their language have led to technarcane use in Porphyr becoming highly ritualised, closer to religion than science.

On a more esoteric note, Nyarala teaches how perfection can be attained through repetition and practice, symbolised through the meticulous building of an engine or machine. Both practices are very important aspects of Porphyri culture. Blind belief is ingrained into the psyche of its people, who know of the direct link they possess with the Demiurge to whom they owe everything. They build gigantic arks—thought to be idols and offerings to Nyarloth—miles from the sea, never to touch water. They maintain and use ancient engines and machines without knowing their true purpose or how to exactly replicate the technology. They are, in truth, a simple people, held together by the strength of their faith and the charisma of the MAKHANTE—handmaidens and priestesses of the PRAEDICATE TELEANYARA APEXEIDE, who rules state and church as one.

Nyarala is inadvertently-responsible for much of <u>KORACHANI</u> advancements in technarcana, and the faith was brought to Korachan by the <u>ARCHPOTENTATE MALICHAR</u> after his sojourn in Porphyr in 331 RM, where he learnt many secrets of the technarcane art that led to the construction of the Leaden Throne that sustains the Demiurge <u>RACHANAEL</u> to this day. Since then, it has been subsumed by the <u>CHURCH OF THE UNDYING MACHINE</u>, where it is now virtually indistinguishable from its roots, though the <u>DEMIURNE</u> machinists of the empire still follow many of its teachings to this day. See Vol IV: Religions and Cults.

<u>NYARATH</u>: Tec. Pol. Rnk. Title in <u>PORPHYR</u> used by technarcane officials who hold high station in society. The title originated in <u>ZOLOK</u>, and was retained by Porphyr following its founding.

<u>NYARI</u>: *His. Mor.* Descendants of the <u>IROTHANI</u> who, following the death of the <u>DEMIURGE</u> <u>NYARLOTH</u> and his internment in the <u>SOUL-ENGINE</u> continued to follow him.

<u>NYARLOTH</u>: also 'the Great Artificer'. m. Myt. His. Per. In the mythology and ancient history of <u>ELYDEN</u>, sixteenth of the Two-and-Twenty <u>DEMIURGES</u>, whose children were the <u>IROTHANI</u>.

His known <u>SCIONS</u> are: <u>CAGHARTIATH</u>, <u>IIMONOPHIS</u>, and <u>TELEANYARA APEXEIDE</u>. See Vol IV: the Two-and-Twenty Demiurges.

 $\underline{NYARDOR}$: Ind. Set. Major industrial city in the c of \underline{AZAZEM} (Pop. c. 700,000).

NYCARAT: Set. Major city in the ZYCHE region of the south of THE VORANDINE. Its main industry is the refining of the tar-like substance that is extracted by various settlements along the periphery of the toxic landscape of ALVELM, some 100-miles east. Most of its people make a living refining the sludge into a solid substance known as ALVELITE that can be refined and moulded into various shapes as a substitute for metal. This workforce is seen as expendable and most people are born indentured to the manufactories, living wretched lives of sickness, with few surviving beyond the age of 30. (Pop. c. 79,000).

NYCTERIS: Set. Independent city-state in the c south of SAMMAEA, within the territories of HOGGOTHA ISZ, around 1,000-miles to the north of the SEA OF KRIHIEK. The city-state rose in c. 3821 RM and has been, since its inception, ruled by a ruthless LAMIA; TOZ, whose regime is characterised by her disregard of mortal emotion and her search to return to the OTHERWORLD. The city appeared over the ruins of a far older metropolis whose death in c. -1000 RM lay at the hands of a single misanthropic ALCHEMIST who disappeared at the onset of an artificial PLAGUE. Some claim that the lamian and the alchemist are one and the same, though those who do end their days in the infamous gaols that sprawl beneath the city.

The city exists as little more than an extension of its otherworldly ruler and is a hellish place for the many whose short pitiful lives fall beneath the gazes of the upper-caste literati. All that exists and takes place within its concrete walls is at the behest of its ruler, the Goddess Toz. The city is also surrounded serapi tribes that are a source of near-constant harassment.

A grim cult of character has grown around Toz, who has meticulously carved her image amongst the slaves and lower-caste as something to inspire awe and fear. SHAPING, particularly SHAMANISM and ANIMISM, are encouraged, as is OCCULTISM in general. Toz herself is a gifted spiritwalker and spends most of her time in state, her spirit sojourning in the otherworld (Pop. c. 25,000).

NYGHT: Fau. fantastical creature common to the folklore and legends of NARTHEL and the south of LYRIDIA. It is said by the nomads of the region to look like black smoke, drifting across the land on moonless nights, wailing eerily. To touch one is to see ones' own death, and to hear its moaning is to listen ones' swansong.

They are considered by most scholars to be a somewhat fanciful depiction of <u>UMBRACHIN</u>.

NYID: Rel. One of five aspects of the PENTATAEL religion of ELAT and AYAD.

NYISUS: Rvr. River in the c of <u>ELAT</u>, flowing south west for 700-miles from sources in the <u>PARNASIAN</u> Mountains, before meeting the coast at the <u>SEA OF DAZHAT</u>.

<u>NYM</u>: *Oth.* Form of <u>HALFBLOOD</u>, typically descended from <u>OTHERWORLDERS</u> whose purpose was to corrupt through lust. They are naturally sensual creatures, very sexual, and catlike in their mannerisms. Males are called <u>SATYA</u>.

NYMIRA: 1. Sea. Bay in the SEA OF ORRIDA, in the south of the islandnation of OD MEGINNAS^(1.).

2. Set. Coastal settlement in the south west of <u>OD MEGINNAS</u>⁽¹⁾. It was originally a shale quarry, though the quarry was abandoned in c. 3890 RM, leading to an exodus of people, leaving it much diminished today, with many districts abandoned and crumbling (Pop. c. 3,200).

NYMPH: Myt. Water spirit, called wraih in many eastern tongues.

<u>NYNWAR</u>: Rvr. River in the north of <u>LOEGRESS</u>^(1.), flowing east for over 250-miles from sources in the <u>VOULLOR</u> Mountains, before meeting its mouth at the <u>SALDHUIN</u> wetlands.

NYPHERA UNCOST: *Int. Sup. Str.* Monolithic flat-topped reinforced concrete pyramid in the hinterlands of south eastern <u>TARTAK</u>, just south of <u>THE MONUMENTS</u>. It is around 120-ft. high, with a sloping angle of around 56°, and each of its four slanting faces has embedded within it an archaic circular copper plate that is part of a subterranean <u>TECHNARCANE</u> engine that powers the entire pyramid.

The pyramid is surrounded by vast flattened minefields, at the outer borders of which are multiple obelisk-like reinforced concrete towers that are constantly manned by Tartakasid troops who patrol the periphery of the vast area, which is fenced off.

It was built by <u>PARTHISAN SHAPERS</u> in c. 2400 RM, though its purpose remains undisclosed to this day. In truth, few people are aware of its existence, and those that do know are ignorant to the inner workings of the government that issued its construction. Rumours do however abound, with the most popular being that it was designed to trap something – though what that something might be can only be guessed at.

NYPHIS: Set. Settlement in the south west of Kommea (Pop. c. 4,200).

NYRIX: also 'City of Worms'. Set. City in the far north of THE VORANDINE. Little is known of its unofficial namesake, though it is built on the ruins of an ancient THIRD AGE settlement (Pop. c. 19,000).

NYSEA: Set. Mountain-city in the south east of <u>TETHYSIA</u>, just east of the <u>PERIEDAS</u> mountain. It is powerful and largely self-sufficient (Pop. unknown).

NYSHAB: Set. Major coastal city in the north east of PORPHYR. It is a centre of trade and fishing and also maintains ports for skyships, which travel there from the capital in BETTYL, and LEMEGETHAS (Pop. c. 2.170.000).

NYSII: Geo. Carved cliff-face in the south of the EHRANDEAN Massif in CHANDOS^(3,), facing north. The carvings are thought to date back to the FOURTH AGE OF MORTAL LIFE.

NYTAR: Set. Settlement in the c north east of KARGAMA, to the north of the ONCETHMUS Hills. Its main industry is the mining of BRIMSTONE (Pop. c. 5,900).



OAACH: Geo. Island around 200-miles south west of CUTH.

OAKKI: Geo. Island off the south western coast of CUTH.

<u>OANT</u>: *Rui.* Ancient sprawling stone city, possibly dating back to the <u>FOURTH AGE</u> or earlier, in the badlands region of <u>SHOG HARRAB</u> in the south of <u>SARAGOS</u>.

<u>OANT HAZA</u>: also 'the Smoking Coast'. Geo. Volcanic region dominating the north east of <u>KHITAI</u>, to the east of the <u>RILLATAIA</u> Mountains known for its near constantly smoking fumaroles and cones. The region is uninhabited.

<u>OARSTUN</u>: Set. City in the c of <u>MECHABET</u>, linking trade from across the nation (Pop. c. 20,000).

<u>OASTIS</u>: Set. Settlement in the region of <u>DAYLAM</u>, in the west of <u>THE SURRACH</u>, along the course of the river <u>AADAX</u> (Pop. c. 10,000).

<u>OBACERATA</u>: Geo. Cave in the c north west of <u>KARGAMA</u>, in the <u>DRIHULL</u> Mountains. It entrance collapsed during a great earthquake in 906 RM, that left the cave accessible only through a single sinkhole that serves as skylight, allowing some light into the expansive hollow beyond. The cave is known for its mosses and pale creepers and vines that twist around stalagmites.

OBADON: Set. City in the north west of SATARIEL (Pop. c. 65,000).

<u>OBAEGOR</u>: also 'the Glass City'. Pol. Set. Ruling city in the tribe of <u>ORIM</u>, in the west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. The city is known for its caste of crystal-manipulating <u>SHAPERS</u> known as <u>SICLASET</u>, who produce object d'art that are valued across <u>ELYDEN</u> (Pop. c. 60,000).

<u>OBAIDA</u>: Set. Coastal settlement in the far south east of <u>CHEIRA</u>, along the peninsula of <u>XENIA</u>. It is a major fishing centre (Pop. c. 6,000).

<u>OBDUSA</u>: Set. Fortified city in the south of the tribe of <u>THLOLOT</u>, in the north east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is a major military centre in the tribe, and most of its troops are trained there (Pop. c. 29,750).

<u>OBEAH</u>: *Set.* Once-capital of <u>ETHISTONITH</u> positioned along the banks of the river <u>DAWWAN</u>. With the annexation of Ethistonith by the Khan <u>ILLAREGH</u> in 3703 RM, the nation was absorbed by <u>RHINOCOLOURA</u>, and the duties of capital were taken on by the city of <u>SARDONYX</u>, to the north. Nevertheless, the city remains a major political hub, where the old territories of Ethistonith are governed to this day.

In antiquity the region surrounding the city was <u>ATRAMENTALLY-ACTIVE</u>, and some degree of disfigurements were not uncommon in nearby settlements, particularly Obeah. Today the Atramental taint has subsided naturally and only exists in the small region of Kalarli to the south west of Obeah, though birth defects remain more common than they are elsewhere in Ethistonith.

During the peak of these outbreaks a caste of untouchables emerged in the city made up of those whose bodies had been touched by the <u>ATRAMENTA</u>. By c. 2050 RM they made up a considerable lower-class, consigned to slums, on the northern banks of the river <u>DAWWAN</u> (which

is ironically gentrified today and home to high-value properties). Over time these untouchables would develop a pervasive criminal network, and they became important informers, even coming to work for the government by c. 2120 RM. Today this untouchable caste has largely been eradicated, though a small number of outcasts remain, ignored by most (Pop. c. 285,000).

OBEDD JIHAR: Rui. Ancient stone labyrinth built in accordance with the golden ratio, believed to have been constructed by the DEMIURGE NYARLOTH in the late THIRD AGE. The labyrinth covers some 10,000-square-miles and is now located in the wilderness of eastern ABACARDAT, in the south eastern SAMMAEA.

<u>OBEGH</u>: Geo. Small island off the western-coast of <u>PORPHYR</u>, around 90 square-miles in area. It is largely uninhabited.

OBELA: Geo. Region in the north of KHURAUR characterised by a gridwork of stone pylons that were carved by hand in the distant past. Now the region is visited by <u>ATRAMENTISTS</u> whose spheres fall under the domain of the Blood Moon <u>ARAKHAMÉ</u>.

OBELINTH: Set. Small city in the c north of SEDISIA (Pop. c. 14,000).

OBELISK OF ASHOM: Int. Rui. Pylon-like obelisk of monumental size in the far north east of KHARKHARADONTIS, south of the MOUNTAILS. It is close to 1,000-ft. long, and 120-ft. wide at its widest point and lies incomplete, half-quarried, cracked. Though thought to date back to the THIRD AGE, it is likely an effort of mortals at replicating the architecture of the DEMIURGES following their waning and disappearance. Despite being incomplete, the obelisk bears carved writings that are alien to modern scholars.

OBELISK OF CASONA: Int. Rui. Ancient pillar dominating the otherwise flat EMMEN plains of the far north of WESTERN THANO. It is made of a concrete-like substance and is covered in runic writing that shimmers white when the IVORY MOON is full and the ARCANE TEMPERS favourable, though which remain undeciphered to this day. A necropolis lays in the permafrost at the foot of the 100-ft. tall obelisk, though the ground is so hard that it has evaded attempts at exploration.

<u>OBELISK OF MARASHAN</u>, the: Int. Rui. Gigantic obelisk in the far south west of <u>SERROK</u>, on the western-most tip of a peninsula jutting out into the <u>SEA OF KHURSA</u>. Originally constructed on an island off the coast, the combination of silt deposited from the flow of the river <u>BEREKODRA</u> and lowering sea levels saw the island become part of the mainland.

Standing at 300-ft. tall, it dominates the skyline for miles around and is used by those travelling the Sea of Khursa as a means of navigation.

OBELISK OF SHADOWS: Arc. His. Rel. Large black obelisk in the c west of KORACHAN, in the western foothills of the FATUACH Mountains, overlooking the city of KHADON. The obelisk is built in accordance with ancient designs found in the SCRIPTURE OF SHADOW and is a replica of an ancient THIRD AGE temple of RACHANAEL thought to have once existed in KHARKHARADONTIS.

The Obelisk itself is 200-ft. tall and stands on a wide stone plinth that is around 40-ft. high and commands unrivalled views of the city of Khadon and its various suburbs and satellite villages.

OBELISK OF UNDOING: Int. Rui. Architectural oddity in the tribal territories of NUNEA in the c east of the GROWING MOUNTAINS of MULCIBER. The obelisk is hewn from the red granite of the foothills where the Growing Mountains meet the ETHITUL Mountains and is surrounded by a deep pit, with hewn temples in the sheer sides of the wall. The obelisk itself likely dates back to the THIRD AGE OF MORTAL LIFE, and is imbued with unexplained properties, that likely have at their root the MATERIA OMNA.

The obelisk is around 40-ft. tall, and made of the natural red granite of the region, though it has scattered parts that are crystalline and translucent. These parts are known to glow orange, like <u>AMBER</u>, on nights when the <u>ARCANE TEMPERS</u> in the region are in flux. The place has attracted shapers and occultists of varying talents for millennia, and it is believed to have strange effects on shaping that are not as yet categorised. The obelisk is named for a trait it once displayed, where shapers who touched it were shorn of their abilities.

Multiple strange sightings and unexplained phenomenon in the surrounding region are attributed to the obelisk.

<u>OBELISK WASTES</u>: *Int. Geo.* Wasteland in the south of <u>ALMAGEST</u>, in the <u>SKAROSIAN WASTES</u>, covering some 80-square miles of area, north of <u>SATHA</u>. The region is known for the shattered obelisks that cover its lands. The obelisks are clearly artificial, arranged in concentric rows.

<u>OBELZARA</u>: Set. Small city in the north east of <u>PORPHYR</u>, in the contested lands of <u>UTIMAN</u>. It was one of the first cities to defect to Utiman and remains so to this day (Pop. c. 46,000).

OBERAMAGGA: Set. City in the c north east of SKAROS, in the west of the SKAROSIAN PLAINS. It is a major mining centre, and produces sand stone, slate and clay that are used in construction across the nation. Of note is its dark grey granite, whose veins resemble gold, and which is a popular sculptural material used across the KORACHANI EMPIRE, appearing in many governmental structures in SKAROSIA (Pop. c. 38.800).

OBIA: Geo. Island off the far western-coast of TZALLRACH, north of LISEDI.
OBIHADDAR: Sup. Geo. Firmamental region in the south of TZALLRACH, home to deep LODELITH deposits (useless on an industrial scale), and many incredible caverns and rock-bridges that would be impossible in other lands.

OBITER: Set. Fortified settlement in the c north of SHOTHA (Pop. c. 9.000).

<u>OBITUA</u>: Ser. City in the c of <u>ANANTHUL</u>. It is built atop the ruin of an ancient cenotaph on which were inscribed the names of the ancient, and many of its older structures are built from the rubble and masonry of the marble monument at whose base the city is perched (Pop. c. 46,000).

<u>OBLEVIA</u>: also 'the Dust Maw'. Geo. The dominant region and geographical feature in <u>OBLEVIS</u>(²), also stretching into the north of <u>DHA NAR</u>, is characterised by over 120,000 square-miles of compact heavy white ash, flat as glass, dominating the south west of the nation. Travel across the feature is near impossible and it is devoid of settlements or civilisation of any kind.

<u>OBLEVIS</u>: 1. Dem. 'Oblevish'. Geo. Generic name given to the large peninsula forming the south eastern part of the <u>MENISCEAN</u> continent, including Oblevis, <u>DHA NAR</u>, <u>CAMAU</u>, <u>LARISH</u>, <u>PHUT</u> and <u>ENDUI</u>.

2. Nm. Nation in the east of MENISCEA. It is dominated by a fantastically-flattened region, obliterated in an ancient war, and is now a white sand desert, its dust so fine, its air so still, that to walk on it is to sink. A coalition of city-states surrounds this wasteland, dating back to the fragmentation of the older OBLEVISH EMPIRE that crumbled in 3821 RM. coasts of the region, though many have dwindled in recent centuries with the retreating of the world's seas.

The nation owes its roots to an exiled <u>KORACHANI</u> member of the <u>DESPOSYNI</u> who fled there during the height of the <u>DESPOSYNI WARS</u> in c. 880 RM, and whose ancestors went on to rule as divine monarchs. Their rule lasted until 3199 RM, whereupon they were overthrown and slain alongside all eligible to claim the throne in a night of bloody

revolution that saw the nation reformed into the Oblevish Empire. The <u>UNDYING MACHINE</u>, until then the primary deity of Oblevis (alongside the Korachani exile who, after teaching its people of the Undying Machine, was elevated to the status of a demigod) was also abolished, to be replaced by a deified saint of the faith that became known as the DANCING DEITY.

Throughout the rule of the <u>DESPOSYNI DYNASTY</u> the capital was known as <u>KORACHAN DHAI</u>, though this was later moved to <u>MADDIS</u> following the revolution. See Vol III: Extant Realms and Nations.

OBLEVISH EMPIRE: His. Ntn. Now-dead empire that controlled much of south eastern-most part of MENISCEA, including what are today CAMAU, EGINAZ, and OBLEVIS. It was formed in 3199 RM when the divine monarchy that had been in place for millennia was overthrown, leading to the formation of the Oblevish Empire, which grew until it reached its peak in c. 3600 RM. Following this it began to decline, until in 3821 RM it enforced an arbitrary partition of its vassal state of SHUTIAZ, leading to the formation of Camau and Eginaz. Oblevis itself suffered during this time, and the empire crumbled, leading to the formation of diverse city-states, that remain to this day as a coalition. See Vol III: Extinct States.

<u>OBLITHIA</u>: 1. Rvr. Marshlands in the c north east of <u>RHAMIA</u>, forming the northern-most part of the <u>SEA OF PYREA</u>.

2. Set. City-state and region in <u>RHAMIA</u>, once-closest to <u>AHRISHEN</u> (Pop. c. 78,500).

<u>OBLOCUTOR</u>: Pol. Rnk. Rank within the <u>SANCTIFIED ORDERS OF THE INQUISITION</u>, mostly made up of <u>NEOPHYTES</u> who have failed to graduate to the rank of <u>ACCENSOR</u>.

They are chanters and deniers of other faiths and often travel with pilgrimages and large groups of those faithful to the <u>UNDYING MACHINE</u> and disparage those they encounter who are adherents of other faiths. They are most common amongst the <u>MORÉHAN</u> and <u>AVÉNETHI</u> Orders and commonly travel with the <u>SHADOW MARCHES</u> or <u>AVÉNETHI</u> MARCHES.

<u>OBLOTHRA</u>: Geo. Island in the c north west of the <u>SHIBBOTHA ISLES</u> off the south western coast of <u>SAMMAEA</u>. It is part of territories contested between <u>FALLARAUR</u> and the <u>CORAL BARONIES</u>.

<u>OBMUTESCIA</u>: For. Temperate mixed forest in the north of <u>CISNERIA</u>. It is known for its wildlife and <u>FOURTH AGE</u> ruins, most of which are now beyond recognition and overgrown. It features in many Cisnerian myths and legends and it thought to be haunted and bewitched, and in particular its inner-most reaches are said to be eerily silent.

<u>OBO</u>: Set. Fortified settlement in the c north of <u>TZALLRACH</u>, known for its iron mining. It lies along the path of the <u>GREAT ROAD</u> (Pop. c. 5,000).

OBORIR, THE SAINT OF THOSE WITHOUT: Rel. Obj. The skeleton of a stillborn child, its mother a powerful OTHERWORLDER. It was said to have healing properties and its body is now kept in the BASILICA OF DUSK in ALMAGEST.

OBRAGHATUL: Geo. Mountain range in the south west of CHEIRA.

 $\underline{\text{OBRANT}}$: Set. Settlement in the c north of $\underline{\text{BANT}}$, in the west of the $\underline{\text{CARCHEMISHI PENINSULA}^{(1)}}$, in the east of $\underline{\text{SAMMAEA}}$ (Pop. c. 5,000).

OBSCENE LORD, the: Myr. His. Recently, name applied to the SCION VOLUPIS.

OBSERVATORY-CITY: Ast. Soc. Cities in AQUARIIA common in the period between c. 900 – 1300 RM, characterising the period prior to the PARTHISAN colonial rule, which began in 1206 RM. Such cities evolved naturally from the observatories that were built in the north of the nation as the CULT OF ALBULAAN became popular following the decline of the CULT OF LIFE AND DEATH the KNIGHTS-EXILE brought with them from KORACHAN. As the importance of the cult increased, settlements appeared around the most important observatories, and these eventually became the main cities of Aquariia. Other observatories were built in isolation to replace those that became city-centres, which had evolved fulfil the role of church, governmental structures, libraries and universities.

Parthisan rule brought with it a decline in popularity of these cities, though some, such as \underline{ARKAB} , $\underline{EKHYSSA}$ and $\underline{MANUBRA}$, remain populated to this day, their central observatories (as they are still called) still in use.

OBSERVATORY OF DEOCHAN: see DEOCHAN, OBSERVATORY OF.

OBSERVATORY OF ENKATTRA: see ENKATTRA, OBSERVATORY OF.

OBSERVATORY OF LAHMON: see LAHMON, OBSERVATORY OF.

OBSERVATORY OF PAZZAD: see PAZZAD, OBSERVATORY OF.

OBSERVATORY OF SANKAROS: see SANKAROS, OBSERVATORY OF.

<u>OBSERVERS</u>: Rel. Voc. Monks in <u>RAONGEN</u>^(2,) who are devoted to the <u>GOD WHO SPEAKS</u>, and who spend their lives collecting accounts of visions experienced by followers of the deity. They are important figures in Raongeni culture, and the government and church alike spend a lot of money investigating and cataloguing these accounts, with verified accounts becoming part of scripture, breathing life into the teachings and warnings of the God Who Speaks.

<u>OBSCURATOR</u>: Pol. Rnk. Rank within the <u>SANCTIFIED ORDERS OF THE INQUISITION</u>, whose members are concerned with concealing sensitive information deemed unfit for the masses. Though found amongst most Orders, Obscurators are most common within the <u>CONCORDANTISTS</u>, where they operate as mid-level agents, working in imperial cities, where they cover-up sensitive information from the masses.

<u>OBSIDIAN ISLES</u>, the: Geo. Islands off the southern coast of <u>CARNYNGA</u>, known for their black coastal cliffs, dense foliage, and obsidian stone formations.

OBSIDIAN ISLES, EXPEDITION TO THE: (2984 RM) In the late 3rd millennium, a significant expedition to the OBSIDIAN ISLES, in WESTERN SAMMAEA, off the southern coast of CARNYNGA, was launched. The AIWAHAN ORDER of the SANCTIFIED INQUISITION, alongside members of the MORÉHAN Order, uncovered a vast repository of ancient TECHNARCANA. Among the discoveries was the ARCANE CONDUIT, a device capable of amplifying Shaping abilities, now held in the Order's VAULT OF VAURNOS.

<u>OBUSTRA</u>: *Set.* Settlement in the east of <u>SARASTRO</u> along the foot of the western <u>KOROR</u> Mountains. It is a major source of stibnite and antimony in the region (Pop. c. 4,750).

<u>OBYRYTH</u>: also 'the Unassailable City'. Set. Capital city of the <u>TEMPLAR STATES</u> situated atop a steep-sided mesa in the north of <u>SAMMAEA</u>, at the edge of <u>UPPER TRISKETHIA</u>, overlooking Lower Triskethia.

In 2479 RM the city was attacked by dissenting workers who were led by <u>SOULSEERS</u> who manage to penetrate the <u>ADEPTS'</u> Palaces, slaying the Adepts and usurping control. After the <u>TRISKETHIAN DOMAINS</u> were annexed by the Templar States, they had the capital moved from <u>INDERACHAN</u>^(2.) to Obyryth in 3782 RM, after which it has continued to grow, becoming incredibly wealthy from the <u>SOULSTONE</u> trade, growing into a great metropolis.

<u>KORACHANI</u> rumours claim that the city is home to creatures that hail from outside of <u>ELYDEN</u>, though such rumours have never been substantiated as contact with the outside world (particularly <u>KORACHAN</u>) is limited, at best (Pop. c. 400,000).

OCCAETIA: His. Ntn. Early FIFTH AGE state that encompassed present-day MIRALUL, OSSIEL, and NALARDIL. It emerged from the ruin of the late Fourth Age nation of OLYSSIA in c. -800 RM and prospered until c. 370 RM, when it fell to an internecine civil war that saw its monarchy all but destroyed, the remnants exiled to the isles of UGURIIT. See Vol III: Extinct States.

OCCAMAISA: Set. Settlement in the north east of <u>SABAISA</u>. Its main industry is the mining of pyrite (Pop. c. 10,000).

OCCELATA: Geo. Cave-system in the c west of KULIGALA, in the east of the CARCHEMISHI PENINSULA(1.), in the east of SAMMAEA. The caves are located in the east of the KELLOIL Massif, and are characterised by their many sinkholes and pitted walls.

OCCIADA: Set. Settlement in the south west of RAONGEN^(2.). Its main industry is the mining of OMNATITE, which is processed in the city of SINVERU in the south east (Pop. c. 8,200).

OCCIDENT, the: Lan. Geo. Common name within KORACHAN and its vassals, usually pertaining to the lands and nations of MENISCEA or the far east of Llachatul, more generally referring to any lands east of the TORRENT OF KARROCK.

<u>OCCLUSIATE</u>: *Tec. Voc.* <u>TECHNOLOGISTS</u> who specialise in the grafting and maintenance of <u>OCCLUSIONS</u>.

OCCLUSION: also 'Grommet'. Med. Tec. In the fields of TECHNARCANA and BIOMACHINERY, occulsions are sockets embedded in the skin and flesh of creatures to facilitate the administration of ATRAMENTAL substances and tinctures. VAT-BORN creatures, including CLONES, are commonly implanted with occlusions and the STEEL LEGIONNAIRES are famously fitted with 22-such occlusions, through which they can be married to their HARDSUITS and be administered the delicate cocktail of drugs needed to regulate their metabolism.

OCCULTARIUM, OFFICES OF THE: Sup. Pol. Org. Major governmental department in PARTHIS whose agents police SHAPERS, ensuring that laws are upheld across its territories and vassal states. Unlike in KORACHAN, where shapers are divided into various different departments, known as MINASTERIA^(2.), Parthis has just one overarching department that deals with all shapers, though it is divided into various branches that are dedicated to different spheres.

Its headquarters are located in the city of TETHRA, though it has offices in most major cities and representative and agents stationed in most smaller cities, wherever shapers are found. The Occultarium is not responsible for training shapers — such matters are privatised and individual shapers are responsible for their own educations, though shapers who wish to legally practise their art in Parthisan territories must pay for a Warrant Of Use, which involves practical and written examinations, after which the shaper become accredited. The process must be repeated every three years for a shaper to maintain his Warrant. The Occultarium is divided into separate offices, each of which oversees a particular Sphere of shaping in Parthis and is headed by a High magister and various MAGISTERS who are the final authorities on that sphere in the republic.

Laws governing the use of shaping are strict in Parthis, and such shapers found operating without a Warrant of Use are immediately taken into custody until it is decided what to do with them. Minor offenders are put on probation and made to study if found to be lacking knowledge of their art, and are then made to test with the Occultarium for a Warrant (at their own expense). Those who are found to be recidivists or otherwise morally reprehensible may be imprisoned or executed in some cases.

OCCULTISM: Mys. Sup. Soc. Primitive practices and beliefs related to the raw MATERIA OMNA commonly practiced by SHAMEN, witch-doctors, sorcerers, charlatans and CUNNINGMEN, with little to any formal teaching or knowledge. They are typically unlicensed and are a risk to themselves and those around them, and live on the fringes of society offering services as diverse as TAROKKA readings, EXORCISMS, casting of CURSES, and seances, amongst others.

Unlicenced occultism is illegal in the KORACHANI EMPIRE, and the various MINASTERIA^(2.) of SHAPING are quick to bring any occultists found practicing without a licence to justice. The AVÉNETHI, GRIGORIAN, KYON, and VÁMAN SANCTIFIED ORDERS OF THE INQUISITION are also known to seek out unlicensed occultists.

Despite this, occultism remains rampant, particularly in rural areas where the sprawling organisations of the empire have little permanent presence. And while campaigns to cleanse occultism from imperial territories may occasionally sweep across the empire, neophyte occultists will always crawl into the spaces left by their cleanses forebears.

OCCULTIST: Mys. Sup. Rnk. One who practices OCCULTISM.

<u>OCDAD</u>: Set. Small fortified settlement in the south of the tribe of <u>ATEVEGOS</u> in the c west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. Its main industry is the mining of platinum (Pop. c. 4,000).

<u>OCDALIT</u>: Set. Settlement in the east of the tribe of <u>ESSERIS</u> in the c-south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 4,000).

<u>OCHEASER</u>: Geo. Scrublands and plains in the north east of <u>THE SURRACH</u>.

OCHISS: Sea. Coastal sea off the western coast of <u>KORACHAN</u>, covering about 115-miles, between the <u>DEOCHANI</u> headland and the mining town of VERACHAN.

OCHRA: Set. Settlement in the c of SHOTHA. It is surrounded by a region of orange-yellow limestone, worn by wind and storms into grotesque and harsh formations. The people of Ochra quarry this stone, which is used for building (Pop. c. 5,200).

OCHRIS: Sec. Small city in the prefecture of ALITENEA^(1,) in the c north of HOLOLACH^(1,), along the course of river ENATHAAR. The settlement is located in a valley where the phenomenon known as the WHISPERS OF VARPULIS was first recorded (Pop. c. 14,000).

OCTHURAAN: Int. Geo. For. Fantastical cavern-like forest in the north east of <u>SYNCHTHONITHA</u> that is known for its alien appearance and calcified canopy that gives the impression of it being in a great cave with thick vertical trunks disappearing into the ceiling.

The forest is ancient, dating to the <u>THIRD AGE</u>, and it gained it present appearance over tens of millennia, with their entwined canopies and branches slowly becoming calcified through <u>FIRMAMENTAL</u> influence, over which wind-carried dust has slowly accumulated, creating a roof that conceals the canopy from above.

Parts of the ceiling have collapsed in places, allowing shafts of light to penetrate the near total darkness, allowing other flora and fauna to survive in this otherwise inhospitable land. Scholars have postulated that the calcified roof itself absorbs sunlight, imparting it to branches that have become embedded within it over the years through some Firmamental process. Other trees have adapted to this land of near darkness, either growing in areas where the roof has collapsed, where natural light is more common; by converting to non-photosynthetic autotrophy to produce nutrients; by obtaining nutrients through the connections between their roots and those of neighbouring trees closer to sunlight; or though fungi in their roots that have created an intricate unseen web. Many of these adapted plants and trees have pale leaves, with some being entirely white. Many of the smaller plants that grow in the understory of the Octhuraan have bluish waxy iridescent leaves that seem to be efficient at capturing as much light as possible.

The original trees inevitably died over time, with others replacing them, though in many cases the trunks and branches of the older trees remained in situ, themselves calcified and providing nutrients to fungi and epiphytes that grow on them as younger trees emerge to fill in the void, into which unique flora and fauna have slowly developed. Famed creatures from the Octhuraan include the hulking felid <u>LUCINDORS</u>.

The region is no less than 250 square-miles in size and is unknown to most people in Synchthonitha, and it is utterly devoid of mortal architecture, indicating that it has been left alone – either out of ignorance or respect – for most of its existence.

OCTIRA: 1. see OSSRA^(1.).

- 2. Geo. Picturesque basin in the $\underline{\textit{OSSRAN}}$ peninsula $^{(1)}$, sloping to the north from the cliffs of Ossra.
- 3. *Pol. Set.* Capital city of <u>PELASGOS</u>. It was from c. 900 RM the resting place of the artefact known as <u>MALICHAR'S GRIMACE</u>, before it was lost in c. 1300 RM during a siege. It has been home to the <u>ORDER OF CHEMISTERS</u> since its inception in c. 950 RM, and the industry has become a major part of the city's identity, remaining a dominant industry there to this day.

It forms part of the <u>RED ROUTE</u> and is a major diplomatic city, with many libraries and embassies from carious nations located within its borders(Pop. c. 580,000).

OCTIRA, COUNCIL OF: Pol. Council taking place in OCTIRA in 1136 RM, where multiple individuals of importance to the CHURCH OF THE UNDYING MACHINE were canonised.

OCTIRAN PENINSULA: see OSSRA.

OCULUS: also 'the Window'. Ast. Con. Constellation in the NORTHERN HEMISPHERE. In is one of the more recent constellations in KORACHANI astronomy, which was formally named in 1312 RM, following decades of informal usage. It was preceded by the constellation ALCANTARA, which is thought to have fragmented due to death of its constituent STARS (2.) in c. 900 RM. See Vol II: Constellations.

OD MARTA: Rui. Ruin in the east of <u>ANUBIA</u>, almost 300-miles south east of <u>ANUBIS</u>. The name translates as '*Place of the Vow*', and is thought to have played a significant role in male coming-of-age rituals of ancient Anubians and KHERI nomads.

The temple is carved into the cliffs of the \underline{AHRAN} peak, the westernmost part of the \underline{AHSET} Mountains.

OD MEGINNAS: also 'New Meginnas'. Dem. 'Meginnan'. 1. Ntn. Small island-nation on the island of JIRIDUN in the c east of the SEA OF ORRIDA off the north western coast of THE SURRACH, between the continents of LLACHATUL and SAMMAEA. It is considered Sammaean both geographically and culturally. It is of a temperate cool climate, with the south west commonly being subjected to gale-force winds in winter, which is typically cold and wet.

Its name means new Meginnas in <u>PARTHISAN</u>, and it is named after the <u>HOMELAND</u> of its present peoples' ancestors. The island has a long history of occupation, and in the <u>FIFTH AGE</u> alone it was settled by: <u>LASCAR</u>^(3.) immigrants (c. -100 RM), <u>CHEGRINTISH</u> merchants (c. 500 RM), followed by <u>SELAHIMI</u> exiles (c. 2000 RM), <u>KORACHANI</u> colonisers (c. 2850 RM), and finally the aforementioned Parthisan settlers (c. 3480 RM). Its indigenous people mingled with these occupiers over the millennia, resulting in a rich heritage that has slowly homogenised over the centuries, taking on aspects of its various occupying powers

It was once rich in resources and was famed for its idyllic climate, which is partially responsible for its interest amongst foreign powers. Also of note was its strategic location in the Sea of Orrida, which made it an important naval resource, granting its occupiers' fleets a critical base away from

Its present incarnation originated from a collective of Parthisan PATRICIAN HOUSES (made up of Houses CAELMONT, SELVARSHI, TAELIS, TENDARI, and VALTARIS) who formed trade arrangements with the local government of what was then known as Jiridun decades before colonising it and who married into each other and with local nobles to secure their power. This relationship allowed the Houses to settle the land, taking over industries that were of vital importance to Parthis but which had been overlooked by the local populace.

In 3597 RM House Valtaris orchestrated a long-planned and ruthless excising of its household, where many ancillary families were effectively relegated, either sent to Parthis or other far-flung corners of Elyden, effectively castrating them of power and denying them the privilege of inheriting any of the holdings of the family. This was a damning act that earned the PATERFAMILIA of House Valtaris the enmity of dozens of families, and it is thought that he was responsible for many mysterious deaths and disappearances, but it ultimately paid off and by 3630 RM the family tree had been sheared down to size, consolidating the power amongst a handful of individuals, and ultimately serving a death knell to the other Houses with which it had once been allied.

The influence and wealth that House Valtaris commanded allowed it to infiltrate the political system of Jiridun, which by then had become reliant on the industry and trade that Valtaris brought it, and much of the government was in the Houses' pockets. In 3643 RM the government ratified a new law that moved for House Valtaris to become the de facto ruler of the island-nation, with the old politicians either retiring rich or becoming their governors and advisors. This new oligarchic state was christened Od Meginnas and remains in control of the island today, with House Valtaris now known as the <u>VALTARAN OLIGARCHY</u>, that still rules today, over 350-years after assuming control.

Od Meginnas has become a mainstay of sea trade in the Sea of Orrida, with a large navy based in the sea that patrols its waters and defends its merchants from piracy and slavers. It has formed a part of the Accord of the Gate since 3699 RM and is a major mercantile presence in the seas of the NEAR HEMISPHERE, having helped the nation grow into a wealthy independent state under the Valtaran Oligarchy. See Vol III: Extant Realms and Nations.

2. Pol. Set. Capital city of the above island-nation^(1.) since 3651 RM, when the old capital of \underline{ZABO} was relocated there (Pop. c. 79,000).

<u>ODAH</u>: Soc. Str. Luxurious harem-chambers common in <u>SARASTRO</u> and particularly <u>VENTHIR</u>.

<u>ODAOGA</u>: Set. Major coastal city in the south west of <u>LAOD</u> (Pop. c. 380.000).

<u>ODARHEN</u>: Set. Settlement in the c north of <u>AHRISHEN</u>, in the region of <u>PELADA</u>. It is a major source of graphite and slate (Pop. c 10,000).

<u>ODARUL</u>: 1. Pol. Geo. Westernmost of the five political states of <u>VALBAR</u>⁽²⁾. It is almost all covered in permafrost.

2. Pol. Set. City in the c west of $\underline{VALBAR}^{(2)}$. It is the capital city of the eponymous state^(1,)(Pop. c. 33,000).

ODASAL: Sup. Geo. Dre. A loathsome place in CENTRAL LLACHATUL, along border of northern STOLAS and the DESOLATION OF ASTUDAN, where the land rises in grotesquely shaped pillars and peaks. The air is rarely still here, and travellers claim to hear whispers carried on the night winds as they try to rest; their DREAMS speaking in misshapen shapes and words. It is now understood to be an ATRAMENTALLY-ACTIVE region.

The region is categorised as a <u>MODERATE THREAT</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES</u>.

- <u>ODDA</u>: Set. Settlement in the east of <u>ROMOREA</u>^(2.). its main industry is coal quarrying and the land surrounding the settlement is a wasteland of spent pits and quarries (Pop. c. 5,000).
- <u>ODEI</u>: Set. Small settlement in the south east of <u>OKKHAM</u>, along the isthmus that connects the peninsula of Okkham to the headland of <u>KHURTAE</u>. It is part of the <u>SASACZHOT</u> canal and controls its southernmost gate, leading to the <u>SEA OF LETHEA</u> (Pop. c. 2,500).
- ODISHA: Rui. Ancient ruined stone city in the c west of ANUBIA, now buried beneath the sands of the Anubian desert. It is thought that a major aqueduct located many miles to the south west once provide water, sourced in the HAAGEN Mountains to the city.
- ODDAR: Set. City in the north of OPHAR. It has close links to the Interurban States, including trade (Pop. c. 25,500).
- ODDEKA: Set. Settlement in the c east of KASPIA (Pop. c. 10,000).
- ODENA: Set. Small fortified city in the west of SARASTRO, just north of the border with Io. Originally known as IRAM, the city fell into SARASTROAN hands in 704 RM through the corruption of its government, after which it became known as Odena. Situated in a narrow crevice on the eastern face of a solitary peak in the northern-most reaches of the EHBOT Mountain, the ancient city was originally constructed from caverns and shafts in the mountain, making it close to invisible to outsiders, though following its growth under the rule of Sarastro and the establishment of its now-famous catacomb-market, the city has outgrown its old confines, its simple sandstone dwellings spilling out into the foothills beyond.

The city has been under the rule of the so-called PYTHON-LORD, a numinous figure believed to have close ties with Sarastro's ruler, SATHEP THE RISEN, for centuries, and was granted sovereignty over the city in 1983 RM. Since that time the Python-lord, an ATRAMENTIST of classical tradition who eschews TECHNARCANA, has ruled Odena with an iron fist, bringing wealth to the region through his working of the mines. Any opulence the city may have once experienced rapidly diminished following the exhaustion of the mines and quarries between 2105 and 2250 RM and the place has existed as a shadow of its old self, acting as little more than an intermediary between Sarastro and ARKOS (I.) (serving as a military base for some decades from around 2325 RM in the Sarastroan war against Arkos), where it maintained regular trade with DUN KHARR as well as occasional trade north with the imperial Red Route.

The collapse of the <u>KORACHANI EMPIRE</u> in 3705 RM brought with it much disruption to the region, though Sathep and Sarastro were quick to claim their allegiances with the <u>REFORMED EMPIRE OF SARASTRO</u>, becoming its figurehead within a decade. This stabilised the region, bringing renewed trade to Odena, which survives to this day as a caravanserai, linking <u>THE RED ROUTE</u> with the <u>SALT ROAD</u> (Pop. c. 15,000).

- **ODHEN:** Set. Settlement in the c north of <u>AHRISHEN</u>, in the region of <u>PELADA</u>. It is a major source of graphite and slate (Pop. c. 6,800).
- <u>ODOACRA</u>: Rui. Ruin in the c of <u>CISNERIA</u> thought to date back an ancient kingdom that predates it by many centuries, tentatively dated at around 900 RM. It was once located along the course of a river, though this has long since shifted elsewhere. The ruins take the form of wide foundations, indicating the presence of a castle and surrounding structures, which are now long-since decayed.
- <u>ODOLA</u>: Ser. Large city in the south of <u>MECHABET</u>, hub of <u>BLOODSTONE</u> mining in the region. It also forms part of the <u>RED ROUTE</u> (Pop. c. 98,500).

- <u>ODONTWE</u>: *Geo.* Karst formation in the c south of <u>TZALLRACH</u>, north of the <u>LITANI</u> Mountains.
- ODOSS: Ind. Set. Open-cast mine in the far north of <u>ALMAGEST</u>, south of the region of <u>ALBBA</u>. The quarries are expansive and are amongst the largest producers of gold in <u>LLACHATUL</u>. The quarries are operated by foreign slaves from neighbouring lands, as well as captured <u>GIGANRI</u> and oghurs (Pop. c. 4,500).
- <u>ODRAND</u>: Geo. One of many major massifs in the north east of <u>CYHLAGHARR</u>, just to the east of <u>CYIPHIR</u>, <u>THE TREE OF SKULLS</u>.
- <u>ODRESSI</u>: Ind. Set. Major city in the north of <u>KOLCHIS</u>, in the <u>SHUK</u> <u>RAZHA</u> plains. Its main industry is the smelting and refining on meteore mined in the surrounding region (Pop. c. 88,000).
- ODU: Geo. Mountain-range in the north of KAZZAR⁽²⁾, in the north of SAMMAEA, forming the northern-most part of Kazzaran^(1,1) peninsula. In its c, it expands to the south west to form the SHAAM Massif.
- <u>ODU RETH</u>: Set. Small city in the east of <u>ALAM BETHYL</u>, in the territory of <u>KIZA</u>^(1.) (Pop. c. 14,200).
- ODUBDA: Set. Coastal settlement in the east of SARAGOS (Pop. c. 6,000).
- <u>ODULROA</u>: Geo. Dry wastes dominating the rain shadow of the <u>NGHALLEAL</u> Mountains in the c-south east of <u>CYHLAGHARR</u>, merging into the blasted badlands of <u>ASCORYCA</u> in the east.
- <u>ODURAD</u>: Set. Coastal settlement in the south east of <u>ANDILUTH</u>, overlooking the <u>SOUND OF MEMEHAR</u>. Its main industry is fishing and it lies along the western-most branch of the <u>SALT ROAD</u> (Pop. c. 4,600).
- ODYNIA: Set. City in the west of KHITAI. It is the only remaining source of iron in the nation, and still bears the signs of KORACHANI occupancy much of its machinery and structures are of imperial descent. The city is located close to a minor ATRAMENTAL sinkhole, whose depths have never been fully-explored due the debilitating pain that wracks those trying to descend it (Pop. c. 41,000).
- ODYSSEY OF THE ATRANAUTS, the: Mus. Tragic opera popular in PARTHIS, depicting the odyssey of an ancient king whose obsession with finding an artifact in the tainted realms of KHARKHARADONTIS cost him his kingdom, wealth, friends and family. The work is hauntingly beautiful and over its four acts, which last around 5 hours and 40 minutes, its audience is expected to experience a myriad of emotions, leaving them distraught and heartbroken by its conclusion.
- Dating to c. 2230 RM, its writer is unknown and it remains one of the most popular artistic works to not be attributed.
- <u>OEDA</u>: Set. Settlement in c of <u>KORACHAN</u>, in the region of <u>RUTHUNODA</u>. It is a major producer of livestock, mostly for consumption in the larger cities around the peninsula (Pop. c. 3.400).
- <u>OEIKITH</u>: Geo. Expansive mountain-range in the east of <u>KHARKHARADONTIS</u>, stretching south, to form part of the border with the north west of <u>NOAVATUR</u>.
- OFAN: Geo. Cavern system in the south west of ERBETH and the far north of THE SURRACH. The caverns connect to the larger webwork of tunnels that dominate the northern face of the MGHALLEAL Mountains. The deepest reaches of the caverns are flooded and some explorers claim that these lake link to a subterranean sea that snakes its way across the Nghalleal in which pallid, eyeless fauna swim and crawl.
- <u>OFANIMAH</u>: also 'Thousand-eye Forest'. For. Sparse boreal forest in the c north of <u>GNOTH</u> to the south of the <u>SOLUN HIGHLANDS</u>.
- OFFERINGS, SHRINE OF: Rel. Str. Expansive temple-complex in the CHAMBER OF OFFERINGS in the PRISON CARCERI, where offerings from the length and breadth (and depth) of Carceri are brought before statues and reliquaries of VORROPOHAIAH and his scions and various saints. The Shrine is a place of pilgrimage to ropohaii from across Carceri and many spend their lives on the road, making their way to the Shrine.
- OFFERINGS, TREE OF: Soc. Rel. Flo. Dead tree in the north west of LAASKHA, close to the city of IKATHIA. It is famed for the thousands of coins that are hammered into it, each one part of a prayer and wish made by an individual over the years. It is unknown what caused the tree to have such a religious and cultural significance, though it has been there for centuries.

OFFICE OF CAUSALITY: Org. Little-known department within the SECULAR REPUBLIC OF PARTHIS. Amongst its members are many AUGURS⁽²⁾ and ANIMISTS who look into alternate and possible futures and determine the root cause of such events. If the possible outcomes are deemed to be beneficial to Parthis, the Office will encourage them from happening. The Office also notes undesirable events, and flags people and groups that are seen to lead to them, going so far as assassinating individuals in certain cases.

This work is considered dangerous, and meddling in such affairs may lead to more harm than good in the long run.

It is thought that past iterations of this organisation were responsible for the Republic's relative neutrality in the turbulent history of the INNER SEA REGION and its silent rise to a position of power, with the Office of Causality constantly manipulating the course of fate to suit its purpose, whatever that may be.

Its agents take an oath of neutrality, forsaking their very names and identities in a bid keep their machinations as anonymous and untraceable as possible.

OFFICE OF CONSTELLARS: Pol. Org. Attachés to the court of the LADY

AEGIS, situated in the HALL OF THE HENDECARCHS in AMILLAERE⁽²⁾,

MALAN There can be as many as a hundred such CONSTELLARS, loaned from the courts of KOLCHIS, in operation in Malan at any one time, attached to the retinues of HENDECARCHS and their direct lessers, acting as advisors and diviners.

OFFICE OF DOCTRINE: Rel. Org. Department in the city of ARGEA, SARASTRO, concerned with the doctrine of the REFORMED CHURCH OF SARASTRO. It has promoted and safeguarded the religious doctrine within the REFORMED EMPIRE OF SARASTRO since the churches formal founding in 3821 RM, and it oversees the written body of its teachings, ensuring that everyone across the empire adheres to the same doctrine. Its redrobed agents are a relatively common sight within the Reformed empire's cities, where they quash heretical sects and splinter cults before they are able to gain a foothold.

OFFICE OF LINEARCHS: see LINEARCHS, OFFICE OF.

OFFICE OF THE PRIME MINISTER: Gov. Org. Main civil office of the TETHYSIAN government, handling the daily and administrative chores of governance. The Prime Minister, an elected official, holds daily weekly meetings with the sovereign, where matters of state and are discussed.

OFFICES OF THE OCCULTARIUM: see OCCULTARIUM, OFFICES OF THE

OFOTH: Set. Settlement in the north west of the emirate of LIMOTH^(2.) in the c of Limoth^(1.). Its main industry is agriculture (Pop. c. 3,800).

<u>OGAMA</u>: Set. Settlement in the c of <u>GNOTH</u>, just north of the capital of <u>BISMUTH</u>. Its main industry is agriculture and it provides food and provisions to merchants travelling along the <u>GNOTHI ROAD</u> trade-route, which passes through the settlement (Pop. c. 3,000).

OGARAR: Set. Small city in the c of the tribe of SALARNA, in the c north of the GROWING MOUNTAINS of MULCIBER (Pop. c. 14,000).

OGDAL: Set. Small coastal city in the south of <u>HARAPPA</u>⁽³⁾, located in a small inland sea. It is part of the <u>RED ROUTE</u> (Pop. c. 20,000).

OGEASTER: Set. Fortified city in the north west of <u>SABAISA</u>. It is home to part of the Sabaisan navy (Pop. c. 50,000).

<u>OGENUG</u>: Set. Major city in the c of <u>KASPIA</u> along the course of the river <u>TARAGEA</u> (Pop. c. 120,000).

OGGADEN: Geo. Rough highland region in the north of <u>RHINOCOLOURA</u>, forming part of the border with <u>AETHIOS</u>.

<u>OGGDU</u>: Geo. Badlands in the far south east of <u>HOGGOTHA ISZ</u>. The region is expansive and is considered a desert by most, though it contains fossils and other tell-tale signs of ancient greenery.

<u>OGGOTHRA</u>: *Rvr.* River in the far south east of <u>SERROK</u>, flowing east for 275-miles from various sources, including the <u>POROPHOSSYR</u> Mountains, before meeting the coast at the <u>BAY OF BEVERESS</u>.

OGGUTEI: Sup. Geo. Offshore <u>UMBRA</u> fields in the far north of the nation of <u>DURCHAA</u>, in the <u>SEA OF POLARIS</u>. The fields are expansive and lucrative, pumping millions of gallons of shadowstuff to the city of <u>UROTHA</u> yearly. The region is categorised as a $\underline{\text{LEAST CONCERN}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}$.

<u>OGHAMA</u>: *Lak*. Lake in the north east of <u>EASTERN LLACHATUL</u>, along the course of the river <u>LYNNFAEL</u>, serving as a partial border between the states of <u>LOEGRESS</u>^(1.) in the north and <u>HARITH</u> in the south.

<u>OGHOSLLA</u>: (14,400-ft.) Geo. The 'ancestral peak' the <u>MULL CITY-STATES</u>, overlooking river <u>TENASAAR</u>.

<u>OGHUR</u>: PIr. 'oghurs'. Mor. Descendants of <u>GIGANRI</u> that emerged during the <u>FADING</u> following the <u>THIRD AGE</u> after millennia of enslavement and abuse by other mortals (primarily <u>PLAGI</u>, <u>SERAPIS</u>, and <u>KERATIN</u>), where they withered in size.

Today, oghurs remain shorter than giganri, with adults standing almost 7-ft. tall, though they weigh more, averaging about 480 lbs., most of it muscle and fat. Despite being smaller than their giganri ancestors, they exhibit a form of gigantism in which their bodies continue to grow throughout their lives, and individuals have been recorded as tall as 10-ft. weighing almost 1,000 lbs. They remain able-bodied throughout their lived and can live for almost 15-decades, though most die before this due to their belligerent lifestyles.

They naturally live in the far north of <u>LLACHATUL</u> and in the hottest parts of <u>SAMMAEA</u> due to their natural resilience to both cold and heat, which also stretches to a mild resistance to <u>ATRAMENTAL EFFECTS</u>. They are widespread across the <u>INNER SEA REGION</u>, where they are used as slaves by various nations, where their immense strength is of use in many industries and construction works.

In around 2100 RM sentiment towards oghurs changed in the Korachani empire after a string of revolts and uprisings left many people dead. This led to a massed culling of oghurs, particularly those displaying intelligence or insolence, leaving only the dim-witted and easily-manipulated. Some escaped in this time, leading to small numbers dwelling in the hinterlands and wastes between Imperial provinces, particularly <u>ALMAGEST</u> and <u>AZAZEM</u>, where they remain in numbers large enough to be a threat to travellers to this day.

Of note is the extant kingdom of <u>CYHLAGHARR</u>, which is the only known nation populated entirely by oghurs, who are of more acute than their slave-kin. Located to the south west of the <u>INNER SEA</u>, it is a major threat to sea shipping, and its privateers are a common sight along the northern coast of Sammaea, where they hunt for slaves.

Of note are <u>THRACIAN OGHURS</u>, which are famed for their <u>CYCLOCEPHALY</u> and their latent talent at <u>SHAPING</u>. See Vol II: Asicthai.

OGHUR, THRACIAN: Sup. Mor. OGHURS common in many lands in the north of SAMMAEA, including but not limited to the south of PARTHIS, the TARAHID ANNEXES, TRAKIA and the north west of KHARKHARADONTIS), and named after the ancient FOURTH AGE nation of Thrace, where they are thought to have originated.

Their unifying trait is their physical vulnerability to <u>ATRAMENTAL</u> <u>TAINT</u>, which typically manifests itself as hydrocephaly, or <u>CYCLOCEPHALY</u>; a birth defect that leaves their faces deformed; often with a single eye.

Cyclocephalic oghurs may often display latent skills in shaping, and those who do typically rise to positions of power in their disparate gangs that roam the wastelands, harassing trade and rural communities.

<u>OGHUR-KING</u>, the: *Pol.* Despot of the northern wastes of <u>AZAZEM</u>, active between 3820 and the present, waylaying <u>LANDSHIPS</u> and caravans running between <u>ALMAGEST</u> and <u>KORACHAN</u>.

OGHYATHAR: Sup. Geo. Dre. ATRAMENTALLY TAINTED land in the prefecture of EROSENEA^(1,) in the north of HOLOLACH^(1,), avoided by most of a sane disposition. The land is tainted by the past presence of a DEMIURGE or SCION, and is littered by manifest DREAMS AND NIGHTMARES. It is studied by ATRAMENTISTS and FIRMAMENTISTS who seek to understand to art of ONEIROMANCY, and historians and mythologists value the region for the insights it can give us to past ages. Though few have explored its depths for long as the prolonged exposure to the taint can slowly lead to madness, which may last even after emerging from the area. Explorations in asbestos and lead-lined suits have proved moderately successful, however.

The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI INSTITUTE OF ATRAMENTAL STUDIES</u>, though its oneiric qualities make it a dangerous place nonetheless.

OGNAVASQ: Rvr. Expansive wetlands in the south east of <u>ARERAQTH</u>, believed to be the largest such terrain in all of <u>ELYDEN</u>. They are home to an elusive 'MORTAL' (ASICTHAIN) people known as <u>SALAMANDRINES</u>.

OGOG: Mil. Str. Fortress in MELAIS, in the north of AZAZEM.

OGOROLAE: Ser. Small city in the east of OKKHAM. It is known for the large proportion of people who are afflicted with a stable form of gigantism, making them between 6'5" and 7'6" tall (Pop. c. 17,500).

<u>OGOTHA</u>: *Ind. Set.* Mining settlement in the south of the tribe of <u>THLOLOT</u>, in the north east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is a major source of granite in the region (Pop. c. 4,200).

OGRAD: Set. OGHUR slave farm in the west of OPRET (3). Established in c. 800 RM by oghur tyrants, Ograd was the largest of dozens of such settlements that supplemented the ravenous oghur need for human slaves in what would, around 100-years later become the oghur nation of Cyhlagharr, in which it would remain a powerful salving centuries.

The OPHRAMI unification of surrounding lands in 2391 RM saw the humans of the region grow powerful and within decades Ograd and its neighbouring slave farms had been attacked, eventually coming under Ophrami control, where roles were reversed: oghurs became slaves and were bred for that purpose.

Thousands of oghurs were born and broken there (many of which, though inbreeding and the slow corruption of the region, were born with CYCLOCEPHALY), and were sent east throughout Ophram (and later the TARAHID ANNEXES) as slaves, brutes and beast of burden (Pop. c. 45 000)

OGRIGGDARH TEMPLE: His. Rui. Ancient temple-vault in the c south of RHEA. It originated in c. 30 RM as the gold reserve of the kingdom of ARRETOY, where it became notorious for the opulence and sheer extravagance of the treasures it housed, which were said to dwarf those of any other contemporary state. The vault was repurposed following the rise of the AURADIAN DYNASTY, and by c. 1000 had become a lavish temple, itself famed for its gilded walls and marble caryatids. The temple eventually fell into disuse with the rise of SAEWAL, after which it was slowly looted, until little remained of the original structure, most of which was reclaimed by nature, though stories of buried chambers and vaults persist to this day.

The temple was rumoured to contain treasures dating back to the Third and Fourth Ages and from various cultures and peoples from across all Elyden, though many historians now doubt the truth behind such tales, claiming that no extant example of such a relic has been documented as surviving the fall of Arretoy.

OGSUASU: Plr. 'Ogsuasim'. Fau. SYNAPSIDS known for their felid features heavy tails, and agile paws, that are common in the forests of MALAN, and eastern SAUA, ranging as far south as northern TZALLRACH. They are adept at moving on land and in branches, where they hunt flightless branch-birds and other creatures. The Ogsuasu is the national beast of AONIA. See Vol II: Classification and Taxonomy of Life.

OGUDAWA: (B. 3978 RM) Pol. Current emperor of SAUA.

<u>OGUTHU</u>: Fau. Sub-arctic therops found in the far north of Llachatul, extending to the <u>WHITE SHEET</u> in summer. They are large, with a thick shaggy coat of fur to protect them from the cold, and are characterised by the bony crest that cover their heads from snout to cranium. The crest is more pronounced in males and grows with age. See Vol II: Classification and Taxonomy of Life.

OGYGIA: Sea. Enclosed sea surrounding the <u>TRUE MENISCUS</u> in the centre of the region of <u>TULURKRYPH</u>^(1.), in the south of <u>WESTERN MENISCEA</u>. The sea, much like the <u>SEA OF IPERIA</u> that leads into it, is dangerous and treacherous to vessels, due to the <u>LODELITHS</u> and other <u>FIRMAMENTAL</u> effects in the region.

<u>OHAQ VANDA</u>: Set. City in the c north of <u>CHEIRA</u>. It is a major trade link to <u>PNESSA</u> (Pop. c. 34,800).

<u>OHATAN</u>: Set. One of 5 isolated self-sufficient city-states in the south of <u>DURCHAA</u> whose people revere the so-called <u>DREAMING DEATH</u> – an entity believed to be buried in the darkest reaches of the <u>MAW OF DORMORRO</u>. They clash with rival cults, each of which is based in another city-state near the Maw, and has its own beliefs surrounding the Maw (Pop. c. 3,700).

<u>OHATTAR</u>: Rvr. Salty marsh forming the west of lake <u>RANNO</u> in the north east of AZAZEM.

OHBOKHAR: Geo. Expansive basin in the north east of KHARKHARADONTIS, to the south of the MOLOTH KHAMMOTHUL Mountains. It is the main source, via aquifers, of the river RUSAMADARIID, which is its only access to drainage, being otherwise completely surrounded by high ridges.

OHDU ATA: Dem. 'Odhu Atan'. Eth. Peoples native to the south west of LLACHATUL, who emerged there in the early FIFTH AGE, following the FADING of the FOURTH AGE. They populated the lowlands between present-day AYAD and SEDISIA, north of the DURAHRATI coast, between the early years of the Fifth Age and c. 800 RM, by which time they had spread as far west as the PARNASIAN Mountains.

There was an exodus of Ohdu Atans to the north between c. 600 – 800 RM, driven in part by <u>SLAVERY</u> and banditry along the southern coasts, particularly the Seas of Durahrat and <u>ABARULLIA</u>. Their ancestors would go on to found <u>RAONGEN</u>⁽²⁾. Those who remained south continued in their sparse communities of pastoral people who would eventually give rise to the people of <u>EVHRAN</u> and, later, <u>VETHRANDA</u>, and their descendants are today found in the <u>PARNASIAN STATES</u>, as well as the <u>AUTOCRACY OF OTINTH</u> and the empire of <u>SEDISIA</u>, though an influx of colonists and immigrants from the east have seen their numbers diluted.

The name Ohdu Ata was taken and corrupted by <u>KORACHANI</u> colonists who arrived in the area in 2238 RM, who named their main colony there <u>OHDURTAR</u>.

OHDURTAR: 1. Dem. 'Ohdurtari'. Pol. Historical KORACHANI colony established to the west of the INNER SEA, between the present-day nations of AYAD and SEDISIA. The colony was established in 2238 RM, following years of struggle with natives. The first Korachani colonists arrived in the region in c. 2160 RM and set up a stronghold along its south eastern coast, known as ORUT, from which future attacks were launched. Within 70-years the region had been largely rid of natives, with thousands of SLAVES sent east to Korachan and many new outposts and settlements established.

The forests north of Ohdurtar were rapidly exploited, with wood and ores shipped east over the next centuries, leaving a large area known as <u>OREAHASH</u> a wasteland. In 2643 RM the city of <u>MITHENT</u> broke away from <u>VETHRANDA</u> and began attacking neighbouring cities, including the colonies of Ohdurtar. Ohdurtar found itself cut off from Korachan following a lengthy TATARAN blockade and, after decades of war, it withdraws from the region in 2671 RM. Its lands were resettled by Vethrandan victors in the west and Sedisia in the east, though the region of ATILIPHO remains contested between the two to this day, its umbra reserves largely untapped.

2. Rui. Largest imperial settlement and port in the eponymous colonies^(1.). The area is now a ruin, some miles from the coast, its harbours and transport ships landlocked and rusted solid, now serving as refuges to bandits and outlaws. The colony was abandoned in 2671 RM and remains a ruin to this day.

OHENI CASK, the: Int. Leg. His. Obj. Ancient stone funerary vessel unearthed by KORACHANI archaeologists in the north west of the UMBRA SOKHAR in c. 1200 RM beneath a stone altar of THIRD AGE PLAGI provenance. It was locked behind seven sealed stone walls, and when opened revealed a strange translucent stone. The expeditionary team that made the discovery all died under mysterious circumstances, and the stone was eventually retrieved along with their other findings, making its way to a museum in DEKANA. The museum burnt down seven days after its arrival there, and it was moved again to another repository, where seven days later an earthquake toppled it. Similar catastrophes followed the stone around, becoming less frequent in nature, and finally, 49 years after its discovery, it was taken back to the chamber where it was found and reburied. The chamber was hidden beneath the sands and its location stricken from maps and records, though the stone would become infamous for its 'cursed' history.

Today the term 'Oheni Cask' continues to be used as a metaphor for folly and misfortune.

OHI'MBRA: lit. 'eater of shadow'. Fau. Vicious canine-like SYNAPSID that subsists on UMBRA. They are relatively common in KORACHAN, AZAZEM, and the more hospitable parts of KHARKHARADONTIS (where their bodies are often corrupted, and unrecognisable), as well as other regions of ATRAMENTAL TAINT.

<u>OHINAR</u>: Set. Settlement in the south west of the emirate of <u>DEITHO</u>^(1.) in the c south west of <u>LIMOTH</u>^(1.), located to the west of the river <u>MATHRAS</u>. Its main industry is agriculture (Pop. c. 5,300).

OHNELLA: Fas. Traditional KORACHANI garment that covers the head and shoulders in a semicircular shape around the head, which is stiffened with whalebone or, more commonly, wires, and is somewhat similar to a shawl or cape. The design is distinctive for its large bonnet-like appearance, and it can be held low, covering the face.

It is typically made from cotton or wool and is typically worn over other clothes, serving both practical and modesty purposes, protecting women from the sun and wind while adhering to the cultural norms of modest dress.

The ohnella is most common amongst helots and the middle classes, though most <u>PATRICIANS</u> have gravitated away from them in favour of less traditional styles, though more old-fashioned individuals may still wear them. The rich are known to embellish theirs with brocade or lace.

<u>OHRAM</u>: Geo. Mountains in the east of <u>SAMMAEA</u>, forming a natural border between the nations of <u>SABAISA</u> and <u>ANANTHUL</u>.

OHRUSH: Lan. Language spoken in <u>CYHLAGHARR</u>. It shares some links with <u>GNOTHI</u>, and the two languages are thought to have a common root, though Ohrush is directly descended from the <u>LANGUAGE</u> of the earlier oghur nation of <u>FALLDRG</u>. See Vol II: Languages.

OHTAN: Lak. Lake in the south of <u>AHKA</u>, forming part of the course of the river <u>SASHAT</u>.

OHUSA: Geo. Escarpment running for around 65-miles in the south of the HARÉSHKI CITY-KINGDOM of SYRTIS^(1.).

OIAHAL: also 'the Scar'. Rui. Ruined KORACHANI fortress built in c. 80 RM during the siege of NÁRTHEL south of lake DRACONA. It was abandoned in c. 560 RM. What remains now is a twisted ruin of metal girders protruding form a mound of rust-encrusted sand and compact soil. The intricate network of hewn caverns beneath the fortress were home to various groups over the years though they collapsed in 2592 RM.

OIAM: Geo. Island in the far east of the MIROVEAN SEA, forming part of the <u>RATHURU</u>^(1.) archipelago.

OIAMMA: Set. Small coastal city in the south west of AMMESH (Pop. c. 16,400).

<u>OIELONET</u>: (19,126-ft.) *Gco.* Peak in the north east of the <u>BAND</u> Mountains, in the west of <u>KOLCHIS</u>.

OIL OF THE FROG: also 'fusce ton tistim'. Med. Obj. Ointment common in tropical regions of south eastern MENISCEA, whose active ingredient is sourced from the skin secretions of a particular painted frog, which grants the oil various properties including making it antiseptic and mildly analgesic, as well as adequately warding against insects such as mosquitos. Found in ACHAA^(2.), LANTUA and TAES, the frogs are poached and bred specifically to collect their skin secretions, for use in making oil of the frog, which commands a high price as an effective medicine.

OIZYSH: Pol. Sec. Coastal city and capital of FALLAROUR, on the north of the island of KILAWADA in the SHIELD ISLES. It is home to the largest concentration of PENITENTS OF AVRAHAM in Fallarour (though its members remain greatly outnumbered by adherents of LAZANISM) and the hills outside its borders are filled with fanatics undertaking the LAMENT OF AVRAHAM, a self-deprecating ritual in which individuals spend their days pushing large metal spheres with the sole goal of causing themselves pain and toil (Pop. c. 124,000).

OKAADUR VALDA: see RISENBLADE, THE.

<u>OKANGH</u>: Set. Settlement in the south of the <u>MULL CITY-STATES</u>, along the mouth of the river <u>TRALL</u> (Pop. c. 7,500).

 \underline{OKARA} : 1. Sca. Bay in the north east of \underline{OPHAR} , at the base of the $\underline{GEMOPHAR}$ Peninsula^(1.).

2. Set. Fortified coastal city in the north east of OPHAR, at the base of the GEMOPHAR Peninsula^(1.). It is a major fishing hub (Pop. c. 30,000).

<u>OKASI</u>: Set. Major trade city in <u>SAUA</u>, forming a trade-route east into the <u>HARÉSHK</u> (Pop. c. 225,000).

<u>OKGHAR</u>: Set. Fortified settlement in the far north of the <u>MULL CITY-STATES</u>, in the <u>TOLIASOR</u> Mountain-chain (Pop. c. 7,200).

<u>OKHARA</u>: Set. Coastal city in the south of <u>KEPHUAAN</u>, overlooking the <u>BAY OF LEPHAINA</u>. It is the largest city in the region and is a major industrial centre, and is steadily growing into a powerful city (Pop. c. 50.000).

OKHRAS: Geo. Region in the south west of VALA, acting as the border between it and the north east of <u>TULURKRYPH</u>. It is a <u>FIRMAMENTAL</u> wasteland, where the land is bleached of colour, the sky pale, and heat of the sun unbearably fierce.

<u>OKHTEN</u>: also 'the Throne of Okhten'. Pol. His. Ancient stone throne in the north east of <u>BELEGOR</u>, thought to date back to the <u>THIRD AGE</u>. Little is known of what culture created it, or what individual may have claimed it.

OKITIT: Set. Fortified city in the c of the tribe of NUNEA, in the south east of the GROWING MOUNTAINS of MULCIBER. The city is a major centre of the NEPHTHALONT faith in NUNEA (Pop. c. 25,000).

OKKANGAN: Set. Settlement in the north west of CUTH. It is a major producer of jute and jute rope (Pop. c. 11,800).

<u>OKKARA</u>: For. Forest in the c-south east of <u>VAALK</u>, entering north western <u>MHAROKK</u>. <u>ARRAKESH</u> trees are common here, as are carobs and pines.

OKKHAM: Dem. 'Okkhammi'. 1. Geo. Mountain-range dominating the west of WAELMIGH, and most of Okkham⁽³⁾, to which it serves as a border.

2. Geo. Long peninsula extending south east into the northern-waters of the <u>SEA OF LETHEA</u>, in the east of <u>SAMMAEA</u>. It is named for the eponymous mountain-range and the nation takes its name from the peninsula.

3. *Ntn.* A relatively young area, becoming officially recognised as a Federation in 3569 RM, following decades of struggle as an independent region that broke away from the far larger CHEIRA in 3337 RM. Today it is divided into 17 distinct districts, each of which has various representatives in the council that is based in the city of DIATESSARON, which is a hub of diplomats and envoys.

It is known as a place of exotic industries to outsiders, with the silk trade being the most widespread. However, the manufacture and trade of the amnesic drug <u>LETH</u>, is perhaps the most notorious amongst foreign nations. It is manufactured in an arduous process that takes around 4-years, from the collection of the most pervasive waters of the Sea of Lethea, to its completion and bottling in ready for shipment across <u>ELYDEN</u> from the city of <u>ZO MAE</u>.

Its people are dark-skinned, and industrious, working hard to maintain the link between the many different districts of the Federation. They are known for their large stature, and it is said that some districts of the Federation are known for humans who commonly grow over 7-ft. tall. Rumours abound as to the source of their great stature, few of which are flattering or likely true. See Vol III: Extant Nations and Realms.

<u>OKKOWAN</u>: Set. Major city in the c east of <u>KREM</u>. It is the centre of the <u>WAY OF MEGILLAR</u> philosophy, and is home to the <u>MEGILLAR SCROLLS</u>⁽²⁾, as well as the interred bodies of dozens of <u>OTHERWORLDERS</u> that visited Krem (Pop. c. 800,000).

OKKSHILT: Pol. Soc. Bus. Powerful and influential PATRICIAN HOUSE based in ALMAGEST. It owns the secretive clubhouse known as THE GROVE, around which many conspiracies have emerged. It is incredibly wealthy and controls the REPUBLIC BANK in Almagest, as well owning large swathes of real estate, and having assets in various industries and businesses around the INNER SEA. It is descended from an ancient royal bloodline whose territories were absorbed by almagest in c. 2730 RM. See Vol II: Patrician Houses.

<u>OKONER</u>: For. Sparse forest area in <u>TZALLRACH</u> in the far north of <u>KRISHTUL</u>, just south of <u>KARISSINA</u>.

<u>OKOROBO</u>: Set. Settlement in the c north of <u>TZALLRACH</u>, known for its iron mining. Merchants travelling along the <u>GREAT ROAD</u> pass through the city, sometimes buying iron (Pop. c. 4,000).

<u>OKRA</u>: Set. Settlement in the east of <u>OPHAR</u>. Its main industry is feldspar mining (Pop. c. 3,200).

OKSHANA: f. Myr. His. Daughter of the <u>SCION DENDYDRIS</u>, herself daughter of the <u>DEMIURGES ACHAIAH</u> and <u>ARIMASPI</u>. Cassia is one of three known siblings (the others being <u>CASSIA</u>⁽⁴⁾ and <u>IPOMEA</u>), who inherited their mother's divine affinity for trees, which granted them great strength and long-life so long as the sun shone on them and they were in the presence of trees.

Little is known of Okshana's story, and she is only mentioned in passing in the <u>MYTHOLOGIA ELYDEN</u>. She is believed to have died without much fanfare sometime in the <u>THIRD AGE</u>. See Vol IV: Scions, Children of the Gods.

<u>OKSOON</u>: Set. Settlement in the south east of <u>CUTH</u>, on the eastern face of the peninsula of <u>HAMMINGHENG</u>. Its main industry is logging (Pop. c. 8.000).

 \underline{OKUH} : Set. City in the c-south east of $\underline{AQUARIIA}$ along the course of the river \underline{ZHUSH} (Pop. c. 42,000).

OKUL: Set. Settlement in the c north east of AQUARIIA, along the course of the river ZAURALL. It is known for its logging and hunting (Pop. c. 8.000).

<u>OLABOHAT</u>: Set. Coastal city in the north east of <u>BANT</u>, in the <u>CARCHEMISHI PENINSULA</u>^(1.) in the east of <u>SAMMAEA</u>. It is known for its harbour and storage yards and warehouses, and is a major trading centre, having links with <u>NOAVATUR</u> (Pop. 40,000).

<u>OLAMA</u>: *Cur*. <u>CISNERIAN</u> currency. See Vol II: Currency and Coinage in Elyden. <u>OLAMA</u>: *Set*. Settlement in the region of <u>KURDA</u> in the east of <u>THE</u> SURRACH (Pop. c. 4,000).

<u>OLANASAR</u>: Set. Settlement in the prefecture of <u>SONTADRIS</u> in the south west of <u>HOLOLACH</u>^(1,), known for its lobster fishing (Pop. c. 4,900).

<u>OLANTHEM</u>: Set. Major city in the c south west of <u>AKANTHRA</u>, along the course of the river <u>ERKUN</u>. Little is known of the city's history by outsiders but it is thought to be built on the ruin of an ancient <u>FOURTH AGE</u> city that was founded by non-<u>HUMAN MORTALS</u>(Pop. c. 230,000).

OLASTIN: Geo. Island off the south western coast of <u>THUMAL</u>.

<u>OLBIA</u>: Lak. Lake in the south of <u>TATAR</u>. The river <u>DIELEGAME</u> flows into it, and it empties into the south of the <u>GULF OF ESHIRON</u> via the river <u>TIAGAME</u>^(2.).

<u>OLBRI</u>: 1. *Pol. Geo.* Largest of the five political states of <u>VALBAR</u>⁽²⁾, located to the north east of the nation. It is the least populated and is almost all covered in permafrost and glaciers.

2. Set. Small fortified coastal city in the north east of $\underline{VALBAR}^{(2)}$. Its main industry is peat gathering from the nearby \underline{HADAK} peatbogs (Pop. c. 12,200).

OLD CAMMORI: See CAMMORI, OLD.

OLD DEITIES, the: His. Rel. In TETHYSIA and TEMUIA, old animal-headed deities of cultures preceding current societies. In Temuja, the Old Deities are thought to have evolved into the <u>TUTELARY SPIRITS</u> of today, while in Tethysia they were worshipped by the natives of what was once <u>THETIS</u> (the followers of <u>KATHISIS</u> that remained there after his travelling north in 1603 RM).

OLD FOREST, the: also 'Vanefan' and 'Tar yo-dhai'. Ntn. Known to natives as VANEFAN, this nation is known across many languages simply as 'the Old Forest'. This large region of central LLACHATUL is one of the largest known remnants of a far larger forest that once dominated much of Llachatul as recently as the early FIFTH AGE, and lies between the nations of ALMAGEST, ASTUDAN, AHRISHEN, RHAMIA, VÂRR, CHTHYRID, AZAZEM, and BASSORAH⁽²⁾.

Its people are descended from early <u>FIFTH AGE</u> totem-animal worshipping 'barbarians' in what are now the far south west of <u>ALMAGEST</u>, the north east of <u>SKAROS</u>, the north of <u>BASSORAH</u>⁽²⁾, and the far west of the <u>OLD FOREST</u>. <u>LASCAR</u>⁽³⁾ settlers clashed with them and pushed then ever east, until they settled the basin of Vanefan.

Exploited by various peoples throughout the Fifth Age and early FOURTH AGES, its present borders are characterised by barren land where its neighbours slowly deforested it, in some cases as recently as centuries ago. However, the heart of the Old Forest (well over a million squaremiles) remains wooded to this day, with vast swathes of dense virgin woodlands unexplored by the outside world.

Though often ignored by outsiders and thought of as a wild place bereft of civilisation by nations without, the truth could not be more different. It is populated by an ancient people whose roots lie deep in ELYDEN'S past, and they live in cities that are built atop the ruins of ancient lands in an effort to lessen the intrusion upon the forest, which is allied to encroach on these cities in a controlled manner. In this way, buildings and trees coexist, and though these cities reach great heights, they can be sprawling, with a footprint of many square-miles. The large distances between cities and lack of major maintained roads between then have led to a decentralized government, with the nation divided into 5 states, and each of those further divided into dozens of smaller counties, all of which are allowed to self-govern, with a unified code of laws linking them together. Each of its five states is ruled by a distinct dynastic family, and the genealogies of each of these dynasties is intertwined with the others in complex web of relations. The five Dynasts each appoint a proxy to represent them in the capital city of GITHILALAN, though they do travel there to rule in person in times of need.

Bringing further unity is the worship of <u>ASKEFER</u>, a spirit-deity, which encompasses the spirits of all its worshippers, and who is said to grow in power with the passing of each faithful Vanefani. Each settlement has at its centre a sacred tree in which is said to dwell Askefer, and all of these sacred trees are thought to form a network through which shapers can communicate in the way that technarcana uses seeing screens.

Its people are insular and xenophobic, and are unlikely to allow news or innovations from outside lands to reach its cities, and when they do, they are largely critical of events in the world at large. Though Vanefani envoys and diplomats can be found in surrounding nations, their role is largely observational, reporting to Githilalan with news of current events from almagest and Korachan in particular. Its borders are well-guarded and the bulk of its military, which despite not yet being completely industrialised, remains effective against modern threats. See Vol III: Extant Nations and Realms.

OLD FOREST BASIN, the: Geo. Endorheic drainage basin formed by various continental divides in the continent of <u>LLACHATUL</u>, including parts of the <u>LLACHATUL</u>, DIVIDE. The basin is located in the c of <u>CENTRAL LLACHATUL</u>, and the majority of its rivers lead to inland lakes sinks – primarily the GâTHAN sinkhole and lake <u>TOSEFA</u>(1).

Nations and territories that are at least partially within the Old Forest Basin include: <u>ALMAGEST</u>, <u>ASTUDAN</u>, <u>SHOTHA</u>, and <u>STOLAS</u>.

Worshipped in the KINGDOM of LIMOTH⁽¹⁾ before it was outlawed by the PLUTOCRATIC REPUBLIC that took over in 2829 RM. The religion was abolished in 2895 RM following years of religious strife, with its few surviving adherents fleeing to the north of Limoth into the southern foothills of the KOTHA ICHOLLIGHA Mountains, where they are rumoured to cling to the practice to this day, particularly in the north of the emirate of UKOLIST.

The people of <u>LIMOTH</u> know very little of this old pantheon today and centuries of indoctrination have left the populace with a secular attitude and distrust of organised religions in general. Open discussion of the Old Religion and their Gods is outlawed, though few would have any reason to talk about such things.

Rumours that the so-called Old Gods, whose records have long ago been expunged from Limothan records, are older than the <u>DEMIURGES</u>, but such claims are unfounded and unlikely to ever be corroborated.

OLD ONES, TEMPLE OF THE: Set. Temple hewn from the red cliffs of the south west of VAALK. It is a relic of an ancient time. The cyclopean and deformed deities carved from its rocks are alien yet compelling, thought to date back to an unknown culture from the FOURTH AGE or possibly earlier. The temple is now overgrown, abandoned, save for the descendants of IMPERIAL-sanctioned guards. With the SUNDERING OF THE KORACHANI EMPIRE in 3705 RM, the guards entrusted to protect the area remained there, making the temple their home. It is believed that a

form of idolatry of the temples and the secrets hidden in the caves beneath has ensued, though the people (calling themselves <u>TEMPLARS</u>^(3,)) guard the place fiercely, denying entry to foreigners. It is effectively an autonomous settlement (Pop. c. 1,000).

OLD PHARTHI: see PHARTHI, OLD.

- <u>OLD QUARTER</u>: Set. District in the city of <u>TETHRA</u> in <u>PARTHIS</u>. As the name implies, it is one of the oldest parts of the city, though very little new remains of ancient Tethra. Those who know where to look can find ancient echoes and relics of the old city, such as remnants of old walls or aqueducts, regraded streets hiding in present-day sewers, or lintels and capstones that have been repurposed or used on more recent structures.
- <u>'OLD RELIGION</u>, the': Rel. Religion of <u>LIMOTH</u>^(1.) eradicated over 1,000 years ago by the <u>PLUTOCRATIC REPUBLIC</u> following its rise to power in 2829 RM. Starting in 2840 RM, new republic propagated a secular movement. It was slow to gain traction, but over the decades many people willingly came to forsake worship of the '<u>OLD GODS</u>', though those who remained became stubborn in their adherence. Though the majority of the population had abandoned the old religion by 2893 RM, a vocal minority (around 5% of the population) resisted, leading to open conflict. The conflict was bloody, taking place in churches and holy places, with the clergy and their followers being killed in their hundreds, effectively eliminating the presence of the Old Religion.

The following years were characterised by a deliberate expunging of all religious records, with the few scattered remnants of the religious minority fleeing to the north of Limoth into the southern foothills of the <u>KOTHA ICHOLLIGHA</u> Mountains amid the enforcement of strict laws against open religious worship.

Very little knowledge of this old religion remains today, and it is only referred to now in hushed tones as the 'Old Religion', and its gods as the 'Old Gods', though the descendants of those who fled to the north are thought to still secretly cling to these old beliefs. Their extreme isolationism and xenophobia mean that few outsiders, including Limothans from the south, are allowed to enter their settlements. This has allowed racist folktales and legends about the northern rural folk to emerge in the south.

<u>OLD THERASH</u>: His. Geo. Name given to the territories left in the wake of the collapse of the <u>THERASHIAN EMPIRE</u> in 902 RM.

For its first few centuries, the region was known for its tumultuous politics, in which the forces of rival warlords would clash along contested borders. It also became known for the fortified chapels dedicated to <u>AELORANISM</u> that sprung up in quieter areas, making sure that the people did not forget the one unifying thing that remained in their homeland.

Five independent states, known as <u>KETHAR</u>, <u>SATÍ</u>, <u>AELOR</u>, <u>INGHULL</u>, and <u>VESPER</u>^(2.), eventually emerged to fill the political void left by the collapse of the empire and claiming the lands of Old Therash.

OLD TOMBS: See GOD RELICS.

- OLD WAR, the: Pol. His. Recent terminology for the WITCH WARS in TEMUJA, most commonly used by non-elders (who are the only ones with a more honest concept of the war.
- <u>OLDIR</u>: Set. Small fortified city in the far south east of Valbar^(2.) in the <u>BOSAR</u> forest. Its main industry is logging and forestry (Pop. c. 13,700).
- <u>OLECRANA</u>: Set. Small city in the far south east of <u>PORPHYR</u>, acting as a link to the nation of <u>SABAISA</u>. It has a large marketplace, with many storage yards (Pop. c. 15,800).
- <u>OLECRASSA</u>: *Rvr.* River in the south of <u>OSSIEL</u>, flowing south into the <u>SEA OF MYMEREA</u>. It is known in various spots for placer mining, where nuggets of <u>FIRMATITE</u> are found.
- OLEINDRUTH: Geo. Island in the c of the MAIDEN ISLES, off the south eastern coast of MENISCEA.
- <u>OLIDGA</u>: Set. Settlement in the south of <u>OPHIUSSA</u>, along the course of the river <u>MARAGA</u>. Its main industry is agriculture (Pop. c. 7,000).
- <u>OLIGARCHATE OF THE DIOCESE</u>: *Rnk.* rank and title within the <u>Church of the Undying Machine</u>.
- <u>OLIL ODU</u>: *Geo.* Large geyser in the north of <u>KOLCHIS</u>, in the region of <u>NOLKOSH</u>.
- OLIMINIR: Set. Small coastal city in the west of TATAR (Pop. c. 14,000).

- OLIUTH: 1. (14,800-ft.) *Geo.* Active volcano in the north west of <u>KOLCHIS</u>, in the far west of the <u>SHUK RAZHA</u>, in the north western foothills of the <u>KULL DARGA</u> Mountains. It smokes regularly though there has not been an eruption in some centuries, with the last recorded eruption being in 3374 RM.
 - 2. *Mil. Str.* Major fortress in the far south east of <u>KOLCHIS</u>, whose troops patrol the border with ALMAGEST.
- OLIVE: Int. Flo. Myt. Small evergreen trees common to the INNER SEA REGION (though which have since been exported across ELYDEN), known for their twisted gnarled trunks and their fruit, which have been eaten by mortals for millennia and which are also used to make oil. Various mythologies across the region claim that the olive was a divine gift to mortals, with the details differing from legend to legend. This belief is conspicuously absent from KORACHANI myths, where it is regarded in a more prosaic light.
- OLL AGNOEPHATOSH: m. Per. (B. 2338 D. 2409 RM) Mus. Ind.

 CAMPANOLOGIST whose foundry was responsible for the creation of the
 BELL OF AGONEPHATOSH, which crowns the BELL-tower of the BASTION
 OF STEEL, in KHADON. Upon his death, his body was mummified and it
 was placed in a shrine in the cupola of the bell-tower, where it remains to
 this day.
- <u>OLLATANAS</u>: *Rvr.* Largely seasonal river in the <u>IASALLAN</u> grasslands in the south of <u>JURRAS</u>^(2.). At its peak, the river flows west for 450-miles, from sources in the southern-face of the <u>INNORADOS</u> Mountains through the <u>LLURAN</u> wastes, before meeting with its parent, the river <u>KHARAD</u>.
- <u>OLLOS</u>: 1. Dem. 'Ollosan'. Ntn. Western-most island forming part of <u>WESTERN SAMMAEA</u>, in the east of the <u>SEA OF NARANOR</u>.
- It is a land of <u>FIRMAMENTISTS</u>, and ruled by catatonic seers, whose rotting self-mummifying bodies are venerated in lavish rituals that seek to appease the otherworld. These rituals leave the people of Ollos in poverty for much of the year. It was an independent state for many centuries but is now a part of <u>RAHENG</u>.
- 2. Pol. Set. Main city and once-capital of the above island^(1.). It is home to the only major port of the island (Pop. c. 67,000).
- OLNNAD: 1. *His. Ntm.* Now-extinct state from the early FIFTH AGE that emerged in c. 1100RM from the ruins of the older city of HOALAN. By c. 1250 RM it had become a major trading influence to the west of the SEA OF BYSSOS, along the then-course of the river SISARA. By 1462 RM it and its ally HOLOTHAN bought trade-rights in OPHAM, leading to the latter's fragmentation in 1465 RM, with its territories divided amongst the two. Slave revolts in 2135 RM crippled the state, with thousands of freed slaves fleeing into NAAL. At the same time the newly-emerged state of OPHRAM was uniting surrounding regions under its banner, and by 2391 RM Olnnad too was assimilated, ending its time of independence. See Vol III: Extinct States.
 - 2. also 'City of Ages'. Set. City in the east of TRAKIA, often referred to as the oldest still-inhabited city in all of ELYDEN, with records going back as far as the early THIRD AGE, making it as much as 60,000-years old. It was once a great metropolis, a true city-empire of millions, that remains now as unrecognisable dust and fragments.

Its ancient citadel, rebuilt countless times over is now the heart of the present-day conurbation. It is a place of the dead, where cemeteries and mausolea outnumber the dwellings of the living, and where the dead are worshipped due to the knowledge they possess. SHAPERS who commune with the spirit world are relatively common here (Pop. c. 11,000).

- <u>OLOM GARROS</u>: (D. 3394 RM) *Edu.* Scholar of the Atramenta who alongside his colleague <u>TILLA PISTOME</u> formulated the hypothesis now known as the <u>GARROS-PISTOME HORIZON</u>, which postulates that given the right conditions mortals can cross over to the otherworld without supranatural aid.
- <u>OLON</u>: Pol. Soc. One of the most powerful and influential <u>PATRICIAN HOUSES</u> in the early days of the <u>KORACHANI EMPIRE</u>. It was one of the first merchant-houses to support the <u>ARCHPOTENTATE MALICHAR</u> during his unification of the <u>SEVEN CITY-STATES</u> and remained a significant power throughout the <u>REIGN OF THE EMPTY THRONE</u>, when its members were amongst those most vehemently chasing the leadership of the empire.

- Following the <u>ARCHPOTENTATE MALICHAR'S</u> return in 339 RM, the house was persecuted, finally driven from the empire in 412 RM where it lingers to this day in northern <u>LYRIDIA</u> and southern <u>AHRISHEN</u>, as a charter merchant house, its bloodline so diluted with local families as to have almost forgotten its imperial roots. See Vol II: Patrician Houses.
- OLORADA: Set. Settlement on the island of <u>ULLORIM</u> in <u>FALLAROUR</u>, off the south western coast of <u>SAMMAEA</u>. Its people's main diet consists of soft-shelled shrimp that lives in the waters around the <u>SHIBBOTHA</u> and <u>SHIELD ISLES</u>. These are boiled and eaten whole, usually in stews or with legumes, and as a result locals are known for the slight orange-pink tint to their skin (Pop. c. 46,000).
- OLORNYS: Set. Settlement in the north east of <u>THE SURRACH</u>, in the north eastern foothills of the NGHALLEAL Mountains (Pop. c. 7,000).
- <u>OLOTAR</u>: Sca. Bay in the far south east of <u>ALAM BETHYL</u>, along the border between it and <u>MASSALAR</u>^(1,) in the south. The river <u>KEGHOK</u> flows into the bay, brining rich alluvial deposits with it.
- <u>OLRAHANAEL</u>: Geo. Badlands region in the prefecture of <u>BROTRIS</u>, along the border with <u>HOLICHRIS</u>, in the c of <u>HOLOLACH</u>^(L). The area is dominated by a stepped calcite formation like a shelf along both sides of the valley and canyons between.
- OLTAGRA: Sup. Geo. ATRAMENTALLY TAINTED region in the c south of the <u>BARRIER LANDS</u>. It is dominated by brittle duststone formations and rubbery root-like Atramental growths that hold them together.
 - The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES</u>.
- <u>OLTHARUN</u>: Geo. Expansive mountains in the north of <u>VALBAR</u>^(2.), dominating its northern coastline. It is known for its many glaciers, its snow-capped peaks and its many <u>KEVERAN GOATS</u>.
- $\underline{\text{OLUHIR}}\text{: }\textit{Mil. Str.}$ Fortress in the far north east of $\underline{\text{TAHALL}}\text{, overlooking GNOTH.}$
- OLURKAARA: Pol. Set. Capital city of ACHAA^(2.), situated in the c south east of the nation. It is built atop an ancient stone bastion-city in the foothills of the south western MENEFIR Mountains (Pop. c. 302,000).
- <u>OLUTA</u>: Set. Coastal settlement in the north east of <u>VALBAR</u>⁽²⁾, overlooking the <u>BAY OF BALFA</u>. Its main industry is whaling (Pop. c. 3,200).
- <u>OLVENDAM</u>: Set. Major fortified city in the south west of <u>MAENMIST</u>, overlooking the <u>BAY OF CRAS</u>. It emerged around the far older bastion of the same name, that it now envelops (Pop. c. 68,000).
- OLYAMMYAD: His. Lan. Now-extinct language of the FOURTH AGE
 OLYAMMYAD EMPIRE. It emerged from the earlier ANAVRAMI, and would
 become the root of ancient GORRHASHI, from which the extant
 KORACHANI tongue would eventually emerge See Vol II: Languages.
- OLYAMMYAD EMPIRE: *His. Ntn.* Major <u>FOURTH AGE</u> empire that dominated the south of <u>CENTRAL LLACHATUL</u>, in what are now <u>SKAROS</u>, <u>LAASKHA</u>, <u>KORACHAN</u>, <u>PELASGOS</u>, and <u>VÂRR</u>.
 - It collapsed late in the Fourth Age, during the <u>WAR OF SCOURGING</u>, and various smaller states would emerge from its ruin, including <u>ALAAS</u>, <u>GORRHASH</u> and <u>HADEN</u>. See Vol III: Extinct States.
- OLYMARIUS FARGIA: m. Mil. His. Per. (B. 3657 D. 3758 RM) AZAZEMI

 ARCHPATRICIAN and general of the IMPERIAL ARMY from 3688 RM and, later, supreme general of the nation's bound by the TREATY OF BAAYN (AZAZEM, LAASKHA, and VAALTHA) in the WAR OF SUNDERING, where he helped lead IMPERIAL allied forces to victory in the VAALTHAN WAR. He retired in 3732 RM, just five years before Vaaltha was finally annexed by Sarastro something that embittered him in his last years of life, which he spent on his FARGIA estate outside AGLAIA.
- OLYSAGRA: Set. Settlement in the west of <u>PORPHYR</u>, to the south east of the capital in <u>BETTYL</u> (Pop. c. 6,800).
- OLYSSIA: His. Ntn. Late FOURTH AGE nation in the far west of MENISCEA, to the west of the EGETAKH Mountains. Its collapse during the FADING led to the formation of the early FIFTH AGE state of OCCAETIA, which encompassed present-day MIRALUL, OSSIEL, and NALARDIL. See Vol III: Extinct States.
- <u>OMAHIR</u>: Set. Settlement in the c of <u>ELAT</u>. Its main industry is the production of cork (Pop. c. 8,000).

- <u>OMAN</u>: Set. Settlement in the west of <u>MHAROKK</u> along the course of the river <u>AMOA</u>. It is a major producer of food in the region, much of which is sold to merchants travelling along the <u>RED ROUTE</u> as provisions (Pop. c. 7.200).
- <u>OMAR</u>: Lak. Lake in the east of <u>MHAROKK</u>, along the course of the river <u>AMOA</u>.
- OMARO: Lak. Lake in the south of <u>VENTHIR</u>, along the course of river ELIGIA.
- OMARS: Set. Settlement in the west of <u>RHEA</u>, known for its aluminium mines, which are the main industry of the nation (Pop. c. 4,000).
- <u>OMATRI</u>: Set. Small city in the c of <u>GYZHA</u>. It is a hub of training for mercenaries (Pop. c. 14,000).
- <u>OMBRIAS</u>: Set. Small city in the north east of <u>KORACHAN</u>, along the course of the river <u>CHANI</u> (Pop. c. 13,000).
- OMEMET: Set. Coastal settlement in the north west of KHAMID, overlooking the bay of IPTO. It is known for its carob trees, the eldest one of which is said to predate the CATACLYSM OF KHAMID, and is held in high regard and guarded in the middle of the settlement (Pop. c. 7,2000).
- OMENS, BELL OF: also 'Irrin'. Mil. Str. Coastal fortress in the west of VAALK topped by a massive bell (thought to be the largest in KORACHAN, besides the Bell of that rings out in times of political significance. It normally serves the role of lighthouse, due to heavy fogs in area.
- OMES OHD: Rui. Monument in the north west of GNOTH, dedicated to the GIGANRI who died against the heretics of KORVANT in c. 2800 RM. The monument is also a tomb where the loyal warriors were buried, though it is today largely forgotten and half-ruined.
- OMBIA: Set. Farming settlement in the c of SABIA (Pop. c. 7,500).
- <u>OMERA</u>: 1. Sea. Bay in the north of the <u>TEMPLAR STATES</u>, to the west of the <u>GHORDADOS</u> headland.
- 2. Set. Major coastal city in the north of the <u>TEMPLAR STATES</u>. It is known for its expansive harbour, and is controlled by a coalition of workers' unions. It is a major importer of varied fabrics from across the <u>SEA OF ORRIDA</u> and beyond, which are widely used in the clothing industry of the Templar States (Pop. c. 90,000).
- OMERUVED CITIES, the: Dem. 'Omeruved'. Ntn. Semi-independent region in the PERION headland in the far north east of TETHYSIA. The region is considered a commonwealth and is made up of dozens of cities and microstates, which together rule towards the betterment of the region. The city of DRELLU houses the CHAMBERS OF THE COMMONWEALTH. See Vol III Extant Realms and Nations.
- OMEUS: Fau. Large winged insect endemic to tropical lands to the north east of the SEA OF LETHEA, most commonly in the rainforests of WAELMIGH in CHEIRA, OKKHAM, PNESSA, and the west of the PORPHYRI PENINSULA. It forms a chrysalis about 8 10 inches long, which is considered a delicacy in Cheira and Okkham, where it is cultivated on an industrial scale and is commonly cooked with spices & mashed roots. See Vol II: Foods of Elyden.
- OMEUSYL: Set. Small city in the west of OKKHAM. Its main industry is gold mining (Pop. c. 17,000).
- <u>OMEZARUH</u>: Set. Coastal settlement in the south of <u>EZARUH</u> (Pop. c. 6,800).
- OMHAZAD: Geo. ATRAMENTAL geyser in the south west of VÂRR, in the woodlands of RONONVARR. The geyser was exploited early in the KORACHANIEMPIRE'S tenure of Vârr, and raw UMBRA was extracted from it for many centuries, until c. 3000 RM, when production no longer remained cost-effective. The SIPHON ENGINES and other equipment was allowed to rot following the departure of the INTERREGES from Vârr in 3791 RM.
 - After the nation became independent the city of $\underline{SACODONTA}$ began to exploit the region once again, with umbra extraction resuming in c. 3805 RM, albeit at a reduced scale. Umbra is now pumped to the capital in $\underline{NOUVATAI}$ via Sacodonta.
 - The region is categorised as $\underbrace{HIGHLY\ DANGEROUS}$ by the $\underbrace{KORACHANI}$ $\underbrace{INSTITUTE\ OF\ ATRAMENTAL\ STUDIES}$.
- <u>OMITOS</u>: 1. Rvr. River in the south east of <u>PELASGOS</u>, flowing south east for 100-miles from sources in the east of the <u>TEREKION</u> Mountains before

meeting its parent, the river \underline{PHEMOS} . Its waters are marred by the manufactory-city of \underline{KYTHEA} .

2. Lak. Lake along the course of the eponymous river.

OMITTED EMPIRE, the: Pol. His. Region/nation that was destroyed by the KORACHANI EMPIRE in c. 1230 RM. All knowledge of the region and its peoples were hidden away by the MINASTERIA OF NEGATIONISM, with records of its history expunged.

In the years following this conspiracy, many scholars have postulated that the Omitted Empire refers to the descendants of the children of AVRAHAM, whose last known realm was in what is now the east of PARTHIS and who are known to have fled west millennia past. However, few are those who are willing to openly investigate the fact surrounding the Omitted Empire, for fear of retaliation from the agents of the Minasteria of Negationism. See Vol III: Extinct States.

OMITTED ONES, the: also 'Aepathy Towns'. Soc. Common term used across the KORACHANI EMPIRE for people and settlements that, for whatever reason, are located in <u>ATRAMENTALLY TAINTED</u> lands, causing the air, land, and sea around them to die. This is often due to their vicinity to manufactories and chemical plants that have polluted the land around them over many centuries.

The people and livestock in these places are sick and weak, often of emaciated appearance and haggard disposition. They know the source of their ailments but are too poor, weak, or complacent to do anything about it

There are probably thousands of such settlements across the <u>INNER SEA REGION</u> and beyond, and they are largely forgotten by outsiders, from which the term *Omitted Ones* emerged in c. 3500 RM in <u>VÂRR</u>.

<u>OMLOUDOCH</u>: Geo. Mountain in the c south west of <u>SERROK</u>, forming an extension of the larger <u>HAMAIADON</u> Mountains.

OMMAR: Set. Small city in the east of MHAROKK, known for its occasional trade with HARAPPA^(3,) (Pop. c. 170,000).

<u>OMMARA</u>: Geo. Island in the east of the <u>MAIDEN ISLES</u>, off the south eastern coast of <u>MENISCEA</u>.

<u>OMMINA</u>: Set. Coastal settlement in the south east of <u>KEPHUAAN</u>, overlooking the <u>BAY OF COMMARA</u>^(1.) (Pop. c. 8, 000).

<u>OMMOQHUZH</u>: Geo. Mountain-range in the c south west of <u>NOAVATUR</u>, forming part of the ridge that defines the <u>IQUATHA</u> basin.

<u>OMMORM</u>: Set. Settlement in the c of <u>PORPHYR</u>. Over the past decades, it has been fortified and mobilised in preparation for a conflict with the contested lands of <u>UTIMAN</u> (Pop. c. 10,000).

<u>OMMRAIA</u>: Set. City in the c north of <u>AMMESH</u>. It lies along the path of route of the <u>NACRE ROAD</u> trade route. It is home to a large contingent of <u>MARSHALLS</u>⁽²⁾ of the <u>MONSTRANCE OF FEALTY</u> (Pop. c. 41,000).

OMNADJURA: 1. Geo. Badlands region in the c of <u>SARAGOS</u>, notable for the many spherical concretions that can be found there, some of them supported by sandstone pillars.

2. Rui. Ancient ruin in the above region, thought to date back to the FOURTH AGE and possibly earlier. It was once a necropolis, and the mummified remains of mortals as varied as KARKADANNI, EELYOUHNS, AIKLAHS, and VAPULIM, making scholars believe that this was once a stronghold of the DEMIURGE ARIMASPI.

OMNAL GHOST: Sup. Fau. It has been speculated that most GHOST sightings are not in fact ghosts, but rather sightings of an ephemeral creature that is believed to be alien to ELYDEN and native to the dark reaches of the MATERIA OMNA, visiting the MATERIAL PLANE while in search of nourishment. It is thought that this nourishment may be linked somehow to MORTAL emotions – indeed, many sightings of these omnal ghosts happen to people who are experiencing high emotions or emotional stress. Others are simply more sensitive to them, making them easier to spot. See Vol II: Classification and Taxonomy of Life.

OMNAMETER: Sup. Obj. Mechanical instrument used to measure the strength of the <u>MATERIA OMNA</u> and the <u>ARCANE TEMPERS</u> in a particular region. It can also show approximately how far one is from the <u>NULLAMBIT</u>.

OMNATITE: Ele. Prized ore that, through <u>ATRAMENTAL</u> or <u>FIRMAMENTAL</u> treatment, can be transmuted into various different metals. The process is time-consuming and expensive, though is coveted

for its versatility and nations and cities with access to omnatite reserves are at a great advantage over others, as they are capable of producing any metal their industries may require.

It is incredibly rare and deposits are only known in the north west of $\underline{\text{LLACHATUL}}$ and the north west of $\underline{\text{SAMMAEA}}$, within roughly +/– 10° of the path of the $\underline{\text{NULLAMBIT}}$, including $\underline{\text{RAONGEN}}^{(2)}$, and the $\underline{\text{VESPERTINE}}$ $\underline{\text{LEAGUE}}$, though smaller deposits have also been found elsewhere, including $\underline{\text{THE VORANDINE}}$.

Its shaping is the reserve of trained and master <u>TECHNARCANISTS</u>, whose methods have been handed down through generations, though their methods are rooted in ancient <u>ALCHEMICAL</u> traditions.

<u>OMNER</u>: Set. Coastal settlement in the north of <u>OPHAR</u>, in the north east of the peninsula of <u>GEMOPHAR</u> (Pop. c. 4,400).

OMNISM: Rel. Phil. Religion or Philosophy that accepts all religions and their gods. <u>AHKA</u> is an example of an Omnist state, though individuals who claim to be omnists can be found across <u>FLYDEN</u>.

An interesting development over the past decades is the growth of a so-called <u>OMNIST MOVEMENT</u>, centred in <u>ANAKARRA</u>, that not only accepts belief in all faiths and deities but whose members actively worship a grand pantheon of all known and unknown deities and pantheons from across Elyden, including dead religions and potential deities that may yet be unknown or as-yet unworshipped. See Vol IV: Religions and Cults.

OMNIST MOVEMENT, the: Rel. Nascent cult that emerged in c. 3975 RM in the city of ANAKARRA in VAALK. Its members follow an extreme form of OMNISM, not only accepting belief in all faiths and deities, but actively worshipping a grand pantheon of all known and unknown deities and pantheons from across ELYDEN, including dead religions and potential deities that may yet be unknown or as-yet unworshipped.

Members of the movement keep a low profile due to the threat of persecution from the <u>REFORMED CHURCH OF SARASTRO</u>, though they are quick to speak of their tenets and beliefs to those who they believe to be accepting. They are thought to have a sizeable presence in the city of Kanesh, from where they have spread their beliefs to other lands through the movements of merchants and travellers.

The movement has no known leader, and rather than having a centralised leadership it is thought to have multiple chapters in different cities, which operate autonomously. See Vol IV: Religions and Cults.

OMNITHEIR: Rnk. A confessor-caste in the CHURCH OF THE UNDYING MACHINE within KORACHANI-occupied LAASKHA and VAALK. They ritualistically paint their hands red to symbolize the sinful blood of those who seek their guidance, a tradition carried on from the ORDER OF THE BLOODY HAND.

<u>OMONJA</u>: Sea. Bay in the south east of <u>PERGOST</u>, forming the south eastern part of the <u>AMAARI WATERS</u>. It is known for its deep caverns and has been a spot for deep divers for centuries.

OMRBAS: Geo. Large rocky tableaux, around 160-miles long and perhaps 50-miles wide at its widest part, forming a border between the nations of TAAN AN and HABOT in the south west of SAMMAEA. The region is shunned by most intelligent life and is known for the strange resin like substance that coats much of the land there. Fauna of all sizes are attracted to the sickly smell of the stuff, though die in its thrall, bringing vermin and insects, which feast on the rotting bodies. The area's location along the border between the two nations is no coincidence – few are those who willingly walk the lands known as Omrbas.

The few explorers to brave the region tell of a 100-ft tall undecipherable carving hewn into the western side of the mesa, close to the eastern border of Taan An, though the rock in which the carving has been made is also soft, exuding a blood-like sap that have caused some scholars to question the nature of the monument and suggest it may be living, in a way.

ON NAR NYADA: Set. Small city in the c west of PORPHYR, along the southern coast of lake FARAS (Pop. c. 15,000).

ON POUR: 1. Region in the west of RAONGEN⁽²⁾ situated between the WHITE SHEET in the north, the TWILIGHT STATES in the west and THE VORANDINE in the south. Its people are known for their gigantism, with

men typically growing to 6'6" tall and women reaching 6'. This bloodline claims to trace its roots to a noble household that once occupied the region in the early <u>FIFTH AGE</u>, though there is little concrete evidence to support this.

2. *Mil. Str.* Series of bastions in the boreal forest of <u>GONLEA</u> in the west of <u>RAONGEN</u>⁽²⁾, just south of the northern <u>POLAR CIRCLE</u>, guarding its territories from <u>THE VORANDINE</u> in the south and the <u>TWILIGHT STATES</u> in the west.

ONA: Set. Small coastal city in the north east of Khitai, just south of the ROTHOB Mountains (Pop. c. 16,000).

ONADAL: Set. Settlement in the c of <u>IZABAL</u>^(1.). It is a major course of iron to the nation (Pop. c. 8,800).

<u>ONAEL</u>: Geo. Region in the south west of <u>ETUL</u> in <u>MENISCEA</u>, bordering the Wastes of <u>VERMES</u>. It is a major source of gold in the region, and is home to many gold mines.

ONAGATH: Set. Major fortified city in the far south of OTINTH. Like most Otinthian settlements, little is known of it due to the nations' insular nature. It is thought to have once been a coastal city, though is now landlocked (Pop. c. 175,000).

<u>ONAGOG</u>: Nou. 'Onagogear'. Plr. 'onagogin'. Sup. Org. Mil. Rnk. A particular order of <u>SHAPERS</u> in the <u>KORACHANI EMPIRE</u>, whose <u>MINASTERIA</u>⁽²⁾ has been based in the city of <u>MALICHARICHAN</u> in <u>PELASGOS</u> since 1233 RM.

Its members are <u>Atramental</u> shapers who are almost exclusively drawn from the ranks of Korachani <u>Patricians</u>, in a tradition dating back to the dawn of the empire where most Patrician <u>Houses</u> sent their third child to either study theology or shaping. Those who became shapers would ritually starve themselves as part of their training as a form of penance for not choosing to become men of the cloth. This was a risky activity given the amount of energy that shaping typically consumes. Over years of fasting, they would acclimate their bodies to the demands of shaping, making them capable of acts that would exhaust other shapers. By c. 500 RM these Patrician-shapers had become close the <u>Church of the Undying Machine</u> and would conduct rites of fasting and officiate other festivities in settlements across the empire.

Unlike most other orders of Korachani shapers, the *Onagogin* do not specialise in a specific <u>SPHERE</u> of shaping and are considered to be generalists – with individuals showing aptitude in various spheres. They are stationed across the empire in communities ranging in size from small villages to individual districts of large cities, where they serve in a role that encompasses various aspects of healer, protector, templar, counsellor, and occasionally even ruler. *Onagogin* may become respected members of their appointed societies, and though some use this position as a stepping stone to greater political targets, many take a liking to their adoptive homes, spending their lives there, effectively forsaking their noble roots.

They are often compared and contrasted with <u>OCCULTISTS</u>, which fulfil a similar if non-official role amongst the lower classes of cities and the two often clash ideologically. See Vol IV: Spheres and types of Shaping.

<u>ONAGUR</u>: Set. City in the c of the tribe of <u>GOROR</u> in the south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is known for its leaning minaret, which dates back to c. 3100 RM (Pop. c. 11,500).

<u>ONAIOR</u>: expansive rubbish dump to the south east of the city of <u>TEIRA</u> in the south east of <u>VENTHIR</u>. It is large, and towers over the adjacent slums, whose forlorn residents spend their days trawling through the dump, searching for anything of worth that is sold back to the city in its expansive southern market.

 $\underline{ONALL}\!:$ Lake in the c south of $\underline{V\^{A}RR}$ along the course of the river $\underline{ICHORIA}.$

<u>ONAN</u>: Set. Fortified settlement in the region of <u>DACHRANU</u> in the north east of <u>THE SURRACH</u> (Pop. c. 5,800).

<u>ONANTH</u>: Geo. Rugged hills in the south of <u>AHKA</u>. They are sparsely wooded and have many ruins, thought to date back to the <u>FOURTH AGE</u>.

<u>ONAR</u>: Rvr. River in the north of Virahan, flowing south for 350-miles from sources in the <u>SALKHAN MASSIF</u> and the <u>DUIAHRI</u> Mountains, before meeting its parent, the river <u>SARA</u>.

ONARCH: Pol. Ruling title in <u>TZALLRACH</u>. There is one Onarch for each of the four states of Tzallrach, elected from all <u>DIARCHS</u> within the state

and approved by the <u>ANARCH</u>. Upon election the Onarch rules for seven years, and may be eligible for another term, though it is rare for an Onarch to be elected to two consecutive terms, and it is usually a sign of great faith in them when they are.

<u>ONARCHY</u>: Pol. Geo. Subdivision of <u>TZALLRACHI</u> territories. There are four Onarchies, each of which is ruled by an <u>ONARCH</u>. The four Onarchies are – <u>MOETIA</u>^(1.) in the west, <u>NADAIRA</u>^(2.) in the east, <u>KHUN</u>^(2.) in the north, and <u>LURIUM</u>^(2.) in the south.

<u>ONASAWEL</u>: Set. Settlement in the south east of <u>CUTH</u>, on the eastern face of the peninsula of <u>HAMMINGHENG</u>. It is a major producer of <u>EMBALMING</u> resins in the region (Pop. c. 13,000).

<u>ONAST</u>: His. Sea. Now-extinct sea, once forming the western-most reaches of the <u>SEA OF ASDU</u> The sea dried following the dwindling of <u>ELYDEN'S</u> coastlines and is now a dry coastal valley dominating the east of <u>SYNCHTHONITHA</u>, to the east of the <u>TALENTARI</u> Mountains.

The region is covered in salt (some of which is collected by the people of <u>TORGOT</u>) and ancient water-worn soapstone ruins that were once submerged.

ONATARYA: Set. Major city in the c north of EREBETH (Pop. c. 150,000).

ONATHANAT: Rel. Str. Graveyard just outside the city of KHADON in KORACHAN dedicated to the burial of children and babies. Birth and child mortality rates are high in KORACHAN, and those with the means have the deceased children made up and encased in resin blocks that preserved them in family mausolea, where they can remain beautiful forever. Many of the plots belong to PATRICIAN HOUSES, and the cemetery is well-guarded at all hours by privately-funded guards.

<u>ONATHIT</u>: Pol. Set. Ruling city in the tribe of <u>SATAR</u>, in the far north of <u>MULCIBER</u>, in the east of the <u>GROWING MOUNTAINS</u>. It is situated close to the border with <u>AUEREN</u>, and is suitably fortified, its populace trained in defence and ready to be conscripted as a citizen levy (Pop. c. 160,000).

ONCETHMUS: Geo. Rough hills in the north of KARGAMA. Early in the FIFTH AGE BRIMSTONE deposits were found there by various ELITAGRI cities. This brought great wealth and spurred industry in the area, and by c. -400 RM the cities of DROM, KIVAR, and PLYSIANE (1.) had become rich from mining and selling brimstone across the SEA OF ORRIDA.

The deposits were exploited for close to a millennium and were largely exhausted by c. 1100 RM, leaving the northern foothills of the region a wasteland of disused quarries and mines, some of which smoke with sulfuric gases to this day, making large swathes of the Oncethmus uninhabitable.

ONDAR: Set. Major coastal city in the south east of GRAMMATER, in the south east of SAMMAEA, inside the southern POLAR CIRCLE. The city is renowned for its high black walls that fend off the harsh weather and raging seas of the SAMMAIDU (Pop. c. 80,000).

ONE AND MANY, the: Myt. His. Common epithet by which the DEMIURGE IALDABAOTH was once known.

ONE SOUL, the: Phil. Rel. Philosophical belief prevalent across the island of BRSEA(1.), whose adherents believe that the SPIRITS(1.) of all sapient creatures, are descended form a single ur-spirit, which has divided into smaller fractions to fill the vessels of all MORTAL peoples as they bore offspring. This has caused every consecutive generation of mortals to be farther from their divine roots as the one preceding it, and there is nothing that can be done to reverse this.

Combined, the souls of all sapient creatures that have ever lived on <u>ELYDEN</u> equates one soul – which is a match for the spirit of elyden. Believers of the One Soul claim that Elyden's slow death is a natural way to balance the slow diminishing of the One Soul.

ONEIRA: Set. Dre. City in the c east of GNOTH, known for its ONEIROMANCERS. The city and its environs are situated close to an unattributed <u>DREAMSCAPE</u> and it is known for its caste of <u>DREAMSINGERS</u> who dwell in the <u>MATERIAL</u> and dream realms. Though it forms a part of the <u>GNOTHI ROAD</u> it remains largely insular (Pop. c. 38,000).

ONEIRACHAN: 1. Also 'the Dream City'. Int. Set. Dre. Metropolis in the region of HALDATA in the east of the UMBRA SOKHAR. The city is renowned across the INNER SEA as a fantastical place, where MORTALS of all cultures and creeds mingle like nowhere else in the MATERIAL PLANE, only it does not exist in a physical sense. The city exists only in the

<u>Dreamworld</u>, commonly believed to be the <u>Dreams</u> of a cyclopean being, possibly a <u>SCION</u>, known only as <u>THE SLEEPER</u>, whose body lies in state deep beneath the surface of the small material settlement.

Whatever the origins of this being, its dreams leak onto the Material Plane in a manner unique to itself. Where the dreams and nightmares of DEMIURGES physically manifest in the Material Plane, corrupting it, the dreams of this being remain intangible, yet with the unique effect that they can be collectively experienced by Oneiromancers anywhere in ELYDEN, and by other mortals who are close-enough to the settlement situated above the body of The Sleeper.

ONEIROMANCERS across Elyden can sense and 'travel' to Oneirachan, which is known as the True City to many, to differentiate it from the physical settlement that exists to cater to those who wish to visit Oneirachan but who are not oneiromancers.

The city is gigantic, considered near-endless by those who have explored it at length, and though its street plan is the same to all who travel there, details and appearances of its individual buildings can vary greatly between individuals, or even to the same person experiencing the same area at different times. (Pop. unknown).

2. Set. The MATERIAL PLANE settlement above the body of THE SLEEPER is a bustling caravanserai that caters to mortals wishing to experience the true city of ONEIRACHAN, who would otherwise be unable to who visit it. There are dreaming dens, where individuals are put into a deep sleep so that they can travel to the true city. Some opt for intravenous feeding so that they can remain in the true city without ever having to wake. Others prefer to travel there under the guidance of an oneiromancer, who puts them to sleep and serves as a guide in the true city.

The material city is wealthy from its business of dream tourism, and employs a powerful military that patrols the lands directly surrounding it, keeping them clear of those who would try to visit the true city without first entering the material city.

The Sleeper is considered a god amongst the people of Oneirachan, and it is protected from mortal attention, and has a dedicated and devout following amongst those who call city home (Pop. c. 40,000).

ONEIRAL GLAND: Int. Med. Sup. Dre. A small berry-shaped gland at the base of the neck found in all the mortal peoples. It existed for most of the FIFTH AGE without MORTALS truly understanding its function, other than it being related to sleep patterns and DREAMS, though in 3972 RM the PELASGOSI physician EODON LASCARIS made a breakthrough, finally linking it to ONEIROMANCY and mortalkinds' ability to shape dreams. Prior to this discovery it was known as the FARAMON'S NODE, after the ancient physician who first studied it almost two millennia earlier.

Research into its exact function is ongoing, but people with similar sized oneiral glands are thought to have similar talents with regards to Oneiromancy. Some <u>LOCUMNI</u> have tried extracting, enhancing and implanting the altered oneiral glands into subjects to enhance or change the way they interact with dreams. An overactive oneiral gland is believed by some to be the cause of <u>ONEIRIA</u>.

The discovery of the oneiral gland has made some scholars postulate whether there are similar organs that dictate how mortals interact with the <u>Atramenta</u> and/or the <u>Firmament</u>.

<u>ONEIRARCH</u>: also 'Oneiromancer'. Sup. Pol. Rnk. Dre. An order of <u>SHAPERS</u> in the <u>PARTHISAN EMPIRE</u>, whose governing body is the <u>OCCULTARIUM</u>, which is situated in the city of <u>TETHRA</u>. Members of the order specialise in the reading, planting and manipulating of <u>DREAMS</u> and are analogous to the <u>SOMNIARIIN</u> of the <u>KORACHANI EMPIRE</u>.

They are amongst the more esoteric of shapers within Parthis, and though they are not the backbone of industry that other shapers might be, they can still be found working in various places. They are most often found living as <u>OCCULTISTS</u>, where they offer their mystical services – dream interpretation, planting, and altering – to those willing to pay.

They are often used in interrogations, tapping into the subjects' subconscious to retrieve information, or planting sensitive information that remains inaccessible to the subject, but easily retrieved by other Oneirarchs. They are also used in these organisations as a means of non-intrusive torture, implanting a prisoner of suspect with horrific nightmares to terrorise them.

Some of them can find work as street-level fringe physicians, where they can help rid people of nightmares and visions, while others go into business selling their services in <u>DREAM DENS</u> – places where people go to unlock their dreams, and experience them in vivid detail. Others use their skills on themselves, using the experiences to fuel their art or writing.

ONEIRIA: Dre. Med. Debilitating ONEIRIC illness that can affect most MORTALS (with the exception of the IMMORTALS (2.1), leaving sufferers crippled by near constant dreams, often of a disturbing or horrific nature. No explicit cause for this condition has been found, though some speculate that sufferers may have unchecked latent ONEIROMANTIC abilities or may be privy to the dreams and thoughts of lambent DEMIURGES and their SCIONS.

In severe cases sufferers become unable to distinguish dreams from reality, with visions that overtake their waking moments. These severe instances are treated by a procedure similar to a lobotomy, that cripples the <u>ONEIRAL GLAND</u>, that leaves the sufferer bereft of the ability to dream, which leaves them somewhat hollow next to other mortals. See Vol II: Diseases and Illnesses.

ONEIRIC: see DREAMS.

ONEIRIC CREATURE: see ONEIROI.

ONEIRIC SCOURGE, the: Int. His. Dre. Phen. A historical period of great uncertainty and calamity that took place in central VÂRR beginning in c. 1300 RM, and culminating in 1305 RM, during which large expanses of DREAMSCAPES appeared in the VÂRRAN PLAINS, expanding rapidly to engulf settlements and natural lands alike.

The <u>SOMNIARECHI ORDER</u> of the <u>SANCTIFIED INQUISITION</u> was sent to investigate cases of spontaneous dreamscape appearing to the east of the <u>LAMEDUAN</u> Badlands, and agents rapidly learnt that the appearances were connected, leading to a concerted effort at stymying their growth. The Order spent decades fighting these malignant dreamscapes, many of which had appeared on or close to major cities, including the city of <u>IBEDIA</u>, which had to be abandoned. Its <u>SOMNIARIIN</u> worked in groups to suppress these dreamscapes and, if possible, destroy them altogether. Others stalked the Badlands, hunting rogue <u>ONEIROI</u> that had emerged from the new dreamscapes.

The effects of the Scourge were felt for centuries after the intervention of the Order, and dozens of cities were either abandoned or outright destroyed by the unfolding events. Though the Order managed to decrease the severity and number of dreamscape activity, small outbreaks remained common. As a result, the Order established the outpost of <u>ACTANDRAS</u>, which is still manned to this day despite Vârr no longer being a part of the empire.

Over the years the Order realised that <u>ROPOHAII</u> sightings in the region had also increased. Rarely seen above the surface, these new sightings were cause for concern, leading some within the Order to believe that the Scourge was linked to activity within the <u>PRISON CARCERI</u>. The Order began sending agents into Carceri to monitor activity there, finding subterranean dreamscapes far worse than anything they had encountered above ground.

Their explorations of Carceri were ultimately responsible for revealing many new chambers and tunnels, which in turn led to the creation of new maps that were far more accurate than any previous ones.

ONEIRODYNIC EMPRESS, the: f. Sup. Dre. Per. (B. unknown) Ruler of TAES, since its founding in 3675 RM. She is a timeless SCIONIC CREATURE of unknown origins, whose talents at ONEIROMANCY are unrivalled, specifically within the SPHERE of sowing NIGHTMARES.

Though she appears as a normal child of eight years, her eyes bely a wisdom and age that few in her land dare ponder openly. She is ruthless and of an otherworldly circumspection, and is an unrivalled strategist and planner, and she stands over Taes with an iron grip that none have questioned since her rise to power.

She rules from the blasted marsh-like <u>DREAMSCAPE</u> of <u>CODUS CEVIR</u>, where she is the only known mortal – all her servants and slaves are <u>ONEIROI</u> of her own manifestation, who guard her realm ferociously. She interacts with mortal advisors and administrators in the administrative capital of <u>SWEVEN</u> without the region of Codus Cevir via oneiromancy, and never physically leaves her realm, though she can manifest in the dreams on anyone within Taes and beyond.

<u>ONEIROI</u>: also '*Nightmare Creature*' and '*Oneiric Creature*'. *Sup. Dre. Fau.*Unnatural fauna made manifest in <u>DREAMSCAPES</u> or produced by potent

acts of <u>ONEIROMACHY</u> both intentional or otherwise. Such creatures are unique and defy any attempted method of categorisation and often possess qualities that mortal minds just cannot comprehend (it is quite common for those who sight such creatures to be shaken by the experience at best.

They are endemic to the specific dreamscape that created them and rarely survive for long far from it, becoming weaker the farther they move from them. It is thought that they have an innate sense of direction, rarely straying from their home unless forced to. See Vol II: Classification and Taxonomy of Life: Racharin.

ONEIROMACHY: also 'dreamwarrior'. Sup. Dre. Rnk. In the SPHERE of ONEIROMANCY, the specific ability to alter or even plant DREAMS into another individual. Based on the skill of the SHAPER, this may be a willing or unwilling party, at an arbitrary distance. Such Oneiromancers make use of the DREAMWORLD – a mystical collective space that links the dreams of all individuals – and infiltrate the dreams of others, where their attacks can cause severe mental and physical damage to specific dreamers. The equivalent in the KORACHANI EMPIRE would be a SOMNIAREAR.

<u>ONEIROMANCER</u>: Sup. Dre. Rnk. A <u>SHAPER</u> who practices <u>ONEIROMANCY</u>. The term oneiromancer is generic, and different cultures have different names shapers who interact with <u>DREAMS</u>. For instance, in the <u>KORACHANI EMPIRE</u> they are the <u>SOMNIARIIN</u>, in <u>PARTHIS</u> they are <u>ONEIRARCHS</u>, and in the east of <u>LLACHATUL</u> they are known as <u>TULPA</u>.

ONEIROMANCY: Sup. Dre. Rnk. Amongst the most widespread SPHERE of SHAPING within both ATRAMENTISM and FIRMAMENTISM across all of ELYDEN, with abilities related to DREAMS that vary across a wide range of specialities, including the ability to read dreams, plant dreams, alter dreams, interpret dreams, as well as locate and navigate in DREAMSCAPES and, more rarely, the ability to alter dreamscapes and conjure NIGHTMARE CREATURES and banish them. Oneiromancers are a vital part of expeditions into dreamscapes, and serve as navigators to such parties.

Many young oneiromancers begin their training by $\underline{\text{LUCID DREAMING}}$ – a skill that laypersons can acquire through practice. This is of great help to their eventual foray into shaping dreams.

They are known as $\underline{SOMNIARIIN}$ in the $\underline{KORACHANI\ EMPIRE}.$ See Vol IV: Spheres and types of Shaping.

<u>ONEIROMECHANA</u>: also 'dream engine'. Sup. Dre. Med. Tec. A form of <u>HEART ENGINE</u> in which an <u>ONEIROMANCER</u> is interred. The engine is used to amplify the abilities of the <u>SHAPER</u>, to help achieve results that would otherwise be unattainable or too dangerous to attempt. They are commonly used as a form of communal dreaming engine, where multiple people can connect to it at the same time (often through the use of <u>OCCLUSIONS</u>) to experience the dreams and visions of the oneiromancer interred within the engine.

<u>ONEIRONAUT</u>: Sup. Rnk. A person, commonly an <u>ONEIROMANCER</u>, who navigates <u>DREAMS</u> – whether their own or those of others.

ONEIROPHAGE: also 'Eater of Dreams'. Sup. Dre. Rnk. A form of ONEIROMANCER that cleanses people and places of the taint of DREAMSCAPES and other ONEIROMANTIC influences. They are largely unheard of in urban regions, and mostly found in tribal cultures, most commonly the north of SAMMAEA, particularly PARAIYA and BA'AKH, where they become temporarily tainted by the forces they have exorcised.

ONEIROSPHERE: see DREAMWORLD, THE.

ONEIROTOPIA: see <u>DREAM DEN</u>.

<u>ONELI</u>: Set. City in the east of <u>LIMOTH</u>^(1.). In c. 1322 RM it became an ally of <u>TODRRA</u>, becoming a founding part of the <u>GHAZHARID AUTOCRACY</u>, alongside <u>XAGADRRA</u>. The city was later absorbed by an expanding Limoth in c. 1815 RM, which appropriated most western territories of the <u>PANTHEON ISLES</u> that were abandoned following the fall of the Ghazharid Autocracy.

Today it is a thriving river port and a major cultural hub in the east of Limoth (Pop. c. 54,000).

<u>ONEMMA</u>: Set. Small fortified city in the east of <u>KEPHUAAN</u>. It is home to a major college of free thinking and rhetoric, where many future members in the <u>COUNCIL OF MERIT</u> study. The city stands on a rocky protrusion close to lake <u>RAMISA</u> and its environs are considered idyllic, and are akin to a monastery, where silence and art are cultivated and freedom of expression is encouraged (Pop. c. 11,500).

<u>ONENAHMARA</u>: Set. Small city in the north west of <u>NOAVATUR</u>. It is the nation's north western-most city, and is located high on cliffs spanning river <u>SHIID</u> (Pop. c. 18,000).

<u>ONES:</u> Rel. Str. <u>LACHRYMIST</u> monastery in the c south west of <u>THE SURRACH</u>, on the south western face of the <u>MISHANOS</u> Mountains.

<u>ONÉSIMUS</u>: Sup. Rnk. Post-nominal title given to <u>FIRMAMENTISTS</u> in many lands east of the <u>KORACHANI EMPIRE</u> in the east of <u>CENTRAL LLACHATUL</u> and <u>EASTERN LLACHATUL</u>. In many cases it replaces the surname or secondary name completely, symbolising the <u>SHAPERS'</u> total devotion to the art. Its use is uncommon today, though is recognised by shapers, particularly in <u>KHAMID</u>, <u>MALAN</u>, <u>SAUA</u>, <u>TEMUJA</u>, though not unheard of in <u>TETHYSIA</u>. It is bestowed upon shapers who have completed a certain degree of training, and who are considered to be experienced shapers who have completed a form of trial based on their chosen SPHERE.

ONÉSIMUS—PRELATE: Sup. Rnk. Highest rank amongst FIRMAMENTISTS in the free lands east of the KORACHANI EMPIRE, though much like the lower rank of ONÉSIMUS, it carried little weight today, even in the nations where it is recognised, as there are few Firmamental SHAPERS today who acknowledge the authority of the MINARET OF LIGHT. Most shapers disregard the edicts of the Minaret, from which the Onésimus-prelate holds council, and few are those who pay open respect to them. The Onésimus-prelate is the highest form of authority amongst shapers, unless the existence of an AVATAR OF LIGHT or SENTINEL is proven in any given time, in which case it is deferred to the later, in the absence of the former.

The current Onésimus-prelate is <u>ARANTUDUR FARAUT</u>.

<u>ONFAR</u>: Geo. Small mountain, some 70-miles long in the south east of <u>VÂRR</u> that separate the <u>SOLUM</u> plains in the north east from the barren lands (<u>GHALLETHA</u>) in the south.

Even before the coming of the <u>KORACHANI EMPIRE</u> to the region, the shelf-like hills at the base of this mountain had been worked by human hands, their ores taken long ago by ancient craftsmen.

<u>ONGHUR</u>: Mil. Str. Major fortress in the far north of <u>CYHLAGHARR</u>. It is a centre of slave exchanges and is known for its large temple dedicated to <u>ISHATA</u>, which is revered by many slavers and pirates passing through.

<u>ONGONG</u>: Set. Coastal settlement in the north west of <u>CUTH</u>. It is a major producer of jute and jute rope (Pop. c. 11,800).

ONIA: Ind. Geo. One of the larger open-caste mines in the south west of LAMEDUA, in VÂRR. It was declared spent in 2932 RM, though was reopened by the following the departure of the INTERREGES in 3791 RM.

<u>ONIAN</u>: Lake in the c of the island of <u>IRUGNA</u>^(1.), forming part of the course of the river <u>MAIASHAR</u>.

<u>ONICAR</u>: Set. City in the c south of the tribe of <u>OURANASSA</u>, in the far south west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, along the course of the river <u>ADYRIR</u> (Pop. c. 32,000).

<u>ONIEL</u>: *Milk. Str.* Major fortress in the south east of <u>GNOTH</u>, along the course of river <u>ACHAMOTH</u> guarding its eastern territories.

<u>ONILA</u>: *Rvr.* Lake in the c north east of <u>KEPHUAAN</u>, along the course of the river <u>SHAYANDI</u>. The rivers banks swell throughout late winter and early spring, causing the lake to double or triple in size.

ONILLAN: 1. Geo. Valley in the c north east of ELALLIA.

2. Rui. Str. Ancient dam crossing the above valley^(1.) in the north east of <u>ELALLIA</u>. It lies in a decrepit condition today, the river that once flowed across it long-since dried up. The architecture carries the style of <u>FOURTH AGE DVERG</u>, though little else is known of it.

<u>ONILLUSA</u>: Set eastern-most major city of the <u>CEHOPHELAN</u> empire, west of <u>IMEAL</u>. The city is heavily militarised, with some of the empire's largest armies assembled there against the threat of Imealan invasion (Pop. c. 405,000).

<u>ONNAS</u>: Lak. Lake in the south east of <u>SKAROS</u>, between the plains of <u>ROTHAROS</u> and the <u>ANOMAFERROH</u> region. It's known for its brown and red waters – a result of oxidised iron ore along its banks seeping into the water, rendering it toxic and sterile.

<u>ONNEGR</u>: Rvr. River in the c west of <u>CYHLAGHARR</u>, flowing west for 250-miles from sources in the <u>GRCAUTHAIRM</u> massif, before emptying in the <u>ANGRNN SOUND</u>.

<u>ONNOR AAI</u>: Mil. Str. Major military stronghold in the east of <u>ELEKHID</u>, located on the island of <u>BER</u>, in the delta of the river <u>NUBBIOR</u>. It guards entry into the <u>BAY OF ENEPH</u>.

<u>ONNURR</u>: Set. Fortified coastal settlement in the west of <u>CYHLAGHARR</u>, overlooking the <u>SEA OF IMERRIL</u>. It is known for its deep vaulted harbours (Pop. c. 18,000).

<u>ONOCHIM</u>: lit. 'caste that looks', also 'monitor'. Soc. Med. Tec. Rnk. A breed of <u>TECHNACHI</u> utilised in <u>TECHNARCANELY</u>-advanced nations (most notably around the <u>INNER SEA</u>), who can see the motions and movements of living creatures in the vicinity through the <u>MATERIA OMNA</u>.

They are largely automatons, with little will of their own, though a few specifically-crafted individuals might maintain their intellect and individuality to act as leaders to their lesser.

They can be tailored for specific uses, such as searching for specific peoples, creatures, conditions etc. and are often used to hunt and identify fugitives, particularly SHAPERS, where they are employed in great numbers by the SANCTIFIED ORDERS OF THE INQUISITION. More sophisticated versions, known as ONOCHREDEN, are employed by the armies of the KORACHANI EMPIRE.

<u>ONOCHREDEN</u>: Mil. Sup. Rnk. <u>ATRAMENTALLY</u>-augmented scouts employed by various military institutions within the <u>KORACHANI EMPIRE</u>. Similar to the less sophisticated <u>ONOCHIM</u>, they are typically <u>WOMBBORN MORTALS</u> who are augmented to possess better endurance and agility, and to require less food and sleep than normal mortals.

<u>ONODA</u>: 1. Lak. Lake in the east of the state of <u>UKOLIST</u>, in <u>LIMOTH</u>^(1.).
Its shores are densely-populated and its southern shore is home <u>NAMITH</u>, the capital of Ukolist.

2. *Rvr.* small river in the east of the state of <u>UKOLIST</u>, in <u>LIMOTH</u>^(1.), linking the eponymous lake^(1.) to the coast. It is relatively short, no more than 20-miles long, and is wide, and well-dredged to make safe passage for the many ships that travel to and from the city of NAMITH.

ONOGOTHONT: Rui. Gigantic ancient <u>ELLORAN</u> temple in the c north west of <u>KARAKHAS</u>, dating to the <u>FOURTH AGE</u>. It is hewn from the pink/brown granite of the region. It is the largest remnant of such temple architecture and is known for its free-standing tiered complexes, many of which are connected by hewn walkways. Much of the complex extends to similarly-hewn tunnels and caverns that stretch for miles, and also included priests' quarters. Over the years it grew into the centre of a now-disappeared metropolis of some 200,000 people.

At some point during its latter years, workers are thought to have hit a natural cavern, thought to be an isolated Atramentally Tainted portion of the <u>PRISON CARCERI</u>. Within months the city was abandoned and the temple complex deserted, its lower levels filled with an un-decaying flesh caking the floors. Whatever depopulated the city is believed to be responsible for the decay of the Elloran culture, which was ruined by the dawn of the <u>FIFTH AGE</u>.

<u>ONOLUE</u>: Set. Major coastal city in the north of the <u>HENDECARCHY</u> of <u>CYRENIA</u> in the north west of <u>MALAN</u> (Pop. c. 280,000).

ONOMA BANT: Set. Major city in the nation of BANT, in the c of the CARCHEMISHI PENINSULA (1.), in the east of SAMMAEA, along the western shore of lake ABET. It was the capital of the nation of Carchemish (3.) for some time, until the fracturing of the nation in two in 1305 RM following chaos caused by the UPHEAVAL OF LETHEA. Onoma Bant suffered after this, as instability gripped the region leading to its fragmentation over the following years and the creation of two new nations — Bant in the west and KULIGALA in the east — which each adopted a new cultural centre as its capital.

This left Onoma Bant as an independent city, its territories growing to encompass the lands surrounding the river <u>ILLASRAAH</u> by its peak in 2100 RM, though it was later reabsorbed by Bant in 2208 RM (Pop. c. 110,500).

ONOMATATH: Geo. Grass and scrubland in the c of GNOTH.

<u>ONORESH</u>: also 'the Black God'. Rel. Dei. Deity commonly worshipped in the north east of <u>BROR</u>⁽¹⁾, amongst the people of <u>KASHAAL</u>, <u>RASTAN</u> and <u>AKHELIZ</u>. Onoresh is usually depicted as a human-sized statue of black skin and featureless face, and is bedecked in elaborate silk, gold and alabaster garb.

The religion is very insular and little details have been revealed to outsiders, particularly those of foreign lands, though it is believed to have appeared as a major religion in the wake of failed colonisation attempts of the region by foreigners from the 'FAR WORLD' that took place between 1930 – 2000 RM. The concept of a black-skinned entity with gold and white trappings predates this time by many centuries, however. See Vol IV: Deities and Pantheons.

<u>ONORIA</u>: *Rel. Str.* <u>LACHRYMIST</u> monastery in the c north east of <u>THE SURRACH</u>, 65-miles south east of the city of <u>ZAFFRE</u>.

ONORIEL: Geo. Plains in the south of MEHITIEL that was the site of a massacre in 3788 RM. Though today the plains are some distance from the sea, at the time of the massacre they were a beach, and two ships fired upon a royal wedding, slaughtering the ritual and throwing the regions' government into chaos for the following decades.

<u>ONORTI</u>: Set. City in the c of <u>ALMAGEST</u> known for its <u>UMBRA</u> production (Pop. c. 520,000).

ONOTARA: *Ind. Set.* Mining city in the north of <u>TAMAR</u>. The city is fortified and controls many smaller satellite settlements, each of which is in control of a mine. The region is replete with silver and various colours of granite, the exploitation of which has only recently begun, pushing the borders of Tamar as much as 50-miles north (Pop. c. 34,400).

ONQEEYAN: Set. Major coastal city in the east of ARERAQTH, south of the <u>YULIAN</u>^(1.) Mountains overlooking the <u>BAY OF LDUN</u> (Pop. c. 400.000).

<u>ONTH</u>: Set. Coastal settlement in the north of <u>BA'AKH</u>. The settlement was settled by refugees from the deserted city of <u>ZADAK</u> in c. 3395 RM (Pop. c. 5,100).

ONTORA: Set. Coastal settlement in the far north of <u>SABAISA</u>. Its main industry is fishing (Pop. c. 4,000).

ONUATH: Set. City in the c of LIMOTH⁽¹⁾, to the south of the river ATROTHA⁽¹⁾. Like many cities in the region, it receives a large influx of people late in Summer, as farmers and other agriculturalists from around the river Atrotha move south to escape the flooding of the VOTH Valley. They spend the Autumn there before returning north.

The city was once a major source of iron in the days of the early years of Limothan culture in c. 1500 RM, though were spent by c. 1700 RM (Pop. c. 29,000).

ONYCH: Cur. Currency in the PORPHYR, using decimal units and polygonal coins with 8, 10, and 12 edges. It originated in c. 1800 RM and over the coming centuries became a major currency, eventually ousting others in the PORPHYRI PENINSULA until, by c. 2100 RM, when it was the only major currency in use there. See Vol II: Currency and Coinage in Elvden.

ONYX BADLANDS, the: Geo. Badlands region in the south east of ISESETH.

ONYX CONCLAVE: Pol. Government of KULIGALA, named after the onyx gems the region is renowned for.

ONYX STAIRS, the: Int. Str. Rui. Ancient monolithic staircase hewn out of the eastern face of the VHUZUNGI Mountains in the north of ALAM BETHYL. The stairs are around 35-miles long though large stretches are ruined, and it is thought that the stairs once stretched farther than the present can tell. Their source is unknown, but it is unlikely to have been made by HUMAN hands.

<u>OPAD'S VIPER</u>: Fau. Small snake native to the south east of <u>EASTERN LLACHATUL</u>, primarily living in isolated parts of <u>LIMOTH</u>, <u>TETHYSIA</u>, <u>THETIS</u>, and the mainland regions of the <u>PANTHEON ISLES</u>.

It is noted for its venom which serves it in both defence and offence. It contains a potent analgesic that paralyses its prey, allowing the snake to devour them with ease. However, the venom affects mortals differently, inducing a short coma that is accompanied by extremely powerful and vivid oneiric hallucinations that can, at times, feel like they persist for years, where in truth they typically only last a matter of hours. The nature of these hallucinations differ with each administration, even with venom form the same viper on the same individual – a trait that has not been

fully explained. The hallucinations can be euphoric or despairing and once lucid those who have been affected by them describe them as being so lifelike as to have no recollection of what memories are true or merely a result of the venom.

Opad's vipers are milked on an industrial scale and the venom is synthesised into a recreational drug known as <u>SEQUI</u> that is sold at great profit in the region. See Vol II: Classification and Taxonomy of Life.

<u>OPAKUA</u>: Set. Settlement in the c of <u>OPHAR</u>. Its main industry is the mining of feldspar, which is one of its main exports (Pop. c. 6,200).

<u>OPARA</u>: Set. Fortified city in the north west of <u>OPHAR</u>. The city, like many in Ophar, trains its citizens so they can fight as a federal levy in times of war (Pop. c. 35,000).

<u>OPEIANNA</u>: Set. Small coastal city in the far north west of <u>TZALLRACH</u> (Pop. c. 15,000).

<u>OPEODRA</u>: Set. City in the far south of <u>OPHIUSSA</u>. Its harbour exports <u>OPHIR</u>^(3.) (Pop. c. 37,000).

<u>OPEROSA</u>: Set. Fortified settlement in the c north of the region of <u>DAYLAM</u> in the west of <u>THE SURRACH</u>. It is known for its large stepwell which was once a centre of pilgrimage to an ancient caste of wanderers (Pop. c. 7.400).

<u>OPHAKIS</u>: Set. Major city in the south west of <u>BROR</u>^(1,), along the periphery of the <u>VASTAS</u> forest. It lies near the mouth of the river <u>TUROR</u> and is known for its small coastal fishing ships (Pop. c.170,000).

<u>OPHAKR</u>: *Rvr.* River flowing north east for 592-miles from sources in the north east of the <u>NGHALLEAL</u> Mountains before meeting its parent, the river <u>OPHRA</u>. It forms part of the border between the south east of <u>CYHLAGHARR</u> and the far west of <u>OPHAR</u>.

The river is dominated by the Atramental region of $\underline{\text{HACHA NUR}}$, which covers about 115-miles of its course, ending 110-miles upstream from its meeting with the river $\underline{\text{OPHRA}}$. The appearance of this area in 1178 RM rendered the river lifeless and left many of the settlements that once thrived on its banks deserted and ruined. This taint continues downstream after the convergence with the river Ophra, all the way to its delta in the $\underline{\text{GULF OF OPHAR}}^{(1)}$.

<u>OPHAM</u>: *his. Ntn.* Ancient city-state in south of the <u>Camarinal Sea</u>. See <u>Kingdom of Opham</u>, and <u>Territories of Opham</u>.

<u>OPHAMI</u>: *Lan.* Language spoken in <u>OPHAR</u>, with roots in the ancient citystate of <u>OPHAM</u>. It emerged from the early <u>FIFTH AGE</u> language of <u>SOTHAN</u>. See Vol II: Languages.

OPHAR: Dem. 'Ophar'. 1. Sea. Gulf of water, forming the south western-most part of the <u>CAMARINAL SEA</u>, to the west of Ophar⁽²⁾. It is around 350-miles long and 60-miles wide at its widest part, separating the nations of <u>CYHLAGHARR</u> and <u>OPHAR</u>. Its waters are relatively deep and haven't changed much in the millennia, despite <u>ELYDEN'S</u> slowly retreating waters.

2. Nm. Small nation in the north of <u>SAMMAEA</u>, south of the <u>CAMARINAL SEA</u>. It is situated in what was historically a politically unstable region, with the belligerent <u>OGHUR</u> kingdom of <u>CYHLAGHARR</u> to the north west, the <u>TARAHID ANNEXES</u> to the east, and the waning state of <u>TRAKIA</u> to the south. It is dominated by scrubland, plains and sparse woodlands, collectively known as <u>OPRET</u>^(1.), with the terrain turning into badlands in the south, and mountains in the north east.

Its history is tumultuous, and for much of the <u>FIFTH AGE</u>, the region was populated by warring and politicking city-states, which used warfare, commerce, and diplomacy to gain the upper hand over their neighbours. Borders changed constantly, and over the millennia the area has gone under various names and guises, including <u>OPHAM</u>, <u>OPHRAM</u>, <u>OPRET</u>, <u>OLNNAD</u>, and many others between.

The single constant through all this political chaos was the CHILD'S ADVENTISM — an ancient religion brought to the region of Opret in 608 RM by an OTHERWORLDER who later became known as the STEWARD. The Child's Adventism prophesied that a child would arise, who on the passing of its 7th year, would unite Opham and all surrounding lands into an enlightened empire, ending wars and bringing prosperity to its people.

As a result, followers of the cult scoured the land for promising children who were elected to emperor. If, by their 8^{th} birthday, the prophecy had

not been fulfilled, they were removed, with the next candidate elected in their place, starting the process from scratch.

The cult spread rapidly across the myriad peoples west of the <u>SEA OF BYSSOS</u>, though it only served to divide its people, and for millennia the prophecy remained unfulfilled.

Throughout this time the Steward worked tirelessly to unite the nations and in 3119 RM it was finally successful, and the incumbent child emperor was declared the prophesied ruler. The Steward took the Child into an ancient temple and performed a ritual that imparted its wisdom and knowledge to the Child, leading to its own demise.

The appearance of the true <u>CHILD EMPEROR</u> was a death knell to the old Azosaothi pantheon that until then was still prevalent in the region, and it also managed to attract many of the western-most cities of the <u>TARAHID STATES</u>, which by then had become devout worshippers of the Child's Adventism.

Today the Child's Realm is ruled by a bipartisan government made up of a priestly upper-class and an elected meritocracy who together oversee the mundanities of daily leadership, with the Child Emperor serving as a divine being.

Its people are devout worshippers of the Child's Adventism, and are known across the Inner Sea for their ceramics, glassmaking, and feldspar mines, of which Ophar is <u>ELYDEN'S</u> largest known producer. Every ablebodied member of its population is well-trained to defend their city should the need arise, and its people pride themselves in their devotion to their homes. See Vol III: Extant Nations and Realms.

<u>OPHEA</u>: Set. Small city in the north of <u>LIDEA</u>, in the <u>BAY OF TIRZA</u>⁽¹⁾. The city is a major manufacturer of spices (Pop. c.15,200).

<u>OPHESSA</u>: Set. Settlement in the c of <u>SARASTRO</u>, to the south east of the <u>OTINDHAR</u> Mountains (Pop. c. 5,300).

OPHEIASE DISI: m. Com. Soc. Per. (B. 3863 RM) First generation HALFBLOOD PATERFAMILIA of PATRICIAN HOUSE VIGILIUS and present chair of the IMPERIAL DOMAIN BANK. His OTHERWORLDLY paternal bloodline is unknown, though he has various characteristics and mannerisms that clearly mark him out as non-HUMAN, including a 7-ft. tall lanky frame, near-translucent skin and prominent veins, ebony-black eyes, and distinctive tamarind smell. He is a shrewd businessman, and many believe his bloodline has granted him TELEPATHIC powers, though if this is the case, he has remained silent on the matter, choosing to cultivate an air of mystery about the rumours.

OPHIR: 1. Pol. Duchy of the <u>Haréshki City-kingdom</u> of <u>Syrtis</u>^(1.).

2. Set. Wealthy small city in <u>SYRTIS</u>^(1,). It is located along the route of the <u>GREAT ROAD</u> and is famed for its moneylenders and banks, which over the centuries have brought great wealth to the city and its environs (Pop. c. 15,500).

3. Bev. Fragrant liquor made from grapes, common in $\underline{\text{OPHIUSSA}}.$ See Vol II: Beverages.

<u>OPHIS</u>: Set. City and former capital of <u>OPHIUSSA</u>. The city was once a coastal area though the diminishing waters of the region have left it landlocked, its former harbours converted to workshops and scrap yards (Pop. c. 48.000).

<u>OPHIURA</u>: Set. Settlement in the <u>ANYA</u> region of north western <u>PORPHYR</u>. It is known for its meteore mines (Pop. c. 7,000).

OPHIUSSA: Dem 'Ophiussan'. Ntn. This independent nation is located in the south of WESTERN LLACHATUL just west of the INNER SEA, overlooking the SEA OF SERPENTS. It is known for its rain, created when warm air from the south meets cooler air from the north. It is of a cool temperate climate and its main geographical features are the river MARAGA, which flows south across the entirety of the nation; and the ESATH highlands in the south east.

The regions' history is dominated by the waning of <u>ELYDEN'S</u> seas, which over the past few millennia has left its once thriving <u>BAY OF SNAKES</u> dry, just a part of the greater shallow valley through which flows the river Maraga.

The present incarnation of the nation emerged in 3752 RM when the previous regime, known as the <u>OPHIUSSAN LEAGUE</u>, faltered with the <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM. Ophiussa had been in a trade treaty with the larger empire since 3451 RM (following decades of Korachani subjugation between 2044 – 2127 RM), and its economy

collapsed as the <u>KORACHANI</u> government fragmented, leaving it in chaos. Various revolutionary groups rose in this period to oppose the autocracy and its disregard of the common people. One of these revolutionary leaders was a <u>SHAPER</u> who would go on to assassinate the present autocrat, assuming control, becoming the <u>SUCCESSOR-KING</u>, who rules to this day.

Though still an autocracy, the present regime is more caring of its people and has ensured its political and economic safety by forging alliances with <u>PARTHIS</u> and <u>ALMAGEST</u>. It also maintains close relations with <u>GNOTH</u>, though the latter is more distant than its other allies.

The nation is renowned for its worship of the <u>SCION ETAMOSIS^(1.)</u>, whose fossilised flesh has psychoactive properties that enhance the shaping of <u>ONEIROMANCERS</u>, who are quite common in the region. The scions' gigantic body lies in torpor deep within its own territories, and the faith's main temple is constructed atop the scions' body, which is mined by the priests and consumed as part of its religious rituals. See Vol III: the Nations of Elyden. m

OPHIUSSAN BIT: see BIT, OPHIUSSAN.

OPHIUSSAN LEAGUE: Pol. His. Now extinct political entity that served as the predecessor of present-day OPHIUSSA. It was formalised in 2702 RM with the signing of a treaty ratifying alliances that had existed between the pervasive merchant houses of the city of NALE and many settlements along the river MARAGA as well as fledgeling settlements along the coast.

The League found itself crumbling between 3130 – 3250 RM due to a variety of factors, including the continued change in coastline, opposition by <u>DRAK LON</u> and <u>APHALASS</u>, which by then had formed their own alliance, and the growing decadence of the merchant houses of Nale.

By the time Drak Lon and Aphalass moved against its eastern traderoutes and caravanserais in 3262 RM, many of the cities of the Ophiussan League had already broken away, with many of them declaring their allegiance to Drak Lon. The Ophiussan League offered little defence and lost a third of its settlements and trade-routes. This exacerbated the fracturing of the League, and more cities broke away over the coming decades and it was officially dissolved in 3285 RM, with the culture of Drak Lon eventually encompassing the entire region, which by then was already known to most as simply OPHIUSSA.

<u>OPHIUSUS</u>: also 'the Snake'. Ast. Con. Constellation in the <u>NORTHERN</u> <u>HEMISPHERE</u>. See Vol II: Constellations.

- <u>OPHRA</u>: 1. Rvr. River in the north of <u>SAMMAEA</u>, forming a border between the west of <u>OPHAR</u>, and the south east of <u>CYHLAGHARR</u>. The river flows north for 500-miles from sources in the <u>YGGATHALUR</u> Mountains before emptying into the <u>GULF OF OPHAR</u>⁽¹⁾.
 - 2. f. Myr. His. In the mythologies and ancient histories of <u>ELYDEN</u>, the first daughter and <u>SCION</u> of the <u>DEMIURGE AVRAHAM</u>, who features heavily in the myths of <u>THE PARRIA</u>.

She was the mother of the sorceress <u>EIINA</u>, who was sired with Avraham himself. See Vol IV: Scions, Children of the Gods.

<u>OPHRAM</u>: 1. Also 'the Child's Realm of Ophram'. His. Ntn. Now-extinct nation in the north of <u>SAMMAEA</u>, occupied by present day <u>OPHAR</u>, the <u>INTERURBAN STATES</u>, and parts of south eastern <u>CYHLAGHARR</u>, the west of the <u>TARAHID ANNEXES</u> and western <u>TRAKIA</u>.

Its origins date back to c. 1300 RM as the city of <u>OPHAM</u>. In 1462 RM the city-state of <u>HOLOTHAN</u>, together with <u>OLNNAD</u>, purchased traderights in Opham, weakening the influence of <u>TENTAEL</u>. Soon after this, Olnnad and Holothan divided Ophami trade-routes between themselves and the land was sundered, bringing to an end the Kingdom of Opham. The resultant lands became known as Olnnad and the Child's Realm of Ophram respectively.

While Olnnad would wane over the ensuing centuries, with slave revolts in 2135 RM crippling it, Ophram found itself becoming stronger. In c. 1510 RM the city-state of <u>BAHAL</u> started to diminish, and by 1534 RM Ophrami merchants had become an influential presence there, officially establishing themselves there by 1542 RM, with it becoming a willing vassal by 1552 RM. By 2391 RM Bahali vassalage to Ophram had ended with the city being almost deserted, most of its populace having emigrated to other more central Ophrami lands, as Ophram concentrated on assimilating other surrounding regions.

By c. 2395 RM Ophram had subjugated <u>ROAH</u>, which, alongside Olnnad, <u>ADRUAR</u>, Bahal, <u>NAAL</u> & <u>OGRAD</u> were all united under its banner. In 2417 RM Ophram moved its capital to Naal.

By c. 2400 RM the <u>WHITE LEAGUE</u> took up residence in <u>HOLOTHAN</u>, which was an Ophrami vassal at the time.

Sometime after this the region fragmented, though little is known of the period preceding the rest of the <u>CHILD'S REALM OF OPHAR</u>, which inherited most of its lands in 3119 RM following the coming of the prophesised <u>CHILD EMPEROR</u>.

<u>OPIA</u>: *Ind. Set.* Lead mines in the north of <u>NAARETH</u>, in the southern-face of the <u>SIRDAIRA</u> Mountains (Pop. c. 8,000).

OPIATE: Dru. Narcotic commonly grown in the lands south-and-east of THE INNER SEA, in the region known as the ARID TRIPTYCH; including NÁRTHEL and the north of ANUBIA, though is also produced in other lands of a similar climate. It was commonly taken amongst PATRICIANS and other noble castes, particularly in ALMAGEST and KETESH as well as many other coastal cities across the Inner Sea. VENTHIR was the heart of opiate production in the KORACHANI EMPIRE, though its fields have mostly died since the fall of the old regime, with NÁRTHEL remaining the main producer in the region today. See Vol II: Drugs and Addictions.

<u>OPINICUS</u>: *Fau.* Quadrupedal beast, horse-sized, but shorter, with a beaked-head. They are carnivorous and fast, and roam the savannahs of <u>MENISCEA</u> in small familial units (one male, 3 – 6 females + pups). See Vol II: Classification and Taxonomy of Life.

<u>OPOANT</u>: Set. Fortified city in the c south of <u>RHINOCOLOURA</u>, just north of the <u>NOREREAEL</u> Mountains. It is a major military centre, and manufacturer of military equipment (Pop. c. 50,000).

OPOENA: Flo. fruit native to the rich soils of the north east of MULCIBER and the south of SARASTRO (particularly the forests of HADASSALON), northern VENTHIR and specific regions of the south of TZALLRACH, where it is intrusive. The fruit's pulp, when applied to skin, deadens pain. This fact has been utilised for millennia, where barbarians of the GROWING MOUNTAINS apply the pulp to their bodies as a form of warpaint in intricate rituals before battle. A similar practice exists in Tzallrach, though is used to a lesser extent.

OPONIS: 1. *Geo.* Island off the south western coast of the <u>PARTHISAN</u> colony of <u>NISSA</u>^(1.).

2. Shallows off the south western coast of the $\underline{PARTHISAN}$ colony of $\underline{NISSA}^{(1)}$.

<u>OPONTIS</u>: 1. *Set.* Fortified settlement in the far south of <u>TARTAK</u> (Pop. c. 5.600).

2. *Mil. Str.* Fortress in the far south of <u>TARTAK</u>, guarding the <u>UMBRA</u> processing plants of <u>TAURIAK</u>.

<u>OPORAN</u>: 1. Abandoned city in the north west of <u>AZAZEM</u>, in the region of <u>HRIDAN</u> $^{(3)}$.

2. Rui. Old city in the region of HRIDAN(1.) in the east of ALMAGEST, named after an ancient city in the north west of AZAZEM. It is largely collapsed into DUSTSTONE sinkholes and canyons that appeared around it in c. 1850 RM. Parts of its academies now remain, dusty, askew, with much of their riches (which once included many works of art and philosophy from the DEMIURGE RENAISSANCE), long-since plundered.

<u>OPOSTA</u>: *Ind. Set.* City in the west of <u>PELASGOS</u> in the <u>OSSRAN^(L)</u> peninsula. Its main industry is the manufacturer of <u>SHADOWSTEEL</u>, and the entire city is built around a large foundry (Pop. c. 47,000).

<u>OPQADHRA</u>: *Leg. Soc.* Culture-hero in <u>GIBEAH</u>, who is said to have driven the <u>NAGAS</u> out of the jungles of Gibeah in c. 2000 RM.

OPRET: see <u>Principality of Opret</u>.

- 1. Geo. Major geographical feature in the nation of <u>OPHAR</u>, made up of dry-temperate plains, scrubland and sparse woodland.
- 2. *His. Set.* ancient city that emerged in the nation of <u>ERON SOTH</u> between c. 250 500 RM. In 592 RM an agreement, now known as the <u>SEVERANCE TREATY</u>, was signed between the city of Opret and its 'twin' <u>OPHAM</u>, dividing the territories of Eron Soth amongst them, effectively ending Eron Soth. The western-most of these territories were renamed the <u>PRINCIPALITY OF OPRET</u>, of which the eponymous city became capital. The city was destroyed by <u>OGHUR</u> attacks between 729 RM and 941 RM. See Vol III: Extinct States.

- 3. Pol. Set. Present-day city and capital of the nation of OPHAR (Pop. c. 370.000).
- **OPMON:** Set. Small settlement in the c of <u>LYRIDIA</u> known for its goat herders (Pop. c. 2,200).
- OPUSAS: Set. mall city on the island of <u>USASAAR</u>, in the <u>KORACHANI</u> colony of <u>TAVVADRA</u>, off the north western coast of <u>SAMMAEA</u>. The city is a major source of zircon, and its primary industry is its mining and refining, before being shipped back to the homeland via the harbours of <u>USACHAN</u> (Pop. c. 18,000).
- <u>OPUSCULA</u>: Set. City in the south west of <u>GNOTH</u>, close to the border with <u>TAHALL</u>. It is one of few cities in Gnoth that is open to foreign merchants (the other being <u>SYNCRETIA</u> in the east), and as a result the Gnothi stretch of <u>THE WAY</u> trade-route is largely undertaken by <u>GIGANRI</u> merchants (Pop. c. 23,000).
- <u>OQAM</u>: Set. Coastal city in the north of <u>ARERAQTH</u>, looking out over the narrow <u>BAY OF SUSIATH</u>. It lies just north of the northern <u>POLAR CIRCLE</u> and experiences three full days of light and dark in summer and winter, respectively, every year (Pop. c. 68,000).
- <u>ORA</u>: 1. Sea. Large bay in the north of <u>BA'AKH</u>, measuring some 50-miles wide. The bay is an extension of the larger <u>SEA OF SHADOWS</u>, that marks the eastern-most reaches of THE INNER SEA.
 - 2. *Rvr.* River flowing north from the <u>SHIBOTHA</u> mountain, emptying in the bay of the same name⁽¹⁾, in the north west of BA'AKH.
 - 3. *His. Set.* Ancient <u>DHEAN</u> city founded in c. -1200 RM by <u>SVATHI</u> migrants. The settlement was built over the solid foundations of an older <u>ASADEAN</u> city, likely destroyed in the <u>FOURTH AGE WAR OF SCOURGING</u>. As the region grew and the Svathi influences slowly gave way to a melded culture, the city became renowned for its many observatories (most of which were built on the sheer-sided hills beyond the city). As <u>THE TERATHA'S</u> influence increased, the city became home to the <u>HIGH-TEMPLE OF TERATHA</u> in c. -900 RM, which brought further prestige to the Ora. As Dhea began to resemble a true nation, pressure from the aggressive city-state of <u>CONTH</u> to the west of Ora escalated into conflict in c. -900 RM. Though confined to little more than border skirmishes and coastal raids, events coalesced into full war by -813 RM. The Temple of Teratha was sacked and hundreds of people taken west as slaves.

The city faltered after that time, with many people losing faith. The cult of Teratha never regained its following and as the philosophy known as <u>THE VOID</u> began to spread into Dhea from <u>SALOROC</u> it slowly began to grow again, though it never regained the prestige it had lost to Conth.

Following the spread of Atramental taint from <u>DHAMATEA</u> in c. -110 RM and the rebuilding efforts of the <u>ADUMBRAESKI</u> spearheaded by the <u>ATRAMENTIST</u> <u>AKH</u>, whose death in -29 RM led to Dhea and Dhamatea being renamed <u>BA'AKH</u> in his honour, the small settlement of *Ora* and its environs were taken by his lieutenant Thus, and it became one of the 17 states of Ba'akh, renamed *Oress*.

4. Mil. Str. Fortress just west of the above sea^(1.) in northern BA'AKH.

 \underline{ORAAL} : Set. Coastal city in the west of $\underline{IZABAL}^{(1.)}$ (Pop. c. 102,000).

ORAASKHA: also 'the City of Towers'. Set. City in the c south of LAASKHA, known for its alley-like streets and 3–4 storey buildings that look like towers. These are a remnant of an older culture that was dominated by noble families and gang warfare, where scuffles and family feuds commonly erupted into bloody fighting, necessitating fortified dwellings. That culture has now passed, and the city is smaller than it once was, before the coast withdrew from it, though many of the noble families remain to this day (Pop. c. 23,000).

<u>ORABOU</u>: Fau. Large aquatic creature common around coastal waters of the <u>SEA OF AMMASH</u>^(2.) and, less commonly, in the <u>BATHASHAL OCEAN</u>, particularly the wasters of <u>NORTHERN SIMBARA</u>. They are quadrupedal, with large forelimbs and less developed hind limbs, and they have large powerful flattened tails that taper to a blunt tip, that they sway up and down when swimming. Their faces are vaguely feline, though more elongated with short thick barbells extending from back of their cheeks.

They are famed for the eerie voices that they make at night, which in legends are said to lure adulterers to their deaths. See Vol II: Classification and Taxonomy of Life.

- <u>ORACASHO</u>: *Geo.* Rocky highland region in the south east of <u>SARASTRO</u>, to the south of the <u>SOKHA</u> Mountains.
- <u>ORACLE OF ULUTUL</u>: *Sup. Rel.* Mummified oracle interred within the temple of <u>ULUTUL</u>, revered as sacred by the people of <u>TERION</u>. The oracle is guarded at all times and in times of need, <u>SHAPERS</u> under the command of <u>TERIA</u>, are sent to commune with the <u>SPIRIT</u> of the oracle.
- <u>ORACLON</u>, the: Arc. Monumental stone pillar, many miles high in the north east of the <u>HENDECARCHY</u> of <u>HATON</u>, in the c north of <u>MALAN</u>, that is said to scrape the clouds. It is of a polished stone finish and its surface is unblemished despite its age.

Though the people of Makan have varying stories regarding its creation and purpose (most of which involve the <u>LADY AEGIS</u> or the demigoddess <u>SESHA</u>), in truth, its origins remain unknown, and, like so many other ancient unattributable monuments, it is assumed to have been created by a DEMIURGE.

- ORACLON OF TAXUS: Rel. Str. Temple in the north of NÁRTHEL. It was considered sacred ground as far back as the early FIFTH AGE, when a LYRADEAN oracle was said to preside in the great tree that once lived there, around which the temple was constructed. With the coming of the KORACHANI EMPIRE in 84 RM, the place was exhumed of all religious significance and abandoned, though SVATHI leaders reclaimed the area following Korachani abandonment of Nárthel to the DOMNITORS in c. 2950 RM, re-sanctifying the land where it remains an important place in Svathi religion; a place sacred to death and the cycle of life.
- <u>ORACCA SHUR</u>: (D. 3762 RM) Pol. Queen of <u>ELEKHID</u> following the assassination of her uncle <u>UDRAN SHUR</u> in 3701 RM to her natural death in 3762 RM. She was only two when Udran was killed, and had not yet been born during his ascent to the throne in 3694 RM. She ruled through proxies until her seventeenth birthday, and was beloved by the people for restoring order to the <u>SHURAN DYNASTY</u>.
- <u>ORACRO</u>: Set. Small city in the north of <u>VENTHIR</u>. The <u>RED ROUTE</u> passes through it, bringing trade with it from far away (Pop. c. 14,500).
- <u>ORADAYA</u>: Set. Settlement in the region of <u>TARACEH</u> in the north east of <u>THE SURRACH</u> (Pop. c. 7,000).
- <u>ORAH</u>: Set. Coastal settlement in the north of <u>BA'AKH</u>. It was settled by refugees from the deserted city of <u>ZADAK</u> in c. 3395 RM (Pop. c. 5,100).
- ORAM HELAYA: (B. 3942 RM) Present ruler of TERION.
- <u>ORAMON</u>: 1. Geo. Mountain-range in the east of <u>SAMMAEA</u>, running from north to south, dominating the c of <u>ANANTHUL</u>.
 - 2. Set. Coastal city in the west of <u>PORPHYR</u>. It is a major trade city, with a large harbour and storage yards and warehouses (Pop. c. 42,000).
- <u>ORAMOR</u>: Set. Settlement in the c of <u>OKKHAM</u>, to the west of the Okkhami Mountains. Its main industry is sericulture the production of silk from caterpillars of the giant <u>ORUNA</u> moth that is endemic to the lower mountains of Okkham (Pop. c. 6,000).
- <u>ORAN</u>: Sup. Arc. <u>FIRMAMENTAL</u> monument erected outside <u>SIRIPHAGOS</u> in c. 2100 RM by the <u>ALIHEIOAN</u> caste. Oran was the largest of many similar monuments erected in the region in about a century, its abstract form meant to depict the Firmament resurgent.
- <u>ORANASH</u>: Rvr. River in the west of <u>IO</u> flowing west for 185-miles from sources in the south of <u>GHOLA</u> and the north of <u>AMARU</u> Mountains before emptying in the <u>GULF OF DAARKEN</u>. The river becomes heavily polluted from the metal industry downstream of the city of <u>UR SITH</u>.
- <u>ORANEM</u>: Rvr. River in the east of <u>AZAZEM</u>, and tributary of the larger river <u>ZEMEN</u>.
- ORARAG: Set. Settlement in the c of RHEA. It appeared in between 3910 3920 RM as a boom-town after meteore was discovered in the north east of the BOKKARIS Mountains. Since then, major mines have appeared and a permanent settlement has grown to cater to the industry (Pop. c. 3,000).
- <u>ORACADA</u>: Set. Settlement in the c west of <u>AMMESH</u>. It is an agricultural centre and is known for its production of beans and legumes, which are sold across lake <u>RALIA</u> to the markets of <u>ORATARA</u> (Pop. c. 8,200).
- <u>ORAST, SHRINE OF</u>: also 'Shrine of Growth'. His. Rel. Arc. An idol-like altar in a plateau in the north west of the <u>KHARKHARADONTID</u> desert in a region of known <u>ATRAMENTAL ACTIVITY</u>. It is made from a soft stone

that is clammy and oily to the touch. The area immediately surrounding the altar is covered in thick moss, lichen and vines, and the air, which reeks of sweet sickly decay, is replete with small swarming insects that never abate. It is thought to have once been used for Atramental rituals, possibly by FOURTH AGE PLAGI.

<u>ORAT</u>: Sca. Bay in the south west of <u>LLACHATUL</u>, north of <u>ELAT</u> and <u>AYAD</u>, stretching for over 250-miles north to south western <u>RAONGEN</u>^(2.).

<u>ORATARA</u>: Set. City in the c west of <u>AMMESH</u>, along the western short of lake <u>RALIA</u>. It is the centre of a large agricultural community that surrounds the lake and is considered the garden of Ammesh. It is known for its great horseshoe-shaped harbour market, where twin-hulled <u>DHOWS</u> from across lake Ralia bring their wares to sell. (Pop. c.).

<u>ORATHA</u>: Set. Fortified settlement in the north of the tribe of <u>SALARNA</u>, in the c north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 7,000).

ORATAN: Set. City in the north west of PARAIYA (Pop. c. 43,000).

ORATON PERTHENIUS: (B. 3929 RM) *Pol.* Current governor of PELASGOS, under appointment of THE SEVEN, and Arch Patrician of HOUSE THALASA.

ORATORY OF THE HOLY SWORD: Rel. Str. Small church of the CHURCH OF THE UNDYING MACHINE situated in an area of the HOLY PRECINCT that is dense with places of worship. The oratory is not open to the public, and is attended by members of the clergy and other votaries, as well as some members of the SECT OF THE HOLY SWORD. It is most famous for the 3,000-year old replica of the SWORD OF TARTARUCH, the sword that the ARCHPOTENTATE MALICHAR rediscovered and wields to this day, that it contains. Incredibly valuable and a fine artefact in its own right, this facsimile is kept within a large reliquary in the Oratory of the Holy Sword.

Some maintain, despite proof to the contrary, that the sword on display here is indeed the original sword, and that it is referred to as a replica to draw attention away from it.

ORATORY OF ST. BARBAS: Rel. Str. Gigantic oratorium located in the temple-city of KAIROR, around which are located various districts and lodgings that cater to the many pilgrims that travel to the city along THE SHADOW MARCH.

ORAWARAN: Pol. Ser. Capital of DATEPHA on the isle of ISEA (Pop. c. 89,000).

ORAY: Set. City in the c-south east of SAGITTARIA (Pop. c. 40,000).

<u>ORBAN</u>: Set City in the north east of <u>GREST</u>^(1.) in the island-continent of <u>BROR</u>^(1.). It forms part of an industrial region though little is known as to what these industries are (Pop. unknown).

ORBS OF LIFE: Ast. Myt. In the <u>MYTHOLOGIA ELYDEN</u>, the name given to <u>PLANETS</u> and stars following the <u>DEMIURGES</u>' <u>SHAPING OF CREATION</u>. See Vol IV: the Mythologia Elyden.

<u>ORCAMMOR</u>: also 'the Red Mountains'. Geo. Snaking mountains in <u>SAUA</u>, running from the north west to the south west of the nation, on which the <u>RED WALL</u> was built.

ORCAMMOR PASS: Geo. Mountain pass in SAUA, to the south of the ORCAMMOR Mountains and north east of the KOKORO MOUNTAINS. The pass like the south east of VIRAHAN with the north west of SAUA.

<u>ORCATH</u>: Set. Settlement in the west of <u>LYRIDIA</u>, populated by refugees from <u>CYRENA</u> in 1672 RM. The major industry is cattle-raising, and like the rest of Lyridia, its cattle is a stable form of <u>ATRAMENTALLY-CORRUPTED</u> ancestors (Pop. c. 4,300).

ORCHARD OF THE HENDECARCHS: Flo. Arc. Walled royal garden in the city of MELIBODHA, in the HENDECARCHY of AONIA. The garden is famed for its cultivated forest of cedar trees. Upon the appointment of a new HENDECARCH in Aonia, one of the first things they do is plant a cedar sapling, which they tend to (often by proxy) throughout their rule. Today the eldest of these cedar trees, the oldest of which is almost two millennia old, dominate the garden.

<u>ORCI NARAIMAN</u>: m. *Per.* (D. 3733 RM) eccentric <u>PARTHISAN</u> patrician who founded the <u>ANAGOGIC ORDER OF ZABRASSANA</u> in 3673 RM. He believed that <u>ELYDEN</u> was destined for greatness but that this fate was stalled by the unintended proliferation of mortalkind. He wanted to see

all MORTALS, including himself, destroyed so that Elyden's intended fate could finally be achieved. He proposed that the best way of doing this was to summon a great spirit known as Zabrassana from the OTHERWORLD whose merest presence on the MATERIAL PLANE would be anathema to mortals, causing the air itself to burn, killing them all in an unstoppable wave of destruction.

He commissioned the construction of a great <u>TECHNARCANE</u> engine in the city of <u>TAULAR</u> dominated by high-frequency electron tubes and other techno-mystic mechanisms made from the rare metal tantalum. He clad the sprawling engine in stone and wood, disguising it as a mundane apartments of interesting appearance but which otherwise did not draw any suspicion.

It was slowly populated by unsuspecting families as Naraiman recruited members for the Anagogic Order of Zabrassana. The engine was a powerful summoning platform that he intended to use in a ritual in which the people would have been unwittingly sacrificed to power the engine, drawing the demon-spirit Zabrassana to the Material Plane.

He died before his plan could be put into effect and the Order fragmented without his leadership, and his plan was forgotten, never to be fulfilled. His notes were sold by his estate, spreading across Parthis and the INNER SEA, being sold and bought by collectors of esoterica, never to be heard of again.

ORCU: Set. One of 5 isolated self-sufficient city-states in the south of DURCHAA whose people revere the so-called Netherqueen – an entity believed to reign in the darkest reaches of the MAW OF DORMORRO. They clash with rival cults, each of which is based in another city-state near the Maw, and has its own beliefs surrounding the Maw (Pop. c. 4.000).

ORDEALS, the: Art. Vol. National epic in AHKA, recounting the struggle of the Ahkan ancestral people. It is likely a remnant of the region's ancient LASCAR(2.) culture, and is similar to some ancient LAASKHAN military epics of the day. Recently, popularity of the epic has surged due to the struggles of its people between the armies of KORACHAN and PARTHIS. See Vol II: Books of Elyden.

ORDER OF ACHRA: Org. see ACHRA, ORDER OF.

ORDER OF THE ACQUIESCENT MONKS: Org. see ACQUIESCENT MONKS, ORDER OF THE.

ORDER OF ASTROMANCY: Org. see ASTROMANCY, ORDER OF.

ORDER OF ATARAXIA: Org. see ATARAXIA, ORDER OF.

<u>ORDER OF BA'AKHI RANGERS</u>: *Org.* see <u>BA'AKHI RANGERS</u>, <u>ORDER OF</u>.

ORDER OF BAALBETH: Org. see BAALBETH, ORDER OF.

ORDER OF THE BROKEN CREST: Org. see BROKEN CREST, ORDER OF THE.

ORDER OF CARNIFEXES: Org. see CARNIFEXES, ORDER OF.

ORDER OF CHEMISTERS: Org. see CHEMISTERS, ORDER OF.

ORDER OF THE DRAGON: Org. see DRAGON, ORDER OF THE.

ORDER OF THE EBON SHROUD: Org. see EBON SHROUD, ORDER OF THE.

ORDER OF EPISTEMIC ESOTERY: Org. see EPISTEMIC ESOTERY, ORDER OF.

ORDER OF ELAT: Org. see ELAT, ORDER OF.

ORDER OF THE EISTAR: Org. see EISTAR, ORDER OF THE.

ORDER OF THE GATE: Org. see GATE, ORDER OF THE.

ODER OF THE GOLDEN EWE: see GOLDEN EWE, ORDER OF THE.

ORDER OF HARAMIS: Org. see HARAMIS, ORDER OF.

ORDER OF THE HEART, MIND AND BLADE: Org. see HEART, MIND, AND BLADE, ORDER OF THE.

ORDER OF KHELEAF: see KHELEAF, ORDER OF.

ORDER OF LICTORS: Org. see LICTORS, ORDER OF.

ORDER OF LORE: Org. see LORE, ORDER OF.

ORDER OF THE MANILL: Org. see MANILL, ORDER OF THE

ORDER OF MALICHARIAN SISTERS: Org. see MALICHARIAN SISTERS, ORDER OF.

ORDER OF MANNALAN: Org. see MANNALAN, ORDER OF.

ORDER OF MENISCUS: Org. see MENISCUS, ORDER OF THE

ORDER OF ORPHEA: Org. see ORPHEA, ORDER OF.

ORDER OF PEOSHK: Org. see PEOSHK, ORDER OF.

ORDER OF THE PRAXIS: Org. see PRAXIS, ORDER OF THE.

ORDER OF PROSELYTISERS: Org. see PROSELYTISERS, ORDER OF.

ORDER OF THE SALIFEROUS PALM: Org. see Saliferous Palm, Order of.

ORDER OF THE STONE: Org. see STONE, ORDER OF.

ORDER OF THE TAELLANNIR: see TAELLANNIR, ORDER OF THE.

ORDER OF TEREBINTH: Org. see TEREBINTH, ORDER OF.

ORDER OF TEUTAR: Org. see TEUTAR, ORDER OF.

ORDER OF THE UNMOVING HAND: Org. see UNMOVING HAND, ORDER OF THE.

ORDER OF WITNESSES: Org. see WITNESSES, ORDER OF.

ORDERS MILITANT OF THE NINE: Org. Following the GUILD TREATY of 1073 RM, a guild pact that rose c. 1200 RM in ALMAGEST to safeguard the property and industry of several (colloquially known as the Nine) guilds in and around the CITY OF ALMAGEST. By c. 2000 RM had grown to most cities north of THE INNER SEA under the rule of the KORACHANI EMPIRE.

The Orders Militant of the Seven is a private defence force funded by various guilds across the empire, whose members act as bodyguards and security for various guild-activities, most notably the transportation and trade of goods across nations and cities. It is the largest and most well-known of such guild pacts that were formed in the wake of the Guild Treaty.

<u>OREAE</u>: Set. Settlement in the south east of <u>OKKHAM</u>, along the isthmus that connects the peninsula of Okkham to the headland of <u>KHURTAE</u>. It is part of the <u>SASACZHOT</u> canal and controls the gate leading to the <u>SEA OF KHURSA</u> (Pop. c. 2,000).

OREAHASH: Geo. Region some 25,000-square miles dominating the north east of present-day OTINTH. The region was once made up of virginal forests, though was exploited by the KORACHANI colonies of OHDURTAR between c. 2200 and 2600 RM. The region was left a barren wasteland, its topsoil blown away by dry winds caused by natural mismanagement during the imperial tenure there.

<u>OREBAN</u>: Set. Small fortified city in the c west of <u>SARASTRO</u>, to the west of the <u>SHAY</u> Mountain. It controls the pass leading to the monastery of <u>YUSSAI</u> (Pop. c. 12,000).

<u>OREDOS</u>: *Sct.* City in the south west of the tribe of <u>ATEVEGOS</u>, in the west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is known for its open cast gold mines (Pop. c. 36,000).

<u>OREI</u>: Lak. Lake in the c of <u>OPHIUSSA</u>, forming part of the river <u>MARAGA</u> drainage basin.

<u>OREKH'S HORN</u>: *Geo.* Escarpment, around 50-miles long along the border between the north of <u>SKAROS</u> and the south of <u>ALMAGEST</u>, forming an extension of the north western <u>GORRAN</u> Mountains. The escarpment is named after the <u>KORACHANI</u> explorer, *Orekh*, who 'discovered' the region in 37 RM.

<u>OREMIA</u>: Set. City in the south west of <u>ALMAGEST</u>. It is home to a large temple and many monasteries, and it is famed for the sounds of monk praying on the roofs of their cloisters (Pop. c. 34,200).

<u>ORENAS</u>: Set. City in the south east of <u>SKAROS</u>, famed as one of its longest surviving settlements, dating back to c. 330 RM. It has, since its earliest records, been known as a centre for <u>ATRAMENTAL</u> learning, and was likely settled by the <u>CHEIROAHIN</u> following their exile from <u>KORACHANI</u> lands in c. 100 RM (Pop. c. 17,500).

ORENHELD: Int. Set. Small city that is situated entirely within an ancient FOURTH AGE fortress. Found in a decrepit state by a nomadic family group early in the <u>FIFTH AGE</u> who took shelter in it, it was slowly restored over time and added to, becoming a near-impregnable fort in by c. -400 RM. Over the years, the family grew in power and influence, taking various surrounding settlements as territories.

It is no longer independent but remains a curious settlement, forming a part of the <u>NACRE ROAD</u>, which actually passes through the castle, where travel taxes are claimed. Outside the city stands a large open market place (Pop. c. 17,200).

<u>OREOR</u>: Set. Settlement in the c-south east of the tribe of <u>ORIM</u>, in the far west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. The settlement is known for its ascetics and small community of <u>AHHAS</u> (Pop. c. 2,000).

<u>ORESS</u>: Set. Small coastal settlement in the north of <u>BA'AKH</u>. It is the remnant of a great metropolis and one of the <u>KORACHANI EMPIRES'</u> so-called <u>GEMS</u>, which during its height in c. 2600 RM boasted a population of over 5,000,000 bodies.

Built over the faltering shell of the <u>DHEAN</u> settlement of <u>ORA</u>(3.), Oress was named in c. -10 RM by the <u>ADUMBRAESK</u> warlord Thus, whose construction of <u>SIPHON ENGINES</u> cleansed the region of the <u>ATRAMENTA</u>, attracting people from across the north of Ba'akh.

The city broke away from Ba'akh in 65 RM, and became an ally of sorts with Korachan, which in 237 RM had begun sending <u>ATRAMENTISTS</u> and <u>TECHNARCANISTS</u> into Ba'akh to explore the region. These explorers were pushed back by Ba'akhi armies in c. 240 RM, where they sought refuge in *Oress*, which in 267 RM established imperial embassies within its borders. The linking of <u>UMBRA</u> pipelines from <u>BAAL</u> to Oress in 303 RM resulted in the trade of the stuff with Korachan, which brought great wealth to Oress. As imperial influence in the city grew, Korachani armies began pouring into the city in 315 RM, where they moved south into Ba'akh, though by 318 RM they had been countered by Ba'akh, forced to retreat. Oress was pressured into expelling its imperial institutions and signed a unification of Ba'akh, uniting the nation for the first time.

But as imperial troops moved into Ba'akh once more in 469 RM, the nation slowly fell to Korachan, with Oress one of the last cities to ball by the dawn of the 6th century RM. As Korachan settled in Ba'akh, many of its cities, including Oress, began to grow, the riches garnered from umbra trade and processing filling their coffers. Oress became one of the empire's largest umbra processors, its harbours growing steadily to accommodate the vast tankers and ships that travelled there from across the empire. By 1103 RM a Atramental college of great prestige had appeared there, bringing further respect to the nation.

Oress was at the peak of its 'Golden-Age' in 2623 RM when disaster struck; a great Atramental explosion in a refinery in the upper city left half of it ruined, raw umbra corrupting a 10-miles radius outside it. The remnants of its population were themselves tainted by the disaster – the entire north of Ba'akh was affected, with cities sickened and trade-routes abandoned. It was Oress's downfall, that primarily led to Korachan withdrawing from Ba'akh in 3097 RM, and the eventual surrendering of northern Ba'akh to SARASTRO in 3103 RM as part of the SARASTROAN SANCTION.

The <u>War of Sundering</u> saw Oress blockaded and besieged by Korachani and Sarastroan forces, and once it was retaken in 3704 RM it was allowed to rot, the Atramenta slowly infecting its ruins and corrupting flora and fauna that survived around it. Its once glorious harbours had by then found themselves about a quarter-mile away from the coast, due to <u>ELYDENS'</u> retreating waters, though the Sarastroan government later linked it to the sea through a series of locks and canals, allowing a new settlement to emerge along the new coastline, with most of the original city now ruined and forgotten. Ancient siphon engines and pipelines were restored into working order, allowing a new Oress to emerge after 3964 RM (Pop. c. 4,000).

ORETLI: For. Scrub forest in the west of KORACHAN, west of the FATUACH Mountains. It was once a major woodland, stretching to the western-coast of Korachan, though had been largely cut down by c. 2000 RM. Parts of it have grown back since then, though what nutrients the soils in the area once possessed have long-since been leached-away and the trees that grow there are stunted and of little use to the empire's industries.

<u>OREXTRA</u>: Geo. Hard stone plains and scrubland dominating the northern half of <u>SHOTHA</u>.

<u>ORGAL</u>: Rel. Str. <u>LACHRYMIST</u> monastery in the c north east of <u>THE SURRACH</u>, in the southern foothills of the <u>NGHALLEAL</u> Mountains.

ORGAN TRADE: see RED MARKET.

- ORGANIZIER: Pol. Soc. Rnk. One of the noble ranks and titles in the empire of RAONGEN⁽²⁾, falling beneath the HEGEMONS and above INSPECTORATES. They are in control of individual manufactories, mines and quarries, and similar designations, and are directly responsible for the well-being and productivity of the vassals that live and work within their designated area.
- ORGDA: lit. 'life'. Rvr. River in the east of CYHLAGHARR, flowing for 310-miles east from sources in the GRCAUTHAIRM, GRCAUTH, ODRAND and DRGRAD massifs, before emptying into the CAMARINAL SEA. The capital city CYHULIR was founded on its banks. Its waters became tainted in 1008 RM following a massive ALCHEMBRAL explosion that left the city of ADAGRIN ruined, though over the centuries, the taint has slowly abated.
- ORGLDIA: Set. City in the south east of CYHLAGHARR, in the south west of the GULF OF OPHAR. It is widely-recognised as the slaver capital of Cyhlagharr and is known for its large harbours and slave trading-yards, where exotic slaves acquired from distant lands are sold and traded (Pop. c. 180,000, excluding slaves).
- ORIAN: Geo. Large steep-sided massif in the c of LIDEA, some 480-miles long. The mountain north facing foothills are renowned for their brown coal deposits, which are quarried in vast amounts by Lideans.
- ORIAS YETZIRAH: His. Mil. Pol. Undisputed autocrat of the early FIFTH

 AGE DALLIAMORAAN empire, whose armies swept across BROR⁽¹⁾
 between c. -200 c. 50 RM, leading to the total unification of the islandcontinent under his banner by the end of the period. The resultant empire
 was extremely insular and little is known of Orias' life following this,
 though we do know that he was a scion of not inconsiderable power.

Very little is known about him though some records exist in which he is described as being a large man, having felid features and a great mane of hair, causing some to erroneously believe he was an eelyouhn. He was an accomplished astronomer and surrounded himself with a court of both astronomers and astrologers, who would go on to become rulers of Dalliamoraa, through which he ruled by proxy.

Though he is known to have had an unnaturally-long life (likely confirming the commonly-held belief in Bror that he was a scion), he is thought to have died some time before the collapse of the Dalliamoraan empire in 1247 RM, possibly contributing to his empire's eventual downfall.

- ORICALCHA: Pol. Set. One seven ruling cities in the empire of RAONGEN(2.), located in the industry of HEMAYANA, in the east of the empire, in WESTERN LLACHATUL. It is in control of the easternmost territories of the nation, and it is responsible for securing its lands against the barbarians of the CALLOW HORDES (Pop. c. 420,000).
- ORICHAL: Rvr. Lake in the c of AURUM (2.).
- <u>ORIHANA</u>: Set. Settlement in the west of <u>ALAM BETHYL</u>, in the c south of the territory of <u>ESAUN</u>^(1.)(Pop. c. 8,000).
- ORIKA: Set. City in the region of ADA in the c west of THE SURRACH, along the course of the river HATHURAN. It is known for its reed cultivation and reed-based items (Pop. c. 36,200).
- ORILILA HET: Int. Rui. Ancient pyramid if the east of <u>SURUTUR</u>, now overgrown and worn down by the elements. It is thought to have once been coastal, with its front (which had an opening) facing east. Its innermost stone chambers remain unexplored, though its exterior is covered in vines lichens and epiphytes.
- <u>ORIM</u>: Pol. Soc. Tribe in the west of <u>MULCIBER</u>, in the <u>GROWING MOUNTAINS</u>, at the border between <u>AETHIOS</u> and <u>RHINOCOLOURA</u>. Situated along the glass hills of <u>ATHORNA</u>, it is known for its crystal-manipulating <u>ATRAMENTISTS</u>, known as <u>SICLASET</u>, and openly trades with both its neighbours. Despite this, it is known for its many groups of notorious bandits that terrorize merchants they are unaffiliated with.
- ORINSIAN GUARD: Law. Pol. Org. Government agency in METHUMN that was founded by the GILDED UNION in 3783 RM to serve overtly as keepers of the peace and hunters of unauthorised travellers, particularly foreigners, and covertly as secret police of the Union. They operate from the capital city, Araroby, and can be found in most major cities across the nation, and also travel between cities patrolling highways, keeping the peace.

- ORINTH: Set. Small city in the south west of SEDISIA (Pop. c. 15,500).
- <u>ORIT</u>: Ind. Set. Mining settlement situated at the foot of the northern face of the <u>KOTHA ORIT</u> Mountains in the <u>TURCAR</u> desert (Pop. c. 4,000).
- <u>ORIXENG</u>: Set. Fortified city in the c south of <u>RAONGEN</u>⁽²⁾, along the course of the river <u>SOSHALI</u>. It is a centre of trade in the region and its people often trade south with <u>SEDISIA</u> (Pop. c. 6,000).
- <u>ORKA</u>: Sea. Sea in the north of the <u>SEA OF BYSSOS</u>. It borders the south western coast of the <u>TARAHID ANNEXES</u> and the south western coast of PARTHIS.
- <u>ORLANA</u>: Set. Small coastal city in the south east of <u>OD MEGINNAS</u>^(1.) (Pop. c. 14,000).
- <u>ORLASS</u>: Sec. Coastal city in the west of <u>TAMAR</u>. Orlass is Tamar's largest port and harbour (Pop. c. 40,000).
- ORM ZALESH: Set. Major fortified city in the south of THE OLD FOREST, close to the borders with RHAMIA and AHRISHEN. The city has a major trade influence in the region and is the terminus of both the GREY ROAD from Ahrishen as well as the GÂTHAN ROAD, from Gâtha.

The city is largely autonomous and is considered to be one of the most 'Imperialised' cities by <u>KORACHAN</u> (Pop. c. 180,000).

- <u>ORMA</u>: Sea. Small sea off the western-coast of <u>NAARETH</u>, forming a part of the <u>ROILING SEA</u>. Its waters are deep and very rough, particularly in the monsoon season.
- <u>ORMARIKH</u>: Geo. Mountain 300-mile-long mountain in the centre of the isle of <u>ISEA</u>, dividing the nation of <u>IRORA</u> in the west from <u>DATEPHA</u> in the east. The island is considered by the <u>VAPULIM</u> of Datepha to be a holy place, where the body of their <u>DEMIURGE</u> father's scion <u>ERES</u> is buried.
- ORMES: Set. Major fortified city in the far north west of <u>PELASGOS</u>, overlooking the east of <u>KORACHAN</u>. It is an industrial centre and forms a part of the <u>RED ROUTE</u>. It has a proud long-standing tradition of weapon manufacture, particularly artillery and other large weaponry, and is also home to the <u>MINASTERIA</u>^(2.) of <u>INCENDIARIIN</u>, which continues the tradition, in a <u>MAGICKAL</u> sense (Pop. c. 80,000).
- **ORMOQ**: Set. City in the c north west of **CHEIRA** (Pop. unknown).
- <u>ORN BALONT</u>: Set. City in the far east of <u>BANT</u>, in the c of the <u>CARCHEMISHI PENINSULA</u>^(1.), in the east of <u>SAMMAEA</u>. Its main industry is iron mining (Pop. c. 40,000).
- \underline{ORNAH} : Set. Small city in the north of $\underline{IPANAH}^{(2.)}$ (Pop. c. 16,400).
- <u>OROAEGH</u>: Set. Fortified city in the south of <u>PNESSA</u>. It is noted as one of two cities (the other being <u>DA ARAE</u>, in <u>OKKHAM</u>) that are linked by the subterranean <u>CISTERN OF MÉAT PUDON</u> that traverses almost 250-miles of the Okkham Mountains (Pop. c. 120,000).
- <u>OROBIAS</u>: Flo. A form of incense that is cultivated in the south of $\underline{\text{KASIHAAL}}$ and $\underline{\text{KRENN}}$ in in the north east of the island-continent of $\underline{\text{BROR}}^{(1)}$.
- ORNACH: Str. Mountainside colliery in the north of KORACHAN, in the c southern face of the RHAECHA Mountain that was abandoned in c. 3300 after its yields dwindled beyond sustainability. The mines were a labyrinth of vertical shafts and horizontal tunnels, many of which were expansive and supported by square columns of hewn rock. The mine lay abandoned for centuries, the PATRICIAN HOUSE that owned it ignoring it. It was eventually bought in 3882 RM by a private investor who had it converted to a bunker where hundreds of people could take shelter in the case of a disaster. It is now operated by the ORPHANS OF THE SUN, an apocalyptic cult that believes ELYDEN'S sun SOR it slowly dying. The bunker has supplies to last 500 people decades, and employs a privately-trained army that defends it and the surrounding region.
- <u>OROCON</u>: Set. Settlement in the <u>BAKHRAN STATES</u> in the north west of <u>THE SURRACH</u>, in the south eastern foothills of the <u>BAKHRAN</u> Mountains (Pop. c. 9,000).
- OROGEN: Geo. Expansive highlands in the south east of BROR⁽¹⁾.

 Dominated by a high flat plateau in its middle, the region is populated by loosely-united city-states that owe their ancestry to the now-extinct FIFTH AGE nation of TIAMOLDOR; and scattered tribal idolators, themselves descendants of the APLI people who abandoned their home in c. 3100 RM, which became corrupted following a potent ATRAMENTAL eruption that wracked the southern part of the continent.

- <u>OROLIT</u>: Set. Settlement in the c south of <u>SERROK</u>. It is situated in the region of <u>BAULAUROCH</u> and is noted for its diamond mines. The mines are government-owned and strict regulations and rules are in place safeguarding the welfare of workers, yet working conditions remain difficult for relatively little-pay (Pop. c. 1,500).
- <u>OROMANCY</u>: *Mys.* Divination through the reading of stars, common in many astrological practices, and various religions, including <u>IANHAN</u> in the <u>SIX CITIES</u> region of <u>THE SURRACH</u>.
- <u>OROMUN</u>: Set. Small city in the c east of <u>VAALK</u>. Its main industry is the cultivation of aloares. It forms a part of the <u>RED ROUTE</u> (Pop. c. 15,000).
- <u>ORONTA</u>: Flo. Dead husk of a <u>SIGARIA</u> tree in the north of <u>OPHIUSSA</u>, deep in the <u>ANNEAMAL</u> forest. It dates back to the <u>THIRD AGE</u>, when sigaria trees were still relatively common in the area. It stands 200-ft. tall, though was once far taller than that, though many of its branches have broken over the years. Today it is grey and hollow, its lifeless arms leading purposelessly to the sky.
- <u>OROS</u>: Ind. Set. Mining settlement in the south west of <u>ARKOS</u>^(1.), noted for its copper deposits. It forms a part of the <u>SALT ROAD</u>, leading traffic into Arkos from <u>J'THANA</u> (Pop. c. 3,800).
- OROTA: Set. Settlement in the c of KARAKHAS (Pop. c. 7,200).
- <u>OROTEA</u>: Set. Settlement in the south of <u>HOLOLACH</u>^(1,). Its main industry is lobster fishing (Pop. c. 3,800).
- <u>OROTTA</u>: *Mil. Str.* fortress in the c north of <u>KARAKHAS</u>, overlooking sea routes int the <u>BAY OF TARAKH</u>.
- <u>OROTUAN</u>: Pol. Set. Capital city of <u>LANTUA</u>, occupying a small headland in the <u>BAY OF LUVI</u> in the c south east of the nation (Pop. c. 143,000).
- <u>OROTUR</u>: Pol. Set. Ruling city in the tribe of <u>CHRIL</u>, in the c west of <u>MULCIBER</u>, in the western-face of the <u>GROWING MOUNTAINS</u>. The city controls the highland plains of <u>OTHROD</u>, which forms the majority of the tribe's territories (Pop. c. 78,000).
- OROTUT: Set. Settlement in the south of SERROK (Pop. c. 2,000).
- <u>ORPHAH</u>: Geo. Spiny jagged mountains in the south east of <u>LIDEA</u>, forming a 120-mile extension of the <u>ENRATON</u> Mountains.
- <u>ORPHANOTROPHIA</u>: Soc. Str. Orphanages in the <u>KORACHANI EMPIRE</u>, populated with the orphaned children <u>FREEMEN</u> and <u>PATRICIANS</u>. These children grow up to be drafted into various imperial administrative, bureaucratic and military functions.
- <u>ORPHANS OF THE SUN</u>: Org. Apocalyptic cult that recognises that <u>ELYDEN'S</u> sun <u>SOR</u> is slowly dying and are preparing for its eventual demise. The name refers to all the <u>MORTALS</u> of Elyden who will, one day, be orphaned by the slow death of Sor.
- They are based in the private fortress of <u>ORNACH</u> in the north of <u>KORACHAN</u> and individuals can be seen in surrounding lands, proselytising to anyone willing to listen, with varied results.
- ORPHEA, ORDER OF: Org. part of the CHURCH OF THE MEEK. It is one of several pseudo-religious orders that survive in the KORACHANIEMPIRE. Many care for the homeless and destitute, while others are more concerned with bodily purity as opposed to the preaching of the UNDYING MACHINE. The Order of Orphea is well known for its nurturing kindness. None know how or why these orders were allowed to exist in the Korachani empire, but many rumours and suggestions abound, none of which can be trusted.
- <u>ORPHEAR</u>: Rvr. River in the c north west of <u>GNOTH</u> flowing south west for 220-miles from sources in the <u>NARAHASAPHAEL</u> Mountains before meeting its parent, the river <u>NEPHOT</u>.
- <u>ORRA</u>: (8,930 ft.) *Geo.* Highest peak along the <u>ADAMATI</u> hills in <u>SKAROS</u>, to the south east of the <u>BLACK MOUNTAINS</u>.
- ORRAN: 1. Lak. Lake in the c south of LYRIDIA.
 - 2. Geo. Region around the above lake inhabited by tribes of wandering $\underline{TROGLODYTES}$ that inhabit the caverns that surround the lake in winter months they congregate in the city of $\underline{ORYS}^{(2)}$, increasing its population by thousands.
- <u>ORREH</u>: Set. Farming conurbation in the north of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>UCHRON</u> (Pop. c. 4,500).

- <u>ORRERAL</u>, the: Rui. Ancient stone observatory in the north east of <u>SAUA</u>, in the <u>ZAHAT YA HZA</u> region.
- <u>ORRERISM</u>: Sup. Rnk. <u>SPHERE</u> of <u>FIRMAMENTISM</u>, which started in <u>SABIA</u>, concerned with the positions of stars and the drawing of power from them. It is often linked with <u>ASTROLOGY</u>.
- ORRERY OF CANOLLEGH: (10,320-ft.) Geo. Large KORACHANI-built observatory built on a solitary peak in the north east of the SYNHODOS massif in the c of JURRAS^(2.). Its steel walls, now pitted and tarnished, house large telescopes and a gigantic orerry that lies rusted in place.

The <u>PLANETS</u> depicted in the orerry correspond with the <u>SORCHARI</u> <u>SYSTEM</u>, of which <u>ELYDEN</u> forms part. Some explorers and scholars postulate that the position is relevant to some future event. The place is guarded by a winged otherworlder, known as the TELLURION.

- ORREX: Pol. The rulers of ELDRIA. They emerged from the WHITE SHEET in c. 2180 RM, claiming to be descended from a line of genetically-engineered warriors from ancient CEEROPIA. They slowly rose to power between 2185 and 2205 RM, creating a wedge within Eldria, eventually sundering it by 2227 RM, causing great chaos. The Orrex claimed leadership of one half of the sundered state, though by 2289 RM they had re-united all of Eldria, starting a great dynasty that would rule until its eventual fall in 3682 RM, when the last of their line was killed.
- <u>ORRIAH</u>: 1. Geo. Peninsula in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>MEDES</u>⁽¹⁾. It is famed for its <u>ROTWINES</u>, which are highly sought-after across not only the Haréshk but the <u>INNER SEA REGION</u> as well.
 - 2. For Sparse forest in the $\underline{\mathsf{HAR\acute{E}SHKI}\,\mathsf{CITY\text{-}KINGDOM}}$ of $\underline{\mathsf{MEDES}}^{(1)}.$
- ORRIDA: Sea. The western-most sea in the NEAR HEMISPHERE, lying between the south west of WESTERN LLACHATUL and the north east of WESTERN SAMMAEA. It is situated to the west of the INNER SEA and its water flows east across the GATE OF EREBETH into the Inner Sea.

It is a temperate-to-warm sea and is also considered an inland sea by many. It remains relatively bountiful despite the increased industrialisation of the lands bordering it, but its marine life is expected to suffer as heavy industries increase in the surrounding lands.

- ORRIDAN BASIN, the: Geo. Drainage basin formed by various continental divides in the continents of <u>LLACHATUL</u> and <u>SAMMAEA</u>, including parts of the <u>LLACHATUL</u>, the <u>EREBETIAN</u>, and the <u>KHARKHARADONTID DIVIDES</u>. The basin comprises parts of the south west of Llachatul and the north of Sammaea, and all rivers within it drain directly into the <u>SEA OF ORRIDA</u>, which itself flows into the <u>INNER SEA</u>.
- Nations and territories that are at least partially within the Orridan Basin include: <u>AYAD, ELAT, ERET</u>^(2.), <u>ESHIR, GNOTH, GYZHA, IZABAL^(1.)</u>, <u>KAZZAR, KARGAMA, KHULL, MARACHA, OPHIUSSA, OTINTH, SAGITTARIA, SEDISIA, SEPAHAUNAT, THE SURRACH, TAHALL, TATAR, and <u>URTAN</u>, amongst others.</u>
- ORRIDAN CIRCUIT, the: Int. Soc. Trip commonly undertaken by young males of independent means, with an itinerary that takes them across multiple cities and places of historical or cultural interest around the SEA OF ORRIDA. See also the GRAND TOUR, which is a similar custom common amongst those of the INNER SEA REGION.
- ORRIN: Set. Settlement in the region of ORRIN in the west of THE SURRACH in the UBIQUA delta. It is known for its many riverboats (Pop. c. 8,200).
- ORRMAKISH: Geo. Vast area of felled trees along the LASCAR⁽²⁾ coast in the north west of LAASKHA and the south west of SKAROS. Gigantic column-like trees once dominated the steep slopes of the IKATHIAN HEADLAND in the first millennium RM, though overexploitation of the area has left the area devastated, the waters of the BAY OF TAANHA filled with escaped sediment from the hills. The area is littered with the ruin of ancient logging yards that haven't been used in centuries.
- <u>ORROS</u>: *Set.* Settlement in the south eastern mainland of the <u>FREE-ISLES</u> <u>OF PELASGOS</u> (Pop. c. 15,800).
- <u>ORRUH</u>: Set. Fortified settlement in the north of <u>EZASUH</u>⁽²⁾. Its main industry is logging (Pop. c. 8,400).
- ORSAT: Set. Small city in the south west of SEDISIA (Pop. c. 16,000).
- ORTHODOX CHURCH OF RACHANAEL: Rel. A sect of the REFORMED CHURCH OF SARASTRO prevalent in the west of LIDEA, that appeared in the city of ZHEMILACH in c. 3840 RM. Since its appearance,

the region has been a powder keg of religious extremism, with fundamentalists from both churches clashing against each other, leaving many innocents dead. See Vol IV: Religions and Cults.

ORTHOSIS: Plr. 'orthoses'. Tec. Artificial enhancements to the MORTAL body that range from crude mundane augmentations such as leg callipers, to advanced TECHNARCANE prosthesis. Typically, the term orthosis is used for the latter form, which is related to the fields of BIOMACHINERY and technarcana. The process of augmenting a body with an orthosis is not an easy one and infections and outright rejections are not uncommon, and antibiotic supplements are often needed to prevent the body from rejecting the orthosis. HALFBLOODS and OTHERWORLDERS have bodies that are naturally more adaptable to the implantation of orthoses, so it is more common so see such creatures with orthoses and for them to sport more extreme variants.

ORTLU: Ast. Large cluster of stars in the <u>SOUTHERN HEMISPHERE</u>. It is the <u>PARAIYAN</u> domain of the dead. Its old imperial name is Gael, though Ortlu is now more popular, especially in <u>SAMMAEA</u>. It is the object of the STARGAZERS' vigil.

<u>ORULITO</u>: Set. Small city in the c west of <u>SERROK</u>. It is a major source of granite (Pop. c. 12,000).

ORUNA MOTH: Fau. Giant moth endemic to the jungles of OKKHAM.
With a wingspan close to 30-cm swarms of their blue-winged moths are a spectacular sight in the upper canopies of the jungles. Their caterpillars are used on a large scale in the silk industry in Okkham. See Vol II: Classification and Taxonomy of Life.

<u>ORUSOT</u>: Geo. Hills in the c of <u>MULCIBER</u>, marking a part of the <u>GROWING MOUNTAIN</u> range. It serves as a border between the tribes of <u>CHRIL</u>, <u>LEGEO</u>, and <u>TATRAS</u>.

ORUT: Geo. Name given to the south eastern coast of OHTURDAR (present-day OTINTH), while the region was a KORACHANI colony. Following the empire's retreat from the region in 2671 RM the region found itself landlocked with the retreat of ELYDEN'S oceans. The area is now a dry coastal shelf, peppered by the ruins of Korachani colonists.

<u>ORVANDIR</u>: Mil. Str. Major coastal fortress in the west of <u>LIEVTHRA</u>, overlooking the <u>SEA OF AXONIN</u>. It is home to most of the nations' navy, which patrols the waters of the Axonin. The fort originated as a granite mine, and many of its internal structures are constructed from granite excavated in situ.

ORYS: 1. (8,010-ft.) Geo. Mount in the c south of LYRIDIA, to the north of the KYTHI Mountains and to the east of lake ORRAN^(1.). The mount is of religious symbolism in Lyridian culture as it is claimed to be the site where the first ABULIA gained her gift after receiving an otherworldly vision thousands of years ago. It is a sacred place and as such it is forbidden for any to go there.

2. Set. City in the c south of LYRIDIA. The city and its environs are amongst the densest-populated regions in Lyridia, known for its vast eastern hewn cave-dwellings and large outer courtyard markets. In winter months, TROGLODYTES from as far as 300-miles away congregate around the city, which is an ancestral meeting place. In such times the population of the city can increase by as much as 20,000. (Pop. c. 138,000, or 175,000 in winter).

ORYSAI: Soc. Org. One of the 17 GRAND HOUSES of the NACRE LEAGUE. The House is based in the nation of SHEZALIAH, in the far east of the NACRE ROAD, where is a key player in the agrarian sector, managing the output of the vast farmlands and gardens of Shezaliah, though it also plays a key role in the sale and movement of archaeological finds across the trade-route.

House Orysai specialises in the trade of grains, cereals, fruit, plants and trees, and other agricultural products, ensuring food security for the League's territories. Its members are also involved in the production of a myriad of wines, which are grown in different climates and conditions along the course of the trade-route, which are exported across the Nacre Road at great profit.

ORZOC: Geo. Dry plains dominating the west of <u>SHAZGIN</u>, in the rainshadow of the <u>EGETAKH</u> Mountains. Though not technically classified as a desert (the plains receive a small amount of rainfall each year), most Shazgini refer to it as such, and there are few large settlements

in the expanse, which tapers from south to west for over 1,500-miles, reaching around 250-miles wide at its widest point. The city of $\underline{\text{RUCHATIN}}$ lies on the north eastern edge of the plains.

<u>OSAIOON</u>: Set. Fortified coastal city in the north west of <u>KREM</u>, in the region of <u>ABALASOON</u>. It is a major manufacturer of <u>GLASTEEL</u>, made from sand procured in the coastal plains of Abalasoon (Pop. c. 60,000).

<u>OSAWEL</u>: Geo. Mountain in the north of <u>KREM</u>, forming an extension of the larger ARGENT Mountains.

OSCULATA: Sup. Geo. Dre. A particular <u>DREAMSCAPE</u> in the east of <u>GRARNEÂST</u> that takes the form of a specific navigable route between two cities where travel takes a fraction of the time it otherwise should.

The dreamscape appeared in c. 2100 in what was then the east of <u>SYNCHTHONITHA</u>, close to the city of <u>DETHURE</u>. Once the effects of the phenomenon were documented and the safety of travel through it confirmed, a new settlement, known as <u>HOTOCHTHIA</u>, emerged, allowing fast travel between the two. Though they are around 120 miles apart, travellers can move between the two in around 12 hours of steady walking (Assuming an average speed of 3 mph), or faster if mounted or by vehicle. Only travel through a very specific 'corridor' will result in this effect and those who stray from the designated path will see their destination times altered accordingly.

The reason for this phenomenon remains unknown, and is simply attributed by the vagaries of dreamscapes by most, though oneiromancers and scholars continue to study the region to this day. It has been observed that a row of people marching along the corridor at set distances from each other will find individuals moving closer to the 'corridor' to move and act faster than those walking farther from it, with the opposite true of those walking along the 'corridor' being observed of those moving farther away from it.

<u>OSCITA</u>: 1. Geo. Large cave-system in the southern-face of the <u>MALAUR</u> Mountain in far north of PARTHIS.

2. Set. Mining settlement close to the eponymous region^(1.), known for granite and limestone (Pop. c. 5,800).

OSCYLLR: Set. Mining settlement in the c north east of CYHLAGHARR. It is known for its iron mines (Pop. c. 15,000).

OSGEED: Ser. Small coastal city in the north west of KULIGALA, in the north of the <u>CARCHEMISHI PENINSULA</u>⁽¹⁾, in the east of <u>SAMMAEA</u>. It is thought to be the largest kingroup in both <u>BANT</u> and Kuligala, with hundreds of extended families living in close proximity with one-another in one of the largest <u>KINTOWERS</u> (Pop. c. 15,000).

<u>OSH</u>: 1. *Lak*. Lake in the c-south east of the <u>MULL CITY-STATES</u>, along the course of the river <u>BATALL</u>.

2. Set. Settlement in the c-south east of the $\underline{\text{MULL CITY-STATES}}$. It forms a part of $\underline{\text{THE WAY}}$ trade-route and is the last major stop before the route reaches the capital in $\underline{\text{ZBALL GHAR}}$ (Pop. c. 5,800).

OSHAAKTU: Set. City in the north of the wastes of KHARKHARADONTIS, in the c of SAMMAEA. It is notable for its shared governance, and leadership of the city is divided between representatives of both the HIGH- and LOW-EMPIRES. This is due in no small part to the city being the final resting place of the mortal body of the ARCHPOTENTATE MALICHAR, who is an important figure in both empires' religions. It has become a major stop along the SHADOW MARCH, and exists today as a site of pilgrimage and to cater to the PETITIONERS OF THE MACHINE that pass through it on their way south to the SEPULCHRAL PALACE, and it boasts many hostels, hospitals and churches and chapels.

It is protected by many <u>SIPHON ENGINES</u> that maintain a modicum of normally against the <u>ATRAMENTAL TAINT</u> that surround the city, and thanks to this aegis it has grown into a thriving city and melting pot of different cultures from across <u>LLACHATUL</u> and <u>SAMMAEA</u> (Pop. c. 60,000).

<u>OSHAK</u>: Set. Settlement in the south of <u>AHKA</u>, along the north western shore of lake <u>OSTOS</u> (Pop. c. 7,300).

<u>OSHANTI</u>: Rel. Str. Major temple in the <u>ASONA</u> of <u>MATHIS</u> in the <u>VESPERTINE LEAGUE</u>. The temple of Oshanti is vast and dominated by dozens of walled tranquil gardens. It exists outside of the <u>KARGAMAN</u> IDOLATORY that forms the dominant religion of the region, and is instead

a place where individuals can find peace and tranquillity, unburdened by the complex politicking of the different Kargaman factions.

<u>OSHEL</u>: Geo. Region in the far north of the <u>LEVANTINE</u> in the south of <u>AHRISHEN</u> covering 7,500 square-miles, known for its sheer stark ridges and wetlands.

<u>OSHOLA</u>: Geo. island in the <u>SEA OF SAMMAIDU</u>, below the southern <u>POLAR CIRCLE</u>.

<u>OSHORKA</u>: Sec. Small fortified settlement in the north of the tribe of <u>THLOLOT</u>, in the north east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 4,800).

OSHORN I: (B. 2543 – D. 2621 RM) *Pol. His.* King of the <u>FLUN-SANDRA SOVEREIGNTY</u> in <u>AHRISHEN</u>, acceding to the throne in 2565 RM. He was a militant leader and spent most of his years as king campaigning to the north east of Ahrishen against the <u>UNITED KINGDOMS OF EBUSHEN</u>, and spent very little time in Ahrishen itself.

He finally subjugated Ebushen in 2612 RM, after almost five decades of war. His actions greatly increased the territories of Ahrishen, though the work required to maintain the territories led to him spending the remained of his days far from the capital, and he died in one of the administrative centres of the region in 1612 RM. His rule is celebrated in Ahrisheni history books, but the people of the kingdom barely knew their king.

OSHRUHANA: Ser. Settlement in the south east of PERGOST, forming the northern-most settled reaches of the territories claimed by the TRIUMVIRATE of KHARWARYAN (Pop. c. 5,000).

OSHYX: Set. Settlement in the c west of GIBEAH (Pop. unknown).

<u>OSIAN</u>: Mil. Str. Fort in the south east of the <u>SOLEYN TERRITORIES</u> overlooking the <u>BAY OF MEREN</u>.

<u>OSILK</u>: *Rvr.* Wetlands in the prefecture of <u>TERECHANT</u>^(1.) in south east of <u>HOLOLACH</u>^(1.), along the border with the <u>MULL CITY-STATES</u> and 80-miles of the course of the river <u>TENASAAR</u>.

OSKR: Geo. Mountain in the c south of the TARAHID ANNEXES.

OSMIDROSS: Rvt. Wetlands in the south east of KHARKHARADONTIS (specifically an expansive fen), within the region known as the EYE OF DARKNESS, in the IBRAOBALI endorheic basin. The region is renowned for its unbearable stench and the caustic nature of its water. Despite this, it is a haven to both flora and fauna of many varieties. They were documented by a NOAVATURI expedition in 1183 RM.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ Institute of Atramental Studies.

<u>OSMOS</u>: Rel. Str. Monastery on the island of <u>ALLAI</u>, off the western-coast of <u>ALLASAN</u>. The monastery is home to an order of ascetics who willingly travel to <u>ATRAMENTALLY TAINTED</u> lands to test themselves. There are legends of grandmasters of their order who travelled south into the heart of <u>SAMMAEA</u> and returned, untouched. Not all are as fortunate.

OSOEME: Set. Coastal settlement in the south of TZALLRACH, north of the PTHASSAL'OSS Mountains overlooking the BAY OF ATTAS (Pop. c. 6,800).

OSOMATHIA: For. Boreal forest in the south of ATARAXIA.

<u>OSOS</u>: 1. Set. Settlement in the south of <u>TZALLRACH</u>, at the northern-most point of the <u>BAY OF ATTAS</u> (Pop. c. 8,000).

2. *Mil. Str.* Fortress in the c north west of <u>ATARAXIA</u>. The fort is ancient and was once a major city controlling large territories west of the river <u>SISSEBA</u>, though today it is a relic of an ancient time.

<u>OSOTHOT</u>: 1. Geo. North western peninsula of <u>VAALK</u>, 525-miles long, characterised by dry plains and grasslands to the north of the Osothot hills⁽²⁾. It's largely unpopulated, save for the coastal areas.

2. Geo. Hills, 225-miles long, to the south east of the eponymous peninsula.

3. Set. Settlement in the north west of <u>VAALK</u>. It originated as a walled citadel, with a settlement later appearing around it by c. 2310 RM. It has since become renowned as a centre breeding for large animals, including <u>INDRIKS</u> and <u>ANATHEROPSES</u>, many of which go on to spend their lives on the <u>SHADOW MARCH</u>, travelling south into <u>KHARKHARADONTIS</u> (Pop. c. 10,000).

OSPIZIUM: Plr. 'ospiziin'. Soc. Str. Org. Respite homes in the KORACHANI EMPIRE for elderly HELOTS and SLAVES who are no longer able to work. They are given little true care and are largely left to their own devices, given the minimum of food needed to survive. They dwell in communal dormitories and those who are capable are given minor tasks to do in the homes, or given jobs in workshops where goods are sold to earn more money for the homes.

The homes are largely funded through donations and the earnings of residents, though some form part of manufactory complexes and are privately owned. These examples have dire reputations and are said to treat residents badly, even hastening their demise, selling corpses to the <u>FUNERARY CULTS</u> as anonymous bodies before any family can claim them.

OSRA: Rel. Dei. Religious pantheon of deities personified by ancient colossi facing east in the hills of OSRIS in the c east of the GROWING MOUNTAINS of Mulciber. The colossi were not constructed by the current inhabitants and are a remnant of an ancient age. See Vol IV: Deities and Pantheons.

<u>OSRAZ</u>: Set. Fortified port in the north east of <u>ATARAXIA</u>, overlooking the <u>STRAIT OF SKAROS</u>. The port is situated on a headland of hard granite that stands as a table-like plateau amid the gullies and canyons of <u>KAMON</u> (Pop. c. 9,500).

OSRAZ, BAY OF: Sea. Technically three bays in the c north of the STRAIT OF SKAROS, along the north eastern coast of ATARAXIA.

OSRIS: Pol. Soc. Relatively small tribe in the c east of MULCIBER, in the GROWING MOUNTAINS, in the north east of SAMMAEA. It shares a border with the SOLEYN TERRITORIES, and is known to trade with the settlement of CHUTA. It is noted for the many ancient colossi that are found there. So abundant were they at one point that they became a source of stone and bricks for modern settlements that have appeared close by. Today some of these colossi have been elevated to the status of Deity by the natives, who now worship them as a pantheon known as the OSRA. Most of the population of Osris is concentrated around the metropolis of GATUN MORATHA.

<u>OSSAYON</u>: Set. Settlement in the west of <u>RHEA</u>, to the east of the <u>ARCHAEDON</u>^(1.) Mountains. Its main industry is iron-mining (Pop. c. 12,000).

OSSELDOR: m. Myt. His. Per. In the mythologies and ancient histories of ELYDEN, a SCION of the DEMIURGE RACHANAEL. He was a mighty champion who defeated SUHA, the scion of the DEMIURGE ASHTERATH in battle. He later fell in battle against a MESOCHTHON. See Vol IV: Scions. Children of the Gods.

OSSHYL: Set. Small city in the c of OKKHAM (Pop. c. 18,000).

OSSIANIC EDICTS, the: Soc. Vol. A comprehensive series of laws and charters relating to the anti-MAGICKAL movement that rose in OSSIEL in c. 2400 RM. Penned by the SOVEREIGN-MILITANT ILLATHUR, the Edicts remain true to this day and have become a major part of practical life in the state, for better or worse. Each of the seven ARCHZEALOTS of Ossiel carries a meticulously decorated annotated copy of the Edicts as a symbol of their power.

<u>OSSIEL</u>: Dem. 'Ossielan'. Ntn. Wet temperate nation in the west of <u>MENISCEA</u>, east of the <u>SEA OF MIRA</u>. Its people are vehemently secular and are also fanatically opposed to <u>SHAPING</u> and <u>TECHNARCANA</u> due to the teachings of its <u>OTHERWORLDER</u> ruler, the <u>SOVEREIGN-MILITANT ILLATHUR</u>, who rules from a great necropolis called <u>ILLATHURIA</u>.

The people of Ossiel are insular through the edicts of their tyrannical leader, and are of an ancient descent, with many noble houses claiming to trace their ancestry to the <u>FOURTH AGE</u> nation of <u>OLYSSIA</u> and the later <u>FIFTH AGE</u> people of <u>OCCAETIA</u>, the ruins of which still dot its lands.

The nation is famed for its magickal crusades against neighbouring lands which began in c. 2400 RM, reached a crux in c. 2900 Rm, and which are ongoing to this day, albeit with long periods of lulls peppered by intense bursts of activity.

The nation's cultural aversion to shaping and technarcana is due to a reverence of the MATERIA OMNA, which is considered to be perfect. MORTAL meddling would tarnish that, so related practices are outlawed. Despite this, the nation and its people are not backwards, and they remain industrious, making use of traditional technologies in their

industries. There exists a loophole though – the <u>HALFBLOOD</u> descendants of Illathur are seen as divine beings and are allowed by birthright to shape and they exist as a caste outside of traditional societal norms. Illathur itself does not shape, though it is believed to be an innately powerful shaper, possibly what is known as a <u>BASILEAN</u> within the <u>KORACHANI EMPIRE</u>.

Its main industries are the cultivation of cotton and <u>OLIVE</u> oil, and it has a monopoly on the mining of <u>IET</u>, which it exports across <u>ELYDEN</u>, and uses to produce jewellery. See Vol III: Extant Realms and Nations.

- OSSIKEHONA: 1. Geo. Dre. Region in the c east of THE SURRACH unique in that the entirety of its 8,000-square-mile area is dominated by rock that is indistinguishable from sun-bleached bone. It is thought to be a supranatural feature, attributed to the works of a DEMIURGE in ancient Mythohistory, or possible a DREAMSCAPE or a region of faint ATRAMENTAL TAINT. The bones are mined and, due to their strength and relative light weight, are used in construction and the crafting of fine statues.
 - 2. Set. City in the above region^(1,) renowned for its <u>BONE MINERS</u> and for its artisans who craft objects from the supranatural bone of the region (Pop. c. 14,000).
- <u>OSSIPHRAGA</u>: Set. Human city in the north east of <u>STOLAS</u>. It is ruled by the <u>HALFBLOOD VEGA</u>, a xenophobic tyrant who is worshipped as an idol (Pop. c. 28,000).
- OSSOH: Geo. Basaltic ridge 150-miles long in the c-south east of THE SURRACH, forming the western-most extent of the INOTAHL basin.
- OSSOLITH FOREST: Sup. Geo. For. Region of stone pillars in the west of DHA NAR, thought to have once been a great forest, much of which has sunk into the seas west of Dha Nar. What remains of the forest is now shattered and stone-like, each stump standing like a crumbling butte, fossils of ancient unknown creatures embedded in the surrounding rock.
- <u>OSSOMRU</u>: Sup. Geo. <u>ATRAMENTALLY TAINTED</u> region in the c of the <u>ZHKAA</u> in the south east of <u>TAHALL</u>. It is covered in <u>DUSTSTONE</u> formations and sinkholes, rendering travel difficult.

The region is categorised as a $\underline{\text{LEAST CONCERN}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}.$

- OSSRA: 1. also 'Octiran Peninsula'. Geo. Peninsula in the west of <u>PELASGOS</u>, and location of the capital of <u>OCTIRA</u>⁽³⁾. The peninsula slopes to the north from its southern cliffs to the picturesque <u>OCTIRAN</u> Basin⁽²⁾.
 - 2. Sea. Sea in western <u>PELASGOS</u>, forming the southern part of the <u>SEA OF CYPRIA</u>^(1,).
 - 3. Rvr. River in the west of <u>PELASGOS</u>, flowing for 50-miles north from the cliffs of Ossra, before emptying in the Sea of Ossra^(2.).
- OSSUARY OF ST. DEMATER, the: Rel. Str. Ossuary dedicated to ST. DEMATER in the city of OCTIRA in PELASGOS, housing the bones of 80,000 men and women who died during an ancient civil uprising. It is one of the largest ossuaries in the KORACHANI EMPIRE and is maintained by a holy order of monks, who tend to the bones and protect it if from attack, if need be.
- OSSYINIA: Ser. Major coastal city in the c west of the SYCHTAN PREFECTURES. It forms a part of the ISHMMARRAN TRAIL and caters to the many merchants and travellers that cross through it (Pop. c. 210,000).
- <u>OSSYR</u>: 1. Sea. Sheltered bay in the north west of <u>CYHLAGHARR</u>, forming part of the <u>SEA OF DANAEL</u>.
 - 2. Set. Large coastal city in the north west of CYHLAGHARR, overlooking the above bay. The city is renowned for its slavers and piratism; its many fast ships preying on sea-trade and coastal settlements in the western waters of the INNER SEA, venturing as far was the GATE OF EREBETH and even beyond into the SEA OF SERPENTS. The city is renowned for its massive coastal fortifications and the natural levees that guard its western face, making it highly defensible.

It was regraded and relocated after the sea levels lowered drastically by c. 3200 RM and again in 3650 RM (Pop. c. 290,000).

OSTARA, the also 'equinox'. Ast. Cal. In the KORACHANI tongue, a biyearly phenomenon when days and nights are closest to being equal in length; typically, MALICHALEN (March) 21st, and KORAHALEN (September) 22nd, though the dates are not fixed. The event is significant amongst

- many rural and heathen people as it symbolises a balance between day and night. To those initiated in the ways of the <u>FIRMAMENT</u> and <u>ATRAMENTA</u>, these two dates are observed as festivals of equilibrium.
- <u>OSTARAN</u>: Set. Settlement in the east of <u>RHEA</u>, just south of the river <u>ENNOIA</u>. Its main industry is cotton growing (Pop. c. 6,000).
- <u>OSTEIA</u>: *Pol.* Regional rulers in <u>MHAROKK</u> and <u>LIDEA</u>. The title has existed since c. 950 RM and is kratocratic, based on ruling values that are traditional in the regions. The practice was maintained in Lidea following its annexation by the <u>REFORMED EMPIRE OF SARASTRO</u> in 3705 RM.
- <u>OSTEOMANCY</u>: 1. *Mys.* Traditionally, a form of divination by the reading bones. It is considered a form of charlatanism today.
- 2. Sup. Rnk. Following the rise of <u>TECHNARCANA</u> and the modernisation of <u>ATRAMENTISM</u>, the term osteomancy became associated with a field of technarcana concerned with the manipulation and experimentation with bones.
- <u>OSTIOLATRA</u>: 1. Geo. Expansive region in the far north of <u>PORPHYR</u>, known for its honeycomb-like rock and pitted surfaces.
- 2. *Geo.* Specifically, the cave-system in the above region with many entrances and sinkholes that lead to a linked network that reaches deep into the <u>POROPHOSSYR</u> Mountains.
- <u>OSTIS</u>: Rui. Ancient ruined city in the south east of <u>CHEIRA</u>. The city, though overgrown, its stone walls held together by little more than the weight of roots covering them, bear testament to a complex if primordial culture with early instances of post-<u>DEMIURGE</u> theism.
- OSTODON: Geo. Wasteland in the south of <u>SHAZGIN</u>, with marrow-like rock formations.
- OSTOS: Lak. Lake in the south of AHKA, fed by the river ALANAD.
- OSTOYAN: Set. City that appeared around the old colosseum of PERGOST, where the Federation was first agreed upon in 3721 RM. It has since become an unofficial capital of the federation, with the coliseum restored and used as the headquarters where diplomats and envoys from across Pergost travel to take part on councils (Pop. c. 180,000).
- OSTRACHAN: His. Set. KORACHANI colony that settled the northern coast of SAMMAEA, in the far north of KHARKHARADONTIS, overlooking the SEA OF UGOLOTH in c. 2100 RM. An earthquake struck the region in 2166 RM severely damaging the city and killing many inhabitants, and Korachan would later abandon it following this, thinking the city had been destroyed. Though damaged, it would recover from the earthquake, the people who had previously scattered from it returning, coming to trade with ANDILUTH in the west and TARTAK in the east, eventually becoming part of the SALT ROAD.

Contact with merchants of the Salt Road brought prosperity to the region and new settlements were established as eastern culture thrived, and by c. 2300 RM it had become known as <u>OSTROHAN</u>.

Further contact with the east brought <u>SIRIPHAGAN</u> merchant-lords to the region, who married into its own nobility, establishing a new plutocratic regime. This new regime founded the city of <u>TRINITANIA</u>⁽²⁾ as their capital, securing their control of the entire region and overseeing all trade in the surrounding area, which by c. 2500 RM had become known as the Free Land of Trinitania^(1,1).

- OSTROHAN: Set. Fortified coastal city in the Free Land of TRINITANIA^(1.) northern coast of SAMMAEA, in the far north of KHARKHARADONTIS, overlooking the SEA OF UGOLOTH. It is a major mercantile centre and goods traded from across the SALT ROAD reach its deep harbours before making their way north over the sea (Pop. c. 55,200).
- OSURPRA: Set. Small city in the east of SERROK (Pop. c. 16,000).

OSVALT: Geo. Hills in the c of VALBAR^(2.).

OT: (D. c. 2903 RM) Rel. TEMUIAN fire goddess and ancestral leader in Temuja, descendant of the Legend MAGHORA. She is one of the most powerful SHAPERS in Temujan history, a disciple of the highest order of the SPHERES of fire. She was a celebrated leader in her life, renowned for leading three wars against the ALMAS, liberating much of north eastern Temuja from KASPIAN occupiers, and for reuniting tribes that fragmented in the decades after the Legend Maghora's death. She died a powerful well-respected elder and her <u>SPIRIT</u> has been revered ever since, her name evoking more power with every passing generation. By a thousand years after her death, Ot has been elevated to the status of demigoddess in Temuja, taking a place alongside the Legend Maghora.

OTAAR: Set. Fortified city in the south west of the tribe of ESSENIA, in the south of the GROWING MOUNTAINS of MULCIBER. The city lies close to the border with PNESSA, and trades south with the nation (Pop. c. 38,000).

OTAGHAR: Set. Settlement in the c north of the MULL CITY-STATES (Pop. c. 7,200).

OTAII: Ser. Settlement in the south of SEDISIA. Its main industry is the production of plum wine (Pop. c. 6,000).

OTALGIA: Sea. Sea in the east of SAMMAEA, forming the eastern-most part of the SEA OF LETHEA, at the border between the nations of PORPHYR, SABAISA, and ANANTHUL. Its waters are largely unaffected by the amnesia that the Sea of Lethea is known for, though those spending prolonged time in its waters can feel aches.

<u>OTEAL</u>: *Mil. Str.* Major fortress in the far east of the tribe of <u>ESSENIA</u>, in the c south west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>.

<u>OTEGAAN</u>: Mil. Str. <u>DURCHAAN</u> outpost in the <u>WHITE SHEET</u>, in the far north of <u>LLACHATUL</u>, used as the starting point for many expeditions into the White Sheet.

<u>OTESATABANT</u>: Sec. Small fortified city in the far north west of <u>BANT</u>, in the east of <u>SAMMAEA</u>, overlooking the contested territories with <u>AMPHISCARA</u> (Pop. c. 14,000).

OTGHALLA: Set. Settlement in south west of the MULL CITY-STATES, close to the river TENASAAR that forms a border with the east of HOLOLACH^(1.) (Pop. c. 5,000).

OTH HABBAY: Set. Fortified settlement in the north of <u>IACIO</u>, along the course of river PURANAR (Pop. c. 5,800).

OTH MAMAKHA: also 'the Steaming fields'. Geo. Expansive region in the c-south east of the nation of <u>DURCHAA</u>, known to be geothermically active. The area is named after the steam that is constantly seen escaping from the ground, which has resulted in it being one of the few areas that is now covered in snow, ice, or permafrost.

 \underline{OTHA} : Set. Small city in the c south west of \underline{ELAT} . Its main industry is the mining of zinc (Pop. c. 12,000).

<u>OTHACHA</u>: *Geo.* Mountains in the north of <u>KORACHAN</u>, forming a southern extension of the <u>RHAECHA</u> Mountains, leading to foothills just north of the city of CLOTHO.

<u>OTHALANT</u>: Geo. Large massif in <u>WESTERN SAMMAEA</u>, dominating the south of the <u>VESPERTINE LEAGUE</u> and stretching west into the far south east of the <u>CITIZENRY OF THALI</u>.

OTHAMA: Rui. City in the north of NORTHERN SIMBARA that in 3973 RM was attacked by MAENMIST in retaliation of SIMBARAN opposition of its withdrawal from the NACRE ROAD economic area during the NACRE WAR. The attack was made with ATRAMENTAL BOMBS that levelled the city, which at the time had a population of around 472,000, and rendering the entire area uninhabitable to this day. The attack soured relations between Maenmist and its neighbours, and it remains isolated from foreign politics and economies to this day.

<u>OTHAMAN</u>: Set. Fortified coastal settlement on the far east of the island of <u>ALETARA</u> in the south of <u>LIMOTH</u>^(1.). Its main industry is fishing (Pop. c. 6,400).

 $\underline{OTHAMEL} \hbox{: $Geo.$ Limestone formations in the north west of $\underline{JURRAS}^{(2)}$. *}$

<u>OTHAN</u>: *Rvr.* River in the north of <u>MALAN</u> flowing from the <u>NIYAN</u> Mountain into the <u>SEA OF ELRI</u>.

OTHAR: Set. Settlement in the HARÉSHKI CITY-KINGDOM of NICAEA.

<u>OTHASY</u>: Set. Cave-settlement in the south east of <u>LYRIDIA</u>, in the region of <u>SYSHALLIH</u>. It is one of the larger settlements in the south east. The city itself is situated along the face of a long cliff along the south west of Syshallih, and runs for some miles, though a large part of the city remains subterranean (Pop. c. 12,800).

OTHAUR: Set. Settlement south of the river THAUR in the south of <u>ARKOS</u>⁽¹⁾. It is a major producer of platinum (Pop. c. 10,000).

OTHEOTOKOS, THE SEER: (B. 3969 RM) shaper based in the city of MADOUR^(2.). In 4002 RM he was placed in charge of seeing engine polls within the fortress od the IMPERIAL ARMY there, and shortly after became plagued by visions of a child bathed in the sun being born.

<u>OTHERA</u>: *His. Ntn.* Ancient <u>FIFTH AGE</u> nation that emerged in what is now the far south of <u>ADHERA</u> and the south east of <u>SYNCHTHONITHA</u>. Its capital was situated in what is now the city of <u>KEELA</u>.

OTHERBORN TERRITORIES, the; see MEGHRANIZ BHOOKH.

OTHERLIFE the: Oth. Mys. In the study of the OTHERWORLD and OTHERWORLDERS, the period of gestation of the SPIRIT (1.) of a MORTAL who has died. During this gestation the spirit returns to the otherworld and remains there with the spirits of other dead and as-yet unborn mortals. It is generally the spirits of dead mortals that are contacted by ASTRALLY PROJECTING SHAPERS (as opposed to the spirits of the as-yet unborn), as they are most-likely to possess information useful to mortals.

At some point during this gestation, which can last for an arbitrary amount of time ranging from hours to millennia, the spirit will 'burn out' and disappear. In its place an otherworlder will appear on the <u>MATERIAL PLANE</u>, often with little-to-no memory of the events of its mortal life or spiritual gestation.

OTHERWORLD, the: also 'Realm of the Dead'. Oth. Sup. Phil. Rel. Supranatural realm where <u>SPIRITS</u> dwell in the <u>AFTERLIFE</u> both before the birth of their <u>MORTAL</u> vessel and following their death, before their possible rebirth as <u>OTHERWORLDERS</u>.

It is a realm of thought and is immaterial, appearing differently to anyone who sees it or observes it.

It is inaccessible by mundane means though <u>SHAPERS</u> can <u>ASTRALLY PROJECT</u> there and there have been <u>TECHNARCANE</u> engines built that allow people to view the otherworld (such as the aetheric resonator).

OTHERWORLD WARS, the: Pol. Mil. His. War fought by the FOURTH AGE. Little is known of this warm for tis events were not recorded.

OTHERWORLDER: Oth. The SOULS of dead MORTALS reborn onto the MATERIAL PLANE in physical form. After death, a mortal's SPIRIT separates from the body and transmigrates to the OTHERWORLD, where it gestates as a 'STAR'\(^{12}\) (different to an astronomical star, though largely indistinguishable to mortals on Elyden observing the night sky) for a seemingly arbitrary amount of time (which can range from instantaneous to millennia, or longer) before being reborn. The rebirth sees the star extinguished; its vitality transferred into a new physical body that appears in ELYDEN in a blast of stellar energy.

The form that each otherworlder takes varies greatly, and they are typically alien in appearance, with often grotesque or fantastical features that many mortals find disturbing yet fascinating.

In classical times they were thought to fulfil a role similar to that of a psychopomp, but guiding the living instead of the dead. However today, after centuries of research and observation, this school of thought has been dismissed and though many theories have been proposed, the truth is that we simply do not know their purpose, if even they have one.

A recent theory that is gaining traction is that otherworlders are nature's attempt at replicating ancient attempts at creating an immortal people. As detailed in the <u>MYTHOLOGIA ELYDEN</u>, the mortal peoples are but inferior forms of a greater idealised being that became corrupted by the actions of the DEMIURGES.

Most otherworlders are capable of copulating with mortals, and many are fertile, with their progeny known as <u>HALFBLOODS</u>, which inherit some of their otherworldly sire's traits, which diminish with each passing generation and the dilution their bloodline.

The *Mythologia Elyden* mentions mortals being gifted spirits in the First Age of Mortal Life, and in the Second Age of Mortal Life the spirits were altered to give mortals the gift of choice and the ability to see right from wrong, which was likely responsible for the ancient belief that there were two forms of otherworlders – angels and demons, which returned to Elyden to guide or tempt mortals, respectively. At this time the spirit would harden within the mortal body after death, growing into a <u>SOULSTONE</u>, which would go on to become valuable commodities. The Second Age ended with the final apotheosis of the spirit, and in the place

of a soulstone growing in the deceased's body, it would instead transmigrate to the otherworld in the hopes of later becoming an otherworlder.

The Church of the Undying Machine and its offshoots have had a difficult history with otherworlders and their stance towards them have different with each other over history and region. Today, the Church's stance is largely arbitrary and self-serving, using otherworlders to further its own standing and agenda. It will often make a puppet of a popular otherworlder in an area it needs to strengthen its presence in, elevating it to the status of a saint and declaring it an agent of MALICHAR or the UNDYING MACHINE, though not all otherworlder (and, more importantly, their followers) are open to such manipulation, leading to politically messy situations. However, it largely distances itself from them these days, even going so far as to demonising them as well as halfbloods, to a lesser extent.

In the past, otherworlders and their offspring became scapegoats for fearmongers, and were forced to endure around two millennia of bigotry, largely due to the treatise 'ISAWHANIM' penned by the historian ARRAM OZIO, who argued that they posed an intrinsic threat to mortals, who were the true heirs of the MATERIAL PLANE. This attitude began to lessen in the early fourth millennium, until the present status quo in which halfbloods are a common-enough sight in most urban areas and which are generally accepted. There is more racism towards otherworlders in general, largely due to their unearthly nature and supranatural abilities, though attitudes have softened greatly since the dark days brought by the Isawhanim. See Vol II: Classification and Taxonomy of Life; and Vol IV: the Afterlife and the Spirit.

OTHERWORLDER, CHURCH OF THE: Rel. Str. Large church in the city of Thali in the <u>CITIZENRY OF THALI</u>, where the <u>PERENNIAL PAEAN</u> has been taking place since 3217 RM.

OTHERWORLDER, CULT OF: Int. Phil. Org. loosely-connected cult with cells across southern <u>LLACHATUL</u> and the north of SAMMAEA and beyond, whose members follow a particular regimen in the hopes of influencing their chances of being reborn as OTHERWORLDERS. They live frugal lives, and seek to educate themselves in world philosophies in the hopes of broadening their mind. It is unknown if their methods are of any consequence, but they adhere to them religiously,

They are most common in <u>LIDEA</u> and <u>MHAROKK</u>, though can be found in most major cities across the <u>INNER SEA</u>, with outposts in most territories. They have been a ubiquitous sight for the past century and are known to most people, even though their beliefs may not be largely-accepted.

<u>OTHERWORLDER'S HEAD, the</u>: (15,750-ft.) *Geo.* Highest peak of the <u>AHSET</u> Mountains, and site of a gigantic mummified <u>OTHERWORLDER'S</u> head.

<u>OTHERWORLDER'S LISTING</u>, the: Int. Vol. Major directory divided into several volumes penned and kept by the <u>OFFICE OF LINEARCHS</u> in <u>BAESHA</u>, in which the lineages and bloodlines of hundreds of <u>OTHERWORLDERS</u> are kept. Office genealogists (typically known as <u>LINEARCHS</u>) travel across <u>ELYDEN</u> interviewing people, <u>HALFBLOODS</u> and otherworlders where possible, collecting anecdotes and family histories in the hopes of expanding on their knowledge.

Various copies of the *Listing* exist across Elyden, most of them kept by government institutions or archives, though many may be centuries out of date.

<u>OTHMOR</u>: Set. Coastal settlement in the south of the emirate of <u>LIMOTH</u>⁽²⁾, In Limoth⁽¹⁾. It faces the delta of the river <u>ATROTHA</u>⁽¹⁾, across the Bay of Atrotha⁽²⁾ and is known for its fishing fleet (Pop. c. 6.900).

<u>OTHOLOSH</u>: Set. Only major city in <u>AETHIOS</u> situated to the west of the river <u>SHIBBOLETH</u>⁽³⁾. It is connected to other cities to the east by ferries that cross the Shibboleth (Pop. c. 115,000).

OTHOR: Geo. Massif in the south of AHKA.

<u>OTHOROKK</u>: Pol. Ser. Capital city of <u>SHEZALIAH</u>, in the south east of <u>SAMMAEA</u>. It is known for its expansive fortress-like stone-necropolis, which dominates its centre-most expanses, and which displays the

mummies of ancient rulers. It is home of the $\underline{BIMARID\ CROWN}$ (Pop. c. 107,000).

OTHOTEL: 1. Pol. Geo. One of five emirates of the SECULAR EMIRATES OF LIMOTH, located to the far west of the nation, bordering the east of THETIS.

The other states are <u>DEITHO</u>^(1.), <u>LIMOTH</u>^(2.), <u>NIMALO</u>^(1.), and <u>UKOLIST</u>.

2. Pol. Set. Capital city of the eponymous emirate within <u>LIMOTH</u>^(1.), located in the south west of the emirate, along the banks of the river <u>SHARATHA</u>^(2.) (Pop. C. 156,000).

OTHRO OF HABBAR: (B. 2694 – D. 2776 RM) Sup. AZAZEMI FIRMAMENTIST born in the city of HABBAR. He began his training as an ATRAMENTAL SHAPER, though after learning that he had an affinity for the Firmament, abandoned his teachings and travelled east, settling in KHAMID in c. 2729 RM. He wrote the ATLAS OF THE OTHERWORLD whilst in Khamid, compiling his findings on the nature of the OTHERWORLD and its inhabitants.

<u>OTHROD</u>: *Geo.* Highland plains in the c west of <u>MULCIBER</u>, in the <u>GROWING MOUNTAINS</u>. The plains' lowest point is at the border with <u>ATEVEGOS</u>, and is 2,420-ft. in elevation and comprises most of the territories of the tribes of <u>CHRIL</u> and <u>TATRAS</u>.

OTHUR HALL: Rel. Rul. A corrupted idol of <u>ASHTERATH</u> worshipped by the tribe of Drakaina in the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>.

OTID: Set. Settlement in the HARÉSHKI CITY-KINGDOM of MEDES^(1.) (Pop. c. 7,000).

OTINA: Set. Small city in the west of <u>LAASKHA</u>, along the path of <u>THE SHADOW MARCH</u>. The settlement arose relatively recently in c. 3600 – 3700 RM, and serves the spiritual and physical needs of the march, though recently has become a staging post for military activity in the war against <u>AHKA</u> (Pop. c. 36,400).

<u>OTINDHAR</u>: *Geo.* Mountain in the c west of <u>SARASTRO</u>, its northern face is the source of the <u>BLACK RIVER</u> and its southern-face is a source of the now-dry river <u>SINA</u>, that flowed west and north, its dry canyon forming a natural border between Sarastro and <u>IO</u>.

OTINTH: 1. Dem. 'Otinthian'. Ntn. Located in the south west of <u>LLACHATUL</u>, this insular nation is gifted with an idyllic climate and is dominated by terraced farmlands and pastures that have been cultivated over millennia, replacing the forests that once called the region home. Its north west is dominated by the <u>URAHASH</u> Massif, an expansive rocky highland region, noted for its cold wet weather.

The Autocracy was formed in 2735 RM, with the growth of a cult of personality that emerged around a self-proclaimed SCION known as THE VHOCENT who over the span of a few years managed to stand against the VETHRANDAN theocracy that had stood unopposed for over a millennium, toppling it when he single-handedly destroyed the capital city of EVHRAN in a blast of pure ATRAMENTAL energy that obliterated the entirety of the ruling caste, leaving Vethranda leaderless and vulnerable to his propaganda. With the theocracy destroyed, he was able to instate his closest followers – a group of shapers collectively known as THE PARLIAMENT, indoctrinated to his secret teachings – into power, where they continue to rule to this day.

Under the leadership of the Vhocent, Otinth has become an isolationist and paranoid nation that forbids foreign travel within its borders and which refuses to take part in world trade. This has left it technologically and culturally backwards, and its people ignorant to the ways of the world.

Little is known of the culture or people of Otinth, though their devotion to the Vhocent is believed to be absolute, bordering on a cult that has come to dominate most aspects of life in the nation.

Of note is the region of <u>ATILIPHO</u>, which is heavy in deep <u>UMBRA</u> reserves and exists at the border with <u>SEDISIA</u>. It has been empty since the expulsion of the <u>KORACHANI</u> colony of <u>OHDURTAR</u> from the area in 2641 RM. Both Otinth and Sedisia have claimed this area as their own since then, leading to it being contested. As part of each nations' claim to the land, the smaller area of <u>ARROKAN</u> must also remain unclaimed, and the borders of both it and Atilipho are heavily fortified, and the political climate between both remains tense to this day. See Vol III: Extant Realms and Nations.

2. Pol. Sec. City and capital in the eponymous nation. It emerged as a major city in the theocracy of VETHRANDA in c. 2520 RM and welcomed the SCION known as THE VHOCENT with open arms following his arrival to Vethranda in 2732 RM. From there he gained a major following and used his powers of shaping to annihilate the city of EVHRAN. The attack left Vethranda leaderless, wallowing in chaos. From Otinth he appointed a PARLIAMENT of shapers and founded the nation of Otinth (1.), forsaking the old name of Vethrand.

The city of Otinth remains the capital to this day, though very little is known of it (Pop. c. 600,000).

- OTIPHA: Set. City in the south of OPHIUSSA along the course of the river OTRA. It is home to a CHAPTER (2.) of the WHITE LEAGUE (Pop. c. 45,000).
- OTIXO: Set. Small city in the c north of SURUTUR. It is known for its mahout schools. Many established mahout households have their roots here before becoming established in other nations, such as RHEA and IACIO (14,000).
- OTIUS: Pol. Set. Coastal capital city of <u>KRENN</u>, located to the south of the nation, overlooking the coast of <u>GHAYATTAN</u>. The city is relatively recent, having been founded on reclaimed land in 3676 RM (Pop. c. 280,500).
- OTLIS: Set. Small city in the west of <u>AETHIOS</u>, in the region of <u>ATHAPEN</u> (Pop. c. 14,000).
- OTODA: Geo. Region of mesas in the UPPER DANOSATH Mountains in the south of the territories of ETHISTONITH in RHINOCOLOURA. The mesas are noted for their moss-covered tops.
- OTOGOR: Set. Settlement 16-miles north east of the capital city of <u>LIRAET</u> in the south of <u>TARTAK</u>. The settlement, like many others in the region is a satellite of Liraet and provide much of its food. It also serves as a stop along the <u>SALT ROAD</u>, feeding the merchants and porters that cross its borders (Pop. c. 5,800).
- OTOHOST: Geo. Shallow caves in the south east of <u>PERGOST</u>, in the far south east of the <u>DANTIS</u> mountains. The rocks surrounding the caves are made of a soft limestone that, after years of extreme weather and thawing ice, have formed a vast network of shallow caves, most of which are too small for mortal exploration.

The caves are also home to gigantic salamanders that dwell in subterranean pools, emerging only in month-long summer sun.

- OTONORS: Rui. Abandoned city in the west of AETHIOS. It was once a growing city that appeared on the shore of lake AESAPIA⁽²⁾, which appeared following the damming of the river SHIBBOLETH⁽³⁾ in 2943 RM. The destruction of the dam in 3017 RM stymied the growth of the city, and within decades it was struggling to maintain its population. It was dwindled greatly after this, and was eventually abandoned in c. 3050 RM.
- <u>OTRA</u>: *Rvr.* River in the south of <u>OPHIUSSA</u> flowing south for 100-miles from lake <u>ACANA</u> to the coast at the <u>SEA OF SERPENTS</u>.
- <u>OTRAKK</u>: Set. Coastal settlement in the south west of <u>PNESSA</u>, overlooking the <u>GULF OF SAURIAR</u>. Its main industry is fishing (Pop. c. 8,000).
- \underline{OTRANT} : 1. Sea. Bay in the south west of $\underline{SAMMAEA}$, to the south east of the SEA OF AMMASH.
 - **2.** *Set.* Major coastal city in the north of Vaun, overlooking the above bay^(1,). It emerged as a centre of the nacre industry and has since grown to dominate miles of the coastline (Pop. c. 87,000).
- OTRIN: Set. Farming settlement in SABIA, in the delta of the river ALLASH (Pop. c. 6,000).
- \underline{OTRNAT} : Set. Settlement in the south of the prefecture of $\underline{HOLICHRIS}$ in the c of $\underline{HOLOLACH}^{(1.)}$.
- OTROST: Geo. Small bay in the south west of the SEA OF BIELOST in SABIA.
- <u>OTRU</u>: Set. Settlement in the north west of the tribe of <u>HAVATH</u> in the south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 5,500).
- <u>OTRUKA</u>: Set. Small city in the south east of <u>THE OLD FOREST</u>, north of the <u>ADDA</u> Mountains. The city and its satellites are known for their stone beehives, and its honey is said to be the best in all of <u>LLACHATUL</u> (Pop. unknown).

- <u>OTTAR</u>: Mil. Str. Major fortress of the <u>DESOLATI</u>, in northern <u>SHOTHA</u>. It was once of the first regions settled by the <u>DESOLATI</u> following the <u>WAR</u> <u>OF THE ARTIFEXES</u> and remains a major stronghold.
- OTTIR BRANA: Mil. Str. Coastal fort in the far south east of <u>EZASUH</u>^(2.), overlooking the passage into the <u>SEA OF LIAKARRA</u>.
- OTTONO: Set. Major coastal city in the north of <u>EZASUH</u>⁽²⁾. Its primary industries were once clam and sea asparagus farming, though these have dwindled in importance as the city has grown, though they do remain important to its culture (Pop. c. 815,500).
- <u>OTUCHTHON</u>: Geo. Cave-system in the north east of <u>GNOTH</u>, to the south of the eastern-most reaches of the <u>NARAHASAPHAEL</u> Mountains. The caves are known for their dark river that flow south, emerging at the 'source' of the river <u>YATHAROTH</u>. The caverns are known to be a refuge to various giant colourless salamanders, which are the apex predators there.
- <u>OTTUSARA</u>: Pol. Soc. Com. Bus. <u>PATRICIAN HOUSE</u> renowned for its incredible generational wealth, most of which was garnered over many centuries of a holding the controlling interest in the <u>WHITE BANK</u>, which it helped found in 1592 RM.

The house has assets across Elyden, with many territories in <u>TARTAK</u>, <u>JURRAS</u>⁽²⁾ and <u>HOLOLACH</u>, and it controls its assets from the mighty fortress of <u>TERAMA UNA</u> in the <u>INNORADOS</u> Mountains in Jurras. Its present <u>PATERFAMILIA</u> is <u>REVAHAZ OTTUSARA VIII</u>, who is thought by many to be the wealthiest mortal in <u>ELYDEN</u>. See Vol II: <u>Patrician Houses</u>.

OTUTU: Geo. Island off the western-coast of TZALLRACH.

- <u>OUAT HASH</u>: Rvr. River in the north of <u>LIDEA</u>, flowing west for some 150-miles from sources in the <u>BURKAN</u> Mountains before meeting coast at the <u>BAY OF MHARKA</u>.
- <u>OUBATRETH</u>: Rvr. River in the east of <u>THETIS</u>, flowing south west for 470-miles from sources in the <u>KOTHA ICHOLLIGHA</u> Mountains, before meeting lake TARAHA.
- OUBLIETTE: Med. Tec. Str. Dungeon-laboratories of the BIONACHA.
- <u>OUDISS</u>: Ind. Set. Small fortified city in the north west of <u>PARAIYA</u>. It is dominated by an expansive open cast gold mine, which serves as a prison and hard labour camp to dissenters from across Paraiya. The mines are heavily guarded, though escape is not uncommon. It is believed that most escapees die in the wilderness while trying to leave the area (Pop. c. 14,000).
- $\underline{\text{OUISH}}$: Rvr. River in the north of $\underline{\text{LIDEA}}$, flowing for 225-miles from sources in the north of the $\underline{\text{ORIAN}}$ Mountains before meeting the mouth of the river $\underline{\text{SHIBBOLETH}}^{(3)}$, at the $\underline{\text{BAY OF MHARKA}}$.
- <u>OURANASSA</u>: Pol. Soc. Tribe in the south west of <u>MULCIBER</u>, in the <u>GROWING MOUNTAINS</u>, in the north east of <u>SAMMAEA</u>. It is a major stronghold of the <u>AHHAS</u>, who enjoy a more elevated status than they do in other regions. Its sect of the cult of <u>NEPHTHALONT</u> is closest to the original religion that prevailed before the assassination of the God-king.
- OURED HAMMAD: Rvr. River in the c of the SULTANATE OF

 ABACARDAT, flowing north for 800-miles from seasonal sources in the
 MARD and UHBATAQI Mountains, before meeting the BITTER SEA.
- <u>OURED OHMAR</u>: *Rvr.* Seasonal river in the south west of the <u>SULTANATE OF ABACARDAT</u> flowing as a result of snowmelt in the highlands to the south. When at its fullest, it flows for some 675-miles north into the <u>BITTER SEA</u>.
- OURED OUMAQ: Rvr. River in the c north of the SULTANATE OF ABACARDAT flowing north west from seasonal sources in the MARD Mountains before reaching lake EINA.
- OUSIAN: Set. Settlement in the c north of GNOTH (Pop. c. 4,000).
- <u>OUTANIA</u>: Set. Settlement in the south west of <u>PARAIYA</u>, in the north west of the <u>BELLN</u>. Its main industry is agriculture and it provides food and provisions to caravans travelling the SALT ROAD (Pop. c. 6,300).
- OUTER GODS: Rel. Dei. One of two pantheons of the ETHER-ZOTHAZA religion of the ETHERI nomads of the UMBRA SOKHAR, the other being the INNER GODS. The Outer Gods are unknowable and distant, and are

seen by the priesthood of the etheri as being unreachable and so distant and alien as to be ignorant and uncaring of the matters of mortals.

Scholars postulate that the Outer Gods may be a corrupt representation of the Two-and-Twenty <u>DEMIURGES</u>, though if this is case the entities in the pantheon have been warped so much from the original representation of the Demiurges as to be different entities entirely.

The etheri fear the Outer Gods, yet do not pray to them, and in most cases do not even acknowledge them openly due to superstition, however they do know that their actions and the reactions of the world around them are all governed by their whims.

Many of the godheads scattered around the Umbra Sokhar are believed to be attributed to early representations of the Outer Gods, before the religion turned to the worship of the Inner Gods.

OUTOCHAN: Rui. Once a major KORACHANI city in the north east of KORACHAN. At its peak in 3720 RM, it boasted a population of around 340,000 and was a major industrial centre that was also renowned for its large public gardens that continued an ancient GERICIAN horticultural tradition.

It was left devastated in 3891 RM when a LANDSHIP carrying volatile ATRAMENTAL chemicals from VÂRR suffered a catastrophic malfunction that ended in it exploding. The wreck burnt for weeks afterwards, spewing toxic flames into the air and leeching ATRAMENTAL CORRUPTION into the earth just outside the city. The years following this saw a massive spike in congenital birth defects and cases of AEPATHY and other Atramental ailments. The bedrock on which the city was built became brittle, causing many of its larger structures to collapse into sinkholes. By c. 3930 RM the city had been largely abandoned, with those remaining doing so out of desperation or because they were physically incapable of leaving. In 3952 RM the city was raided by the Korachani army, with the intention of culling the population. What they found was a deplorable cesspit dominated by Atramental corruption, in which dwelt pitiful creatures that were more akin to DEGENERATES than HUMANS.

Today, the city has been omitted from all maps, and the army maintains a perimeter around the city – or what remains of it – to discourage people from entering, and, perhaps more importantly, to stop anything from leaving.

<u>OUTPOSTS OF THE GOD-MACHINE</u>: see <u>DUNTAL I' UD'YO-TECHNADEUS</u>.

OUTSIDER: see **EMPYREAN SPECTRE**.

<u>OVARAC</u>: Geo. Reef in the east of the <u>BHALASSIAN ARCHIPELAGO</u>⁽²⁾. of the <u>PANTHEON ISLES</u>, to the east of <u>LLACHATUL</u>.

<u>OVARAM</u>: Geo. Dry badlands region in the west of the <u>BARRIER LANDS</u>, to the south of the <u>SILMA</u> Mountains, situated along the <u>TROPIC OF RAH</u>.

OVATE, the: Pol. Cult-leader who emerged in ANUBIA in c. 3805 RM, spreading word of the CULT OF MAEG throughout the ARID TRIPTYCH. An extremist, he clashed with the REFORMED CHURCH OF SARASTRO and the CULT OF THE SPHINX many times over the next century. His longevity and multiple unconfirmed sightings since the quelling of the cult of Maeg in 3912 RM have led scholars to believe the Ovate is but a title amongst the cult.

OVERCOUNCIL: also 'Diwan'. Pol. Org. Ruling council in the REFORMED EMPIRE OF SARASTRO, often compared with the COUNCIL OF SEVEN of the HIGH-EMPIRE OF KORACHAN. It is composed of dozens of fluctuating members, many of which are elected through nepotism or which are otherwise sycophants of SATHEP THE RISEN, and are based in the city of ARGEA.

It has its origins in a far older organisation that was implemented after a civil war caused by the <u>SECULAR DISSOLUTION</u>, which ended with the political weakening of Sathep, and the formation of the Overcouncil in 1532 RM.

Originally made up of emirs and patricians sympathetic to the <u>CHURCH OF THE UNDYING MACHINE</u>, Sathep was able to slowly corrupt them to his cause, turning most of them to <u>UMBRAPHAGY</u>, supplying them with all the <u>UMBRA</u> they could need. With most of the Overcouncil under his control, he was able to restore his strength, and in 2974 RM he silently rid himself of the handful of disloyal Overcouncil members, with the remaining members serving as puppets. This forced the <u>HOLY STATE OF HAGRADEA</u> to supplicate itself to him, reuniting Sarastro

Since then, the Overcouncil has remained a puppet entity, its members only serving to further the goals of Sathep, with many claiming that he has full control over many of the members.

Following the independence of Sarastro and Sathep's reorganisation of the government in 3728 RM, the Overcouncil was renamed the IMPERIAL DIWAN (or simply the Diwan), though most continue to call it the Overcouncil.

OVERLAY: Sup. Geo. In the study of the OTHERWORLD, an overlay is a region where the link between the otherworld and the MATERIAL PLANE is particularly strong, making it easier for SHAPERS who interact with the otherworld and SPIRITS (1.) to SHAPE. The same is also true of spirits, who find it easier to interact with the Material Plane and its denizens in such regions, which can vary greatly in size.

Overlays can be dangerous to <u>MORTALS</u> due to the ease with which spirits can interact with them, and many overlays situated close to inhabited areas are cordoned off and/or guarded from entry by shapers adept in otherworldly shaping, such as <u>ANIMISTS</u> or <u>SULRACHARIIN</u>. In other cases, the overlay may lead to a fortress or settlement appearing nearby, where shapers and other scholars study its effects on the Material Plane.

The term overlay can also apply to regions where the link between Material Plane and the <u>DREAMWORLD</u> are particularly strong.

OVERSEER: Atr. Rnk. Org. Commanding rank within the GRIGORIAN ORDER of the SANCTIFIED INQUISITION, standing above the ranks of the SEERS⁽³⁾. Like the Seers, they too are shapers, typically PROGNOSTICARIIN (diviners) or PROCULIN (farseers), and they guide the Orders' surveillance across the EMPIRE and beyond, coordinating the efforts of individual Seers to work towards often undisclosed goals of the Order.

<u>OVHE</u>: Set. Settlement in the south east of <u>CHEIRA</u>, close to the floodplains of the river <u>YAGNOTH PHATHAN</u>. Its main industry is the cultivation and drying of reeds used in construction (Pop. c. 4,000).

<u>OVIO</u>: Set. Settlement in the region of <u>KARAXHANES</u> of the south west of the mainland <u>PANTHEON ISLES</u> (Pop. c. 6,000).

OVIUYL: Mil. Str. Fortress in the north west of ALAM BETHYL, in the north of the territory of QRED^(1.). It is a bulwark against the attentions of the CALLOW HORDES, who often cross the border from the LOST DEMESNE into Alam Bethyl. The fortress is a hub of a large defensive network in the north west of Alam Bethyl, that spans over 50-miles and dozens of fortresses and towers, whose soldiers patrol the frigid wastes for foes.

OVOO: Rel. Str. Burial sites in <u>PERGOST</u>. Bodies are buried close to one another, each covered in small stones until a mound is formed. The bodies, frozen by the harsh climate, remain largely in state. During certain familial festivals, the bodies are uncovered and venerated.

OVOT VORPI: Set. City in the east of CHEIRA (Pop. unknown).

OXAHIL: Set. City in the north west of the tribe of <u>USAR</u>, in the west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It forms part of the <u>SALT ROAD</u> (Pop. c. 39,000).

<u>OXAL</u>: Set. Fortified settlement in the north of <u>ALLASAN</u>, 4-miles from the border with <u>VAALK</u> (Pop. c. 10,000).

OXTER: Sea. Large bay off the north western coast of SAMMAEA, slowly shrinking from the diminishing of ELYDEN'S seas. The retreat of the coastline there has revealed various ancient coastal ruins thought to have belonged to an ancient MERILL empire. The ruins are constructed from a light stone with a soapy texture and are shunned by locals.

OXYS: Rvr. River in the north east of LIDEA, flowing north for 150-miles from lake CATHA. It is known to be mineral rich.

OYAAN: Set. Settlement in the c north east of TEMUJA (Pop. c. 17,500).

OYUAN: 1. Rvr. Freshwater wetlands in the c of RAONGEN⁽²⁾ along the western shore of lake <u>TAHONG</u>. The wetlands are fed by various rivers, including the river <u>AOGILI</u>. The wetlands are home to diverse wildlife, perhaps most famously its spotted salamanders, which can grow to around 9-ft. long.

2. *Geo.* System of shallow caverns in the c of <u>RAONGEN</u>⁽²⁾, to the west of lake <u>TAHONG</u>. They are half-submerged, with lots of sinkholes and sky windows linking them to the surface. The entire system is expansive, and individual caverns can be the size of a city block, and are linked together

- by shallow tunnels and other smaller chambers. The caverns are home to various small animals, such as crabs, fish and <u>SALAMANDERS</u>, all of which are pale and accustomed to the isolated habitat.
- <u>OZAGMA</u>: *Rvr.* River in the south east of the <u>HENDECARCHY</u> of <u>LONAR</u>, flowing west and north for 500-miles before reaching its parent, the river <u>LAUL EGLEA</u>.
- <u>OZAR</u>: *Lak.* Lake in the north of the <u>HENDECARCHY</u> of <u>CHLORIS</u> in the south west of <u>MALAN</u>. It forms a part of the course of the river <u>OZAGMA</u> and is situated to the north of the <u>EGEAHAR</u> Steppes.
- <u>OZEL</u>: Set. Conurbation in the c of <u>AZAZEM</u>, on the north eastern foothills of the <u>AAORA</u> Mountains, known for its iron quarries. In 3243 RM the town was settled by the aschismatic <u>EMEMETH JACEN</u>, whose divergent beliefs had him excommunicated from the <u>CHURCH OF THE UNDYING MACHINE</u> (Pop. c. 13,000).
- OZGADORA: Int. Geo. Blasted expanse in the west of the KHARKHARADONTID desert, to the east of the MARKED PALL, partially within the north eastern territories of the MARKED PALL. The region is mildly ATRAMENTAL in nature, with the terrain slowly changing, with hills rising and falling, tearing into cliffs or collapsing into deep sinkholes. Those travelling across its lands must be aided by ETHERI nomads who have esoteric means of navigating the changing landscape.
 - The region is categorised as a $\underline{\text{LEAST CONCERN}}$ by the $\underline{\text{KORACHANI}}$ Institute of Atramental Studies.
- <u>OZGUR</u>: Lak. Lake in the south east of the <u>HENDECARCHY</u> of <u>LONAR</u>, forming a part of the river <u>OZAGMA</u>.

- <u>OZMANTHA</u>: 1. *Rvr.* River in the c of <u>SALOROC</u>, flowing north for 160-miles from sources in the <u>MIRADOR</u> Mountains before emptying in the <u>BAY OF ELAPHA</u> in the <u>SEA OF SUN</u>.
 - 2. Set. City in the far north of <u>SALOROC</u>, overlooking the <u>STRAIT OF SUN</u>. any link with the river of the same name is unknown (Pop. c. 24,800).
- OZOLL: 1. Rvr. River in the east of OKKHAM flowing south for 4000-miles from sources in the NESAE and Okkhami Mountains^(1.), before reaching the wetlands of Ozoll to the north west of the SEA OF KHURSA.
- 2. Rvr. Salty marshlands making up a 75-mile stretch of the river Ozoll⁽¹⁾, close to its estuary.
- OZOLL PECZHEAT: Geo. Large valley in the c east of OKKHAM, between the NESAE and Okkhami Mountains, to the west and east respectively. The river OZOLL flows through it.
- OZURNIA: Rvr. River flowing from the northern face of the <u>ARECANTHEA</u>
 Mountains for 140-miles in c eastern <u>LAASKHA</u>, before joining with the far larger river <u>AHAABARIPAR</u>.
- OZZARUN: Geo. Major mountain range in the east of KAZZAR, in the north of SAMMAEA, stretching for over 600-miles from north to south. Its western face has a shallow incline and is characterised by rough terrain and deep valleys and gorges through which flow many rivers to the north east, which empty in the SEA OF ESCHATA.
- OZZUM: Rvr. River in the south of ALAM BETHYL, flowing east for 500-miles from sources in the far east of the NARAHASAPHAEL Mountains and the northern face of the DIVUMMA Mountains, before meeting its parent, the river KEGHOK.

P

<u>PAAN</u>: Set. City in the region of <u>NEVAIHM</u> in the south of <u>THE SURRACH</u> in the north west of <u>SAMMAEA</u>. It was once part of the <u>DAAZI</u> confederacy though broke away in 3521 RM. The city is recognised as an ancient place with anachronistic customs by <u>KORACHANI</u> explorers who visited the land in c. 2600 RM, and most of its knowledge of the region comes from their accounts.

It is known throughout <u>THE SURRACH</u> for its mystics, who are said to have protected the city and its satellites for centuries (Pop. c. 87,500).

<u>PAARA</u>: 1. *Rvr.* River in the north of <u>PARAIYA</u>, flowing north into its parent, the river <u>SHIBBOLETH</u>^(3,).

<u>PAARUTA</u>: Set. Small coastal city in the c north of <u>KAZZAR</u>. It is a major producer of Thyme and other herbs (Pop. c. 16,200).

PAAT: Geo. Roughlands just south east of the BASILICA OF HOLY BLOOD in the south west of VENTHIR that cover around 40,000 square-miles of area. The basin is cossetted by the URIACHIS Mountain in the north west and the SHANA Mountains⁽¹⁾ in the north east and is crossed by those undertaking THE SHADOW MARCH, as they move east from the Basilica, to the monument of SYMARI.

<u>PACHOMIA</u>: 1. Geo. Arid region in the south of <u>LIDEA</u> that gives its character to the nation. The badlands of Pachomia are, though inhospitable, far from lifeless, though those who live there are hardy people, accustomed to a hard life in the region.

2. Set. City in the south of <u>LIDEA</u>, straddling the banks of the river <u>ASOUSH</u>. It is noted as being the first city in which the <u>CHURCH OF THE UNDYING MACHINE</u> was readily accepted in the nation, with the majority of its extant populace devoted to the running of the large institution.

The city's dedication to the <u>UNDYING MACHINE</u> can be traced back to c. 925 RM where the exocrine Kinfar (now <u>ST. KINFAR</u>) worked ceaselessly to spread the teachings of the Undying Machine to the city. His power of oratory and the attention he gave to even the lowliest person earnt him the trust of many natives, leading to the city's rapid conversion to the Church of the Undying Machine. Following Kinfar's death and canonisation in 1003 RM, his tomb in the cathedral of <u>IRARET</u> became a holy site and place of pilgrimage to those undertaking <u>THE SHADOW MARCH</u>.

In 1862 RM the city became the centre of the imperial faith in the continent of SAMMAEA, and it remained so for many years after the CONCLAVE OF KHADON, which saw the REFORMED CHURCH OF SARASTRO become the main religion of the LOW-EMPIRE. It would slowly be converted to worship of the Reformed Church through pressure from neighbouring Sarastroan cities.

The city was a major staging point for Lidean and Sarastroan armies during the <u>WAR OF SUNDERING</u>, and it was the origin for many incursions south into <u>PARAIYA</u> (Pop. c. 540,000).

<u>PADDAS</u>: Rvr. River in the north east of <u>SAMMAEA</u>, flowing south west for 935-miles from sources in the tribes of <u>LEGEO</u> and <u>ESSENIA</u> in the

<u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, before meeting its parent, the river YAGNOTH PHTHAN.

<u>PADEM</u>: Set. Settlement in the c south of the tribe of <u>LINARIS</u>, in the south of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is a major source of food for the region (Pop. c. 5,000).

<u>PADHI</u>: *Set.* Small city in the c of the tribe of <u>AUEREN</u>, in the far north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 12,000).

<u>PADHIS</u>: Geo. Island in the north west of the <u>BROKEN LANDS</u>, and home to the monastery of MEHET HI.

<u>PADUAS</u>: For. Forested region in the north west of the <u>BAKHRAN STATES</u> in the north west of SAMMAEA.

<u>PAEL</u>: Geo. Island that closes the <u>SEA OF BAKKEA</u> in the south west of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>EDICULE</u>⁽¹⁾, forming part of the duchy of <u>BOKENAT</u>⁽²⁾. 50-miles long at its longest point, the island has, since recorded history in the region, been an important strategic asset, guarding the entrance into the <u>SEA OF DERAEA</u>. Presently the large fortress of <u>PALLADA</u> guards the region.

<u>PAENA</u>: Rui. Ancient citadel in the western-face of the <u>ARGENT</u> Mountains in the north of the <u>HENDECARCHY</u> of <u>ATALLUA</u>, wholly carved from a natural peak in a past age.

<u>PAEZAL</u>: Ser. Small fortified city in the north west of <u>RHEA</u>, to the northern-most reaches of <u>MATHRU'IL AN</u>. It was the first city to fall under the sway of the Hieromonarchs in c. 3135 RM, and it became a stronghold to them until they ousted the <u>AURADIAN DYNASTIES</u> in 3192 RM (Pop. c. 13,500).

<u>PAFRAN</u>: Rvr. Major river in the east of <u>BROR</u>^(1.) flowing south east for hundreds of miles, from sources in the north west of Emenrist, before meeting its parent, the river Hemah, at the capital city of <u>SEIRE</u>.

 $\underline{\textbf{PAGON}}$: m. Rel. Pol. Per. (B. 3855 RM) Head of the $\underline{\textbf{REFORMED CHURCH IN SARASTRO}}$.

<u>PAHADRON</u>: 1. *Geo.* Once a major industrious region in the south of present-day <u>SUMA'YA</u> (once <u>BA'AKH</u>), with hundreds of open collieries and quarries, and <u>UMBRA</u> pumps. The region was exploited continuously from c 1910 RM, through to c. 2540 RM, by which time may of its resources had waned to the point of unprofitability. By the time it was left to the <u>DOMNITORS</u> in 2732 RM it was a scarred wasteland of empty quarries, felled forests and polluted man-made lakes.

2. Lak. Since the above-region's abandonment, the largest man-made lake took on the region's name of Pahadron. Measuring no less than 4-miles wide, the pit is a tiered drop into unnaturally-coloured waters from chemical pollution. Iron and other trace ores were once quarried there, though was abandoned in 2348 RM after yields decreased below acceptable levels. It continued to be worked by independent workers for decades on a far smaller scale, though was abandoned fully in 2432 RM.

<u>PAHHUR</u>: lit. 'wedded to flame'. Sup. Rnk. <u>FIRMAMENTIST</u> with control over fire and its various domains. PAIAMALLI ORDER: His. Pol. Org. A historical Order of the SANCTIFIED INQUISITION in the KORACHANI EMPIRE that was founded in DEKANA in KARAKHAS in 1242 RM to deal with the SABISSILIAN REVOLTS, though its agents were later put to use across the empire to quell insurrections and unrest, specialising in rebel cells and neutralising demagogues.

The tenets of the Order overlapped with the far greater <u>ARÂTHUAHI</u> <u>ORDER</u> and in 2358 RM the decision was made for it to absorb the Paiamalli Order, whose agents continued to focus on their former role of stymying unrest and the actions of demagogues.

<u>PAIMAN</u>: Pol. Set. Capital city of <u>SATHAII</u>. It has no foreign embassies or offices and little is known of it and its inner working, much like the nation itself (Pop. Unknown).

PAIN-HOUSE: Phil. Str. Centres of the KWEI philosophy in the SOLEYN TERRITORIES. An object of fascination to foreigners, who imagine Soleyn as a land of pain-houses and little else, the truth is in fact far more subtle. Most practitioners of Kwei do so in a sensible manner and the pain that they inflict upon themselves is more metaphorical than literal – hard work, giving birth, and other daily sufferings. Many rituals that are important to Kwei, such as COMING-OF-AGE OBSERVANCES and weddings, will involve a small amount of bloodletting or physical trials that will cause momentary small amount of pain, after which the survival of the act is celebrated.

Pain-houses exist cater to those who are more fervent in their worship and take the words of the Kwei philosophy to be more literal. They see the need to inflict pain upon themselves every day. There is no dictate stating that the pain must be felt, and in many cases, those going to pain-houses will imbibe narcotics and painkillers as a means of negating the effects. Indeed, in many cases the pain-houses are little more than opium dens, with true fanatics hiding themselves in dungeons and hidden rooms where they can suffer in peace.

These extremists take the teachings of Kwei to an excess and may flagellate themselves and other willing people. They may wear a spiked chains (called a cilice) on their thighs, or seek out some other form of harm that can be readily found in the pain-houses. In most cases this behaviour becomes something separate from the need to fulfil the teachings of Kwei, becoming instead an obsession or a mental disorder.

PAJUH: Set. Settlement in the south of the SOLEYN TERRITORIES, in the IMYRI TRADE-ZONE. It was once the seat of power of the demon sultan AMENABAST, though following his death in 1328 RM, the city suffered and the capital was moved to ANSA. Today echoes of the old capital remain outside the present-day limits of Pajuh, in the form of crumbled ruins and half-buried idols constructed in the sultan's name (Pop. c. 8 000)

- <u>PALA</u>: 1. Rvr. River in the City-kingdom of <u>PALUS</u>^(1.), in the <u>HARÉSHK</u> that flows for c 210-miles from sources in the <u>ASHER</u> Mountains and <u>BRACHI</u> highlands.
 - 2. Geo. Basin in the north of <u>KORACHAN</u> between the <u>RHAECHA</u>, <u>AKAGHA</u>, and <u>ADALLA</u> Mountains. It is home to many marble mines, the most renowned of which is the city of <u>PHALERE</u>.
 - 3. Set. Major city in the north of <u>KORACHAN</u>, and link north into the west of \underline{VARR} . It is a major industrial centre and has a tradition of stone mining, and is also home to the <u>MINASTERIA</u>^(2.) of <u>TELLURARIIN</u> (Pop. c. 69,500)

<u>PALA NU</u>: Geo. Mountain pass to the north east of the <u>KORACHANI</u> city of <u>PALA</u>, between the <u>RHAECHA</u> and <u>ADALLA</u> Mountains, leading into the far western <u>VÂRR</u>, and the city of <u>CARILLAR</u>.

PALACE OF THE ARBITER: Str. Marble palace in the city of DANILAT, UCHRON^(1.), in the HARÉSHK.

<u>PALACE OF CRYSTAL</u>: His. Pol. Str. Ancient structure thought to date back to the <u>FOURTH AGE</u> in the <u>GREATTOWN</u> of <u>DUARIAHAHN</u>. Today it is occupied by the nations' government, the <u>PLAINSLEAGUE</u>.

PALACE OF THE DONAGER: Pol. Str. Immense alabaster palace outside the city of HOLLAMEA in KOMMEA, home of the ruling household of the DONAGER. The palace is a remnant from a past age, its architecture in a ribbed style unused elsewhere in Kommea. The place was originally settled by TETHYSIAN immigrants around 2250 RM after the colonies had been established for around a hundred years. The city of Hollamea would

slowly grow around the palace over many centuries and is today home to the $\underline{\text{TETHYSIAN}}$ administration of Kommea.

PALACE OF THE HENDECARCH: Pol. Str. Generic name for the various palaces from which the <u>HENDECARCHS</u> of the eleven <u>FOREST KINGDOMS</u> of <u>MALAN</u>, rule. The term is specifically used for:

1. also 'Mandefahr'. The palace of the $\underline{ATALLUAN}$ $\underline{HENDECARCH}$ in the $\underline{DAURAENT}$ Mountains.

2. also ' $\it Temple \ of \ Tahlib$ '. The palace of the $\it \underline{CYRENIAN} \ \underline{HENDECARCH}$ in the city of $\it \underline{ENIGOST}^{(2.)}$.

PALACE OF INDUSTRY: Ind. Str. Gigantic manufactory in the city of ZEPHANICHAN in the c east of the nation of KORACHAN. It is known for its baroque architecture, which is called by many a cathedral to industry. It was built during the height of the Korachani industrial revolution in c. 1300 RM and was as much a celebration of the empire's might and culture as it was a show of its technological progress. Over the years it has fulfilled different purposes, including a foundry, chemical plant, and manufactory, amongst others.

It was divided into five districts in 3189 RM, with each fulfilling a different role and overseen by different governors, and it remains one of the most productive of manufactories in the Korachani empire. Many believe that organised crime syndicate known as <u>The Household</u> has a controlling interest in the manufactory, but this remains unproven.

PALACE OF LEARNING, the: Edu. Str. University in the GREATTOWN of <u>DUARIAHAHN</u> in the south east of <u>TEMUJA</u>. It is home to many scholars and academics of the <u>MATERIA OMNA</u>.

PALACE OF THE MAPHRIAS: Pol. Str. Main residence of the MAPHRIAS at HETEPHEROPOLIS, in VENTHIR, built over a powerful ATRAMENTAL LEY, allowing physical transference and telemetry to various degrees along points on the ley. This is possible through a powerful TECHNARCANE engine located in the palace that, through the aid of a constant CHOIR of ATRAMENTISTS, draws the Atramenta closer to the MATERIAL PLANE.

PALACE OF THE PEOPLE: Pol. Str. Council hall and home to the TRIPARTITE MONARCHS in the city of ELAT between c. 3250 – 3762 RM. The palace was demolished in 3771 RM following the wane of the city of Elat after the capital was moved to LIGERNA.

PALACE OF THE PRAEDICATE: Pol. Str. Fortified palace in the c south of PORPHYR constructed between 1587 – 1635 RM atop an ancient CANOPIC ENGINE, at the behest of the PRAEDICATE TELEANYARA APEXEIDE. Following its construction, she would become increasingly reclusive, emerging only during great festivals, and lately, not even then.

PALACE OF THE PRECEPTORS: Pol. Str. Palace in <u>BA'AKH</u> and centre of the <u>KORACHANI</u> administration following its occupation of the nation in 634 RM. The palace was an immense structure, located in the city of <u>BAALBETH</u> that melded common imperial architectural themes (metal girders, buttresses, grotesques, corroded copper domes) with native themes. The palace was abandoned in 2732 RM following the empire's handing over of Ba'akh to the <u>DOMNITORS</u>, who moved their offices from Baalbeth to <u>RE'HAIZ</u>.

PALACE OF THE PREFECTURATES: Pol. Str. Ruling palace in the city of NOAVATUR in the eponymous nation. In 1876 RM it was burnt to the ground with the entirety of the Plutocracy locked inside, instigating a civil conflict that lasted for weeks left a quarter of the population dead. It was rebuilt in 1907 RM and renamed the HALL OF VOICES, and became a house to the REPRESENTATIVE COUNCIL OF NOAVATUR.

PALACE OF THE PROPHET OF THE EMPYREAN: Pol. Str. Palace built in the east of CHEIRA between 3631 and 3651 RM, around which the city of MENITAB would appear over the following decades. The palace was built as a home for the OTHERWORLDER HAR-RSI, who was unearthed in a necropolis in the massif of HOBADR-AGHTUL in 3621 RM, and which went on to become a living deity until its disappearance amid a religious schism in 3790 RM. At the time Cheira was gripped by civil unrest caused by the unearthing of texts disproving the divinity of Harrisi in 3782 RM. As the CHURCHOFTHE PROPHET OF THE EMPYREAN lost its grip over the people of Cheira and dwindled in power and influence, the Palace, which had been the centre of the church and state, was

handed over to a coalition of secular guilds and worker unions which in 3803 RM took up residence in the palace as rulers of a new republic.

PALACE OF THE SIGHT: Edu. Str. Set. Monolithic college in the SAUTUGURAI Mountains in the c of NOAVATUR. Completed in 2753 RM after close to a century of construction, it remains now as one of the largest structures in the NORTHERN HEMISPHERE dedicated to the study of the MATERIA OMNA, and SHAPERS (FIRMAMENTISTS and ATRAMENTISTS alike) have studied in its great halls and libraries. A settlement now exists outside the walls to cater to the needs of the many scholars that live here.

The few imperial scholars who are aware of it contend that it should be considered as one of the <u>WONDERS OF THE ANCIENT WORLD</u> (Pop. c. 10.000).

PALACE OF THE STARS: (12,870-ft.) Rel. Str. Temple-complex in the south of ABACARDAT, constructed atop the highest peak of the UHBATAQI Mountains⁽³⁾, in c. 2470 RM. The complex has since become home to the OTHERWORLDER JAHINN^(1,1) who has lived there in self-imposed exile for many centuries. Visitors are turned away but monks who tend to the complex.

<u>PALACE OF STEAM AND RUST</u>: *Mil. Str.* Tower-like fortress erected in <u>IO</u> in 225 RM (replacing the older fortress of <u>ETIEL</u> as its main stronghold in Io) by <u>KORACHANI</u> occupiers to serve as a headquarters for its forces that were then at war with the nation of <u>SARASTRO</u>.

The palace's original name is long forgotten, lost in records buried miles beneath the <u>BASTION OF STEEL</u> in <u>KHADON</u>; with the current name being one given to it by the locals of <u>HACHALIAH</u> – a shanty town built in the dry river bed beneath the towering ruin, which gave its skin to the huts of the settlement following its abandonment in c. 3103 RM.

The palace became a rallying point for many degenerate cavalcades undertaking the $\underline{\mathsf{MARCH}}$ OF $\underline{\mathsf{ROT}}$.

<u>PALACE OF THOUGHT</u>: *Pol. Str.* Government structure in the capital city of <u>BISMUTH</u> in <u>GNOTH</u>.

PALACE OF TRUTHS, the: Rel. Str. High-temple of the AURADIAN religion of ARRETOY and, later, RHEA, in the city of Auradia. The religion was abolished by the HIEROMONARCHS after they took control of Rhea, and it was abandoned c. 3350 RM. Its ruin remains today in the middle of the city of Auradia, as a sign of respect to the ancient religion. and the role it played in the shaping of Rhean culture.

PALACE OF THE TWELVE: see HALL OF THE HENDECARCHS.

<u>PALACE OF TYRAGHON</u>: Pol. Str. The sovereign palace in the capital city of <u>CYHULIR</u> in the <u>OGHUR</u> nation of <u>CYHLAGHARR</u>. It is named after an ancient Cyhlagharri warlord and is famed for the blue crystal that crowns its roof – a prize taken from an ancient lighthouse in <u>AQUARIIA</u>.

PALACE OF THE UGIA: Pol. Str. Cliff-top palace outside the conurbation of TOTH in HARAPPA (3), from where its council convenes. The palace overlooks the wastes just north of the Harappan (1.) Mountains.

PALADINS OF THE SEPULCHRAL PALACE: Mil. Pol. Rnk. Militant arm of the <u>VÁMAN ORDER</u> of the <u>SANCTIFIED INQUISITION</u>, whose members are sworn to defend the <u>SEPULCHRAL PALACE</u> and, by extension, the <u>UNDYING MACHINE</u> himself.

They are elites amongst an order of elite <u>SHAPER</u>-warriors and are armed to the best of the <u>EMPIRE'S</u> capacity, with <u>TECHNARCANE</u> equipment and <u>ORTHOSES</u> common amongst its members, who operate independently of their parent Order, patrolling the monolithic palace and the <u>ATRAMENTAL WASTELAND</u> surrounding it. Members are known as Paladins, in honour of the Sepulchral Palace itself and few of them live to see old age due to the hardships of working in the environs of the Palace, despite wearing the finest <u>SOFTSUITS</u> available in the empire.

PALADINS OF THE SHADOW: His. Mil. Rel. Org. Historical policing force in the KORACHANI EMPIRE established in 667 RM as a SANCTIFIED ORDER OF THE INQUISITION specifically to regulate and control the actions of SHAPERS and ATRAMENTISTS, who until then had been mostly operating autonomously and with little restriction or unifying doctrine. Originating in KHADON, new regiments were rapidly established across the empire, and had become a ubiquitous sight within a century.

The Paladins were staunch followers of the CHURCH OF THE UNDYING MACHINE and were guided by the teachings of the SCRIPTURE OF SHADOW, which inspired the ARCHPOTENTATE MALICHAR to pen his own doctrine that went on to become the basis for the Church and the Korachani shaping tradition.

Originally concerned with little more than policing, they scoured the empire for shapers who, in their eyes, were abusing their powers and who had become a threat to the empire and the safety of its people. The measures by which they dictated who was at fault were largely arbitrary in this time, leading to a deep schism between them and shapers, which many historians now claim worsened the situation.

By c. 900 RM they had begun to enforce standardised teaching practices that were identical across the empire, leading to a homogenisation of many shaping traditions and the death of the shaper as an expression of individualism. Over time they would be supplanted by the more modern <u>VÁMAN ORDER</u>, which was formally recognised in 1196 RM and whose actions were directly responsible for the establishment of the <u>MINASTERIA</u>^(2,) of Shaping and the <u>GREAT CULLING</u> that took place between c. 1310 – 1345 RM, in which thousands of shapers were killed or forcibly put into training. The Paladins of the Shadow dwindled within decades of the Váman Order's founding.

PALADINS OF ST. ORSORA: see St. Orsora, Paladins of.

PALADINS OF THE WALL: Mil. Org. Specialised rank within the KYONI ORDER of the SANCTIFIED INQUISITION, granted to individuals (typically members of the FISTS OF KYON or the GATEWATCH) who are recognised as exemplary members of the Order, and who are granted commissions in areas of strategic importance around the empire, typically in fortress cities, where they work with the local IRON GUARD as attachés, where they help to coordinate defence strategies.

<u>PALAEST</u>: Set. Settlement in the south west of <u>LYRIDIA</u> in the north of the <u>SOLLANDITH</u> hills. It was once home to a large stone quarry, which supplied building materials to the entire western area of <u>LYRIDIA</u>, though the quarry was spent in c. 3400 RM. since then the quarry has been converted to brick yards (Pop. c. 14,000).

PALAGASTAS CABAL, the: Org. Soc. VENTHIRI secret society whose members are dedicated to furthering the propaganda of QUEEN HETEPHERES outside of Venthir, particularly around the DARK SEA REGION. They cabal has agents in major cities across the region, where they pose as diplomats within consulates, subtly pushing their own agenda and aggrandising the accomplishments of Hetepheres.

It is believed that this is merely a front for a darker more secretive goal, though what that could be remains unknown.

PALARAEL: 1. Rel. An angel in the religion of the CHURCH OF THE UNDYING MACHINE, often thought to be an unborn OTHERWORLDER, who chose to remain in the otherworld as a psychopomp to spirits, instead of being reborn on the material plane. It is seen as a guardian of the dead and the living, alike.

2. *Mil. Veh.* One of three battleships (the others being the <u>ATHILIEL</u> and the <u>USOLAHON</u>) that was constructed in <u>NOAVATUR</u> in 1303 RM, in preparation of war with <u>KORACHAN</u> following its declaration of independence.

PALATINE: 1. Rel. Mar. Rnk. Supreme guardians of the KORACHANI faith and doctrine as set down by the CHURCH OF THE UNDYING MACHINE. They are recruited from orphaned or abandoned children left with the presbyters in Imperial cities. Many such orphans die before they are old enough to walk, their ailments too much for even the priests' faith to counteract. Those strong enough go through a lifetime of training and teaching that bestow upon them an unflinching belief in the words of the Church of the Undving Machine.

Church outsiders regard the palatines with awe (due to their ties with the church) and no small measure of fear. They operate as an entity outside of the imperial army, though have access to equipment and training that rivals those of the <u>STEEL LEGION</u> or other elite military groups, such as the <u>WHITE LEAGUE</u> or the <u>KNIGHTS FERROUS</u>. They answer only to their direct superiors within the church, and the <u>ARCHPOTENTATE MALICHAR</u> himself.

Five years of service grant palatines a title and land, making them akin to <u>PATRICIANS</u> but wholly different, leading to no small amount of enmity

between the two groups. The position of palatine is not hereditary, so the children of knighted palatines cannot follow in their parents' footsteps.

2. *Mil. Rak.* PARTHISAN elite troops.

<u>PARD</u>: Set. Coastal settlement in the west of the <u>PARTHISAN</u> colony of <u>ABDAKROS</u>^(1.) on the island of <u>IRUGNA</u>^(1.). Its primary industry is fishing (Pop. c. 4,600).

<u>PALE ONES</u>: also 'ammasilin'. Sup. Mor. Corrupted MORTALS. Akin to ghouls, they are the remnants of inbred cannibals, native to the desert of <u>SALITH</u> in the north west of <u>SAMMAEA</u>. Oral histories of the region claim their ancestors sold their spirits to <u>SIELLA</u> in a distant age, though the prize they were promised (whatever it was) became corrupted by the dying world.

The ammasilin are sedentary creatures, rarely leaving their lands. They construct chalk-like huts to escape the harsh light of the white desert they call home and emerge at night, where they can scavenge for grubs and other foot. When confronted with other intelligent life they become incredibly fearful and often supplicate themselves before those they encounter. This has led to a great many of them becoming slaves in neighbouring city-states, particularly \underline{DAAZ} and \underline{RAS} .

<u>PALEG</u>: Set. Coastal stilt-settlement in the south west of <u>NAARETH</u>, overlooking the <u>ROILING SEA</u> (Pop. c. 8,000).

<u>PALELING</u>: Lan. Mil. common <u>KORACHANI</u> vernacular within the Korachani army for inexperienced <u>CLONES</u>. The term is derogatory and disliked by clones.

PALINGENESIS: also 'Physiocofermentation'. Med. Mys. Sup. The science of restoring life to individuals through a fragment of their deceased body (typically a piece of skin or flesh). Though bandied about like a modern scientific interpretation of ancient ALCHYMICAL or mystical resurrection, this is closer to CLONING than it is to ancient alchymical beliefs that bodies could be regrown from ashes. Indeed, true cloning as we know it today (the ability to artificially grow fully-functional beings from scratch) is only possible through advances made in palingenesis throughout the 2nd and 3nd millennia RM.

Palingenesis originated as the ancient alchymical belief that a plant or animal could be reborn through the ashes of its last incarnation, known as ESSENTIAL SALTS. Despite many claims and various successful displays of this being done, this primitive mystical belief is now thought to have been little more than charlatanism. However, this did eventually give rise to more scientific schools of thought that in turn led to the creation of the first HAEMONCULI in c. 740 RM – a feat only made possible through the direct application of ATRAMENTAL procedures and TECHNARCANE incubators and inceptors. Though this was inherently a different discipline to that of palingenesis – with the former being the creation of a new being through various means, and the latter being the recreation of a specific individual from its deceased remains – advances in one field fed directly into research in the other, with one advancing one step behind the other and vice versa.

All classical attempts at palingenesis, regardless of contemporary claims to the opposite, are now thought to have been fraudulent, or at the very least misinformed examples of primitive cloning. The true breakthrough came much more recently in 2153 RM, following the creation of the first LARVAE mere decades earlier, when FLESHWRIGHTS and ATRAMENTISTS in PARTHIS (then independent after many years of KORACHANI subjugation) were able to construct a large technarcane engine what was able to take parts of flesh from a deceased human and shape them independently of each other into a skeleton, nervous and circulatory systems, and organs. The result was far from what you would call a success, but it proved it could be done. Different iterations of this engine followed over the next centuries, with another breakthrough coming in 2491 RM when the engine was modified to house larvae that allowed for minute calibration of outputs that had until then not been possible.

This led to the first recorded birth in the <u>FIFTH AGE</u> of a <u>MORTAL</u> by true palingenesis in 2613 RM by the <u>PALINGENETIST AADRO CIRRIS</u>. Of course, by this time cloning (as the term is currently understood – <u>VATBORN</u> creatures made from germ bodies grown at an accelerated rate and implanted with bespoke germ organs that were harvested separately) had already become a mainstay of Korachani armies and culture, making the far more costly and risky process of palingenesis largely moot, though

these palingenetic births are less prone to the rapid decay that afflicts other clones.

The process of palingenesis became popular amongst the rich and powerful, who were willing to devote ludicrous sums of money to having an identical copies made of themselves for purposes of insurance. Though bereft of the memories of the donor, the bodies could be used to harvest blood, organs or skin if needed, for instance after an accident or as part of fleshwrighting procedures. Others commission a copy to serve as a companion, or to mould into a successor, though it was soon learnt that though the body was nearly-identical, mannerisms and personality would often be wildly different. Various studies have been carried out on this to determine the reason why personalities might differ so much, though there has been little conclusive outcome.

Perhaps the most infamous example of clones incepted via palingenesis are the soldiers of the <u>PARTHISAN BROTHERHOOD</u>, who are all identical clones of the governor-general <u>SASSANUS ACHALLA</u>, who was a beloved cultural hero in Parthis.

To this day cloning and palingenesis are often used interchangeably or by those without a true understanding of the specifics of either, with the term cloning being the predominant one used. All efforts have been made in this volume to use the correct term, though in some cases (where the exact nature of the processes used are unimportant, for instance) the term cloning has been used by default.

<u>PALINGENETIST</u>: Sup. Med. Voc. One who carries out <u>PALINGENESIS</u> – a procedure similar to <u>CLONE</u>, where <u>ESSENTIAL SALTS</u> (usually derived from flesh from a donor organism) is used to grow an identical copy through a complex and costly <u>TECHNARCANE</u> procedure.

PALINOLA: Phil. Ascetic doctrine common in the KAZZARAN peninsula^(1.) that seeks physical and spiritual perfection through the act of repetition. Most adherents devote their lives to a specific path, be it a form or artistry or a physical pursuit such as dance or a type or martial combat, and practise it until they are deemed by their peers to have perfected it, whereupon they take on another pursuit. Despite this few if any adherents ever consider themselves experts in their chosen avocation, out of humility to Palinola, and only a handful of noted followers throughout history have studied multiple paths, with most of them being HALFBLOODS or SCIONIC CREATURES, with lifespans far longer than most mortals

PALINOLA, ORDER OF: Org. Ascetic order common in the Kazzaran peninsula⁽¹⁾, whose members seek physical and spiritual perfection through the act of repetition. The Order is based in the city of <u>EBOZA</u> in the south east of <u>TATAR</u>. The order originated in c. 3280 RM following decades of the spread of a philosophy that would serve as the predecessor to Palinola.

Its current head is a nameless otherworlder whose personality has been utterly forsaken in lieu of its pursuit of perfection, and it has completed three paths, an unprecedented task in the history of the order.

<u>PALL MIND</u>, the: Mys. Rnk. elite mystics amongst the followers of the <u>MARKED PALL</u>, in the eponymous realm. They are linked by a hive-mind called the Pall. They use humans and other mortals as dumb slaves and drone workers.

<u>PALLADA</u>: Mil. For. Fortress on the island of <u>PAEL</u> in <u>EDICULE</u>^(1.), in the south west of the <u>HARÉSHK</u>. The fortress is situated on the highest point, on the east of the island, and has unparalleled views of the <u>STRAIT OF BOKKEA</u>. The fortress commands a large fleet of policing ships that control traffic in and out of the <u>SEA OF DERAEA</u>.

<u>PALLATANAS</u>: Rvr. River in the <u>ALAMANA</u> Plains in northern <u>JURRAS</u>^(2.), flowing for 230-miles from sources in the <u>SYNHODOS</u> Mountains before emptying in the bay of <u>MESOZ</u>.

<u>PALLATI</u>: Set. Large coastal city in the south west of <u>ALMAGEST</u>. It is the southern-most <u>ALMAGESTI</u> harbour and is renowned for its slave-operated ship scrap yards where vessels of all sort are ripped apart, the remains sold as scrap (Pop. c, 380,000).

<u>PALUS</u>: 1. Dem. '*Palan'*. Pol. One of the eight <u>HARÉSHKI CITY-KINGDOMS</u>. Its riders are considered the best in the Haréshk.

2. Pol. Set. City and capital of the eponymous <u>CITY-KINGDOM</u> (1.). It is a major stop along the <u>GREAT ROAD</u> trade-route, and received many

merchant caravans throughout the year from across the <u>INNER SEA REGION</u> (Pop. c. 311,000).

PALLANTRAS: Rel. For. Forest graveyard in the north east of IPANAH⁽²⁾, stretching into the far south east of BASSORAH⁽²⁾ and the far west of THE OLD FOREST. The region was abused by the KORACHANI EMPIRE over several hundred years in the first millennium RM (at which time the area divided amongst SKAROS, LAASKHA, and AZAZEM) and remains now as a vast expanse (c. 19,500 square-miles) of lifeless earth and petrified tree stumps as far as the eye can see. The carcasses of trees are broken only by a handful of open cast mines, most of which are also abandoned, their bounties exhausted.

PALOSK: Set. Small coastal city in the east of the <u>HENDECARCHY</u> of <u>HATON</u> in the c north of <u>MALAN</u> (Pop. c. 15,000).

PALPEBRA: Set. Settlement in the region of <u>TARACEH</u> in the north east of <u>THE SURRACH</u>. The city is notable for its construction beneath a large overhang/cave in the north eastern foothills of the <u>NGHALLEAL</u> Mountains (Pop. c. 12,400).

<u>PALUN</u>: Set. Major city in the south of <u>HOAMM</u>, just south of lake <u>GRESS</u>.

Before the diminishing of <u>ELYDEN'S</u> seas, Palun was a coastal city, though it is now some miles from the coast (Pop. c. 237,500).

<u>PAMEROAS</u>: Geo. Mountain-range in the far east of <u>THE SURRACH</u>, bridging the <u>NGHALLEAL</u> in the north and <u>GAMIGAHUA</u> massif in the south.

PAN ABADDON: Rel. Str. Large temple-complex in the HERESIAN PLAINS in the c of KORACHAN. It is ancient, dating back to pre-imperial times, though it was restored and repurposed by early worshippers of the UNDYING MACHINE, who would become a splinter sect of what would later go on to become the CHURCH OF THE UNDYING MACHINE.

This sect would become known as the <u>CULT OF PAN ABADDON</u>, and went on to become extremely secretive. Rumours abounded in the first Millennium RM that the cult uncovered deep chambers in which had been buried metal tablets of an ancient and blasphemous nature.

Acting on such rumours, the Church of the Machine stormed the temple in 1205 RM, slaying the cult in its entirety and destroying the ancient chambers, taking all artefacts from it and locking them up in undisclosed strongholds across the empire.

Despite many fanciful and heretical rumours as to what was contained in the tablets, none outside of the highest echelons of the church know what they contained.

Since the purging of the original cult, the temple was allowed to fall into decay, though in 3666 RM a condoned sect of the Church of the Undying Machine took up residence there. Today, the monks live as ascetes, following harsh rituals. They spend their days praying for the forgiveness of humanity and for the blessing of the Undying Machine.

PAN ABADDON, CULT OF: Rel. Org. The CHURCH OF THE UNDYING MACHINE rapidly spread across the KORACHANI EMPIRE following the ARCHPOTENTATE MALICHAR'S return to KORACHAN in 339 RM. Many splinter sects appeared in those early decades, most of which were quelled.

One such sect took up residence in the ruins of the temple of \underline{PAN} $\underline{ABADDON}$ in around 500 RM, becoming notorious amongst the populace for its radical views. These beliefs, which many saw as blasphemous, fed rumours surrounding the possible discovery of ancient metal tablets in catacombs beneath the temple.

These rumours eventually led to the Church of the Machine storming the temple, killing the members of the sects and destroying the catacombs. The church is thought to have confiscated the metal tablets, which are still kept under lock and key in church strongholds across the empire.

PAN SAGIS: rel. Ancient temple in the c of EZASUH^(2.) dating back to its colonisation by SAGITTAARI exiles in c. 30 RM.

<u>PAN YATIHIR</u>: Rel. Str. Temple of ascetes in the c of <u>EZASUH</u>^(2.), overlooking the <u>SEA OF MARDEN</u>.

 $\underline{PANA\ PERH}$: Set. Settlement in the east of \underline{CHEIRA} (Pop. c. 4,000).

 $\underline{PANA\ SADRA}\!{:}\ \mathit{Set.}$ City in the c of \underline{CHEIRA} (Pop. unknown).

<u>PANDAEMA</u>: *Mil. Str.* Iron citadel in upper levels of the <u>PRISON CARCERI</u>, guarding one of the larger tunnels leading into <u>PANDAEMONIA</u> beneath the north of PELASGOS.

<u>PANDAEMONIA</u>: Int. Pol. Set. Capital of the <u>PRISON CARCERI</u>, located some miles beneath the east of <u>KORACHAN</u>, close to the border with <u>PELASGOS</u>, though with no known entrances in the vicinity. The city is built upon the prone body of the <u>DEMIURGE VORROPOHAIAH</u>; grown to grotesque proportions in its torpor.

The city itself is a sprawling conurbation and largely vertical, perched on the side of the cavern, reaching up the walls, and hugging the red rocks of the ceiling. Very little in Pandaemonia is comparable to a normal city, for it is a place of despair and chaos, and the heart of the domains of the ROPOHAII. Though the exact populations is unknown, it is thought to be a sprawling metropolis with as many as a million or mortals calling it home. Though ropohaii make up the bulk of the populace, it is thought that other races, including humans, can also be found here (Pop. unknown).

<u>PANDION RATIX</u>: Arc. Statue in the island of <u>ZARUVA</u> off the south western coast of <u>GNOTH</u>. The statue depicts two eagles in conflict with each other, in representation of the dichotomous aspects of the mortal body and the spirit. The eagles are often the first sight to anyone approaching Gnoth from the <u>SEA OF SERPENTS</u>.

<u>PANEGYRIZER</u>: Plr. 'panegyrizerin'. Rel. Rnk. Rank within the <u>CHURCH OF THE UNDYING MACHINE</u> whose role includes the blessing and sanctifying of objects, including buildings. All buildings in Korachan are blessed before they are occupied and it is the role of the panegyrizerin to do so. Many myths and superstitions surround this practice, particularly buildings that are said to be unsanctified.

<u>PANEN</u>: Set. Major open-cast colliery in the south west of <u>PELASGOS</u>. The <u>RED ROUTE</u> passes close by to it (Pop. c. 6,000).

<u>PANET</u>: Set. City in the c of <u>ANANTHUL</u>, along the shore of lake <u>TRADINE</u>. It was once the capital of the ancient nation of <u>PHARTH</u> (Pop. c. 40,000).

<u>PANGAIA</u>, the: Int. Org. Secretive organisation whose members are drawn from <u>PATRICIANS</u> from across the <u>INNER SEA REGION</u>. Appearing in c. 3350 RM, the group became most prevalent in <u>LLACHATULI</u> lands of the <u>KORACHANI EMPIRE</u>, including <u>AZAZEM</u>, <u>LAASKHA</u>, <u>PELASGOS</u>, <u>SKAROS</u>, as well as <u>KORACHAN</u> itself and, later, <u>ALMAGEST</u>.

The group is largely concerned with the negative impact of mortal activity on <u>ELYDEN</u> and the declining quality of life. Its headquarters were raided and the organisation disbanded in 3791 RM by the <u>ARÂTHUAHI SANCTIFIED ORDER OF THE INQUISITION</u>. A few scattered cells remain, though they now have little centralised power and operate largely independently of each other. Their highest leaders are theatrically known as hierophants, with lower ranking acolytes answering to wardens.

Starting in 3791 RM, members of the group were persecuted in what is now known as the <u>SCOURGING OF THE PANGAIA</u>. This period lasted some three years, ending with hundreds of Korachani Patricians burnt, their estates taken by the <u>CHURCH OF THE UNDYING MACHINE</u> and the empire.

<u>PANKAWAN</u>: Set. Small coastal city in the north west of <u>CUTH</u> (Pop. c. 31,400).

<u>PANOIDA</u>: 1. *Lak*. Lake in the c south of <u>AHRISHEN</u>, forming part of the <u>ARESHI</u>^(2.) river-system. The lake is linked to lake <u>AMATIDA</u> by the Panoidan canal^(2.), which stretches for over 73 miles to lake Amatida, upstream.

2. Major man-made canal in the c south of <u>Ahrishen</u>, connecting lake <u>AMATIDA</u> with lake Panoida^(L). It is over 73-miles long and is the busiest canal in Ahrishen, with around 30 locks to account for the difference in elevations of the two lakes, and sees much trade from <u>LYRIDIA</u> and <u>THE HARÉSHK</u>, moving north to the rest of Ahrishen.

PANOPLY: Dre. Flo. DREAMSCAPE in the north east of VÂRR that takes the form of a gigantic tree, the canopy stretches around it like a wide flat parasol that shrouds the land around it in perpetual darkness. Its thick rock-hard roots dig deep into the earth and sprawl around it like a labyrinth in miniature. Within its bark are etched shifting faces that whisper forgotten memories and lost dreams. ONEIRIC CREATURES born from the tree's shade crawl – half-formed and long-limbed – in the shadows, seemingly searching for something but cursed too never find it.

PANOPTICUS, the: Rui. Ancient observation post, buried beneath a temple in the west of SAMMAEA. It was likely crafted by a DEMIURGE, and is mentioned in the MYTHOLOGIA ELYDEN. It takes the form of a large hollow sphere (20-ft. in diameter, though in some accounts, it is claimed to be as large as 66-ft. in diameter). The interior of the sphere depicts the surface of ELYDEN in such miniscule details as to be unimaginable to mortal eyes. Various methods of magnification have been used, revealing astonishing levels of detail, making some believe that the sphere is an exact replica of Elyden, its details shifting to match those of Elyden herself as they change over the years. The sphere is thought to have been buried by an earthquake in c 1600 RM, the temple-complex surrounding it destroyed.

<u>PANOTIA</u>: Sea. Bay in the east of <u>MENISCEA</u>, to the north of <u>CHAUTULA</u>, to the west of the <u>SEA OF SIPARIA</u>.

<u>PANTA</u>: Set. City in the south of the <u>FREE-ISLES OF PELASGOS</u>, overlooking the <u>SEA OF SPIRES</u> (Pop. c. 13,500).

PANTAREDA: Sct. Large conurbation made up of eight <u>SOULSTONE</u> quarries surrounding a fortified settlement in the east of the <u>TEMPLAR STATES</u>, in the c of the region of <u>TRISKETHIA</u>. It is one of the most productive regions in <u>Triskethia</u>, and its soulstones are used in <u>TECHNARCANA</u> across the Templar States and beyond (Pop. c. 13,800).

PANTHALASSA: Geo. Arid inland region in the c north of EASTERN LLACHATUL, to the east of the ARGENT Mountains, occupying the north of TETHYSIA. It is thought that the region was once a forest, as attested by the traces of ancient woodlands that survive to this day.

PANTHEA: see TEMPLE OF THE FORGOTTEN GODS, THE.

PANTHEON ISLES, the: 1. Geo. Vast archipelago in the east of EASTERN LLACHATUL, forming an extension of the KOTHA ICHOLLIGHA Mountains around the KARAXHANES and BHALASSIAN peninsulas. There are many thousands of islands in the chain and many of them were catalogued by the VENTHIRI explorer BOHMIUS, who was the first recorded western man to discover the region, in the 14th century, naming them after the many deities of THETIS. The isles are of a Tropical climate, with the southern-most isles experiencing a tropical monsoon climate, and the northern-most territories, including most of their mainland territories, experiencing a tropical savannah climate.

2. Dem. 'Katobraghan'. Ntn. Situated to the east of the continent of LLACHATUL, the Pantheon Isles is a monarchy that is divided between a part of mainland Llachatul between LIMOTH^(1.) and TETHYSIA (68% of its territories), and many islands that form part of the archipelago also known as the Pantheon Isles (the remaining 32% of its territories). Its climate varies from tropical savannah in the north to tropical monsoon in the south, with little year-round variance in temperature and rainfall throughout most of the year, with a varied distribution.

In its present form the Pantheon Isles dates back to 2825 RM, when the Limothan occupation of almost 2-decades was overthrown following 2 years of fighting and the EXECUTION of its governor and staff in the capital of XAGADRRA. Following this, the resistance leader AGUBBRA ESCHA formed a new capital in the last city to be won back — YICTAIANDA. She would become the founding members of a new dynastic ruling house which survives to this day.

The islands are rich in silver and sulphur, and their mining and exportation constitute most of the local economy, though this is supplemented by selling the services of its expert marine mercenary forces to surrounding nations and private merchant fleets.

Its people are expert fishermen, and are unparalleled in their knowledge of the shallow waters of their archipelago home, deftly navigating their catamarans between the reefs and atolls of the thousands of islands. Most of the islands are uninhabited and many of those that are only pay lip-service to the ruling dynasty, which technically offers protection in return for yearly tithes and access to able-bodied men for conscription into its navy and mercenary forces. Piracy and slavery are a constant threat and only through the actions of its navy, which works alongside other member-states of the MYMEREAN ACCORDS, which ensure that the waters east of Llachatul are patrolled against predation.

Its people are also renowned breeders of <u>MONOCEROUSES</u> and many islands and cities pay their tithe to the ruling dynasty in the form or monocerouses, which are then either kept of exported to other nations due to their <u>FIRMAMENTAL</u> properties. See Vol III: Extant Realms and Nations.

PANTHEON OF NAHORIA: Rui. Ancient ruined temple dating back to the NAHORIAN empire in what is now the far north of TZALLRACH.

PANTHEON, TEMPLE OF THE: Rel. Str. Expansive temple-complex in TARTAK honouring its great pantheon of river and moon deities.

PANTHEUM, the: Rui. Ancient site in the c south of the HENDECARCHY of HATON in the c north of MALAN dominated by gigantic statues, ruined and reclaimed by the forests from a time before the rule of the LADY AEGIS, possibly dating back to the rule of LARAM⁽²⁾.

PAPAL HERESY, the: Rel. Pol. His. Period in the history of the KORACHANI EMPIRE between 1191 – 1217 RM, which ended with the CHURCH OF THE UNDYING MACHINE exiling many of its DVERGAI and other fey races to the north, into what eventually become CHTHYRID.

The reason for this is largely unknown today, but it is thought to have originated with the election of a dverg pope who grew very influential amongst minorities within the empire, who came to see him as a spokesperson for their plight. The pope was assassinated, and his followers exiled, but the act was misguided at best.

Little is now known of this period, and it is believed that particular details of the conflict have since been erased from records, though for what purpose can only be guessed at.

PAPAL WARS, the: also 'the King War'. Rel. Pol. His. Period of civil unrest and war in the north of PELASGOS, between c. 225 – 228 RM, where traditionalist Pelasgosi kings warred with the CHURCH OF THE UNDYING MACHINE. The wars were a result of strife and unease exhibited at the absence of the ARCHPOTENTATE MALICHAR.

<u>PAPHAS</u>: Set. Major city in the south west of <u>ACHAA</u>⁽²⁾, close to the coast of <u>ASEER</u> (Pop. c. 880,400).

<u>PARABLISTS</u>: Pol. Org. Traditionalist sect active in <u>PELASGOS</u> throughout its subjugation by the <u>KORACHANI EMPIRE</u> there. Active since c. most active during the <u>PAPAL WARS</u> (225 RM – 228 RM).

PARADROSS: Sup. Elc. A cloud-like stone of mystical properties that is closely associated with the OTHERWORLD. The element is an igneous rock that is influenced by the otherworld (perhaps by being close to an OVERLAY) while it is formed over thousands of years. The solidified rock becomes sensitive to the MATERIA OMNA and acts of SHAPING. This makes it a prized resource in the manufacture of various of TECHNARCANE machinery, including HEART ENGINES, IRON MANTLES, SOULSUITS and REALITY SUITS, amongst many others, and it is also used as a FOCUS⁽²⁾ for SHAPERS.

Paradross is very rare, making it a highly prized and valuable commodity. It is found in large numbers scattered around the north and centre of the <u>VESPERTINE LEAGUE</u>, and the c east of <u>SKAROS</u>, western <u>AHKA</u>, as well as north western <u>PHYRR</u> in small amounts, though it is also found elsewhere in trace amounts.

<u>PARAETA</u>: Set. Major fortified city in the south east of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u> (Pop. c. 175,000).

<u>PARAGA</u>: Ser. City in the south west of <u>PELASGOS</u>. It was a pioneer in <u>KORACHANI</u> developments in the art of cloning and in 2123 RM it became the first city in Korachan to successful breed a batch of <u>LARVAE</u> from a singular source, and has remained one of the empires' primary cloning research regions since then. It forms a part of the <u>RED ROUTE</u>, and its <u>ATELIERS</u> buy various exotic materials from across the <u>INNER SEA REGION</u> (Pop. c. 23,400).

<u>PARAHADI</u>: Set. Major fortified city in the far north east of <u>RHINOCOLOURA</u>. It is home to many troops who patrol the region of <u>SOUDAL</u> against banditry and <u>MULCIBIAN</u> attention (Pop. c. 75,000).

PARAI DEIS, the: Geo. Chain of beauteous island along the south western coast of TZALLRACHI, in the waters of NÛN. The islands are famed for their beauty and though a few small coastal settlements pepper them, they are relatively untouched by civilisation, though a few ruins, presumed to belong to the early FOURTH AGE, can be found there.

<u>PARAIYA</u>: Dem. 'Paraiyan'. Ntn. Located north of the <u>TROPIC OF RAH</u> in the north of <u>SAMMAEA</u>, Paraiya is a land of savannahs and sparse woodland, with a semi-arid to arid-temperate climate, and were it not for the many rivers that flow through its lands, it would be largely uninhabited (indeed the name Paraiya roughly translates to 'Many Rivers').

A recently independent nation populated by indigenous peoples and the descendants of <u>KORACHANI</u> colonists who mined the region extensively for <u>ADAMANTINE</u>, Paraiya was unified under a Sultanate in 3821 RM, beginning a new phase in its modern history. Despite this, its people still struggle to shake off the two great shadows that haunt them – the memory of Korachani colonisation, and the <u>ATRAMENTALLY-ACTIVE</u> region of the <u>UMBRA SOKHAR</u> that dominates its south-western borders.

Originally known as <u>THE PARIA</u>, the region was subjugated by Korachani forces in c. 2090 RM following decades of conflict and war. The Korachani empire set up various industries there and pillaged its natural resources without thought for its inhabitants or culture, spending over six centuries there, eventually abandoning it to the caretaking force of the <u>DOMNITORS</u> in 2703 RM, under whose rule the nation effectively became self-governing with decreasing links with the heartland.

The Domnitors ruled Paraiya for close to a millennium, overseeing the slow dismantling of its old industries there, ensuring its remained productive. Under their tenure it became a major agricultural centre, rivalling <u>AZAZEM</u> in output, providing most of the southern vassal states of Korachan with food. The Domnitors were allowed to rule with relative autonomy as a reward for their productivity and the relative peace of their rule.

Over generations the Domnitors became more tyrannical, mingling with the upper-classes of <u>BELUAN</u>, creating a new culture that became more removed from the Korachani heartland with each generation. By c. 2980 RM they had divided Paraiya into various territories and were calling themselves the <u>KESHUGHALS</u> (meaning king in <u>PARAIYAN</u>) with a single Keshughal ruling each territory as a sovereign.

The city of <u>SOPORA</u> was resettled in 2750 RM after centuries of neglect, becoming a capital to this new ruling caste, opposing the old capital that was still home to a largely native population in <u>BAKKOU</u>. A centre to a traditionalist nation that abhorred the memory of the imperial occupation, Bakkou fought to eradicate cultural remnants of its Korachani occupiers, including its religion and architecture. This clash of cultures was most blatant by viewing the lower classes in each city. In Bakkou those of Korachani descent were treated as lower class citizens, where in Sopora it was those descended from the nomads who were seen as unclean.

The Keshughals slowly became arrogant in their fertile isolation, and their sense of worth grew disproportionate to their true power. The relative safety of their lands meant they did not have a need for large militaries, and they knew little of true war, with the extent of their military actions lying in the quelling of occasional uprisings amongst the <u>RUNIC TRIBES</u> in the great plains of the south and east of the nations.

When the <u>WAR OF SUNDERING</u> broke out in 3703 RM Paraiya was illequipped to deal with foreign threats and the occasional incursions across the river <u>SHIBBOLETH</u>^(3.) by <u>LIDEAN</u> forces, causing tension between the various Keshughals who were unable to mount a concerted defence. It was only through the combined actions of individual Keshughal forces supported by reinforcing Korachani forces moving each from Mharokk, and attacks from the Runic tribes that Paraiya was able to fend off most attacks, retaking the city of <u>LOUARA</u> on the 11th <u>ASHTALEN</u> 3705 RM, securing the region.

The end of the war brought renewed interest from Korachan, which had lost many of its Sammaean territories, signalling an end to the Keshughals autonomous rule. Tithes were increased threefold, leading to the region' fortunes waning alongside the influence and power of the individual Keshughals. These frictions escalated into civil war in 3792 RM, which dragged on until 3813 RM, with Bakkou losing its noble fight and the city being sacked by what would formally become known as the Paraiyan Sultanate in 3821 RM. It would claim the city of Sopora, which remains the capital to this day. Despite the relative order that the

Sultanate brought to the region, its grasp over Paraiaya remains tenuous to this day.

The sultanate has worked hard to abolish old prejudices, and though it has made steps in bringing equality to its differing castes, there are many on both sides of the spectrum who do not want this, and the region remains internally unstable.

Its people are expert architects, highly-skilled in the construction of bulbous wattle towers that collect condensation in large quantities, helping to keep the air cool, and which stand guard over their cities to this day. They are also adept Atramentists, who are well-versed in ways of controlling the spread of tainted lands and caring for those afflicted by its maladies.

Travel within Paraiya is dangerous, and most merchant caravans move with armed guards to defend against nomadic attacks. As a result, few people in Paraiya travel, with most seeing little more of their homeland than their home city and its immediate environs. The dangerous nomads who proliferate the north-west are allies of KARAKHAS, and the subjects of the Sultanate trade north with MHAROKK and LIDEA, with which they are loose allies. The nomads are themselves only loosely connected and still exist in three separate tribes, with members meeting on the winter solstice to revere ancient traditions. See Vol III: Extant Nations and Realms.

PARAIYAN: Lan. Language spoken by the <u>PARAIYAN</u> people. It has at its root the ancient <u>THYMI</u> language, and uses its script, but was warped by centuries of <u>KORACHANI</u> influence in the nation. See Vol II: Languages.

<u>PARAMANDA</u>: Flo. Large succulent plant endemic to the north of <u>SAMMAEA</u>, in the far north of the <u>VESPERTINE LEAGUE</u> and the north west of <u>KHULL</u>, particularly in the environs of the city of <u>PIRA TA</u>'. The succulent lives for around 100 years, though only flowers once in its lifetime, producing a large crimson flower that has a particular smell that attracts insects and other pollinators. See Vol II: Classification and Taxonomy of Life.

<u>PARAMEA</u>: For. Subpolar marsh forest in the far south of <u>GRAMMATER</u>. It is known for its rocky landscape and windswept trees that grow at odd angles after years of influence from south easterly prevalent winds.

PARAMETRA: Set. Major coastal city in the north east of BISBUT, known for its harbour (Pop. c. 170,500).

<u>PARAND</u>: Set. Fortified settlement in the c east of the tribe of <u>DRAKAINA</u>, in the east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. Its main industry is agriculture, and it is famed across Drakaina for its terraced fields, which are watered through an intricate system of aqueducts (Pop. c. 6,000).

<u>PARANDIA</u>: Rvr. River in the west of <u>KORACHAN</u>, flowing for 95-miles east from the <u>ADA</u> Mountain before joining with the river <u>PHAIA</u>.

<u>PARANEET</u>: (B. 3933 RM) Pol. His holiness, King Paraneet Bomhada. Current ruler of the city of <u>GÂTHA</u>, elected by the <u>ROYAL COUNCIL OF THE THRONE OF GÂTHA</u> in 3971 RM.

<u>PARAPEGMISM</u>: Sup. A <u>SPHERE</u> of <u>SHAPING</u> dealing with the heavens, stars and divination. It is most commonly practiced by <u>FIRMAMENTISTS</u>, though is not unheard of amongst <u>ATRAMENTISTS</u>. See Vol IV: Spheres and types of Shaping.

PARAPEGMIST: Sup. Rnk. A SHAPER who practices PARAPEGMISM.

<u>PARAPHA</u>: Set. Small city in <u>MARACHA</u>, in the north west of <u>NORTHERN SAMMAEA</u>. It is known for its love of duelling and its skilled calligraphers, whose works are prized as far afield as <u>KORACHAN</u> (Pop. c. 20,000).

PARATIR: Set. Small coastal city in the north east of <u>EZASUH</u>^(2.) (Pop. c. 20,000).

PARATOU: Ser. Small city in the c of PARAIYA, in the east hills of the URAYA Mountains. Its main industry is rock salt mining (Pop. c. 11,700).
PARDIS: Pol. 19th king of PARTHIA, who in 473 RM surrendered Parthia to KORACHAN and he became regent, serving only the ARCHPOTENTATE MALICHAR. He was the last king of the PARTHIAN MONARCHY, and his descendants would only rule as regents and puppets of the Korachani empire. This time as vassal to Korachan lasted until 934 RM, when Parthia was handed over to the INTERREGES, whose rule ended in 967 RM, seeing Parthis left a free nation once more, the regent monarchy

sundered.

What remained of the Parthisan royal line at the time was exiled into <u>TARTAK</u>, the supposed heir to the throne arriving there in 1003 RM, where he became known as the '*EXILED KING*'.

PARIA, the: His. Ntn. Geo. Now-extinct nation in what is present-day PARAIYA. It was settled in 73 RM by an exiled prince, ABIR PARIA (his birth home remains unknown), who set up his capital in the EBON PALACE, which became an influential city by c. 300 RM. Over the centuries, the Paria became the heart of a series of loosely allied city-states, with its rulers, the PARIAN HOUSE, becoming the base of a powerful government. The Paria grew prosperous from trade (its location in the centre of NORTHERN SAMMAEA was at the crux of its success).

By 1150 RM, the <u>KORACHANI EMPIRE</u> had grown in the area, particularly <u>LIDEA</u>, and pressure form there as well as <u>KARAKHAS</u> and <u>MHAROKK</u> caused tension in the city-states, leading to a long period of hostility between states caused by lack of resources and tense diplomatic relationships.

This period, lasting until 2132 RM, was rife with wars and disputes between the states, whittling down the once proud prosperous people of the Paria, leaving whole regions and cities in ruins. In 2132 RM the Ebon Palace was sacked, and the House of Paria was left without heir, and the Korachani empire in control. It would later hand over the region to the DOMNITORS in c. 2700 RM. See Vol III: Extinct States.

<u>PARIAH</u>: Sup. Mor. Mortals who are unable to influence the <u>FIRMAMENT</u> or <u>ATRAMENTA</u> and are unable to become <u>SHAPERS</u>. Similarly, they are largely immune to the influences of the above two facets of the <u>MATERIA OMNA</u>, making them vital in certain roles that would others be dangerous to other mortals. They were often thought to be <u>NULLS</u>, but they are now known to be unrelated. See Vol IV: the Materia Omna.

PARIAH KING, the: also 'Gersham the False'. His. Leg. Pol. Supposed ancestral king (possibly a HALFBLOOD) in AZAZEM. He emerged in c. 2900 RM, claiming leadership of the people of Azazem. He gained a massive following and by 2969 RM openly opposed the KORACHANI EMPIRE with the majority of its populace and irregular troops, as well as rogue elements of the imperial armies, who all marched under his banner against KORACHAN in 2976 RM. Fighting was brutal and bloody and took to the streets of most Azazemi cities, though ended after three years of harsh conflict throughout the nation with Korachan victorious in 2979 RM

Azazem was left crippled following the war. Many of its cities were ruined and depopulated, with disease and famine rampant. In a bid to entice trade and business back to the nation, the Korachani empire gave away large tracts of land to patrician families, while ensuring a heavy STEEL LEGION presence in the area. Following the war, the Pariah-king's name removed from record, his image forevermore banned.

Though his armies were defeated, he was not killed and is said to roam the wastes of Azazem, haunting the ruins of <u>HEDAH</u>.

<u>PARIAN</u>: His. Lan. Now-extinct language that was spoken in <u>SAMA PARIA</u> and, later, in <u>PARRIA</u> and <u>PARTHIA</u>, before evolving into the Parthisan tongue that is spoken in <u>PARTHIS</u> and its dependencies. See Vol II: Languages.

PARIAN HOUSE: Pol. Soc. The noble class of THE PARIA, which occupied what is now PARAIYA. The line ended in 2132 RM with the sacking of the EBON PALACE.

<u>PARIS</u>: Set. Farming settlement in the <u>PARTHISAN</u> colony of <u>SOTHRA</u>^(1.), west of <u>TAMAR</u> (Pop. c. 5,000).

PARISH: Soc. Rel. In nations in which the CHURCH OF THE UNDYING MACHINE is the major religion, a region over which a single priest and TEMPLAR act as caretakers. Generally, each parish would oversee a whole settlement but with the urbanisation of the empire, this rapidly became unwieldy. Increasingly, a large town or city would have multiple parishes, each overseeing a particular area or district.

PARISH OF ATRAMENTAL DEFENCE: Pol. Org. Governmental department in <u>VÂRR</u> created by the resurgent <u>HIEROGOTHS</u> following the departure of the <u>INTERREGES</u> in 3791 RM. The Parish is based in the city of <u>SATARR</u> and stands against misuse of the <u>ATRAMENTA</u>.

<u>PARLIAMENT</u>, the: Pol. Org. The government established by the <u>SCION</u> known as <u>THE VHOCENT</u> in 2792 RM to rule his newly-founded nation of <u>OTINTH</u>. The members of the Parliament were <u>SHAPERS</u> who over the

years were indoctrinated into the secrets that the Vhocent brought with him from the north. Over the years they would go on to become tyrannical figures revelling in the freedoms the insular state that the Vhocent had forced upon the people of Otinth.

Rumours abound that they are part of a secretive cult in which the Vhocent has let them feast on his blood, granting him powers of shaping similar to his own, if not as powerful.

<u>PARNASIA</u>: Geo. Major mountain chain in the south west of <u>LLACHATUL</u>, forming the backbone of the so-called <u>PARNASIAN STATES</u> of <u>AYAD</u>, <u>ELAT</u> and <u>GYZHA</u>, which were formed in 3762 RM following the splinter of the republic of Elat the same year. The mountain stretches from the west of the <u>SEA OF DAZHAT</u>, north east to the northern border of Gyzha.

<u>PARNASIAN ACCORD</u>, the: Pol. His. Peace treaty signed between RAONGEN⁽²⁾, <u>EZASUH</u>⁽²⁾, and its colony of <u>ELAT</u> in 3141 RM, not only bringing an end to territorial hostilities, but also ratifying an alliance between the three regions, as well as codifying exclusive trade arrangements that brought trade from the <u>INNER SEA</u> to Raongen.

<u>PARNASIAN STATES</u>, the: Ntn. Common collective name used to describe the three nations of <u>AYAD</u>, <u>ELAT</u> and <u>GYZHA</u>, in the south west of <u>LLACHATUL</u>, following the splinter of the Republic of Elat in 3762 RM. The name comes from the large mountain-chain that dominates the main peninsula.

<u>PAROU</u>: Ind. Set. Settlement in the c east of <u>PARAIYA</u>, along the western shore of lake <u>AREN</u>. It is a major producer of mud bricks that are used by settlements along the course of the river <u>NOTHIYA</u>. It forms a part of the SALT ROAD (Pop. c. 8,700).

<u>PARRAN GATES</u>: *Geo.* Pass between the <u>CAMMOREAN</u>^(1.) and <u>MOLOTH</u> mountain, carven faces greeting pilgrims. A relic of some ancient empire, most of them are toppled.

<u>PARRESA</u>: Set. Coastal settlement in the south east of <u>SABAISA</u>, overlooking the <u>BAY OF BERITH</u> (Pop. c. 6,000).

PARRIA: His. Pol. Set. Rui. Ancient FIFTH AGE city that is now a ruin.

<u>PARRIA</u>, the: Soc. Pol. A loose coalition of 7 early <u>FIFTH AGE</u> states that emerged in c. -550 RM from the older nation of <u>SAMA PARIA</u> that disintegrated in c. -900 RM. The coalition formed along the north and east of the <u>PARTHISAN PENINSULA</u>, surrounding the <u>BAY OF ERUISA</u> and was named after its largest city, <u>PARRIA</u>.

The rulers of Parria are remembered today as PHILOSOPHER-KINGS, though little else is known about them, while its people considered themselves to be heirs of the pure mortal human bloodline. As a result, they looked unkindly upon 'mongrels' and HALFBLOODS, as well as physical aberrancy in general.

They constructed a magnificent temple known as the <u>Temple of the Seed</u>, in c. 20 RM in the hopes of bringing the 7 states together, though it only served to drive them apart, eventually leading to the regions' fragmentation. The location of the temple, which has since been lost, was said to have been atop the place where the first seven humans were sown.

The coalition lasted around 600-years, eventually crumbling in c. 100 RM following increased hostilities between the states over ownership of the Temple of the Seed, with its demise eventually paving the way for the rise of the PARTHIAN MONARCHY farther to the south.

The remnants of the coalition would eventually come together in c. 160 RM as <u>PENGAR</u>, which would fracture into the two nations of <u>BISBUT</u> and <u>MECHABET</u> in c. 250 RM. See Vol III: Extinct States.

PARROS: Geo. Highland region in the north east of <u>PELASGOS</u>, east of the <u>BULOPARRI</u> massif. Much of its south eastern portion is <u>ATRAMENTALLY TAINTED</u> by the <u>CIMERRIAN PALL</u>.

PARSACHAN: Set. Settlement in the c west of KARAKHAS and one of the few major KORACHANI settlements founded following its conquering of the nation in 121 RM. It was founded in 126 RM 85-miles west of thethen capital of SERKAN, and became secondary only to the capital, with many administrative buildings located there, including the MINASTERIA of ATRAMENTISM (which remains there to this day) (Pop. c. 25,750).

<u>PARSHER</u>: Edu. Set. College-city in the c east of <u>PARTHIS</u>, known for its ancient oral tradition, which gave rise to an academic tradition that remains to this day in the form of the <u>GREAT PARSHERI COLLEGE</u>. The city revolves around the maintenance of the college with most people

working to sustain it or its academics and students in some way (Pop. c. 20,000).

PARSHERI COLLEGE, THE GREAT: Edu. Str. College in the PARTHISAN city of PARSHER. The college appeared in 3356 RM following an honoured oral tradition that dates back to the days of the AZERITES. Much of these oral histories have been collected and now form part of a celebrated collection that is famed across the INNER SEA.

PARSIMENIA: Set. City in the north west of the <u>TARAHID ANNEXES</u>, appearing in c. 1200 RM, from the ruins of <u>AN SIMEIA</u>, an ancient <u>OPRETIAN ALCHEMICAL</u> enclave. The extant city continues the alchemical tradition of its predecessor (Pop. c. 192,000).

<u>PARSUA</u>: 1. Geo. Region in the east of <u>HANNAH</u>, close to the border with <u>QARALAM</u>. It is known for its sparse woodlands, scrub, and open vistas. It has been a favourite inspiration to artists for many years, and the ancient <u>FIFTH AGE</u> ruins that dot its hills have been the subject of many paintings.

2. Set. City in the above region in the east of $\underline{\text{HANNAH}}$, known for its large domed palace (Pop. c. 32,000).

RATASHAH: Sea. Inland Sea dominating the north of GREST^(1.), in the west of BROR^(1.). The regions' history is quite tumultuous. Early 14th century accounts of early explorers from the NEAR HEMISPHERE speak of a large inland sea, reaching as far south as the extant ruined LIGHTHOUSE OF UNASTESEES.

The sea waned over the next millennia as <u>ELYDEN'S</u> seas diminished, until it became entirely cut off from the northern coast by the <u>ARRAFINIAN RIDGE</u>. With no major rivers feeding it, it then disappeared entirely, drying out, becoming a salty basin. This lasted until 2916 RM when an earthquake caused part of the ridge to collapse, allowing water to pour into the basin, flooding it. Sea levels continued to wane after this, though the sea continues to thrive to this day, with the metropolis of <u>CYNNAVAR</u> located at a narrow strait along the midspan of the sea.

PARTHIA: also 'Kingdom of Parthia'. His. Ntn. Early FIFTH AGE nation that preceded the present-day nation of PARTHIS. It emerged from a loose coalition of people called the PARRIA who in turn originated from the older nation of SAMA PARIA, which disintegrating in -900 RM. Parria crumbled in c. 100 RM, and its demise paved the way for the PARTHIAN MONARCHY, which, under the leadership of King PARDIS, would capitulate to the KORACHANI EMPIRE in 473 RM, after which the region eventually became known as PARTHIS. See Vol III: Extinct States.

PARTHIA APEX: Pol. Str. The palace and main municipal structure in TETHRA, the capital of PARTHIS.

PARTHIA ATEX, TEMPLE OF: Rel. Str. Temple in the ARETH valley in PARTHIS guarded by the OTHERWORLDER ABBATON. The temple's purpose and the divinity (if any) it honours is unknown. It exists outside of any Parthisan jurisdiction or institution.

<u>PARTHIAN MONARCHY</u>: His. Pol. The ruling royal house of the <u>KINGDOM OF PARTHIA</u> from c. 100 RM to 473 RM, when king <u>PARDIS</u> surrendered Parthia to the <u>KORACHANI EMPIRE</u> after a relatively bloodless war.

The monarchy continued as puppets of Korachan until 934 RM, when Parthia was handed over to the <u>INTERREGES</u>, whose rule ended in 967 RM, seeing Parthis left a free nation once more, the regent monarchy sundered.

What remained of the Parthisan royal line at the time was exiled into <u>TARTAK</u>, the supposed heir to the throne arriving there in 1003 RM, where he became known as the 'EXILED KING'.

<u>PARTHIS</u>: Dem. 'Parthisan'. Ntn. Situated on a peninsula in the north of <u>SAMMAEA</u>, Parthis is a major economic presence in the <u>INNER SEA</u>, and growing in power as most other nations are waning. Parthis has a long and storied past, with one of the best-recorded timelines in the <u>ELYDEN</u>, dating back to the early days of the <u>FIFTH AGE</u>, and its people pride themselves on being descended from the first humans – the children of the <u>DEMIURGE AVRAHAM</u>.

Evidence of its past can be seen through the etymology of the name Parthis – originating in the ancient <u>FOURTH AGE</u> nation of <u>SAMMON</u>, which fragmented ahead of the <u>WAR OF SCOURGING</u>, from which would emerge the nation of <u>SAMA PARIA</u>. Disintegrating in -900 RM, the ruin

of Sama Paria would lead to the formation of <u>PARRIA</u>, a loose coalition of people that lasted until around 100 RM. Their demise paved the way for the <u>PARTHIAN</u> monarchy, which would rule for around three centuries, until King <u>PARDIS</u> handed over Parthia to <u>KORACHAN</u> in 473 RM after a relatively bloodless war.

This began a tumultuous period of Korachani rule that would last until 934 RM, when it would abandon Parthia to the <u>INTERREGES</u>. Their custodianship of Parthia ended in 967 RM following a civil war and internal uprisings that left them largely powerless.

Parthia – by then known by its Korachani name, Parthis – was a free nation again, embittered, and changed by the introduction of Korachani industries and nascent technarcana, which it embraced as the native populace struggled with self-rule. Korachani icons and structures were toppled or repurposed, and after centuries of troubled leadership, the Secular Republic of Parthis was born in 1296 RM, its hatred of the CHURCH OF THE UNDYING MACHINE and religious fanaticism in general burning fiercely.

The new republic concentrated on strengthening its own borders and protecting its people, but as those objectives were reached and surpassed, it began looking elsewhere. In 2123 RM Parthisan troops entered Korachani-occupied <u>TARTAK</u>, taking its capital in 2132 RM.

In 2542 RM the republic died when twin consuls claimed power, beginning a decadent period now remembered as the <u>TIME OF TWO KINGS</u>. They were overthrown by the beloved republican <u>ARSACYN I</u> and his allies 4-years later. The republican was granted executive powers to bring order to Parthis, but instead became emperor, bringing about a new age for Parthis. This marked the beginning of the <u>PARTHISAN CALENDAR</u>.

As an empire, Parthis continued expanding, absorbing <u>ERUTO</u> in 2723 RM and welcoming <u>BISBUT</u> as a vassal in 2861 RM. Sensing the ailing state of Korachan, it began aiding <u>ALMAGEST</u> in around 2990 RM until it was able to wrest freedom from its occupier in 3014 RM. After this, the two became close allies, even as Parthis grew more confident in the losses of its Korachani rival.

Following years of machinations, <u>Tethra</u> fell to the <u>White League</u> in 3406 RM. The emperor remained as a public figure with little control, while the upper echelons of the White League and the <u>White Bank</u> seized control of the nation, establishing a People's Republic in 3465 that served beneath them. Parthis grew wealthy under their auspices, and many League fortresses and outposts were established in this time.

This period lasted until 3701 RM, when the people ousted the <u>Grand Prior</u> of the League and a new republic, based on the same People's Republic established by the League centuries earlier, was established, keeping the emperor as a head of state. Today the Republic governs in the name of the Imperial house of Parthis, and the emperor acts as chairperson to the Republic Council.

Parthis continued expanding after this, taking JURRAS⁽²⁾ two years before the FRAGMENTATION OF THE KORACHANI EMPIRE, turning it into a centre of foreign propaganda and espionage through which it began sowing discord amongst foreign nations, in particular Korachan and ALMAGEST, in the hopes of keeping their growth in check, After the WAR OF SUNDERING broke out between SARASTRO and Korachan, Parthis began providing aid to Sarastro via third parties. This included humanitarian aid, providing its forces with equipment and weapons, and offering the services of the White League. Its goals were achieved as Sarastro gained its independence in 3705 RM, with VAALK, LIDEA and MHAROKK eventually following as vassals.

Following years of working closely together, <u>KHURAUR</u> became a willing vassal in 3752 RM following the fracture of <u>KARAKHAS</u>, greatly expanding the total territories that owed fealty to Parthis in one form or another. Though it is still officially known as a republic, many have started referring to the collected Parthisan territories as the <u>PARTHISAN</u> EMPIRE.

The abolishment of <u>SLAVERY</u> in 3794 RM after the <u>COTIAN MUTINY</u> spread across the republic, garnering the attention of many other nations, most of which were reticent to follow suit. It remains a paragon of progress to many and welcomes expatriates from other nations with the promise of a better life. Its universities are unrivalled in their access to the general populace, and its technarcana is thought to be the most advanced, and

certainly cleaner than its Korachani equivalents. Its surgeons are envied across Elyden, and its cosmetic, reconstructive, and augmentative procedures are unparalleled, and it has become the mark of Parthisan nobility to prolong their lives through the most advanced techniques and to commission the birthing of bespoke FAMILIARS(2.) – tailor-made pets with human-life faces that serve as companions and guards alike.

In 3863 RM <u>MECHABET</u> became a willing tributary of Parthis, with the wedding of its crown prince to the daughter of a prominent Parthisan lord. It has enjoyed exclusive trade and defence rights over other nations, though it has shown signs of political unrest over recent years and whispers of emancipation are being heard. See Vol III: Extant Nations and Realms.

<u>PARTHISAN</u>: Lan. Official language of <u>PARTHIS</u>, which is also spoken predominantly in most of its colonies and dependencies. It emerged in c. 1000 RM from the earlier <u>PARIAN</u> tongue, which itself emerged from the <u>FOURTH AGE SAMMONISH</u> tongue. See Vol II: Languages.

PARTHISAN BROTHERHOOD, the: also 'Praetorian Brotherhood'.

Mil. Elite CLONE troops INCEPTED through PALINGENESIS employed in PARTHIS, acting as special forces. Unlike the STEEL LEGIONNAIRES of Korachan, who are not genetically identical, every member of the Parthisan Brotherhood is an identical copy of a single PRIMOGENITOR, in this case, the 34th century governor-general SASSANUS ACHALLA

Sassanus was well-loved across Parthis and was a hero of various wars, having been awarded the <u>CROSS OF GALLANTRY</u> for his actions. His death was mourned across the nation, and a great cenotaph erected outside of Tethra in his honour.

In 3382 RM, after years of lobbying, a vocal minority within the republic council was successful in pushing for the creation of cloned soldiers from the remains of Achalla. Many were against this, including members of his own family, but the vote had been cast and the process commenced less than a decade later, when the first regiment was incepted and put into active service. Public sentiment improved over the years, and by c. 3500 RM there were thousands of troops, all the image of Achalla, in active duty.

They shared his loyalty, prowess and military acumen, and over the years became celebrated in battle. Though originally envisaged to form the bulk of the Parthisan army, the inherent cost in their manufacture and upkeep prevented them from being used on a large scale, and they became consolidated into various elite forces.

Despite their elite status, individuals of the Parthisan Brotherhood are not enhanced in any way, and are just clones of a disciplined, intelligent and honourable man, whose legacy has been allowed to continue through their actions. In turn the clones take great pride in their heritage, and recognise that were it not for Achalla's exemplary life, they would not be alive today.

Over the years, some of the clones have come to suffer from a dissociative personality disorder where they believe that they are in fact Achalla, and use his name, claiming that they are him reincarnated, and that they have his memories. Tests to prove if this is in fact the case have proven inconclusive.

PARTHISAN CALENDAR: See CALENDAR, PARTHISAN.

<u>PARTHISAN COLOSSUS</u>, the: Arc. Soc. Massive statue along the eastern coast of <u>PARTHIS</u>, 45-miles west of the city of <u>ABIMOLOCH</u>, build during the reign of the <u>PHILOSOPHER-KINGS</u> in <u>PARRIA</u>, and completed under the rule of king <u>SAALEM</u> in c. –400 RM. Its feet are covered with chisel- and pick-marks of opportunists who have tried to loot the statues' material, though it is so hard that most attempts were abandoned.

Several attempts have been made by the <u>KORACHANI EMPIRE</u> to topple the colossus, though none were successful. The colossus has survived no fewer than three earthquakes that have left surrounding settlements damaged, and this structural stubbornness has made it all the more the centre of legends and myths that it has now become.

Standing around 120-feet tall and built from <u>ALCHEMICALLY</u> treated gold, the colossus was and still is a wonder of engineering and has stood since then as a symbol of the region's tenacity and today represents the independence of its people.

<u>PARTHISAN CURATORS</u>: Pol. Org. Governmental department in <u>PARTHIS</u> recruited from the best candidates from various offices and institutions, including the military. They operate independently in foreign territories as agents and spies. They are genetically-enhanced, and many have grafted organs and other enhancements to aid in their solitary work. It is not uncommon for them to live to 200-years or more, thanks to their improvements.

PARTHISAN DEATH MARCH: Soc. Funerary practice in PARTHIS, typically observed by friends, family and admirers of noted and beloved personalities. The body is embalmed in preparation for burial and placed on an elaborate wagon pulled by 4 funereal horses – gigantic black steeds with large black feathers on their heads. Mourners dress in elaborate white costumes – robes, lace masks, and tricorn hats with black and red trim; the only colour in an otherwise solid white outfit - and march alongside the wagon to the place of final repose, which for such esteemed individuals is often a private crypt or mausoleum, often on family land.

<u>PARTHISAN EMPIRE</u>: *Pol.* Many have come to refer to <u>PARTHIS</u>, with its many dependencies and colonies, as an empire – a term that the Republic publicly decries, though which some believe it secretly foments.

PARTHISAN FOREIGN OFFICES: Soc. PARTHISAN diplomatic offices scattered throughout foreign cities in the guise of embassies, largely around the INNER SEA REGION.

In truth, they are repatriation offices, where expats and fugitives of Parthisan descent are investigated and brought home, often against their will, or using undue force. The Parthisan government uses the excuse of bringing criminals and dissidents to justice, though it is believed that this is done to a far wider range of people, possibly at random.

The true reason for this forced repatriation is unknown, though the practice is so secretive that few even know of it to question it.

PARTHISAN LEATHER: Obj. PARTHIS is famed for the quality of its leather, particularly that found in its south and south eastern plains.

<u>PARTHISAN PENINSULA</u>: Geo. Landmass in the north of <u>SAMMAEA</u>, protruding north into the <u>INNER SEA</u>. It is home to the <u>REPUBLIC OF PARTHIS</u>, and its vassal states of <u>BISBUT</u>, <u>MECHABET</u>, and the <u>TARAHID ANNEXES</u>.

PARTHISAN PHILHARMONIC ORCHESTRA: Art. Org. Well-regarded orchestra based in the city of <u>TETHRA</u>, <u>PARTHIS</u>. It was based in the <u>IMPERIAL OPERA HOUSE</u> until 3999 RM, at which point then opera house was severely damaged by a terrorist bomb, leaving the remnants of the orchestra homeless. Since then, the orchestra has been rebuilding its numbers and is touring Parthis.

PARTHISAN ROAD, the: Com. Expansive trade-route that links the PARTHISAN colony of VARTA^(1.) with the main Parthisan territories to the north east to the capital in TETHRA. It was established in c. 3960 RM, following growing trade between the city of Varta^(2.) and THE SURRACH, allowing land trade between the two estranged political territories.

A commercial agreement with the cities of <u>KURDA</u>, <u>BAHARI</u> and <u>YVRESSE</u> in the Surrach, and <u>SATTION</u> in <u>OPHAR</u>⁽²⁾ allow the route to snake across northern <u>SAMMAEA</u> for over 1,680-miles between the cities of Varta⁽²⁾ in the west and <u>ILKHAI</u> in the south west of the <u>TARAHID</u> ANNEXES. See Vol II: Major Trade Routes.

PARTHISAN TITAN: see TITAN(2.).

<u>PARUN</u>: Pol. Rnk. Noble title common in the east of the <u>KORACHANI EMPIRE</u>, particularly <u>PELASGOS</u>, <u>VÂRR</u> and <u>LYRIDIA DHAI</u>. In most cases it is little different, culturally, to the term <u>PATRICIAN</u>, though in its classical sense it was used to denote landed gentry whereas patrician can evoke a more business-like air.

<u>PARUS</u>: Set. Small coastal city in the far south east of <u>PARTHIS</u>, noted for its <u>OLIVE</u> groves. It also forms part of the Red Route (Pop. c. 13,800).

<u>PARVIS</u>: See. Small cavern city in the east of <u>KARAKHAS</u>, in the plains of <u>KREAS</u> (Pop. c. 16,000).

PARYMESIA: 1. Rui. Ruined city in the north east of present-day ANANTHUL, atop a level mesa that is thought to be part of the great soulengine MEHARRAAT. The majority of the SOUL-ENGINE beneath the city has disintegrated, with the remnants either buried or tended to by the descendants of the ancient SEPTS, whose self-appointed task of restoring the engine to working order is futile due to its great size and age.

The ruin was, at its peak, a metropolis with as many as 5-million million <u>IROTHANI</u> calling it home, their sole purpose the maintenance and

upkeep of the great Soul-Engine, though the wane of the irothani kingdoms at the end of the <u>THIRD AGE</u>, saw it wane in size. Its diminishing was exacerbated by the increased worship of the Host - the hollow vessel of <u>NYARLOTH</u> – above the Soul-Engine, in which his essence was interred.

- 2. Sup. Geo. Dre. DREAMSCAPE surrounding the above ruin^(1,1), with an area of around 30,000 square-miles. The dreamscape takes the form of grotesque mechanical abnormalities emerging from the land like tumours. The closer to the Parymesia one gets the more extreme this phenomenon is, with the land directly touching it comprised of unfathomable biological machines that pulse and whir to the troubled rhythms of the DEMIURGE NYARLOTH'S dreams. Few willingly enter this area, preferring to leave it to the SEPTS who tend to the SOUL-ENGINE itself.
- 3. Set. Fortified settlement in the north east of present-day ANANTHUL built around part of the remains of the ancient SOUL-ENGINE from of MEHARRAAT. The settlement is the largest known concentration of SEPTS in ELYDEN today, though there are relatively few of them. Most are guardians of the remnants of the Soul-Engine, devoting their lives to its maintenance and restoration, and worship of the torpid DEMIURGE that lies within.

The settlement is populated by devotees of NYARLOTH, and is the largest concentration of those faithful to the true Demiurge, and not an idol or hollow vessel of some sort, and many become missionaries, travelling across Ananthul, SABAISA and PORPHYR, proselytising their beliefs to any willing to listen (Pop. c. 8,900).

<u>PASABAY</u>: Rui. Ruined city in the east of <u>CUTH</u>, in the northern-most reaches of the <u>BRAGGAY</u> salt plains. It was subjugated by <u>KARKAUTH</u> in 52 RM, the last <u>MOTANTAN</u> city to be taken by the larger aggressor. It survived for close to a millennium after this, but was abandoned with the diminishing and later disappearance of the Braggay lagoons.

<u>PASAMADA</u>: Geo. Ret. Small mountain in the north east of <u>LIMOTH</u>^(1.), in the state of <u>UKOLIST</u>. It is considered holy by worshippers of <u>KATHISIS</u>, and it is forbidden to tread upon it. The mountain is visited by pilgrims from Thetis and Tethysia, who camp at the base of the mountain to pray and petition their god.

The mountain is guarded by a sect of austere warrior-monks devoted to Kathisis, chosen from young pilgrims who make their way there and show an interest in devoting their lives to the cause.

- <u>PASARADE</u>: 1. Sea. east part of the <u>SEA OF LISASSA</u>, off the coast of western <u>PELASGOS</u>, east of the island of <u>BIGHESS</u>. Its waters are relatively fertile and fishing is common along the Pelasgosi coast to its east.
 - 2. Set. Coastal city in the west of <u>PELASGOS</u>. It is best known for its <u>SHADOWSTEEL</u> foundries, which are amongst the largest in the western <u>KORACHANI EMPIRE</u>, the majority of its population is dedicated either directly or indirectly to the industry (Pop. c. 261,800).
- <u>PASHANI</u>: Set. Major city in the north of the <u>SOLEYN TERRITORIES</u> that is noted as the birthplace of the <u>GHASHA</u> spiritual movement in c. 3470 3540 RM. It is a centre of education and philosophy to this day (Pop. c. 200,000).

<u>PASIDEA</u>: Lake in the c-south east of <u>AHRISHEN</u>, forming one of the sources of the river <u>ARESH</u>^(2.), and leading directly into lake <u>CRENESIA</u>.

PASS OF BAHAL: Geo. Route through the north west of the <u>SIPYLANA</u> Mountain linking the cities of <u>BASTARNIS</u> and <u>GEDRON</u>.

<u>PASSARA</u>: Mil. Str. Citadel and military stronghold in <u>VAALK</u> overlooking the <u>STORAGH</u>.

PASSARAN CLIFFS: Geo. northern face of the schism known as the RUPTURE, dividing the VAALKAN peninsula from the mainland. The cliffs are sheer and as high as 300-feet in places.

<u>PASSION OF ST. MALICHAR, the</u>: Mus. Opera by the composer and librettist <u>ETHANASIUS</u>, penned between 2288 – 2289 RM and a staple of opera houses since then. It concerns itself with the story of the <u>ARCHPOTENTATE MALICHAR'S ITINERARY</u> in <u>KHARKHARADONTIS</u>, ending with this mortal death, ignoring his rebirth as an otherworlder, but hinting at it in its final passage.

<u>PASSION OF TALANTEHUT</u>, the: Art. Monolithic baroque statue showing the <u>DEMIURGE TALANTEHUT</u> in her passion, after being told by

<u>THE SHAPER</u> that she was to become an agent of balance, forever losing her link with her siblings.

It stands around 25-ft. tall and is renowned for being made from a core of marble that is encased within a skin of woven hair of various colours, including blondes, auburns, blacks, greys and whites, which together give it an eerie almost lifelike appearance.

It is housed in a temple of thought in the city of <u>ALKAHEST</u>^(4,) in <u>GNOTH</u> and is considered a masterpiece of baroque sculpture. Its author is unknown, though it is believed to predate the rise of the nation of Gnoth by some centuries.

PASSPORT: Pol. Soc. A travel document issued by a ruling government confirming the identity of the holder for travel purposes. Travel between nations in <u>ELYDEN</u> is a complex matter, and attitudes and laws differ greatly between different governing bodies and across borders.

The most recognised forms of passport from around the <u>INNER SEA REGION</u> are detailed below:

1. In the <u>KORACHANI EMPIRE</u>, passports are possessed by all freemen and patricians, and are issued to helots who buy their freedom as a mark of their citizenship. There are two types of passports – those for use within the empire and those for use outside its borders, both of which bear the seal of the <u>MINASTERIA OF ROADS</u>. The default type, including those given to newly-freed helots, is the former. Travel outside the borders of the empire would require submitting a request to the Minasteria of Roads, a payment, a recent <u>HELIOGRAPH</u>, in addition to the normal requirement of a signature.

As passports are required to leave the empire, the <u>CHURCH OF THE UNDYING MACHINE</u> issues special traveling seals to those undertaking the <u>SHADOW MARCH</u> to those who would not otherwise possess passports, such as those press-ganged into service.

2. In the <u>REFORMED EMPIRE OF SARASTRO</u> passports are yearly tax receipts that take the form of bronze disks around 6" in diameter. Each disk is embossed with the individual's details and a date, set to 1 year after the individual's last tax payments. The disk is used as a travel document. As only citizens pay taxes, this precludes a large part of the population from travelling openly.

Non-citizens needing to travel must either seek out temporary passes which are granted by the government or the <u>REFORMED CHURCH OF THE UNDYING MACHINE</u>, based on the purpose of travel; or will do so illicitly, at the risk of punishment.

- 3. Travel within the <u>REPUBLIC OF PARTHIS</u> is open, with no passports needed to travel within its vassal states and territories, though travel outside its borders requires a state-issued passport, which takes the form of a metal tablet etched with the individual's particulars and printed with a heliograph. Passports are issued by the government in <u>TETHRA</u> against a cost
- 4. <u>ALMAGEST</u> issues a state passport that is required for travelling between territories, both within and without the Republic, though different grades of passport are issued based on other needs. This passport takes the form of a leather-backed booklet with all the holder's details, including a heliograph in the case of passports need for travel outside of Almagest.

Almagest also makes use of a second passport that is needed to enter the <u>CITY OF ALMAGEST</u>. A state passport can be used to gain entry into the City of Almagest, though the opposite is not the case. City passports do not require a heliograph of the holder and are considerably cheaper than state passports, though they do not last as long, normally only being valid for 2-months.

<u>PATAN</u>: Lake in the south of <u>AHKA</u>, fed by the river <u>ALANAD</u>.

<u>PATARA</u>: Set. MANUFACTORY city in the c of <u>SAGITTARIA</u>, along the eastern bank of the river <u>MAENDA</u> (Pop. c. 20,000).

<u>PATARESA</u>: Rui. Ruined city in the south east of <u>EREBETH</u>, in the contested region with <u>CYHLAGHARR</u>. The city was abandoned due to the effects of war in c. 3924 RM.

PATHEA: m. Myr. His. Per. In the mythologies and ancient histories of ELYDEN, a SCION of the DEMIURGE TALANTEHUT and RACHANAEL.

She is the mother of <u>REUS</u> (whose father was <u>ASHTERATH</u>), and <u>SALLON</u> (whose father was the human champion <u>HALAEON</u>). See Vol IV: Scions, Children of the Gods.

PATER OF LIGHT, the: Myr. His. Epithet by which the <u>DEMIURGE</u> DURUTHILHOTEP was once known.

PATERFAMILIA: see PATRIARCH.

PATERNOVA: Lit 'new father'. Pol. Organisation within the KORACHANI

EMPIRE that passionately believed that the ARCHPOTENTATE MALICHAR, the HIGH CONSULITE, the COUNCIL OF SEVEN, and LEAGUE OF PATRICIANS were the reason for the empire's woes and that their removal would end the corruption and stagnation of the empire.

Originating in c. 3680 RM, the Paternova operated in secret over many years and made several unsuccessful attempts on the Archpotentate's life as well as other prominent politicians in the empire. They were successful for the deaths at least two members of the Seven, and were able to manipulate other members of the council, as well as various ruling <u>ARCHPATRICIANS</u> and their families, as well members of the <u>DESPOSYNI</u>.

Their actions are thought to have been at least partially responsible for the escalating events of the <u>WAR OF SUNDERING</u> and the subsequent <u>SUNDERING OF THE KORACHANI EMPIRE</u>, via the assassination of <u>ARCHBISHOP MAGNUS EMULKHIL DUCAS</u> (though at the time this was blamed on the <u>SARASTROAN ORTHODOXY</u>, exacerbating the conflict.

They were exposed following the fragmentation of the empire they were exposed and hunted down by imperial forces. By c. 3730 RM the Paternova was thought to have been eradicated, but rumours persist to this day that they remain in operation, hiding in the shadows, carefully manipulating events and individuals to rid what remains of the Korachani empire of the Archpotentate Rachanael.

PATH OF THOUGHT: also, 'the Way of Aether' and 'Arelluno'. Phil. Mys. In SAUA, the process through which individuals achieve spiritual enlightenment. There are various schools of thought advocating spiritual ascendence, and not all of them look lightly upon each other. Generally, the laws of the Aether promote an ascetic life of contemplation and moderation through which understanding can be reached. FIRMAMENTAL techniques, such as focus, are common amongst FOLLOWERS OF THE PATH (as individuals call themselves) and it is not unknown for sages of the path to also possess true firmamental abilities (so-called 'gifts of the Aether'), especially within the SPHERE of SAMANA. Many schools consider the BLUE MOUNTAIN to be sacred to the path.

PATH VERMILLION: Phil. Personal ideology observed by people in Karakhas, Khuraur, Hitta and others following select teachings of the church of Khar'illae. Its adherents endorse a life of hard work and self-sacrifice, and protecting their loved ones with their life if need be. It is the prevalence of this ideology that led to Karakhas being difficult for occupying powers to govern.

The prevalence of the ideology varies from region to region within practising states.

<u>PATHMAKERS</u>: Int. Mil. Org. Militant order in the <u>KORACHANI EMPIRE</u> tasked with patrolling regions of wilderness and wastelands close to traderoutes and other regions that see heavy traffic, clearing paths for travel and making sure they are safe from banditry, the <u>ATRAMENTA</u> and other natural dangers. They are known to use <u>SOFTSUITS</u> when working near regions of <u>ATRAMENTAL CORRUPTION</u> and are competent trackers.

<u>PATHOC</u>: Set. Settlement in the far south west of <u>NÁRTHEL</u>, along the marshes of <u>NAGAMOTH</u>, which until 3994 RM was part of <u>SALOROC</u>. The region is a major producer of peat bog (Pop. c. 9,000).

<u>PATHON</u>: Geo. Dome of igneous rock in the east of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>, in the region of <u>NABERIN</u>. It is unclear whether or not the formation – measuring no less than a mile wide and half as high – is artificial or of natural construction, though many cite various features, including the regularity of its surface, as evidence that it was created, though whether by mortal or <u>DEMIURGE</u> hands, remains unclear.

The region is largely ignored by natives though a group of seminomadic indigenous people hold the dome and the land surrounding it as sacred and has travelled its lands since the late <u>FOURTH AGE</u>, and is unrelated to any of the other ethnic groups in Ethistonith today.

PATRIA: Pol. Soc. Org. Amongst nations and states overtaken by the KORACHANI EMPIRE, the patria remain in those settlements, city-states, districts and regions where the native populace remains in the majority. In some lands this may take the form of a slum, with wealthy Korachani immigrants usurping the upper-classes from the natives, or it may be an intelligentsia of native elders who maintain a modicum of control despite, or thanks to, imperial dominance.

When subjugated lands are left to the <u>INTERREGES</u>, a new native government usually forms around the areas of patria cities.

<u>PATRIAN</u>: Rel. Rnl. Native religious leaders in <u>LIDEA</u>, who were abolished following its subjugation by the <u>KORACHANI EMPIRE</u> in 911 RM. they were hunted down for decades by <u>EXOCRINES</u> and <u>ICONOCLASTS</u>⁽²⁾, and were eventually eradicated by c. 936 RM.

PATRIARCH: 1. also 'Paterfamilia'. Pol. Soc. Rnk. The eldest and most respected member of a specific PATRICIAN HOUSE, from whom all other patricians of the line are descended. Though often used interchangeably with the word GERENT, the two are different – the gerent is the head of the house, which may often be someone other than the patriarch, particularly if the patriarch is old or infirm.

Most Patrician Houses are not patriarchal by default, and the rank is shared with that of $\underline{\mathsf{MATRIARCH}}$.

2. Mil. Veh. Class of modern KORACHANI WARSHIP designated as a cruiser. There are 21 individual Patriarch-class ships in active service today, of which five – the Vindicator, Shadow of Awe, Resolute, Machine's Wrath, and Shidara – are classed as capital ships.

Measuring an average of around 475' long, the Patriarch-class ships form the backbone of the Korachani fleet and are amongst the most decorated cruisers in service today, and they are typically armed as follows:

- a primary battery made up of two main 13.7" battery dorsal guns (1 mounted on a fore turret, and a mounted on an aft turret)
- a secondary battery made up of 7 7.3" guns (6 mounted in turrets, divided equally between port and starboard, and one dorsal mounted fore turret) and 4 3.7" guns (2 mounted on port turrets, and 2 mounted on starboard turrets)
- a third battery made up of 5 1.7" revolving cannons (2 mounted on port turrets, 2 mounted on starboard turrets, and 1 mounted on a dorsal fore turret)

They are powered by advanced steam engines (often augmented by <u>TECHNARCANE</u> secondary engines and enhancements), which power twin screw propellers, which together allow for top speeds of around $18-19 \, \mathrm{knots} \, (20-21 \, \mathrm{mph})$, depending on weight and total armament. They have an operational combat range of between $1-1.5 \, \mathrm{miles}$ and are protected by thick compound armour that varies in thickness from 4" in less critical sections to as much as $10 \, \mathrm{mag}$ along the central band that protects the engines and magazines.

<u>PATRICIAN</u>: 1. Pol. Soc. Rnk. Noble rank and the highest social class across many nations across the <u>INNER SEA REGION</u>, particularly within the <u>KORACHANI EMPIRE</u>. They are landowners, industrialists, magnates and merchant-lords. Unlike the <u>COGNATENSIA</u>, they are not necessarily rooted in <u>KORACHANI</u> lands, with many patrician families (known as <u>HOUSES</u>) native to the various other lands across the Inner Sea.

2. Mil. Veh. Class of modern KORACHANI WARSHIP designated as a frigate. There are currently 49 Patrician-class ships in active service today, of which seven – the Arbitor, Ark Imperial, Atramenta, Deochan, Heroic, Ichoria, Intercessor, Maleth, and St. Achetuna – are classed as capital ships, and are all highly decorated.

Measuring an average of around 350' long, the Patrician-class ships are amongst the hardest-worked of ships in the Korachani navy, working as scouts, raider, and messengers, amongst other roles, as needed. They are typically armed as follows:

- a primary battery of 8 7.3" guns (4 mounted on port turrets, 4 mounted on starboard turrets)
- a secondary battery of 4 3.7" guns (2 mounted on port turrets, and 2 mounted on starboard turrets)

Patrician-class ships are amongst the most modular of Korachani vessels, in terms of armament, with most carrying heavily modified loadouts, as well as various offensive and defensive <u>TECHNARCANE</u> engines.

They are powered by advanced steam engines (often augmented by <u>TECHNARCANE</u> secondary engines and enhancements), which power twin screw propellers, which together allow for top speeds of around 20 –

22 knots (23-25 mph), depending on weight and total armament. They have an operational combat range of between .75-1 miles and are protected by thick compound armour that varies in thickness from 2" in less critical sections to as much as 8" along the central band that protects the engines and magazines.

PATRICIAN CLUBS: Soc. Org. Many patricians form groups, sometimes known as sodalities or lodges, where individuals from certain walks of life with shared interests can gather to share opinions and especially the young affluent offspring of established houses.

Such clubs are most common in major cities, particularly within the KORACHANI EMPIRE and ALMAGEST, as well as in KETESH.

PATRICIAN-PRINCESS INNANA; LAST HERALD OF SHADOW, the: (B.3972 RM) Pol. The last HERALD OF SHADOW elected by the ARCHPOTENTATE MALICHAR in 3996 RM after years of work in the PRISON CARCERI.

PATRICIAN-SHAPER: see ONAGOG.

<u>PATRICIAN WEEKLY</u>: Int. Vol. Soc. Weekly publication with distribution across the Inner Sea, whose primary market is the upper-classes of various territories, including the <u>KORACHAN</u>, <u>SARASTRO</u>, <u>ALMAGEST</u>, <u>PARTHIS</u>, as well as VENTHIR, and other regions.

Originally published in c. 2980 RM as a means of advertising balls, proms, and other events of interest to debutantes and high-society in general, it also acted as a social register (similar to <u>CHRYSAPHIUS</u>'
<u>PATRICIANS</u>, though less prestigious and more concerned with celebrity and high-society than genealogy).

It has since evolved to become a more encompassing volume, with art reviews, business and political news, economic reports, as well as the more traditional privileged and upper society articles that defined its early years.

Surprisingly, it is a relatively unbiased publication and is open critical of various institutions and governments across <u>ELYDEN</u>.

<u>PATRICIANS</u>, <u>TEMPLE OF THE</u>: *Rel. Str.* Church in the city of <u>KHADON</u> in <u>KORACHAN</u> that is exclusive to those of the <u>PATRICIAN</u> class. <u>PATRICULA</u>: *Set.* Settlement in the c of <u>TARTAK</u> (Pop. c. 4,800).

<u>PATRIR</u>: *Mil. Str.* Coastal fortress in the far south west of <u>TATAR</u>, guarding the entrance into the <u>BAY OF TIAGAME</u>^(1.).

<u>PATRON</u>: Lan. In the <u>KORACHANI</u> language, a common vernacular for the long straight black wigs worn by male <u>PATRICIANS</u>; the style was intermittently in fashion during various eras of the <u>KORACHANI EMPIRE</u> and was at its peak at its end in 4008 RM.

PATTIA: Set. Rural settlement in the south west of SABIA (Pop. c. 8,000).

PAUPER KINGS, the: Pol. His. Old leaders of the empire of CHEGRINT, that existed from c. -1000 - 1200 RM in the north west of SAMMAEA in the lands currently occupied by THE SURRACH. Their rule of Chegrint was ended by concentrated attacks by the POTENTATE HAABHUS in c. 980 RM. Almost all accounts of the Pauper Kings come from historians writing following their deposition by the Potentate Haabhus and it is thought that the name was a derogatory one given to them as a means of belittling their rule, which it should be noted went unopposed for close to two millennia.

PAVIS: Soc. Str. Expansive stepwell in the north west of SAMMAEA, in the far north of THE SURRACH, resembling the negative space of a ziggurat. The place is hewn from the natural bedrock of the area and its sides carry intricate bass-carvings, most of which are disfigured and eroded. The stepwell is about half-a-mile to a side and about 500-yards deep, ending in a square gaping hole no more than a foot- wide, from which emanates fetid air. Little is known of the abyss beneath the stairwell or whether its purpose was even as a stairwell. Most shun the region for there is little of value there today.

<u>PAVO</u>: Lak. Lake, covering some 1,700-square miles, in the far north of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>SYRTIS</u>^(1.), forming a natural border with <u>SAUA</u>. The lake forms part of the complex system of waterways of the river SARA.

<u>PAVONATA</u>: Set. Major fortified city in the south east of <u>CISNERIA</u>. It is a major source of recruits and troops for the Cisnerian military (Pop. c. 89,000). <u>PAVONIS</u>: *Rui*. Ruined city in the north of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>SYRTIS</u>^(L).

<u>PAWER</u>: *Mil. Str.* Fortress in the c of <u>NORTHERN SIMBARA</u> that in 2723 RM was the first rebel target in the <u>SHERRIAN CIVIL WAR</u>.

<u>PAYCHUR</u>: *Set.* City in the c south of the <u>SOLEYN TERRITORIES</u>, in the <u>IMYRI TRADE-ZONE</u>. It is a major producer of rice in the region (Pop. c. 37,500).

<u>PAYENS</u>: Set. Major city in the c north west of the <u>TEMPLAR STATES</u>. It emerged in c. 1100 RM as a tannery and grew into a mercantile hub over the centuries, specialising in textiles made from exotic textiles sourced from around ELYDEN (Pop. c. 110,000).

PAZZAD, OBSERVATORY OF: Ast. Str. Subterranean observatory, located in a chamber in the belly of a deep mine on the island of SHIAD off the south western coast of MENISCEA. The observatory is operated by an order of astronomer-shapers who observe the skies through the MATERIA OMNA, negating the need for open skies or telescopes. Instead, they make use of TECHNARCANE engines attuned to their own SIGHT, through which they are able to map celestial phenomena.

The observatory's distant location is to provide an environment free of stimuli that negatively impact the astronomer's work.

PEACHAN: Set. City in the south of KHURAUR, forming part of the SHADOW MARCH and one of the last major stops before leaving civilised lands into the region of the ALGOL HAREN. It became famous in 213 RM when the mortal body of the ARCHPOTENTATE MALICHAR was returned there from the PIT OF DAEKYN following his death a year earlier. A basalt sarcophagus was constructed for him, enchanted with preservative magicks to keep his body in stasis. The body was later moved across the INNER SEA, where it remains now in the BASILICA OF THE HOLY RELIQUARY in ADEPEP, LAASKHA (Pop. c. 32,000).

<u>PEALA</u>: Rui. Ancient city in the c north west of <u>THETIS</u>, in the <u>RTHEI</u> desert, thought to date back to the <u>THIRD AGE</u>, when the desert was not as expansive as it is today. Now it is buried beneath the sands, with only the tips of a few minarets and shattered domes visible.

<u>PEARL CRAB</u>: Fau. Spindly spider-like crab that produces a pearl. It is common in coastal waters in the far east of <u>LLACHATUL</u> See Vol II: Classification and Taxonomy of Life.

<u>PECCARA</u>: Set. Settlement in the region of <u>ERRATZ</u> in the west of <u>THE SURRACH</u> (Pop. c. 18,000).

<u>PECRA</u>: Com. Set. Trade city in the south of <u>RHAMIA</u>, along the lagoon of <u>BILA</u>. The city moves sea trade north via barges to the capital of <u>FASCIA</u> (Pop. c. 15,000).

PEDESTAL OF YEVDOKRA, the: Rui. Expansive ancient FOURTH AGE platform in the c of extant AZAZEM, to the east of the AAORA Mountains. The discovery of nearby AITHAR skeletons have led some scholars to attribute its construction to them though there is little direct evidence supporting this.

PEDSER: Set. City in the c north of CHEIRA. Its main industry is the mining and refining of silver (Pop. c. 37,000).

<u>PEGAN</u>: Set. One of the main cities of the <u>SIX CITIES</u> region in <u>THE SURRACH</u> (Pop. unknown).

<u>PEGARIUS ZONRA</u>: (B. 3959 RM) *Pol.* Current <u>PRESIDER</u> of the Oligarchic Council of UKHARTH.

PEHON: Mil. Rnk. ALMAGESTI foot-soldiers.

PELACHOR: Set. Settlement in <u>KORACHAN</u> comprising expansive farmlands where grains (primarily wheat and barley) are grown. Its heart is a small valley settlement dominated by three expansive windmills and warehouses controlled by the government. The centremost windmill is effectively a fortress where people from surrounding farmlands can seek shelter in case of attack. It is one of the few regions of healthy farmland in this part of the Korachani peninsula (Pop. c. 1,800 including surrounding hamlets and farmsteads).

<u>PELADA</u>: 1. Geo. Region of rocky pinnacles in the north of <u>AHRISHEN</u>, south of the <u>KARAEHLA</u> Mountains. The region covers 14,000 square-miles of land and is a major source of graphite and slate.

2. Rvr. River in same region flowing for 800-miles from sources in the <u>KARAEHLA</u> and <u>ASOUTAN</u> Mountains before emptying into lake <u>NAIDA</u>.

The river flows through lake <u>EURADA</u> and <u>IANADA</u> before meeting lake Naida.

PELAN: Geo. Rocky highland region in the c of AYAD.

<u>PELASGOS</u>: Dem. 'Pelasgosi'. Ntn. A vassal of the <u>KORACHANI EMPIRE</u> since 73 RM, Pelasgos has been the heart of the Korachani arms industry for millennia, producing weapons, ammunition, armour, vehicles and all manner of machined parts that are used by both the Korachani military and its industries and manufactories.

It has a long history predating the arrival of Korachan there, and its people are descended from the early <u>FIFTH AGE GERICIAN</u> city-states, who had inherited their lands from an earlier <u>FOURTH AGE</u> culture known as <u>HADEN</u>, which would give way through the <u>FADING</u> of the Fourth Age to the rule of the <u>ANAX-LORD</u> from -400 RM and the <u>JUDICIARY AGE</u>, which lasted until the rise of Korachan there.

Its city-states descended into war between 51 and 73 RM, which ultimately led to the Korachani empire moving against it, easily taking it following less than a year of conflict. During the early years under the vassalage of the Korachani empire, the city-states were collected under the banner of the Anax-lord, who became a steward, enacting the will of <a href="https://doi.org/10.1038/jtm2.103

The Pelasgosi people were traders and mercenaries, though with their assimilation into the empire, its beautiful island-chains became converted to industry and mass-production.

This brought about the slow death of the natural land of Pelasgos. Ancient forest-sanctuaries were no more, and its mountains grew dark with soot. Lake became bright with chemical runoff from quarries and mines.

Its western lands were reduced to a polluted wastelands that are now peppered with manufactories, mines and well-travelled highways and bridges linking them together. Between them are the wasted mines and quarries of past centuries, surrounded by a withered wilderness and struggling wildlife.

Pelasgos was the centre of a religious schism that disrupted Korachan between 1191 and 1217 RM, known as the <u>PAPAL HERESIES</u>. This led to a reform of the <u>CHURCH OF THE UNDYING MACHINE</u> and the eventual rise of the <u>DVERG</u> nation of <u>CHTHYRID</u>.

Over the years Southern Pelasgos became less productive and a revolt in a major gold mine in 3791 RM left hundreds dead and the industry there effectively ended. Pressure from HELLOS, the regional capital, exacerbated the waning of the region and in 3833 RM, after years of strife, the Domnitors eventually departed Southern Pelasgos, leaving the region independent. Hellos first adopted the term Free-isles two years later.

Today, Pelasgos remains an industrial centre, its people hard-working and loyal to the empire and the Church of the Undying Machine, which has a strong foothold there. See Vol III: Extant Nations and Realms.

PELASGOS, FREE ISLES OF: Ntn. Independent nation occupying the south western-most part of the PELASGOSI PENINSULA and the hundreds of islands dominating its south western coastline and the waters of the SEA OF LISASSA. The Free-isles are famed for their natural harbours, and, despite the waning of the Inner Sea and its life, their fishing fleets, which are still the primary source of industry and food to the islands and their inhabitants.

The region was originally occupied by the <u>KORACHANI EMPIRE</u> alongside the rest of <u>PELASGOS</u> in 73 RM and was considered part of the Pelasgosi territories for most of the Korachani occupation. With Pelasgos it became a major industrial centre, with many mines, foundries and manufactories appearing there over the years. However, its people were used to their independence – each island had been largely self-sufficient until the Korachani occupation and was not used to being governed by a foreign entity. As a result, its people persistently denied the introduction of Korachani culture and customs and retained their classical Pelasgosi lifestyles. This led to many clashes between <u>ICONOCLASTS</u>⁽²⁾ and the <u>CHURCH OF THE UNDYING MACHINE</u> with locals, and fluctuating periods of unrest that sometimes escalated into outright dissent.

This intense industry of the nation led to the Korachani occupation dividing Pelasgos in two in 3204 RM, with the culturally naturalized north

remaining an industrial centre, and the south being handed over to the <u>DOMNITORS</u>. Many of the islands were effectively abandoned to self-rule, though they were technically still vassals of Korachan.

A series of events would lead to the independence of the south, starting with a revolt in a major gold mine in 3791 RM that left hundreds dead and the industry there effectively ended. The <u>REIGN OF THE APOSTATE POPE</u> between 3802 – 3814 RM saw the birth of a new sect of the <u>CHURCH OF THE UNDYING MACHINE</u>, which led to a schism in the church. The splinter sect was quelled in the years following the death of the <u>APOSTATE POPE</u> in 3814 RM. Pressure from <u>HELLOS</u>, the regional capital, exacerbated the wane of the south and in 3833 RM, after years of strife, the Domnitors eventually departed Southern Pelasgos, leaving the region independent for the first time since Hellos first adopted the term Free-isles two years later, during the <u>FESTIVAL OF AFFIRMATION</u> in 3835 RM.

Today it enjoys a healthy culture, and though it will never be a political or military behemoth, its islands remain productive, with fishing remaining its main industry. See Vol III: Extant Nations and Realms.

<u>PELASGOSI PENINSULA</u>: Geo. Peninsula in the south of <u>CENTRAL LLACHATUL</u>, protruding into the <u>INNER SEA</u>. It is home to the <u>KORACHANI</u> vassal of <u>PELASGOS</u> and the independent nation of the <u>FREE-ISLES OF PELASGOS</u>.

<u>PELCHATH</u>: Set. City in the c north of <u>PHYRR</u>, to the south of the <u>DISHKAR MAZE</u>. It serves as a tenuous link between the west and east of Phyrr, though is ruled by an insular <u>TECHNARCH</u> whose paranoia has led to the wane of the city amongst larger more prominent city-manufactories (Pop. c. 36,000).

PELETA: Geo. Rocky coastal region in the south east of OPHIUSSA.

PELIGRAN: see LICHENWOOD, THE.

PELLACHAD: also 'the Endless Library'. Rel. His. Str. Expansive stone temple in the south of the EPHOT THAS in the south east of ANUBIA. It resembles a large mausoleum, though instead of housing a body, each crypt is instead home to a huge stone tablet. There are hundreds of unique tablets and, when read in sequence, they make an epic cyclical passage of the MYTHOLOGIA ELYDEN. Some tablets are broken or missing entirely, leading to missing passages. Despite this, it remains one of the most complete sources of ancient writings from the Mythologia elyden.

Copies of the tablets are now housed in The contents of the tablets have been copied and are housed in the <u>IMPERIAL MUSEUM OF ANTIQUITIES</u> in <u>KHADON</u>, <u>KORACHAN</u>.

<u>PELLARIG</u>: 1. Sea. Bay to the south of <u>PHYRR</u> in the south west of <u>SAMMAEA</u>, forming a north eastern extension of the <u>SEA OF AMMASH</u>^(1.). Its waters are incredibly polluted from industrial and chemical runoff from the <u>URRABANA</u> river and very little lives in it, and what does is sickly and mishappen.

2. Set. Major coastal city in the south east of <u>PHYRR</u>. It forms a part of the <u>NACRE ROAD</u> and is an influential mercantile presence along the traderoute and is a stronghold of the <u>NACRE LEAGUE</u>, though their influence is curtailed by near constant observation by <u>TECHNARCH</u> surveillance. It is amongst the more industrialised cities along the path, and is known for its workshops, mechanics, technologists, and <u>TECHNARCANISTS</u>, many of whom serve the <u>LANDSHIPS</u> that crawl along the trade route (Pop. c. 320,000).

<u>PELLUCIDEA</u>: Set. Coastal settlement in the south west of <u>KHITAI</u>. It is known for its stilt-architecture, designed to protect its people from the extreme tides in the area. Its main industry is salt, which is collected in gigantic pans outside the settlement (Pop. c. 16,000).

<u>PELNA</u>: Set. City in the south west of <u>KERRAS PELLN</u>. Its main industry is granite mining (Pop. c. 32,000).

PELOPRA: Set. Fortified city in the north east of the TARAHID ANNEXES.

During the height of tis power in c. 2800 RM the city boasted a population of upwards of 100,000 but a PLAGUE in 2896 reduced this to little more than 10,000, a calamity from which it never recovered. The ruins of the old city – to which entry is forbidden due to the many mass graves there – surround the city like a wall. The city itself is shunned by most outsiders and it is only valued for its diamond quarries, themselves thought to be

waning, and under the control of <u>PATRICIAN HOUSE SATINA</u> (Pop. c. 20,000).

<u>PELUCIA</u>: Ser. Small city in the region of <u>SURDA</u> in the c east of <u>THE SURRACH</u>. It is known for its large fortified square towers, which are inhabited by the wealthiest and most powerful in the city. It is a matter of pride amongst the wealthiest families in the city to have the clearest most open view of the city (Pop. c. 20,000).

PELUCIAR: Geo. Hills in the south of LANTUA, forming the south western reaches of the ALLAD Mountains. The hills are known for their impressive crystalline formations that reflect light in a myriad of pastel tints. Despite their being magickally inert and of little industrial use, parts of the region are quarried and the crystals are used in the creation of sculptures and object d'art, which can command high prices due to the difficulty in working the crystals.

PELVIC CROWN, the: Pol. Obj. Crown worn by the Arch MATRIARCH of NAARETH. The crown is ancient, dating back to the 2nd millennium RM, after the appearance of the CHURCH OF THE VOLUTE there. The original crown was destroyed following the appearance of the KORACHANI EMPIRE there in 2532 RM, though a new one was made from the exhumed body of the last Arch Matriarch, who was slain during the Korachani conquest, and remains in use to this day.

<u>PEMMAL</u>: Set. Fortified city-manufactory in the c south west of <u>PHYRR</u> (Pop. c. 20,000).

PENORU: Set. Small coastal city in the east of SURUTUR (Pop. c. 13,000).
 PENARYS: (B. 3975 RM) Pol. In the military of the HIGH-EMPIRE OF KORACHAN, warden of the empire's 3rd province.

<u>PENESS</u>: Set. In the west of the tribe of <u>INDAAR</u>, in the east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 5,500).

<u>PENGAR</u>: His. Ntn. <u>FIFTH AGE</u> nation that emerged in c. 160 RM alongside <u>TYRANOSH</u> from the power vacuum left by the fall of <u>THE PARRIA</u> in the north of the PARTHISAN PENINSULA.

It existed for close to two millennia as a monarchy with close ties to <u>PARTHIA</u>, though by c. 1770 RM it was beginning to show signs of corruption. The accidental death of its king in 1844 RM led to a period of strife that culminated in a new line taking control in 1907 RM, after which it became known as <u>MECHABET</u>.

In the mid- 6^{th} century political upheaval in its north eastern territories led to the region breaking away in c. 580 RM, becoming known as <u>BISBUT</u>. See Vol II: Extinct Nations.

<u>PENGARI</u>: His. Lan. Now-extinct language that developed in the north of the <u>PARTHISAN PENINSULA</u> from c. 200 RM following the demise of <u>THE PARRIAN</u> coalition. It was spoken in the region until c. 2000 RM, after which it had been largely supplanted in the region by <u>MECHABBI</u>.

PENITENTS OF AVRAHAM: Rel. Org. Religious cult in FALLAROUR. It is an offshoot of the LAZANIST whose members are fanatics viewed with disdain by Lazanism. Like most followers of Lazanism, they are indoctrinated into the broadest of the ancient mysteries from the Mythologia Elyden, and are aware of humanity's true heritage: primarily that they are the children of the DEMIURGE AVRAHAM and that his brother RACHANAEL is little more than a parasite feeding on the souls of MORTALKIND.

They are infamous for their harsh acts of self-punishment, which originated as tests of strength and perseverance that were intended to show that the mortal peoples were worthy of the IMMORTAL birthright they were denied through the hubristic acts of the DEMIURGES during their shaping of ELYDEN. These acts grew more severe and self-pitying over time, until they became akin to self-flagellation and self-punishment. Most notorious of their many self-deprecating acts is the ritual commonly known as AVRAHAM'S LAMENT, in which individuals push metal spheres with no goal other than toil and punishment.

PENTARCH, the: in 3417 RM four of the five Pentarchs of the TARAHID ANNEXES were killed, leaving one – the Hierarch of NYCTERIS – in power. Under his rule, the Pentarchy was dissolved and the Tarahid Annexes were handed over to KORACHAN in 3421 RM. The title of Pentarch remained in use following this, even though power was entrusted with a single Autocrat. The government is known as the AUTOCRATIC PENTARCHY.

PENTARCHY OF TADARIDA: Pol. Seat of power in the TARAHID ANNEXES, composed of five thrones. Traditionally, each throne was filled by a hierarch of one of the nations' five districts. The Pentarchy was dissolved in 2417 RM by one of the Pentarchs who had the four other Pentarchs assassinated and who took over as a puppet of the empire, handing the region over to KORACHAN in 2421 RM.

<u>PENTATAEL</u>: 1. Rel. The main religion of the nations of <u>EZASUH</u>⁽²⁾, and later, <u>ELAT</u> and <u>AYAD</u>. The religion is known for its five female figures, each embodying a different aspect of life. It is thought that the aspects were once <u>DEMIURGES</u>, though the religion has become corrupted to such an extent that this is mere conjecture.

The aspects are <u>SHAID</u> (passion/hope, thought to be the Demiurge <u>ALLAISHADA</u>), <u>KATON</u> (craft/artifice, thought to be the Demiurge <u>SYNCHTHONITH</u>), <u>DALANTA</u> (despair/duty, thought to be the Demiurge <u>TALANTEHUT</u>), <u>NYID</u> (solitude/love, thought to be the Demiurge <u>NEITH</u>^(1,1)), <u>SIY</u> (sin/love, thought to be the Demiurge <u>SYBARIS</u>^(1,1)). The <u>SIBYLLINE BOOKS</u> are major religious texts that are as much part of the region's culture and history as much as they are religious rulebooks. See **Vol IV: Religions and Cults**.

- 2. Rel. Set. Holy city in $\underline{EZASUH}^{(2)}$, in the west of $\underline{LLACHATUL}$. The city is the ancestral home of the Pentataeli faith⁽¹⁾. (Pop. c. 303,800).
- 3. Set. City in <u>ELAT</u>, named after the eponymous city in <u>EZASUH</u>⁽²⁾. It is a major centre of the state religion, and home to its religious leaders. It has often been erroneously called the capital of Elat in many academic writings, including older versions of the <u>ENCYCLOPAEDIA ELYDEN</u> as well as the <u>ATLAS ELYDEN</u> (Pop. c. 49,000).

PENUMBRA: 1. Geo. Region in KHARKHARADONTIS surrounding the BLACK FOUNTAIN for a radius of some 100-miles, occupying an area of about 31,000-square-miles. It is known for its violent lightning storms that, over the years, have fused the earth into black glass. The ATRAMENTA is very strong here, and what little life survives here is adapted to the harsh Atramental climate See Vol IV: the Materia Omna.

2. Set. Fortified city in the far west of $\underline{KHARKHARADONTIS}$, in the foothills of the $\underline{ACHARKHARAN}$ Mountains. the city is believed to be the birthplace of the dark form of $\underline{ATRAMENTA}$, known as $\underline{PENUMBRISM}$. The city is dark, and tainted, a personification of all that is corrupt in \underline{ELYDEN} .

<u>PENUMBRISM</u>: Also 'Schiamachy'. Sup. Rnk. Specific <u>SPHERE</u> of shaping practiced by <u>SHAPERS</u> known as <u>PENUMBRISTS</u>. Penumbrism is considered the purest form of <u>ATRAMENTISM</u>, and focuses on manipulation of shadow, and electricity, with limited physical transmutative abilities.

It is most common in the <u>KORACHANI EMPIRE</u> and lands that were once part of it, such as the <u>REFORMED EMPIRE OF SARASTRO</u>, <u>ALMAGEST</u>, and its various old colonies.

PENUMBRIST: Nou. 'Penumbrism'. Plr. 'Penumbrists'. Sup. Org. Mil. Rnk. An order of SHAPERS in the KORACHANI EMPIRE, whose MINASTERIA (2.) has been based in the city of BARAK in LAASKHA since 1215 RM. Its members are ATRAMENTAL shapers whose SPHERE is considered the purest form of Atramentism, and focuses on manipulation of shadow, electricity, with limited physical transmutative abilities.

They are considered by most to be the stereotypical shaper within the empire and are probably the most common shaper found working within the <u>SANCTIFIED ORDERS OF THE INQUISITION</u>, in particular the <u>AVÉNETHI</u> order, and they are the antithesis of most Firmamental shapers (or at least what most people think Firmamental shapers are like).

Unlike the members of other Minasteria, most Penumbrists have a more varied suite of abilities, meaning they can fulfil a wider variety of roles across different aspects of society, though they may not be as skilful as those from other Minasteria. Their most ubiquitous skill is the ability to not only detect but also pinpoint the source of ambient <u>Atramental Corruption</u>, though doing so can be dangerous, exposing them to said corruption at an accelerated rate.

They are often found in manufactories or around technarcane engines and machinery, where they use their knack for manipulating electricity to regulate voltages and outputs of batteries. More accomplished Penumbrists are able to better manipulate electricity and can harness Elyden's electromagnetic fired or ambient static to unleash as harmful blasts, making them useful in battle. They can also overload electrical

circuits, causing machinery to break down – a useful asset in espionage, the military, or counterintelligence.

Their mastery over shadow is somewhat counterintuitive, with laypeople falsely assuming that they can animate shadows or manipulate them. The truth is more subtle yet no less special – Penumbrists can in fact manipulate SHADOWSTUFF, which is a raw form of UMBRA, which is used ubiquitously across the INNER SEA REGION as fuel for technarcana and the basis for various industries, medicines, and chemicals. The various CLONES, UMBRANS, and VAT-BORN creatures of the empire owe a lot to the tinkering of Penumbrists whose expertise allows for subtle manipulation of shadowstuff, allowing for calibration of dosages that would otherwise be beyond our grasp.

Others can command or call upon the strange and enigmatic creatures of the Atramenta, more commonly known as SHADES. This is a great honour in Korachan and those able to accomplish this are respected by the members of the clergy and laity alike, with some attaining high positions within the CHURCH OF THE UNDYING MACHINE. Others travel along the SHADOW MARCHES, where they protect them from the predations of wild shades that inhabit the wastes of KHARKHARADONTIS.

Penumbrists also have limited control over the physical body. Though not as accomplished or powerful as <u>ANALOGONIN</u>, they still have access to a wide variety of abilities. They can thicken their skin, power up their muscles to boost their strength and stamina. They have limited healing abilities, which are more suited to restoring their own minor wounds and stamina. They can also manipulate internal organs, causing them to fail, leading to great distress in their victims, possibly leading to permanent injury or death. They do however have mastery over cancers and <u>ATRAMENTAL CORRUPTION</u> of the body, and a subset of Penumbrists are able to detect such corruption, and can stymie or otherwise speed up their spread in a body.

This wide range of potential abilities has made Penumbrists a popular choice in the Korachani military, where they fulfil various roles. They are also adept mercenaries and assassins. See Vol IV: Spheres and types of Shaping.

PEONA: see MALICHARICHAN.

PEONER: 1. Mil. Soc. Rnk. Conscripts and other individuals (usually males, of varying age) press-ganged into KORACHANI military service. The term originated in c. 2300 RM in the city of PEONA, PELASGOS, where thousands of men and women were drafted from the city's unemployed and free ranks and shoved in front of LYRIDIAN troops.

2. Soc. Lan. In common slang, the term is generally seen as derogatory, insinuating uselessness and expendability.

PEOPLE, the: Soc. The GIGANRI of GNOTH refer to themselves as this.

<u>PEOPLE'S BREAD</u>, the: Soc. Cui. Bread is a right of all people in <u>SARASTRO</u>, including slaves. The right was hard-won following a period of civil uprising in 3154 RM, and the saying 'the people's bread' is now commonplace in the <u>REFORMED EMPIRE</u>, where all residents are entitled to a loaf of bread a day. The bakers of <u>ARGEA</u> are famed for their size and industry.

<u>PEOPLE'S COALITION, the</u>: Pol. Org. One of the three riling factions of <u>AEONAS</u>, with the others being the <u>SILDELK RING</u>, and <u>HOUSE VODUS</u>.

<u>PEOPLE'S EAR</u>: His. Str. Ancient amphitheatre that likely predates the <u>FADING</u> of the <u>FOURTH AGE</u>, situated on what is now the city of <u>KEELA</u> in the far south of <u>ADHERA</u>. It was used as a meeting place by early communities of the <u>FIFTH AGE</u> and by c. -500 RM had become a capital of the state of <u>OTHERA</u>.

<u>PEOPLE'S NEEDLE</u>: Arc. Monument in the south east of <u>PARTHIS</u>, built in c. 1000 RM atop the ruin of <u>AZOR</u>⁽²⁾, following the withdrawal of the <u>KORACHANI INTERREGNUM</u> in 967 RM. The monument takes the form of a narrow obelisk crafted from a single gigantic piece of red quartz.

<u>PEOSHK</u>, <u>ORDER OF</u>: Mil. Org. Major militant order in <u>AKACHA</u>, with a widespread influence across much of <u>SOUTHERN SAMMAEA</u>.

PEQHUT: Set. Small city in the south of CHEIRA (Pop. c. 14,000).

<u>PERADDIMH</u>: Set. Small fortified city in the c of \overline{ELAT} , close to the border with \overline{AYAD} (Pop. c. 14,000).

<u>PERANDIPHENE</u>: *Rel.* Ancient bronze-domed temple in the <u>EPHOT</u>
<u>THAS</u> in the south of <u>ANUBIA</u>, fronted by a stone-throned colossus,

beneath which is the entrance into an ancient temple, its relics long-since plundered.

<u>PERANTIA</u>: Set. Settlement in the north of <u>SARAGOS</u>, forming part of the <u>EAST ROAD</u>. It is built over a <u>FOURTH AGE</u> ruin, and its vaulted cisterns are still in use to this day. It is known for its <u>LYCEUM</u> where many technologists and others receive their training (Pop. c. 12,000).

<u>PEREIDAS</u>: Geo. Mountain range in the east of <u>EASTERN LLACHATUL</u>, serving as a border between the north of <u>LIMOTH</u>⁽¹⁾ and the south of <u>TETHYSIA</u>.

<u>PERESIA</u>: Com. Set. Major city in the far south of <u>LIDEA</u>, in the region of <u>GILGAMAE</u>. It is a major stop along the <u>SALT ROAD</u> and has grown steadily through trade and the commerce (Pop. c. 92,500).

<u>PERESIDON</u>: Set. Major coastal city in the south of <u>KASIHAAL</u>, overlooking the <u>BATHASHAL OCEAN</u> (Pop. c. 330,000).

<u>PERETAS</u>: Set. Settlement in the c of <u>GNOTH</u> along the course of the river <u>NEPHOT</u>. It is known for its iron mines and smelting works (Pop. c. 8.000).

<u>PERGAMON</u>: Ind. Ser. Major industrial city in the c of <u>ALMAGEST</u>, known for its monolithic foundries and subterranean dross farms. Its central location has seen it thrive as a stopping point along both the <u>SHADOW MARCH</u> (where its catacombs and martyr halls are common sites of veneration) as well as the <u>RED ROUTE</u>, where it is a centre of trade and its merchant yards are amongst the largest in Almagest (Pop. c. 170,000).

PERGAMOS, TEMPLE OF: Rel. Str. Temple in OCTIRA, PELASGOS. It holds the RELIC of St. ASPIRA.

<u>PERGOST</u>: 1. Dem. 'Pergost'. Ntn. Federation of allied states located in the north of <u>LLACHATUL</u>, occupying the expansive peninsula known as <u>REHEMAZ</u>, Pergost is a vast land dominated by boreal forests, tundra, permafrost, jagged mountains and unnumbered coastal fjords. Here, mortals are outnumbered by wild beasts – one of few regions on present-day <u>ELYDEN</u> where this remains the case. It is a wild land where only the tough survive, through upholding traditions and respecting the land and elements.

Pergost emerged from the corpse of the great corrupt empire of <u>ELDRIA</u>, whose <u>ORREX</u> dynasty fell prey to its own vices and corruption in 3682 RM following a brutal civil war instigated by revolting slaves and workers. Once occupying lands controlled by extant Pergost, <u>SABIA</u>, <u>KASPIA</u> and <u>ASTUDAN</u>, it collapsed, leading in its wake a lawless void that for decades was filled with petty warring and scavenging amongst the brutalist citadels and palaces of the faded Eldrian dynasty.

It was this period that gave birth to Pergost. A loose alliance grew amongst some of the descendent states of Eldria, and in 3721 RM a conclave took place within the ruined coliseum of Pergost⁽²⁾, where the Federation was formed. The city of <u>OSTOYAN</u> would grow around the coliseum, which is today the home of the Federation, where envoys from across Pergost come to, to argue their cause.

The Federation remains largely insular, though has good relations with Sabia and Kaspia, with which it shares a common origin. It nevertheless trades its many natural resources – <u>AMBERGRIS</u>, furs, whale and seal oil – with the south.

Its people are pragmatic, a trait garnered from generations of working a harsh land, and in no small amount the adherence to the <u>DREAMING NIGHT</u> religion, which maintains that all life is the <u>DREAM</u> of an unknown god and that everything is doomed to end in an inevitable instant at some undetermined point in the future, when the deity finally wakes from its ageless slumber. As a result, most Pergosti grow up with a sober view of death and decay that few others understand.

In 3843 RM, a spirit possessed three <u>SHAMEN</u> siblings in the region of Mennom. Claiming to be the spirit of the <u>LAST ELDRIAN ORREX</u>, the shamen have garnered a sizeable following in the south east, which has grown increasingly independent over the last decades, leading many to think it will renounce the Federation completely. See Vol III: Extant Nations and Realms.

2. Pol. Str. Coliseum in the c south of <u>PERGOST</u>, where in 3721 RM representatives from amongst the major states of <u>ELDRIA</u> gathered to sign the agreement that solidified the Federation of Pergost. The city of <u>OSTOYAN</u> would later appear around the coliseum, which is now

headquarters of the Federation, where diplomats from across Pergost convene to vote on matters of national importance.

<u>PERIEDAS</u>: Geo. Mountains in the c-south east of <u>TETHYSIA</u>, forming an extension of the <u>KOTHA ICHOLLIGHA</u> Mountains, crossing the <u>TROPIC OF RAH</u>, acting as a border to the eastern-most expanse of the <u>TURCAR</u> desert. These mountains are old and crumbling, their stones splintered and shattered, revealing strange fossils, and they are thought to be the precursors of the younger Kotha Icholligha.

<u>PERIGON</u>: Pol. Set. Major city and capital of the kingdom of <u>ELSALEN</u> in the c of <u>ELALLIA</u> (Pop. c. 173,100).

<u>PERION</u>: Geo. Headland in the north east of <u>TETHYSIA</u>, in the north east of <u>EASTERN LLACHATUL</u>. It is home to the <u>OMERUVID CITIES</u> – a semi-autonomous region.

PERIPATETIC: Eth. A nomadic people, descended from the children of VORROPOHAIAH and humans, corrupted by the maddening influences of the DEMIURGES' tomb in the PRISON CARCERI. They live in the upper levels of Carceri, and rarely venture to the deeper levels. It is uncommon for them to venture into the external world, though occasional forays are not unknown, particularly in Vârr, KORACHAN, PELASGOS and LYRIDIA, where some settlements welcome their exotic wares and their knowledge. Though in general they are shunned by most surface dwellers, who see them as grotesque and a reminder of the unknown world that lies beneath. See Vol II: Peoples and Races of Elyden.

PERIPATON, the: Rui. Underground citadel, long since ruined and abandoned, in the upper caves of the <u>PRISON CARCERI</u>, off the western coast of <u>LYRIDIA DHAI</u>. It is thought to have been a gate town in the <u>THIRD AGE</u> linking the upper world with the catacombs of Carceri, though was later abandoned and populated by the descendants of human and <u>ROPOHAII</u> unions who became known as <u>PERIPATETICS</u>, after the ruin.

<u>PERIS</u>: Set. Fortified city in the south east of <u>JURRAS</u>^(2.), overlooking the <u>SEA OF DEKANA</u> (Pop. c. 13,500).

<u>PERISPIRIT</u>: Oth. In the study of the <u>SPIRIT</u> and <u>OTHERWORLD</u>, the perispirit is the link between the material body and the immaterial spirit. In most cases it is referred to only in a symbolic sense. See Vol IV: the <u>Afterlife</u> and the spirit.

PERISTULLA: Geo. Large grasslands in the c south of OPHIUSSA. Originally a part of the SEIATHIA forest, the woodlands were largely cut down throughout the FIFTH AGE to make room for pastures and fields, many of which remain in use today. Other areas are now abandoned and are slowly being reclaimed, with thickets and sparse woodlands reappearing.

PERIFLAIA: Pol. Set. Capital of CHAUTULA. It forms a part of the VAEVECTAN TRAIL. (Pop. c. 390,000).

<u>PERQHUTA</u>: For. Heavily forested region in the west of the <u>HENDECARCHY</u> of <u>HATON</u>, in <u>MALAN</u>. It is known for its dense growths of giant trees.

PERENNIAL PAEAN, the: Rel. A continuous prayer that is uttered by a large choir within the city of THALI in the CITIZENRY OF THALI. If Thalian legends are to be believed, the prayer has been in the process of being spoken for over 780-years, since the rebirth of its OTHERWORLDER deity in 3217 RM. Around 300 chorists are gathered in the rotunda of the CHURCH OF THE OTHERWORLDER at any one time, working in eight hour shifts constantly, regardless of the weather or political situation. It has become a place of pilgrimage to many faithful from across the Citizenry of Thali.

PERSANEER, GEM OF: Obj. Black diamond crafted in c. 2190 in VECTIS to mark its independence. It was made through archaic TECHNARCANE methods from the ash of 12 VAEVECTAN^(1.) lords. It is a potent magickal focus that has been linked to various objects and people throughout history, including – being part of a conquerors crown, the pommel of a warlords sword, and an amulet, amongst others. Its whereabouts were lost in c. 3740 RM when it is thought to have been sold to a private collector in the east of MENISCEA.

PERSAWOL: Fau. exotic trees unique to the north of BROR^(1.), noted for their interesting shapes. Each tree has a long thick trunk from which emerge a multitude of branches that fan upwards and outwards, with a thick layer of moss-like leaves that face upwards in the shape of a plate or shallow bowl, which collects morning dew from which the tree draws sustenance. The unique canopy provides shelter to both fauna and mortals from sun and rain, and entire settlements enjoy their protection. See Vol II: Classification and Taxonomy of Life.

PERSECUTION OF THE BARDS: see SILENCING OF THE SONG.

PERSIFLAGA: Com. Set. Trade city in the far east of the <u>UMBRA SOKHAR</u>, close to the border with <u>N'RAKH</u>. The city was once a major <u>HUMAN</u> metropolis, though for all of recorded history has been known as a diminished city, with a large <u>DEGENERATE</u> and <u>WEIRDLING</u> population. Where degenerates are shunned in most other cities, living in ghettos or as destitutes, here they fill the role of a lower class, serving as manual labourers and doing other menial jobs.

The city is one of few in the Umbra Sokhar to trade east with N'rakh and has diplomats with knowledge of the aanth nation (Pop. c. 47,500).

PERSIMMON: Flo. Common fruit in EASTERN LLACHATUL and the far north west of MENISCEA, most common in HALEDONIA, KOMMEA, LOEGRESS^(1.), MEHITIEL, SEDALLIA, the north of TETHYSIA, and TISARA. They feature min many legends and myths of the east of Llachatul, where they were gifted to humans by divine figures, granting them sapience and the ability to question. See Vol II: Classification and Taxonomy of Life.

PERSIMMON, PRESERVED: Cui. A delicacy in EASTERN LLACHATUL where PERSIMMONS are massaged daily while still on the tree. Once picked the are skinned and hung up to dry before being coated in sugar. They have a jam-like consistency and are considered a delicacy.

<u>PERUN OF FULMIN</u>: (B. ? RM) *Sup.* <u>SHAPER</u>, native to the town of <u>FULMIN</u> in the north of <u>TZALLRACH</u>.

PERUSH: Set Settlement in the south west of <u>CISNERIA</u>, along the course of the river <u>NAMESH</u> (Pop. c. 5,000).

PESNA: Pol. Set. Capital city of GYZHA (Pop. c. 479,000).

<u>PESSUNDATA</u>: Sup. Geo. Blighted region in the far west of <u>SARAGOS</u>, in the eastern-most reaches of the desert of <u>SLAAN</u>. The <u>MYTHOLOGIA ELYDEN</u> claims it is the place where the <u>SCION TALLAS</u>^(2.) was cast down by the champion <u>AHEFAK</u> in the <u>THIRD AGE</u>.

PEST: Set. Fortified settlement in the north of VENTHIR (Pop. c. 4,000).

PET-AMEN: Arc. Ancient structure on the island of SAEMDIS off the western coast of TZALLRACH.

PETEHAROTHIS: Geo. Rocky region in the C of <u>THETIS</u>, known for its labyrinthine winding steep valleys. It is one of the region's most susceptible to the harsh winter storms that wrack southern Thetis and most settlements that surround it are built with high western-facing walls to protect against them.

PETITION OF MANUMISSION: Int. Soc. Pol. Obj. In the KORACHANI EMPIRE, a document that is given to HELOTS and work-slaves who have come of age (this varies by area and sex, though is typically between 14—16 years old), giving them the option to buy their freedom. The document is of heavy stock, individually numbered, and stamped by their owner and city representative. This Petition is needed for a work-slave to buy their freedom and cannot be replaced if lost or damaged. Due to this there exists a trade in counterfeit or stolen petitions.

Buying ones' freedom is a costly and difficult process, intended as little more than a target for the hopes of the masses. Fulfilment of this dream is more all the more difficult by the many distractions and vices that are presented to helots. It can take a responsible individual, with no other dependents, up to a decade to buy their freedom, and that is if they live austere lives with little-to-no distractions.

The <u>Church of the Undying Machine</u> is often willing to pay the Manumission fee to those who pledge to undertake the <u>Shadow March</u>. Few are aware of the risk this poses and see it as an easy way to freedom.

Those who accomplish the manumission are freed, becoming citizens, and are issued a <u>PASSPORT</u>, which cannot be replaced if damaged or lost, making them even more valuable than a Petition of Manumission. The new citizen is sent out into the world, with no possessions and little idea of how the world works. Most helots have little knowledge of how imperial life truly operates beyond their old home, and as freemen are forced to face the harsh realities of freedom with little support.

Life is hard for newly-freed helots, who must find employment and accommodation with little assets. Many find it easier to turn to a life of crime than to integrate into society, while others leave the city altogether, hoping to find better options elsewhere. Many, however, find freedom a difficult prospect and either return to workhouses and manufactories as free men, with few perks they would not have enjoyed previously. Many freemen pool their resources and live together in communal homes, forming close bonds and familial groups that last a lifetime. It is in these communities that many freemen find their life-partners and begin families whose children will know nothing of life in the manufactories.

Those who are unable to find their footing as freemen may find themselves in debt, or turning to hospices, many of which have gangs of 'recruiters' who actively seek out those struggling.

Though there exist freeman hospices that truly do seek to rehabilitate and prepare newly-freed work-slaves for life as citizens, including teaching them to read and write, or teaching them new skills; the harsh reality is that most are little more than workhouses, using the excuse of teaching new skills and vocations to receive free labour. Most such hospices are run by patricians, often the same patricians that own manufactories.

PETITIONERS OF THE MACHINE: also 'Petitioners of the Throne'. Rel. Soc. Rnk. Common term for the pilgrims undergoing THE SHADOW MARCH, in particular those who make it past the GATE OF BAB-ILU and are allowed to enter the SEPULCHRAL PALACE. Though many undertake the March willingly, either selling their debts to the CHURCH OF THE UNDYING MACHINE or allowing the church to pay any manumission fees they owe, others are pressganged in what is commonly known as the GREAT TITHE. Others are simply freemen with the means and devotion to abandon their old lives (often urged by the Church to sell their possessions as a means of assuaging their sins), dedicating themselves to the March.

Many pilgrims march barefoot so their blood (which is considered consecrated following the sacraments they take before commencing the March) can cleanse tainted lands.

<u>PETITIONERS OF THE THRONE</u>: see <u>PETITIONERS OF THE MACHINE</u>.

PETIRI: Set. Fishing settlement in the west of <u>KHAMID</u>, along the isthmus of <u>EKESTH</u> (Pop. c. 4,200).

PETLIA: Set. Coastal settlement in the far south east of OD MEGINNAS⁽¹⁾ (Pop. c. 5,700).

<u>PETRAKOR</u>: Set. Small city in the c north east of <u>KULIGALA</u>, in the east of the <u>CARCHEMISHI PENINSULA</u> (1.), in the east of <u>SAMMAEA</u> (Pop. c. 18,000).

<u>PETRIKA</u>: *Sct.* Coastal settlement in the north west of <u>VAALK</u>, known to convert saltwater into palatable water through technarcane means (Pop. c. 9,500).

PETRUDARA: also 'Wall of Spirits, the'. Int. Rel. Sup. Str. A supranatural structure outside the city of <u>UTTRAI</u> in <u>SABIA</u>. It represents the peak of <u>SHAPING</u> in Sabia, and consists of the <u>SPIRITS</u>⁽¹⁾ of the unhallowed dead, bound and tethered to point of overlap between the <u>MATERIAL PLANE</u> and the otherworld where they are visible as a translucent amorphous wall, about a mile long, anchored on both ends by a church of the <u>FROSTBLOOD</u>. In Sabian theocracy the souls of the wicked are not considered to ascend to the heavens, and this is seen as a fitting punishment for them. <u>MORTALS</u> concentrating on the wall may see faces form and dissolve over time, with some mouthing unheard words before losing themselves in the writhing mass.

It is seen as a place of warning, where the living may come for reflection, to see what awaits them should they not live virtuous lives.

Those sensitive to the <u>MATERIA OMNA</u>, or <u>ANIMISTS</u>, are easily able to commune with these spirits, though this is forbidden by church doctrine, and guards are stationed at the wall at all times to discourage this and other heretical acts.

<u>PETTAUG</u>: Set. Small city in the north west of <u>KASPIA</u>. Its main industries are fishing and whaling (Pop. c. 9,000).

PEUS: Set. Small city in the north of SURUTUR (Pop. c. 12,500).

<u>PH-DA</u>: Set. Oas. Fortified oasis settlement in the far south west of <u>ANUBIA</u>. The settlement is a link between <u>ANUBIS</u> and the <u>SOLEYN TERRITORIES</u> and is home to caravanserais (Pop. c. 3,000).

PHA RETH: Set. Fortified settlement in the far north of ALAM BETHYL, (Pop. c. 2,800).

<u>PHACHOR</u>: Geo. Expansive area of karst in the c of <u>SKAROS</u>, known for its many small caves. The region was the heart of a mid-<u>FOURTH AGE</u> culture known as <u>ACASTIX</u>⁽¹⁾, of which many ruins remain in the surrounding area.

<u>PHACLH</u>: Rui. Ruined mesa-top citadel the c west of the KHARKHARADONTID desert, dating back to the THIRD AGE. The material from which it is constructed is extremely durable and unknown. Runes, their surfaces emanating heat, cover the ruin, and are believed to be <u>FIRMAMENTAL</u> in nature – if so, they are one of the few known Firmamental pieces of architecture found so close to the <u>BLACK</u> FOLINTAIN.

PHADIA: Set. Settlement in the south of the <u>PARTHISAN</u> colony of <u>EZHIRAYA</u>^(2.), on the south western periphery of the <u>FIRMAMENTALLY TAINTED</u> region of <u>TRAAGRIA</u>. Its main industry is the mining of SUNSTONES (Pop. c. 9,000).

PHAENNA ONÉSIMUS: Sup. Rak. Wielder of the LIGHT UNDYING, exiled from <u>AMDUKA</u> for tainting her <u>SHAPING</u> with <u>ATRAMENTAL</u> ideologies.

PHAEIN: Geo. Expansive flat stony region along the VERTAEIA peninsula in the far north west of BROR⁽¹⁾, overlooking the SEA OF IDALIA. It is known to KORACHANI explorers for its sun-parched stone, which reflects light, causing it to be seen from miles away, and making immediate exploration difficult. The glare is intense and radiates a great deal of heat and light, causing temporary blindness and skin to redden, leading to some cases of 1st degree burns.

The rocks are thought to be <u>FIRMAMENTALLY</u>-sensitive, absorbing the heat and light of the sun and reflecting them back out. If this postulation is correct the stones do not store this energy, for the region is dark at night.

<u>PHAGASRIA</u>: Set. City in the north east of <u>AETHIOS</u>, in the region of <u>ACTANORS</u> (Pop. c. 35,500).

<u>PHAIA</u>: Rvr. River flowing east into the <u>BAY OF LALLEH</u> from sources along the <u>RHAECHA</u> and <u>OTHACHA</u> Mountains. Its waters are slow flowing, pooling into small lakes along its length and are relatively clean.

PHAINEIN THE CURSED: Leg. Legend common to KOLCHIS. In the tale, a <u>SPIRIT</u> (sometimes referred to as an <u>OTHERWORLDER</u>) wanders the boreal woods of the north during winter months, whose presence is considered to be a harbinger of death or calamity. See Vol II: Legends and Folk Tales.

<u>PHAINEIN'S TOMB</u>: Geo. Ancient stone mound in the north of <u>KOLCHIS</u>, north of the <u>KRULL DARGA</u> Mountains. Apocryphal Kolchisi claims that the mound is the final resting place of the ancient tyrant known as <u>PHAINEIN THE CURSED</u>, who appears in local legends as a boreal spirit

<u>PHALERE</u>: Set. Small city in the north of <u>KORACHAN</u>, in the <u>PALAN</u> basin. It is a producer of fine marble, and is known for its sculptural tradition. Statues produced in Phalere are seen in throne-rooms and royal chambers across the <u>INNER SEA</u> (Pop. c. 10,000).

PHALOTRA: Set. Small city in the north of OPHIUSSA, along the course of the river MARAGA, in the ANNEAMAL forest. It is known for the variety of game that lives in the surrounding woodlands, particularly AMAURID ELKS. It is known for its hunters and trappers, and its main export is dried meats and furs, many of which are sold to merchants crossing the settlement along their circuit of THE WAY trade-route (Pop. c. 18,000).

PHAND: 1. His. Ntn. Ancient kingdom in what is now the west of KARGAMA, ruled by the CONSANGUINE DYNASTIES. It emerged from the eponymous city^(2,) in c. -500 RM, following centuries of expanding power and wealth amid the priestly cast that oversaw the veneration of the KARGAMAN IDOL AGHATYRAELL. By then the caste had already been exercising incestuous relationships to stop their power from spreading to other families, leading to birth defects that were regarded by many people as gifts from Aghatyraell, bringing the caste further prestige.

The Consanguine Dynasties spread over the next centuries, coming to encompass most of present-day western Kargama, as well as the south west of the present-day <u>TEMPLAR STATES</u> at their largest reach. As the Dynasties grew rich and powerful, they commissioned great projects – sculptures, paintings, buildings, clothing, amongst others – which made the region famous for its patronage of the arts, and it became renowned for its craftspeople, something which remains so to this day.

Phand saw the unification of <u>ELITAGRA</u> as a <u>FEDERATION</u> as a great threat, causing it to bolster its borders and raise large conscript armies, which in turn caused Elitagra to march against it. In 1126 RM the city of Phand was taken after a 3-month siege, and the idol of Aghatyraell toppled, ending its religious dominance in the region and the Consanguine Dynasties. Following this, the territories of Phand were absorbed into the Federation, and the city of Phand itself became known as <u>FENT</u>. See Vol III: Extinct States.

2. His. Ser. Ancient city in the west of present-day KARGAMA, situated along the southern bank of the river WOLMASH. It was capital to the CONSANGUINE DYNASTIES for many centuries, until its conquest by ELITAGRI armies in 1126 RM. The city diminished greatly after this, until it was eventually abandoned in c. 1150 RM. It was later resettled in c. 2900 RM, following the transfer of the capital to KARGHEMIR⁽²⁾, after which it became known as FENT.

<u>PHANNIA</u>: Set. Settlement in the far east of the nation of <u>DURCHAA</u>, known for its trapping and trade in pelts. The settlement is known to attract itinerants and mountain men who spend more time in the wild than they do in civilisation, returning to the city on to sell their trophies (Pop. c. 6,000).

<u>PHANODARUS ARIO</u>: (B. 3949 RM) *Pol.* Present leader of the Autocratic Republic of <u>AQUARIIA</u>.

<u>PHANU</u>: 1. For. Dense forest in the east of <u>SAUA</u>, said to be home to many nature spirits. It is known for its boar

- 2. Lake in the east of <u>SAUA</u>, to the east of the <u>KARPAROS</u> Mountains.
- 3. Geo. Mountain pass cutting across the <u>KARPAROS</u> Mountains, linking the east of <u>SAUA</u> with the far west of <u>MALAN</u>.
- 4. Set. Small city in the east of \underline{SAUA} , in the above forest. Its main industry is logging (Pop. c. 16,000).

PHAOH: Pol. Royal title in <u>ANANTHUL</u>, currently held by <u>ENEXTHOL III</u>. The first Phaoh emerged in c. 1430 RM in the power vacuum left by the <u>SCION TELEANYARA'S</u> attack against <u>PHARTH</u> in 1378 RM, which annihilated its capital, <u>PANET</u>. This led to the wane of the region and the fragmentation of its economy and infrastructure.

The coast was abandoned to the amnesic waters of the <u>LETHEA</u> and <u>CHORSAIRS</u>, and people settled inland, where a series of tyrants emerged over the coming decades. By 1436 RM one region, known as Ananthul, gained the upper hand and began to assimilate surrounding territories. The ruler began calling himself Phaoh, and his offspring would follow in his steps taking on the moniker as a title, starting the <u>PHAOHNIC DYNASTY</u> that survives in the region today.

<u>PHAOHNIC DYNASTY</u>: Pol. His. The ruling dynasty of <u>ANANTHUL</u>, dating back to c. 1430 RM, when the first <u>PHAOH</u> united the disparate warring people that had inherited the lands left behind by the collapse of <u>PHARTH</u> following the destruction of its capital in1378 RM. the Dynasty survives today and is ruled by <u>ENEXTHOL III</u>.

<u>PHARAGA</u>: Set. City in the east of <u>KARAKHAS</u>, abandoned in c 4003 RM following increased supranatural activity in the region surrounding it led to the creation of the <u>ATRAMENTAL WASTELAND</u> now known as AKRABATOR.

<u>PHARAHIA</u>: Set. Coastal city on the island of <u>PHARU</u> in <u>KHAMID</u> (Pop. c. 20,000).

<u>PHARAITHA</u>: Set. Fortified coastal city in the south of <u>ALAM BETHYL</u>, in the south of the territory of <u>UNERKILISS</u>^(2.), overlooking the <u>BAY OF OLOTAR</u>. It is fortified against coastal attack and controls a fleet of speedy frigates that patrol its waters against pirates (Pop. c. 44,200).

<u>PHARANA</u>: Set. Conurbation in the north of <u>CHANDOS</u>^(3,), comprised of a few dozen fortified farming communities (Pop. c. 4,000).

PHARANDEAL TANUIT, SIXTH OF THE ELEVEN: m. Pol. Per. (B. 3789 RM) Sixth of the <u>HENDECARCHS</u> of <u>MALAN</u> and ruler of the <u>HENDECARCHY</u> of <u>AONIA</u>.

PHARANX: Dem. 'Pharanxi. 1. Geo. Once rocky-region south of the SNJEMET Mountains in KHAMID, known prior to the <u>CATACLYSM OF</u> KHAMID for its many caverns and sinkholes. The Cataclysm saw the majority of the region destroyed, leaving a deep cleft south of the mountains.

2. Sea. Sea that appeared following the <u>CATACLYSM OF KHAMID</u> in 101 RM, which destroyed the hilly region of the same name that occupied the same general area. The sea is treacherous, peppered with remnants of the old mainland in the form of stone needles (many of which remain under the sea) and large steep-sided islands riddled with caverns.

The Pharanxi coast runs for over 300-miles in the south east of <u>KHAMID</u>, and is particularly steep-sided, dominated by gigantic cliffs, many reaching hundreds of feet up, rendering them unassailable. Its waters are close to impossible to navigate for the sub-surface debris that litters +them.

<u>PHARESES</u>: 1. Sea. Treacherous sea to the south of <u>KHAMID</u>, known for its many island and dangerous reefs.

2. Rui. Ancient city in <u>KHAMID</u> in the above region^(1,), destroyed in 101 RM by the <u>CATACLYSM</u>.

<u>PHARIEN</u>: Set. small city in the far south west of <u>ZHARIAH</u>^(2.), in the region of <u>KUIASH</u>. Its main industry is iron mining (Pop. c. 13,200).

<u>PHAROANT</u>: His. Pol. The ancestral rulers of <u>KHAMID</u>, said to have appeared in the <u>THIRD AGE</u> claiming ancestry to the <u>SCION KHAMAR</u>, and by extension, the <u>DEMIURGE DURUTHILHOTEP</u> himself.

They used the <u>FIRMAMENT</u> in all aspects of their lives, particularly their health, where they achieved great longevity. Their power diminished following the devastation wrought late in the <u>FOURTH AGE</u>, though they remained a powerful force in the <u>DARK SEA</u>. Desperate to maintain some form of power, their obsession with life turned to death and the preservation of their bodies for as long as possible in great hollow pylon mausolea that dot the landscape to this day.

They disappeared after the <u>CATACLYSM OF KHAMID</u> in 101 RM, though the name was adopted by a later dynasty that appeared in 2384 RM and ruled until 3021, when they subjugated themselves to the <u>KORACHANI EMPIRE</u>, who granted them citizenship of the empire and lands there in return for their surrender of Khamid. When Korachan abandoned Khamid to the <u>DOMNITORS</u> in 3721 RM, many of the descendants of the last Pharoants, who by then had become indoctrinated to imperial customs and culture and had grown complacent, left also, effectively ending the influence of the old Pharoant dynasties, such as they were, in Khamid.

When the Domnitors eventually left a newly independent Khamid 60 years later, the title Pharoant was reconstituted, and was applied to the first independent Khamidian governor, who formed a new republic council from which a chairperson known as Pharoant would be elected every seven years. The second Pharoant elected in this way, JENDAYA MET, manipulated the constitution and took advantage of the love the people had for her and turned the position into a hereditary one kept for life, making her the first absolutist monarch ruler of an independent Khamid, corrupting the republic council into the PHAROANT COUNCIL. The tradition remains to this day, and the present Pharoant is her great-great-great-great-great-granddaughter MESSIT SABAH III.

PHAROANT COUNCIL: Pol. Org. Ruling council in KHAMID, tasked with the daily running of the kingdom, whose members answer only to the PHAROANT. The council has its roots in the newfound independence of Khamid following the regions' abandonment by the DOMNITORS in 3781 RM after 60-years as caretakers there. The title Pharoant was reconstituted, and was applied to the first independent Khamidian governor, who formed a new republic council from which a chairperson known as Pharoant would be elected every seven years. The second Pharoant elected in this way, JENDAYA MET, manipulated the constitution and took advantage of the love the people had for her and turned the position into a hereditary one kept for life, making her the first absolutist monarch ruler of an independent Khamid. She renamed the republic council as the Pharoant Council, whose members became advisors to the Pharoant.

- <u>PHAROLA</u>: 1. Set. Settlement in the far north of <u>ERET</u>^(2.), in northern-most tip of the <u>JAMBIAN</u> headland. The settlement is home to a famed lighthouse (Pop. c. 4,000).
 - 2. Str. Lighthouse in the north of ERET^(2.).
- PHARTH: His. Ntn. One of many early FIFTH AGE cultures that emerged in the c west of the PORPHYRI PENINSULA, in what are today the north west of SABAISA, the east of ANANTHUL, and the south of PORPHYR, between c. 450 c. 1380 RM. Its founders were refugees from various cultures and peoples from the early Fifth Age, as well as earlier civilisations from the late FOURTH AGE. See Vol III: Extinct States.
- <u>PHARTHI</u>: Lan. Language spoken in <u>ANANTHUL</u> that is descended from the earlier <u>FIFTH AGE OLD PHARTHI</u>. See Vol II: Languages.
- <u>PHARTHI, OLD</u>: His. Lan. Now-extinct language spoken by the early <u>FIFTH AGE PHARTHI EMPIRE</u>. The language is thought to borrow many words from an even older tongue that dates back to the <u>FOURTH AGE</u>, including possibly <u>IROTHANI</u>. See Vol II: Languages.
- <u>PHARU</u>: Geo. Island off the south eastern coast of <u>KHAMID</u>, west of the <u>BOILING SEA</u>.
- <u>PHAZIMA</u>: Rui. Ancient city in the <u>CHOUNAL</u> peninsula in the south west of NÁRTHEL.
- <u>PHELONION</u>: Soc. Rel. Religious ritual garment worn by <u>HARBINGERS</u> and other ranks of the imperial churches. Following the <u>DISSOLUTION OF THE HIGH-EMPIRE OF KORACHAN</u>, many members of the largely-defunct <u>REFORMED CHURCH OF SARASTRO</u> continued to wear their vestments as testament to their faith.
- <u>PHATH</u>: Set. Small fortified city in the south west of the tribe of <u>HAVATH</u> in the far south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is a major logging region (Pop. c. 11,500).
- PHELERA: Set. Settlement in the c-south east of JURRAS⁽²⁾, in the northern foothills of the INNORADOS Mountains. It is controlled by PATRICIAN HOUSE OTTUSARA and is the main source of food for the fortress of TERAMA UNA, the headquarters of the House (Pop. c. 3,200).
- <u>PHEMA</u>: Set. Settlement in the north east of the <u>FREE-ISLES OF PELASGOS</u>, along the banks of the river <u>PHEMOS</u> (Pop. c. 8,000).
- <u>PHEMERION</u>, the: His. Pol. Org. Ruling caste in <u>MEHMUTH</u> that emerged in c. 2170 RM amid a prolonged period of suffering at the hands of incessant <u>MEDHAMANNI</u> and later <u>PHYRRAN</u> slave raids and attacks to rally its people into mounting a concerted defence. They orchestrated the construction of a series of defensive lines in the north of Mehmuth that stalled the Phyrran attacks, giving them enough time to expand and fortify existing subterranean fortresses that later became known as PHEMERION BUNKERS.

They waned in influence as Mehmuthi culture diminished over the coming centuries, and are known now through the expansive series of tombs that exist in the wilderness of western <u>MAENMIST</u>, forgotten by its people.

- PHEMERION BUNKERS: Soc. Mil. Str. Expansive series of subterranean fortresses constructed by the PHEMERION in MEHMUTH (extant MAENMIST) between c. 2180 and 2400 RM, many of which were built in earlier fortresses whose foundations lay in naturally occurring cave networks that riddle the central territories of Maenmist. Their construction followed the construction of an extensive line of fortifications in the north of Mehmuth, in what is today the west of Maenmist along the EMRINI escarpment, and the bunkers can be found to the south and east of that area. It is unknown quite how they are utilised by the
- <u>PHEMOS</u>: Rvr. River in the north east of the <u>FREE-ISLES OF PELASGOS</u>, part of which forms a border with <u>PELASGOS</u>. The river flows for c. 175-miles east before emptying into the <u>SEA OF SPIRES</u>.
- PHEN: Ser. Settlement in the c west of RAONGEN⁽²⁾ in the southern face of the <u>ERIVOINE</u> Mountains. Its min industry is <u>UMBRA</u> extraction, which is reached by drilling deep beneath the <u>ATRAMENTALLY TAINTED</u> region of <u>ALVELM</u>, some 50-miles north west (Pop. c. 6,000).

- <u>PHENESH</u>: 1. Rvr. River in the north east of <u>NÁRTHEL</u>, its waters largely seasonal, flowing widest and strongest in mid- to late-summer from the north eastern-most prong of the <u>UEFIR</u> highlands. Following the death of the region by c. 2200 RM, the river flow has been erratic, and in some years has slowed to a trickle.
 - 2. Set. Major city that has existed since the time of the <u>AMNATHI KINGDOMS</u>, overlooking the <u>ABYSS OF ENESH</u>. Though much of the surrounding region was devastated by the long war between <u>KORACHAN</u> and the <u>VENATHI</u> empire, Phenesh remained as an agricultural centre, well until c. 2200 RM, by which time much of its arable land become dust and the growing <u>ATRAMENTAL TAINT</u> caused its fields to wither, its major economic contributions coming from <u>DROSS</u> farms, which pumped their produce west and south east into <u>MULCIBER</u>, and farther, to the larger <u>VENTHIRI</u> cities.

Following the silting up of the <u>STRAIT OF NÁRTHEL</u> late in the <u>FIFTH AGE</u>, Phenesh began to grow instead as a mercantile centre, with ships that would once have crossed the Strait stopping there instead, offloading their goods for caravans to move across land to <u>KAELRATH</u> via the <u>RED ROUTE</u>. The city has become a major link for <u>VENTHIR</u> to the eastern seas, as the increased traffic and trade has seen it grow considerably in size (Pop. c. 181,000).

- **PHEQIKAL**: Set. City in the north west of **CHEIRA** (Pop. unknown).
- PHESIA: Set. City in the north of OPHIUSSA, along the course of the river MARAGA. The city was once located at the mouth of the river, though lowering sea levels left it close to 500-miles from the present mouth of the river. Its earliest incarnation, founded in c. -600 RM, was abandoned in c. 1100 RM, but it was later resettled, becoming a trade centre along the river (Pop. c. 40,000).
- <u>PHETUAS</u>: Geo. Plains in the c of <u>EDICULE</u>^(L), north west of the <u>SACHAR</u> highlands.
- <u>PHID</u>: Set. Settlement in the north of <u>CHTHYRID</u>, along the southern bank of the river <u>NOTHA</u>. It controls many settlements to its south, along the scree at the base of the <u>DAGHA</u> plateau, who mine its riches (Pop. c. 14,000).
- <u>PHILIA</u>: Geo. Peninsula dominating the c and south of <u>HANNAH</u>, protruding south in the <u>SEA OF ETAGIRIA</u>.
- PHILOSOPHER-KINGS, the: His. Lan. Present-day name given to rulers of the FOURTH AGE city-state of AZOR^(1.) and the later coalition of Parria that rose in the early FIFTH AGE. The Philosopher-kings of the old citystate presided over a republic, elected by citizens from members of the royal caste.
- <u>PHINAYAN</u>: Set. Coastal settlement in the west of <u>RAONGEN</u>^(2.), overlooking the south of the <u>BAY OF NURCYA</u>. Its main industry is the cultivation of <u>EVOLAM KELP</u> (Pop. c. 6,300).
- PHIO: Lak. Lake in the c north of OPHIUSSA. Prior to the waning of ELYDEN'S seas the lake once formed the northern-most part of the BAY OF SNAKES. The lake forms a part of the expansive MARAGA river system and is prone to flooding early summer or following heavy rainfall, breaking its banks, often leading to its area more than doubling in size. As a result, very few settlements are found at its banks.
- PHIRRIA: 1. Geo. Forest in the north west of the HENDECARCHY of ATALLUA, in MALAN. It is known for its dense woodlands which are slowly being replenished by foresters after the forest was reduced to a single tree some 300 years ago. Today the forest in healthy and steadily growing around lake THALAL.
- 2. Set. Major city, located in the above region^(1.) in the <u>HENDECARCHY</u> of <u>ATALLUA</u>. Its main industry is logging, and every felled tree is replaced with three new ones, ensuring the steady regrowth of the forest (Pop. c. 67.000).
- PHIRRIC DANCE: Mys. Sup. One of many methods of affecting the FIRMAMENT, common in the region of PHIRRIA^(1.) in MALAN, after which it is name. Through the use of somatic methods such as dance and intricate hand gestures, individuals are able to subtly influence the Firmament, as though they were shapers. The art of Phirric Dance is not a replacement for shaping, and its use cannot replace any act of shaping. Its strengths lie in illusion, enchantment, misdirection.

<u>PHIRUN KAMERATHIS</u>: (D. 4012 RM) Edu. <u>PELASGOSI</u> scholar specialising in meteorology and later climatology. In 3992 he forwarded the first theory of climatology, which is still used to this day.

PHIO: Lak. Lake in the c north of OPHIUSSA. Prior to the waning of ELYDEN'S seas the lake once formed the northern-most part of the BAY OF SNAKES. The lake forms a part of the expansive MARAGA river system and is prone to flooding early summer or following heavy rainfall, breaking its banks, often leading to its area more than doubling in size. As a result, very few settlements are found at its banks.

<u>PHIT</u>: Rel. Geo. Religious site in the north west of <u>AZAZEM</u>. It is a relic of an older time and is ignored today.

<u>PHITHASOL</u>: 1. Rvr. 43-mile length of the course of the river <u>SHIBBOLETH</u>⁽³⁾, in the c south west of <u>RHINOCOLOURA</u>, known for its many white-water rapids, making commercial travel across this part of the river impossible. There are 4 main cataracts, which as a group are named after an ancient temple, found in the region, which also gives its name to a major city, south of the first cataract, along the north eastern shore of lake SHIBBETH.

2. Rel. Str. Ancient temple, its exact location now lost, in the south west of <u>RHINOCOLOURA</u>. The series of white-water rapids along the course of the river <u>SHIBBOLETH</u>⁽³⁾ are believed to have been named after the temple.

3. Set. Major city in the south west of RHINOCOLOURA, named after an ancient now-lost temple (Pop. c. 175,000).

<u>PHITHOR MAAT</u>: Mil. Str. <u>BA'AKHI</u> fortress in present-day north eastern <u>N'RAKH</u>. Built in c. 2000 RM following the southern expansion of its territories, the fortress was erected over the ruin of a far older structure, believed to date back to the <u>FOURTH AGE</u> and the <u>ITHOIAN</u> people who inherited the region from the <u>SOVEREIGNTY OF THYM</u> following its crumbling after the <u>WAR OF SCOURGING</u>.

After the <u>DOMNITORS</u> took control of <u>BA'AKH</u> following the <u>KORACHANI EMPIRE'S</u> abandoned of the region to them in 2732 RM, the territories gained in c. 2000 RM were largely lost to aggressive aanth activity and the general disinterest of the Domnitors in the place, and the fortress of Phithor Maat was abandoned in 2812 RM. Little remains of it now save for gossamer-sheathed ruins in lands reclaimed by N'rakh.

<u>PHLEGRAS</u>: Geo. Ancient plains in the south east of <u>SAMMAEA</u>, where a great pitched battle was fought, in which the <u>SCION VOLUPIS</u> was killed.

<u>PHLESHREA</u>: Riv. River in the c west of <u>KASPIA</u>, flowing north for 575 miles from sources in the northern face of the <u>ILLIGHARI</u> Mountains, before meeting its parent, the river <u>TARAGEA</u>.

<u>PHLETHA</u>: Set. Settlement in the micronation of <u>ACHERA</u> between <u>LAASKHA</u>, <u>IPANAH</u>^(2.) and <u>AZAZEM</u> (Pop. c. 8,000).

<u>PHLOTEGNA</u>: For. <u>BUTTRESS TREE</u> forest in the north east of <u>NAARETH</u>, north of the <u>CEPHAS</u> Mountains.

<u>PHOBIA</u>: Geo. Coastal mountain in the far south east of <u>KULIGALA</u>, in the far east of the <u>CARCHEMISHI PENINSULA</u>^(1.), in the east of <u>SAMMAEA</u>, overlooking the <u>PHOBIAN WASTES</u>.

PHOBIAN WASTES: Sup. Geo. ATRAMENTAL WASTELAND in the far south east of KULIGALA, on the southern-face of the PHOBIAN Mountains, overlooking and partially overlapping the SEA OF LETHEA. The region is named after the nearby mountains, and emerged in c. 1500 RM, coming to dominate the south east of the nation. Coupled with the intense amnesic effects of the Sea's waters, the Atramental wastes here make gibbering wrecks of those who venture too close. The air is incredibly humid and takes on traits of the Sea of Lethea, numbing the memories of those who spend too long there, replacing them with nightmarish visions that haunt sleep and waking thoughts alike.

The visions are thought by members of the $\underline{\text{CHURCH OF THE NEPHILIM}}$ to be the whisperings of the $\underline{\text{NEPHILIM}}$ themselves, and many travel there to purposefully subjugate themselves to these visions, which are considered to be religious epiphanies by most.

The region is categorised as $\underline{\text{DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}.$

<u>PHOEBOS</u>: Oth. Form of <u>OTHERWORLDER</u> whose being is dictated by its vicinity or distance from the <u>BLACK FOUNTAIN</u> and the <u>TRUE MENISCUS</u>, as well as the <u>ARCANE TEMPERS</u> and natural wax and wane of the <u>MATERIA OMNA</u>. See Vol II: Classification and Taxonomy of Life.

PHOENICEA: Int. Ast. Mys. A MAJOR STAR that features in the MYTHOLOGIA ELYDEN, particularly in relation to the THIRD AGE people of AZER. Its death was observed by PARTHISAN astrologers in 4005 RM and since then they have been studying the OTHERWORLD in an attempt to discern any information possible on the OTHERWORLDER that the star's death has inevitably given way to. Given that Phoenicea was a Major Star, the speculation surrounding the otherworlder linked to this star has been great, as such stars normally lead to the birth influential otherworlders.

<u>PHOENIX</u>: 1. Fau. Enigmatic bird (<u>SUDEK</u>) that for many years was believed to die and be resurrected. In truth the birds are unique in that they undertake a form of metamorphosis that is unseen amongst other creatures in ELYDEN.

Unlike other birds, they become self-sufficient very young and leave their parent's nest and will live on their own for up to two years. During this time both sexes will be of an unremarkable brown rusty colour.

At the end of this period, they gorge themselves on food and build a secure nest for themselves, in which they will moult and hibernate, their bodies taking on the appearance of a corpse. They will remain in this state for an entire winter, emerging as a bird reborn – larger and with brighter golden-red plumage, with two distinct long racket-shaped tail feathers that are deep crimson, flecked with gold. See Vol II: Classification and Taxonomy of Life.

2. Soc. They are often associated with <u>OTHERWORLDERS</u> due to their physical metamorphosis.

3. Soc. The phoenix is a common heraldic and architectural motif within the <u>KORACHANI EMPIRE</u> and its vassals, and it is thought to symbolise the rebirth of <u>MALICHAR</u> as an <u>OTHERWORLDER</u>.

PHOGORTHA: Geo. Blasted landscape located in the far south of KHARKHARADONTIS, along the TROPIC OF MAOCARHL.

<u>PHOL EGEDDA</u>: His. Ntn. Ancient <u>FIFTH AGE</u> culture that dominated most of <u>EASTERN LLACHATUL</u>, until its collapse in c. 900 RM. It is thought to have collapsed following a devastating <u>PLAGUE</u> that left its population whittled down, and contact between surviving cities reduced.

Over the coming decades the cities became more insular and developed their own cultures, which served to further distance them form each other, degenerating into dozens of warring independent states and city-states, with the kingdom of <u>HADEA</u> emerging as the dominant one by c. 1060 RM, eventually taking over most of the coastal area east of present-day <u>THETIS</u>.

By the time the <u>PROPHET KATHISIS</u> arrived in what is now Tethysia in around 1570 RM, the region was made up of dozens of independent states, with Hadea already a distant memory, centuries old.

Kathisis founded the city of <u>TETHYS</u> in 1572 RM, which was soon able to make alliances with some of the existing states, with which it was able to subjugate others, and by c. 1650 RM most of these states had either been absorbed by Thetis, or had been destroyed, eventually leading to the formation of <u>TETHYSIA</u>. See Vol III: Extinct States.

<u>PHOLIKIS</u>: Set. Coastal city in the c north of <u>PARTHIS</u>, overlooking the <u>SEA OF ERUISA</u>. The city is a major harbour of Parthis, its deep waters largely unaffected by the diminishing of <u>THE INNER SEA</u>. It has expansive ship yards and docks (Pop. c. 121,000).

PHONOGRAPH: Tec. Obj. A mechanical device invented in PELASGOS in the 34th century, designed primarily for the playback of sound recordings. It consists of a rotating cylinder or disc onto which sound is etched or engraved, typically in the form of grooves. A stylus, or needle, connected to a diaphragm, is placed on the surface of the cylinder or disc. When the cylinder or disc rotates, the stylus traces the grooves, causing vibrations that are amplified through the diaphragm and converted back into sound waves. The phonograph allows for the reproduction of recorded music and speech, revolutionizing the way people experienced and shared audio in their homes and public spaces.

<u>PHORI</u>: 1. Geo. Wide range of hilly terrain that occupies the c of <u>MENISCEA</u>, north of the <u>PTHOSTOTH</u> Mountains. The hills form the northern border between <u>IMEAL</u> and <u>XYRPHAAT</u>⁽³⁾.

Geo. southern-most of two headlands that divide the <u>DAARKEN GULF</u> from the <u>SEA OF ERIA</u>, in <u>ARKOS</u>^(1.). The isthmus was home to two major

cities throughout the course of the <u>FIFTH AGE</u>; <u>COLYIS</u> and, later, Arkos. Some 65-miles long, the headland was once far smaller, the isthmus little more than half-a-mile wide, with the city of Colyis providing ships passage across, bringing trade and wealth to the region. though the dwindling of <u>ELYDEN'S</u> seas over the last millennium have seen the isthmus grow to over 5-miles wide, the ruins of the city of Arkos and its legendary vaulted harbours now landlocked and far from the coastline, crumbling.

 Pol. Line of rulers in <u>MENIAASOS</u>, who remained as regents following the fall of <u>LIDEA</u> to the <u>REFORMED-EMPIRE OF SARASTRO</u>.

<u>PHOSAKTO</u>: Set. Small fortified city in the west of <u>SARASTRO</u>, close to the border with <u>IO</u>. It lies along the route of the Shadow March, and its main industry is the manufacture of <u>CATHADESMIN</u>, which are bought by <u>PETITIONERS OF THE MACHINE</u> for use in their prayers (Pop. c. 3,800)

<u>PHOTHATAL</u>: For. Rainforest in the south of <u>SERROK</u>, in the east of <u>SAMMAEA</u>, forming an extension of the <u>WAELMIGH</u> rainforest.

PHOTOLITH: Int. Sup. Ele. Naturally occurring capacitive igneous rocks common in Firmamentally-strong regions, particularly in MENISCEA. The stones are crystalline in nature, and can be of various colours depending on impurities and other factors. Photoliths are prized for their ubiquitous natural property, which absorbs sunlight and releases it as heat through a natural reaction resulting in thermal radiation. Due to varying factors, different photoliths of the same size can emit differing amounts of heat; from a barely noticeable warmth to a brilliant heat that is enough to boil water and, in rare instances, fuse sand around it into glass.

The output of photoliths is not determined by their positions relevant to the <u>NULLAMBIT</u>, but in general photoliths mined closer to the <u>TRUE MENISCUS</u> are noted as being more potent than others. As a result, most photoliths are naturally occurring in the <u>FAR HEMISPHERE</u>, in Meniscea

Photoliths are however not a perpetual source of heat and a stone constantly subjected to strong sunlight will only generate heat for a certain time, determined by its physical qualities and other factors.

Due to their natural qualities, photoliths are sometimes used by mortals as a form of power-source. In antiquity this may have been as crude as rows of potent photoliths placed in a shallow pool of replenishing water that would boil, releasing steam, which was used to power various engines. Today, with modern industrialised methods, photoliths are integrated in both TECHNARCANE and mundane engines, and the process is refined and optimised. They are most famously used in LUMINAR SAILS, where they provide power to vehicles including sea and air ships.

Such engines are relatively common in Meniscea and, to a lesser degree in <u>TETHYSIA</u> and surrounding nations.

<u>PHRENIA</u>: Set. Settlement in the c south of <u>NAARETH</u>, known for its hilly landscape (Pop. c. 7,500).

PHRITPHORA: Geo. Expansive stone desert in the far east of KHARKHARADONTIS, crossing the border into the west of the territories of ETHISTONITH in RHINOCOLOURA. It is characterised by its gravelly surface and large black glass-like rocks that lie scattered across the otherwise featureless expanse. Part of the desert crosses over into the ATRAMENTALLY TAINTED wastes of TARUULA HAAL.

<u>PHROESTHOTH</u>: also 'the Tesseract Maze'. Int. Sup. Geo. Str. Massive structure floating around a mile above the southern wastes of <u>SHAZGIN</u>, to the north of the wastes of <u>VERMES</u>. It takes the form of a gigantic cube, its sized folding in on each other in non-Euclidean motion.

It has been described as a tesseract maze, existing on the <u>MATERIAL PLANE</u> as well as the <u>OTHERWORLD</u> simultaneously, granting it four dimensions, making its physical properties difficult for mortals to comprehend. Corridors fork off into the same physical space, different doorways lead to the same space, passageways turn corners with walls becoming ceilings and floors becoming walls.

Myths from surrounding lands dating back to the $\underline{\text{THIRD AGE}}$ say that a timeless prize or treasure lies at the centre of the structure. Many have attempted to explore the maze, though simply gaining access to its folding surface is close to impossible.

Little is known of its history, though it is believed to be the work of a $\underline{\mathsf{DEMIURGE}}$ or $\underline{\mathsf{SCION}}.$

<u>PHRONES</u>: 1. Set. Fortified settlement in the c south of <u>PORPHYR</u>. It is home to a large monastery in which live monks who devote their lives to

achieving the wisdom with which they claim they can live their lives (Pop. c. 3,000).

2. Rel. Rnk. monks who live in the above settlement in the c south of PORPHYR. They devote their lives to achieving the wisdom with which they claim they can live their lives, and travel across Porphyr, spreading their wisdom and acting as adjudicators in return for accommodation and sustenance.

PHRONTISTERY, the: Soc. Org. Series of high-society drinking clubs common across coastal cities in THE INNER SEA, and, less commonly, beyond, mostly within the HIGH-EMPIRE OF KORACHAN, THE REFORMED-EMPIRE OF SARASTRO and THE SECULAR REPUBLIC OF PARTHIS. They are gentlemen's clubs that promote free-thinking and scepticism of accepted beliefs. In 3769 RM the clubs created the LEAGUE OF EXPLORERS – an organisation that funded expeditions to far-flung parts of ELYDEN, with an eye towards of discovering forgotten or hidden wealth and knowledge.

PHTHALIS: Sup. Geo. ATRAMENTALLY-CORRUPTED region in the far south west of KHARKHARADONTIS, known for its carnivorous plants and vicious fauna. It is 'ruled' by an ancient incorruptible golem, known as the ADAMANTINE KING – the only sentient being found in the area. The region is thought to date to no earlier than c. 1200 RM as a NOAVATURI expedition passed through the area in 1182 RM and made no mention of it, and its first mention in northern records dates to c. 1340 RM.

PHTHISIS: Med. Foul wasting disease first recorded by ancient mortals in the SECOND AGE. It is most prevalent in hot humid places, including swamps, marshes and mangroves. Typically, phthisis causes sores to appear of afflicted areas. In its worst form, it also numbs the sufferer's body to pain, leading to an increased chance of infection in sores, eventually leading to loss of extremities such as fingers or entire limbs.

Though it is often associated with the <u>ATRAMENTA</u>, there is no direct link between the two, though individuals who have been afflicted by Atramental <u>DISEASES</u> are rendered more susceptible to its effects. See Vol II: Diseases and Illnesses.

PHUA ZSTUTH: Geo. Black pit in the far north of LLACHATUL, beneath the far north of the WHITE SHEET, to the north of WESTERN THANO. The pit is some 300-ft. in diameter and is thought to have appeared between the years 3821 and 3834 RM, based on findings of expeditions mounted to the White Sheet. It is unexplored and it is unknown how deep the pit is or what caused it to appear in the ice.

<u>PHUT</u>: Dem. 'Phut'. Ntn. Socialist nation in the east of <u>MENISCEA</u>. Its only port is in the capital city of <u>APHUTA</u>, which is regulated by its ruler the Autocrat Asya. Its borders and coast are heavily patrolled by a state-police that discourages travel in and out of the city outside official routes.

Its people worship the demigod DYFAED, and the religious institution that dominates the state enforce its worship and also espouses a search for knowledge, which many foreign commentators believe to be little more than propaganda. See Vol III: Extant Realms and Nations.

<u>PHYGIES</u>: Rui. Ancient ruins in the c south west of the <u>WAELMIGH</u> rainforest in the south west of <u>CHEIRA</u>. The ruins are overgrown and little remains of them today, though accounts from the early <u>FIFTH AGE</u> mention distinct architectural features and tombs in which bones thought to have once belonged to <u>SPHINXES</u> were found. It is thought that the ruins form part of a larger area that was, until as recently as the Fifth Age, home to what may have been the last sphinx stronghold in <u>ELYDEN</u>.

PHYLACTER: 1. Fau. Bipedal upright carnivorous reptile, with a horned head and alert features. Individuals stand some 30 ft. tall, and are common in parts of NORTHERN SAMMAEA. They are feral, and difficult to tame, though some in KARAKHAS and TARTAK ride them. They are resistant to the ATRAMENTA, which has led to them being well-studied by SHAPERS for some years. They are related to TARRAGONS. See Vol II: Classification and Taxonomy of Life.

 Mar. Rnk. Household guards in <u>KARAKHAS</u> and <u>VAALK</u>, noted for their red and bronze gilded armour. They are named after the eponymous animals.

PHYLON: Geo. Region of tough grass- and shrubland in the south east of TARTAK, that suffers some ill effects of its closeness to the KHARKHARADONTID wastes, though some scholars suspect the proximity of the ALGOL HAREN may contribute to the lessened effects of the Attramenta there. The area is named after the <u>PHYLACTERS</u> that make their home there.

<u>PHYRR</u>: Dem. 'Phyrran'. Ntn. Nation in the south west of <u>SAMMAEA</u>, with a small coastline that overlooks the <u>SEA OF AMMASH</u>⁽²⁾. It is of a dry climate with short mild winters and long dry summers, whose central settlements often rely on collecting morning dew in special traps to water their crops, livestock and people.

It emerged in c. 1900 RM towards the end of the MEDHAMANNI DARK AGE – a period of almost 200-years that followed the catastrophic collapse of the MEDHAMANNI empire. Where its central and western demesnes devolved into anarchy amid the rampant spread of famine and disease that followed its economic collapse, its easternmost reaches were better-equipped to deal with the rapid changes. The demesne of Phyrr in particular, one of its easternmost territories, was spared the worst of the famines that had struck its western neighbours, and survived the Medhamanni Dark Age relatively intact. Indeed, it expanded its borders east and south, absorbing other fragmented demesnes of old Medhamann, pushing into territories that until then had been occupied by the tribal people of MEHMUTH for many years.

Mehmuth was already used to periodical Medhamanni slave raids, and they made use of high towers that could light signals, alerting its people to seek shelter in underground strongholds. However, beginning in c. 1960 RM Phyrr began a concentrated effort, training all its able-bodied men and sending legions of slave troops south to overwhelm the Mehmuthi border towers, sweeping into their lands, taking slaves and establishing strongholds on their old settlements. This marked a time of unrivalled expansion for Phyrr, and over the next 200-years it expanded its territories threefold into what are now the south of Phyrr and MAENMIST. It installed governors who established great fortressmanufactories that served as strongholds, barracks, and bases for slavers that continued to push east.

The expansion stalled in c. 2180 RM as the Mehmuthi people rallied around a new leader and were able to secure their territories. This forced Phyrr to consolidate into its newly-acquired lands, establishing greater manufactories and industries, that have become its defining feature, putting the manufactories of the $\underline{\text{KORACHANI EMPIRE}}$ to shame.

The nation was fortuitous in that it found itself occupying resource-laden lands that had remained untapped by the industrially-backwards Mehmuth. Many of these resources – iron in the south, continue to be exploited to this day, resulting in a landscape marred by strip mines and quarries that have destroyed any natural beauty it may once have possessed.

Phyrr expanded north towards the <u>HOGGOTHA ISZ</u> over the next centuries, though its borders settled into roughly their present form by c. 2600 RM, after expanding south west into extant <u>HABOT</u>, which at the time was made up of the easternmost territories of the recently collapsed nation of Ammash^(3,).

Between c. 2800 and 3100 RM it faced a prolonged period of incursions from the north, to the west of the <u>SASTAKAUR</u> Massif with various <u>MORTAL</u> peoples – primarily corrupted <u>HUMAN</u>, <u>PLAGI</u>, and <u>SERAPI</u> marauders, setting their sights on its lands, eager to reappropriate its <u>TECHNARCANA</u> and manufactories. This led to a dedicated war along its northern borders between c. 2950 and 3020 RM that led to the construction of a series of great fortresses between which crawled gigantic armoured landships, their artillery making short work of the invaders. However, attempts to pursue the marauders north into their homelands led to unexpected losses as they became bogged down in difficult terrain, falling victim to fearless guerilla attacks. Despite this setback, daring raids north into the Hoggotha Isz are still occasionally made to this day to secure new slaves.

In c. 3450 RM Maenmist began constructing an expansive line of fortifications known as the <u>BASTION OF SIN NASSIR</u>, that made Phyrran leaders uneasy. This was partially responsible for the outbreak of the <u>WAR OF ECHOES</u> in c. 3700 RM. Lasting for more than a century, it caused the deaths of millions and ruined both nations' economies and standing with other states. It was ended only through the efforts of foreign merchants, whose business along the <u>NACRE ROAD</u> had taken a hit, and a handful of individuals from both sides of the conflict who decried the wanton waste of lives and resources. An uneasy armistice was signed in 3815 RM,

ending the war, and drawing up a new common border with a 1-mile wide neutral zone between the two that remains patrolled by both sides to this day. However, the armistice was nullified in 3972 RM after Phyrr once more attacked Maenmist, this time supported by SIMBARA and the NACRE LEAGUE, in response to Maenmist closing its borders and sundering the Nacre Road in two in c. 3960 RM. The nations remain at war to this day.

Today, Phyrr is amongst the more technologically-advanced nations in the region, making heavy use of technarcana, POSSESSION ENGINES, and ATRAMENTAL SHAPING in its industries and military. Indeed, it is known in the world at large today for its heavy industries, filth and pollution, and the deplorable lives that its people live in – all traits inherited from its Medhamanni ancestors. Phyrr has been under the yoke of the tyrannical IMPERIARCH HEDRAL IDRAVAYN since c. 3380 RM. An ancient being of murky KERATIN and plagi ancestry, their body has been almost completely replaced with all manner of ORTHOSES that have increased their size and form into that of a technarcane abomination. They rule with a – literal—iron fist, and no-one in Phyrr, not even their closest lieutenants and TECHNARCHS, can dare defy their will or even hope to comprehend their cyclopean and, quite possibly, graft-addled, thoughts and desires.

The upper-class culture of Phyrr is made up of rival Technarchs and nobles competing amongst each other for who has the most grafts and orthoses in a form of mimicry of their ruler. Indeed, this near-worship of the Imperiarch has led to a perverse cult of personality forming where they are worshipped as a living saviour. Their abhorrence of flesh in favour of orthoses has become a defining part of the cult and the nations' very identity. See Vol III: Extant Realms and Nations.

PHYRRIC GUARD: Mil. Org. Elite military forces of PHYRR. They are equipped with the best technarcane equipment their manufactories can produce and form the bodyguard of the <u>IMPERIARCH</u> and elite units that are loaned to different armies across the empire.

<u>PHYSI</u>: common religion of <u>TAMAR</u>, rose in the town of <u>EREN</u> in c. -50 RM, which later gained some influence in the <u>HARÉSHK</u> and <u>LYRADEA</u>, though was incorporated in local belief systems by c. 350 RM.

Originating as a philosophy, it later evolved into a method of venerating and invoking elemental forces (fire, wind, lightning, rain, flood, earthquake etc), with each force corresponding with an emotion or act (this facet of the faith was greatly influenced by the <u>CATACLYSM OF KHAMID</u> in 101 RM and the onset of <u>PLAGUE</u> across the <u>NÁRTHELI STRAIT</u> some decades later).

Its priests are called <u>THEURGES</u>, the act of invocation theurgy. Masses and festivals are uncommon, with most veneration taking place in private home-shrines or, at most, secluded temples in natural surroundings away from settlements. The physic is invoked when needed, though offerings and prayers are rarely given otherwise.

PHYSICOFERMENTATION: see PALINGENESIS.

PHYRIGAMON, PLENIPOTENTIARY TO THE MINARET: Sup. One of five current <u>PLENIPOTENTIARIES</u> in the <u>MINARET OF LIGHT</u>, who is famed for his skill in wielding the <u>LIGHT UNDYING</u>.

<u>PHYRIGIA</u>: Geo. Region in the far south of <u>ERUTO</u> in <u>PARTHIS</u>, forming a border with the north west of the <u>TARAHID ANNEXES</u>. It was mined to depletion between c. 300 – 2540 RM. The region is now a series of deserted strip-mines and quarries.

<u>PIAAU</u>: Set. Major city in the c of <u>THETIS</u>, in the <u>PETEHAROTHIS</u> region. It is fortified against the harsh sandstorms that wrack the region, and welcomes thousands of NEMIS nomads behind its walls in winter as they seek shelter from them (Pop. c. 64,000).

<u>PIACULA</u>: Set. Small city in the east of <u>KULIGALA</u>, in the east of the <u>CARCHEMISHI PENINSULA</u>^(1.) in the east of <u>SAMMAEA</u>. It is known for the deep slow-moving waters of the river <u>ESKUTET</u>, where individuals bathe and are baptised into the <u>CHURCH OF THE NEPHILIM</u> (Pop. c. 16,000).

PIARCHAN: Rui. Abandoned city in the c east of KORACHAN, north west of the BAY OF LEMAS. Once a major industrial centre, it was protected from ATRAMENTAL influences by a large SIPHON ENGINE, which also provided much of the power to the city. In 3953 RM a flux in nearby ARCANE TEMPERS caused the engine to explode, subjecting the city to immense levels of Atramental taint. The city was evacuated, with most people heading south to NESSUL, or east to HERESI. The city has been

abandoned since then and, over 40-years on, is now partially reclaimed by the nature and the elements. Flora and fauna close within a 5-10-mile radius of the city are corrupted, and anyone spending more than a few hours in the city without the use of a softsuit is likely to contract Atramental sickness.

PICATRIX: Set. City in the north east of ALMAGEST. It is the closest city to the DESOLATION OF ASTUDAN, and is renowned for its great slag and scrap wasteyards. It is the last fortified outpost before the northern-portion of THE RED ROUTE passes through the Desolation on its way to DURCHAA and GÂTHA. Many LOUDHAN nomads inhabit the area surrounding the city, as do SCAVEN who plough the area's detritus (Pop. c. 41,000).

<u>PICKET</u>: Mil. Rnk. Common <u>TEMUJAN</u> title for full-time guards of smaller settlements, also held as a ceremonial title by guards in many <u>GREATTOWNS</u>, including <u>DUARIAHAHN</u>.

<u>PIDRA</u>: Set. Settlement in the c north east of <u>CHEIRA</u>. Its main industry is coal quarrying (Pop. c. 4,000).

<u>PIL AUSH</u>: 1. Geo. Rocky area in the north of <u>VALBAR</u>⁽²⁾. The name has become synonymous with the <u>DREAMSCAPE</u> that was discovered in the region in 3941 RM⁽²⁾.

2. Sup. Geo. Dre. DREAMSCAPE in the above region⁽¹⁾ that was first discovered in 3941 RM. It was found to be filled with seams of unadulterated silver. This attracted prospectors in large numbers, who soon found that the dreamscape was caustic to flora and fauna, preventing any large-scale mining from taking place. A work-around was found in the form of REALITY SUITS, which would be worn by miners, allowing them to spend long periods of time in the dreamscape without suffering any ill effects. This made extraction of the silver possible, but costly, however the benefits – having what was arguably the purest most pristine silver in all of ELYDEN – far outweighed the costs.

The region was soon exploited with the refinery of <u>ACHUTA</u> built just outside the extent of the dreamscape to process the ore. Today the mines of <u>STASIM</u> and <u>DROTER</u> still extract silver from beneath the dreamscape. Silver is mined in small volumes, both to keep supply low so that prices can be inflated, and also due to the costs of equipping miners with reality suits. The mines are manned by oneiromancers who shape the area, making extraction of the silver as easy as possible.

Unlike many other dreamscapes, where material originating within them slowly fades when removed from the dreamscape, the silver found in Pil Aush is fully material, retaining its corporeality and volume when removed from the area, and silver extracted inn 3941 RM remains solid and unaltered to this day. This is of some interest to ONEIROMANCERS and industrialists from across Elyden, who have investigated the phenomenon to see if it can be replicated elsewhere.

<u>PILASTER OF THE ANCESTORS</u>: Arc. Simple granite tower, some 40-ft. tall in the c west of <u>THETIS</u>, along the <u>NEMIS</u> trade-route. It was erected centuries past by early nemis nomads, as a waystone and memorial to their ancestors who have passed on.

PILASTER OF EONS, the: Int. Arc. An ancient bulky block of hard stone in the DHEUNNA region of north eastern THETIS. No ruins or remains of civilisation exist in the area around the pilaster, and its origin is unknown. A vertical line of illegible runes stands vigil above its singular small doorway which leads into an equally small inner chamber, its walls a webwork of cracks, any artifice or art long perished. The air around the pilaster is close, as though the dull emotion of unnumbered disappointments and losses weigh heavily around it. This is perhaps most blatantly expressed in the corpses of small beast and vermin that carpet the land at its feet, as though they bring themselves there to die. The capital of the pilaster is broken, as though in preparation for a sculpture that never grew past a vague idea, chains tethering shards and splinters that float inexplicably above. What SHAPERS have explored this ancient monolith express the pilaster as a place of passive death, the twilight between day and night. Few ever return.

<u>PILASTER OF GERYON</u>: *Arc.* An immense glass-topped pilaster, some 400-ft. high, on the south western coast of <u>RHEA</u>, that reflects the light of the dying sun onto the <u>SEA OF PYTHEA</u>. A small settlement surrounds it (Pop. c. 1,000).

PILASTERS OF KAMAL MACHARMA: Arc. Seven large pilasters measuring 100-ft. high, 60-ft. wide and 15-ft. deep, floating over the eastern waters of the SEA OF MIRA, 5-miles off the north western coast of OSSIEL in western MENISCEA. The pilasters have stood there unchanging for as far as records go back and feature in many legends and myths of the region, and appear in KORACHANI accounts from c. 1940 RM. They are largely untouched by the passage of time and have defied most attempts at exploration and categorisation. Their nature has led most to claim that they were created and erected by an unknown DEMIURGE, though there is no evidence of this.

<u>PILEI</u>: Plr. 'Pileia': Soc. Rnk. Concubines and sex-slaves (often <u>SHAPERS</u> and taken from foreign lands) found in harems in <u>TZALLRACH</u>. Though technically slaves, most pilei enjoy rights many free people in Tzallrach do not and after retirement (early twenties) often rise to positions of power in temples and governmental administration. Pilei are used to extend royal bloodlines when the offspring of some noble families fail to produce heirs. A few seek exile and become outlawed shapers living on the fringes of society. These fallen pilei are ostracised and often hunted.

PILGRIM WORKSHOPS: Rel. Ind. Str. Workshops found along the length of the SHADOW MARCH as well as other pilgrimages of the Three Churches of the Undying Machine that are operated by pilgrims, which can stay there for months at a time to earn money to fund their further religious travels. The workshops offer all sorts of services and might employ cobblers, tailors, farriers, tinkerers, smiths, technologists, and all ne of other vocations, which change as people come and go. Most such workshops have a set number of spaces with adjoining accommodations with a simple bed and stove where the person can live whilst working at the workshop. Church agents operate the workshops, collecting a portion of profits which go back into maintaining the route and supporting pilgrims, with the workers keeping the rest. Though there is no law or rule indicating the duration of a workers' tenure in these workshops people rarely stay there for more than one or two seasons at most.

They are most common in more hospitable lands along the route, though can also be found as far south as Kharkharadontis, either in more hospitable lands or protected by siphon engines. The workshops only serve pilgrims who much show their papers and tokens as proof of their pilgrimage.

PILGRIMS' MARK: Rel. Obj. A token given to pilgrims about to set off for the <u>SHADOW MARCH</u>. Commonly made from a large disk of pressed tin, the mark contains the date, the station that the pilgrim first set off from, as well as the pilgrim's name and/or passport number (in the case of free pilgrims).

The token serves various roles, most important of which is as a ticket of passage – the Pilgrim's Mark is a guarantee granting the pilgrim the protection of its respective church. A person who loses their Mark can (and usually does) continue to march with the pilgrimage, though has lost the aegis of the Three Churches. Not only that, but the Pilgrim's Mark is also used as a token of admission into various church sites that lie along the route of the Shadow March. Failure to present the Mark will deny access to these areas. It can also, if the situation becomes desperate enough, also be used as a bargaining tool that can be exchanged for food or protection.

PILGRIM'S ROAD the: see THE SHADOW MARCH.

PILGRIM'S STAMP BOOK: Int. Rel. Obj. Small book carried by PETITIONERS OF THE MACHINE at the beginning of their journey, which they carry with them throughout their progress along the SHADOW MARCH. Its main purpose is as a memento that gets stamped at waypoints and shrines crossed. Each such stop has a unique and often elaborate stamp and pilgrims delight in collecting as many as they can, though they also serve a more practical purpose, with CENOBITES offering prayers to pilgrims who collect a certain number of stamps, or specific ones. Some landmarks only allow entrance to pilgrims with a particular stamp, so the collecting of these stamps has become an important part of the Marches, with those who survive to return home holding on to their stamp book for the rest of their lives, passing them down generations as family heirlooms. Others wield theirs like a badge of honour, flaunting years' worth of stamps before inexperienced pilgrims, or friends and family back home.

The Shadow Marches attract individuals from all walks of life, from <u>SLAVES</u> to <u>PATRICIANS</u>, the latter of which are often criticised for the impious manner in which they travel, often with an entire caravan and dozens of staff on hand, not to mention the lengths they go to in order to avoid the possibility of contracting <u>ATRAMENTAL AILMENTS</u>, such as <u>AEPATHY</u>. This includes travelling in hermetically sealed <u>CONVEYORS</u> or wearing sophisticated <u>ACERGENE</u> suits. Though most pilgrims and members of the laity frown on this, their patronage is nonetheless welcomed for the attention and funds they bring to the Marches.

<u>PILIER</u>: Mar. Rnk. Head of each <u>AUBERGE</u> within the <u>WHITE LEAGUE</u>, typically drawn from respected long-serving members of the League.

PILLAR: also 'City Stack'. Set. Arc. Name given to a specific style of settlement, most commonly attributed to <u>DVERG</u> or <u>MULL</u> engineers. They traditionally take the form of natural granite plugs or pillars that are hewn and hollowed out into vertical settlements over the course of many generations, with new structures and fortifications added to their base, and expansive catacombs reaching beneath them like large taproots.

Over the years the term has come to apply to any dverg or mull settlement, even if not hewn in origin. The traditional pillars are found in <u>Synchthonitha</u>, where the geography lends itself to their construction.

<u>PILLAR OF ANKAH</u>: Rui Arc. Large pylon on an island in the south east of <u>KHAMID</u>. It is amongst one of the largest remaining pylon mausolea from ancient Khamid, and measure around 350-feet tall and contains 5,000 individual crypts. Situated some 25-miles north of the <u>DARK SEA</u>, it is partially hidden by sand and dust, the writings on its sides weathered, largely illegible.

PILLAR OF FLAME, the: see AZORA.

PILLAR OF HOTH, the: Int. Myr. Rui. Primeval monument, possibly the oldest remaining artificial construct in ELYDEN, located in the highlands of northern KORACHAN, along the northern face of the RHAECHA Mountain close to the border with CHTHYRID. The artefact takes the form of a mile-high pillar of pure iron, its four equilateral sides (each measuring 2,222-feet wide) presenting no particular bearing (magnetic, cardinal, polar or otherwise). The structure, though clearly unnumbered millennia old, is untarnished and thought to be the work of the DEMIURGE SYNCHTHONITH.

Despite the unmistakeably divine origins of the structure, it has been used as little more than an iron quarry by DVERGAI of the region who, since before the days of the KORACHANI EMPIRE, used an enslaved race of gigantic creatures, the MAAVANDA, to strip the iron into flakes which were used in their engineering projects.

The object was the site of a large battle in imperial history, dated at 997 RM, where imperial forces clashed with the largest recorded host of dvergai assembled, amongst them hundreds of maavandas, most of which were slaughtered in the battle. The imperial forces were victorious, though the iron of the pillar was later deemed to be unfit for imperial use, and its extraction too costly, and was abandoned to what remained of the dverg in c. 2100 RM.

Since then, the dvergai have constructed a great fortress network around what remains of the pillar, guarding the $\underline{RHAECHA\ NU}$ from Korachani intrusion.

<u>PILLAR OF THE KINGS</u>: Arc. Huge iron pillar in the south western reaches of the <u>LLURAN WASTES</u> in the far south of <u>JURRAS</u>^(2.). For many years it marked the southern-most pat of Jurrasi territories, though that honour now belongs to the <u>MAST OF SUSTAR</u>.

PILLAR OF MAOCARHL: see MAOCARHL, PILLAR OF.

<u>PILLAR OF MAZALICZH</u>: Rui. Large basalt-like pillar in the c of the <u>OKKHAMI PENINSULA</u>, thought to date back to the <u>THIRD AGE OF LIFE</u> or earlier. The pillar gives the impression of being a column of petrified black flames some 100-ft. high and 10-ft. wide. It is unknown whether it was once made of flame or if it was initially constructed this way, though the oldest accounts, dating back to the early <u>FOURTH AGE</u>, describe it as it stands today.

Those who are sensitive to the <u>MATERIA OMNA</u> describe sensing the arcane tempers in the region being chaotic, making shaping close to the pillar difficult and erratic.

PILLAR MONK: see STYLITE.

PILLAR OF THE SPHINX: see SPHINX, PILLAR OF THE.

<u>PILLAR OF RA LHEP</u>: Geo. Large icy pillar some 15-miles off the north eastern coast of <u>KASPIA</u>, in the <u>SEA OF DAGGERS</u>. Though clearly artificial, its origins are unknown. Strange lights have been reported by fishing fleets beneath the waters at its base; supposedly belonging to creatures of the deep seas. The pillar is covered in ice even in summer months when ice would otherwise normally be absent in the area.

PILLAR OF THE SPHINX: see SPHINX, PILLAR OF THE.

<u>PILLAR OF TANITH</u>: *Rui.* Monolithic column, hand-made from the finest pink granite, in the north eastern reaches of <u>TULRATUR</u>. The pillar is the only known relic of an ancient <u>THIRD AGE</u> culture, which is thought to have worshipped the <u>IVORY MOON</u>.

Many historians claim that it should be included in the list of WONDERS OF THE ANCIENT WORLD.

<u>PILLAR OF VASS</u>: Arc. Iron pillar, around 20-feet high, serving as a territorial boundary in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>PALUS</u>⁽¹⁾.

PILLAR OF VHOBIRRAN: Rui. Arc. Drc. Ancient jade minaret in the east of THE VORANDINE, thought to date back to the late FOURTH AGE. Its origin is unknown, though is thought to have been part of GIGANRI territories at some point. The minaret stands at around 250-ft high and appears to be largely undamaged, save for discolouration and grime, and it overlooks the course of the river <u>IASHANDEN</u> as the road leading east forks into two.

The minaret is believed to be an oneiric conductor, amplifying the <u>DREAMS</u> of those who sleep in its shadow. It has been studied extensively by <u>ONEIROMANCERS</u> alike, who have concluded that this is not directly related in any way to the <u>GOD WHO SPEAKS</u>, and that it is dangerous for unprotected or untrained mortals to sleep close to it. This has not dissuaded epicureans and thrill-seekers from camping at its foot, though to do so is to invite danger and possibly even death.

PILLAR OF WHISPERS: Geo. Stone pillar, like a tapering sliver of sharpened flint, around 20-ft. high in the north east of TZALLRACH. Those who place their ears to the stone are said to hear whispers and murmurs that, when the <u>ARCANE TEMPERS</u> are waxing, can be understood to be pleas and dirges. Local legends claim that the stone is a gaol where the spirits of those killed by justicars were imprisoned in the days of the <u>DEMIURGES</u>.

<u>PILLAR OF THE WINDS</u>: also 'Megyod'. Rel. Rui. A stone circle dominated by a large standing menhir etched with runes of power, located in <u>AHRISHEN</u>. It was a <u>LEY</u> marker aiding <u>FIRMAMENTAL</u> rituals in antiquity though later became a region of religious significance in Ahrishen. The emergence of the Cult of the <u>CHILD PRINCE</u> has led to a decrease in pilgrimages here, though the religion of the <u>FOUR WINDS</u> is still practices by many, leaving the Pillar as an important religious site.

<u>PILLAR OF YARADAR</u>: Rui. Ancient totemic idol in the deep forests of north western <u>TAHOMIA</u>. It is around 50-ft. tall and made of a dull tarnished metal that is otherwise without weathering or any damage. It is of vaguely humanoid form and is thought to date back to the <u>SECOND</u> <u>AGE</u>. It is shunned by locals and has been ignored throughout the <u>FIFTH</u> AGE.

PILLARS OF ANASZTELAUS, the: Mys. Rui. Crumbling pillars in the south west of SAMMAEA, in the base of the AMMASHI^(1,) peninsula that straddle the border between the north east of METHUMN and the north west of PHYRR. There are seven major pillars, each around 30-ft. high, scattered around an area of roughly 10 square-miles. They are made from a greenish obsidian-like material and are ancient, thought by scholars to date to the FIRST AGE, though local folklore states that they predate the creation of ELYDEN itself, and that they were moved here by the worker gods when they were crafting the world. Each of these seven main pillars has dozens of others around it, which are much smaller, and largely broken.

They are located in a sparsely populated area so few people know of them, but merchants and mendicants that have encountered them have shown little interest in exploring or investigating them, to the point that some think there may be a <u>MAGICKAL</u> effect in place to protect them.

<u>PILLARS OF DHEK</u>: Rui. Ancient columns of granite in the western face of the <u>ERESHKIGAL</u> Mountains in <u>SABIA</u>. Was once a holy site, though was abandoned towards the end of <u>FOURTH AGE</u>. Little of the original architecture remains and it is now used as a milestone.

PILLARS OF ISIUS, the: Int. Geo. Strange area in the DUNE SEA, along the northern peripheries of the ASHAR IKHALA formation. The region is characterised by its flat-topped pillar-like igneous plugs that dominate the area like stone trees, rising as high as 100-feet, with tops some 15-feet in diameter. Some of the plugs have otherworlders standing on top of them, their features facing skyward, their attentions engrossed by unseen wonders. Some speculate that these are watchers of some sort, observing or somehow communicating with the spirits of the dead, though this is little more than postulation.

<u>PILLARS OF GRESSEL</u>: Rel. Rul. Stone pillars in the east of <u>PELASGOS</u>, west of the settlement of <u>MORACHI</u>. The pillars are famed for their size, and were hollowed out by the Pelasgosi people in c. – 500 RM, and became hypogea, where their priests were buried and earth-rituals took place.

<u>PILLARS OF KHAURE</u>: Rui. Twin obelisks erected by the <u>PHAROANT KHAURE</u> in the south of the <u>KHAMIDIAN</u> northern Kingdom in c. -400 RM. The obelisks are gigantic, reaching some 300-feet in height, and their surfaces are covered in <u>FIRMAMENTAL</u> runes and Khamidian pictograms, depicting his reign's accomplishments.

The obelisks were damaged by the <u>CATACLYSM OF KHAMID</u> in 101 RM, though both remain standing, overlooking the <u>SEA OF PHARANX</u>.

PILLARS OF MORACHI, the: see MORACHI, PILLARS OF.

<u>PILLORY STONE</u>: Law. Soc. Obj. Form of punishment observed in <u>IO</u>, <u>SALOROC</u> and western <u>SARASTRO</u> used for various petty crimes and intended to humiliate the victim. Many pillory stones used today date back centuries if not millennia, and been in constant use. They are the most common form of punishment for minor crimes in more rural regions, and they feature in many legends and tales from folklore, where they are often given anthropomorphic characteristics.

<u>PIN VIGRA</u>: Set. City in the heart of <u>CHEIRA</u>. Little is known of it though it is thought to be a major metropolis and industrial centre (Pop. unknown).

<u>PINNACLES</u>, the: Rui. Three now-ruined towns in the low south western lands of <u>DUN SVARR</u>, centred around three hollow peaks that are interconnected by skyways and house an intricate pump system for its aqueducts. The Pinnacles were taken by <u>DUN SVARR</u> in 2199 RM, a move which forced the ruling <u>ARKOS</u>⁽³⁾ into action against the belligerent <u>CITADEL MOUNT</u>, attacking it in 2212 RM.

The civil war lasted until 2214 RM, with the Arkos and <u>CUSTODES</u> victorious and the city's former ruler supplanted. The Pinnacles remained a vassal of Dun Svarr until c. 2325 RM, where <u>SARASTROAN</u> attacks left the place deserted, never to be repopulated.

PIPISTREL HOUND: Fau. Breed of slender dog, common in coastal regions of northern SAMMAEA, brindle coloured, large-eared, and with a long membrane of skin connecting its limbs. Though reminiscent of flying squirrels and similar reptiles, there is little evidence that suggests these skin flaps are used for jumping or gliding, and the upright posture of the hound would rule out such use. The skin flaps are likely the result of selective breeding in the region. See Vol II: Classification and Taxonomy of Life.

PIRA TA': See. City in the c south west of KHULL. The region surrounding the city is the only remaining habitat of a long-lived succulent known as the PARAMANDA, that only flowers once in its lifetime. The succulents are of little economical value and are ignored by the people of Pira Ta' (Pop. c. 22,000).

PIRATE NATION, the: see DHA NAR.

PISKOPA: 1. Set. Settlement in the c west of IO (Pop. c. 9,000).

2. *Pol. Rnk.* Unique rank within the <u>IONIC</u> government, derived from an ancient term that originated in the region of the same name.

<u>PISHOGUE</u>: Sup. Mys. In <u>OCCULTISM</u>, a simple <u>HEX</u> or curse enacted by the occultist, requiring a great deal of knowledge of the victim, including their name, the constellation under which they were born, as well as possession of a personal object or a part of their body, such as a strand of

hair, nail clipping, blood and so-on. The occultist then taps into the raw force of the <u>MATERIAL OMNA</u>, forming a link between the <u>OTHERWORLD</u> and the victim that is aided through their knowledge of the victim and possession of their body-parts, allowing the hex or curse to fully take form.

Though there is a degree of skill involved in the utterance of the pishogue, in order for it to be successful, the occultist must also make the victim believe that they have been cursed, for it is this belief that forges the link between the otherworld and the victim, allowing the curse to fester and grow. Due to this, many think that pishoguy is little more than a clever charlatanism, and that any clever manipulator or demagogue can make someone think that they have been cursed. And while the occultist must employ a degree of theatricality to convince the victim that it has been cursed (thus ensuring that the curse can propagate), without skill in occultism and the ability to tap into the latent powers of the Materia Omna, the occultist cannot accomplish much.

This tradition is ancient, native to temperate cold regions of Llachatul, including extant <u>SKAROS</u>, <u>ALMAGEST</u>, the <u>OLD FOREST</u>, and <u>BASSORAH</u>^(2.).

<u>PISHRON</u>: Rvr. Expansive subterranean river in the <u>PRISON CARCERI</u>, noted for it being comprised of salt-water. Its source is believed to lie in the far south of the <u>SEA OF RYOGEN</u>. The river flows for some 2,000-miles before ending in lake <u>ALLOTHUAGG</u>.

<u>PISMIRE</u>: Geo. Large chamber in the <u>PRISON CARCERI</u>, close to the surface under the c east of <u>KHARKHARADONTIS</u>. Despite its vicinity to the surface the chamber is not thought to have any links direct to the external world, though is thought to have links to the <u>ATRAMENTAL RICTUS</u>.

<u>PISOTHRIS</u>: *Geo.* Low mountains in the south east of <u>THETIS</u>. The eastern face of the mountains are known for their thick scrub growth.

<u>PÍSSA</u>: Set. Settlement in the north west of the emirate of <u>LIMOTH</u>^(2.) in the c of Limoth^(1.). Its main industry is agriculture, particularly fruit (Pop. c. 6,100).

<u>PISTIS</u>: Int. Str. Monument in the c west of <u>GNOTH</u>, just outside the town of <u>ZIMMRA</u>, where the ancient philosopher Levios eschewed his faith and found true wisdom. His mummified body is interred in the monument and is visited by sages from across Gnoth.

<u>PIT OF ALDRASÛN</u>: *Int. Sup. Mil. Str.* Isolated fortress in the east of <u>VENTHIR</u> dating back to the days of the <u>VENATHI EMPIRE</u>. It was constructed over a borehole that appeared suddenly in the region in around 70 RM, and which had rapidly garnered a grim reputation, with those passing close to it experiencing strange noises and sightings.

A stone tower was built over the hole in c. 75 RM following a series of disappearances and grisly murders in the area, and it was later reinforced by a CHOIR of SHAPERS after the garrison scattered cases of paranoia and suicides amongst the garrison. It was renovated and improved over the years, with the most recent additions being made in 1333 RM, though strange goings on continued throughout the years, with soldiers stationed there coming to dread their posting. Indeed, by c. 800 RM soldiers were posted there as punishment for bad behaviour.

Later the same year a <u>SOFTSUIT</u>-clad pathfinder was lowered into the hole in a bid to explore the depths and explain the phenomenon. The pathfinder was raised after a few hours of exploration, to be a babbling wreck, fifty years older than when they had been lowered. The pit was subsequently sealed with steel and concrete and the fortress allowed to rot, with any approaching it left to fend for their selves.

PIT OF BOL PHAROH: Geo. Deep pit in the PRISON CARCERI linking the upper levels with the deeper levels. The pit is said to be some 3,000-ft. deep and is near-vertical, with no way of ascending, and is located in the badlands in the <u>BLACK MOUNTAINS</u> to the west of <u>CISNERIA</u> and it emerges into the outside world in the form of a narrow sinkhole.

<u>PIT OF ST. MARUT</u>: Geo. Vertical cavern in the north west of <u>KREM</u>, named after <u>ST. MARUT</u>, who was a prominent member of the <u>WAY OF MEGILLAR</u>, who in 3088 RM received a vision of the hollow, descended into it, knowing it would be his end.

The caverns have not been extensively explored due to their treacherous mouth, which plummets almost vertically down for 300-ft. before levelling out, and is known for the dark pall that hangs over it, leading some to speculate that it's connected to the <u>PRISON CARCERI</u>.

<u>PIT OF SURR, the</u>: Geo. 12-mile-wide crater in the c west of <u>VENTHIR</u>. Little is known of its origins, but the lack of meteoric iron and other ores normally associated with such craters makes it unlikely to be meteoric in origin.

<u>PITIA</u>: Lake in the south west of <u>TATAR</u>, along the course of river TIAGAME^(2.).

<u>PITORRIS</u>: Set. Settlement in the south east of the <u>PARTHISAN</u> colony of <u>EZHIRAYA</u>^(2.), in the east of <u>MENISCEA</u> (Pop. c. 8,200).

PITS OF ZITERKARR: see ZITERKARR.

- <u>PITTACAEL</u>: 1. Geo. Region of rough terrain in the c west of <u>GNOTH</u>. It covers some 40,000-square-miles or land to the west of the capital city <u>BISMUTH</u> and is noted for its uneven plane and rocky terrain. Some <u>GIGANRI</u> seeking enlightenment have been known to disappear in the region though it is otherwise of little note.
- 2. Set. City in the c west of <u>GNOTH</u> in the north of the above region, along the course of the river <u>PITTIROT</u>. It is also a major stop along the <u>GNOTHI</u> <u>ROAD</u> trade-route (Pop. c. 27,000).

<u>PITTILAYA</u>: also 'the Gods' Narthex'. Mys. Geo. Lifeless wasteland in the c. north west of <u>IMEAL</u> that was cursed by the <u>DEMIURGE TALANTEHUT</u> in the <u>THIRD AGE</u> as punishment for the construction of the hubristic <u>DENGEDDAR</u>.

Since that time, the region has not only been incapable of supporting life, but also suffers under a form of blight known colloquially as the <u>WASTING VEIL</u>, which is similar to <u>ATRAMENTAL</u> and <u>FIRMAMENTAL</u> <u>CORRUPTION</u> but is distinct from both and localised to this area.

<u>PITTIROT</u>: Rvr. River in the c west of <u>GNOTH</u> flowing south for 410-miles from sources in the <u>PITTACAEL</u> and the <u>BHASMATHI PLAINS</u>.

PLACE OF THE CRAWLING WORM: see SSAH ASOH.

PLACKART: Mar. Obj. Armour worn over stomach.

<u>PLAGI</u>: Pir. 'plagi'. Mor. One of the original Two-and-Twenty MORTAL PEOPLES, and the children of the <u>DEMIURGE RACHANAEL</u>. Their ancestral lands were known as <u>SCELERIA</u>. Of jet-black skin and red eyes, the plagi were a powerful and populous people, having one of the largest empires of early mortals, through the machinations of their sire Rachanael. They were gifted the flint and glass fortress of <u>HASTANAL DAGGASH</u> by Rachanael, which became the centre of their empire. Their territories grew from there, though they remained centred around the gargantuan dry basin that makes up what is now the wasted land of <u>KHARKHARADONTIS</u>.

Considered by others to be children of the Atramenta, they were nevertheless far from immune to its effects and survived its corruption largely due to the aegis of their father Rachanael and their own skill in protecting themselves.

The so-called <u>Dragon Wars</u> between the plagi and the <u>Serapis</u> ended with the <u>Avatar of Light</u> – <u>Sillamé</u> punishing them. The plagi empire was sundered and they dwindled after this time, with Rachanael abandoning them for the <u>HUMANS</u>, whose dominance of Elyden was on the rise.

At the mercy of the Atramenta, their bodies became prone to corruption. To escape its effects, many amongst them left Kharkharadontis in a great exodus that saw them travelling south, where they would become lost to imperial annals; and to the north and north east to the <u>DAENED SULRACH</u> and <u>UMBRA SOKHAR</u>, where their breeding with humans would dilute the race into what later become known as the <u>ETHERI</u> nomads.

The few that remain in their homeland haunt the more 'hospitable' areas of Kharkharadontis (if such a term can be used), a bitterness consuming them. The <u>ARCHPOTENTATE MALICHAR'S</u> arrival to <u>DAEKYN</u> in 212 RM saw the remaining plagi join him in his travels where they sojourned in <u>NYALA</u> before aiding him in the construction of the <u>LEADEN THRONE</u>, upon which the newly-liberated Rachanael would be interred, becoming known as the <u>UNDYING MACHINE</u>. With that deed was a new chapter started in the long history of the plagi, and the descendants of these companions of Malichar became known as <u>DEMIURNES</u> – keepers of the Leaden throne, and loyal followers of the Undying Machine. Following millennia of breeding with humans, mulls and dvergai, they are no longer true plagi.

Despite the loyalty of the demiurnes, Rachanael would continue in his patronage of the humans, who now make up the majority of his worshippers.

What few true plagi remain now live in isolation or in distant lands, living in the near-mythical metropolis of <u>KHARAKHARA</u>, their <u>SORCERER-KINGS</u> protecting them from the full foulness of the Atramenta there. See Vol II: Classification and Taxonomy of Life: *Sicthain*.

<u>PLAGIOCLAS</u>: Geo. Coastal valley in the east of <u>PORPHYR</u>, between the city of <u>LEMEGETHAS</u> and the coast. The region was once heavily wooded, though construction in antiquity of the <u>PORPHYRI ARKS</u> saw these jungles exhausted millennia past.

<u>PLAGUE</u>: Int. His. Med. Collective term for various infectious diseases that have ravaged <u>ELYDEN</u> throughout history. Typical symptoms include fever, weakness and headaches, though different strains can have more severe symptoms.

Plagues have ravaged Elyden for as long as recorded history has existed and likely earlier than that, possibly dating back to the first centuries of MORTAL life. The MYTHOLOGIA ELYDEN names the DEMIURGE NERGAAL as the creator of diseases and plagues, but conversely, he is also responsible for their cures.

There have been hundreds of localised outbreaks over the years and only rarely do they reach the levels of a pandemic. Despite this there have been various major outbreaks throughout the FIFTH AGE, including, but not limited to:

- The Eastern Plague: which raged intermittently between 903 and 1002 RM. It is thought to have originated in MEHITIEL in the far east of EASTERN LLACHATUL, travelling slowly west, where it reached VENTHIR in 1002 RM. Extreme measures in the city of TEIRA halted the spread of the plague, though it the city itself was devastated, forced to quarantine for 20-years by QUEEN HETEPHERES herself. It is thought that around 12,000,000 people died in this plague.
- The Plague of Shadow: an <u>Atramental</u> plague that wracked central <u>Korachan</u>, including the capital city <u>Khadon</u>, in early 966 RM, lasting for 2-years before it was contained. It is believed to have emerged from an experiment within an alchemists' atelier outside northern Khadon, spreading from there via trade and pilgrimages. The spread was eventually stalled through the diligent actions of the <u>FISTS OF KYON</u> and other members of the <u>KYONI ORDER</u> of the <u>SANCTIFIED INQUISITION</u>, who were able to keep municipal structures safe, though today many believe their actions were overtly-zealous, with many healthy people killed during their fanatical campaign.
- The Kharkharadontid Plague: A devastating plague that originated in the south of KHARKHARADONTIS and moved south throughout the 12th century, following the MT. KLAUVAKAN CALAMITY, which happened in c. 1180 RM. The so-called '20-Month Winter' that followed the eruption led to vast crop failures across ELYDEN, though these were worst in the south of Sammaea including extant AKANTHRA, KHAR NADUL, ELALLIA, and ZAKRON, where the ash clouds from the volcano blew strongest. Though the plague itself is not directly related to the Calamity, the widespread malnourishment that followed in the wake of famines caused by the ash clouds meant that the plague became far more devastating than might otherwise have been the case.
- The Sammaean Plague: originating in the south of <u>THE SURRACH</u> in c. 2750 RM, this plague moved north where it afflicted many <u>SAGITTARIAN</u> cities. It spread West as far as the <u>KORACHANI</u> colony of <u>TAVVADRA</u> by 2763 RM, and east as far as the <u>UMBRA SOKHAR</u> by c. 2800 RM, where it died down, in no small part due to the sparse mortal population there. Around 20,000,000 people are thought to have died in this plague.
- The Great Contagion: the most devastating of 'modern' plagues afflicted the <u>INNER SEA REGION</u>, starting in 3656 RM in the Slums of <u>AMILANA</u> in <u>SARASTRO</u>. The city was wiped out and the plague spread across Sarastro, eventually moving west through trade and travel, reaching most major ports and cities over the next decade, helping to weaken the <u>KORACHANI EMPIRE</u>, exacerbating the events that left to its <u>SUNDERING</u> in 3705 RM.

People across the Inner Sea turned to <u>ST. SAAR ADI</u> (patron of plague victims) during this time, and many churches have been sanctified in his honour since then.

Other forms of plague include <u>ATRAMENTAL PLAGUE</u>, <u>FAHR'S PLAGUE</u>, <u>DEMENTIA PLAGUE</u>, and <u>CATTLE PLAGUE</u> (which, despite its name, also infects mortals), amongst others.

<u>PLAIN OF FLESH</u>: Sup. Geo. Area of severe <u>Atramental taint</u> roughly in the c of the region of <u>Flaescus</u> in the c of <u>Kharkharadontis</u> known as the <u>Eye of Darkness</u>. The earth here takes on a fleshy texture, with unthinking eyes observing from beneath pink lids and grotesque formations of teeth growing like plants in foul mockery of mortal bodies. The region was studied heavily between c. 540 – 730 RM, though little was learnt of the origins and makeup of the area, which remains as much a mystery today as it was the day it was found.

PLAINS OF GLASS: Geo. Flat desert in the c-south east of TZALLRACH, so-named for the fine sands in the region and the way that they reflect light, which is akin to glass. The sands are also notorious for their mirages, and for the fossilised lightning (fulgurite) that is found within them as a result of the year-long lightning.

PLAINS OF VÂRR: see VÂRRAN PLAINS.

<u>PLAINSLEAGUE</u>, the: Pol. Org. Political coalition of town leaders in <u>TEMUJA</u> centred in its largest <u>GREATTOWN</u>, <u>DUARIAHAHN</u>, where they convene within the <u>PALACE OF CRYSTAL</u>. A representative from each settlement is sent to the palace every 4 years to sit at the Plainsleague, where decisions concerning Temuja as a whole are made.

More frequent seasonal meetings are also common, though they are smaller affair, rarely attended by all members.

<u>PLAINSWURM</u>: Fau. Large segmented worm common in the plains of <u>TEMUJA</u>, the north of <u>SAUA</u>, and <u>BAATAN</u>. It can grow up to 20-ft long (though larger examples have been reported). Blind, and with a bifurcated prehensile 'nose' that is used to detect vibrations, this solitary creature creates tunnel-networks in the soft Temujan soil where it hunts for vermin. It rarely leaves its tunnels and when it does it avoids direct sunlight as its semi-translucent skin is sensitive to the light. See Vol II: Classification and Taxonomy of Life.

<u>PLALEPH</u>: Geo. Small mountain in the west of <u>LYRIDIA DHAI</u>, noted for the ruins of settlements abandoned during early <u>KORACHANI</u> expansion in the region. A jagged spine-like dyke of volcanic rock runs along the centre of the hills, known colloquially as <u>VAREN'S BACK</u>.

PLANAR TOAD: see TOAD, PLANAR.

<u>PLANET</u>: Ast. An astronomical body orbiting a star, most commonly meaning the seven planets orbiting the star <u>SOR</u>. They are referred to as the Orbs of Life in the <u>MYTHOLOGIA ELYDEN</u>.

There are seven-known planets, of which Elyden is one. In order of distance from the sun, the planets are: <u>HAEL</u>, <u>ALGOL</u>⁽²⁾, <u>ELYDEN</u>, <u>LIVIAD</u>, <u>GNIHLAS</u>, <u>CYKRANOSH</u>⁽¹⁾, <u>NIHAV</u>. These are commonly organised into two categories – the <u>INNER</u> and <u>OUTER PLANETS</u> – based on their states (solid, or gaseous, respectively) **See Vol II: Planets and Satellites**.

<u>PLANET</u>, <u>CLASSICAL</u>: also 'Naked Eye Planet'. Ast. Common name for <u>PLANETS</u> that are visible to the naked eye, without the aid of telescopes or other lenses. These consist of <u>HAEL</u>, <u>ALGOL</u>^(2.), <u>LIVIAD</u>, <u>GNIHLAS</u>, and <u>CYKRANOSH</u>^(1.).

In ancient <u>AZAZEM</u>, the so-called Classical Planets were ranked in a strict hierarchy – <u>GNIHLAS</u>, whose rings were reminiscent of a crown, was regarded as the <u>QUEEN OF THE SKY</u>. <u>CYKRANOSH</u>^(1.), the largest planet, was her consort and bodyguard. <u>ELYDEN</u> and other <u>INNER PLANETS</u> were lords, and the countless stars were its many subjects. <u>ASHTERATH</u>^(1.) (then considered a planet) was a nomad, wandering alone, outside of the planetary hierarchy, who featured in many legends and myths as a trickster and rogue.

PLANET, INNER: Asr. In astronomy, the inner planets are the first four PLANETS in the SORCHARI SYSTEM – HAEL, ALGOL⁽²⁾, ELYDEN, and LIVIAD. These are commonly understood to be the terrestrial planets, which are made up of ore, as opposed to gasses.

PLANET, NAKED EYE: see PLANET, CLASSICAL.

<u>PLANET, OUTER</u>: Ast. In astronomy, the last three <u>PLANETS</u> in the <u>SORCHARI SYSTEM</u> – <u>GNIHLAS, CYKRANOSH</u>^(1.), and <u>NIHAV</u>. These are

commonly understood to be gaseous planets, which are primarily made up of gasses, as opposed to ore.

PLATEAU OF MULAD: see MULAD.

<u>PLEROMA</u>: Set. Holy city in c-south east <u>GNOTH</u>, and a source of many pilgrims who travel east to visit the <u>TOMB OF URAKABARAMEEL</u>. It is a major mercantile city, with links to both the <u>GNOTHI ROAD</u> as well as <u>THE WAY</u> trade-routes, and offers lodging to the many merchants that pass through it (Pop. c. 61,000).

<u>PLENIPOTENTIARY</u>: Sup. Rnk. High rank within the ruling body of <u>FIRMAMENTAL SHAPERS</u>, known as the <u>MINARET OF LIGHT</u> in <u>MENISCEA</u>. There are only ever five Plenipotentiaries active at any time, and only those who have attained the Second Tier of Shaping can vie for the title, with potentials having to successfully complete a number of tasks and trials of increasing difficulty to even be considered for the rank, which is symbolic of the five strands of Firmamentism.

The Plenipotentiaries stand beneath the <u>ONÉSIMUS-PRELATE</u> – the highest recognised rank amongst shapers.

<u>PLUA</u>: Sea. Small bay in the south east of the <u>KORACHANI PENINSULA</u>, guarded by fort PLUATA⁽²⁾.

PLUAN: 1. (B. -22 RM – D. 7 RM) His. Pol. Warlord who served under the ARCHPOTENTATE MALICHAR during the unification of KORACHAN. He was instrumental in the creation of the <u>IRON GUARD</u> in 3 RM and was made steward of Korachan in the <u>ARCHPOTENTATE MALICHAR'S</u> absence in 4 RM, and died in the protection of Korachan whilst Malichar was abroad.

2. Sca. Bay in the south east of KORACHAN, around 20-miles wide and high, accessible through a narrow strait that's guarded by the fortress of PLUATA^(2.). Both the bay and the fortress are named after an ancient warmaster, Pluan^(1.), who was one of the <u>ARCHPOTENTATE MALICHAR'S</u> generals during the unification of Korachan.

<u>PLUATA</u>: 1. Lak. Lake in the south east of <u>KORACHAN</u>, just over 1-mile from the <u>LISSASAN</u> shore. It was once a bay, though was cut off from the shore following the retreat of <u>ELYDEN'S</u> seas, and is now an endorheic salt lake.

2. Mil. For. Coastal fortress in the south east of KORACHAN, overlooking the SEA OF LISASSA. It guards travel into the BAY OF PLUA⁽²⁾ and links the coast to lake Pluata⁽¹⁾ via a large canal, through which military ships pass to berth in the lake. Both the fortress and the bay are named after an ancient WARMARSHALL, Pluan⁽¹⁾, who was one of the ARCHPOTENTATE MALICHAR'S generals during the unification of Korachan. The fort is linked to the mighty fortress of Agostan via a well-maintained road and offers the army rapid access to the east of the INNER SEA should the need arise.

PLURAN RIM: Geo. Massif in the c of ALMAGEST.

PLUTOCRATIC CABINET, the: His. Pol. Org. Historical government of VALBAR (1.) and, later, VALBAR DHAI that was formed in c. 3320 RM. Made up of industrialists and other influential members of ALMAGESTI society in the colony of Valbar, the Plutocratic Cabinet was envisaged as a temporary government to oversee the slow exodus of industries from the colony of Valbar in the wake of dwindling resources and production, though it also proved instrumental in supporting those that chose to remain behind.

Seeing the success of this government, Almagest formally placed the Cabinet in power in 3392 RM, reversing its original plan to abandon the region, turning it once more into an annex. The industries that had remained in Valbar were desperate for workers and the Cabinet promoted raids into eastern RAONGEN, taking thousands of people as SLAVES to work its mines and manufactories.

This boost to the region's economy proved to only be temporary and by c. 3440 RM the climate had worsened. This, coupled with waning resources made Valbar less viable as an annex. Industries began to leave in even greater numbers than before and by c. 3460 RM the population had diminished to around 5% of its previous number. Cities became cut off from each other, struggling to survive in the frigid climate.

In 3468 RM Almagest proclaimed Valbar a lost territory, and the Plutocratic Cabinet was disbanded. Its final act before retreating back to Almagest was the founding of the <u>SAHARLI</u>, a force of wardens intended to act as caretakers of the roadways and the remaining cities.

The members of the Plutocratic Cabinet, many of them born and raised in Valbar, returned to Almagest, leaving behind a handful of cities, garrisons, and manufactories that refused to leave, knowing that they would be forced to fend for themselves. Most renowned of these cities was <u>ABLATIA</u>⁽²⁾, though there were others, including <u>THAZAR</u>, <u>ATLA</u>, and OLDIR.

These remaining cities maintained close relations with each other and formed a confederacy, whose leaders adopted the name Plutocratic Cabinet, carrying on the legacy of the old government. Uncontested by Almagest, which technically still claimed the territories of Valbar but was not enforcing the claim, these cities began to call themselves the CONFEDERACY OF VALBAR DHAI — meaning New Valbar. The native KEVERAN^(1.) population began to reemerge from the hinterlands, and new settlements were founded by a mix of Keveran and Almagesti people as well as freed SLAVES of varied heritage.

In 3483 RM, after years of petition, Almagest formally recognised the independence of the region, which became officially known as Valbar Dhai.

Beginning in c. 3920 RM increased volcanic activity in the <u>ESZALA</u> geothermal region wreaked havoc on the interior of Valbar Dhai. Major thoroughfares that linked cities and regions together were rendered impassable. Cities were cut off from one another, leading to strain on the capital in Ablatia. The Plutocratic Cabinet struggled over the next years, as eruptions increased, and it eventually collapsed in 3936 RM amid civil strife and chaos. After seven years of chaos a new coalition government emerged in 3943 RM, simply calling itself <u>THE CABINET</u>.

PLUTOCRATIC REPUBLIC OF LIMOTH: His. Pol. Org. Historical government of LIMOTH(1.), that succeeded the LIMOTHAN DYNASTY in 2829 RM, until its eventual collapse in 3573 RM, following the pressures of almost single-handedly defending the MYMEREAN ACCORDS following the withdrawal of TETHYSIA in 3523 RM.

<u>PLUVIA</u>: Set. Settlement in the c north west of <u>ALMAGEST</u>, just south east of the <u>THAURIR</u> Mountains. It is known for its rainy climate. Its main industry is iron mining (Pop. c. 6,000).

<u>PLYSIANE</u>: 1. Rui. One of 3 major <u>ELITAGRI</u> cities (the other two being <u>DROM</u> and <u>KIVAR</u>) that rose in what is now <u>KARGAMA</u> in the north of the <u>EHRENISIAN COAST</u> between c. -700 and -400 RM, growing wealthy from selling <u>BRIMSTONE</u> over the next centuries. In c. -10 RM the <u>ADEPTS</u> of <u>TRISKETHIA</u>, seeing the value of the brimstone, launched a series of attacks against the Elitagri city-states. <u>PLYSIANE</u>^(1.) bore the brunt of the attacks, and though it was ultimately victorious, it was left crippled and waned in power over the coming years, with Drom, Kivar and <u>VISTATIA</u> maintaining control.

By c. 100 RM the city had lost most of its mines, and had dwindled into a refinery for mined brimstone, though it never returned to its previous heights and as brimstone reserves in the region waned, so too did Plysiane, which was abandoned in c. 800 RM. Many years later a religious community was established there^(2.), made up of devout worshippers of the KARGAMAN IDOLS.

2. Rel. Str. The above ruins^(1.) were eventually resettled in c. 1500 RM by religious itinerants who established a community there, from where they could dwell in peace compiling the history of the many idols in their homeland. The monastery remains there today, and its monks are amongst the most devout worshippers of the KARGAMAN IDOLS in all of KARGAMAN.

PNAKOTIA: Int. Geo. Expansive labyrinthine sinkhole, around 20 ft. deep, in the c east of the <u>TARAHID ANNEXES</u>. The base of the sinkhole is riddled with caves, most of them shallow and fetid, though some reaching far below <u>ELYDEN</u>, and thought to lead to the <u>PRISON CARCERI</u>.

A foul stench wafts from the deepest caves as low rumbles echo through the fissures, as though Elyden herself were sleeping. Local legends mention a $\underline{\text{SCION}}$ of the $\underline{\text{DEMIURGES}} - \underline{\text{TSATTHOG}}$ – slumbering in the caves.

<u>PNESSA</u>: Dem. 'Pnessian'. Ntn. Located in the east of <u>SAMMAEA</u>, Pnessa is a large nation that straddles the equator and the jungles of the west of <u>WAELMIGH</u> to its north. It is surrounded by the nations of <u>OKKHAM</u>, <u>NOAVATUR</u>, <u>RHINOCOLOURA</u>, <u>MULCIBER</u>, <u>ELEKHID</u>, and <u>CHEIRA</u>, and is

of a tropical climate, with lush vegetation and rain common throughout the year.

With its roots in the <u>TYRANON</u> and <u>AGORNON</u> castes that were exiled from Rhinocoloura in 3469 RM, the ruling <u>HMMEN REGIME</u> has only been in control of Pnessa since 3959 RM, after successfully overthrowing the old <u>CAIAN</u> monarchy. In control since around 2950 RM, the monarchy's strength had been on the wane since the retreat of the <u>SEA OF SUPPA</u>, beginning in around 3600 RM. The Hmmen Regime had taken control of the region known as the <u>NEANDERINE CITIES</u> in the north of Pnessa in around 3925 RM, slowly working on overthrowing the monarchy since that time

Members of the Caian family and their direct relatives were executed en-masse in the weeks following their overthrowing, though there are rumours of some individuals made it east into <u>ELEKHID</u> where they hide to this day. The Hmmen Regime took control of most industries, which until then had been operated by lords and barons loyal to the Caian house. Hungry to acquire more territories Pnessa declared war on Okkham in 3971 RM, but little came of the war after Noavatur came to the aid of Okkham. A few years after the war ended Pnessa moved against Elekhid, and after near 20-years of war, there were few changes in the borders causing Pnessa to back down.

Almost bankrupted by two unsuccessful wars, its people began to count the effectiveness of the Hmmen Regime, forcing it to turn to other means of growth, including trading. In 3997 RM the war with Elekhid was formally ended, with Elekhid taking back lost territories and trade agreements established that are beginning to bear fruit today.

Its people have learnt to make use of the various flora and fauna of the region, and have developed various medicines and drugs, most notable of which is a treatment for malaria that is derived from a millipede secretion that is used across Sammaea.

Traditionally, <u>SHAPERS</u> were used as champions, duelling each other in front of their respective armies, with the winner often deciding the outcome of the battle without the need for bloodshed. To be chosen as a shaper in battle this way was considered a big honour, though the tradition is dying out as modern warfare becomes more widespread, though shapers still form a major part in its armies. See Vol III: Extant Realms and Nations.

<u>PNEUAS</u>: Mil. Str. Fortress in the east of <u>GNOTH</u>, to the north west of the NUNAKI Mountains.

POAHA: Rui. Ancient ruin in VÂRR.

<u>POAL</u>: Sea. Bay to the east of <u>KARGAMA</u>, forming a part of the <u>SEA OF ORRIDA</u>.

<u>POARA</u>: Set. Settlement in the c west of Ammesh, situated along the north western shore of lake Foris (Pop. c. 8,000).

<u>POCHANA</u>: Set. Fortified settlement in southern <u>EREBETH</u> (Pop. c. 10,000).

POEN: Cur. Currency used in the south west of SAMMAEA, in the nations of METHUMN and PHYRR, as well as the south of ADHERA, though it is also recognised in most mercantile centres across the AMMASHI^(1.) peninsula. It originated in Methumn in c. 2875 RM following the collapse of RAMIS and the devaluation of its currency (which had survived the fragmentation of the MEDHAMANNI empire in c. 2020 RM), and it slowly spread from there with trade. It is commonly found in the hands of merchants travelling along the NACRE ROAD, particularly in its westernmost stretch. See Vol II: Currency and Coinage in Elyden.

<u>POGROS</u>: Geo. Mount just south east of <u>NEKOR</u>, in the west of <u>NÁRTHEL</u>, where Jeremah, Proselyte of the <u>DISCORDANT DEITY</u> preached to the masses.

<u>POLARRA</u>: *Ind. Set.* Mining settlement in the c of <u>VAALK</u>, south of the <u>MALL VORAKAN</u>. The mine produces <u>ALUMINIUM</u> in large quantities (Pop. c. 5,400).

<u>POLAR AURORA</u>: Wea. Brightly-coloured lights – often green – that appear in clear skies in the polar skies in high altitudes close to and within the <u>POLAR CIRCLES</u>. Its exact cause is unknown.

<u>POLAR CIRCLE</u>: Geo. Two circles of latitude, one in the <u>NORTHERN</u>
<u>HEMISPHERE</u> and another in the <u>SOUTHERN HEMISPHERE</u> at 67^O7'37"

north and south respectively. This position is determined by <u>ELYDEN'S</u> axial tilt $(22^{\circ}52'23")$ minus 90° .

Areas poleward of the <u>POLAR CIRCLES</u> are noted for their cold temperature and experience at least one 24-hour period when the sun does not set and another 24-hour period when the sun does not rise, in summer and winter respectively. The farther poleward ones goes, the longer these periods last proportionately longer, until at the poles themselves, which experience six months of light and darkness a year.

<u>POLARIS</u>: Sea. The northern-most sea in <u>ELYDEN</u>, reaching as far as 88° 42' north, though it is hidden beneath the <u>WHITE SHEET</u>. The sea extends from 20° west, in the north of <u>LLACHATUL</u>, to the far north east of <u>MENISCEA</u>, at 146° west.

The sea diminishes greatly in size during winter months, when the sea ice from the White Sheet of <u>KHOLAMOR</u> expands south. This leaves large portions of the sea cut off from each other for 3-5 months of the year, stalling sea trade as well as sea-based industries. This leaves nations like <u>VALBAR</u>^(2.) and <u>DURCHAA</u> cut off from the rest of the world for many months.

<u>POLARIS BASIN</u>: Geo. Drainage basin formed by various continental divides in the continent of <u>LLACHATUL</u>, including parts of the <u>LLACHATULI DIVIDE</u>. The basin comprises parts of the north of <u>Llachatul</u>, and all rivers within it drain directly into the <u>SEA OF POLARIS</u>.

Nations and territories that are at least partially within the Polaris Basin include: <u>DURCHAA</u>, <u>PERGOST</u>, and <u>VALBAR</u>^(2.).

<u>POLIADIR</u>: Set. City in the c south of <u>TATAR</u>. It is a major centre of the <u>ISIRATUANISM</u> religion an most of the priests that tend to the temple of ISIRATU begin their training there.

<u>POLIMNA</u>: Set. Small city in the north east of <u>KASPIA</u>. It is a conurbation made up of as many as a dozen different coal-mining settlements (Pop. c. 16,000).

<u>POLYANDRION</u>: Plr. 'polyandria'. Med. Tec. Alongside <u>OUBLIETTES</u>, the workshops of <u>BIONACHA</u>. More specifically the chambers in which <u>UMBRANS</u> are born from rows of <u>STEEL-WOMBS</u> and other archaic machinery.

<u>POLYDACTYL</u>: Med. Sup. A physical deformity where individuals possess as many as seven fingers on each hand. The deformity is embraced within the <u>KORACHANI EMPIRE</u>, where families exist that that have exhibited condition since c. 2500 RM. Those with polydactyly are often hereditary scribes, sometimes rising to influential positions in the most powerful <u>PATRICIAN HOUSES</u> and ambassadorial positions.

Outside of random individuals across the empire, the condition has, over the years, become restricted to a handful of scribe-families around the INNER SEA, who have strived to keep the condition out of other families, often paying large sums of money to assassinate or adopt those born outside such families (adoption is the preferred choice as centuries of inbreeding has weakened the families bloodlines).

Unlike the <u>DACTYLIDS</u> (who the polydactylid families regard as little more than glorified government-owned slaves grafted with crude <u>ORTHOSES</u>), the polydactylid families can wield some degree of influence in the empire.

<u>POMANA</u>: Geo. Cavern in the south west of <u>NÁRTHEL</u>, forming part of the greater YGGDARASA system of caverns.

<u>POMMER</u>: Flo. Tree endemic to the west of <u>SAUA</u>, known for its resin that is used as a varnish on wooden items and is fed to the <u>SOUL-COUNTER</u> mystics of the <u>AKENARA</u> region of the <u>FOREST OF REVERIES</u> that helps to mummify their bodies. See Vol II: Classification and Taxonomy of Life.

<u>PONTIUS</u>: Plr. 'Pontiusin'. Sup. Tec. Rnk. <u>UMBRAN</u> creatures employed by various imperial agencies within the <u>TWIN EMPIRES</u>. They are of gangly physiques and pallid skin, with ropey muscles capable of great physical prowess, and are used as trackers and assassins of high-priority targets, including <u>PATRICIANS</u>, magnates, royalty and so-on.

They operate in small groups called cells that maintain links with one another, allowing them to exchange intelligence gathered from across the empire, making them highly knowledgeable on the goings on in the Heartland. Though many think them as a part of the <u>SANCTIFIED</u>

<u>Orders OF THE INQUISITION</u>, they are in fact distinct bodies, though the Orders do at times call upon the services of individual Pontiusin.

<u>POPHARON</u>: For. Woodland region in the north east of <u>LYRIDIA</u>, crossing over the border into c southern AHRISHEN.

POPUESPIN'S PERIPLUS: Vol. Early FIFTH AGE GERICIAN port guide that listed the distance between ports and harbours. Many copies of the guide exist, and most of them are annotated with useful marginalia, listing information about specific settlements and ports, such as what services and trade goods might be found there.

The guide continued to be published following the rise of the <u>KORACHANI EMPIRE</u> in the region, becoming more of a travelogue. The last edition was published in 387 RM and well-preserved copies can fetch high prices at auction or the secondary market.

PORCELAIN LEGION: Mil. His. in antiquity, common name given to LHAUS armies composed of porcelain-like <u>CREANTS</u> and <u>GOLEMS</u>. Famed for their impeccable defence of the lhaus enclaves, they remained a powerful presence in the north of <u>SAMMAEA</u> till the end of the <u>FOURTH</u> <u>AGE</u>, by which time the lhaus were in decline and the Porcelain Legion was dwindling in size and strength.

Today the Porcelain Legion is largely unknown, though scattered examples have been discovered in the hinterlands of <u>ANDILUTH</u>, and the <u>DAENED SULRACH</u>, as well as along the contested border between <u>TRAKIA</u> and <u>KHALHAT</u>, the latter of which maintains a small army of such creants, known as the <u>PORCELAIN PHALANX</u>.

PORCELAIN PHALANX: Mil. Sup. Rnk. Elite LHAUS troops of KHALHAT created through the ancient art of KLADOS. They continue the ancient tradition established by the earlier PORCELAIN LEGION, and are of thick porcelain skin resembling crests and plates, beneath which tough sinewy muscles drive them onwards. Fearless, silent, and tough, they are the epitome of Khalhish ingenuity and represent just a fragment of what the ancient lhaus were capable of creating.

Numbering around 1,000 individuals, who are known as <u>PORCELAIN WARRIORS</u>, the Porcelain Phalanx serves as the main defence of Khalhat, and they are supported by lhaus soldiers and militia as well as human mercenaries from surrounding lands. The creation of <u>PORCELAIN WARRIORS</u> is a costly affair that makes use of archaic techniques, though it differs from the creation of iterants in a major way. While iterants served as artificial vessels into which the <u>SPIRIT</u> (1.) of an individual could be placed, with a new vessel being used when the old one expired; Porcelain Warriors only undergo this ritual of transference once. An experienced soldier, often one who has been mortally wounded, will have his spirit transferred to the vessel, effectively giving them a new body. However, should the vessel be mortally wounded or destroyed, the spirit would not be able to be transferred to a new body, effectively killing the warrior.

<u>PORCELAIN WARRIOR</u>: *Mil. Sup. Rnk.* Individual troops of the <u>PORCELAIN PHALANX</u> elite iterant troops of <u>KHALHAT</u>.

<u>PORCELLANIA</u>: Set. Major coastal city in the north east <u>PARTHIS</u>, overlooking the entrance into the <u>BAY OF COTIA</u>^(1.) (Pop. c. 62,000).

PORONA: Set. Small city in the c east of NOAVATUR (Pop. c. 13,000).

POROPHOSSYR: Geo. Expansive mountain-range dominating the c of PORPHYR, running for 1150-miles from north to south from the south east of SERROK to the north east of SABAISA. The mountain serves to divide the nation in two distinct cultures: the ARK-BUILDERS in the east, and the pioneers in TECHNARCANA in the west.

POROS NURIA: Geo. Region in the c north east of KASPIA that is dominated by hundreds of eerie obelisks arranged in rows. Forming the capital of each obelisk is a large pearl-like stone, believed by some to be soul-pearls. The region features in many Kaspian legends and folk tales and it is shunned by most. Indeed, it is largely unpopulated.

<u>POROTH</u>: Rvr. River in the far south east of <u>N'RAKH</u>, flowing south for 135-miles from sources in the <u>STERHBEL</u> Mountains before reaching the north of lake C'DATA.

PORPHYR: Dem. 'Porphyri'. Ntn. Founded in 1607 RM by the SCION TELEANYARA APEXEIDE, the roots of the Porphyri TECHNARCHY lie in the ancient actions of the DEMIURGE NYARLOTH and his scion, Teleanyara, much in the same way that the KORACHANI EMPIRE was

shaped by the <u>ARCHPOTENTATE MALICHAR</u> and the Demiurge <u>RACHANAEL</u>. It is a place where <u>TECHNARCANA</u> and industrialisation are valued, much like the Korachani empire. Likewise, it is also a land on the brink of collapse.

These similarities only paint the differences in a starker light. Porphyr is a huge nation – three-times the size of <u>KORACHAN</u>, with cities citing histories dating back thousands of years, sometimes to the <u>FOURTH AGE EHLBEZUNI</u> empire upon whose ruins many of them are built. Located in the far east of <u>SAMMAEA</u>, it ranges from tropical rainforests in the north to arid savannahs in the south, with the great <u>POROPHOSSYR</u> Mountains splitting it in two over their 1,150-mile length.

This divide is more than geographical – the mountain-chain sunders the nation in two on a cultural level.

The lands east of the mountains cling to the belief of an ancient <u>ARK-BUILDING</u> culture where monumental arks are constructed, sometimes dozens of miles from the coast, in esoteric rituals that consume the resources and minds of entire cities over spans of months, if not years.

The west is home to manufactories that produce technarcana reverseengineered from archaic examples recovered in archaeological digs that span the nation. The bone-like metallic artefacts of ages past are a soughtafter commodity that is sold to the highest bidder across <u>ELYDEN</u>.

This divide between west and east has caused tensions in the nations of late – a large swathe of land has broken away and remains contested to this day, under the leadership of the city of $\underline{\text{UTIMAN}}$, and cultural disparities across the mountain threaten to lead to a schism that may sunder the nation entirely.

Uniting its people is the ancient philosophy-religion of $\underline{NYARALA}$, which reveres technology and advancement, though whose devotees blindly follow its teachings without truly understanding them. Indeed, the Porphyri live ritualistic lives, where ceremony is valued over individuality. Their technologists are little more than priests who use and maintain great technologies but understand little of how or why they work. Their spiritual leaders, known as the $\underline{MAKHANATE}$, are handmaidens of the $\underline{PRAEDICAE}$ Teleanyara, serving as both rulers and spiritual leaders.

Its people, like most in the <u>PORPHYRI PENINSULA</u>, are descended from Fourth Age unions between the human inheritors of the world and the near-extinct <u>IROTHANI</u> – blue-skinned mortals beholden to the Demiurge Nyarloth. Many individuals have skin with a faint blue taint, or skulls that are slightly elongated, as a result. See Vol III: Extant Nations and Realms.

<u>PORPHYRI</u>: Lan. Main language of <u>PORPHYR</u>, that emerged in the mid <u>FIFTH AGE</u> from the earlier language of <u>OLD PHARTHI</u>.

It is also spoken as a common trade-tongue across the <u>PORPHYRI PENINSULA</u> by the people of <u>ANANTHUL</u>, <u>SABAISA</u>, and <u>SERROK</u>. See Vol II: Languages.

PORPHYRI CURRENT: Sea. Warm surface ocean current in the west of the SEA OF MYMEREA that flows south down the eastern coast of the PORPHYRI PENINSULA before splitting into four — west, where it enters the SEA OF LETHEA and joins the LETHEAN CURRENT, south where it joins the WESTERN LERAMUGHI CURRENT, south east where it enters the SEA OF SAMMAIDU and joins the SOUTHERN BRORI CURRENT, and east where it joins with the WESTERN BRORI CURRENT.

PORPHYRI PENINSULA: Geo. Landmass protruding south from the far east of SAMMAEA, east of the SEA OF LETHEA, which it cradles. The headland is occupied by the nations of CHEIRA, SERROK, PORPHYR, ANANTHUL and SABAISA.

<u>PORPHYRI TRADE-TONGUE</u>: *Lan.* Simple creole language spoken in ports, marketplaces, and embassies across the <u>PORPHYRI PENINSULA</u>, mostly by merchants. It borrows heavily from <u>SABAISAN</u>, <u>PORPHYRI</u>, and <u>PHARTHI</u>. See Vol II: Languages.

<u>PORPHYRIOS DAG</u>: (Pop. c. 3957 RM) *Pol.* Current Prime Minister of the <u>FREE-ISLES OF PELASGOS</u>.

<u>PORSIGRA</u>: Set. Scholarly settlement in the north of <u>KULIGALA</u>, in the north of the <u>CARCHEMISHI PENINSULA</u>^(1.) in the east of <u>SAMMAEA</u>. It is known for its scholarly traditions and ancient philosophers (Pop. c. 8,000).

PORT-TALK: see 'LOMHARI'.

PORTAL-CITY, the: see DOLMES.

POSSESSED: Mys. Sup. State in which a mortal is dominated by a foreign entity, such as OTHERWORLDLY spirits⁽¹⁾, SHAPERS, or stranger less-documented beings. Though some regain their freedom, either through the actions of an EXORCIST or other means, some remain shackled until death, and are commonly referred to as possessed. Most of those who are exorcised of the dominating influence go on to live normal lives, though some retain an imprint of the possessing force, and become known as beholden are BEHOLDEN.

<u>PORTILLOR</u>: Set. City in the c north west of <u>CAMAU</u> that is known for its foundries and <u>FIRMATITE</u> alloys that are valuable in engineering across the south east of <u>MENISCEA</u> (Pop. c. 67,000).

<u>POSSESSION</u>: Mys. Sup. Act in which a mortal find itself dominated by a foreign force, typically an <u>OTHERWORLDLY</u> spirit, <u>SHAPER</u> or a stranger less-documented being. A mortal so-influenced is said to be <u>POSSESSED</u>. There exist artificial means through which an individual can find itself more susceptible to possession, such as through use of the drug <u>MUZA</u>, hypnotism or through use of shaping. Objects can also be the targets of possession, such as the rare case with some <u>SURROGATE MOPPETS</u>.

Over the course of history, mortals have developed ways of dealing with possession, including through shaping, the power of suggestion or rituals such as <u>EXORCISMS</u>. The <u>KORACHANI EMPIRE</u>, for instance, maintains an official <u>MINASTERIA OF EXORCISMS</u> to deal with such matters.

<u>POSSESSION ENGINE</u>: Sup. Mys. Tec. <u>TECHNARCANE</u> machine that facilitates the <u>POSSESSION</u> of a <u>MORTAL</u> body by a <u>SPIRIT</u>⁽¹⁾, though which various experiments can be conducted. The spirit possessing the body is able to use it for locomotion or to converse with the living, though it may still be limited by language, for instance.

These technarcane engines are forbidden in most civilised states though are employed in warfare by some, including in METHUMN and PHYRR in the south west of SAMMAEA, and OSSIEL in WESTERN MENISCEA, though it is believed that various nations around the INNER SEA REGION have dabbled in this particular form of technarcana over the years, including the HIGH- and LOW-EMPIRES, and ALMAGEST, though many other are also suspected as having experimented with this debased technology, which forms an OVERLAY with the OTHERWORLD and draws a spirit^(1.) to a mortal body that is equipped with technarcane 'shackles' that imprison it.

The mortal bodies used for this purpose are typically $\underline{WOMB\text{-}BORN}$ still alive, though the process can also be applied to recently deceased bodies that are of good condition as well as $\underline{VAT\text{-}BORN}$ bodies.

<u>POSTMORTAL</u>: Sup. Mor. Common term used to describe those who are <u>WOMB-BORN</u> (as opposed to <u>VAT-BORN</u>) and whose bodies have been altered through <u>ATRAMENTAL</u>, <u>TECHNARCANE</u> or other means. Though sometimes used in reference to <u>HALFBLOODS</u>, the term is incorrect as the term postmortal implies conscious alteration.

Postmortals are relatively common in <u>PARTHIS</u> and, to a lesser extent, its dependencies, where body modification is a practice undertaken by the wealthy and influential as part of the pursuit of fashion.

The term is used both in a pejorative and complimentary fashion by different demographics, with most people who are so-enhanced having reappropriated its usage as a mark of pride.

<u>POTAKH</u>: Mil. Str. Coastal fortress in the south west of <u>LAASKHA</u>, overlooking the <u>BAY OF NAASU</u>. It was, prior to dwindling sea levels in the early centuries of the fourth millennium RM, an island-fortress, though finds itself linked to the mainland today.

<u>POTENTATE</u>: 1. Pol. Law. Rnk. High-ranking administrative role within the <u>KORACHANI EMPIRE</u>, comparable to that of a governor. Typically, each settlement is ruled by a potentate, or in the case of larger cities, divided into districts, each of which are overseen by a potentate who together may form a council.

Potentates are either elected or appointed by a higher-ranking administrator from <u>PATRICIANS</u>, <u>PRIMATES</u>, magnates, high-ranking <u>DEMIURNES</u>, descendants of the <u>DESPOSYNI</u>, and so-on. Their role and composition have fluctuated greatly during the rule of the empire, and they may be replaced entirely in certain vassal states, where native customs are observed.

At times the potentates may form a council that convenes in the capital city of their nation, where they put law and edicts to the vote.

- 2. Soc. Rnk. More specifically and less commonly, in eastern KORACHANI nations (including present-day PELASGOS and VÂRR while it was still a Korachani territory), potentates were highly regarded members of the PATRICIAN HOUSES whose duties included the treasuring of history and culture, particularly in those places where imperial invasion has blanketed much of recent history.
- 3. *Mil. Veh.* Class of modern <u>KORACHANI WARSHIP</u> designated as a battleship. There are 9 individual Potentate-class ships in active service today, of which two the *Throne's Wrath*, and *Khadon* are classed as capital ships.

Measuring an average of around 575'-600' long, the Potentate-class ships are the largest in the Korachani fleet and are amongst the most well-equipped battleships in service today, and they are typically armed as follows:

- a primary battery made up of four main 13.7" battery dorsal guns (2 mounted on a single fore turret, and 2 mounted on a single aft turret)
- a secondary battery made up of 14 7.3" guns (8 mounted in turrets and 6 mounted in fixed armoured casements, divided equally between port and starboard)
- a tertiary battery made up of 21 3.7" guns (2 mounted on fore dorsal turrets, 1 mounted on an aft dorsal turret, and 12 mounted in turrets and 6 mounted in fixed armoured casements, divided equally between port and starboard)

They are powered by advanced steam engines (often augmented by TECHNARCANE secondary engines and enhancements), which power twin screw propellers, which together allow for top speeds of around $18-19~\rm knots~(20-21~\rm mph)$, depending on weight and total armament. They have an operational combat range of between $1-2~\rm miles$ and are protected by thick compound armour that varies in thickness from 4" in less critical sections to as much as 12" along the central band that protects the engines and magazines.

Most Potentate-class battleships are characterised by large bronze figureheads that take the form of stylised faces. Some claim these are depictions of the <u>Archpotentate Malichar</u>, though in truth they are simply designed to intimidate their foes.

POTENTATE HAABHUS: (B. c. 942 - D. c. 984 RM) also 'the Craven Potentate'. Pol. Leader who brought together various powers and entities surrounding CHEGRINT in c. 975 RM to challenge the PAUPER KINGS. Within 5-years the Pauper Kings had been deposed, their line ended, and POTENTATE Haabhus placed at the head of one of the largest territories in the known world. He was known as a ruthless but efficient general and ruler, both of which were required traits to rule an empire as vast and diverse as Chegrint.

His rule was not to last, for in 984 RM he was assassinated and supplanted by his lieutenants who had all historical reference to him changed to the Craven Potentate.

<u>POTHA</u>: Rvr. River in the nation of <u>ELEKHID</u>, flowing south east for 845miles from sources in the south east of the <u>GROWING MOUNTAINS</u> before meeting the <u>BAY OF HINGIL</u> in the far west of the <u>BRINE SEA</u>.

<u>POUKON</u>: Geo. Large peninsula in <u>WESTERN SAMMAEA</u>, forming the north western-most extension of the <u>SANTOREAN</u> Mountains that dominate the western coast of the <u>SAMMAEAN</u> continent.

POUKON, OBSERVATORY OF: Edu. Str. Large observatory in the highland plateau POUKON in the SANTOREAN Mountains in the west of WESTERN SAMMAEA in the north of RAHENG. It commands an unrivalled view of the night sky that is unfettered by light pollution or obstructions.

<u>POURAN WASTES</u>, the: *Geo.* Expansive wasteland in the north of <u>RAONGEN^{2.}</u>, bearing the scars of an ancient war – glass-blasted deserts and petrified remnants of fortifications. The Wastes cover no less than 820,000-aquare-miles of land across the northern <u>POLAR CIRCLE</u>.

<u>POVON</u>: Set. Fortified settlement in the south east of <u>KARGAMA</u>. It is vital in the defence of the south east of the nation, and its troops are vigilant of the border with ESHIR (Pop. c. 6,200).

<u>POWDERGUN</u>: (also 'gun', and 'Irons') Tec. Common word for firearm. The first recorded use of a powdergun is in c. 900 RM, where matchlock was the prevalent form until c. 1300 RM. This was replaced by wheel- and

flintlocks which arose around the same time and diverged in design, with the flintlock gaining popularity in personal weapons and the wheellock becoming more common amongst heavier pieces and artillery. Towards the end of the <u>KORACHANI EMPIRE</u>, beginning around 3600 RM, revolvers were introduced. Also called Irons, in slang. See Vol II: Technology.

<u>POYAKWAN</u>: Rui. Abandoned city in the north west of <u>KREM</u>, which once formed part of an extensive trade-route in the <u>MON KETTRAN</u> empire.

<u>POYYAN</u>: Set. Small city in the c of <u>CUTH</u>, west of the city of <u>OKKOWAN</u> (Pop. c. 6,000).

PRAEDICATE: Pol. Ruling title in PORPHYR taken by the SCION TELEANYARA APEXEIDE upon the founding the nation. The title has only been held by Teleanyara, due to her longevity, and to most the title Praedicate is synonymous with her name.

PRAEFECT: Pol. Rnk. The twenty-two regional rulers of TAAN AN, each of which has been elected every seven years to rule their respective PRAEFECTURE, since the founding of the parliament in 3782 RM. Together, the twenty-two Praefects form a larger council, known as the PRAEFECTURATE COUNCIL, that acts on matters of national import and serves in an advisory capacity to the EMPEROR (1.). Many of the Praefects are also part of the ISHINAL SHAPING CULTS.

PRAEFECTURATE COUNCIL: Pol. Org. The ruling council of TAAN AN, whose twenty-two members are made from the ruling PRAEFECTS of each of the nation's PRAEFECTURATES. The Praefectures are largely self-governing, though the council convenes in CUR APON when needed to act on matters of national import, where they elect and ARCH-PRAEFECT from amongst their ranks to act as a chair.

They also serve as advisors to the $\underline{\text{EMPEROR}}^{(L)}$, offering their disparate skills and experiences when needed.

PRAEFECTURE: Pol. Geo. The districts of TAAN AN, which is divided into twenty-two territories known as Praefectures. Rulers, known as PRAEFECTS, are elected from eligible individuals within the Praefecture every seven years who then select a cabinet to form a government. The rule of each Praefecture is largely autonomous, and together each of the Praefects also form a larger council, known as the PRAEFECTURATE COUNCIL, that acts on matters of national import and serve as advisors to the EMPEROR⁽¹⁾.

The Praefectures predated the rise of democracy in Taan An, and were originally the fiefs at the head of which was the Emperor. The founding of the parliament in 3782 RM saw a restructuring of the organisation, if not the physical boundaries, of the Praefectures, which remain largely unchanged today.

<u>PRAEINA</u>: Set. Coastal city in the north east of <u>TISARA</u>, overlooking the <u>BAY OF PRAET</u> (Pop. c. 25,000).

PRAEPOSTOR: Mil. Rnk. Middle leadership rank within the <u>SANCTIFIED</u> ORDERS OF THE INQUISITION, acting as superiors to the <u>EDICTORS</u> and <u>PREFECTS</u>. Praepostors are in charge of entire regions or districts and are often attached to government departments and act independently of the Orders.

PRAESES MAGNUS: Rel. Rnk. Religious rank within the CHURCH OF THE UNDYING MACHINE.

<u>PRAESHENG</u>: 1. Pol. Geo. One of the seven <u>INDUSTRIES</u> of <u>RAONGEN</u>^(2.), located in the south west of the empire. It is one of the major <u>OMNATITE</u> mining resigning in the empire.

2. Set. One seven ruling cities in RAONGEN^(2.), located in the south east of the empire, and it is one of its largest cities. It is the ancestral home of the HAU household and is also a major recruiting ground for the Raongeni army, and as a result its populace is made up of many veteran soldiers and citizens (one of the ways citizenship can be granted in Raongen is through military service. The city is surrounded by various military structures, including vast training grounds (Pop. c. 780,000).

<u>PRAET</u>: Sea. Long narrow bay in the far north east of <u>EASTERN</u> <u>LLACHATUL</u>, flanked by <u>TISARA</u> in the west and <u>ABATTUR</u> in the east.

<u>PRAETOR</u>: Pol. Law. Rnk. Law-givers in the <u>KORACHANI EMPIRE</u>. Every town (or district in the case of larger settlements) with a significant Imperial presence has at least one Praetor residing over its administrative

and legislative affairs. They have direct influence over $\underline{PRAETORIANS}^{(2)}$ – the law executors of the Korachani empire.

PRAETORIAN BROTHERHOOD, the: see PARTHISAN BROTHERHOOD.

<u>PRAETORIAN GUARD</u>: Mil. Major political and military force in the nation of <u>FATH</u>, in the c of <u>MENISCEA</u>. It is an open secret that they are the true power behind the emperor, who they elect to act as their puppet. This has been ongoing since c. 3540 RM.

PRAETORIANS: 1. see <u>Praetorians of the Road</u>.

2. *Pol. Law.* Law executors of the <u>KORACHANI EMPIRE</u>. They are higher-ranking than the <u>IRON GUARDIANS</u> and have more autonomy and authority to enact the empire's laws. They work under the jurisdictions of the PRAETORS.

PRAETORIANS OF THE ROAD: also 'Praetorians'. Mil. Military police-force in AQUARIIA, originally appearing in c. 900 RM to guard the frequent food caravans that moved resources from rural settlements in the south to the OBSERVATORY-CITIES in the north. The force remains active to this day, where it has various branches, including city watch and border patrol.

PRAETORS OF TEUTAR: Mar. Org. Private security forces originating in c. 3780 RM in SARASTRO from the remnants of the ORDER OF TEUTAR. Following the SUNDERING OF THE KORACHANI EMPIRE in 3705 RM the Teutars were expelled by the newly REFORMED CHURCH OF SARASTRO. Most retreated north into the HIGH-EMPIRE though the rest scattered across the north of SAMMAEA, renouncing their past ties. Most fragmented though a few remained as mercenaries.

One such band would move east back into Sarastro, becoming freelance guards to merchants and <u>PATRICIANS</u> needing experienced troops and guards. The organisation grew from there, setting up offices in most major cities along the southern coast of the <u>INNER SEA</u> (with their headquarters in the city of <u>HAGRADEA</u>), where they provide work-for-hire to anyone willing to pay their prices. They have a reputation for taking on any job, regardless of the legality or possible repercussions.

PRAETTANIA: His. Ntm. Historical early FIFTH AGE state in the north east of EASTERN LLACHATUL occupying what are now LOEGRESS^(1.), ABATTUR, and the west of KOMMEA. It rose in c. 1100 RM as a series of feudal states whose people were descended from the earlier GALABRIAN culture, and it was culturally isolated and remains known in Eastern Llachatul today as a place of loosely-united city-states ruled by charismatic knights whose genealogies were shrouded in myths that emerged from cults of personality established by their founders, whose names remain culturally resonant in its descendant nation of Loegress today.

The region eventually crumbled in c. 2420 – 2450 RM due to political and cultural inertia and the subsequent internecine fighting between its many feudal states, many of which had developed their own culture and myths that clashed ideologically with those of their neighbours. It eventually stabilised into three distinct territories – ENAELLON^(2.), GLYNNED^(2.), and MOTTANIA^(2.) – by c. 2500 RM, though they remained unstable and at conflict with each other until they were eventually reunited by the warlord TORRVAN in 2588 RM, who became the first king of the new kingdom of a united Loegress in 2612 RM. See Vol II: extinct Nations.

<u>PRAETTANIAN</u>: Lan. Historical language spoken by the people of <u>PRAETTANIA</u> and was known for its many dialects. The collapse of Praettania in c. 2450 RM led to three distinct states – <u>ENAELLON</u>⁽²⁾, <u>GLYNNED</u>⁽²⁾, and <u>MOTTANIA</u>⁽²⁾ – emerging, and their dialects diverged further over the next century.

With the reunification of the three states under the banner of <u>LOEGRESS</u>^(1,) in 2588 RM saw the <u>GAELLNYN</u> dialect became the most influential, and by c. 2750 RM it had superseded all others, becoming the main language of Loegress. Praettanian dwindled into obscurity, to be replaced by other dialects in various regions, though they too became relatively uncommon with the spread of Gaellnyn. See Vol II: Languages.

PRAHAT VIGRA: Set. Settlement in the east of CHEIRA (Pop. unknown).

<u>PRAHEN</u>: Set. Settlement in the c east of <u>AHRISHEN</u>, along the southern shore of lake <u>GALENDA</u>. Its main industry is the gathering of reeds (Pop. c. 8,000).

<u>PRAND</u>: (B. 1433 – D. 1512 RM) <u>LIDEAN</u> naturalist who travelled extensively around <u>ELYDEN</u>, noting the creatures he discovered. He was responsible for bringing knowledge of various fauna that was otherwise unknown to the people of the <u>INNER SEA</u>. He also named various such animals, including <u>PRAND'S JELLYFISH</u>.

PRAND'S JELLYFISH: Fau. Poi. Large jellyfish common in temperate waters of the NORTHERN HEMISPHERE, particularly the northern shores of the seas of Orrida and ERTHYDEA. It is renowned for its incredibly long venomous tentacles, which cause sickness and numbness. See Vol II: Classification and Taxonomy of Life.

<u>PRANT</u>: Set. Settlement in the west of <u>ELEKHID</u>, along the course of the river <u>MAHEZEAL</u> (Pop. unknown).

<u>PRASINIA</u>: Set. Major coastal city in the south west of <u>HANNAH</u>, in the c south west of <u>SAMMAEA</u>, in the north of the <u>SEA OF ETAGIRIA</u> (Pop. c. 75,000).

PRAXIS, ORDER OF THE: Org. International philanthropic order common to the south east of MENISCEA, based in the nation of VALA, and with strongholds in VECTIS, ACHAA⁽²⁾, and AURUM⁽²⁾. The order receives funding from its supporting states and charity, and its members, who are known as SEEKERS OF THE PRAXIS, or simply Seekers, travel across the south east of Meniscea, carrying out acts of philanthropy.

Founded in c. 3680 RM, it has, over the years branched into various sub-factions, with the largest and most well-known being its militant branch, known as the <u>VYRAJIN COHORT</u>, whose members, the <u>VYRAJIN</u>, are akin to the knights of more familiar lore.

<u>PRAYAN</u>: Set. Small city in the c west of <u>RAONGEN</u>⁽²⁾ to the north of the <u>SHANII</u> Mountain (Pop. c. 14,000).

PRAYER FLAGS: Rel. Obj. Prayer flags are a common sight in the GROWING MOUNTAINS of MULCIBER. In the religion and philosophy of the various sects of NEPHTHALONT, prayer flags are used as a symbol of well-wishing between people. They originated as a physical representation of prayers, and temples of Nephthalont are adorned with maypoles from which hang many strings, on which are attached dozens of coloured triangular papers, on which are written prayers.

<u>PRE-IMPERIAL</u>: His. Soc. Common term used to describe a time either before the rise of the <u>KORACHANI EMPIRE</u>, or before the subjugation of a nation or people to Korachan. The term pre-imperial does not necessarily describe a specific date or time as this can vary wildly based on region. For example, in <u>KORACHAN</u>, pre-imperial would be any time before 1 RM, when the region was still divided into <u>SEVEN CITY-STATES</u>; whilst in <u>SARASTRO</u> it would mean a time before 339 RM, when the siege of <u>ARGEA</u> finally succeeded, leading to Korachani subjugation of its people.

<u>PRECEPTOR</u>: 1. Pol. Rnk. <u>IMPERIAL</u> caretaker in most lands south of <u>THE INNER SEA</u>, either serving as regent in the absence of an imperial presence, for instance during the handover to the <u>INTERREGNUM</u>, or acting as regional governors of smaller districts and/or settlements.

2. Org. Rnk. Clerks that work in the <u>PRECEPTORIES</u> of the <u>WHITE BANK</u>.

3. Mil Pol. Pol. Org. Tutors in the <u>VÁMAN ODDER</u> of the SANCTERIA

3. Mil. Pol. Rnk. Org. Tutors in the VÁMAN ORDER of the SANCTIFIED INQUISITION. They train agents (particularly the KEEPERS OF THE KEYS) and re-educate rogue SHAPERS captured by the Orders' agents. They tend to be intimidating figures, known for waring featureless metal masks that are designed to instil fear amongst those who look upon them, be they other agents of the Order or shapers that have been captured.

PRECEPTORY: Org. Str. Common name given to the physical banks of the WHITE BANK. They typically fulfil the role of a bank, as well as a COMMISSARY to the Members of the WHITE LEAGUE and esteemed patrons of the bank.

<u>PRECURSORS</u>, the: Rel. Name appearing in various religions and mythologies in the south and west of <u>SAMMAEA</u>, particularly <u>ADHERA</u>, <u>EPHATTA</u>, and <u>SYNCHTHONITHA</u>. It is thought by <u>KORACHANI</u> scholars that the Precursors are a corrupted reference to <u>SCIONS</u>.

<u>PREDICANT</u>: Rel. Rnk. Religious rank in the <u>CHURCH OF THE UNDYING</u> MACHINE, serving as a preacher and demagogue entrusted to motivate crowds. They are commonly found marching alongside <u>PILGRIMS</u> in the <u>SHADOW MARCH</u>.

<u>PREFECT</u>: 1. Pol. In <u>MHAROKK</u>, regional rulers of the 49 prefectures, answerable only to the queen.

2. Pol. Rank Within the SANCTIFIED ORDERS OF THE INQUISITION, above that of VIGILATOR, with more responsibility and typically in control of a larger jurisdiction. Prefects specialise in upholding specific aspects of the law, as befits their respective Order.

PREFECTURE: *Pol.* An administrative jurisdiction traditionally governed by an appointed prefect. Specifically, this could refer to:

1. Pol. Division of political districts in the nation of HOLOLACH^(1.).

<u>PREG</u>: Set. Settlement in the c of the emirate of <u>DEITHO</u>^(L) in the c west of <u>LIMOTH</u>^(L), located about 3-miles west of the river <u>MATHRAS</u>. Its main industry is agriculture (Pop. c. 6,100).

<u>PRELLIA</u>: Set. Settlement in the c north east of <u>ALMAGEST</u>, just south of the northern <u>POLAR CIRCLE</u> (Pop. c. 4,000).

<u>PREPOTENCY OF THREPHO</u>: 1. *Geo.* Island group off the western-coast of <u>SAMMAEA</u>, with the <u>SEA OF NARANOR</u> to the west and the <u>SEA OF ABRAXA</u>^(1.) to the east.

2. Dem. 'Threphian'. Ntn. Nation situated on a large island group of the same name⁽¹⁾ off the western-coast of <u>WESTERN SAMMAEA</u>. Its people are considered primitive by those of the <u>INNER SEA REGION</u>, and little is known about them, though the region is known for its dark bloody pantheon of gods and the kelp forest that dominates its shallow waters. See Vol III: Extant Realms and Nations.

<u>PRESBYTER</u>: Soc. Rak. Care-takers of the <u>ORPHANOTROPHIA</u> of the KORACHANI EMPIRE.

<u>PRESIDER</u>: Pol. Chairperson of the Oligarchic Council if <u>UKHARTH</u>^(2.). the current Presider is <u>PEGARIUS ZONRA</u>.

PRESRA: Set. Settlement in the south of the territory of <u>UNERKILISS</u>, in the c south of <u>ALAM BETHYL</u>. It is Just north of the northern <u>POLAR CIRCLE</u> and experiences two days of darkness every winter, though the suns' closeness to the horizon means that those two days are spent in twilight rather than full darkness (Pop. c. 6,000).

<u>PRIEMPIL</u>: Sca. Reef in the <u>SEA OF KRYMEA</u> off the southern coast of <u>LIMOTH</u>^(1.) to the south of <u>THE CONSTELLATIONS</u> islands.

PRIGLIA: Set. Fortified settlement in the c-south east of THE SURRACH, in the far south of the region of ELIPHAO (Pop. c. 8,000).

PRIMATE: Rel. Rnk. High-ranking title within the CHURCH OF THE UNDYING MACHINE, granted by the ARCHPOTENTATE MALICHAR through his POTENTATES to those within the church serving the empire well. The title is honorific rather than functional, and many primates go on to be elected to the rank of potentate themselves, or become rich by drawing salaries from church tithes.

PRIMATE MAGNUS: Rel. Rnk. Rank of the CHURCH OF THE UNDYING MACHINE, above that of PRIMATE.

PRIME LACUNAE: Sup. Mys. Geo. The two antipodal fonts where the MATERIA OMNA makes contact with the atmosphere of Elyden, dispersing into the ATRAMENTA and FIRMAMENT at the BLACK FOUNTAIN and the TRUE MENISCUS, respectively.

PRIME MERIDIAN: Soc. Arbitrarily-defined location of the line of longitude defined to be 0°. It was officially recognised as being the site of the <u>OBSERVATORY OF DEOCHAN</u> in 1832 RM, after the cartographer <u>SIMOLEUS</u> popularised it in his <u>ATLAS OF THE INNER SEA</u>.

<u>PRIMHEN</u>: Set. Settlement in the west of <u>RAONGEN</u>⁽²⁾, guarding the pass across the west of the <u>ZEHINE</u> Mountains (Pop. c. 6,750).

PRIMID MELESH: see MELESH.

PRIMOGENITOR: Pol. Soc. Oth. The first ancestor of a particular lineage such as HALFBLOOD HOUSES or SCION bloodlines, as well as prestigious Patrician Houses, such as those descended from the SEVEN-AND-FORTY. In the case of halfbloods, the primogenitor is an OTHERWORLDER, and in the case of scions, this would be a DEMIURGE. For instance, all DESPOSYNI can trace their lineage back to the ARCHPOTENTATE MALICHAR – their primogenitor.

Not all halfbloods or scions can trace their lineage to their primogenitor, which case this individual will remain unknown.

The term is also used in reference to <u>CLONING</u>, specifically the individual from whom cloned iterations are derived.

<u>PRIMORDIAL WISDOM</u>: Myt. Phil. His. Common belief amongst many scholars and philosophers that posits that the two-and-twenty <u>MORTAL</u> <u>PEOPLES</u> were originally born with a base understanding of how to function. It is thought that they were born with a rudimentary language (the so-called <u>UR-TONGUE</u> from which all other languages emerged), as well as an archaic understanding of some aspects of nature that allowed them to survive in the chaotic world into which they had been born.

Though this is not explicitly mentioned in the '<u>MYTHOLOGIA ELYDEN</u>' it is hinted at through the mention of early mortals' knowledge and seemingly innate understanding of certain concepts. Despite this, early mortals were primitive and largely ignorant of many subtleties and aspects of physics and the natural world, some of which were learnt through their experiences or otherwise taught to them by the <u>DEMIURGES</u>. See Vol IV: the Mythologia Elyden.

<u>PRINCE</u>: Mil. Veh. Class of modern <u>KORACHANI WARSHIP</u> designated as a corvette. There are over 100 individual Prince-class ships in active service today, of which 21 are classed as capital ships.

Measuring an average of between 175' – 250' long, the Prince-class ships are the most ubiquitous amongst the ships found in the imperial navy, and they carry out coastal patrols, and serve as forward scouts and as fast attack craft close to shore. They are typically armed as follows:

- a primary battery of 1 7.3" gun (mounted on a fore turret)
- a secondary battery of 4 3.7" guns (2 mounted on port turrets, and 2 mounted on starboard turrets)

Prince-class ships are amongst the most modular of Korachani vessels, in terms of armament, with most carrying modified loadouts, based on their individual roles, and many have their armament removed and replaced various forms of offensive and defensive <u>TECHNARCANE</u> engines.

They are powered by steam engines, which power a screw propeller, which allows for top speeds of around 30 - 35 knots (34 - 40 mph), depending on weight, total armament, and sea condition. They have an operational combat range of between.5 – .75 miles and are protected by compound armour that varies in thickness from 1" in less critical sections to as much as 4" along the central band that protects the engines and magazines.

PRINCE OF THE CHURCH: Rel. Pol. Rnk. Rank within the CHURCH OF THE UNDYING MACHINE as well as the REFORMED CHURCH OF SARASTRO. that is bestowed upon those with a 'special' relationship with the church, in particular its cardinals, bishops, as well as devout or power-hungry patricians, generals, or magnates. The practice is rife with nepotism and cronyism, and is highly corrupt. It may also be bestowed to loyal and hard-working votaries in certain cases.

The position grants leverage within the church, but 'donations' are expected in return of favours. Princes of the Church are expected to act as social figureheads of the church, and are expected to use their fame or influence to promote the church and, more specifically, their patrons, also acting as brokers and campaigners for their patrons.

The rank can be withheld or taken without prior provocation, so bearers are careful to not endanger their positions.

PRINCE OF KETESH, the: (B. 3934 RM) Pol. Influential politician in KETESH^(1.). Born to PATRICIANS in LAASKHA, he had an unruly childhood and was sent to the city of Ketesh^(2.) by his father.

He became a <u>COMPEER OF KETESH</u> after serving five years in the <u>MOST HUMBLE ORDER OF KETESH</u>, though continued to serve after his obligatory term ended, becoming enamoured with the small nation.

He went on to become a General of the Keteshi army in 3972 RM and a respected and much-loved statesman in 3988 RM, in which capacity he continues to serve. The name 'Prince of Ketesh' is a nickname granted to him by the people in c. 3982 after he successfully fended off a CYHLAGHARRI pirate raid.

PRINCEPS: 1. Pol. Rnk. In the KORACHANI EMPIRE, a title denoting ultimate overseer of each of the seven wards of the great nation of KORACHAN, often accompanied by another title. Typically, the princeps are elected from the POTENTATES of the wards' cities by a council of peers.

- 2. policing officer of <u>KORACHANI</u> outposts, operating as a microcosm of the above, ruling the outpost.
- 3. Mil. Veh. Class of modern KORACHANI WARSHIP designated as a gunship. There are 70 individual Princeps-class ships in active service today, of which fourteen the Asharta, Basilea, Cypria, Inculcator,

Indoctrinator, Korachan, Lisassa, Otina, Provoker, Remander, Skaros, St. Fatuh, Throne, and Tyrsis, – are classed as capital ships, and are all highly decorated.

Measuring an average of around 200' long, the Princeps-class ships are intended to target coastal targets rather than other ships, and also serve to carry out 'gunboat diplomacy' (making conspicuous displays of naval power in international politics as a threat of warfare should presented conditions not be met), and are typically armed as follows:

- a primary battery of 2 5.7" dorsal guns
- a secondary battery of 4 2.3" guns (2 mounted on port turrets, and 2 mounted on starboard turrets)

Not as modular as other ships, the Princeps-class ships have nevertheless been retrofitted with different weaponry based on needs.

They are powered by advanced steam engines (often augmented by <u>TECHNARCANE</u> secondary engines and enhancements), which power twin screw propellers, which together allow for top speeds of around 13 knots (15 mph), depending on weight and total armament. They have an operational combat range of between 1-1.5 miles and are protected by thick compound armour that varies in thickness from 2" in less critical sections to as much as 8" along the central band that protects the engines and magazines.

PRINCEPS' CITY: Mil. Str. Outpost along the GOR'KHAN Ridge in the JAELA Mountain in the far north east of SARASTRO. The city is a wealthy trade-town that lies along the eastern imperial trade-routes, effectively serving as the major northern Sarastroan link with the north west of VENTHIR. The only other city – MULCIBER, now part of north western Venthir – serves as a major link from LLACHATUL.

Growing tensions between Sarastro and Venthir have led to diminishing trade along the route, which has seen the Princep's City dwindling in size (Pop. c. 1,010,000).

PRINCIPALITY OF AASHA: see AASHA, PRINCIPALITY OF.

PRINCIPALITY OF OPRET: Dem. 'Opretian'. His. Ntn. Ancient, now extinct culture, south west of <u>PARTHIS</u> and the <u>TARAHID ANNEXES</u> (the latter of which inherited some cultural aspects of the region. The Principality of Opret (often simply called Opret) emerged from the nation of Eron Soth following the signing of the <u>SEVERANCE TREATY</u> in 592 RM that effectively divided the region in two — <u>OPRET</u> in the north west and <u>OPHAM</u> in the east. The region suffered greatly, originally against <u>LHAUS</u> incursions, and later was defeated twice against massive oghur attacks; one in 723 RM that saw its legendary Iron Mantle⁽¹⁾ (a 250-mile-long fortified redoubt specifically built to defend against such an attack) destroyed alongside the regions' major settlements; and another in 941 RM that saw the remnants of that culture wiped out.

Following the original oghur attacks in 723 RM, most males were taken to CYHLAGHARR as slaves, with the remnants (either female or those deemed too weak to be taken as slaves) either executed of left to their fates. A great deal of the women later bore half-oghur children following the massed raping that took place during the attacks. This half-breed generation inherited the broken OPRET, funding a hidden nation in the southern face of the Asoghaqua mountain at the centre of which was the alchemical enclave known as AN SIMEIA, after which the people were later known. The attacks of 941 RM left An Simeia destroyed, the majority of the SIMEIANS slaughtered. The remnants of Opretian lands were either taken by Opham or reclaimed by nature, with only a single small city-state (known as ROAH) to carry the Opretian tradition. See Vol IV: Extinct Nations.

PRINCIPALITY OF SEPAHAUNAT: see SEPAHAUNAT^(2.).

PRINCIPLE OF CONTAGION: Mys. Sup. A commonly-accepted hypothesis amongst scholars of the MATERIA OMNA that posits the following: two MORTALS or objects that have been in physical contact with each other form a permanent, if tenuous, link that can be felt by certain SHAPERS who are sensitive to such effects. Throughout their life a person will form hundreds of thousands of such links, and though most are weak, fading over time, others, like the link shared with ones' home or loved ones, are strong and can last for years.

These links can be detected by shapers, and can be strengthened or broken. Shapers who are sensitive to these links are known as PSYCHOMETRISTS (or ANAMNRIIN in the KORACHANIEMPIRE) and when

<u>FOCUSED</u>^(1.) and <u>ATTUNED</u> they can touch an object or person to get a sense of its history or specific events that took place around it. **See Vol IV:** the Materia Omna.

<u>PRINCIPLES ON THE GODS' DREAMS</u>: Sup. Dre. Vol. ONEIROMANTIC treatise written by the <u>VORANDI</u> Oneiromancer <u>DALAMAN AGUATA</u>, which was published across the <u>INNER SEA REGION</u> in 3376 RM. It spoke casually of the <u>DEMIURGES</u> and their influence on the ancient world and of their extant blame for the <u>DREAMSCAPES</u> that plague <u>ELYDEN</u>.

This drew the attention of the <u>Church of the Undying Machine</u>, whose agents persecuted him, leading to his capture in 3381 RM, and his <u>EXECUTION</u> as a heretic the next year.

PRINTING PRESS: Tec. A machine that, through the application of pressure to an inked surface onto a material (commonly vellum or cloth), produces printed matter. The printing press was devised in c. 785 RM in AZAZEM by a school of engineers, who began selling them in surrounding nations. The device gained much popularity amongst PATRICIANS and INTELLIGENTSIA circles, as well as the growing middle-class of FREEMEN whose growing literacy allowed them to afford printed texts for the first time.

The engineers' designs were appropriated by the CHURCH OF THE UNDYING MACHINE in 823 RM, with machines constructed primarily for the massed printing and distribution of church propaganda, though rogue designers continued to use the presses for other, more pragmatic, sometimes esoteric, purposes. The Church and censors would hunt down these rogue printers until c. 1200 RM, by which-time the presses had become so widespread that opposition was futile, though the BUREAU OF CENSORS continued to persecute such presses that would spread anti-imperial secular propaganda.

Though printing presses originally used paper as a surface material, the decline of the natural world across <u>ELYDEN</u> necessitated other materials; most commonly being vellum, parchment and thin metal sheets (see <u>CATHADESM</u>).

<u>PRISMERISM</u>: Noun. Prismerist. Sup. Rnk. One of the commonly accepted <u>SPHERES</u> of <u>SHAPING</u>, most commonly-seen in <u>FIRMAMENTISM</u>, whose practitioners can manipulate colours and lights; creating, changing and negating lights both artificial or natural as well as granting them physicality. Few outside their circles can understand or accept how this is done, though they explain it as a bending of the light emanated from the sun and subtle application of Firmamental force (akin but inferior to the sphere of <u>FOREONISM</u>) to the surface of objects so that the light reflects off them in different ways; resulting in the altered colours. The home of Prismerism is the small town of <u>THESIA</u> in <u>SAUA</u>.

<u>PRISMILLIA</u>: Set. Settlement in the south west of <u>GNOTH</u>, in the region of <u>ALKAHEST</u>. It is known for its nickel mines (2,200).

PRISON: also 'Incarceration', and 'Correctional Facility'. Law. Str. Org. Soc. A structure where people are confined, typically as punishment for crimes. In some regimes, prisons are used as tools of oppression where political enemies are sent to, often without fair trial. They are also used in times of war to detain prisoners captured from enemy forces. In many cultures, prisons may also be at the heart of a slave-like industry, known as penal labour, where prisoners are put to work, usually without being paid.

Below are some states and cultures and particular practices they may employ with regards to their prison system:

1. The Twin Empires: a single entity prior to 3704 RM, when the SUNDERING OF THE EMPIRE led to the formation of the HIGH- and LOW-EMPIRES, KORACHAN and SARASTRO'S prison system remain almost identical.

The growth of industrialisation in the empire at the dawn of the 2nd millennium RM led to hordes of people from rural backgrounds heading to cities in search of work and the unfounded promise of a better life. Many, broken by the harsh realities of life in large uncaring cities, were forced into lives of crime. The prisons of the day could not cope with the influx of convicts, leading to a growing civil problem. The <u>LEAGUE OF PATRICIANS</u> found a solution of sorts, creating one of the most persistent aspects surrounding incarceration in the twin empires – prison industries.

For the most part, prisoners in the twin empires serve as uncompensated workforces in workhouses and manufactories within the prisons themselves. These produce a huge variety of goods, including food, material goods, clothing, tools, weaponry, and so on. Laws and sentencing are kept intentionally harsh to keep these inmate worker populations high.

Upon sentencing, most convicts are assigned to certain prisons based on their temperament. Those of a more belligerent attitude are sent to the same prisons, where they may be press ganged into penal battalions in return for reduced sentences. Many do not survive their first battle, and the rest become so traumatised by their experiences that after the end of their tour of duty they end up in an asylum.

2. Almagest: ALMAGEST is known for its prison gangs. Indeed, the prisons themselves encourage gang culture within the system, with some gangs having histories going back centuries. These gangs are at the heart of a respected penal corps known as the KRASHBAT, that recruits from the prisons, with gang members placed into regiments of their corresponding gangs. The scope of advancement within the corps is the main motivating factor to recruits, as is the republic pardon that is presented to those who survive three years in the corps, though most remain enlisted after this day comes.

Also common in Almagest are clandestine fights instigated by guards, where two inmates are picked from random gangs and placed in the prison yard, where they are forced to fight. To save face and to avoid being shot by the guards these individuals fight until either killing or seriously incapacitating their opponent whilst the guards bet on the outcome.

There is no incentive to this other than death, should the inmates fail to comply. The practice is frowned upon by the Republic though has been going on for so long that it is considered a prion tradition today, regardless of the cruelty to those selected.

- **3. Parthis:** giant ball-like treadmills are used as a form of penal labour in <u>PARTHIS</u>, with convicts running for hours on end in shifts in groups up to a few dozen per treadmill. The treadmills generate electricity for the prison, powering its lighting, and ovens.
- **4. Venthir:** prisons in <u>VENTHIR</u> commonly take the form of dungeons, where inmates are incarcerated, often for life, and largely forgotten. Conditions are appalling and many inmates die of malnutrition disease or hypothermia before they even complete their sentences. Early releases are unheard of and a prisoner is as likely to be forgotten about as they are to be released at the end of their sentences. Most freed prisoners invariably find their way back in the system sooner or later, and few who return to prison ever make it our alive.
- **5. Malan:** An ancient <u>MALANI</u> tradition where criminals were imprisoned within the hollow trunk of the Prison tree and left to starve, with their bodies sustaining the tree. Though no longer practiced in most urban areas, it is thought to still be a method of incarceration and execution in more rural areas.

PRISON CARCERI, the: 1. Dem. 'Carceran'. Also 'Carceri'. Expansive system of caverns and hollows in the earth of ELYDEN created by the DEMIURGE VORROPOHAIAH, and his children the ROPOHAII, millennia past. Its near-endless corridors cover the chthonic underworld over most of LLACHATUL, and the north of SAMMAEA, with its farthest corridors spreading for thousands of miles, as far West as RAONGEN⁽²⁾, as far east as KREM, as far north as the WHITE SHEET, and as far south as ANANTHUL. Its deepest reaches are said to pierce the fiery heart of Elyden, where byzantine ruins still infest its belly, ancient beings trapped within. The tribe of Vorropohaiah still resides in the deep belly of this place, their minds corrupted by despair and madness.

Most extant imperial maps were either charted or compiled by the diligent work of cartographers and explorers of the <u>SOMNIARECHI ORDER</u> of the <u>SANCTIFIED INQUISITION</u>, whose work during the so-called <u>ONEIRIC SCOURGE</u> led them into various expeditions of the depths of Carceri.

2. *His. Rui.* During the rule of the <u>KORACHANI EMPIRE</u> in <u>VÂRR</u>, some of the upper-most hollows of Carceri^(1.) were appropriated by the <u>AVÉNETHI ORDER</u> and used as a prison for <u>FIRMAMENTISTS</u>, and came to be known as Carceri. Their tenure began in 2702 RM, after their old headquarters in <u>VENTHIR</u> was destroyed in an earthquake, and the Order remained there until 2943 RM, when they moved to <u>AVLONIA</u>, <u>ALMAGEST</u>.

They left caretakers behind to oversee the maintenance of the old structures, but they were wiped out by the <u>REGENT-KINGS</u> by 3995 RM, after which they allowed the abandoned structures to fall into disrepair.

PRISON LABOUR: Soc. Law. It is common in the KORACHANI EMPIRE for some prisons to be privatised, where they are owned and operated by PATRICIAN HOUSES and business consortiums. To make a profit they turn them into manufactories and workhouses, forcing the inmates to work in the production on various goods. The business is quite lucrative and has changed the pattern of sentencing in Korachan, which used to lean towards EXECUTION, with most now being sentenced to labour.

PRISON TREE: Flo. Law. Baobab-like trees endemic to the south of MALAN and also in surrounding regions in smaller numbers. The cross-section of its trunk has the shape of a deep crescent, lending it a distinct appearance. Its name comes from an ancient Malani practice of using the tree as a prison for law-breakers, who would starve to death within the trunk, their bodies, being reclaimed by natural forces around them.

Though this method of $\underline{\text{EXECUTION}}$ is no longer practiced, it is said to survive in more rural areas of Malan. See Vol II: Classification and Taxonomy of Life.

<u>PRITAYA</u>: Rui. Ruined city in the west of <u>NÁRTHEL</u>, close to coast of the <u>SEA OF SPIRES</u>. It was abandoned in 3688 RM following an umbra explosion in a refinery there that levelled the city. It remains a region of man-made <u>ATRAMENTAL TAINT</u>, with many forms of wretched mutated fauna and <u>DEGENERATES</u> lurking in the rubble of its undercity. It is known to attract crazed <u>ATRAMENTISTS</u> who come to study its ruins for their secrets.

PRITONA: Set. Small city in the c north west of <u>ABATTUR</u>. Its main industry is the breeding and training of <u>MASTODONS</u> which are used as beasts of burden across the nation (Pop. c. 13,000).

<u>PRIYA</u>: 1. Ind Geo. Region of gold-mines in the c north of <u>ACHAA</u>⁽²⁾. The region is overseen by the city that lends it its name ⁽²⁾.

2. Set. Ruling city in the above $region^{(1.)}$ (Pop. c.57,000).

<u>PROCE'S ALUCORN</u>: Fau. Bull-like <u>THEROPS</u> in temperate areas of <u>SOUTHERN SAMMAEA</u>, known for its gigantic recurved horns and humped back. See Vol II: Classification and Taxonomy of Life.

PROCHLORIS: Pol. Set. Capital city of SEDALLIA, in the south of the nation at the top of a long valley that leads to the coast. It is also a stop along the EGETAKHAN ROAD and the western termination of the VESHONAN PASSAGE trade route, where it shifts goods from one route to the other under charter of the merchant houses of VESHON (Pop. c. 330,000).

PROCLAMATION OF MERIT, the: Law. Pol. Vol. A foundational document that serves as the constitution of KEPHUAAN. Penned in 3779 RM by ARIS TALMARA and ELENDI VARTHA, who spearheaded the cultural revolution that ousted the old plutocratic council, the Proclamation outlines the precedents of the meritocracy, including outlining the necessary qualifications for holding office in the COUNCILOF MERIT and other principles on which the new nation of Kephuaan was to be governed and holds true to this day.

The Proclamation of Merit also established the rules through which citizens of Kephuaan could sit for examinations to determine who was capable of sitting on the Council of Merit, via the <u>DEPARTMENT OF EXAMINATIONS</u>.

<u>PROCTOR</u>: 1. Pol. Rnk. Administrative officials in the <u>KORACHANI EMPIRE</u>; acting as caretakers of small cities or districts in larger cities. They are answerable to <u>BARRATORS</u>.

2. Law. Rnk. Members of law-enforcement within <u>SABAISA</u>, founded by <u>ALDEBARRA II</u> in 3591 RM with the overarching powers to act as jury and judge, and should the need arise, <u>EXECUTIONER</u>. Punishments are harsh in Sabaisa, though as a result it is a very lawful place, with few taking the risk of breaking the law openly. This is due to the effectiveness of the Proctors and respect and fear that they command.

PROCUL: also 'Farseer'. Nou. 'Proculear'. Plr. 'Proculin'. Sup. Org. Mil. Rnk. An order of SHAPERS in the KORACHANI EMPIRE, whose MINASTERIA (2.) has been based in the city of ALAAN in LAASKHA since 1361 RM. Its members are ATRAMENTAL shapers whose SPHERE of influence involves

<u>CLAIRAUDIENCE</u>, <u>CLAIRVOYANCE</u>, and/or <u>CLAIRSENTIENCE</u>, usually meaning that they can sense at long distances.

Proculin are ill-understood by laypeople, and are often attributed greater powers than they truly possess, though that is not to say that are not without a range of abilities. They take on more of a passive role than many other shapers, and are keen observers.

Individual *Proculin* can be found in various roles, using their abilities to provide information of distant events, such as news, or weather. They can also be found using their abilities for entertainment, performing for crowds, amazing people with their skill at <u>FARSIGHT</u>.

Many find themselves working as security for governments, either working as long-distance guards, or advisors, using their skills to provide insight and feedback to policies and decision-making.

They can also be found working in law enforcement, where they search for clues or perpetrators at a distance, or help to locate missing people or stolen objects. They are also found in the military, where they act as observers and sentries, using their skills to detect sounds and movement at a distance. They are also found as scouts and spies, using their abilities to inform them of enemy movements, gathering intelligence by remotely viewing remote locations. The use or Iron Mantles can greatly increase the range at which they can view their quarries. *Proculin* who have been specially trained can also detect the scrying of others, and may be able to neutralise them. See Vol IV: Spheres and types of Shaping.

PROCULARACH: Int. Sup. Tec. Pol. Mil. Str. Large circular field around 5-miles north east of DEOCHAN in the nation of KORACHAN. The field is largely empty, but its centre is dominated by a 1,000-ft. high girder tower with a seemingly endless ladder leading to its summit atop which is perched sensitive and powerful TECHNARCANE equipment — SEEING ENGINES and receivers through which the messages of imperial SHAPERS from across ELYDEN can be detected, deciphered and disseminated, as needed.

The gigantic girder is irregular in shape, with various pieces of equipment and batteries scattered across its surface. It is stabilised with several thick guy cables that are held in pace by bulky concrete anchors within which operate <u>LARVAE</u> interred in <u>SARCOPHAGI</u>, which are linked up to the considerable technarcane engines and machinery buried deep beneath the facility. They are each skilled in a particular <u>SPHERE</u> of <u>SHAPING</u> related to incoming transmissions, together allowing the facility and its workers to up all manner of different psychic, oneiric, telepathic, clairvoyant etc. transmissions, making it one of the most important pieces of technarcana in the <u>KORACHANIEMPIRE</u> and perhaps the most powerful modern seeing engine in all Elyden.

The site is well protected, both by mundane troops as well as shapers tasked with looking out for signs of sabotage or espionage.

PROCURATOR: Pol. Rnk. Rank within the SANCTIFIED ORDERS OF THE INQUISITION, whose members carry out investigative duties and are often charged with the recovery of artefacts and relics important to the KORACHANI EMPIRE and its various organisations and department. They are common within the AIWAHAN ORDER, where they specialise in retrieving ARCHAEOTECH.

<u>PRODIA</u>: Set. Settlement in the north of <u>SAGITTARIA</u> known for its logging of the <u>APRODDA</u> forest (Pop. c. 5,800).

PRODIGAL KINGS, the: Leg. Pol. Apocryphal line of kings mentioned in pre-KORACHANI VAALKAN histories and myths, dating them to the time of the VALKAN culture or the earlier <u>ULLUASHI</u> people, or possibly an even earlier time, close to the <u>FADING</u> of the <u>FOURTH AGE</u>. It is unknown if they are based on a real dynasty, and are considered as parables by most who know of the associated stories.

<u>PRODIGLIA</u>: Sea. Wasted sea to the south of <u>BROR</u>^(1.), just north of the <u>POLAR CIRCLE</u>. The sea is empty and dead, its waters dark, unsupportive of life.

PROEDRII, the: PIr. 'Proedriin'. Mys. Sup. Mil. Rnk. order of 9 ARCHSHAPERS employed by the <u>LAASHKAN</u> military, with a history dating to before the rise of the <u>KORACHANI EMPIRE</u>. They are considered elites amongst elites and recruit their members, of which there are always only nine, from accomplished shapers across <u>Laaskha</u>. They then undergo rigorous training during which they are grafted with powerful technarcana, and

are given the most exclusive equipment available to the nation, which includes iron mantles.

They operate autonomously though may be called upon in times of war or great need by the <u>COUNCIL OF SEVEN</u> of the Korachani empire, to honour an ancient oath dating back to the conquest to Laaskha, when their antecedents pledged their loyalty to the <u>ARCHPOTENTATE</u> MALICHAR.

Given their importance and the resources it takes to train them, it is rare for more than one to be seen in the same place. Famously, the $\underline{\text{WAR}}$ $\underline{\text{OF}}$ $\underline{\text{SUNDERING}}$ is remembered amongst Laaskhan military, as an unprecedented six them fought alongside each other in the $\underline{\text{SIEGE}}$ $\underline{\text{OF}}$ $\underline{\text{ARGEA}}$, supporting the legendary Korachani Archshaper $\underline{\text{TOMYRESS}}$ $\underline{\text{VILKA}}$.

PROGNOSTICARII: Nou. 'Prognosticari'. Plr. 'Prognosticariin'. Also 'Oracle'.

Sup. Pol. Rnk. An order of SHAPERS in the KORACHANI EMPIRE, whose MINASTERIA (2.) has been based in the city of KHADON in KORACHAN since 2166 RM. Members of the order are ATRAMENTAL shapers whose SPHERE allows them to make predictions, which are invaluable to the various imperial institutions that make use of them. Despite their reputation for being prophets and being capable of identifying specific events in the future, most Prognosticariin only get fragmentary glimpses into what the future might hold. They are often referred to informally as oracles, further reinforcing the unrealistic expectations of their profession.

They are most commonly employed by the armies of the empire, where they work with intelligence departments, gathering information and seeking possible outcomes to certain strategies, or otherwise help with devising solutions to certain situations. They are employed elsewhere in private businesses and financial institutions, where they predict trends in the stock market, amongst other events. They are found in most harbours and ports, and many are also stationed on ships, where they provide weather predictions that aid in navigation.

They are traditionally of little use in prognosticating events that rely on randomness, such as predicting lotteries, or the results of sporting events, in which so many miniscule events happen so as to make predictions impossible. This is due to the way in which most Prognosticariin work, by tapping into the <u>OTHERWORLD</u> and finding information from <u>SPIRITS</u>(1.) of the as-yet unborn. Some spirits dwelling there might carry the memories of a MORTAL life that has not yet come to pass, which are the fragments that Prognosticariin gather. But these memories are believed to only come from potential futures, so the less likely an event is to take place, the more difficult or unreliable the prognostication. Other Prognosticariin may have other means of achieving similar results, but they are uncommon, and they may not even be licensed shapers at all. simply believing that they have a knack or a relying on gut feeling. Such uneducated unlicensed oracles are often welcomed by the CHURCH OF THE UNDYING MACHINE, where they become holy figures, whose 'religious visions' (as the church rebrands them) as used for propaganda to attract more worshippers.

Prognosticariin that fall on hard times may turn to the life of an occultist, offering personal fortune-telling services to people. Others may naturally gravitate to this work, though it is considered shameful for someone trained and licensed as a *Prognosticarii* to do such work.

In a broad sense, the abilities of many *Prognosticariin* overlap with those of other Minasteria or spheres, though that does not make them proficient on those spheres. For instance, some *Prognosticariin* may have an affinity for predicting weather patterns, which some *TEMPESTARIIN* (weather shapers) might be able to do, but that does not enable them to manipulate or influence the weather in any way. See Vol IV: Spheres and types of Shaping.

PROJECTION: 1. Car. In cartography, a method of flattening a globe's surface to create a two-dimensional map. All projections distort the surface of the sphere in some form, which has led to different types of projections being used for different purposes. Common projections used throughout the FIFTH AGE include ASTRETAS, TETHRAN, VANGULI, VAUNAURN, and VEGNIR IX, amongst many others.

2. Sup. In <u>SHAPING</u>, the act of a <u>SHAPER</u> transferring their spirit to, or merely viewing, the <u>OTHERWORLD</u>, also called <u>ASTRAL PROJECTION</u>.

<u>PROK</u>: Pol. Set. Capital city and major port of <u>RAHENG</u>, overlooking the <u>SEA OF CHHMAR</u>. Emerging in c. 3690 RM, the city postdates the greater effects of the lowering of <u>ELYDEN'S</u> sea levels, and has emerged as a most powerful harbours in the area, a fact only exacerbated by its massive well-guarded natural harbours (Pop. c. 155,000).

<u>PROKYOS</u>: Set. Fortified settlement in the south west of <u>SIRIPHAGOS</u> (Pop. c. 20,000).

PROLGAPEAN DYNASTY: Pol. Org. The ruling dynasty in SIMBARA since 2789 RM, which is based in SOUTHERN SIMBARA, in the city of ITARA (23). The dynasty formed from the ashes of the SHERRIAN CIVIL WAR that ended in 2766 RM, through the charisma of general REXIMAND PROLGAPEA who successfully led the defence against the SHERRIAN uprisings. With the backing of over three quarters of the surviving counties, he was elevated to the rank of MARSHAL-ELECT in 2768 RM—an honorary rank above all the BALLOT COUNTS, which he shrewdly twisted to grant him more and more power until in 2789 RM he had become emperor of all Simbara, the supreme ruler to whom the ballot counts owed fealty. So adroit a politician was he that he was able to do this while maintaining a majority backing from the ballot counts and archdukes not only throughout his rule, but well into the rule of his descendants.

Interestingly, the Prolgapean dynasty places the same amount of power upon the hereditary emperor or empress as it does their spouse, who rule jointly, wielding the same powers. For a period between 3266 – 3612 RM the empire was effectively sundered in two as the emperor and empress divorced, changing the laws of the land to allow them both to continue ruling. This led to the division of the empire into two distinct demesnes, with their respective heirs inheriting for centuries, until in 3612 RM the emperor and empress of the two Simbaras married, reuniting the empire. They changed the constitution following the wedding making the empire indivisible, preventing the same thing from happening again. Following this, the capital was moved to the city of ITARA(2.) in SOUTHERN SIMBARA.

The dynasty rules Simbara to this day and its rule is as strong as ever, despite past issues and calamities.

PROLGAPEAN HOST, the: Leg. Soc. His. Near-legendary ancestral figures in <u>SIMBARA</u> commonly depicted in finely detailed and clothed wax statues presented in bell jars. The statues depict the near-mythic king <u>REXIMAND</u> and queen <u>BELLREAVA</u>, who are remembered across Simbara as founding members of its most beloved dynasty and great champions without whom Simbara could not have grown into its present state.

Their lives and accomplishments are celebrated throughout springtime, when the aforementioned bell jars are brought out to grace windows and doorways and streets are decorated with white, gold and crimson banners, pennants and bunting.

PROLICEUM, the: Str. Great monumental mausoleum in the c east of NORTHERN SIMBARA, where its first emperor and empress — REXIMAND and BELLREAVA PROLGAPEA — were buried. The mausoleum has been described as a white palace to their love and the people's love for them, and it remains popular site of pilgrimage to this day, where new emperors and empresses come to prior to their ordination to seek the approval of the ancestral rulers.

PROLIGEA: also 'the Descendants' Tombs'. Rel. Ancient mausoleum on the south east of the island of <u>AAREN</u>^(2.), attributed to a barbaric <u>OTHERWORLDER</u> (possibly a <u>SCION</u>) who had all its offspring put to death and buried here.

<u>PROLOCUTOR</u>: 1. Mar. Sup. Rnk. A high-administrative rank within the <u>WHITE LEAGUE</u>, – often a <u>SHAPER</u>, that oversees the goals and resources of a <u>CHAPTER</u>⁽²⁾ (both within military and the <u>WHITE BANK</u>). The highest-ranking Prolocutor is typically a member of the <u>ALABASTER</u> COUNCIL.

2. Pol. Rnk. Head of the <u>TATARAN</u> Republic Council, who acts as an elected chairperson and who is recognised as being the highest authority within the council in Tatar.

<u>PROLOCUTORS</u>: Pol. His. Following the <u>INTERREGES</u>' abandonment of <u>VÂRR</u> in 3791 RM, the capital of <u>NOUVATAI</u> remained as testament to its presence. The Reigning lord-patrician at the time was elevated to the

rank of prolocutor in 3790 RM and from then on it became a hereditary title bestowed upon the steward of Nouvatai.

Under the leadership of the Prolocutors, Noachis remained a powerhouse of Vârran trade and even following the rise of the <u>REGENT-KINGS</u> as the ruling house of Vârr, the Prolocutors remain largely self-governing, with many political commentators believing that they will soon make a play for full independence.

PROMENADE OF THE FALLEN: Str. Flo. Public park in the city of Khadon in Korachan. It is noted for its many large bronze statues dedicated to famed generals, <u>PATRICIANS</u> and members of the <u>COUNCIL OF SEVEN</u>. The park is also one of the few remaining places of woodland in the city, with trees and vines purposefully left unkempt, with many obscuring statues, which are themselves covered in verdigris.

The park is a common meeting place for freemen and patricians, and helots and slaves are forbidden from entering its walled gated expanse.

PROMONA: Pol. His. Historical island-state off the northern coast of the island-continent of BROR(1.). It was 'discovered' and named by the explorer BOHMIUS in 1531 RM, though later collapsed, its lands eventually being absorbed by KRAJA. See Vol III: Extinct States.

PRONAOS TESSERA: Sup. Obj. His. GODSTONE (1.) discovered in FOURTH

AGE ruins in the rainforest of INZIVA by the woman BENA in c. 1180 RM, who would go on to use the godstone to unite people of the surrounding region, allowing her to become empress of the newly-formed nation of IMELKA in 1191 RM.

The Godstone granted its wielder incredible powers of <u>SHAPING</u>, as well as enhanced physical prowess, but was a drain on their life-force, weakening them and slowly killing them the longer it was in their possession. The <u>IMELKAN DYNASTY</u> suffered under its thrall, with all ruling members' lives being cut short due to its effects.

<u>PRONNA</u>: Sct. City in the south east of the <u>XETEAN STATES</u>, in the south east of <u>SOUTHERN SAMMAEA</u>, north of lake <u>NEREA</u>^(1.) (Pop. c. 112,500).

PROPA: Sea. Bay in the far south west of the SEA OF ERIA in ARKOS(1.).

PROPAGANDIST: Soc. Pol. Rnk. Elite rank within the CONCORDANTIST

ORDER of the SANCTIFIED INQUISITION whose members twist, influence, or persuade public opinion to line up with official position to facilitate the running of the KORACHANI EMPIRE, often using lies and subterfuge to accomplish their goals. They are expert manipulators with adept social skills and many of them are also competent infiltrators, with varied combat skills. They often work closely with the MINASTERIA OF NEGATIONISM, whose goals and modus operandi often overlap.

PROPESTES: *Rui*. Abandoned agricultural conurbation in the south of HOAMMI territories in the north of SAMMAEA.

PROPHET OF THE EMPYREAN: His. Oth. Ancient OTHERWORLDER found buried in a necropolis in the massif of HODABR-AGHTUL in the east of CHEIRA in 3621 RM. The discovery of the otherworlder, whose name was revealed to be HAR-RSI on texts unearthed close by, brought about a new religion that came to be known as the CHURCH OF THE PROPHET OF THE EMPYREAN, which spread rapidly across Cheira and the people of the WAELMIGH rainforest, reaching SERROK and GIBEAH.

The otherworlder became a living god to the people of Cheira, and took up residence in the <u>PALACE OF THE PROPHET OF THE EMPYREAN</u>, where it ruled both church and state.

The unearthing of texts disproving the divinity of Har-rsi brought chaos to the church in 3782 RM, and the disappearance of the Prophet two years later only exacerbated the situation. The Church of the Prophet of the Empyrean lost its grip over the people of Cheira, who suffered a crisis of faith, leading to a schism within the Church and its effective disappearance from Cheira.

No-one knows the fate of Har-rsi and different groups have posited different explanations, most of which put the blame on rival factions, leaving the disappearance as a mystery to this day.

PROPHET OF THE EMPYREAN, CHURCH OF THE: Rel. Major organised religion prevalent in the east of <u>SAMMAEA</u>, common in <u>GIBEAH</u>, <u>PNESSA</u>, <u>SERROK</u>, and elsewhere.

It originated in c. 3650 RM in the settlement of <u>MENITAB</u> in Cheira, after the accidental discovery in 3621 RM of the <u>OTHERWORLDER HAR-RSI</u> entombed in an ancient necropolis in the <u>HODABR-</u>

<u>AGHTUL</u> massif. Despite the likely-millennia of its burial, the otherworlder was alive and came to be worshipped as a living deity, the so-called <u>PROPHET OF THE EMPYREAN</u>, after texts that were found with the otherworlder were translated, relieving religious tenets and dogma.

The otherworlder is distant and alien, though its mere presence in the city of Menitab, which rapidly grew after the otherworlder's discovery, inspired its people. Though its physiology prevented it from speaking, it learnt their language and was able to communicate through writing, claiming to be a prophet of the Empyrean, born of the earth and destined to be found by a people predestined to be its followers.

The texts of the Prophet of the Empyrean were translated between c. 3625 and 3650 RM, and it became a revered figure in Cheira. The <u>SORCERER-KINGS</u> decried this growing cult of idolatry, punishing those found to be revering the otherworlder, though this only served to strengthen its growth.

The construction of a great palace was ordered by followers of the otherworlder in 3631 RM close to where it was discovered far from the reach of the Sorcerer-kings. Construction was completed in 3651 RM, by which time the Church of the Prophet of the Empyrean had been officially founded in the settlement of Menitab that had appeared at the foot of the palace, which doubled as a church. By the time of the Church's official founding, much of the surrounding area was devoutly following the otherworlder. Missionaries and preachers were sent afield into distant Cheira and neighbouring between 3650 – 3700 RM, bringing word of the religion to ELEKHID, Gibeah, Pnessa, and Serrok. Serrok was the most accepting of this new religion, which rapidly gained a foothold there. Making Serrok a close ally of the church in Cheira.

Fearful of the growing strength of the Church of the Prophet of the Empyrean, the Sorcerer-kings moved against the city of Menitab in 3679 RM, which by then had become a well-defended, with many nearby settlements having seceded from Cheira. Their armies clashed, but the Sorcerer-kings were unable to break the resolve of Menitab, which was bolstered at the last minute by reinforcements from Serrok.

As a result, worship of the otherworlder was outlawed in Cheira, and all followers of the Church of the Prophet of the Empyrean were branded as heretics, with those found to be practising the religion within Cheira executed. Under these harsh laws, the church was quelled, but it slowly spread as an underground cult. The Sorcerer-kings' law-keepers made examples of the weak and poor, all while rumours grew of individual Sorcerer-kings who secretly revered the Prophet of the Empyrean.

This situation was allowed to fester until in 3699 RM, the ranks of the Sorcerer-kings were sundered. The followers of the Prophet were made public, and soon after gained the backing of the people. They were able to usurp the old regime, who remained in the city of Cheira, which remained their power centre. Worship of the Prophet was later condoned and grew exponentially across Cheira, becoming the state religion of Cheira in 3702 RM. The worldly leader of the church (second in power to the Prophet itself), the Arch-pontiff Tilus, became the ruler of Cheira, ousting the last of the Sorcerer-kings in the eponymous city. The last three of the dynasty are exiled, never to be seen in Cheira again.

The discovery of more texts of the Prophet of the Empyrean were unearthed in a necropolis in Hodabr-Aghtul in 3782 RM, speaking of the otherworlder's crimes and its imprisonment in the tomb in which it was found as punishment. Word of these texts spread across faithful lands like wildfire, with the Prophet claiming these texts to be heretical, but the seeds of doubt were sown, bringing a great schism within the church. Over the next decade members of the church were gripped by a crisis of faith as they realised that their faith was built on lies. Fighting and vandalism increased in the streets and the government was unable to adequately quell the situation. Chaos reigned.

In Serrok, the church called for a conclave, deciding that the tenets of their faith were more important than the veracity of their history. What was once considered fact became little more than parable. The Prophet of the Empyrean was no longer a deity, but merely the manner through which the tenets of their faith were created. Though the situation was not as dire as it was in Cheira, there were still many who opposed this. They were excommunicated and founded the NEW TEMPLE OF THE EMPYREAN, with similar-minded individuals from Cheira, who blindly

followed the Prophet of the Empyrean, working towards destroying texts that would deny its divinity. This new church clashed with the Church of the Prophet of the Empyrean, leading to instability for some years.

The otherworlder Har-rsi disappeared in 3790 RM, bringing further chaos to Cheira and Serrok. Within a few years however, an accord was reached between the two sects of the church in Serrok, instating freedom of religion, allowing the people of Serrok to worship as they pleased. By then many had abandoned worship of any form of organised religion, though there remained adherents of the two opposing sects, who were forced to live together under an uneasy and, at many times, unsuccessful peace. A Kritarchy was established where members of all churches participated in the rule Serrok in a council made up of appointed individuals from each parish.

The Church of the Prophet of the Empyrean eventually lost power in Cheira, leading to the growing power of its various secular guilds and unions which usurped power from the church, taking control of Menitab, effectively establishing a new government there in 3798 RM.

The church of the Prophet of the Empyrean has dwindled since the disappearance of the otherworlder, though it remains strong in parts of Gibeah, Pnessa, and Serrok. See Vol IV: Religions and Cults.

PROPHET OF THE RAVENOUS HEART: Rel. Following his death in c. 3900 RM, the <u>TYRANT OF SUMA'YA</u> was deified, became known as the Prophet of the Ravenous Heart, the central deity of the <u>CULT OF SACRIFICE</u>, which arose as a cult of personality based around him in c. 3416 RM. See Vol IV: Religions and Cults.

PROPOS: Set. Coastal settlement in the c of <u>ARKOS</u>^(1.), overlooking the <u>BAY OF PROPA</u> (Pop. c. 6,000).

PROPONTI: Set. City in the north west of ALMAGEST, along the course of the rive HAZZATH, just north of the POLAR CIRCLE. The city is characterised by massive smelt works and a large slave-labour-force (mostly captured during summer raids on KOLCHIS). The smelt works have come to dominate most of the city and indirectly serve to heat the otherwise frigid region, spanning the large chasm that once flanked part of the city. Proponti forms part of THE SHADOW MARCH, its deep temple of KANDOR visited by pilgrims (Pop. c. 36,000).

<u>PROPONTIS</u>: Sea. Sea dividing <u>VÂRR</u> from <u>LYRIDIA</u>, which is now quite corrupted from the industry of Vârr, though since the withdrawal of the <u>INTERREGES</u> from there in 3791 RM it has begun a slow recovery, though dropping sea levels risk the narrow strait of Propontis closing.

<u>PROPRIA</u>: Set. Settlement in the c north east of <u>SARAGOS</u>. It is known for its iron and phosphorus mines (Pop. c. 18,000).

<u>PRORD</u>: Set. Settlement in the c of <u>CHEIRA</u>, along the course of the river <u>YAGNOTH PHATHAN</u>. It is known for its reed cultivation, which is used in the production of various reed-items (Pop. c. 6,000).

PROSELYTES: Dre. Mil. Rnk. A martial rank within the SOMNIARECHI ORDER of the SANCTIFIED INQUISITION whose members are drawn from the ranks of the Orders' ACCENSORS and march upon the most inimical of DREAMSCAPES clad in REALITY SUITS armed with specialist equipment that they use to cleanse areas of oneiric corruption. Those who show their worth are recruited into the ranks of the DREAMFORGED, who are the elite martial units of the Order.

PROSELYTISERS, ORDER OF: Sup. Org. An independent organisation within the KORACHANI EMPIRE that works in tandem with the various MINASTERIA⁽²⁾ of SHAPING. The orders' Proselytisers scour the land within and without the empire for individuals (ideally of a young age) who display traits that are sought-after in shaping. Social class and education are of no concern to the order's agents, and by law any shaper found without a valid license is forced to undertake a test at the relevant Minasteria to receive a license, and if they are found lacking, are forced to complete a round of training – both physical and theoretical – after which they are awarded a license.

Once rounded up, those chosen (known as <u>PROSPECTS</u>) undergo simple testing using $\underline{FOCI}^{(2)}$ to determine what role best-suits them, and they are sent to the relevant Minasteria to study and train for their license. This training typically lasts for 2-3 years, depending on the Minasteria, and those of strong disposition and will become licensed $\underline{SHAPERS}$, while those who fail their practical exam go on to take less glamorous roles, such as archivists, or even internment within HEART ENGINES.

The Order works closely with agents of the <u>VÁMAN ORDER</u> of the <u>SANCTIFIED INQUISITION</u> to capture shapers who knowingly break the law and operate without valid licences. The more amenable shapers captured are sometimes taken by the Proselytisers for training, while more remorseless individuals are taken by Váman agents, never to be seen again.

Those rounded up in this way are often referred to as the $\underline{\text{CHILDREN OF}}$ MALICHAR.

<u>PROSPECTS</u>: Sup. Rnk. Unlicensed <u>SHAPERS</u> rounded up by the <u>ORDER OF PROSELYTISERS</u> are known as prospects while they are tested to see which <u>MINASTERIA</u>^(2.) they will study in to receive their shaping licence.

<u>PROTEA</u>: Set. City in the c north west of <u>LIDEA</u>, known for its coal production (Pop. c. 16,000).

PROTECTORS OF THE PYRE: *Mar. Rel. Org.* Order of militant monks that live in the <u>CHORHYST</u> formation in the south of <u>MENISCEA</u>.

PROVELIA: Sup. Dre. Geo. Once a PLAGUE island 35-miles north of TEIRA, VENTHIR. It became part of the mainland following diminishing sea levels in c. 3200 RM. The region and the ruins of the old sanatorium on the hill that dominates it are now shunned, and are thought to be ATRAMENTALLY TAINTED or part of a DREAMSCAPE.

PROVINCIAL BATTALIONS: Mil. War. Local forces found in vassal states or colonies of the KORACHANI EMPIRE, drafted from local populations, where possible from individuals with experience in native militias, reserve forces and/or militaries. In most cases they are seen as inferior to the Korachani army, though they are better-trained and equipped than the local militias. They bear the LASAKH SWORD as a symbol.

PROVACTARII. Nou. 'Provactarear'. Plr. 'Provactariin'. Sup. Pol. Mil. Rnk. An order of SHAPERS in the KORACHANI EMPIRE, whose MINASTERIA (2.) has been based in the city of BUACHAN in the south of KORACHAN since 1523 RM. The Provactariin are a low rank of SHAPER whose uneven temperament and unbalanced prowess with SHAPING makes them too unpredictable to employ as full-time shapers. They are withdrawn from their studies prematurely and are denied a licence to shape.

Instead, they are forcibly recruited into the ranks of the *Provactariin*, where they unwittingly become unwitting recipients of hypnotic psychoconditioning that encourages them heighten their magickal output to achieve extremely self-destructive results. This 'training' also causes them to trigger under extreme stress, such as the heat of battle, causing them to unleash their powers, effectively turning them into a biological bomb, obliterating them and anything in the surrounding area in a twofold blast – one that is felt on the <u>MATERIAL PLANE</u> (in the form of a physical blast and resultant spread of <u>ATRAMENTAL CORRUPTION</u>); and another that is felt within the <u>MATERIA OMNA</u>, where the magickal shockwave has the potential to severely cripple, if not outright kill, unexpecting shapers or <u>TECHNARCANE</u> devices in a wide area.

They are most commonly used in times of war, where they serve as suicide shock troops thrown into the midst of the enemy, where they are expected to detonate. Many *Provactariin* are kept in a permanent state of emotional agitation, a hair trigger away from relinquishing control over their faculties. Others work as spies, operating deep within enemy lines, unaware of the true purpose of their mission.

This practice originated after scattered instances of untrained or otherwise unprepared shapers consuming themselves in similar ways in battle and other stressful activities that eventually led to the formation of the Minasteria of *Provactarii*. Other nations with a similar proclivity of using suicide shapers include <u>SARASTRO</u>, <u>CYHLAGHARR</u>, and <u>VENTHIR</u>, amongst others.

The use and treatment of *Provactariin* in the Korachani empire has drawn criticism from various groups, including the <u>PARTHISAN REPUBLIC</u>, whose stance on mortal rights is far beyond that of Korachan and decries the use of shapers as little more than fodder to be sacrificed as barbaric. See Vol IV: Spheres and types of Shaping.

PRUELLA: Rel. Geo. Major campsite in the north of KHARKHARADONTIS, in the c north east of SAMMAEA, in a region where the ATRAMENTA is relatively weak, making it safer than surrounding regions. It is a site of congregation for those undertaking the SHADOW MARCH, where smaller processions stop to gather their strength and join up with other

processions for the benefits granted by increased numbers against predation on the long road ahead.

PRURIAS THE BEHOLDER: Oth. HALFBLOOD, once-PEONER in the KORACHANI army. He deserted the army and turned to the life of an itinerant, travelling across the length and breadth of ELYDEN, searching for exotic locations and ruins of past ages. He wrote the first of a many-volumed series (ELYDEN; AN ITINERANT'S GUIDE) in 3127 RM.

PRUSHAE: Set. Settlement in the west of KASPIA (Pop. c. 7,200).

PRUTTIGA: Set. Conurbation in the c north of the SOLEYN TERRITORIES. A series of large SOULSTONES were found there in c. 2780 RM and a boom town soon appeared around the site as mining operations began, growing rapidly. It became notorious as a lawless place with no streets – buildings were all constructed adjacent to each other, with the rooftops acting as 'streets', making it a dark claustrophobic place.

A total of 47 soulstones were found, before the mine ran dry centuries later, though the settlement remained, if smaller in size and notoriety (Pop. c. 10,000).

<u>PSALDA</u>: Geo. Black hills in the c east of <u>KORACHAN</u>, to the north east of the <u>FATUACH</u> Mountains stretching into the <u>HERESIAN PLAINS</u> Though of little value to agriculture, they are dotted with hardy evergreens, some of which may grow stunted, particularly in the east.

<u>PSAMMOL</u>: Geo. Mountain in the c west of <u>THE SURRACH</u>, in the north west of <u>SAMMAEA</u>, just north of the <u>MISHANOL</u> Mountains.

<u>PSELLA</u>: Set. Settlement in the north of <u>LAASKHA</u>. Its main industry is the manufacture of saltpetre, which used in the production of gunpowder.

<u>PSILKA</u>: Fau. Small therops found in <u>ATRAMENTALLY TAINTED</u> regions in the north west of <u>LLACHATUL</u>, north of <u>THE INNER SEA</u>. they are curious and have developed a resistance to mild <u>ATRAMENTAL TAINTED</u> and are famed for their musk glands, which are used in the production of perfumes. See Vol II: Classification and Taxonomy of Life.

PSULLANT: also 'giant flea'. Fau. Leaping insect known to grow to the size of a cat. They dwell in the dry interior of WESTERN MENISCEA, including the badlands of IMBRIA in the south of CEHOPHELA and the north west of SHAZGIN. They once lived on the hides of the monolithic therops that roamed ancient plains in these regions, where they were much smaller and more numerous. The slow death of the great beasts saw the fleas adapt to new habitats, becoming tied to the dry savannahs, where they grew in size.

Today they are predators, sucking the blood of small creatures such as rodents and birds they catch or scavenge. They are abhorred by most people, who set blood traps for them when travelling in lands where they are known to dwell. They are pests in rural areas and have been known to feed on sleeping babies. See Vol II: Classification and Taxonomy of Life.

PSYCHOGRAPHER: Sup. Voc. SHAPERS with the ability to communicate with the OTHERWORLD and/or SPIRITS⁽¹⁾, typically by entering a trance during which they write information down without being conscious of the details they are writing. The results of these automatic writings can contain hidden or otherwise secret information, which may be of importance, though which is often so severely out of context and vague as to be largely useless. Many psychographers spend as much time researching and sifting through their automatic writings, looking for clues as to their potential meaning than they do writing.

The art of doing so is referred to as PSYCHOGRAPHY.

<u>PSYCHOGRAPHY</u>: also 'automatic writing'. Sup. Rnk. The <u>MAGICKAL</u> ability to produce written words without consciously doing so, usually by a <u>SHAPER</u> who is able to contact the <u>OTHERWORLD</u> and/or a <u>SPIRIT</u>^(1.), typically by entering a trance in which they write information down without being conscious of the details they are writing. Such shapers are known as <u>PSYCHOGRAPHERS</u>.

The field is rife with charlatanry, though it is a recognised $\underline{\text{SPHERE}}$ of $\underline{\text{SHAPING}},$ with shapers who can genuinely produce automatic writing.

<u>PSYCHOMETRY</u>: also 'clairsentience'. Sup Rnk. A <u>MAGICKAL</u> <u>SPHERE</u> in which the <u>SHAPER</u> (known as a <u>PSYCHOMETRIST</u>) is able to garner fragments of an objects' or persons' history through the <u>PRINCIPLE OF CONTAGION</u>. More common amongst <u>FIRMAMENTISTS</u> than <u>ATRAMENTISTS</u>, it is still found across Elyden wherever either the

<u>FIRMAMENT</u> or <u>ATRAMENTA</u> hold sway. In the <u>KORACHANI EMPIRE</u> psychometrists are more commonly known as <u>ANAMNRIIN</u>.

<u>PSYCHOMETRIST</u>: *Sup. Rnk.* A <u>SHAPER</u> whose main <u>SPHERE</u> of <u>SHAPING</u> is <u>PSYCHOMETRY</u>, and who is able to garner fragments of an objects' or persons' history through the <u>PRINCIPLE OF CONTAGION</u>. The longer the shaper maintains the touch, the older and more obscure the information they can glean.

<u>PSYCHOPHAGY</u>: Mys. Consumption or hunger for the <u>SPIRIT</u> or soul. This is a rare act, and usually something associated with beings such as <u>MOROI</u> or possibly <u>OTHERWORLDERS</u> or other unique creatures. Any creature with the ability to consume the spirit of a mortal is to be feared.

<u>PTEROGRAPHER</u>: Voc. Clerks and <u>AMANUENSIS</u> in the <u>KORACHANI</u>

<u>EMPIRE</u> tasked with transcribing records onto mechanical devices that either store the inputted information or print it onto paper for posterity. Many of them have <u>TECHNARCANE</u> <u>ORTHOSES</u> to aid in their work.

PTHAHIL: Ind. Rui. Abandoned iron open-cast mines in the c of IO.

<u>PTHASSAL'OSS</u>: Geo. Mountains in the far south of <u>TZALLRACH</u>, originally acting as a border between it and <u>KREM</u>. Their southern-face is influenced by the FIRMAMENTAL region of OBIHADDAR.

PTHOSTOTH: Geo. Mountain-range in the c of MENISCEA, with a peak height of around 12,000 ft. Though not noted for its height, it is a widespread range, with a north-to-south length of around 1,000-miles and a west-to-east span of close to 450-miles at its widest. In the north, it diminishes into the PHORI hills (1.), and in the south it splits into the AUTH Mountains in the south west and the LAODDANAN Mountains in the south east.

The Pthostoth Mountains serve as a natural border between the lands of <u>IMEAL</u> and <u>XYRPHAAT</u>^(3.) and are not heavily populated.

<u>PUAFAR</u>: Set. Settlement in the west of <u>OPHIUSSA</u>, within the badlands of <u>IVACHAR</u>. Its main industry is the mining of Aluminium (Pop. c. 7,500).

<u>PUAHA</u>: Rvr. River in the north west of <u>KARAKHAS</u>, flowing for 95-miles from sources in the <u>KRATHI</u> hills before meeting with its parent, the river <u>SARGOTH</u>.

<u>PUAHATH</u>: Set. Fortified settlement in the north east of <u>KHURAUR</u>, overlooking a wide valley leading into <u>KARAKHAS</u>. The city's main industry is breeding and training of <u>MANTRAS</u> (Pop. c. 15,500).

<u>PUDUMARRA</u>: Set. City in the c south of the <u>SOLEYN TERRITORIES</u>, along the course of the river <u>ASHTRA</u>. The city is a major manufacturer of food, including rice (Pop. c. 20,000).

<u>PUERRNA</u>: Set. Settlement in the south of <u>THETIS</u>, along the course of the river <u>UAPETH</u>. It is a major agricultural area, and is known for its <u>MOONS CRAB</u> harvesting (Pop. c. 5,500).

PUNCH-MARKED COIN: Cur. Primitive system of coinage where sheets of metal (silver copper, bronze, gold and alloys) were printed in geometric shapes and marked by symbols for identification. The system is old and the results are easily forged or counterfeited (such as through coin clipping) and was replaced by more advanced forms of coinage in the TWIN EMPIRES, though it remains common in certain areas, most commonly THE SURRACH and other parts of SAMMAEA.

<u>PUNGAN</u>: Sea. Reef off the south western coast of <u>CUTH</u>, between the islands of <u>OAACH</u> and <u>HATAYOON</u>.

<u>PUNHATTAY</u>: Set. Major city in the south of <u>IACIO</u>, along the course of the river <u>PURANAR</u> (Pop. c. 72,000).

<u>PURANAH</u>: Int. Rui. Veh. Massive ship buried in the limestone plains of <u>ANDILUTH</u>, in the west of <u>TARTAK</u>. The wood of the hulk is petrified and little of its original shape is recognisable save the stone-like ribs that protrude from the knoll that surrounds it and a 100-foot-tall needle-like pillar that reaches for the sky at an angle.

<u>PURANAR</u>: Rvr. River in <u>IACIO</u>, flowing south for 400-miles from sources in the far south of the <u>DORLEIDON</u> Mountains before reaching the <u>SEA</u> OF MIROVEA.

<u>PUREG ODU</u>: *Geo.* Large geyser in the north of <u>KOLCHIS</u>, in the region of <u>NOLKOSH</u>.

<u>PURIFICATION CRUSADES</u>, the: Pol. Soc. His. Crusades conducted within the borders of the <u>KORACHANIEMPIRE</u> by the <u>ARÂTHUAHI ORDER</u> of the <u>SANCTIFIED INQUISITION</u> between 503 – 534 RM, with the primary

goal of eradicating <u>ATRAMENTAL CORRUPTION</u> from its territories. Entire settlements were razed in their purges and hundreds of thousands, many of them innocent, were slain. The Order's <u>KNIGHT PURIFIERS</u> became feared across the empire, and the sight of their black and gold livery was enough to make people stop in their tracks and do their bidding.

These crusades solidified the Order's reputation for unyielding justice and the relentless pursuit of purity, and its actions during this time inform people's perceptions of the Order and its members to this day, over three millennia later.

PURIFIER: Rnk. Org. One of the most numerous ranks within the ARÂTHUAHI ORDER of the SANCTIFIED INQUISITION, Purifiers are the overt face of the Order, contrasting with the more covert nature of the SHADOW HUNTERS. They are often found clad in their distinctive black softsuits cleaning areas that have been stricken by ATRAMENTAL DISASTERS (both natural of mortal-made).

The worthiest Purifiers are elevated to the rank of <u>KNIGHT PURIFIER</u>, who serve as the elite fighting arm of the Order.

PURITANS: Org. Caste that originally rose in RHAMIA in c. 2100 RM to deal with pervasive ATRAMENTAL TAINT that had afflicted the region. Plagued by birth defects for millennia, the Puritans were SHAPERS who used the ATRAMENTA to stymie the negative effects. They came to oversee births, executing those deemed too corrupted, while caring for others, managing to cure many children afflicted by AEPATHY.

They would eventually give rise to a caste Firmamentists called <u>CAZHANS</u>, who were eventually successful in abating the growing Atramental threat. They became prestigious, usurping the Rhamian monarchy in 2239 RM, starting a new period of scientific thinking and harsh laws that allowed Rhamia to survive.

<u>PURN</u>: Geo. Island off the south eastern coast of the <u>SOLEYN TERRITORIES</u>, measuring some 46-square-miles. It is known for its many ancient <u>SHIE</u> ruins.

<u>PURRI</u>: Lak. Large endorheic salt lake in the north of the <u>SOLEYN TERRITORIES</u>. The lake is below sea-level with an average depth of -200-ft. at its shore and a depth of -575-ft. at its deepest point. The lake is extremely salty, though there is no evidence that it was ever linked to the sea. If that is the case, we do not know the source of this salt, which takes on a pinkish hue at the shore. The level of the lake fluctuates as the flow of rivers that feed into it wax and wane with the seasons.

<u>PURSON</u>: Rui. Half-buried idol in the c north west of <u>AETHIOS</u>, in the scrub of <u>SALASAH</u>. The idol, its features indistinct in its decay, is surrounded by the ruins of an ancient mud-brick settlement and the half-petrified corpses of its inhabitants preserved like statues. The ruin is attributed to the Salasahi empire of the late <u>FOURTH</u> and early <u>FIFTH AGES</u>, though there is little explanation for the state of its corpses.

<u>PURSUANT</u>: Mar. Rel. Rnk. Operatives within the <u>REFORMED CHURCH OF SARASTRO</u>, who form the martial backbone of any <u>EXECRATOR HOST</u>. They are the equivalent of <u>KORACHANI VENATORS</u> – skilled hunters and combatants – and they are well-versed in the tenets of the Church.

PURULEA: Sup. Drc. Geo. ATRAMENTAL WASTELAND in the north east of SAMMAEA, along the border between PNESSA and the tribe of ESSENIA in the GROWING MOUNTAINS of MULCIBER. The land here is a hellish landscape that produces a yellowish ichor that is noxious and acrid to the tough. The ichor dries on contact with the air, becoming scabrous. Those who step foot in Purulea feel nauseous, and those who spend a prolonged period there experience headaches and dizziness. Some have said that this may be a DREAMSCAPE, though there has been little research into this.

The region is studied by <u>ATRAMENTISTS</u> from the nearby city of <u>SOCHARAD</u>, and is categorised as <u>DANGEROUS</u> by the <u>KORACHANI INSTITUTE OF ATRAMENTAL STUDIES</u>.

PURULOSH VAGHAR: also 'the Swirling Citadel. Int. Sup. Str. Ancient structure in the c south east of the BARRIER LANDS, on the eastern-most edge of the ATRAMENTALLY TAINTED lands of OLTAGRA. It is famed for its appearance. The citadel was constructed through some monolithic feat of shaping and appears to be extruded from the earth itself, as though an omnipotent hand reached down from the heavens and pulled the earth, twisting it upwards, creating a 200-ft high feature that looks like an upturned corkscrew funnel. It is hollowed out, with spiralling tunnels

and corridors, and rooms and dungeons filling its interior – all of which are clearly hewn by hand.

It is unknown what power created the structure and what culture shaped its rooms or later reused it, and it is shunned today, with many legends surrounding its deep largely-unexplored catacombs and pits.

<u>PURUNEM</u>: Rvr. River in the east of <u>AZAZEM</u>, and tributary of the larger river <u>ZEMEN</u>.

<u>PURUSA</u>: Rvr. River in the south west of <u>GNOTH</u>, flowing south east for 745-miles from multiple sources in the <u>KABIRA</u> region, east of the <u>HABBAD RIDGE</u>, before meeting its parent, the river <u>MARAGA</u>. The waters of the river <u>PURUSA</u> are known to be rich in minerals carried from Kabira.

<u>PUTHUTUL</u>: Set. Small city and surrounding farmlands in the c south of <u>CISNERIA</u>, known for its cattle reading (Pop. c. 12,000).

PUYA MARROK: f. Sup. Per. (B. 3922 RM) High-ranking member of the SOMNIARECHI ORDER of the SANCTIFIED INQUISITION, originally from MASLIA in PELASGOS. Having spent most of her time in the Order was a DREAMFORGED she was promoted in 3982 RM to the bespoke rank of Guardian of DREAMSCAPES, in honour of her work and efforts in safeguarding various regions of dreamscapes across the KORACHANI EMPIRE.

She is an accomplished SHAPER in her own right, with a natural ability to navigate and stymie dreamscapes, a gift that has served her well in her travels across the empire cataloguing its dreamscapes. She collected her findings into a public reference volume, known as the MARROK'S GUIDE TO THE DREAMSCAPES AND NIGHTMARISH REALMS OF THE EMPIRE, which contains the fruits of her decades-long research, albeit heavily abridged for public consumption.

PYDON: Set. Settlement in the far south west of CHEIRA (Pop. c. 2,200).

PYERAL: Rui. Abandoned castle and small harbour in the c south west of HOLOLACH^(1.). The castle dates back to c. 1200 RM and was constructed on an island in a large lake that disappeared in c. 2500 RM. Local legends claim the castle was once inhabited by a mad <u>ATRAMENTIST</u> who experimented on the bodies of the dead. The region is shunned to this day.

PYERUN: 1. Rvr. River in the south of HOLOLACH⁽¹⁾.

2. Rel. Dei. God of thunder once commonly-worshipped across the CLOUDY COAST. See Vol IV: Deities and Pantheons.

PYLON OF AFIZ: see AFIZ, PYLON OF.

PYMANDER: Myt. Leg. Mor. In the mythology and ancient history of ELYDEN, the first leader of HUMANS, as guided by the DEMIURGE AVRAHAM, and commonly referred to as the first human. Unlike other first-born mortals, he was considered to be the perfect archetype after which all other humans aspired, though this is likely little more than aggrandizement in the millennia following his death.

He is revered as a secular patron in parts of PARTHIS.

PYMESYL: Set. Settlement in the c of OKKHAM, in the western foothills of the Okkhami Mountains. Its main industry is sericulture – the production of silk from caterpillars of the giant ORUNA moth that is endemic to the lower mountains of Okkham (Pop. c. 7,250).

PYMION: Ind. Rui. Abandoned iron open-cast mines in the c of IO.

<u>PYRAM</u>: Set. Independent coastal city on the isle of <u>ERRHIA</u> in the <u>KALISANGELID ISLES</u> in the far south west of <u>SAMMAEA</u>. It is known for its pirates and slavers, who prey on coastal cities across the archipelago. The city itself is heavily fortified, and its port is completely enclosed (Pop. c. 38,000).

PYRAMIDS OF KARRO: Rui. Five stepped pyramids of varying sizes in the plains of AHATESSUIN in the c of LIDEA, attributed to an early FIFTH AGE culture that emerged in the region in c. -1000 RM, and which is thought to have constructed the pyramids in c. -100 RM. Little is known of the culture responsible for their creation, and its people are only known now as the KARRO, after their KORACHANI 'discoverer', who encountered and briefly excavated them in c. 2500 RM, two millennia after the Karro period's wane.

<u>PYRAMID OF OTULR, the</u>: (29,265-ft.) *Int. Rui.* Monolithic pyramid in the northern foothills of the <u>CAMMOREAN</u>^(1.) Mountains in <u>ANDILUTH</u>, thought to date to the earliest works of the <u>DEMIURGES</u> in the <u>FIRST AGE</u>. It is gigantic and dwarfs any other known structure other than the wastemountain known as the <u>VARRACHON</u>, and rivals a small mountain in size. It is 46,041-ft. to a side, and is 29,265 ft high from its base (though its foundations are at an elevation of 1,100-ft. Making it over 30,365-ft. from sea level: the second highest known point in <u>ELYDEN</u> after <u>AELLCHTH</u> in the <u>ACHARKHARAN</u> Mountains.

The pyramid is covered in mosses and vines and it is constructed from a singular block of metal, corroded and pitted from exposure to the elements for thousands of years, and its mass has so far proven impenetrable to scrying or other means of clairvoyance.

It is listed as one of the NINE WONDERS OF THE ANCIENT WORLD.

PYRAMIDS OF MALPHIG: Rui. Series of steep-sided pyramids, in the c. south west of <u>AETHIOS</u>. Numbering in their dozens, each is about 20-ft tall, with a doorway leading to what is thought to be a tomb. They are thought to date back to an ancient late <u>THIRD AGE</u> culture that is now forgotten, and they are crumbling and overgrown with shrubs and vines, largely ignored by the people of Aethios.

PYRAMID OF ZILETRA: Soc. Str. Gigantic pyramid built in 2934 RM in OSSIEL, south of the capital city ILLATHURIA, overlooking the BAY OF UYRUD leading to its main harbour. Originally a temporary structure made from thousands of skulls and bones of SHAPERS and their followers, it became an important symbol of THE SOVEREIGN-MILITANT ILLATHUR'S crusade against MAGICK. Its construction was ordered by the ARCHZEALOT ZILETRA following a successful campaign, and it continued to be added to over the years, with the last known significant body – belonging to the infamous SHAZGINI shaper HIDUSTHUNÉ – having been placed there in 4004 RM. The pyramid towers over the bay, and serves as a grim reminder to anyone visiting the capital of the realities of life in Ossiel.

PYRANA: Set. Settlement in the c north west of <u>THE SURRACH</u> built into the remnants of a gigantic tree stump, nestled in its roots and tunnelled within its wood. In the middle of the stump is young tree, growing from a seed of the stump, which have both taken on near-religious importance to the settlement's inhabitants. Its main industry is object d'art made from the malleable deep roots, which are mined (Pop. c. 10,200).

<u>PYREA</u>: 1. Sea. northern-most part of the <u>SEA OF PROPONTIS</u>, separating <u>RHAMIA</u> from <u>AHRISHEN</u> Historically, it was far larger than it is today, due to the retreat of the sea between c. 2500 – 3200 RM.

- 2. Lak. Coastal lake 6-miles from the coast of $Pyrea^{(1)}$, close to the settlement of the same name⁽³⁾.
- 3. *His. Nm.* Ancient FIFTH AGE state located in what is now the west of AHRISHEN. It fractured from ARSHESH in c. -100 RM following years of being ignored by its parent state amid increasing KORACHANI attacks. It was eventually absorbed by Ahrishen in 104 RM after increased Korachani attacks forced it to seek its aid amid the devastation wrought by the waning Sea of Pyrea^(1.), which had left many of its once-coastal cities far from the coast, and abandoned. See Vol III: Extinct States.
- 4. Set. Named after the eponymous sea^(1.), this settlement appeared in c. 3350 RM following the sea's retreat. Populated by the descendants of those forced to move from struggling settlements in the wake of the sea's waning levels, it is now a major centre of sheep grazing (Pop. c. 18,000).

PYREAN MOUNTAIN: see PYREAN PYRAMID.

<u>PYREAN PYRAMID</u>: also '*Pyrean Mountain*'. Rui. Group of seven ancient crumbling pyramids in the south of <u>AHRISHEN</u>, believed to be the sole remnants of an ancient culture that predates the <u>RETHAN</u> civilisation that existed in the region during the <u>FOURTH AGE</u>. The pyramids are half sunken in the soft earth of the surrounding region and are covered in parts with mosses and vines.

The pyramids were looted by <u>LYRIDIA DHAIAN</u> explorers in 186 RM, though it is believed that many chambers remain hidden and unexplored.

A growing fascination with the pyramids has led to renewed efforts in the past decades to catalogue and study the remains. Such efforts have been led by <u>KORACHANI</u> archaeologists, though Ahrisheni efforts are not unknown.

<u>PYROTECHNICS</u>: Tec. The science of using materials that are able to undergo self-sustained_chemical reactions, producing gas, heat, light, sound, and smoke, most commonly seen in the manufacture of fireworks and explosives.

Many cultures value the use of fireworks, particularly across the <u>HIGH-EMPIRE OF KORACHAN</u>, and the <u>SOLEYN TERRITORIES</u>, amongst other regions. They are often used in various festivals and other celebrations, such as the <u>SYMPHONY OF SKYFIRE</u> in <u>LAASKHA</u>.

PYRR: Rvr. River in the north of <u>LIDEA</u>, flowing north for 210-miles from sources in the <u>ORIAN</u> Mountains.

<u>PYRRAN</u>: Oth. Type of <u>HALFBLOOD</u> commonly found within the <u>KORACHANI EMPIRE</u>, descended from the <u>OTHERWORLDERS</u> known as <u>AEHARI</u>, whose domains of influence are lies and deceit. See Vol II: Classification and Taxonomy of Life.

PYRRHOUA: Set. Coastal city in the north of LIDEA, along the delta of the river PYRR, specialising in the cultivation and extracting of the dye commonly known as PYRRHOUAN PURPLE from a hardy species of sea snail (known as pyrrhouan snails) that survives along a 10-mile stretch of coast along the $\underline{BAYOFMHARKA}$, whose waters are relatively untouched by the filth of industry. The city is affluent and its chief exports – dye and dyed goods – are highly lucrative, finding their way along the $\underline{SALT\ ROAD}$ and the $\underline{RED\ ROUTE}$, both of which pass through it (Pop. c. 1,083,000).

<u>PYRRHOUAN PURPLE</u>: dye produced in the north of <u>LIDEA</u>, from <u>PYRRHOUAN SNAILS</u>, which are endemic to the northern coast of Lidea.

PYRRHOUAN SNAIL: Fau. A snail native to the northern coast of Mharokk, along the <u>BAY OF MHARKA</u> from which the dye known as <u>PYRRHOUAN PURPLE</u> is extracted. See Vol II: Classification and Taxonomy of Life.

PYTHEA: Sea. Shallow sea dividing the <u>HAMMINHENG</u> peninsula in <u>CUTH</u> from the west of RHEA.

<u>PYTHON-LORD</u>, the: (B. unknown) Pol. Ruler of the city of <u>ODENA</u>, in <u>SARASTRO</u>, since 1983 RM. An <u>ATRAMENTIST</u> of classical tradition who eschews <u>TECHNARCANA</u>, he has ruled Odena with an iron fist for centuries, though it is today much waned from its former glory.



QAASROTH: also 'the Glass Tree'. Dre. Flo. Geo. Fantastical oneiric tree in a small DREAMSCAPE in the northern highlands of the isle of ARCHAEDON The tree is seemingly made of hollow prismatic glass and is large, over 100-ft. high, with a great sprawling canopy and twisting branches of hollow glass and gossamer-like leaves. It is famed across Archaedon for the prismatic shadows that it casts, moving with passage of the sun. It is highly respected and even features in the mythology of its people, possibly indicating a venerable age.

To all intents and purposes, it is a living tree – and one examining the interior of its trunk will see vein-like structures and water from equally translucent roots being pumped through its massive form. Leaves fall periodically and new ones grow, and it produces infertile inedible glass-like fruit, which are used in religious rituals – though anything taken from the tree disintegrates with increasing speed the farther it is taken from the tree, as the influence of the dreamscape that sustains it wanes, so despite their beauty, these objects have little value outside of their cultural and religious significance.

QABARRU: also 'Khabara'. Geo. Large cave-system that sprawls for hundreds of miles beneath the south of PARAIYA, east of KARAKHAS (where it known as KHABARA), and the north of the UMBRA SOKHAR. The largest cave entrances are accessible from near ZOTHOGG, and another in the URATH Mountain in Paraiya, though many smaller caves exist in the MITTU sinkhole in the north east of the Umbra Sokhar. The upper levels of the caves are filled with the detritus and waste carried by floodwaters, though signs of ancient cultures, such as those believed to have existed in what is now Paraiya have also been found there.

QADDIN: Set. Small city in the east of ABACARDAT, situated atop a rocky pinnacle along the trade-route linking the cities of ASHAIIA and ARHBAH. Since antiquity its people have been accomplished ALCHEMISTS and across the ages its scholars have been fascinated by the effects of the SEA OF LETHEA and today the city is dominated by the LETHEAN HOSPITAL AND COLLEGE, where those afflicted by the amnesic maladies of the sea are treated (Pop. c. 18,000).

QADESH: Set. Settlement in the far south west of the <u>SULTANATE OF</u> <u>ABACARDAT</u>. Its main industry is the quarrying of coal, most of which is exported (Pop. c. 5,800).

QADIR: Soc. Org. One of the 17 GRAND HOUSES of the NACRE LEAGUE.

The House is based in the nation of QARALAM though it has a major

presence along the entirety of the <u>NACRE ROAD</u>, though the war in <u>MAENMIST</u> had left its westernmost holdings relatively cut off, and many believe the House will sell off its holdings there to concentrate on the lands east of Maenmist.

The House handles the import and export of exotic goods, including rare spices, gemstones, and medicinal herbs. It also maintains diplomatic relations with foreign powers to secure rights to the aforementioned goods.

QALMAB: Set. City in the north of the <u>SULTANATE OF ABACARDAT</u>, along the course of the river <u>OURED OUMAQ</u>.

QALMUTRA: 1. Geo. Region in western <u>TURCAR</u>, facing east, along the foothills of the <u>ARGENT</u> Mountains. The region is dominated by a single city^(2.) a scattering of small satellites.

2. Set. City in the eponymous region. Little is known of its people, but for their religion, which revolves around the worship of the foul mummified body of what some claim may be the <u>LYSSA</u>, the <u>SCION</u> of the <u>DEMIURGE VORROPOHAIAH</u> and the scion <u>TALLAS</u>⁽²⁾. (Pop. c. 20,000).

QALNAMA: Set. Settlement in the c south of the <u>SULTANATE OF</u>
<u>ABACARDAT</u>. Its main industry is arable farming (Pop. c. 7,200).

QAM: Sea. Large bay in the north west of the PRINCIPALITY OF SEPAHAUNAT, forming part of the SEA OF BATYAE.

QAM RON: also 'the Crater City'. Rui. Once a city of vice and sin in the north west of the PRINCIPALITY OF SEPAHAUNAT, the city was destroyed by a freak meteorite strike in 3444 RM that left the city in ruins and its inhabitants dead. A single survivor went on to fund the church of SYBARR, and would become the first IDOLON of the religion.

QANAM HALAT: Geo. Long escarpment forming a border between the north of <u>LYRIDIA</u> and the south of <u>AHRISHEN</u>, around 210-miles long. Its incline is sudden at first, which alongside the <u>HAL HALAT</u>, makes is a natural deterrent to travel between Lyridia and Ahrishen.

QANAT: also 'the City of Wells'. Set. Small city in MARACHA, in the far north west of THE SURRACH (Pop. c. 20,000).

QARAD SESH: Geo. Rocky area in the north west of the <u>WAELMIGH</u> rainforest in the c of <u>PNESSA</u>.

QARALAM: Dem. 'Qaralami'. Ntn. Nation in the south east of SAMMAEA.
It is descended from the FOURTH AGE empire of YASHMIN. Its main geographical feature is the so-called MARROWLANDS, which dominates

its c northern territories, and is where most reserves of <u>ICHOR</u> – a supranatural drug that has brought much wealth to the region – are held. It is ruled by a hereditary <u>SULTANATE</u> known as <u>IARAQASHA</u>, which holds a monopoly on the ichor trade, which has made the ruling caste incredibly wealthy, and its rulers are famed for their obscene palaces and estates that are the size of cities, with staffs numbering in the thousands.

The ruling sultanate emerged in *

The people of Qaralam identify as <u>FELLAQISHI</u> – a divisive religion that emerged from a heretical splinter sect of the ancient Yashmini pantheon. See Vol III: Extant Realms and Nations.

QARAQHIM: Set. Settlement in the <u>LEGED</u> region of <u>SEPAHAUNAT</u> in the north west of <u>SAMMAEA</u>. It is one of many producers of <u>OPIATES</u> in the region (Pop. c. 8,000).

QARATH: Set. Large city in the c-south east of QARALAM, known for its many gardens within its ancient walls and expansive hunting grounds and woodlands without (Pop. c. 110,000).

QARAVAC DELL: Int. Rui. Forest encased in shallow ice beneath the WHITE SHEET in the far north of LLACHATUL 130° west. Parts of the trees are visible beneath the ice, if one were to remove the deep snow cover crowning it. There are no surviving accounts of any forests or woodlands in this area and nothing is known of it, despite the various attempts there have been to tunnel into the floor.

QARIL: Lak. Lake in the c of AHRISHEN.

QARIN TA: Set. City in the south of KHULL. It was once a stronghold of the SUPHETS, where they unravelled the secrets of the SORCEROUS CODEX to become the SORCERE-KINGS⁽³⁾. The city was one of those besieged by the KHULLAN INQUISITION and was left a near-ruin by the end of their campaign that saw the Sorcerer-kings annihilated.

It has since recovered and is now renowned for its library, the contents of which is controlled by the Inquisition (Pop. c. 15,800).

QARRABIKON: Set. Small city in the east of <u>NOAVATUR</u>, in the region of <u>SAURIAR</u> (Pop. c. 6,500).

QASDRA: Set. City in the c of CHEIRA (Pop. unknown).

QASHEN: 1. Lak. Lake in the c of <u>AHRISHEN</u>, fed by the river <u>LANAEST</u>. It has been connected to lake <u>CYIDA</u> via the Qasheni^(3.) canal.

2. Com. Set. Trade city in c Ahrishen, twinned with the larger city of ACHERUSA. Qashen appeared in c 2700 RM in response to increased trade demands and serves as a land link between the river routes of the \underline{SAVEST} and $\underline{ARESH}^{(2)}$ (Pop. c. 32,000)

3. Rvr. man-made canal forming a part of the <u>AHRISHENI WATERWAYS</u>, lake Qashen^(1.) with lake <u>CYIDA</u>. It is 48-miles long and contains 22 major locks.

QASHIDA: f. Pol. Per. (D. 1912 RM) Historical Empress of AKHSARAY who acceded the throne on 1881 RM, inheriting an empire that as in the midst of the cultural revolution known as the SILENCING OF THE SONG, in which the SHAIWWAL caste – loremasters, bards and advisors that had grown incredibly influential – were being persecuted. She enacted laws that eased their arrest and execution, escalating events, that culminated in a genocide that ended with their extermination by c. 1890 RM.

QASHRA: Sett Settlement in the north of AHRISHEN, in the region of AQARASHA (Pop. c. 8,000).

QASIMRA: Rvr. River in the south of Virahan, flowing north west for 250-miles from sources in the <u>ORCAMMOR</u> Mountains, before meeting its parent, the river <u>SARA</u>.

QATALLOQ: geo. Large region of carr in the west of <u>AHRISHEN</u>, centred around the river <u>NALESH</u>.

<u>QATTAS</u>: Set. Settlement in the c south of the <u>SULTANATE OF</u>
<u>ABACARDAT</u>, west of the border with the <u>JAHADAT STATES</u> (Pop. c. 5,500).

QATTI: *Geo.* Plains in the west of <u>THE SURRACH</u>, west of the <u>SARRASTER</u> Mountains. The plains are known for their saffron plantations.

QATTISYSH: Set. Independent city-state in the plains of QATTI in THE SURRACH. The city is renowned for the dust-worms it harvests. The creatures are used in the production of leathers and their meat is processed into <u>DROSS</u> (Pop. c. 69,000). **QAVUHEN**: Set. The largest of as many as a dozen linked settlements in the c south west of <u>AHRISHEN</u>. The region is a major producer of tobacco, and one of few major producers outside of the region of <u>IRRIGUEN</u>. Much of its produce is sold along the <u>GREAT ROAD</u>, which passes through the settlement (Pop. c. 8,000).

QEBEL VAR: Sup. Geo. ATRAMENTAL WASTES in the north west of ABACARDAT, in the north of the stone desert of SHOT SHADDAH. It is riddled with caverns and delicate duststone formations and is dangerous to traverse. It would be of little value, but the presence of the ancient ruined city of ZAROQ had led many adventurers to their deaths.

The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI INSTITUTE OF ATRAMENTAL STUDIES</u>, and the instability of the terrain itself of far greater danger.

QEDARI: *Lak*. Lake in the west of <u>VENTHIR</u>, forming a part of the course of the river <u>TEIRIS</u>.

QEMETH: Set. Small city in the south of <u>ALAM BETHYL</u>, in the territory of UNERKILISS⁽²⁾ (Pop. c. 16,000).

QEPHNIR ELIR: Rvr. Wetlands along the course of the river <u>NEPHILA</u> in the north west of <u>SAMMAEA</u>. The wetlands are home to half-sunken monoliths that are thought to have belonged to an ancient empire. The monoliths are shunned most.

QIADIR: Soc. Influential kindred (family) in <u>IDRISS</u>, who stood up against the dynasty of <u>ZAYIID</u>, and has gone on to become a beloved political power in the state. Its members claim ancestry from the <u>SCION SHARHAM</u> and are known for their thick mane-like hair, which is often a deep violet or dark green in hue.

QIAR: Set. City in the south west of ARERAQTH. It emerged in c. 2450 as a boom town following the founding of the MINES OF QIAR as has grown considerably since then, becoming an industrial centre where mined salt is processed (Pop. c. 76,000).

QIAR, MINES OF: Ind. Expansive deep salt mines in the south west of ARERAOTH. The mines originated in c. 2450 RM, and have continuously grown since then, reaching a depth of almost a mile, and with a span of many miles. The mines are thought to be the largest most expansive salt mine in all of Elyden and produce both industrial and food grade salt as well as other minerals such as iodine.

Entire subterranean settlements exist in the mines and many workers are born, live and die without seeing the light of day. Supplements are added to food to stave off the effects of rickets in workers.

QIEMM: Set. Fortified city in the south west of <u>PNESSA</u>, relatively close to the border with <u>NOAVATUR</u>. It is the main economical link with Noavatur and trade between the two regions is common (Pop. c. 30,800).

QILI: Lak. Lake in the south west of RAONGEN⁽²⁾, along the course of the river CAMILI, between ZEHINE and CHIAVALLE Mountains.

QILLA: Soc. Mil. Str. Set. Historically, fortress-citadels in SHAZGIN and VALA^(1.). They were erected by expeditionary forces or in contested areas and along borders where outsiders were expected to be active, and served to strengthen the region's defences, serving as border fortresses.

These could then be used as needed – strengthening the defence of an area, or serving as a hub for mounted patrols, or colonists or expeditionary parties. Many would go on to serve as the nucleus of future settlements, their original military function being repurposed into government buildings, churches, halls, forums, and so on as a settlement grew around them. Indeed, many established cities in Shazgin began their lives as qillas.

QIRORA: Set. Settlement in the c south west of <u>KOLCHIS</u>. Its main industry is iron mining (Pop. c. 6,700).

QIRU: Set. Small city in the c-south east of CHEIRA (Pop. c. 14,000).

QIZZIAH: Set. Major fortified city in the east of ZHARIAH^(2.) along the course of the river ZOLIAH. It was once coastal, lying along the north western coast of the SEA OF ISTHIS, but the waning of ELYDEN'S seas saw it become landlocked in c. 3400 RM (Pop. c. 330,000).

QOCHLAN PLAINS: *Geo.* Relatively dry region in <u>AHRISHEN</u>, though known for its many rivers and fertile land, where farms abound and <u>INDRIKS</u> are trained for warfare.

QORADIAN ORDER: His. Pol. Org. A historical minor ORDER OF THE SANCTIFIED INQUISITION in the KORACHANI EMPIRE that was founded in 1114 RM in KHADON.

Named after its founder, <u>VENEPH QORADIA</u>, it appeared in response to various events and sentiments, including the <u>RENAISSANCE CRUSADES</u>, in which it was found that <u>PATRICIANS</u> were using their wealth and influence to fund various corrupt of heretical groups that, in many cases, sought an manipulate or otherwise end the empire.

The Order never grew to rival the other more renowned Orders, but its agents were a common sight across major cities, where they investigated the activities of <u>PATRICIAN HOUSES</u>. Within a century of its founding, it found itself slowly being corrupted over many years by the very forces that it sought to end, and it became a hub to organised crime perpetrated by a handful of Houses.

By c. 1360 RM this had become an open secret to high-ranking members of the imperial government and soon later even certain members of the general public became aware. In 1392 RM it became the target of a secretive investigation by agents of the <u>ARÂTHUAHI ORDER</u>, who methodically built their case over time. In 1462 RM it took its case to the <u>COUNCIL OF SEVEN</u>, who approved at attack on the Qoradian <u>LANGUE^(1.)</u>.

Though the storming of the Order's Langue was completed in a matter of days, the conflict between the Arâthuahi Order and its allies, and the Qoradian Order and their Patrician supporters spilled over into the rest of the capital and other imperial cities, dragging on for years, with The Seven finally declaring the Qoradian Order cleansed in 1464 RM. Most of its agents and their supporters were either killed or incarcerated, though those few agents who were deemed to have been free of corruption were absorbed by the Arâthuahi Order, which now carries on the work once done by the Qoradian Order.

QORILIE OF NEGRED: see St. QORILIE.

- QORRIN: 1. Geo. Headland in the west of AHRISHEN forming the sizeable delta of the river ARESH^(2.). It appeared in c. 1000 RM as the waters of the SEA OF PYREA^(1.) decreased and has grown steadily since then.
 - 2. Set. Port city in the west of <u>Ahrishen</u>, overlooking the <u>Sea of Pyrea</u>. It is a relatively recent city and is known as a place where sailors and those taking the <u>Grand Tour</u> can avail themselves of various entertainments (Pop. c. 25,000).
- QOSHHANAITH: Geo. Mountains in the c south of NOAVATUR, stretching south towards the coast, at the north west of the SEA OF RTHAS.
- QOTHILLULAN: Lan. Unknown language that is spoken by mortals that have spent too long in the <u>ATRAMENTALLY TAINTED</u> region of <u>QOTHILLUG</u>. The language is undecipherable by those who are unaffected by the glossolalia of the region, and attempts and finding an etymology for the language remain unsuccessful and only the most basic of words have been translated. See Vol II: Languages.
- **QOTHILLUG:** Sup. Geo. ATRAMENTALLY TAINTED region in the c of the nation of QARALAM. It is famed for afflicting those that linger in its domains for too long with a specific form of glossolalia that sees them speaking the same tongue that has thus far avoided any form of identification. Once removed from the region, those afflicted by the glossolalia often never recover knowledge of their native tongues, and spend their lives speaking fluently in what has now become known as QOTHILLULAN.
- **QRAQI QUARTZ**: *Ele.* Rare quartz sourced in the <u>QRAQOD</u> mines in the north east of <u>ARERAQTH</u> that is laced with veins of <u>OMNATITE</u>, granting it a rare beauty.
- QRAQOD: Ind. Geo. Str. Mines in the north east of ARERAQTH known for a rare variety of quartz known as QRAQIQUARTZ. The mines can only be worked a few months a year due to weather, which closes mountain routes for all but three months of the year, though some rulers have forced work to continue in winter, leading to devastating loss of life in the name of profits.
- QRED: 1. One of the nine territories of <u>ALAM BETHYL</u>, located in the north west of the nation.

- 2. Set. City in the north west of $\underline{ALAM\ BETHYL}$. It is the capital of the eponymous territory^(1.). It is close to a fork in the river $\underline{LELOANA}$, and is known for its peat industry (Pop. c. 37,000).
- QUADRIPTYCH OF DULA: Int. His. Sup. Mys. Obj. Fabled relic that can be traced back to the city of DULA in AZAZEM, with far older origins in what is though t to be the late SECOND AGE. Now thought to be a GODSTONE a powerful conductor of the MATERIA OMNA allowing monolithic acts of SHAPING. It was lost at some time in the FOURTH AGE, and was later recovered in the south of Azazem in c. 1721 RM, finding its way in the possession of a minor PATRICIAN HOUSE, who, ignorant to its legacy, had the stone broken into four, with each part becoming the focal point of four lavish vases.

The vases were sold in c. 2365 RM after the house fell upon hard times and, and they scattered across the <u>INNER SEA</u> after this, going to different homes. One vase ended up in a <u>KETESHI</u> museum, where part of its history was later identified through ancient accounts of the original godstone in c. 3873 RM. Attempts were later made by the Keteshi monarchy to retrieve the other 3 parts. One was found in a Sarastroan church in 4102 RM and was purchased off it, but the whereabouts of the other two vases are unknown despite continued attempts at finding them.

The quest has become a defining aspect of the Keteshi royal family, and the search continues as fervently as ever, as the discovery of all four parts of the godstone could give Ketesh a power unrivalled across the Inner Sea, potentially reshaping the political landscape.

- QUAERAT HAD: Lak. Collective name for the series of great lakes that exist in the north east of Eastern Meniscea, along the border between ARERAQTH and XYRPHAAT. The main lakes that together form the Quaerat Had are the *. An ancient empress is famed for having constructed a city-sized barge, known as the *, that was used to host lavish parties and retreats, sometimes for weeks at a time.
- QUAESTOR: 1. Law. Rnk. official title given to high-judges in the KORACHANI EMPIRE, given the power to sentence any brought before them without need for trial or jury. They were common across the empire until c. 1000 RM, when reforms found the title obsolete, replaced by that of CONSUL.
- By c. 3200 RM the title had re-emerged in the eastern territories of the empire, primarily <u>VÂRR</u>, and <u>PELASGOS</u>, where they were city officials with varying responsibilities, including, but not restricted to, city wardens, high-ranking militia members, tithe- or tax-fraud investigation, and city partisans. Their role often overlapped with that of the <u>IRON GUARD</u>, though the 'Guard have a more militaristic structure and are more concerned with enforcement, whereas the Quaestors are more of an unseen force typically with more authority.
- 2. Pol. Rnk. One of many ranks and titles within the <u>GRIGORIAN ORDER</u> of the <u>SANCTIFIED INQUISITION</u>. They fulfil a mid-level leadership role, commanding units of <u>WATCHERS</u> and clerical staff in their duties across the <u>EMPIRE</u> and often in the field.
- QUALTHAS: Geo. Flat featureless plains in the east of <u>BROR</u>(I.), in the east of <u>Mostue</u>, ending at the border between <u>GHROND</u>. The plains are bare, save for hardy stiff-rooted plants that manage to survive the harsh coastal winds that blow in from the east.
- QUARAVI: Int. Leg. Oth. A specific legendary OTHERWORLDER famed across the south east of WESTERN MENISCEA, known for its striking appearance translucent skin, beneath which can be seen translucent organs of an alien nature and bright tints ranging from deep reds to violets maroons pinks and crimsons. Their flesh has an effervescent quality and seems to sparkle or bubble with a life of its own. Its face is equally alien, with no mouth or recognisable sensory organs, but it has a well-developed nervous system that pulses with an inner light.

Quaravi is believed to have sired many $\underline{\text{HALFBLOOD}}$ dynasties across $\underline{\text{MENISCEA}}$ throughout the $\underline{\text{FIFTH AGE}}$, making them the most common halfbloods in Meniscea by some degree. Its bloodline is strong and features remain distinctive across many consecutive generations with 10^{th} generation halfbloods still showing telltale signs of their lineage.

Quaravi was most active between 3000 – 3300 RM, though the fact that halfbloods showing his physiological traits are still alive today (with no discernible prolonged lifespans) indicate that he is still active, to a

degree. Most such halfbloods are found in <u>IMELKOT</u>, <u>TAES</u>, <u>AURUM</u>, and <u>LANTUA</u>, in the latter of which they exist as a caste apart from other people, equivalent to a priestly middle class. See Vol II: Classification and <u>Taxonomy of Life</u>.

QUARES: Rvr. River in the c of OPHAR flowing north west for 470-miles from sources in the ASOGHAQUA Mountains. The city of OPARA lies at its mouth, where it reaches the coast of the GULF OF OPHAR (1).

QUEEN OF THE SKY: His. Ast. In ancient AZAZEMI MYTHOLOGIES, the planet GNIHLAS was referred to by this name, its rings being likened to a crown

QUESDRON: (D. 1926 RM) Pol. His. King of the KARGEMMAN MONARCHY whose death in 1926 RM left the kingdom in the hands of his twin children – ANOQUARON and ANOQUARIS. They drew lots to decide who would rule which regions of the kingdom, though the kingdom was restored following their deaths.

QUESIAN: Law. Rel. Pol. Rnk. EXECUTIONERS of the archaic religio-legal system in place in the KORACHANI EMPIRE after c. 1000 RM. Those whose sins are found to be too great by the Judges of the CHURCHOFTHE UNDYING MACHINE are sent the Quesians to be purified. Execution, exile and torture are not uncommon methods employed by the Quesians, though are by no means exclusive.

QUEEN-REGENT: Pol. Rak. Title given to the matrilineal line of stewards who have ruled the state of <u>ALLASAN</u> since 3887 RM and the selfimposed exile of King <u>ALABAS AZER III</u>.

They are descended from Azer III's elders sister who was conceived with the invading warlord Benett who executed his birth father and married his mother to unite the states of Allasan and <u>LAACHOM</u>.

QUEEN'S CITY, the: 1. Sec. Major city in the west of KHAR NADUL. It is named after an ancient monarch, who is said to have visited there sometime in the 23rd century RM, blessing its people. The city remains staunchly royalist and its people are involved in the royalist revolution, seeking for surviving members of the royal family in the hopes that it can be reinstated. This has caused friction with MUAHHARI police forces in the area (Pop. c. 58,400).

2. see <u>MAALKAT</u> 1.

QUEENCITY, the: see <u>THEMANA</u>.

QUEEN OF CONSTELLATIONS, the: Rel. One of two deities of the BETHYLAN religion of SABIANISM, with the other being the KING OF THE HEAVENS. See Vol IV: Deities and Pantheons.

QUELOR: *Geo.* Mountains on the island of <u>JIRIDUN</u> off the north western coast of <u>THE SURRACH</u>. It forms the spine of the island, and its southern foothills are rich in copper and were the primary resource to be exploited by the people of <u>OD MEGINNAS</u>^(1.).

QUIAN: Mil. Str. Fortress in the west of <u>RAONGEN</u>^(2.) that forms a part of the military organisation within the territories that are contested with ANAGAR.

QUICKSILVER PALACE, the: Int. Str. Spectacular palace in the north of the ZAHARAN DESERT in MENISCEA, known for its fantastical construction. The palace is a relic of the THIRD AGE, and is made of a liquid metal (incorrectly identified as quicksilver but thought to be the far rarer QUICKSTEEL), that floats 100-ft. in the air. It is held together by ancient FIRMAMENTISM and the gravitic properties of the region. It was once the capital of a powerful empire ruled by shapers, though is now all that remains, floating eerily over the silent ruins below.

The Firmamental properties that maintain the structures' integrity are waning, and parts of the palace are now mishappen and out of proportion, taking on a strange geometric appearance.

QUICKSILVER OBELISK: Int. Sup. Arc. Fantastical monolith located in INNER CHAUTULA, in the south east of EASTERN MENISCEA. It is around 120-ft. high and is made from liquid metal (probably a form of QUICKSTEEL) that is held in place through ancient FIRMAMENTAL MAGICKS. It is ancient, dating back to the late FOURTH AGE, where it was a waymarker belonging to the Firmamental authority known as the FULGOR NOMOS.

Its original purpose remains unknown and shapers have been unable replicate the conditions required to sustain the obelisk.

QUICKSTEEL: *Ele.* Rare form of metal whose natural state at room temperature is a semi-liquid. It can be cooled into a permanent solid state through supranatural processes, after which it acts like a normal metal. In this state it has properties similar to worked steel, making it quite valuable. It is most common in the subterranean lava flows of SYNCHTHONITH'S FOUNDRY, but can also be found elsewhere, mostly in SOUTHERN SAMMAEA.

QUINTAI, the: Soc. Org. Semi-secret group of KORACHANI PATRICIANS dedicated to keeping the empire stable. They were most influential during the REIGN OF THE EMPTY THRONE, between 205 and 339 RM, when their actions were able to stall the expansion of imperial territories as a means of maintaining stability in the ARCHPOTENTATE MALICHAR'S absence, though his return to power had their dominance toppled.

Funded by five members, the group was never truly destroyed and its members hid in the shadows while they continued to subtly manipulate city edicts and military manoeuvres to suit their goals.

QUINTUMVIRATE: Myr. His. Collective name given to five DEMIURGES within the MYTHOLOGIA ELYDEN, including ARIMASPI, NEITH^(1.), NERGAAL, SHIBBOLETH, and SYNCHTHONITH. The Demiurge's acts of hubris in SHAPING^(1.) the MORTAL PLANE caused the IMMORTAL SEEDS from which were meant to be born the IMMORTALS (a race of beings that would inherit the perfect world created by the Demiurges) to germinate sooner than intended, giving birth to the so-called MORTAL PEOPLES instead – imperfect simulacra of what the Immortals were meant to be, doomed to inherit a world cursed to chaos.

The Demiurges were punished and stripped of much of their powers, castigated into becoming leaders to the mortals their actions had given birth to. Some accepted this, and others grew bitter. Others still refused to accept the punishment, arguing that their very purpose was to Shaper. And so, they did, knowing that their actions would likely incur the wrath of THE SHAPER. They poured every mote of creativity they possessed into creating a perfect realm, one as food, if not better than what they had been originally tasked with. The five Demiurges died with their last act of Shaping this new perfect world, and so it was, beauteous beyond compare and serene, without chaos or death, yet no-one knows where it is.

Indeed, most scholars of the Mythologia Elyden now wonder if the new act of Shaping by the Quintumvirate was another new <u>PLANET</u> entirely, either within or without our known system of planets. Some, however, contest this, saying that much of <u>ELYDEN</u> remains unknown to modern mortals, and that it remains to be discovered.

QUISQUAM, PALACE OF: Pol. Arc. Maze-like palace in QARALAM known for its 144 steep stairs that lead into its throne room. The steps exist solely as a test of strength and the hall's small door, through which most must stoop to enter, is designed to force people into a symbolic gesture of subservience.

QURTH: Set. Settlement in the c of CHEIRA (Pop. unknown).

QUTTAKAL: Geo. Mountain-range in the far east of NÁRTHEL.

R

RA: Lak. Dre. Lake in the south west of RAONGEN⁽²⁾ along the course of the river GARAILI. Between c. -600 and -500 RM it was the site of various supranatural events in which unrelated people experienced visions and DREAMS that all featured a central unseen figure that people would later name RAON. The lake remains a holy place to this day and is an unofficial place of pilgrimage to many.

RAAD: Set. Fortified city in TERION, in the north west of SAMMAEA. It is known for its silver-mines that produce some of the finest silver in all of Sammaea, much of which is used in crafting filigree, which is used in fashion throughout Terion. Its delicate cosmetic chainmail is a symbol of status amongst its nobility and has spread to KORACHAN through trade, where it is just as popular (Pop. c. 38,400).

RAADI: Set. City in the region of SÛR GHATH in the west of THE SURRACH, in the southern foothills of the MISHANOS Mountains. (Pop. c. 25,000).

RAAHEN: Geo. Rugged peninsula in the south of LAASKHA.

RAAKH: Set. City in the east of <u>BAATAN</u>, overlooking the border with <u>TEMUJA</u>. It is a major trade centre and the <u>GREAT ROAD</u> passes through it (Pop. c. 99,000).

<u>RAALEM</u>: Rvr. River in the east of <u>AZAZEM</u>, flowing west for 60-miles from the <u>TEKRACHT</u> escarpment, into the <u>SEA OF BATHOS</u>.

<u>RAALO</u>: Set. College-city in the south of <u>AZAZEM</u>, where the children of many <u>PATRICIANS</u> study (Pop. c. 50,000).

<u>RAAMALA ITALLI</u>: f. (D. 2323 RM) Art. Per. <u>LAASKHAN</u> prima donna of <u>HALFBLOODED</u> descent who became famed across the <u>KORACHANI EMPIRE</u> and beyond during her life, performing on the largest stages, before the most prestigious audiences.

Orphaned at a young age, she lived in an <u>ORPHANOTROPHIA</u> until the age of fifteen, though rumours heavily point towards her being recruited as a <u>WIRRAN</u> at a delicate age, with her life in front of the limelight being a front for her true role as a Laaskhan agent.

She was beloved by the people, especially <u>HELOTS</u> and work-slaves, who listened to her singing through <u>PHONOGRAPH</u> cylinders in social clubs and it was largely through their support that she was able to tour.

She died during a performance in <u>KHADON</u> where various patricians died under mysterious circumstances during the final intermission.

 \underline{RAAN} : Set. Small city in the Kingdom of $\underline{ROMOREA}^{(2)}$, overlooking the Sea of \underline{HASAAZ} ARAAT. It has a harbour that exports coal mined in \underline{HAAMU} in the north east (Pop. c. 13,200).

RAANA: Rvr. River in <u>VAALK</u> flowing south west for 320-miles from its source in the <u>MALL VORAKAL</u>, before reaching the <u>SEA OF AZAM</u>.

<u>RABA</u>: Set. Settlement in the north west of the emirate of $\underline{\text{LIMOTH}}^{(2)}$ in the c of Limoth^(1,). Its main industry is agriculture (Pop. c. 5,700).

RABACHAN: Set. Slum city just outside the south western walls of the city of KHADON, in the c of KORACHAN. The settlement snakes along the ditch that separates the main wall from the redoubt, with structures rising along the walls themselves. It does not fall within the city's

jurisdiction and has its own informal government, though is considered to be a lawless demesne shunned by much of the parent-city's populace. (Pop. c. 80,000).

RABAH: Ind. Set. Quarry settlement in the c north of BASSORAH⁽²⁾, in the region of <u>IURABAN</u>, south of the <u>GORRAN</u> Mountains (Pop. c. 4,200).

<u>RABANNA</u>: Set. Fortified city in the region of <u>ZILION</u> in <u>THE SURRACH</u> (Pop. c. 20,000).

RABASSA: Set. Coastal city in the south of AHKA, overlooking the SEA OF SUTT. The city has been subject to KORACHANI bombardments for some years, and much of its harbours are damaged, with many once-thriving districts now-deserted. Much of the remaining is now part of the war effort against Korachan. The harbour is strategically important to the PARTHISAN relief forces and reinforcements (Pop. c. 73,000).

<u>RABATEA</u>: Set. City in <u>TAHOMIA</u>. It is known for its large fortress that is controlled by a knightly order and the strict martial law that it enforces over the surrounding land (Pop. c. 70,000).

RABBIRA: Set. Coastal stilt-settlement in the south west of NAARETH, overlooking the ROILING SEA (Pop. c. 20,000).

<u>RABI</u>: Set. Settlement in the north west of the emirate of <u>LIMOTH</u>^(2,) in the c of Limoth^(1,). Its main industry is agriculture (Pop. c. 4,300).

<u>RABIDEA</u>: Set. Coastal settlement on the island of <u>KILLOS</u>, off the western-coast of the <u>FREE-ISLES OF PELASGOS</u>. It is the islands main link to the mainland (Pop. c. 6,000).

RABTSHAH: Int. Sup. Rnk. Soc. Caste of slave-shapers in VENTHIR and its dependencies. The caste fills a unique niche in societal hierarchy in Venthir, with it being both a lowly caste, with apprentices being little more than slaves, often mistreated by their masters; and a respected one in the form of the masters, who while still technically slaves and property of the crown, are well-regarded and feared for their abilities, giving them a degree of notoriety and even celebrity, with most living lives of relative luxury.

Prospective shapers spend a year studying in the <u>ROYAL ACADEMY OF SHAPING</u> and its regional annexes before being assigned to mentors. These apprentices are routinely mistreated and belittled as part of their training, which includes the assignment of demeaning tasks and chores, often unrelated to shaping. This is considered to build character and is expected by both rungs of the caste, though is open to abuse by sadistic masters who may ignore their apprentice's training entirely, turning them into little more than servants for a few years before they fail their studies and are taken away from them.

The slave apprentice follows their mentor for as much as three years, learning from their actions and studying under their often-dubious tutelage. The unique manner in which every slave is taught leads to anachronisms, quirks, and foibles in their techniques later on, meaning that the skillset and repertoire of a master rabtshah will differ greatly from one to another, making the caste one of diverse characterful individuals.

It is not unknown for apprentices to assassinate their mentors, and in some circles this is even considered a legitimate way of ascending from apprentice to master (the argument being an apprentice who is able to best their master, be it through shaping or subterfuge, deserves to ascend to the rank of master), being particularly common in the court of <u>QUEEN HETEPHERES</u> herself. In truth, it is little more than a shortcut to the title and the privileges that comes with it, with those who become masters in this way often having stunted skillsets that limit future prospects.

Apprenticeship typically lasts no longer than 3-years, though many apprentices do not last that long and are either killed or, more likely, abandon the profession. Many are injured, preventing them for continuing their studies. Some extreme cases are relegated to use as larvae.

Once an apprentice becomes a master – either by ousting their old mentor (through assassination, a duel, or test) or being granted it once they achieve an appropriate level of expertise – they are free to take on their own apprentice, eventually starting the cycle anew.

Old masters must proffer their former apprentices a degree of respect and must treat them as equals or risk facing a tribunal of their superiors at the Academy.

<u>RACH</u>: Fau. Scent hound bred in the early days of the <u>KORACHANI</u> <u>EMPIRES</u>' tenure in <u>VAALK</u> and seen across the <u>INNER SEA REGION</u> to this day. See Vol II: Classification and Taxonomy of Life.

RACH I' YO-DHALLA: see RUATHA.

<u>RACHA</u>: Ser. Small city in the microstate of <u>ACHERA</u> that lies along the <u>RED ROUTE</u>, providing lodging and storage facilities to the merchants and caravans travelling along it (Pop. c. 12,200).

<u>RACHALEN</u>: Cal. In the <u>KORACHANI CALENDAR</u>, the fifth month of twelve. It is named after the <u>UNDYING MACHINE</u>, <u>RACHANAEL</u> and is considered the second of three months of spring. See Vol II: Months and Lunar Cycle in Elyden.

RACHAL: Mys. Rel. Phil. One of the SEVENTY-SEVEN NAMES OF THE UNDYING MACHINE.

RACHANAEL: m. Myr. His. Per. Rel. In the mythology and ancient history of <u>ELYDEN</u>, seventh of the Two-and-Twenty <u>DEMIURGES</u>, whose children were the <u>PLAGI</u>.

He is one of the few Demiurges known to still be alive and is the current the deity of the <u>KORACHANI EMPIRE</u> and other territories, in the guise of the <u>UNDYING MACHINE</u>. Titles include, Wielder of Shadow and Prince of Darkness. In Elyden's original mythology, he is the last surviving Demiurge who defied death by finding a manner in which to resist the passing of ages. His incarnation in the <u>FIFTH AGE</u> is as the Undying Machine, <u>UMBÁVGHAR</u>, and he is kept alive by the <u>TECHNARCANE</u> engine known as the <u>LEADEN THRONE</u>, and the supplication of mortals (mostly human pilgrims reaching the end of the <u>SHADOW MARCH</u>). His true <u>MORTAL</u> children are the <u>PLAGI</u>, though he has long-since abandoned them in favour of the far more numerous HUMANS.

The word Rachanael is not in common usage and though schooled individuals within the empire are aware that the true name of the Undying Machine is Rachanael, it is not uttered commonly. Indeed, in the early days of the CHURCH OF THE UNDYING MACHINE, most records of the name were expunged alongside the world Demiurge, in an act of mass propaganda designed to blind mortals as to the true roots of their deity and the fact that other Demiurges may yet remain, undiscovered, in ELYDEN. Though this stance has since relaxed, the full story of the Demiurges and Rachanael's history before his freeing by the ARCHPOTENTATE MALICHAR are still suppressed by the church.

His known <u>SCIONS</u> are: <u>OSSELDOR</u>, <u>PATHEA</u>, and <u>SATHANAEL</u>. See Vol IV: the Two-and-Twenty Demiurges.

RACHANAEL, HOLY LAND OF: see HOLY LAND OF RACHANAEL.

RACHANAEL RISEN: Rel. Aspect of the UNDYING MACHINE (the DEMIURGE RACHANAEL) that is worshipped by certain cults of the CHURCH OF THE UNDYING MACHINE, in the KORACHANI EMPIRE. As open usage of the name Rachanael is forbidden by law, members of these cults are persecuted and excommunicated when caught.

RACHANAEL'S BLOOM: Flo. Succulent plant famed for its slow-blooming deep purple pungent fleshy flower, with five to seven petals, with seven being the rarest and most prized. Examples with seven petals are highly valued by botanists and the elite for their beauty, and there is a lucrative trade around both the growing of such specimens, as well as their acquisition from the wild.

The plant is native to highland regions of southern $\underline{\text{LLACHATUL}}$, where rainfall is uncommon, and was once abundant in the northern face of the $\underline{\text{CHACTHORNYS}}$ Mountains.

At various times in history, the <u>Church of the Undying Machine</u> has attempted to eradicate the plant from existence simply because of its persistent common name, which refers to the true name of the <u>Undying Machine</u>. It was named millennia past after the <u>Demiurge Rachanael</u>, though few are alive today to know its origins, though the church is still careful of not letting it spread too far, lest inquisitive minds find out too much. See Vol II: Classification and Taxonomy of Life.

<u>RACHAR</u>: Plr. 'racharin'. Fau. Aberrant life-form. In the bestiaries of the <u>EMPIRE</u> and surrounding regions, the racharin are those creatures that cannot easily be classified and are often bestowed with strange properties that cannot be described as natural or inherited. They are often shackled to the <u>ATRAMENTA</u> or <u>FIRMAMENT</u> in some way.

RACHEA Set. Settlement in the north of <u>LIDEA</u>, known for its sheep farming and wool production. It also forms part of the <u>SALT ROAD</u> and RED ROUTE (Pop. c. 8,500).

<u>RACHI</u>: Geo. Beautiful grasslands and rolling hills in the c of <u>SAUA</u>. Fed by the river <u>ACHI</u> and its many tributaries that flow from mount Mera and the BLUE MOUNTAIN.

<u>RACHOUIN</u>: Set. Small city in the far east of <u>PARAIYA</u>, along the border with <u>LIDEA</u> and the course of the river <u>SHIBBOLETH</u>⁽³⁾. Its main industry is the cultivation of cotton (Pop. c. 16,300).

<u>RACHRIS</u>: Fau. City in the prefecture of <u>EROSENEA</u>^(1.) in the north west of <u>HOLOLACH</u>^(1.), known for its sparse woodlands and its truffles (Pop. c. 41.200).

<u>RACTYON</u>: (B. c. 3840) Pol. <u>ATRAMENTIST</u> warlord who wrested the city of <u>TETRACYTYS</u> from a previous subjugator in 3897 RM. He was thought killed by poison in 3902 RM though he was merely paralysed, his mind still functioning even as his body began to waste away. His followers made a pact with <u>PARTHIS</u>, which saw a powerful technarcane engine brought into the city in 3903 RM, giving Ractyon a means of communicating with his followers.

He rules to this day, his body little more than a desiccated husk kept alive by the machine, as his followers rule the city of Tetracytys in his name.

<u>RADABAD</u>: 1. Sea. Bay in the far north east of the <u>SEA OF LETHEA</u>, off the western coast of SERROK.

2. Rui. Ruined city in the south west of <u>SERROK</u>. It was once coastal, lending its name to the above bay^(1,), but was abandoned in c. 3300 RM after the retreat of the coastline.

<u>RADAM</u>: Set. Small city in the north east of the tribe of <u>SATAR</u> in the north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 13,500).

RADAMATHUS: Set. Major coastal city in the west of ANANTHUL, overlooking the south east of the SEA OF LETHEA. It is an industrial centre known for its drydocks, shipyards, and foundries (Pop. c. 95,500).

<u>RADASHAN</u>: *Set.* In the south of the tribe of <u>INDAAR</u>, in the east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 4,000).

<u>RADHA</u>: Ind. Set. Major mining settlement in the south of <u>JURRAS</u>⁽²⁾, in the far south east of the <u>INNORADOS</u> Mountains (Pop. c. 8,000).

RADISHAR: *Geo.* Fertile plains in the north west of <u>SARASTRO</u> fed by the waters of the river <u>SOLONA</u>.

<u>RADIX</u>: Mil. Str. Major fortress of the <u>DESOLATI</u> in the south of <u>SHOTHA</u>. The forces stationed in Radix patrol the borders against <u>AL AKHI</u> incursions and take slaves used in labour and sold west to <u>ALMAGEST</u>.

<u>RADNOR</u>: Geo. Region in what are now the south of <u>AETHIOS</u> and the north west of <u>RHINOCOLOURA</u>, that between c. 1500 – 3200 RM was famed for its <u>ATRAMENTAL SHAMEN</u>, who ruled the region, which had until then remained distinct from <u>ACTANORS</u> and, later, Aethios, though

by c. 3200 RM all but its most remote settlements had been assimilated by the ROYAL HOUSE OF ETHAND. Today, under the auspices of the Holy Republic, its remaining shamen are protected as a relic of a lost age. Today the city of ARISTH carries the legacy of these shamen, and it is the only city in Aethios in which the shamen thrive, and they are a ruling class.

RADORER: Set. Settlement in the north west of CHEIRA (Pop. c. 10,000). RADULA: Set. Coastal settlement in the east of SABAISA, overlooking the

<u>RADULA</u>: Set. Coastal settlement in the east of <u>SABAISA</u>, overlooking th <u>BAY OF ANDAFAR</u>. Its main industry is fishing (3,800).

RADUNA: Set. Settlement in the north east of THETIS (Pop. c. 5,700).

RAEGA: Ser. Small coastal city in the c east of <u>ELEKHID</u>, along the delta of the river <u>NUBBIOR</u>. It is a major source of food (Pop. c. 14,000).

RAEHIA: 1. *Lak.* One of seven major lakes in <u>KOMMEA</u>, collectively known as the <u>SEVEN MAIDENS</u>^(1.), situated in the far north east of the kingdom, in the <u>LYRLDRAN</u> Mountains.

2. *Dei. Rel. Myt.* One of the <u>SEVEN MAIDENS</u>^(2.) of <u>KOMMEAN</u> myths. She is most commonly associates with spring time and the renewal of life, and fauna, and is depicted as a chimera of aquatic life, physically monstrous but fecund and loving. See Vol IV: Deities and Pantheons.

RAELLA: Geo. Plains dominating the south west of SABAEA, which over the last decades have been growing dryer, leading to the abandonment of many rural settlements.

RAEMOLUTHISM: Rel. Puritanical religion in RHAMIA. It emerged as a corruption of the CHURCH OF THE UNDYING MACHINE brought over by KORACHANI colonists, and AHRISHENI and native ACHSHI faiths between c. 250 – 2000 RM. It became puritanical as Atramental taint in the region increased, resulting birth defects that reached their peak in c. 2100 RM. A caste of law-keepers known as 'Puritans' emerged around this time, overseeing all births and culling those dement be too corrupted.

Over the years the religion convoluted, taking on traits of the harshening ambient its people faced, becoming known as Raemoluth. Its deity became a rapacious entity, hungry for sacrifice and purity above all else. See Vol IV: Religions and Cults.

<u>RAETHA</u>: Set. Coastal settlement in the far east of <u>LIMOTH</u>. Its main industry is fishing (Pop. c. 8,000).

RAETIA: see RHAECHIA.

RAETUMA: Int. Sca. Thick bituminous sea of <u>ATRAMENTA</u> in the far south of the <u>MIROVEAN OCEAN</u>, off the north western coast of <u>BROR</u>^(1.); to the east of the island of <u>BRSEA</u>, and occupies some 440,000–square-miles.

The sea makes a mockery of normal seas and is an inimical environment, its thick passive waters unable to sustain any form of natural life, though some highly adapted creatures somehow survive within its muddy lightless depths – wretched burrowing things subsisting on the umbriska within the sea and squirming lamprey-like predators that feed on them. Its shores are fetid places of strange-coloured chemicals, rank with the decaying bodies of creatures caught in its torpid tides. The lessening of <u>ELYDEN'S</u> seas have left large miles of coast as desiccated plateaus of cracked Atramenta.

Some natives of Brsea have perfected a method of distilling some of the chemicals produced by the sea, turning them into a crude form of fuel on which its people have come to rely.

RAETZANT: Set. Small city in the region of TZEDEK in the far east of THE SURRACH (Pop. c. 17,000).

RAFAEL: Set. Settlement in the c of GNOTH (Pop. c. 4,000).

RAFFIN BARAQ: m. (B. 3571 – D. 3698 RM) *Pol. His.* Founder of ROMOREA (2-) and primogenitor of the Romorean royal line. He was exiled from GAAP in 3663 RM and moved south with his closest followers, settling an oasis not far from the desert of VACIVA. People slowly followed him and by c. 3750 RM the settlements of BRAAT (2-), ECHEA, and IONOL had appeared, around which the rest of Romorean culture eventually coalesced. His daughter SETAREH BARAQ ascended the throne upon his death.

RAFFIN IO SGIROUT: m. (B. 3741 – 3859 RM) *Pol. Per.* Historic king of ROMOREA^(2.) who ascended the throne following his MOTHER'S death in 3813 RM. Following in her footsteps, he was the monarch who finally saw the completion of the flooding of the Romorean^(1.) rift valley in 3821 RM,

giving birth to the sea of <u>HASAAZ ARAAT</u>. The flooding was controversial during his time, with many people displaced or even killed by the action, but ultimately the benefits it wrought far outweighed the losses, bringing increased economy and industry to the region. The construction saw hundreds of slave labourers killed by lax work conditions, and he is remembered now for his excesses and died a symbol of power and decadence and set the precedent for the cruelty of the Romorean royalty that persists to this day.

RAGEL ABARIS: m. Ast. Per. (D. 208 RM) ALMAGESTI astronomer who in c. 172 RM identified a golden-tailed comet that crosses ELYDEN'S northern skies every 154-years – the comet was named ABARIS after him.

<u>RAGANA</u>: Set. Settlement in the north of the <u>HENDECARCHY</u> of <u>CHLORIS</u> in the c of <u>MALAN</u>. Its main industry is the mining of iron (Pop. c. 10,000).

RAGHA: Set. Coastal settlement in the west of METHUMN, in the HENAKARAIAN peninsula. Its main industry is manufacture, and most people are employed in the single gigantic manufactory that dominates the settlement (Pop. c. 5,400).

<u>RAGOR</u>: Set. City in the c north west of the tribe of <u>GOROR</u> in the south east of the GROWING MOUNTAINS of MULCIBER (Pop. c. 12,500).

<u>RAH</u>: lit. 'cross'. 1. Geo. South easternmost of the large islands that make up the <u>MAIDEN ISLES</u> between the <u>SEA OF NARANOR</u> and the <u>BATHASHAL OCEAN</u>. It is named after the cross shape that it bore when it was first documented by the explorer <u>BOHMIUS</u> in 1527 RM, though the diminishing of <u>ELYDEN'S</u> seas has since seen it increase in size, loosing that shape.

2. also 'the Cross of Rachanael'. Ast. Con. Constellation in the NORTHERN HEMISPHERE. See Vol II: Constellations.

3. Set. Small city in the north of the <u>BARRIER LANDS</u> overlooking a small lagoon close to the coast (Pop. c. 17,400).

4. see TROPIC OF RAH.

Soc. Though simply meaning cross, in imperial vernacular the word has become synonymous with the <u>SWORD TARTARUCH</u>.

RAH, FESTIVAL OF: also 'festival of the sword'. Soc. KORACHANI feast day celebrated by all nations whose people worship the CHURCH OF THE UNDYING MACHINE. Celebrated on the first AIONAL of HAELEN, it celebrates the martial victories of the ARCHPOTENTATE MALICHAR through the symbol of the SWORD TARTARUCH.

<u>RAHAAL</u>: Geo. Glacier in the far north of <u>GNOTH</u>, in the <u>SOLUN</u> <u>HIGHLANDS</u>.

<u>RAHAB</u>: Fau. Sea serpent common in the north of <u>ELYDEN</u>, most commonly seen in the <u>SEA OF POLARIS</u>, the <u>GULF OF VALUS</u>, and the <u>SEA OF DAGGERS</u>. See Vol II: Classification and Taxonomy of Life.

<u>RAHACH</u>: Ind. Set. Mining settlement in the c of the <u>KORACHANI</u> colony of <u>CRASSULA</u>, in the far north east of <u>MENISCEA</u>. Its main industry is gold-mining and it has the largest open-cast gold mine in the colony (Pop. c. 10,000).

RAHADANT: Set. Fortified city in the west of the region of KERRET, in the east of THE SURRACH. It is ruled by a caste of AUGURS, and skulls form a major part of its culture and funerary customs — the skulls of the dead are varnished and kept by the descendants of the dead, who keep shrines that contain many generations of the dead, which are left offerings on certain festivals (Pop. c. 29,000).

RAHADRA: Fau. SAMMAEAN name for the BEAST OF ARIMASPI.

RAHAL: Lak. Lake in the c south west of <u>TETHYSIA</u>, close to the border with <u>LIMOTH</u>^(1,). It is a remnant of a far larger lake that has slowly diminished with the increased desertification of the nation and the growth of the <u>NEHNAXIAN</u> desert.

RAHANA: 1. Rel. Religion of IPANAH (2.), originating from remnants of IACITE sects that sheltered there following their persecution by the CHURCH OF THE UNDYING MACHINE. It spread to the north west of SAMMAEA, where it developed into a separate cult with its own beliefs, which in turn led to the appearance of the cult of the ATTAH.

It is named after an old saint of the Church of the Undying Machine, <u>ST. RAHANA</u>, and is not to be confused with the similarly-named religion of the <u>SIX CITIES</u>. See Vol IV: Religions and Cults.

2. Rel. Religion common to the SIX CITIES region of THE SURRACH that developed following the arrival of KORACHANI EXOCRINES to the region some 1,500-years ago. It has been corrupted over a time into a mix of the CHURCH OF THE UNDYING MACHINE and old local polytheistic traditions, such as those still practiced in PEGAN. The religion itself is monotheistic though has a pantheon of around 2-dozen powerful saints that can be considered as patron demi-deities. Upon birth, a child is given a patron saint and will normally spend their life revering that saint above all others, including Rahana (the deity's name).

A corruption of common religions in the region that adopted parts of the Korachani religion of old, the Church of Rahana is the only religion in the states of NEKHARAAL and VANKA, and is common in parts of TANASS. It is also gaining popularity in Pegan. Rahana is also common in the BAKHRAN STATES and its vassals.

It is named after an old saint of the Church of the Undying Machine, <u>ST. RAHANA</u>, and is not to be confused with the similarly-named religion of IPANAH⁽²⁾.

RAHANKHEN I: Pol. The first MAHANTKHAI (supreme king) of the SOLEYN TERRITORIES, who rose to power in 1328 RM after defeating the Demon Sultan AMENABAST.

<u>RAHARI CHAPEL</u>: Rui. Ancient ruin, 110-miles south of <u>CONTH</u> in eastern <u>LIDEA</u>. It was a site of great interest during the height of Conth in c. -1000 RM, where its ancient <u>FIRMAMENTAL</u> libraries and artifacts were looted. They are now ruined, buried in the earth of the region.

<u>RAHASAN</u>: Set. Small city in the c north of the <u>BAKHRAN STATES</u> in the north west of <u>THE SURRACH</u>. The city is known for its copal (a type of soft <u>AMBER</u>) deposits, that are mined and fashioned into object d'art(Pop. c. 18,000).

<u>RAHASS</u>: Set. Small city in the west of <u>OPHIUSSA</u>, overlooking the <u>BAY OF TASHI</u>. It is built within the remains of an ancient <u>THIRD AGE</u> catacomb-like necropolis (Pop. c. 17,000).

<u>RAHAUT</u>: Set. City in the south west of the tribe of <u>DRAKAINA</u>, in the east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 26,000).

RAHENG: Dem. 'Rahengi'. Ntn. Tropical nation in the far west of equatorial Western Sammaea, along the Chhmari coast. The nation is nestled in the cliffs and steep mountains of the western face of the Santorean Mountains. The region gained its independence in 3812 RM following decade of colonial rule under Dha Nar. See Vol III: Extant Realms and Nations

RAHETOSHOT: Set. PLAGI city common in KORACHANI myth by way of native N'RAKHI, PARAIYAN and AETHIOSI legends. Whereas many scholars and explorers maintain that the city itself is factual and that the legends surrounding it are merely fabricated or aggrandised, most place the city firmly in the realm of myth.

Rahetoshot was once a grand metropolis, the centre of the plagi race. The cult of <u>RACHANAEL</u> has its roots in the city and in the days of the <u>DEMIURGES</u>, this was the seat of his power. Following the banishment of the Demiurges to the material plane Rachanael became desperate to regain his lost power, stopping at nothing to accomplish his goals. His children were forgotten, used as little more than pawns and tools in his power games, and their empire grew weak, the plagi bitter at their perceived abandonment in favour of the weaker humans, who would eventually become Rachanael's adoptive children (as evidenced by the Korachani empire, and previous, similar empires in past ages).

Slowly, the metropolis died, its people leaving, its districts crumbling in their wake, until little remained save the corroded walls of empty citadels and echoing halls. Those who remained in Rahetoshot became insular, and bitter, rarely leaving their rotting metropolis, choosing instead to brood over their inequities. The millennia of seclusion and the acrimonious madness that has consumed the descendants of these people them have changed them, body and mind. Such bitterness, married with the depravities of the Atramenta have given rise to a wretched race of twisted beings that revel in pain.

Some postulate that Rahetoshot may be synonymous with the plagicity of <u>KHARAKHARA</u>. (Pop. unknown).

RAHHA'KA: Set. Fortified settlement in the c north of the tribe of SUUR'KA, in the north east of the GROWING MOUNTAINS of MULCIBER (Pop. c. 3,000).

RAHHIR: Set. Small city in the north of <u>EZASUH</u>^(2,). Its main industry is logging (Pop. c. 13,000).

RAHII: Geo. Mountain, some 450-miles long, in the north east of WESTERN SAMMAEA, to the south east of the BITAMMAN Desert, in the far east of VESPERTINE LEAGUE. The mountains are volcanically-active, and in some places, such as the ATAZUL Wastes, old lava flows are up to a mile or more thick.

The mountain's north facing foothills are home to the descendants of <u>ESHIRAN</u>^(2,) immigrants which in c. 3340 RM fled the <u>ATRAMENTALLY</u> TAINTED ruins of SABRIM.

RAHIYA: Set. Settlement in the south west of the <u>SULTANATE OF</u>
<u>ABACARDAT</u>. Its main industry is arable farming (Pop. c. 3,000).

RAHKA: 1. Geo. Island off the southern coast of AHKA.

2. Set. Fortified settlement on the eponymous island off the southern coast of AHKA, known for its military workshops and small manufactories. As recently as 3-decades ago the settlement was the centre of a many smaller rural communities, though they were rapidly replaced by industries needed to support the war-effort in Ahka (Pop. c. 10,000).

<u>RAHSTUN</u>: Set. Fortified city in the south of the <u>TARAHID ANNEXES</u> (Pop. c. 13,800).

RAHUNAA: Rvr. Wetlands in the c of <u>SARASTRO</u>, along the course of the river <u>SOLONA</u>. The wetlands cover an area of around 1,000-square-miles and are home to a diverse selection of wildlife.

RAIAA: Set. Small city founded over the ruins of ASIUM in ARKOS^(1.) in c. 3750 RM, following the SUNDERING OF THE KORACHANI EMPIRE and the fragmentation of Arkos into warring city-states. The city was settled by Arkosian political refugees who fled there following persecution from the regions' cities for supporting the HIGH-EMPIRE OF KORACHAN. The city was attacked during its early years though its location made it easy to defend and remains to this day an independent city overlooking the DAARKEN GULF (Pop. c. 3,500).

<u>RAIAINA</u>: Set. Small city in the south east of <u>KAZZAR</u>, along the course of a tributary of the <u>VETAGAME</u>, around 10-miles from the wetlands of <u>SYMHERO</u>^(2.) (Pop. c. 13,000).

<u>RAIDIA</u>: *Set.* Small city in the south west of $\underline{ZHARIAH}^{(2.)}$, in the region of \underline{KUIASH} . Its main industry is iron mining (Pop. c. 11,400).

RAIGEL: 1. Pol. Geo. One of nine political territories, located in the north of ALAM BETHYL. It is the northern-most Bethylan territory and has the reputation for being the bleakest, with the longest winter, with close to a month of total darkness, whose people are the most dour and fatalistic in all of Alam Bethyl.

2. *Pol. Set.* Small city in the north of <u>ALAM BETHYL</u>, and capital of the eponymous territory^(1.) (Pop. c. 17,400).

RAIHA: Set. Fortified settlement in the north of <u>TAHALL</u>. The city is a major link along the course of <u>THE WAY</u> trade-route (Pop. c. 7,200).

<u>RAIN</u>, <u>IELLY</u>: Int. Atr. Phen. Wea. A relatively common phenomenon that takes the form of small semi-solid globules of a translucent liquid (though the substance is often laced with impurities and particulates) that fall like rain.

Such rains are experienced across <u>ELYDEN</u>, and particularly in areas where the <u>ARCANE TEMPERS</u> sway towards <u>ATRAMENTAL</u> dominance, but weather conditions can lead to such rains happening far from the area in which they were created.

The rains may be mildly <u>ATRAMENTALLY CORRUPTED</u>, posing a risk to those exposed to them over prolonged periods, though for the most part they are inert, possible little danger other than the immediate annoyance or possible flooding or congestion of waterways.

No adequate explanation exists for the creation of such rains, and for the most part they are just taken to be a fact of life wherever they occur commonly. Where such rains are uncommon, they may be seen as miraculous or cursed.

Jelly rain is often compared to the rarer phenomenon known as <u>STAR</u> JELLY, though the two are unrelated.

RAINN, PALACE OF LIGHT: Sup. Arc. FIRMAMENTAL beacon in the north east of the HENDECARCHY of CYRENIA, in the north of MALAN. It acts as a potent FOCUS⁽²⁾ to FIRMAMENTISTS, who can easily see it from a hundred miles away through the SIGHT.

RAISEN: Set. City and administrative centre in the north west of <u>AHRISHEN</u> (Pop. c. 33,200).

RAISHAZAR MELQART: m. Mil. His. Per. (B. 3656 – D. 3877 RM)

SARASTROAN SARAKASHAR (general) who on the 15th LIVIALEN 3703 RM was appointed supreme general of the SARASTROAN COALITION during the WAR OF SUNDERING, becoming the first in a storied line of ARCH SARAKASHAR. He was already a loyal follower of Sathep (who was the one who appointed him) but was not an ARCHIDOXUS, due to showing little magickal aptitude, though he still benefited from his rapport with the Lichking in the form of good health and long age.

He not only survived an assassination attempt on him on the 1st <u>SOLSTICE</u> Day 3705 RM in <u>ARGEA</u>, but apprehended and killed the assailant in front of a large crowd of onlookers, earning him the respect of the people and improving public morale amid growing famine.

His grand strategy during the War of Sundering was pivotal in leading <u>SARASTRO</u> to independence (though he had his detractors at the time, many of whom had hoped for Sarastro to replace the <u>KORACHANI EMPIRE</u> entirely, rather than splinter as a second empire).

RAISHAZAR'S COLUMN: Str. Monument in the city of ARGEA, in SARASTRO, built in 3708 RM to commemorate the victory of ARCH SARAKASHAR (supreme general) RAISHAZAR MELQART'S victory during the SECOND SIEGE OF ARGEA, which was instrumental in Sarastro's eventual victory in the signing of the SARASTROAN TREATY.

RAIYAN: Sct. Settlement in the far south west of RAONGEN^(2.). Many soldiers who go on to garrison the fortress off QUIAN in the north come from here. Its main industry is the cultivation of wyrdwort, which is used in funerary rites across Raongen (Pop. c. 8,000).

<u>RAJA</u>: Pol. Rnk. City governors in the <u>CITIZENRY OF THALI</u>. Regional rulers who command multiple cities are known as <u>DEMARAJAS</u>.

<u>RAK ETH</u>: Rel. Dei. The sun deity of the <u>AUREATE FELLOWSHIP</u> that is worshipped in <u>METHUMN</u> and <u>ADHERA</u>. It is depicted as a majestic humanoid figure of honey-like skin that radiates golden light that symbolises life, rebirth, resilience, and enlightenment. See Vol IV: Deities and Pantheons.

<u>RAK ETH SOTARA</u>: Lit. 'blessings of the sun'. Lan. Soc. Phrase used throughout <u>METHUMN</u> and southern <u>ADHERA</u>, where it is usually used as a farewell amongst friends and acquaintances. Its origins lie in the dogma of the <u>AUREATE FELLOWSHIP</u> (the main religion of Methumn), where it is used as a blessing.

RAKHACHAN: Rui. Abandoned KORACHANI colony in the north of ABACARDAT. Once coastal, it is now some 10-miles from the coast.

RAKHAHANA: (B. -485 - -427 RM) Pol. 2nd ruler of the <u>SAOSTANAN</u> <u>DYNASTY</u> known as <u>THE DEFILER KINGS</u>. She ruled from -473 to her death in -427 RM.

<u>RAL OXA</u>: Set. Small fortified city in the west of <u>BARATHEA</u>^(1.) (Pop. c. 17,000).

<u>RALANEM</u>: Rvr. River in the south east of <u>AZAZEM</u>, flowing south for 80miles from the <u>OTHACHA</u> Mountains before joining with the river <u>SIDIA</u>.

RALAT: Set. Settlement in the c east of AZAZEM known for its cotton fields and textile industry, as well as OGHUR SLAVES and MANUMITTED LEGIONNAIRE workers (Pop. c. 9,500).

RALIEL: Geo. Expansive badlands area in the <u>LEVANTINE</u> region in the south east of <u>AHRISHEN</u>, covering some 10,500 square-miles.

<u>RALCZHET</u>: Str. Large lighthouse in the east of <u>OKKHAM</u>, guarding the <u>BAY OF ITAE</u> in the far north west of the <u>SEA OF KHURSA</u>. The lighthouse is also a college to the order of <u>TIDESHAPERS</u>, whose <u>SHAPERS</u> are a necessity in many coastal settlements of Okkham.

<u>RALIA</u>: *Lak*. Largest lake in <u>AMMESH</u>, located in the c west of the coalition of states, in the south west of <u>SAMMAEA</u>. It is fed by dozens of rivers with sources in the <u>URARAGHI</u>, <u>LOSHIGH</u>, <u>LORAGHI</u>, and <u>LARAPH</u> Mountains and empties via the river Vertandi into the <u>BAY OF LEPHET</u>.

It is surrounded by countless settlements, cities and farmland and is amongst the most fertile regions of Ammesh.

RALISS: 1. Geo. Island off the western-coast of THE SURRACH.

 Mil. Str. Fort in the north west of the above island^(1.) off the westerncoast of THE SURRACH.

<u>RALLAN</u>: 1. Sea. Bay in the far north east of <u>MALAN</u>, to the south of the <u>SEA OF IALCUS</u>.

2. Set. Major coastal city in the north east of <u>MALAN</u>, in north east of the <u>HENDECARCHY</u> of <u>NHORA</u>. It is known for its large port and fishing fleet, with vessels that ply their trade across the Ialcus, venturing north into the <u>GULF OF VALUS</u> (Pop. c. 120,000).

<u>RALLATA</u>: Geo. Picturesque canyon system in the far east of <u>THE SURRACH</u> covering some 300-miles. It has one natural arch that spans its width, over which a major road linking the cities of <u>SULHAFAT</u> and <u>KALAI</u> passes.

RALLATA, CUBE OF: Int. Str. Giant pitted metal cube, its sides around 20-ft. wide, floating above the eponymous canyon system in the far east of THE SURRACH. It has existed for as long as written and oral records of the region go back, and was ignored by people ancient and present, who fear it

As though the nature of the object were not mysterious-enough, it is most well-known for the constant stream of fine white sand that pours from and cube and scatters across the canyon, carried far on the strong winds of the area. No one knows where the sand comes from, though few have studied it with the scrutiny of modern eyes due to the stigma that surrounds the region.

RAM'ATHI: lit. 'Heart of the Forest', also 'the Deep Wood. For. Fantastical dense region of vegetation in the c of THE OLD FOREST covering 90,000 square-miles, where the floor is largely untouched, little more than a narrow labyrinthine chasm between the multifaceted trunks, creepers, parasitic plants, gigantic EPIPHYTES and rocky pinnacles that pack the area. Gigantic boulders are known to be trapped in the gigantic trees and trunk-sized vines that strangle the region, and the natives are known to mine them and build strongholds within them. Strange and wondrous creatures are said to live within its reaches, including many that are now thought to be extinct elsewhere, such as BALAURS and FAEREX.

Human settlements are built amongst the flat branches and constructed platforms some 50-feet up. Over centuries of habitation, this artificial layer has been adapted by the forest as a new floor, the true floor beneath now little more than half-buried tunnels.

RAMAH: Set. Settlement in the c of <u>CHEIRA</u>, along the course of the river <u>YAGNOTH PHATHAN</u>. It is known for its reed cultivation, which is used in the production of various reed-items (Pop. c. 3,800).

RAMALAHARIKON: Set. Small city in the c-south east of NOAVATUR, in the southern foothills of the MAHAISHITH Mountains. (Pop. c. 16,000)

RAMATAR KAN: m. Pol. His. Per. (D. 3121 RM) MALANI politician who usurped the throne of AONIA in 3092 RM, seizing power for himself. He was eventually overthrown and imprisoned in 3107 RM by the revolutionaries NALLINDE AND ALISHIN, who became heroes in Aonia and are remembered to this day.

<u>RAMATESH</u>: Set. Settlement in the north west of <u>VAALK</u>, along the route of the <u>SHADOW MARCH</u>. It is known for its many hostels that cater to pilgrims undergoing the March (Pop. c. 5,000).

RAMAVARKHA: Geo. Rocky shallow hills to the south of the north western <u>Varrachon</u> Mountain, forming the northern border of <u>Vârrachon</u> with <u>The Old Forest</u>. The region is largely barren and was stripped of all its resources during the <u>Korachani empire's</u> tenure in Vârr, though greenery is slowly returning. The only major settlement there is the city of <u>Noachis</u>, which remains the regional power city to this day.

<u>RAMAYN</u>: Rui. Abandoned city in the c of <u>LAASKHA</u>, in the region of <u>THAZAKHA</u>. It was destroyed in a massive cave-in of weak duststone formations in the area.

<u>RAMEAL</u>: *Rvr.* River flowing west for 460-miles from sources in the <u>NGHALLEAL</u> Mountains, before meeting with its parent, the river <u>VAEL SUMI</u>.

RAMERON: Set. Fortified city in the south of Taan An in the south west of SAMMAEA. It has a long history and was a major city of the nation of AMMASH⁽³⁾, though it was attacked by dissidents 2549 RM amid the collapse of the nation, following the destruction of the MONSTRANCE OF FEALTY and the resultant.

It was once the capital of the middle <u>FIFTH AGE</u> state of <u>RAMERRI</u>^(2.), which was overrun by marauder forces in c. 3420 RM, with the city razed and resettled by the marauders and used as a stronghold. The later signing of the <u>AMMASHI TREATY</u> in 3594 RM saw stability returned to the region, and Rameron was eventually resettled in c. 3780 RM, when it became the centre of a series of bastions that guard the south of Taan An from potential invasions from the south (Pop. c. 42,000).

RAMERI: 1. *Geo.* Geographical region in the <u>AMMASHI</u>^(1,) peninsula in the south west of <u>SAMMAEA</u>, crossing the borders of southern <u>TAAN AN</u>, eastern <u>KEPHUAAN</u>, and the north of <u>AMMESH</u>. It once belonged to an ethic group in the nation of Ammash^(3,), though following its collapse in c. 2550 RM, its people dwindled, with their remnants scattering. By c. 2685 RM a new coalition of loosely allied city-states^(2,) had appeared over the approximate area to provide security against growing marauder threats.

2. *His. Ntn. Geo.* Historical state in the <u>AMMASHI</u>^(1.) peninsula in the south west of <u>SAMMAEA</u>, in land now occupied by the south of <u>TAAN AN</u>, eastern <u>KEPHUAAN</u>, and the north of <u>AMMESH</u>. It emerged in c. 2685 RM as independent states came together to better defend themselves against increased marauder activity in the region during the tumultuous time that followed the collapse of the nation of Ammash^(3.) decades earlier in c. 2550 RM.

Despite this, it became a target to concerted Marauder forces in c. 3420 RM, that marched upon its orchards and farmsteads, burning them down, on its way to the capital city <u>RAMERON</u>, which was sacked, razed, and its people slaughtered before being resettled by the marauders, becoming a stronghold to their forces, from where they were able to launch dedicated assaults against neighbouring regions.

This ultimately forced the states of the Ammashi peninsula into an alliance, known as the <u>AMMASHI TREATY</u>, that was able to rid the region of these marauders once and for all, bringing stability to the region. The old territories of Ramerri were divided amongst Kephuaan, Taan an, and Ammesh. See Vol III: Extinct States.

RAMES HIQ: Set. Settlement in the c north west of CHEIRA (Pop. c. 4.500).

RAMICA: Set. coastal settlement in the south of <u>Ammesh</u>, overlooking the <u>BAY OF TIRILIANA</u> (Pop. c. 6,600).

<u>RAMIEL</u>: Rvr. River in the south west of <u>GNOTH</u> flowing north for 325miles from sources in the <u>HRKONNA</u> Mountain before meeting its parent, the river <u>MARAGA</u> at lake <u>IMAGA</u>.

RAMINA: Set. Nm. Major independent city in the AMMASHI^(1.) peninsula in the south west of Sammaea, between the states of KEPHUAAN, TAAN AN, and AMMESH. Ramina was able to remain independent during the time period known as the AMMASHI STRUGGLE, its warriors effectively fending off marauder attacks in the south west of SAMMAEA, and it allied itself with KAPHAAR and TAANAL, bringing into motion events that would culminate with the signing of the AMMASHI TREATY in 3594 RM that saw stability restored to the region.

The MONSTRANCE OF FEALTY, an ancient vessel used at the signing of the Treaty, remained in Ramina, which became a fortress of sorts protecting the Monstrance, which became an object of pilgrimage to some who understood its importance in the region's history.

As the marauder menace that had characterised the times of the Ammashi Struggle died out, the spirit of the Treaty was forgotten as those who were alive at its founding slowly died, replaced by new generations who cared less and less for its significance in bringing stability to the peninsula. There remain however those who know full well the importance of the Treaty and the symbol of the Monstrance in keeping the region safe. These are MARSHALLS⁽²⁾, wardens of the fortress where the Monstrance is kept, who travel across the peninsula spreading words of hope that are meant to keep the promise of the Treaty alive.

The Monstrance of Fealty has become an integral part of Ramina, where it is now a common heraldic device, seen in works of art, as well as being the prominent feature of its flag.

Today the city is ruled by a council that invites representatives from across the peninsula as advisors, and is seen by most as a beacon of hope and justice, though in truth many councillors use the Monstrance and the work of the Marshalls as a tool to gain more power, with little interest in restoring the spirit of the Treaty (Pop. c. 89,000). See Vol III: Extant Nations and Realms.

RAMINI: Set. Settlement in the c south east of AMMESH, (Pop. c.).

<u>RAMIFERA</u>: Set. Large city in the c west of <u>OKKHAM</u>, along the course of the river <u>ENETSIC</u>. It is known for its large mangroves and other expansive trees with aerial roots, many of which are used as the basis of architectural construction.

It was the birthplace of the <u>CULT OF THE DREAMING GOD</u>, in c. 3425 RM, and remains a religious centre to this day (Pop. c. 48,000).

<u>RAMIS</u>: His. Ntn. Extinct kingdom in the south west of <u>SAMMAEA</u>, just north of the <u>TROPIC OF MAOCARHL</u>, in what are today occupied by southern <u>ADHERA</u>, most of <u>METHUMN</u>, and the far west of <u>PHYRR</u>. It was situated along the course of the river <u>TAHKI</u>, making the otherwise dry land fertile.

It emerged in c. 2020 RM from the ruin of the MEDHAMANNI empire, which collapsed suddenly in c. 1830 RM due to a culmination of events, leading to an almost 200-year period of unease known now as the MEDHAMANNI DARK AGE. What was once a land of demesnes centred around great city-manufactories and slave-markets had become instead a wasteland of ruins and corpses as its slave population fell to starvation and disease in the wake of its corrupt government's fragmentation. Its western territories slowly coalesced into a group of allied people who were descended from surviving slaves and remnants of the overseer casts. They worked together, forging a new economy centred at first around agriculture and then rebuilding some of the old Medhamanni industries, around which a competent and respected plutocratic council formed. For the most part its people eschewed slavery given their ancestors' dark history, and they valued hard work, though cherished their freedom at the end of the day.

The council gave way to an autocracy by c. 2280 RM, which in turn evolved into a sovereign monarchy in 2417 RM, which ruled until its eventual overthrowing in c. 2630 RM, after which the nation became a republic, collapsing finally in 2836 RM after war with Adhera saw its northern territories annexed, and the remaining territories forming the insular nation of METHUMN.

It is famed today for its historical queen <u>YASSMINA I</u>, who is remembered as a formidable politician and for having fought in battle alongside her male lieutenants. The name remains popular in the region to this day. See Vol III: Extinct States.

<u>RAMISA</u>: Rvr. Lake in the east of <u>KEPHUAAN</u>, along the course of the river <u>SHAYANDI</u>.

<u>RAMISIA</u>: Set. Fortified settlement in the west of <u>HABOT</u>, close to the border with <u>TAAN AN</u>. It processes raw umbra that is piped there from the umbra fields of <u>ZENEGE RES</u>, which is then pumped to the capital, <u>AHEHAFRET</u> (Pop. c. 8,000).

RAMMA: Set. Small city in the west of Ammesh (Pop. c. 12,600).

RAMMINA: Sec. Small city in the south east of <u>AMMESH</u>. It forms a part of the <u>NACRE ROAD</u> trade route (Pop. c. 16,300).

RAMON'ATHI: 1. Eth. Ethnicity most-prevalent in RAM'ATHI. They live in settlements constructed on the lowest flat-branches of the giant multifaceted trees of THE OLD FOREST. Their presence has created a second artificial forest floor, usually some 50-feet up. The true forest floor is dark, buried beneath the foundations of these settlements, and acts as crypts to their dead, places of solitude and exile.

2. Set. Loose conurbation in <u>RAM'ATHI</u> named after the demonym for the people of the region. The city is comprised of as many as hundreds disparate settlements, each linked physically and culturally to their neighbours, creating a rich city that stretches across the artificial floor of the region (Pop. c. 67,400).

<u>RAMOTH</u>: Ind. Set. <u>UMBRA</u> pumps owned by house <u>LLANA</u> in the east of <u>LYRIDIA DHAI</u>, in the <u>ATRAMENTAL</u> region of <u>AHOPESH</u> (Pop. c. 6,200).

 \underline{RANA} : F. 'Ranasha'. Pol. Title of the emperor of $\underline{VIRAHAN}$. The present Ranasha is $\underline{SECHENGALA~II}$.

RANAGA: Lake in the c of AHRISHEN.

RANAHEN: Set. Small city in the far east of Ahrishen, forming part of Great ROAD – the main land trade-route passing through Ahrishen. It offers inns and hostels to travellers (Pop. c. 13,800).

RANAIA: Set. Small coastal city in the north east of SEDISIA, in the far south east of the region of VETHRAND. It appeared in c. 3380 RM as a new port and harbour to serve the older city of NAIN, whose own ports were left landlocked following years of waning sea levels (Pop. c. 17,400).

<u>RANALUN</u>: Set. Major city in the c of <u>CEHOPHELA</u>. It is an important mercantile centre, and distributes goods and food across the nation (Pop. c. 1,400,000).

RANAPURA: Set. Small city in the south west of IACIO (Pop. c. 18,000).

RANARHOR: Rvr. Costal boreal bog in the c of PERGOST, overlooking the AMAARI WATERS.

RANAT: Set. Settlement in the east of the tribe of ESSENIA, in the c south west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. Its main industry is <u>ADAMANTINE</u> mining (Pop. c. 3,000).

RANAWYRT: Flo. Bitter root with bright purple flowers that, when ingested in large numbers, induces an artificial ability to SHAPE the FIRMAMENT. Its effects are random and brain damage is not uncommon (both from over exhaustion through untrained use of the Firmament and side-effects of the root itself) and its use by non-shapers is outlawed in most civilised areas, and is typically restricted to those already able to shape.

When used by those who already possess the ability to shape, it can enhance abilities or widen the spectrum of <u>SPHERES</u> that the user can influence. See Vol II: Classification and Taxonomy of Life.

RANCHANT: Set. small city in the prefecture of \underline{HOMREA} in the c south of $\underline{HOLOLACH}^{(L)}$ (Pop. c. 6,000).

<u>RAND</u>: Geo. Ridge, some 250-miles long, linking the north west of the <u>BAKHRAN</u>⁽¹⁾ Mountains and the western-most reaches of the <u>AZHAO</u> Mountains. The ridge forms a natural border between the nation of <u>ERET</u>⁽²⁾ and <u>THE SURRACHI</u> region of <u>JAZKIA</u>.

<u>RANE</u>: Set. Fortified settlement in the north of <u>ROMOREA</u>^(2.), to the north of the <u>VACIVA</u> desert, guarding the main aqueduct providing water to the capital <u>IONOL</u> (Pop. c. 5,000).

<u>RANGON</u>: Set. Coastal settlement in the west of <u>CUTH</u>, overlooking the <u>SEA OF BALIMAN</u>. Its main industry is crabbing, specifically <u>MOONS CRAB</u> (Pop. c. 4,800).

<u>RANGPOUR</u>: 1. Rvr. River in the east of <u>SAUA</u>, flowing south for 560-miles from sources in the <u>MERA</u> and <u>KARPAROS</u> Mountains, before meeting its parent, the river <u>TAKRE</u>.

2. *Pol.* One of the <u>FIVE-AND-SIXTY FEUDAL STATES</u> of <u>SAUA</u>. The region is home to much of its nobility's estates.

3. Set. City in the above region, in SAUA (Pop. unknown).

RANKON: Set. Settlement in the east of CUTH. its main industries are logging and the production of rubber (Pop. c. 10,000).

<u>RANNAH</u>: Set. Small coastal city in the north west of <u>ENNAIAH</u>. It is the main sea route out of Ennaiah, and also a source of most of its imports (Pop. c. 15,500).

RANNARA: Geo. Island forming a part of the Federation of <u>UGURIIT</u>.

<u>RANNO</u>: 1. Lak. Endorheic lake in the north east of <u>AZAZEM</u>, fed by the river <u>HIROR</u>, <u>GARUR</u> and <u>NENEM</u>.

2. Set. Twin ferry-towns overseeing the crossing of lake Ranno^(1.) (Pop. c. 180).

RANYOON: Geo. Island 110-miles off the south western coast of <u>CUTH</u>. The island is lush with vegetation and mangroves, and is uninhabited.

<u>RAODICEA</u>: 1. *Soc. Str.* Patrician district in the city of <u>KORACHAN</u>. It is a gated community, protected by many of <u>IRON GUARDIANS</u>.

2. Rel. Str. One of the <u>SEVEN TEMPLES OF THE MACHINE</u>, in the city of KORACHAN.

RAOGON: For. Jungle region in the centre of CUTH, stretching from the south of the ERES IRKALLA mountains, across the north of the

<u>HAMMINGHENG</u> Highlands, to the north western coast of the <u>SEA OF PYTHEA</u>. It is one of the last havens of <u>MONOCEROUSES</u> in Cuth, where they are able to hide from the greedy eye of <u>MORTALS</u>.

RAOKA: Pol. Central district in the SAUAN city and capital of ADAIA.

RAON: see GOD WHO SPEAKS, THE.

RAON, WINDOW OF: Soc. Geo. Gigantic natural stone arch in the URAHASH Massif in the south west of RAONGEN⁽²⁾. The arch is around 600-ft. high and is surrounded by great vertical pillars of sandstone. The arch is named for the GOD WHO SPEAKS, after a legend that claims the negative space beneath the arch is the god.

RAONGEN: Dem. 'Raongeni'. 1. For. wooded lands to the north west of GNOTH dominating the c of WESTERN LLACHATUL.

2. Ntn. Raongen is an expansive nation that dominates the subcontinent of WESTERN LLACHATUL, stretching from 113° west to 5° west and 51° north to the NORTHERN POLE, whose people worship an unknowable deity known as the GOD WHO SPEAKS. Given this vast area, its climate varies widely, from cool temperate in the south to polar in the north, with various pockets of warmer continental weather farther inland, with the plains surrounding the great lake TAHONG being particularly pleasant vear-round. Its people are descended from various cultures, including the FOURTH AGE empire of HELMINTH, whose ruins still dot the east of the nation; the OHDU ATAN people, who dominated the south west of Western Llachatul in the early FIFTH AGE, and the ARAIJAN people, who emerged from the FADING into the early Fifth Age and went on to populate the central basin of extant Raongen. It is sparsely-populated, and most of its cities are concentrated in its south western-most territories, between THE VORANDINE in the north and the PARNASIAN STATES, OTINTH, and SEDISIA in the south.

Raongen is an empire that is divided into seven territories, known as <u>INDUSTRIES</u>, that function as a neofeudal system, ruled by <u>FACTOTUMS</u>⁽²⁾. There are various ranks of nobility beneath the Factotums, beneath which are their vassals – the <u>HELOTS</u> and <u>SLAVES</u> that make up the majority off the empire's vast populace.

The empire as it exists today was born in 3307 RM when the death of EMPEROR-FACTOTUM ASHAI LIJJ left the empire in shock, with no eligible heirs to claim the throne. Rather than risk a protracted conflict over control of the empire, the Factotums agreed to elect a member from within their own ranks to become the Emperor-Factotum, with the winning candidate bequeathing their title of Factotum to the next in line, in accordance with their Industry's traditions.

Before this time, the empire had been ruled by a hereditary Emperor-Factorum since 2792 when King INVIS IAFENG appointed himself as emperor, reforming the political system and territories of the empire, which had grown stagnant surrounding regions were embracing the rise of technarcana. His actions, while seen as radical at the time, ushered in a time of capitalism that saw great manufactories and industries replacing ancient rural production, leading to the rise of the industrial noble caste known as the Hegemons and the neofeudal system that persists to this day.

The western-most expanse of Raongen is largely lawless and is infested by the people of the so-called <u>LOST DEMESNE</u>, which is made up of the descendants of ancient <u>ALMAGESTI</u> colonists, who have descended into techno-barbarism, worshipping the original <u>PATRICIAN HOUSE</u> that settled the area as deities, with their <u>MACHINE-MONKS</u> being the only individual with any technical competence, itself polluted by idolatry and religious reverence of technology, particularly technarcane. These people, known collectively as the <u>CALLOW HORDES</u>, have formed an enclave within the eastern territories of Raongen, and have been terrorising these lands for centuries, leading to a heavy military presence in the area.

The empire is known as one of Elyden's largest producers of <u>OMNATITE</u>, a legendary ore that can, through the application of technarcane processes, be shaped into various substances. This versatility has made it one of the most valuable materials in Elyden and as the only nation with large deposits of the ore, this has made Raongen extremely wealthy as a result. It has stockpiled the resource and created artificial scarcity to drive up the price, filling up its coffers — and those of its <u>HEGEMONS</u> and Factotums — to unimaginable volumes. Given its size, it comes as no

surprise that Raongen is also known for various other natural resources, including $\underline{\mathsf{AMBER}}$ and $\underline{\mathsf{EVOLAM}}$ KELP.

Its vassals can become citizens through various means, the most common of which is civil service or joining the army for a set amount of years. Once a citizen, an individual enjoys various rights that others do not have including, paying less taxes, and benefitting from representation amongst the courts of the Hegemons and ORGANIZIERS, though the implementation of these benefits are often lacking, particularly in more rural areas. See Vol III: Extant Nations and Realms.

RAONGENI: Lan. Language spoken in RAONGEN⁽²⁾. See Vol II: Languages.

RAOSI: 1. Pol. Soc. Tribe in the north east of MULCIBER, in the GROWING MOUNTAINS, in the north east of SAMMAEA. It is dry, befitting its position to the west of the desert of ANUBIS, though the seasonal river LEAR is its lifeblood, and if the river fails to flow for even one year, the region suffers in response.

2. *Set.* Ruling city in the tribe of Raosi, in the north east of <u>MULCIBER</u>. The city is known for its expansive subterranean cisterns, which conserve enough water to last a year (Pop. c. 55,000).

RAPAS: Set. Small fortified city in the c north east of the tribe of CHRIL in the GROWING MOUNTAINS of MULCIBER. It is known for its ADAMANTINE mines, and soldiers are recruited from the most ablebodied of miners there (Pop. c. 17,200).

RAPE OF BA'AKH: see BA'AKH, RAPE OF.

RAPELAH: Set. Small coastal city in the south east of AHOPAH. It has a reputation for being a hotbed of smuggling (Pop. c. 16,000).

RAPHI: Int. His. Law. Highwaymen in the REFORMED EMPIRE OF SARASTRO who, following the SUNDERING OF THE EMPIRE, turned against the lingering remnants of KORACHANI culture. They terrorised imperial citizens while they were being repatriated to the HIGH-EMPIRE, killing many, stealing their belongings and claiming their old homes. Their exploits are responsible for destroying various imperial traditions in the newly-independent Sarastro and many new customs in the reformed empire stem from their actions.

Once Korachani influence had abated by c 3725 RM they developed into an irregular 'militia' that took protection money from people for defending their settlements. This practice was quashed in larger cities between c 3800-3850 RM, though they remain a common-enough sight in rural areas, where they are simply accepted as a form of life and culture. Though derided by political leaders, many people truly rely on them to defend their lands, though some groups have been known to take protection money without offering any services in return.

RAPIRACH: m. Myr. His. Per. In the mythologies and ancient histories of ELYDEN, a SCION of the DEMIURGE MALACHAI.

He was tortured and killed over many centuries in the <u>THIRD AGE</u>, his essence turned into an artefact wielded by <u>BAPHOMET</u>. See Vol IV: Scions, Children of the Gods.

<u>RARAM</u>: Pol. Ser. Capital of <u>VARU</u>, located in the west of the nation. It is known for its black-market – an ill-kept secret that is representative of its corruption. The market is known about across not only Varu, but also surrounding nations, and people of means travel there to acquire all manner of illicit goods. It is a stop along the <u>EGETAKHAN ROAD</u> (Pop. c. 1,090,000).

<u>RAREDOS</u>: Geo. Mountains in the far north east of <u>PORPHYR</u>. They are famed for exposed strata and their palette of colours, which range from deep purple, to grey, brown, and orange.

RAREVAS: Plr. 'rarevas'. Mor. One of the original Two-and-Twenty MORTAL PEOPLES, and the children of the stillborn DEMIURGE RYHASSHARAUCH.

Assuming that the current school of theory is correct and a twenty-second Demiurge does indeed exist, the rarevas were cursed before their conception due to the catatonic state of their demiurge parent. The rarevas are an argument for the existence of the so far unseen yet purported twenty-second Demiurge and are used as proof against those scholars who still deny the existence of the stillborn Demiurge.

Legends claim that only seven exist: in a fugue state between life and death, unable to die or reproduce. The stench of vinegar and rotting flesh surrounds their mummified grey bodies and KHARKHARADONTID fables

claim they keep their umbilical cords as necklaces in memory of their unknown god.

Of all the mortal peoples the least is known about the rarevas and their existence remains uncertain. Though some explorers claim to have found the land of their conception, reports are conflicting, and the seven catatonic beings themselves remain undiscovered. See Vol II: Classification and Taxonomy of Life: *Sicthain*.

RARADCHAN: Set. Independent city-state in the c north of THE SURRACH, populated by religious extremists descended from KORACHANI colonists from c. 2400 RM. The city is known for the AMBER FORT, which is the headquarters of the CHILDREN OF RACHANAEL, an extremist cult that splintered from the CHURCH OF THE UNDYING MACHINE following the retreat of Korachan from the region.

It is one of few city-states within the Surrach to have a script based off the <u>KORACHANI</u> language, though it has since taken on many Surrachi loan-words (Pop. c. 28,000).

<u>RARSK</u>: Flo. Hardy tuber plant known for its singular fleshy leaf and its ability to lay dormant for long droughts. See Vol II: Classification and Taxonomy of Life.

RAS: Set. Town in the far east of THE SURRACH, built in a shallow crater basin to the north west of the BLEACHED SHELF. It's now-crumbled rim was foundation for an ancient wall that surrounded Ras, though the town has long-since outgrown it.

Ras appeared as a mining settlement long ago, where small volumes of meteoric iron and MOLDAVITE beads created at the time of impact, were mined. Though the iron was consumed millennia past, the moldavite is still used to make a greenish jewellery that is famed throughout the Surrach (Pop. c. 5,800).

RASA HAR: Set. Coastal city in the south of <u>DHA NAR</u>. It is known for its historic ports where pirate fleets used to lay anchor (Pop. c. 52,000).

<u>RASADARA</u>: Rvr. River in the c of <u>PERGOST</u>, flowing west for 550-miles from sources in the c of the <u>DANTIS</u> Mountains before meeting its parent, the river HAMASADANDARA.

<u>RASAK</u>: Set. Coastal settlement in the south east of <u>GYZHA</u>. Its main industry is fishing, and its people practice an ancient form of stilt fishing – with fishermen standing on poles in shallow waters, waiting for hours at a time to fill their quota (Pop. c. 6,000).

RASALAGH: Geo. Expansive badlands in the north of AQUARIIA, stretching into the domains of the deep BLACK MOUNTAINS. The region is noted for its mesas and stark mushroom-shaped rock-formations.

RASALGATH: Geo. The heart of N'RAKH. A region of ash-like sandy desert, though to originate from the pumice stone that dominates the region.

RASAMA: Set. Settlement in the c of GNOTH, to the east of the DOLMEN Mountains. It is a link in THE WAY trade-route (Pop. c. 3,400).

RASANAVIEZH: Ind. Gigantic open-cast mine in the west of NOAVATUR, made up of 6 separate pits, each varying from half-a-mile to a mile in diameter. It is considered one of the largest such pits in ELYDEN, and was abandoned in c. 3200 RM following the waning of its iron yields.

RASAQ: 1. Geo. Mountain pass in the c east of CHEIRA, between the ZOIQUAGO Mountain in the north and the YGGOAUGO Mountain in the south

2. Set. City in the c east of $\underline{\text{CHEIRA}}.$ Its main industry is silver mining (Pop. unknown).

RASCETA: Set. Coastal city in the east of SURUTUR, built around an ancient grooved wall thought to date back to the FOURTH AGE. The origins and purpose of the wall are unknown, though it is likely that it was located underwater or close to the shore when it was created (Pop. c. 62,000).

<u>RASCHA</u>: Set. Settlement in the south east of <u>AQUARIIA</u>, known for its cotton and textile production much of which are sold to merchants passing the settlement while travelling along <u>THE WAY</u> trade-route (Pop. c. 10,000).

<u>RASELETH</u>: Rvr. Major river in north east of <u>SAMMAEA</u>, flowing from sources in the <u>UGOSTAUTH</u> Mountains before meeting its parent, the river <u>NARRATI</u> (itself a tributary of the river <u>SHIBBOLETH</u>^(3,1)), in <u>AETHIOS</u>.

RASELRIA: Mil. Set. Fortified militant settlement in the far south east of CISNERIA. It is a major recruiting ground for the army and is instrumental in patrolling the troubled borders of eastern Cisneria (Pop. c. 29,000).

RASHA: (12,800-ft.) Geo. One of ten peaks (colloquially known as the TEN PRINCES) of the south eastern A SAVI Mountains, in northern AHRISHEN, named after an ancient prince.

RASHADAR: Sea. Reef 1,000-miles off the coast of eastern GIBEAH, just south of the island of ZAKKAR.

RASHAHA: Pol. Set. Capital city of BASSORAH^(2.) and a major link in the RED ROUTE, forming a trade centre in the c of LLACHATUL, linking SKAROS, ALMAGEST, LAASKHA and AZAZEM together (Pop. c. 720,300).

RASHAPH THE INSCRUTIBLE: (D. 2669 RM) *His. Sup. Pol.* SHAPER and ATRAMENTIST belonging to the caste of SORCERER-KINOS⁽³⁾ in INGHULL (present-day KHULL). Like most other Sorcerer-kings, he was involved in the fighting in a long-lasting war with VESPER, in which Inghull was losing. In a bid to turn the tide, Rashaph attempted to perform an Atramental ritual in 2669 RM. After sacrificing dozens of neophytes and using their SOULS to power the ritual, he unleashed an Atramental blast that obliterated him and the landscape in a 25-mile radius. The very land was torn asunder and lifted into the air in a potent explosion that left the terrain itself a wasteland of deformed and rippled geography. The region is now known as the EFFLUX OF RASHAPH and the devastation can still be seen to this day.

Every living creature in a 25-miles radius was obliterated, including most of the Vesperi army. This led to the signing of a peace treaty, ending the conflict and elevating Rashaph to a cultural hero. His sacrifice was honoured by the construction of a monolithic statue in EMEKTA.

<u>RASIDI</u>: lit 'hot place'. Set. Small fortified city in the east of the tribe of Esseris in the south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is famed for its natural hot springs and baths (Pop. c. 16,000).

<u>RASION</u>: Set. Small city in the west of <u>LIMOTH</u>^(1.), in the c east of the emirate of <u>OTHOTEL</u>^(1.). It lies along the main internal trade-route, and offers accommodation to travelling merchants (Pop. c. 13,000).

RASLED: Set. Settlement in the south east of NÁRTHEL (Pop. c. 4,300).

RASMOTTHRI: Sup. Geo. Mildly ATRAMENTALLY TAINTED region in the far north of AHKA, just south east of the AGNOS Mountains.

The region is categorised as a <u>MODERATE THREAT</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES</u>.

RASSAPTREX: Sup. Geo. ATRAMENTALLY TAINTED region in the south east of LYRIDIA, dominating the land north of the DHERKAZ forest and the south east of the KYTHI Mountains, over which it has a negative influence. Originally a forest, all vegetation has long-since died, leaving the region a barren landscape of crumbling DUSTSTONE formations, that makes travel difficult. Likewise, any creature – animal or mortal – born in the region is commonly afflicted by birth defects, which may be passed on to offspring, should the being survive. Trade-routes across the region have been moved, leaving over 200-miles of road abandoned and dozens of small cut off.

The region is categorised as a <u>MODERATE THREAT</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

RASSIHIR: Set. City in the c north of TATAR, straddling both banks of the river BEREGAME. It is known for its large stone bridge, on which is located the palace of then JURAT.

RASTAN: Dem. 'Rastani'. Ntn. Small sub-desert-nation in the north east of the island-continent of BROR^(1.), overlooking the SEA OF ASEER. Its main deity is known as ONORESH. SUPPLICANTS OF THE LEVIATHAN appeared late in FIFTH AGE, originating here. FIRMAMENTAL DEVASTATION liquefied much of the rock of northern Rastan and most of ABHA, leaving the region a flat wasteland of now solidified rock, reshaping the coastline.

RASTIS: 1. Mil. Str. Tower in THASTARO, in the south east of SAMMAEA, south of the ruins of DANTALIA.

2. Lan. Regional language in $\underline{\text{THASTARO}}$, in the south of $\underline{\text{SAMMAEA}}$. See Vol II: Languages.

RASURE COAST, the: Geo. Expansive stretch of coast in the west of OKKHAM, covering some 350-miles of shore, overlooking the SEA OF LETHEA. The name was given by KORACHANI explorers in c. 620 – 630 RM after learning of the amnesic effects of the Sea of Lethe. To this day,

the coast remains largely uninhabited due to the sheer potency of the waters here, which permeate flora and by extension fauna, making the region inhospitable to mortal life.

Despite this, there remain a few opportunistic settlements that produce $\underline{\text{LETH}}$ – an amnesic-inducing drug that is made from the waters of the Sea of Lethea.

RATAH: Geo. Hills in the south east of the <u>ESHAMIL</u> Mountains in the east of <u>HOLOLACH</u>^(L).

<u>RATAL</u>: Set. Settlement in the north east of <u>HARAPPA</u>⁽³⁾, situated in the delta of the river <u>TENE</u> (Pop. c. 18,000).

<u>RATALRI</u>: Set. Settlement in the south east of <u>HABOT</u>. It lies along the route of the <u>NACRE ROAD</u>, and sells fossils that are excavated north in <u>TASAN</u>, though its main industry is iron mining – the only major region of note in Habot to have iron reserves (Pop. c. 6,800).

<u>RATAMAL</u>: Set. City-manufactory in the north west of <u>PHYRR</u>, along the course of the river <u>MIRILLIRA</u>, which forms an integral part of its industries, powering its manufactories (Pop. c. 17,000).

<u>RATAMMARA</u>: Set. Settlement in the c east of <u>AMMESH</u>, located between the <u>URARAGHI</u> and <u>MEL SAGHI</u> Mountains. Its main industry is the mining of amethyst, which is commonly seen in object d'art across Ammesh (Pop. c. 5,600).

<u>RATAN</u>: Geo. Island to the west of the <u>SEA OF IPERIA</u>, off the southern coast of <u>DANU</u>. It was 'discovered' and named by the explorer <u>BOHMIUS</u> in 1526 RM.

RATEDOS: Mil. Str. Coastal fortress of the KNIGHTS OF THE BUDDING
ORCHID, in the west of OKKHAM. It serves as a harbour and barracks to
Knights' forces, and also has a sizeable hospital.

<u>RATH</u>: *Mil. Str.* Fortress in the south of <u>MARACHA</u> in the far north west of <u>THE SURRACH</u>, guarding its border with the <u>BAKHRAN STATES</u>.

RATHAAN: Soc. Org. One of the 17 GRAND HOUSES of the NACRE LEAGUE. The House is based in the nation of HABOT, where it emerged as a major player in c. 3830 RM during the decline of the HABBOTI monarchy, where it capitalised on the rise of the merchant class, solidifying its influence in the changing political landscape of the newly formed nation of Habot.

By leveraging its control over the supply of essential building materials that were needed to fuel the new nation's many building projects over the next decades, House Rathaan was able to establish itself as a major influence, becoming a member of the Nacre League in c. 3875 RM. It is now recognised as the most recent of League Houses to now be recognised as a Grand House. Where most other Grand Houses see this as an insult, Rathaan sees it as opportunity.

Today, it is involved in the trade and manufacture of raw materials used in the construction industry, and its materials are sought after across the <u>NACRE ROAD</u>. Its strategic partnerships and control over resources have allowed it to maintain significant political and economic power, ensuring its place among the elite houses of the Nacre League.

<u>RATHOR</u>: Pol. Set. Capital city of <u>TAHOMIA</u>. Known for the towering funerary spires that dominate its skyline, Rathor has become a hub for the <u>TECHNARCANE</u> industry. Its streets are lined with intricate stone carvings that depict the merging of Korachani and Tahomite cultures (Pop. c. 420,000).

<u>RATHOUR</u>: Set. Harbour 5-miles east of the <u>KORACHANI</u> colony of <u>MADOUR</u>, north of <u>VÂRR</u>. The harbour was constructed in 3989 as a means of linking the city of Madour to the coast, as it had been a millennium ago.

RATHURU: 1. Geo. Archipelago in the far east of the MIROVEAN OCEAN, around 1,000-miles south east of the PANTHEON ISLES. There are four major islands (Rathuru⁽²⁾), MONTAR, OIAM, and REOCO) of which the former is larger than the others, and dozens of smaller islets. They were 'discovered' in 1532 RM by the explorer BOHMIUS.

2. Geo. Largest island in the eponymous archipelago^(1.) in the east of the MIROVEAN OCEAN. It is thought to be uninhabited

<u>RATI</u>: Lak. Lake in the c of <u>AHRISHEN</u>, forming a part of the <u>ARESHI</u>⁽²⁾ river system.

<u>RATTAMAR</u>: Set. Small coastal city in the west of <u>METHUMN</u>, in the <u>HENAKARAIAN</u> peninsula. Its main industry is fishing (Pop. c. 13,800).

RATTAR: Set. Settlement in the east of the tribe of KORIND in the north west of the GROWING MOUNTAINS of MULCIBER (Pop. c. 6,000).

RATTEA: Set. Small coastal city on the island of ROHDIN off the north eastern coast of KARGAMA. In 1981 RM it was settled by a group of five knights who were exiled by the KARGEMMAN king BATTUZ. They gained support over the next years and in 1988 RM led its people in a rebellion that saw the island break away and form an independent state.

<u>KORACHANI</u> forces making up part of the first <u>EHRENISIAN CRUSADE</u> overpowered the island's defences in Rattea and established the coastal fort of <u>ST. AND</u>⁽²⁾, which was used as the starting point for many incursions into the mainland. During this time, Rattea became a major supply post to the crusade effort.

In 2804 RM the Korachani occupiers were forced off the island and fort St. And was destroyed, and Rattea was resettled by people from Kargemma, bringing it into the kingdom once more.

Rattea remains the only settlement of note on the island, and its people largely subsist off fishing and farming (Pop. c. 11,600).

RATTEN: Set. Small settlement in the south east of OKKHAM, along the isthmus that connects the peninsula of Okkham to the headland of KHURTAE. It is part of the SASACZHOT canal and controls one of the lochs along its course (Pop. c. 1,000).

RATTHA: Set. Coastal city in the far west of JURRAS (2.) (Pop. c. 20,000).

RATUKUR: Set. Small coastal city in the north east of the <u>PANTHEON ISLES</u>, along a narrow isthmus between the isthmus and the <u>BHALASSIAN PENINSULA</u>^(1.) (Pop. c. 14,000).

<u>RATUNA</u>: Rvr. River in the east of <u>OPHAR</u>, flowing west for around 315-miles from sources in the <u>ASOGHAQUA</u> Mountains, before it meets it parent the river <u>QUARES</u>.

<u>RAUD</u>: Geo. Island off the western coast of <u>PHUT</u> in the c east of <u>MENISCEA</u> in the <u>SEA OF LARISH</u>^(1.).

RAUTI: Rvr. River in the c east of <u>AETHIOS</u>, flowing south for 175-miles from sources in the <u>ARAM</u> Mountains before meeting its parent, the river <u>NARRATI</u>, at lake <u>NURAS</u>.

RAVA: Set. Settlement in the c of HARAPPA⁽³⁾. It is a major caravanserai that links the more populated north with the south east via a long pass that cuts through the southern foothills of the Harappan⁽¹⁾ Mountains (Pop. c. 6,000).

RAVINA: Int. Rui. Ancient ruins in the fields of BAULDOR, east of SIRIPHAGOS originally settled no later than c. -500 RM, possibly earlier by pioneers believed to be descended from a handful of tribes exiled from the lands of AUERENI. A lake once bordered the town, though the change in weather patterns in the region in the last millennia have left it dry, an empty basin on the edges of which is the crumbling ruin of Ravina, barely recognisable for its weathering.

The town of Ravina once formed part of the SALT ROAD, and is known to have regularly traded with the CITADEL MOUNTS as far back as c. -300 RM, with records attesting to many merchants and ambassadors from the Citadel Mounts staying there until c. -200 RM. The town thrived, though never truly grew in size, trading goods between MULCIBER and the Citadel Mounts for many years. By c. 100 RM they had grown close with the people of north western Mulciber, their merchants trading goods with them in return for guards, brides and other resources from the mountainpeople. By then middle of the fourth century RM, KORACHAN had appropriated the Citadel Mounts (renaming it EHBOT), its borders moving steadily south, with Ravina falling to its armies following 2months of pitched battles in 373 RM. The survivors fled east into Mulciber and incurred the wrath of the barbarians there, which within the span of a year had amassed a great army, moving west against Ehbot. The conflict that followed dragged on for 16-decades, reducing Ehbot to a warzone from which Korachan was eventually forced to withdraw. By 471 RM the ruin of Ravina had been trampled by decades of fighting amid its ruin, leaving nothing now but the echo of foundations and strewn bricks that appear as little more than boulders.

<u>RAVVAH</u>: Set. Small city in the north east of <u>AZAZEM</u>, in the backwards <u>NARAMISH TERRITORIES</u>. It is the primary city in the region and it is known for its granaries and hand-operated grain threshers (Pop. c. 16.000).

RAWH: Geo. badlands in the CITIZENRY OF THALI.

<u>RAYA RETH</u>: Set. City in the c of <u>ALAM BETHYL</u>, in the territory of <u>UNERKILISS</u>⁽²⁾ (Pop. c. 32,000).

RAYAN: Set. Small city in the south west of RAONGEN⁽²⁾ along the western shore of lake RA. The settlement is amongst the oldest to venerate the GOD WHO SPEAKS, whose first acts of speaking to MORTALS through DREAMS and visions were reported around the lake in c. -600 RM. The city handles much trade from across the west of Raongen, particularly across the various rivers of the region, and moves goods from the sea overland to the south west due to the rapids downstream along the GARAILI river (Pop. c. 20,000).

RAYAH: Set. City in the west of the <u>JAHADAT STATES</u>, under the control of the city of <u>MARBAIJA</u> (Pop. c. 30,000).

<u>RAYMMA</u>: Set. Small coastal city in the south west of <u>AMMESH</u> (Pop. c. 15,000).

<u>RE</u>: Rvr. River in the north east of the <u>HARÉSHKI CITY-KINGDOMS</u>, flowing for some 280-miles through <u>SYRTIS</u>^(1.) and <u>UCHRON</u>^(1.) from the <u>GESHAL</u> massif. The river empties into lake <u>PAVO</u>, which itself forms part of the far larger river <u>SARA</u>.

RE'HAIZ: Sec. City in the north east of <u>BA'AKH</u>, built atop the ruins of the ancient settlement of <u>ENDA</u>, which was abandoned in in c. 110 RM due to the retreating of the <u>DAARKEN GULF'S</u> coast and the exposing of a shallow coastal shelf that by c. 2000 RM stretched for about half-a mile to the new coast. Re'haiz was rebuilt form the rubble and stones of Enda in c. 2450 RM to keep contact between <u>IO</u> and Ba'akh alive, and it became renowned for its hewn harbours and ports.

Following the KORACHANI EMPIRE'S abandonment of Ba'akh to the DOMNITORS in 2732 RM, the capital was moved there from the PALACE OF THE PRECEPTORS in BAALBETH, which was allowed to rot. The city thrived during this time, enjoying its relationship with Io, though as both nations slowly waned and the ATRAMENTA once again began to rise, it found itself deteriorating, the few SIPHON ENGINES that remained in the region unable to cope with the increased taint. The city was abandoned by the Domnitors in 3097 RM, though it remained deserted until at least c. 3200 RM, by which point it had become repopulated by DHAMATEANS whose hard-earned resilience to the ATRAMENTA and natural remedies against it, coupled with the natural wane of the shadow in the region following c. 3400 RM, allowed them to survive there, rebuilding the settlement into a thriving entity, ignoring the SARASTROAN SANCTION that in 3103 RM handed over Ba'akh to SARASTRO. Indeed, Sarastro itself has largely ignored this land since the Sanction was signed, though its slavers occasionally encroach upon the city's territories in their incursions for slaves (Pop. c. 27,000).

REALITY SUIT: Int. Dre. Tec. Complex <u>TECHNARCANE</u> suit that allows the wearer to safely traverse <u>DREAMSCAPES</u> and other similarly-tainted regions without needing the aid of an <u>ONEIROMANCER</u> (or in the case of an oneiromancer wearing it, vastly amplifying their defensive abilities). The suit allows the wearer to ignore the effects of the dreamscape, and also makes them imperceptible to <u>NIGHTMARE CREATURES</u> and such.

The suit was first mentioned by the $\underline{PARTHISAN}$ inventor \underline{THALEM} in 3635 RM, and the first fully-functioning suit was crafted in 3653 RM, and tested in the dreamscape of \underline{DAGON} the next year, proving successful.

The manufacture of such a suit is laboriously time-consuming and incredibly expensive. The suit requires advanced technarcane and oneiromantic techniques to make, as well as specifically bred $\underline{LARVAE}^{(1.)},$ which are interred within the bulky hermetically-sealed suit, which functions similarly to a $\underline{SOFTSUIT}.$

Such suits have been made in small numbers across the INNER SEA, though have never been produced in large quantities. The city of MANUFACTORIA in Parthis specialises in their manufacture, though can only produce one a handful of such suits every few decades. The region of STASIM in VALBAR is famed for its miners who work in rudimentary reality suits that are mass-produced at great expense. The SOMNIARECHI ORDER of the SANCTIFIED INQUISITION maintains a cadre of specialists known as PROSELYTES, who are equipped with simplified versions off the

suits which they wear when cleansing particularly dangerous dreamscapes.

REALM OF AQUARIIA, the: see AQUARIIA.

REATH: Set. City in the c of <u>NAARETH</u>, along the course of the river <u>ABASHERA</u>. It is known for its rangers who patrol areas of the <u>BATYAAD</u> that are close to settlements, protecting them from wild animals, particularly <u>TARRAGONS</u>. Its main industry is reed and grain farming (Pop. c. 40,000).

REATOR: Set. Major coastal settlement in the south of <u>ALBASSITA</u>. It is a relatively-recent city, having been founded in c. 3720 RM, though it grew rapidly, the lowering sea levels revealing a perfectly-shaped natural harbour that is now the largest port in Albassita, and it is renowned for its drydocks and shipyards (Pop. c. 113,000).

REAUT: Set. Small city in the west of <u>ERET</u>⁽²⁾. Its main industry is logging (Pop. c. 18,000).

REBETIA: Set. Farming settlement in the c of RHAMIA (Pop. c. 10,000).

REBHA: Set. Settlement in the c north west of <u>SARASTRO</u>, along the course of the river <u>SOLONA</u>, at the confluence with the river <u>SARAGON</u>. It lies along the passage of the <u>RED ROUTE</u> (Pop. c. 5,000).

RECKONING OF PEACE: Pol. His. Agreement between SIRIPHAGOS and the tribes of MULCIBER made in c. 2950 RM leading to an uneasy friendship where trade was brokered. This period lasted until the SARASTROAN attacks on ARKOS^(1.) and Siriphagos following the SARASTROAN SANCTION of 3103 RM and KORACHANI attacks on AETHIOS in 3002 RM, which saw barbarians and marauders from Mulciber attacking those nations as they were distracted by war.

RECUSA: Set. Settlement in the west of the <u>BAKHRAN STATES</u>, known for its nonconformist attitude towards religion – it is the only major settlement in Bakhran to be eschew any of the recognised religion in the region (Pop. c. 10,000).

RED BANNER, the: Soc. Obj. Ancestral banner, created in SAUA in c. 2135 RM during reunification ceremonies when the FIVE THRONES of the warring Sauan houses were brought together by the first DIADON. It today hangs in the FORBIDDEN BASTION in Saua, brought out in times of war, where it is carried by the BATUL.

RED BAY, the: Sea. Bay in the south east of NOAVATUR, to the north west of the SEA OF RTHAS, so-named after the aftermath of the naval battle of 1303 RM that ultimately saw Noavatur becoming an independent state. It is said that hundreds of bodies and debris from the battle were drawn to this bay by prevailing currents, painting the waters red with blood.

RED CALENDAR, the: Cal. Calendar based on the BLOOD MOON ARAKHAMÉ that was observed in PRE-IMPERIAL KARAKHAS. The calendar was abolished in 121 RM once the KORACHANI EMPIRE took control of the nation. There was some resistance to this, but within a few decades its use had been largely abandoned. See Vol II: Month and Lunar Cycle in Elyden.

RED CITY, the: see HARAKAI.

RED CLIFFS, BATTLE OF THE: His. War. Naval battle that took place north of the cliffs of KANDAKE at the mouth of the river SHIBBOLETH⁽³⁾ during the WAR OF SUNDERING in 3704 RM. KORACHANI ships sailed into the mouth of the river and attacked fort COMMOS, which was a major stronghold of the LIDEAN fleet that had been commandeered by SARASTRO at the onset of the war. What started as a bombardment of the aft part of the fort turned into a dramatic engagement overnight, escalating into the early hours of the morning. Unbeknownst to Korachan, Grand admiral KATION ZAMEN of Sarastro was present and led his fleet to victory, dividing the Korachani fleet in two and causing it to lose momentum and scatter, forcing it to withdraw.

The victory allowed Sarastro to strengthen its defences in the area, putting pressure on MHAROKK, which at the time was still a Korachani vassal.

<u>RED FOUNDRY</u>: Ind. Set. Major foundry in the <u>TARAHID ANNEXES</u>.
Before its assimilation by the Korachani empire and later Parthis, it was a major producer of bricks, providing building materials thousands of bricks for the PENTARCHY'S monuments. It expanded over time and became a

MANUFACTORY city, its main body below ground, forging metal sheets from iron mined farther north in the city of ALBITIA (Pop. c. 60,000).

RED ISLES, the: Geo. Region in the north west of the BOILING SEA in the BROKEN ISLES. The isles are remnants of the NEFERATH highlands that was destroyed during the CATACLYSM OF KHAMID in 101 RM. What remains is a treacherous watery labyrinth of flanked by sheer-sided cliffs and mesa-islands, the rich layers of strata visible along their sides responsible for the area's name.

Due to the rubble and debris, much of which exists beneath the sealevel (tides permitting), the entire region is avoided by most seafarers, the lack of mercantile settlements and notable features in the area also contributing to this desertion.

RED KEEP: see ARAK ABH.

<u>RED MARKET</u>: also 'Organ Trade'. Int. Med. The commercial trade of MORTAL organs, including hearts, livers, lungs, kidneys and limbs, intended for use in transplants. The practice thrives wherever a market exists for organs, with no questions being asked as to their origins, usually under duress or performed on recently dead bodies. In most places the practice is unregulated.

The organ trade is legal in <u>PARTHIS</u> and its vassals, dependencies and colonies, where it is regulated by the governments, though many outside commentators believe the practice to be largely coercive, with most people found selling a kidney being poor. They are paid a pittance and often later die of infection.

RED MINARET, the: see <u>TAANA</u>.

RED MOON, CULT OF THE: Rel. Religion common in the cities of PEGAN and APINAR in the SIX CITIES region in THE SURRACH. See Vol IV: Religions and Cults.

RED RIVER, the: see $\underline{\text{EMPUSA}}^{(1.)}$.

RED ROUTE, the: Com. Geo. Main trade-route of the KORACHANIEMPIRE and, since the SUNDERING OF THE KORACHANIEMPIRE in 3705 RM, the REFORMED EMPIRE OF SARASTRO, that almost circumvents THE INNER SEA. It appeared in c. 350 RM following the ARCHPOTENTATE MALICHAR'S return to power in Korachan and the strengthening of the Korachani nations. The route existed under various guises and forms before the name came into common usage c. 600 RM, where many smaller trade-routes were linked together with the convergence of newly-acquired imperial nations. By c. 800 RM, the Red Route had become a staple of imperial culture; the mercancy that passed along its roads bringing money to imperial cities. The road was well-maintained and guarded, with towers and strongholds scattered along its length, safeguarding travel: indeed, it was the only safe way to travel.

With the over-stretched infrastructure of the Korachani empire that appeared c. 3000 RM, the road fell into disrepair, with many stretches along its length becoming dangerous to travel, causing cities and regions to falter through lack of trade. By the time of Sundering of the Empire, the Red Route was little more than a name and dozens of scattered routes linking nearby regions together, though with the subsequent stabilisation of the HIGH- and LOW-EMPIRES, the Red Route was re-established, and remains one of the few uniting forces between the two rival nations, with trade allowed to travel 'freely' along it (the term freely being highly relative).

The Route converges with the <u>SALT ROAD</u>, another trade-route that circumvents most of the <u>INNER SEA REGION</u>, in two regions – in <u>KARAKHAS</u>, in the cities of <u>SERKAN</u> and <u>DEKANA</u>, as well as for most of their passage through <u>LIDEA</u>, with the cities of <u>IDDEN</u>, <u>MENIAASOS</u>, <u>PYRRHOUA</u>, <u>ZERED</u>, and <u>CATHAGO</u>, amongst others, seeing traffic from both routes, bringing much trade to their markets. They also meet in the <u>SARASTROAN</u> capital, <u>ARGEA</u>. See Vol II: Major Trade Routes.

RED TREE, the: Flo. Tree and site of religious importance in the <u>UMBRA SOKHAR</u> in the north of <u>SAMMAEA</u>, in the <u>ATRAMENTALLY TAINTED</u> region of <u>MARASMUS</u>. It is visited by <u>ETHERI</u> nomads who still hold to the ancient <u>ETHERI</u> religion of <u>ETHER-ZOTHAZA</u>, and the <u>INNER GODS</u> are paid tribute there.

RED WALL, the: Str. Defensive wall constructed between 1852 and 3007 RM along the <u>ORCAMMOR</u> Mountain-chain in <u>SAUA</u>. Originally intended as a symbolic gesture to the <u>HARÉSHK</u> (much of which was

populated by Sauan expatriates), the Red Wall grew into a symbol of Sauan xenophobia, covering most of the <u>AHRISHENI</u> border and regulating access to much of the Haréshk and <u>MALAN</u>.

REDASNETH: Set. Fortified settlement in the far north of <u>AETHIOS</u>. It is located in the region of <u>DAGESARETH</u> and its main industry is the quarrying of <u>SOULSTONES</u> on an industrial level (Pop. c. 7,500).

REDDA: 1. Sea. Bay in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>PALUS</u>^(1.), forming a smaller part of the <u>GULF OF EDALAN</u>, (itself the western-most part of the <u>SEA OF DERAEA</u>).

2. Set. Small coastal city in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>PALUS</u>^(1.). The town is the major settlement of the duchy of <u>ILLON</u>^(1.) and is largely a fishing settlement, its vessels policing the eponymous bay of Redda^(1.), as well as the larger <u>EDALAN</u> gulf (Pop. c. 10,200).

REDDIN: *Geo.* Rocky island off the north eastern coast of <u>KHULL</u> between the <u>SEA OF ANIPTERRA</u> and <u>ORRIDA</u>, and separated from Khull by the deep <u>MAZARINE SEA</u>. The western-most part of the island was once a littoral shelf that was exposed following the diminishing of <u>ELYDEN'S</u> seas in c. 3100 RM, which saw the island grow steadily in size since then.

The landmass, which has an area of around 12,500-miles, is relatively bare and rocky, though it has rapidly become a sanctuary to various creatures. The Khullan colony of <u>RHEM TA'</u> appeared there in c. 3245 RM, becoming a base for fishers and whalers.

REDDIN BANK: Geo. Shallow submerged plateau off the north eastern coast of KHULL, forming the southern-most part of the REDDIN island landmass. Navigation of the bank as well as waters surrounding it is dangerous and discouraged The bank was 'exposed' with the lowering of ELYDEN'S seas in c. 3100 RM, accompanying the growth of the island of Reddin.

<u>REDEKHIN</u>; Rvr. River in the c south of <u>GNOTH</u>, flowing west for 250-miles from sources in the <u>HECHALOT</u> Mountains, before meeting lake IAMTI.

REDHIZZAR: Rui. Ancient acropolis in the south of HORSCH, in the BAND Mountains. The citadel was the refuge of the sorcerer-lord Redhak Il Hazz, whose corsair fleet terrorized imperial shipping in the SKAROSI GULF in c. 950 – 1100 RM. His reign was finally ended in 1102 RM, at which point attacks ended. Years later imperial explorers investigated the ruins of Redhizzar, finding the place deserted, built over a gaping pit which remains unexplored, believed to reach down to the depths of the PRISON CARCERI, where the prison of the FORGOTTEN ONES is said to be located.

<u>REDISON</u>: Set. Settlement in the north east of <u>LAASKHA</u>. Its main industry is the mining of Asbestos (Pop. c. 4,200).

<u>REFABRICATION</u>: Med. Soc. Extreme form of plastic surgery that is commonly practiced in <u>PARTHIS</u> and its dependencies. It is rooted in <u>ATRAMENTAL</u> practices that distort and reshape the body on a fundamental level that does not require intrusive surgery, though can take time to achieve the desired results.

Refabrication $\underline{\text{ATELIERS}}$ are relatively common in most major Parthisan cities, though are also found in major advanced cities in the $\underline{\text{HIGH}}$ - and LOW-EMPIRES, amongst others.

<u>REFLET</u>: Geo. Rvr. Large prismatic spring north of the <u>HANNASTRA</u> forest in the c east of <u>THE SURRACH</u>.

REFORMATION DECREE, the: Pol. His. In 3452 – 3463 RM, the passing of a decree outlawing and banishing militant groups not formally recognised by the State of KORACHAN from the CHURCH OF THE UNDYING MACHINE. Disillusioned former members abdicated the aegis of the empire and formed the loose confederacy of LATHLOS-CHA in 3472 RM following a 2-year conflict with Korachani forces.

REFORMED CHURCH OF THE UNDYING MACHINE: see REFORMED CHURCH OF SARASTRO.

REFORMED CHURCH OF SARASTRO: also 'REFORMED CHURCH OF THE UNDYING MACHINE'. Rel. An offshoot of the CHURCH OF THE UNDYING MACHINE that formed in 3705 RM following the SUNDERING OF THE KORACHANI EMPIRE. It is based in SARASTRO and is the official religion of the REFORMED EMPIRE OF SARASTRO. Its ruling title is the PAGON.

It originated in the city of Argea, late in the 37th century as the <u>SARASTROAN ORTHODOXY</u>, which refuted the divinity of the

ARCHPOTENTATE MALICHAR and began to revere the ancient Sarastroan god HAGE as a power above the UNDYING MACHINE. This partially led to the WAR OF SUNDERING that in turn led to the SUNDERING OF THE KORACHANI EMPIRE in 3705 RM. After gaining independence, SATHEP THE RISEN, ruler of the LOW-EMPIRE, worked tirelessly to unify the disparate sects that had splintered from the Church of the Undying Machine prior to the Sundering.

The Reformed Church of Sarastro officially formed in 3821 RM, bringing together dozens of different sects, after Sathep himself penned a new holy text in which he eschewed the Korachani diptych of the Undying Machine and Malichar, with a triptych made up of the Undying Machine, Hage, and himself. See Vol IV: Religions and Cults.

REFORMED EMPIRE OF SARASTRO: also 'the Low-empire of Sarastro' or 'the Reformed Empire of Korachan'. Dem. 'Sarastroan'. Ntn. A major political presence in the north east of SAMMAEA, the Reformed Empire of SARASTRO emerged from the SUNDERING OF THE KORACHANI EMPIRE in 3705 RM. Sarastro retained most of the old empires' southern territories, including MHAROKK, BA'AKH, IO, and LIDEA, with MHAROKK and VAALK joining it within a few decades.

The Sundering came about following two years of war that engulfed the east of the <u>INNER SEA REGION</u> that began with <u>VENTHIR</u> declaring war on Sarastro in 3703 RM, later becoming known as the <u>WAR OF SUNDERING</u>. The conflict ultimately saw <u>KORACHAN</u> join in the fray, and it ended with the Sarastroan Treaty, signed on the 23rd of <u>SATAVALEN</u> 3705 RM. From the chaos emerged the so-called <u>TWIN EMPIRES</u> of Korachan and Sarastro.

Sarastro prospered under the leadership of the Tyrant <u>SATHEP</u>, though its individuals did not. Sathep himself was a relic of a far older time, and was distrusting of technology in the magnitude that it had come to dominate life in Elyden. Slavery became rampant, and what resources Korachan had not stripped from the earth were rapidly exploited, including vast diamond and gold mines discovered after the Sundering that brought great wealth to the Reformed empire. Under his aegis was the <u>OVERCOUNCIL</u> formed, which is made up of dozens of sycophants and nepotistic rulers, who exist only to serve Sathep.

A mixture of hotter climates and harsher terrain give Sarastro a distinct appearance that is different to that of the High-empire, and most of its cities are seen as backwards as a result. In truth, Sarastro is no less industrious than Korachan and other major powers around the Inner Sea, it's just that its cities look older and its people cling to older fashions and traditions.

The capital of Sarastro, <u>ARGEA</u>, is famed for its bakeries and the bread that is distributed for free to its populace, who, despite many aspects of life being harsher than its northern counterpart, enjoy certain privileges (some would say basic rights) that the work-slaves of Korachan are denied. See Vol III: Extant Nations and Realms.

REFORMED NATION OF ABACARDAT: His. Ntn. Short-lived nation that emerged in the east of <u>SAMMAEA</u> in the wake of a deadly strain of <u>FAHR'S PLAGUE</u> that caused a schism within the nation of <u>ABACARDAT</u> in the decades after its first appearance in 2138 RM.

The nation appeared in c. 2240 RM following decades of rebuilding and the forming of a stable trade network between the cities of <u>ARHBAH</u>, <u>ASHAIJA</u>, and <u>MIRADAS</u>, and farther east, with <u>ZHARIAH</u>⁽²⁾ to the east and <u>ANATHUL</u> and <u>SABAISA</u> across the <u>SEA OF LETHEA</u>.

In c. 2540 RM, the <u>ABACARDATI SULTANATE</u> made efforts to bring the Reformed Nation of Abacardat under its rule. This began with offers of political alliances and trade deals, though events degenerated into war in 2561 RM that dragged on for two years at the end of which the east of Abacardat surrendered to the Sultanate, bringing the two realms together. See Vol III: Extinct States.

REFUGE OF THE GREEN TIGER: Phil. Mar. Sup. Str. Isolated monastery in the FARAVARI forest in SAUA, where a secretive order of monks live ascetic lives. The traveller Havan Umi sojourned there for some time between 3721 and 3724 RM and later published his journals from his time with the monks, who he claims study an ascetic form of shaping that requires great physical training and sacrifice from its practitioners, including near total starvation, lack of sleep, and close to twenty hours of training every day. The masters of this form of SHAPING, he claims, are capable of achieving feats of shaping unknown elsewhere.

REFUSCA: *Geo.* Rocky plains in the c south of <u>EMENRIST</u> on the continent of <u>BROR</u>^(1,), known for their reddish-brown colour. The region was once the site of a major plague, and its settlements were razed to the ground, with little trace remaining of them. Today, the region is peppered with mass graves and ghost towns.

REGAJI: Set. Settlement in the south west of <u>RAONGEN</u>⁽²⁾, to the west of the <u>CHIAVALLE</u> Mountains. Its main industry is omnatite mining (Pop. c. 5.500).

REGENT TAUAM: (B. c. – 250 – 202 RM) Pol. In ancient AHRISHEN, a human who rose to power in the first half of the 13th century of the FIFTH AGE (c. -200 RM) out of relative anonymity, defeating other claimants to the HOLLOW KINGDOM. A ruthless leader, who within two decades brought the BARROW-FIEFS of Ahrishen together in a precursor of the Ahrishen that is known today. In celebration of his accomplishments, he began the restoration of the TA OMA (named in his honour) in c. -200 RM.

REGENT-KING, the: Pol. Rnk. Hereditary title granted to the usurper of the LIDEAN governor in 3973 RM, and held by his successors since then. The present Regent-king is MUQARRAN IIX.

REGENT-KINGS, the: Pol. Rnk. Leaders of <u>VÂRR</u> that rose in the decades after its abandonment by the <u>INTERREGES</u>' in 3791 RM.

The power-vacuum left by the Interreges' departure saw tyrants and warlords vie for control of the ruin that had become of Vârr. Eventually, the ancestors of the Regent-kings rose to prominence in the city of NOUVAR in 3824 RM, becoming a patriarchal absolutist monarchy that rules to this day. They would go on to move the capital to a more central area, in the form of the city of SATARR in 3985 RM, after which the PROLOCUTORS became an influential presence in the old capital and its conurbation of NOUVATAI.

Though the Regent-kings now rule over the entirety of the lands left by the Interreges, there remain areas where the rule is weaker. This includes the area of the <u>ILORHAN</u> peninsula, which is under the control of the Prolocutors, whose support is unquestioned; and the city of <u>NOACHIS</u> in the north west, whose people are deeply indoctrinated in the imperial cult and refuse to accept the recent deification of ST. SOLUM.

The Regent-kings had a close relationship with the <u>AVÉNETHI ORDER</u> prior to its departure from Vârr in 3943 RM.

The Regent-kings formed a patriarchal dynastic rule composed of a native inhabitants (known as seeds) descended from the original imperial patrician immigrants who, over years of imperial rule, held prominent roles in the administration.

Despite the name Regent-king implying a stewardship or temporary position, the original meaning has now been lost as is kept in tradition of the title claimed by the first Regent-king.

<u>REGHAN</u>: Geo. Treacherous mountainous expanse to the west of the <u>TOMB OF THE GODS</u>, dominated by razor-edged rocks and jutting blade-shaped boulders.

REGHON APPLOSAE: one of 5 categories in the <u>SUZIVIAN TAXONOMY</u>, encompassing trees, shrubs, greases and plants, amongst others. See Vol II: Classification and Taxonomy of Life: Reghon Applosae.

REGHON ARRATUS: one of 5 categories in the <u>SUZIVIAN TAXONOMY</u>, encompassing the *Two-and-Twenty Demiurges* and the <u>MORTAL TRIBES</u>. See Vol II: Classification and Taxonomy of Life: Reghon Arratus.

REGHON HAGHORIN: one of 5 categories in the <u>SUZIVIAN</u>

TAXONOMY, encompassing fauna. See Vol II: Classification and Taxonomy of Life: Reghon Haghorin.

REGHON SPUNGAE: one of 5 categories in the <u>SUZIVIAN TAXONOMY</u>, encompassing fungi. See Vol II: Classification and Taxonomy of Life: Reghon Spungae.

REGHON SULNATHIN: one of 5 categories in the SUZIVIAN TAXONOMY, encompassing those born exclusively of the MATERIA OMNA. See Vol II: Classification and Taxonomy of Life: Reghon Sulnathin.

REGIO ANTENOR: (B. 2691 – D. 2778 RM) PATRICIAN of HOUSE ANTENOR who in 2711 RM published a gazetteer detailing his travels around the INNER SEA between 2708 and 2709 RM as part of the GRAND

<u>TOUR</u>. His accounts are partially responsible for popularising the Grand Tour, turning it into the <u>COMING-OF-AGE RITUAL</u> that it is today.

REH TA': Set. City in KHULL. It is a major religious centre, with lots of stone pylon temples (Pop. unknown).

<u>REHAMEL</u>: Rel. Str. Ascetic monastery in the north of <u>SARASTRO</u>, along the southern-face of the <u>JAHAL</u> Mountains.

REHASHA: Set. City in the c north west of Vaalk (Pop. c. 41,400).

REHEL: Sea. Sea off the eastern coast of <u>WAELMIGH</u>, to the south of the peninsula of <u>XENIA</u>.

REHEMAZ: Geo. Large headland in the north of LLACHATUL, protruding to the south east, and dividing the SEA OF DAGGERS in the south west from the GULF OF VALUS, beyond which is the continent of MENISCEA. Much of the headland is located to the north of the northern POLAR CIRCLE and consists largely of permafrost and ancient rounded formations. It is home to the Federation of PERGOST.

REHHAN: Set. Settlement in the west of VIRAHAN, with a road leading west into AHRISHEN (Pop. c. 27,000).

REHNASSAR: Set. Coastal city in the north west of <u>SERROK</u>. It is one of few coastal cities in Serrok overlooking the corrupted waters of the greater <u>SEA OF LETHEA</u>, as its waters are not that foul here, and their amnesic qualities are not as pronounced here as they are elsewhere, though full immersion is still prohibited by law due to the risk of memoryloss that may lead to people going missing or dying (Pop. c. 40,000).

REHNDA ESHEQ: Set. City in the far east of CHEIRA, known for its harbours (Pop. c. 38,000).

<u>REHNOSS</u>: 1. Sea. Bay off the western-coast of <u>OKKHAM</u>, separated from the south east of the <u>SEA OF STYGAS</u> by a peninsula of rock. The river <u>TERESIC</u> empties into this bay and it sees heavy sea traffic, with vessels coming and going to the eponymous city, 5-miles from the mouth.

2. Set. Large city in the west of <u>OKKHAM</u>, along the course of the river <u>TERESIC</u>. It is known for its harbours and shipyards (Pop. c. 140,000).

<u>REHOUR</u>: Set. Settlement in the <u>KORACHANI</u> colony of <u>MADOUR</u> (Pop. c. 1,900).

REHTAB: Set. Settlement in the c of OKKHAM (Pop. c. 6,200).

REIDANT: Set. Fortified settlement in the c east of <u>THE SURRACH</u> (Pop. c. 7,200).

REIGN OF MALICHAR: see RM.

REIGN OF THE APOSTATE POPE: see APOSTATE POPE, REIGN OF THE.

REIS: also 'the Kings' River'. Rvr. River in the c north east of THE SURRACH, flowing only seasonally for 900-miles from sources in the east of the NGHALLEAL and PAMEROAS Mountains before meeting its parent, the river YELLRAKH.

The name Reis comes from the regions' history, where the capital of an ancient nation was said to lie on the banks of the river under what is now the city of <u>HATTRE</u>.

REJHELLE OF RHODAN: also 'the Rhodanne'. Rel. Myt. Per. A figure detailed in various texts of the <u>SCRIPTURE OF SHADOW</u>, who was prophesied to be the bride to the <u>ARCHPOTENTATE MALICHAR</u> during his <u>TRIALS AND TRIBULATIONS</u> that paved the way to his death and eventual rebirth as an <u>OTHERWORLDER</u>.

There are few historical accounts of a real woman by the name of Rejhelle, though she was a real person, effectively fulfilling that part of the prophecy within the *Scripture of Shadow*. She was an <u>ETHERI</u> nomad who served as a guide to Malichar during his Itinerary, and is mentioned directly by Malichar himself within his autobiographical work <u>EMPIRE</u>, though there are scant few details. It is this lack of concrete detail on her life that has prevented her from being canonised, though many people still consider her a saint.

Given her role within the *Scripture of Shadow*, many scholars believe that she in fact married Malichar, bearing his children, prior to his otherworldly rebirth, though if this is the case, there are no records of it, not even by Malichar himself. Her role in *Empire* is short but important, though she is not mentioned following the Malichar's mortal death, and it is likely that even he does not know her fate.

If she did in fact bear his children, any such offspring and their descendants would be the sole legitimate heirs of Malichar, according to the *Scripture of Shadow*, rather than the more commonly known DESPOSYNI (1.), most of whom were eventually CULLED anyway. Even if this were true, there is no way of tracing this lineage today, over 37 centuries later, though the promise (or rumour, depending on who you ask) remains a driving force amongst many groups today, and the mummified relic known as the RHODANNE HEART, was once an important artefact within certain religious circles, as it held the promise of possibly identifying any prophesised heirs of Malichar.

Some sects of the <u>Church of the Undying Machine</u> and mystery cults have come to worship of Rejhelle as a demigoddess due to her importance in the tale of Malichar. The status of these groups has changed over the years and today most are tolerated by the church, given that they abide by certain tenets and observances (including revering Malichar and Rachanael above Rejhelle, amongst many others). The most widespread of these sects is the <u>Sect of Rejhellian Observance</u>, whose members refer to themselves as <u>Sons</u> and <u>Daughters of Rejhelle</u>.

REJHELIAN OBSERVANCE, SECT OF: Rel. Org. Sect of the THREE CHURCHES OF THE UNDYING MACHINE that reveres REJHELLE OF RHODAN as the wife of the ARCHPOTENTATE MALICHAR. Though she was a documented historical figure who Malichar himself has spoken of (for instance in his literary work, Empire), her role as wife of the Archpotentate is not yet universally accepted by scholars and theosophists, which led to the formation of the sect in c. 900 RM.

It has existed since then as a largely autonomous religious body, free of the constraints of the Three Churches of the Undying Machine, so long as the Archpotentate and the <u>UNDYING MACHINE</u> remain hierarchically above Rejhelle.

The sect is based in the city if <u>IKATHIA</u>, along the border between SKAROS and LAASKHA.

REKH: Geo. Island off the south western coast of <u>WESTERN SAMMAEA</u>, in the <u>COTRIAN ISLES</u>, forming a part of the <u>ISLAND STATES OF IRY</u>.

REKOTONIANA: Ind. Set. Small mining city in the north west of NOAVATUR. It is known for its lead mines (Pop. c. 13,000).

<u>REKULLEN</u>: Set. City in the north of <u>ATARAXIA</u>, in the <u>SISSEBA</u> valley (Pop. c. 37,000).

RELASSAR: Mil Str. Major fort in the north west of SERROK, guarding the border west with CHEIRA (Pop. c. 14,000).

RELIC CROCODILE: Fau. Gigantic CROCODILE that lives in coastal wetlands in KASIHAAL and RASTAN. If left unchecked individuals can grow to over 60-ft. long, and can be a danger to coastal fishing and commerce. See Vol II: Classification and Taxonomy of Life.

RELIC OF ST. ACHETUNA: Rel. Obj. The head of ST. ACHETUNA, preserved in a reliquary in the CATHEDRAL OF IRON AND SHADOW in KHADON. It became the centre of a MYSTERY CULT in Khadon in 2356 RM and is said to remain so to this day, despite efforts from the CHURCH OF THE UNDYING MACHINE to quell it.

RELIC OF ST. ASPIRA: Rel. Obj. The preserved body of conjoined twins born to ST. ASPIRA in 3601 RM, now held in the TEMPLE OF PERGAMOS in PELASGOS. The relic is said the be the reincarnation of the City's recently deceased twin rulers. The children (named Rimmon and Mammon) died soon after birth, though many have claimed miracles while in the presence of their preserved body.

RELICS OF THE ARCHPOTENTATE: see MALICHAR, RELICS OF.

RELICS OF MALICHAR: see MALICHAR, RELICS OF.

RELIHEN: Set. Small city in the south west of <u>RAONGEN</u>^(2.), between the <u>ZEHINE</u> and <u>CHIAVALLE</u> Mountains. It controls the pass west across the mountains alongside the settlement of <u>INHUAN</u> on the opposite side (Pop. c. 13,800).

RELLEN: Ind. Rui. Originally an <u>ARPAROH</u>^(2.) settlement, it was slowly converted into expansive open caste mine in the first centuries of the <u>KORACHANI</u> occupation of <u>LAASKHA</u>. The hundreds of miles of tunnels and dozens of pit-like quarries of Rellen cover an area of around 12 square-miles and have been abandoned since the first decades of the second millennium RM, their bounties exhausted.

<u>RELVERA</u>: Sec. City in the north east of <u>SIMBARA</u>. It was the site where the <u>SHERRIAN CIVIL WAR</u> started in 2711 RM with the slaughtering of <u>SHERRI</u> workers (Pop. c. 23,000).

REMEX: Set. Fortified settlement in the far west of <u>SAGGAR</u>, known for its bird-keepers and their birds of prey (Pop. c. 8,000).

REMHA BHATIT: Rui. Ancient ruin located in the far south west of KHALHAT, in the c of the ATRAMENTALLY TAINTED region known as the DAENED SULRACH^(1.). They ruins here are expansive, and include large pylon-like stone structures and the remnants of mud brick foundations scattered around them, indicating a large city. It is believed to be part of an ancient LHAUS city, and is rumoured to still contain ITERANTS and vat-grown guardians.

<u>REMMANATI</u>: *Rvr*. River in the c of <u>METHUMN</u> that flows seasonally from sources in the <u>UKHORR</u> and <u>MAR SAHIGH</u> Mountains towards its parent, the river <u>SAPPARANTI</u>. It typically flows for a few months a year following seasonal rains in the surrounding areas, particularly the north.

REND, the: Geo. Slot canyon in north eastern GULLAETHA, NAARETH; carved by seasonal rains and snow melt that flows down the mountain, emptying into a treacherous morass that forms in late spring – early summer.

RENAISSANCE OF REDISCOVERY: Art. Soc. His. Historical period commonly recognised amongst KORACHANI scholars and chroniclers denoting the centuries following the FADING of the FOURTH AGE, where the remnants of its extinct cultures and civilisations began the process of rebuilding. Unlike the mortal people's first fumbling steps following their creation, this period of rediscovery was characterised by its relative rapidity and a general aggressiveness in the expansion of groups that would later become the first nations and peoples of the FIFTH AGE.

RENAISSANCE CRUSADES: See CRUSADES, RENAISSANCE.

<u>RENGAR</u>: (12,450-ft.) Gco. One of ten peaks (colloquially known as the <u>TEN PRINCES</u>) of the south eastern <u>A SAVI</u> Mountains, in then of <u>AHRISHEN</u>, named after an ancient prince.

<u>RENNED</u>: Set. Small city in the c north east of <u>RHINOCOLOURA</u> (Pop. c. $14\ 000$)

RENOUNCEMENT, TEMPLE OF: Rel. Str. Main temple of the VOID, built in c. -120 RM. Following the religions' recognition by the CHURCH OF THE UNDYING MACHINE as a sect of the church, in 367 RM, it became the site on which the cathedral of the SECT OF THE VOID was constructed, and it stands there to this day.

<u>RENURANESS</u>: *Pol. Set.* Ruling city in the tribe of <u>INDAAR</u> in the east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 65,000).

REO: Set. Settlement and surrounding farmsteads in the west of ABATTUR. It is a centre of agriculture and animal husbandry (Pop. c. 7,000).

REOCO: Geo. Island in the far east of the MIROVEAN SEA, forming a part of the RATHURU^(1.) archipelago.

REPOSITORY OF KNOWLEDGE: Edu. Str. Massive library in the city of ABIMOLOCH in PARTHIS. It is known as an archive of esoterica, knowledge and other fringe information. Massive shelves filled with thousands upon thousands of index cards, meticulously categorised, with a myriad of lists and facts. It is used for research purposes across the INNER SEA, and is kept as up-to-date as possible, something made possible through the exploration and study of its intrepid members.

REPRESENTATIVE COUNCIL OF NOAVATUR: Pol. Org. The government of NOAVATUR since 1878 RM. It is made up of speakers of the hundreds of different unions from across the nation.

REPUBLIC BANK, the: Com. Bus. Org. Str. Main bank of ALMAGEST, owned by the influential OKKSHILT PATRICIAN HOUSE.

REPUBLIC BOTANICAL GARDENS, the: Flo. Str. Botanical gardens, just outside TETHRA, in PARTHIS, known for its gigantic glass and castiron greenhouses and large variety of flora from across ELYDEN and, on a lesser scale, fauna.

REPUBLIC COLLEGE AND HOSPITAL OF PLASTIC SURGERY:

Edu. Med. Str. College and hospital in the city of <u>BUTHARIS</u>, <u>PARTHIS</u>. It has helped pioneer both reconstructive and cosmetic plastic surgery, and is the most prestigious hospital dedicated to plastic surgery in around the INNER SEA.

REPUBLIC COLLEGE OF ASTRONOMY: Edu. Ast. Str. College in the district of THARDAIA, in the CITY OF ALMAGEST, ALMAGEST.

REPUBLIC FOUNDLING ORCHESTRA: Int. Mus. Org. Prestigious orchestra based in the city of <u>TETHRA</u>, <u>PARTHIS</u>, whose players and choristers are drafted from orphaned children who show an aptitude for playing music. They undergo rigorous training until they are considered to be good enough to play in the orchestra.

They are famed for the featureless gold masks that they wear and people come to visit them from across the Republic.

REPUBLIC INSTITUTE OF OTHERWORLDLY RESEARCH: Edu.

Oth. Str. Located in the city of ARKAIM, in ALMAGEST. It is home to many researchers and scholars, many of whom are SHAPERS, who devote their lives to studying the OTHERWORLD and its denizens. The pride of the institute is a large technarcane engine that allows shapers with an affinity for the otherworld to more easily make contact with the spirits that dwell there, via ASTRAL PROJECTION. The equipment is incredibly rare, expensive and is highly prized and is well-guarded by shapers and soldiers alike.

REPUBLIC WAR ACADEMY, the: Mil. Edu. Str. Military academy situated in the south of the ZOHELETHI BASIN in the south east of PARTHIS. It is the most prestigious military institution in the nation and the wealthiest and most influential PATRICIAN HOUSES send their children here to be educated in the ways of war. It also has a wing dedicated to selecting the best candidates from orphans across the Republic's territories, which has led to a fostered enmity between wealthy and poor students, with one trying to outdo the other.

REQUIESCA: Rel. Rul. Temple city in the north west of the <u>UMBRA SOKHAR</u>. It is a necropolis where the ribcages of the dead are interred in small shrines. In <u>SOKHARAN</u> religion, the ribcage is considered to be the vessel of the soul and it is kept intact as a means of protecting the soul, which is believed to dwell in the ribcage after mortal death. The necropolis is expansive and was a traditional resting place for the dead amongst the disparate settlements of the Umbra Sokhar, with families travelling for months to secure a final resting place for their departed. Requiesca is considered a holy place, where the otherworld is close to the material, making it a perfect spot for interment.

REQUNA: Set. Small city in the c of <u>AHRISHEN</u>, linking the major inland land trade-route of the <u>GREY ROAD</u> with the <u>AHRISHENI WATERWAYS</u> via the <u>ARESHI</u> canal⁽³⁾. It is known for its warehouses and caravanserais and canal docks (Pop. c. 17,000).

RESCISSIONISM: Phil. Soc. 'philosophical' movement that originated during the historical period known as the Technarcane Rescission, that emerged from recessions and hardships across the INNER SEA following the War of the Artifexes. The ideology eschews a reliance on technology, and Technarcana in particular, leading to its adherents being considered antiquarians and backwards. Though Rescissionism as an ideology died out by c. 3200 RM, there remain isolated pockets of followers who live in settlements in the hinterlands of civilised lands.

RESEBEK: Set. City in the far north of the VESPERTINE LEAGUE just a few miles south of the southernmost coast of the SEA OF ANIPTERRA, dating back to the early FIFTH AGE, when it was the capital of the ancient nation of LIN GOOL. It is known for the large HYPOGEAL COURT that remains beneath its central district, which once housed the government of Lin Gool in its subterranean amphitheatre, which was constructed in -760 RM. Today the old Hypogeal Court has been repurposed as a restaurant and theatre where the elite of Resebek meet (Pop. c. 33,200).

RESH: f. Myt. His. Per. In the mythologies and ancient histories of ELYDEN, a 2nd generation <u>SCION</u> and daughter of the scion <u>KHAR'ILLAE</u>. One of triplets (the others being <u>AZZARA</u> and <u>CHYLE</u>), she is only mentioned in passing once in the <u>MYTHOLOGIA ELYDEN</u>, leading some mythographers to believe the birth was apocryphal or misattributed. See Vol IV: Scions, Children of the Gods.

RESHKA: Set. City in the far south of <u>AHRISHEN</u>, in the region of the <u>LEVANTINE</u>. It forms part of a small trade network linking the east of <u>LYRIDIA</u> with the south of Ahrishen, and the north east of <u>TAMAR</u> (Pop. c. 14,000).

RESIDUAL DREAMS: see IMPRINT.

RESIDUAL MEMORIES: see IMPRINT.

RESILOS: Set. Fortified city in the north of the HARÉSHKI CITY-KINGDOM of SYRTIS^(1.). The city forms part of the GREAT ROAD though also maintains its own route east directly into SAUA across the HORSE GATE (Pop. c. 25,500).

RESIN, AANTH: *Ele.* A quick-hardening resin made by <u>AANTHA</u> and used in construction and the manufacture of tools and weapons. The resin is made in dedicated resin manufactories through a degenerate slave caste of aantha whose lives exist solely to produce the silk from which the resin is made, not unlike cattle in battery farms. Their bodies have changed through centuries of selective breeding and have distended stomachs and atrophied limbs, and are force-fed a diet rich in fats and proteins that are needed for the production of strong silk.

Aanth resin is common in <u>N'RAKH</u>, where it is used in the manufacture of structures, particularly military fortresses, where it is poured like concrete. It is also sold in <u>RESIN MARKETS</u> in <u>J'THANA</u> and <u>BARATHEA^(1.)</u>, the latter of which also exports it to other human lands in the north as an exotic substance.

RESIN MARKET: Com. Relatively common in BARATHEA^(1.) and J'THANA, these markets specialise in selling AANTH RESIN goods imported from N'RAKH, originally manufactured through the unique organic process of the AANTHA that live there.

RESKOKH: Lak. Lake in the c south of **PORPHYR**.

RESOLUTION OF EARTH: Soc. Leg. Custom in regions in the north of CENTRAL LLACHATUL including SABIA, FARIS, KASPIA, and PERGOST, amongst others, where many quarrels and disputes are settled through a martial tradition where the involved parties use great mallets to shatter stones, with the person who first fails to break a stone being said to have lost the dispute.

The Resolution of Earth is seen as an impartial way of resolving simple quarrels – anything important would go to the standard legal channels, and it is expected that all participants accept the result and be respectful of the outcome.

RESPLENDANT ONE, the: Myt. His. Common epithet by which the DEMIURGE ALLAISHADA was once known.

RESS: Set. Minaret-city in the east of SAMMAEA, in the UHBATAQI peninsula^(L), in the north of the MARROWLANDS, in the north of QARALAM. The city was once a metropolis, though large parts of it are now deserted and ruined, following a large earthquake that wracked the region in c. 3570 RM, from which it never recovered. The city takes the form of a minaret around 600-feet high with a base of around 1-mile wide. It spirals up from a low round base, with loggias allowing light into the inner city. The lowest of the outer loggias were shops and businesses, including caravanserais serving merchants and travellers arriving to the city. Temples and noble palaces rested on top with common residences taking up the darker areas inside the structure and beneath it (where now-spent mines once branched out).

Vast wells watered the city and aqueducts branched out of the city like a spider's web, providing water to the thousands of square miles of fields that supplied the city with sustenance. With such adequate food-supplies, the city's population exploded and over time the old mines and crypts were converted into vaulted tunnels used to transport food and traffic, with subterranean chambers hollowed out of the rock, providing extra room for the lower-classes and slaves.

Little is known of the city, though it is believed that at the height of its power it was a major economic power across the Uhbataqi headland, though it rapidly became isolated as surrounding lands lessened in power and influence, leaving it greatly diminished over the past centuries (Pop. unknown).

RESTLESS CITY, the: see NIMMEA.

RESTOTH: *Set.* Fortified coastal city in the south of <u>LIMOTH</u>^(1.) on the island of <u>ALETARA</u>^(2.). The city is the main cultural and economic hub of the island, and though many other settlements can be found in Aletara, it is the largest and most influential (Pop. c. 33,000).

<u>RESUSTA</u>: Set. Settlement in the south of <u>OPHIUSSA</u>, on the fertile <u>XEIA</u> delta of the river <u>MARAGA</u>. Its main industry is agriculture, and the growing of legumes (Pop. c. 8,000).

<u>RET AHK</u>: Rui. Ancient city occupied now by the trade-town of <u>RETHKA</u>. It appeared in c. -500 as a small town around an oasis.

<u>RETACHAN</u>: Set. Settlement in the east of <u>THUMAL</u>, known for its crabbing fleet. The settlement was once part of the <u>KORACHANI</u> colony of <u>AMONDOR</u> (Pop. c. 17,500).

RETEMAA: Rui. Abandoned city in the far north of DURCHAA(I.). It was a thriving whaling station until it was destroyed by a landslide in 3882 RM. Some people still live there, struggling to eke out a living in their old homes, but most survivors spread along the coast, going to other settlements.

RETHAN: His. Ntn. Ancient FOURTH AGE civilisation on whose ruins the nations of AHRISHEN, the HARÉSHK and SAUA are partially built. Little is known of this civilisation, but for the majestic towers, pyramids and monuments they built, the ruins of which remain to this day, either abandoned or used as foundation for present-day cities and structures. The towers of ABERASH HATHAM are attributed to this culture. See Vol III: Extinct States.

<u>RETHARTA</u>: Set. Fortified settlement in the north west of <u>THETIS</u>. It is part of the trade-route west into <u>KREM</u> (Pop. c. 8,130).

<u>RETHKA</u>: Set. Known historically as <u>RET AHK</u>, this city is in the far west of <u>ANUBIA</u>, close to the border with <u>MULCIBER</u>. It is a merchant town that forms a part of the <u>SALT ROAD</u>, and is known to trade with the tribes of the GROWING MOUNTAINS.

The <u>AVENTORS</u>, a caste of ascetics, who would go on to become the rulers of <u>EHBOT</u>, originated in Rethka in c. 341 RM (Pop. c. 40,200).

RETHON KAEDE: m. Per. (B. 3969 RM) High-ranking member of the SOMNIARECHI ORDER of the SANCTIFIED INQUISITION, where he serves as chief TECHNARCANIST, overseeing the use of technarcane engines to facilitate the use of ONEIROMANCY. His engineers are responsible for the maintenance and manufacture of the Order's unique equipment and weapons, such as REALITY SUITS and LUCID JEZAILS. He wields the bespoke technarcane blade, known as Dreamblade, that he crafted himself. It is capable of slicing through dreamscapes to reveal the MATERIAL PLANE beneath.

<u>RETONA</u>: Set. Small coastal city in the south east of <u>THETIS</u> overlooking the <u>SEA OF HALDUA</u> (Pop. c. 16,000).

RETTEN ONARAH: Myt. His. MESOCHTHON said to inhabit the ATRAMENTAL RICTUS in KHARKHARADONTIS. It is thought to be responsible for the majority of the ATRAMENTAL effects in the region. It is mentioned in PLAGI legends of the region, and is regarded as a foul deity by Kharkharadontis nomads. See Vol IV: the Mesochthons.

REUS: f. Myt. His. In the mythologies and ancient histories of ELYDEN, a SCION of the DEMIURGE ASHTERATH with the scion PATHEA. Abandoned by her father, she became very close with her mother. See Vol IV: Scions, Children of the Gods.

REVACHA: Set. Settlement in the c south west of ELEKHID (Pop. unknown).

REVAHAZ OTTUSARA VIII: (B. 3754 RM) Soc. Present paterfamilia of PATRICIAN HOUSE OTTUSARA and considered by most to be the wealthiest mortal in ELYDEN. He has prolonged his life well beyond its natural span through the use of technarcana and atramental procedures and is rarely seen outside his ancestral home – the fortress of Terama Una, in the northern foothills of the INNORADOS Mountains, in the c-south east of JURRAS⁽²⁾.

REVASOR: Geo. Mountain in the prefecture of <u>EROSENEA</u>^(1.) in the north of <u>HOLOLACH</u>^(1.), forming part of the <u>TOLIASOR</u> Mountain-range.

REVEKKO: Set. Small city in the c of <u>SAUA</u>, in the south of the <u>FARAVARI</u> Forest (Pop. c. 19,000).

REVENANT: Sup. Geo. In <u>ATRAMENTALLY TAINTED</u> regions in and around the <u>ARID TRIPTYCH</u>; a person brought back though 'natural' causes, without mortal influence. Such beings are uncommon, and it is thought that they are of similar origin to the ruler of <u>SARASTRO</u>, <u>SATHEP THE RISEN</u>.

REVENANT, AZAZEMI: *Leg.* Common folktale in <u>AZAZEM</u> that speaks of two revenants – the Northern Revenant and the Southern Revenant – in what is likely a variant of the wider <u>NORTHERN AND SOUTHERN PALADIN</u> legend that is common around the Inner Sea.

Brothers, they were driven apart by their love of the same woman. The Northern Revenant eventually married the woman, embittering his brother, who sought him out across Azazem, until he found him in a town just south of the CHACTHORNYS Mountains, attacking him. The Southern Revenant killed his brother but later died alone of his wounds, and the spirits of the two are said to haunt the region to this day, seeking their love. See Vol II: Legends and Folk Tales.

REVENANT'S TOMB: *Mys. Rui.* Ancient stone cairn in the north east of <u>TEMUJA</u>, pre-dating the solidification of the Temujan tribes. The cairn is around 20-feet wide and mostly overgrown with grasses and tough shrubs, with the corroded remains of old skulls, weapons and shields, rotting at its base, half-buried. Whatever history is tied to this place is unknown, yet despite this, the place is revered as a mystical place by those who come across it.

<u>REVOLVER</u>: *Tec.* A type of repeating 'GUN with at least one barrel and a revolving cylinder with multiple chambers.

REXCANIS: 1. Fau. Apex predator; very large mastiff, native to the lands surrounding the MORTAR forest of northern LYRIDIA and southern AHRISHEN. With the KORACHANI EMPIRE'S exploitation of the forest during its occupation of the area, individual creatures were captured and bred, often using technarcane methods (effectively turning them into UMBRANS and HAGHORIM), and they became relatively common around the empire, mostly as guard creatures of the affluent or in rural areas. See Vol II: Classification and Taxonomy of Life.

2. also 'the King of Dogs'. Ast. Con. Constellation along the equator. See Vol II: Constellations.

REXIMAND PROLGAPEA: m. Pol. Mil. His. Per. (B. 2741 – D. 2904 RM) the first PROLGAPEAN emperor of SIMBARA, who was declared emperor in 2789 RM after over a decade of manipulating BALLOT COUNTS, ARCHDUKES and laws to give him more power as MARSHAL-ELECT. A shrewd politician whose enemies were weary of his silver tongue, and whose followers practically worshipped him, he not only regrouped an ailing Simbara following the devastating effects of the SHERRIAN CIVIL WAR, but saw her rise to a power and influence the nation had never felt before.

He rose to prominence during the civil war, helping the Simbaran armies gain the upper hand over the SHERRI rebellion. Ever-aware of the sheer power of public opinion and perception, he married the Lady BELLREAVA SIMAR in 2793 RM following two years of very public courtship, where every appearance and sighting they made was orchestrated thusly to elicit the best possible reaction. The two lived a fairy tale lives (at least on the surface), siring nine children who would all go on to become beloved champions, darlings, and luminaries in their own rights.

Reximand crafted a rock-solid foundation that his descendants would for the most part reinforce over the next millennium, creating what is believed to be the most beloved ruling household across all of <u>ELYDEN</u> throughout the <u>FIFTH AGE</u>, without the need for coercion, bloodshed or tyrannical laws.

Together he and his wife shepherded Simbara from the darkness of the sherrian civil war into an age of enlightenment, wealth and power that was only matched during their time by the <u>KORACHANI EMPIRE</u> far to the north. The two are remembered today as the <u>PROLGAPEAN HOST</u>, and their lives and rule are celebrated every springtime, when Simbara is bedecked in white, gold and crimson pennants and banners – their dynastic colours.

REYE: Set. Coastal city in the east of <u>ROMOREA</u>^(2.), overlooking the Sea of <u>HASAAZ ARAAT</u>. It is a port city, where coal mined in the east is loaded onto ships and exported to other nations. It is known for its gangs, whose activities dominate the waterfront (Pop. c. 45,000).

REYKWON: Set. City in the south of <u>CUTH</u>, along the south western-face of the <u>HAMMINGHENG</u> peninsula. It is home to a large part of the Cuthi navy, and patrols are launched south of there to combat the influence of the <u>PARTHISAN</u> colony of <u>NISSA</u> (Pop. c. 48,750).

REZERED'S THYME: Flo. Woody desert herb common to the south of the EHRENSIAN COAST that is common in KARGAMA, ESHIR, and the east of the VESPERTINE LEAGUE. It is known for its vibrant purple flowers and its distinctive smell. Rezered's Thyme grows larger than other varieties of thyme, with individual bushes reaching 2-3-ft. in height. See Vol II: Classification and Taxonomy of Life.

RGLLAUR: Rvr. River in the c west of CHEIRA, flowing east for 875-miles from various sources before meeting up with its parent, the river YAHNOTH PHTHAN.

RGWEROTHA: Geo. Coastal mountains in the north east of CYHLAGHARR. It is known for its many coastal towers that look out to the north east, most of which are now in ruin, no longer needed.

RHAD: Set. City in the north west of CHEIRA (Pop. unknown).

RHADAMANTHOUS: (18 ,900-ft.) Geo. Sulphuric volcano in the north of ETUA, in the south eastern face of the ABOSHATHOT Mountains. It is known for its many caves and yellow sulphur fields that are mined by hand by the people of ICTERA. The process is dangerous and many die extracting the sulphur, either due to noxious gasses, cave-ins or generally bad working conditions.

<u>RHAE</u>: Rr. River in the north west of <u>KORACHAN</u>, flowing south for 60-miles from sources in the <u>RHAECHA</u> Mountains before meeting its parent, the river <u>PHAIA</u>.

<u>RHAECAS</u>: 1. Geo. One of two ridges, the other being <u>THAUMAS</u>, forming a crater around lake <u>ATHOS</u> in western <u>PELASGOS</u>.

2. Set. Settlement in the north west of PELASGOS (Pop. 3,800).

RHAECHA: Geo. High, relatively young mountain-range (produced by ancient subductions of the <u>SAMMAEAN</u> and <u>LLACHATULAN</u> plates) along the northern border of <u>KORACHAN</u>, running for over 1,000-miles, where it joins in the east with the shale mountain of <u>ADALLA</u>. Despite the <u>ATRAMENTAL TAINT</u> that has gripped the mountain, they are still regarded as a thing of natural beauty (perhaps because of, rather than in spite of the effects of the <u>ATRAMENTA</u> there) and have been the subject of many Korachani artworks.

The $\underline{\text{RHAECHA}}$ Mountain are also postulated by historians to be the ancestral homeland of the $\underline{\text{DVERGAI}}$, and the shattered remains of what some believe to be dvergai tombs and temples to the $\underline{\text{DEMIURGE}}$ $\underline{\text{SYNCHTHONITH}}$ have been unearthed in its western reaches.

RHAECHA NU: Geo. Pass through the RHAECHA Mountains linking the south of CHTHYRID with the north of KORACHAN.

RHAECHII: Plr. 'Rhaechiin'. Mil. Rnk. KORACHANI standing troops trained in mountain and high-altitude warfare. Trained in the RHAECHA Mountains (after which they are named), they are employed in various theatres of war where fighting in mountainous and difficult terrain is expected. They are also skilled in fighting dvergai, specifically the forces of CHTHYRID, with whom border clashes are common.

<u>RHAETORIA</u>: Set. Settlement in the south of <u>ALMAGEST</u>. It is known for its fine watchmaking (Pop. c. 8,000).

RHAMIA: 1. also 'the Loose Kingdoms'. Ntn. Standing between the VARRACHON and KARAEHLA Mountains in CENTRAL LLACHATUL, Rhamia was originally part of expansive woodlands of which THE OLD FOREST is the largest extant remnant, and is still home to flora and fauna that originated in those woodlands.

Originally populated by people indigenous to the Old Forest, Rhamia has since seen <u>KORACHANI</u> colonists invade it in 213 RM to exploit its natural resources. Intending on using it as a base for <u>CRUSADES</u> against <u>AHRISHEN</u>, they remained there until 1017 RM, when they abandoned the region suddenly, leaving <u>PATRICIAN HOUSES</u> Rhamia^(2,) (after which the region was named) to oversee Korachani fortresses there. The populace was left to struggle for itself, though Korachan would periodically use its territories to mount invasions north.

The region has struggled with pervasive <u>ATRAMENTAL TAINT</u> for millennia, and birth defects are also common, reaching their peak in around 2100 RM, leading to the creation of a caste known as <u>PURITANS</u>, who oversee births, executing those deemed too corrupted.

A caste <u>FIRMAMENTISTS</u> called <u>CAZHANS</u> were eventually successful in abating the growing Atramental threat and became prestigious, usurping the Rhamian monarchy in 2239 RM, starting a new period of scientific thinking and harsh laws that allowed Rhamia to survive.

However, the taint continued to spread and over the 3rd Millennium RM, many of its cities became isolated, prohibiting regular travel between them. In 2823 RM a trio of Firmamentists travelled to the <u>TOWER OF</u>

JARAMORA, where they were able to call upon the Firmament to ward Rhamia. Two died from their efforts, and though Rhamia remained tainted, the spread of the taint was greatly lessened, allowing people to venture forth again, though they remained notoriously xenophobic and, influenced by their increasingly radicalised religion, the borders of Rhamia were closed to outsiders in around 3100 RM. Today the privilege of breeding is bestowed upon those with untainted lineages – these so-called 'perfects' are the new nobility and guard their purity fiercely.

For centuries Rhamia was a ghost, with no one entering and no one leaving, until in 3642 RM, when Korachani envoys seeking the use of its harbours forced their entry, finding a deserted land with settlements hidden behind monolithic concrete walls. The high-Consulite travelled there the next year and was denied entry, prompting Korachan to declare war, taking the region in a matter of months.

Atramental research facilities were established across Rhamia, and <u>SIPHON ENGINES</u> were installed in its cities to nullify the Atramental taint and its harbour were renovated and fortified, becoming house to a new fleet of ships that preyed on the Ahrisheni coast. The populace was betrayed, enslaved in manufactories that appeared in <u>FASCIA</u> and surrounding cities.

In 4006 RM, Rhamia was abandoned to the <u>INTERREGES</u> after years of waning fortunes. They curated a local government with which they rule in a joint bipartisan government. See Vol III: Extant Nations and Realms.

2. Pol. Soc. <u>PATRICIAN HOUSE</u> with a presence in the east of the <u>INNER SEA REGION</u>. Having originated as small merchant family in the city-state of <u>ZEPHANICHAN</u> in the nascent <u>KORACHAN</u>, it grew in power and influence with the rise of power of the <u>ARCHPOTENTATE MALICHAR</u>. In 213 RM it was chosen to head the colonisation of south east of the Old forest, in what is today known as Rhamia^(1.).

The house fractured during the original occupation of Rhamia, prior to 1017 RM, with part of the house remaining in Rhamia, becoming more insular, with the rest continuing its mercantile tradition, coming to control many trade posts and markets along the <u>RED ROUTE</u>, making it one of the richest Patrician Houses in the <u>KORACHANI EMPIRE</u> today. See Vol II: Patrician Houses.

RHAMO, THE VULTURE: Mys. Rel. In TEMUJAN SPIRITUALISM, the TUTELARY SPIRIT entrusted with protection of the mortal VESSEL (the skeleton). Vultures remove the flesh from corpses, so that the skeleton can be truly free of its constraints. Because of this, zombies are seen as evil creatures, because they bind the flesh to the vessel, preventing it from completing the cycle of life, where it should become one with the soil. See Vol IV: Religions and Cults.

<u>RHAROU KHORA</u>: Set. Conurbation and surrounding farmlands in the south west of <u>PARAIYA</u>, in the south west of <u>BELLN</u>. It is a major agricultural centre (Pop. c. 14,200).

<u>RHAS</u>: Rvr. River in the north east of <u>RHAMIA</u>, flowing for 220-miles from sources in the <u>KARAEHLA</u> Mountains into its parent, the river <u>NALESH</u>.

<u>RHATHYMIA</u>: Set. Small city in the c south west of <u>ANANTHUL</u> (Pop. c. 19,000).

RHAUBATAR: Set. Coastal city in the far north east of VÂRR, scant miles from the border with MADOUR. The city is known for its shipyards (Pop. c. 26,000).

<u>RHAV</u>: Set. Small city and surrounding farmsteads spread over a wide area in the c N of <u>JURRAS</u>⁽²⁾. Its main industry is the cultivation of grapes for wine production and it is controlled by <u>PATRICIAN HOUSE SYNOD</u>⁽²⁾ (Pop. c. 12,000).

RHAZES: 1. FOURTH AGE GNOTH i philosopher.

2. Set. Coastal city in the c-south east of <u>GNOTH</u> known for its high towers and <u>FIRMAMENTAL</u> research. It forms a part of <u>THE WAY</u> trade-route (Pop. c. 32,000).

RHEA: Dem. 'Rhean'. Ntn. Nation situated in the far south east of LLACHATUL, above IACIO and SURUTUR, and south west of the RTHEI desert. Rhea is a tropical region that owes its roots to the ancient kingdom of ARRETOY, which was once united with KARKAUTH, to the west, which since gave rise to the DOMINION OF CUTH. It is a centre of aluminium production and refining. Despite this it is still a rising industrial power, and most of its aluminium production is geared towards export to the west, where it is in high demand for engineering projects.

The country is ruled by a magocracy known as the <u>COURT OF DREAMS</u>, which has ruled Rhea since 3242 RM, though it has existed as a secret society for close to a thousand years acting on behalf of shapers who have had a history of harsh treatment there in the past. The arrival of the <u>HIEROMONARCHS</u> in Rhea in 3192 RM led to the removal of the ancient <u>AURADIAN DYNASTY</u> from power, closing <u>FIRMAMENTAL</u> colleges, which led to the Court of Dreams taking up arms against them, leading to their ousting of the Hieromonarchs, and the fracture of Rhea in two – with the south west becoming a new state, known as Iacio, ruled by the Hieromonarchs.

Despite their expulsion from Rhea, the religion that the Hieromonarchs brought with them – the sun-cult of \underline{SAEWAL} – remained firmly-embedded in Rhean culture and is a major religion there to this day. Despite this, the Court of Dreams allows all religions to be worshipped, and many of its cities, most notable amongst them $\underline{ZARATABA}$, are havens to minorities and immigrants fleeing persecution – from the $\underline{KORACHANI\ EMPIRE}$ in the west, to the $\underline{PANTHEON\ ISLES}$ in the east. See Vol III: Extant Realms and Nations.

RHEAN: Lan. Language spoken in RHEA. See Vol II: Languages.

RHEAN, ANCIENT: Lan. Language spoken in TETHYSIA. It is an older form of the RHEAN language spoken in present-day RHEA, and was brought to Tethysia by the PROPHET KATHISIS and his followers in 1592 RM

It is a religious language, largely spoken during rituals of the <u>KATHISIS</u> religion, which explains why it has not changed much in two millennia. See Vol II: Languages.

<u>RHEDEA</u>: Set. Coastal settlement in the south east of <u>GIBEAH</u> (Pop. c. 4.800).

RHEGA: Pol. Soc. Dominant PATRICIAN HOUSE in the city of DEOCHAN in KORACHAN, which controls most of the shipyards and land in the region. See Vol II: Patrician Houses.

RHEGIA: Pol. Prefecture in MHAROKK.

RHEISZH: Set. Fortified settlement in the south east of KHALHAT, within the ATRAMENTALLY TAINTED region of the DAENED SULRACH^(1.). It is a major source of UMBRA for the nation, which is refined and used in the manufacture of ITERANTS and the lifeless troops of the PORCELAIN PHALANX. Access into the city is restricted and outsiders are forbidden from entering (Pop. unknown).

RHEM TA': Set. KHULLAN colony on the island of REDDIN. Founded in c. 3245 RM to take advantage of the many creatures that sheltered on the island, it has since dwindled and remains as little more than a port, linking the island to the mainland (Pop. c. 7,000).

RHIGA: Set. Small city in the west of KASPIA (Pop. c. 14,200).

RHINEMAIDEN: lit. 'water princess'. Mys. In many cultures of THE OLD FOREST, particularly those around the KERDA river. The Rhinemaiden is a shamanic figure that lives apart from her community, her life solitary, devoted to contemplation and reverence of the water spirits. Rhinemaidens are typically SHAPERS with SHAMANISTIC training

RHINOCOLOURA: Dem. 'Rhinocolouran'. Ntn. Nation situated in the c north east of SAMMAEA, nestled between the wasteland of the <u>UMBRA SOKHAR</u> and the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, Rhinocoloura occupies a 1,900-mile stretch of the mighty river <u>SHIBBOLETH</u>⁽³⁾. Half of its territories are dominated by arid mountains, badlands and highlands, and the rest is comprised of the fertile drainage valleys of the Shibboleth, where most settlements are located.

The <u>KHANATE</u>^(2.) of Rhinocoloura was established in 3618 RM, following the appearance of the red-skinned Khan. This came at the end of a 14-year campaign that swept across the region from west to east, ending with the successful siege of the city of <u>SARDONYX</u>, which remains the capital and seat of the Khanate to this day.

Rhinocolouran borders stabilised somewhat following Illaregh Khan's death of natural causes in 3712 RM, though it was able to absorb <a href="https://example.com/eth-shape-nt

fate for the marching armies of the Khanate. See Vol III: Extant Nations and Realms.

RHIS: Rvr. River in the east of TEMUJA flowing for 250-miles south into lake KHASGA AUR.

<u>RHITHASOL</u>: Geo. Expansive mushroom-shaped rock-formation in peaks in the south of <u>RHINOCOLOURA</u>.

RHODAN: His. Geo. Historical region in the south east of KHARKHARADONTIS, in what is now occupied by the CAMBIUM forest. The ARCHPOTENTATE MALICHAR travelled through this land during his ITINERARY, encountering REJHELLE OF RHODAN, who became a consort and guide.

RHODANNE, the: see REJHELLE OF RHODAN.

RHODANNE HEART, the: Int. Rel. Obj. The mummified heart of REJHELLE OF RHODAN – a historical and religious figure who guided the ARCHPOTENTATE MALICHAR during his legendary ITINERARY and who was prophesised by the SCRIPTURE OF SHADOW to be his consort and eventual wife and mother to his children.

The religious artefact dates back to c. 480 RM, when it was first described by religious scholars in $\underline{\text{KHADON}}$. At that point it was a blackened mass of desiccated flesh, its original function unknown to anyone without prior knowledge of the, nestled in a weathered hardwood box of unknown providence.

It was later placed in a reliquary, where it remained on display in a church for centuries. In 713 RM <u>QORILIE OF NEGRED</u> received visions of the heart and gained a massed following. Later that year she made a short pilgrimage to the church where it was held, where she began proselytising. The <u>Church of the Undying Machine</u> got wind of this and saw her growing popularity, and made her a figurehead of the church in Khadon. She travelled across <u>Korachan</u> with the Heart and in 715 RM undertook the Shadow March, attracting thousands of followers.

The Heart travelled across Korachan as a relic for many years after Qorilie's death and later canonisation, where it was used to inspire people to undertake the March. It finally settled down in <u>AGLAIA</u>^(2.) in 822 RM where it remained on display in the <u>BASILICA OF ST. MALICHAR RESURRECTED</u> until 1004 RM, after which it was lost, possibly stolen. Church and <u>INQUISITION</u> agents spent decades searching for it, to no avail, and it was declared lost by c. 1030 RM.

The Heart resurfaced in <u>ONORTI</u> in 1438 RM, after having been in possession of a <u>PATRICIAN HOUSE</u> for around 2 centuries, and was donated to the Church of the Undying Machine in <u>ALMAGEST</u>, where it became a fixture of the Basilica of St. Jostan (later renamed the <u>BASILICA OF THE RHODANNE HEART</u>) from 1438 to 2884 RM, after which it was moved to the <u>KINGDOM OF THE HOLY LAND OF KHARKHARADONTIS</u>, where it became a place of pilgrimage to those undertaking the Shadow March into <u>KHARKHARADONTIS</u>. The relic was moved back to <u>LLACHATUL</u> in 3062 RM following the collapse of the Kingdom, where it remained in the city of <u>BAAYN</u> in <u>LAASKHA</u> until its last recorded mention in 3376 RM, after which its whereabouts were lost. Today it remains sought-after by various religious groups, including the Almagesti Temple and the Korachani Church of the Undying Machine, both of which claim it as their own.

RHODANNE HEART, BASILICA OF THE: Rel. Str. BASILICA of the ALMAGESTI TEMPLE in the city of ONORTI, in ALMAGEST. It was the home to the RHODANNE HEART relic between 1438 to 2884 RM, after which it was moved to the KINGDOM OF THE HOLY LAND OF KHARKHARADONTIS.

<u>RHODEN</u>: Set. Small city in the c of <u>LOEGRESS</u>^(1.), located in the <u>CANTICATONA</u> Mountains Its main industry is copper mining, with gold mining as a by-product (Pop. c. 14,000).

<u>RHOSS</u>: Set. Settlement in the c east of <u>SAGITTARIA</u>. Its main industry is the production of food for the much larger city of <u>SABBROS</u> (Pop. c. 4.800).

RHOZHADEN: also 'Warlord Rhozhaden' (B. 3923 RM). Pol. Present ruler and head of the People's Republic of ZHARIAH⁽²⁾. He rose to power in a nation divided by the results of the political and social revolution of 3913 RM that had successfully ejected the ROYAL HOUSE OF HINOL.

He emerged in the south east of Zhariah, in the region of <u>KUIASH</u> in 3951 RM, uniting its people. His influence spread across Zhariah over the

next years, overtaking other leaders, until in 3954 RM he declared himself Warlord of Zhariah, taking control of the city of <u>BHAL ZHARIAH</u> later the same year.

He was quick to act, and within a year had plotted all of the nation, marking all areas that were of economic and industrial importance, dividing them amongst his lieutenants to develop and exploit. Within a decade the nation had become completely industrialised, with mines, quarries and clearcutting of its forests becoming common. What resources were not consumed by its many manufactories were sold on to nations around the ETAGIRIA, making him incredibly wealthy. Some areas, including his homeland of Kuiash have since become industrial wastelands, much to the dismay of his people, whose cries go unheard.

He demands nothing but the utmost control over his people, and his government takes great pains to control what contact its people have with the outside world, abolishing passports and foreign travel when not economically essential.

He is consumed with a hatred for the old house of House of Hinol despite being born a decade after its exile from Zhariah. He founded various military traditions that train special forces whose task is to search for remnants of the Royal House, particularly those who settled in MALAN, which became political targets.

Rhozhaden is tyrannical and his people are treated as little more than another resource to be exploited, and though they hate him, fear of the consequence of speaking out of turn keeps them in line.

RHSHI EMPIRE: His. Nm. Ancient THIRD AGE empire that is believed to have exhausted in the west of extant LLACHATUL, with territories expanding across the sea to north western SAMMAEA. It is only known of through ancient anecdotal FOURTH AGE accounts, and it was already ancient and half-forgotten to them. Of note are the so-called RHSHI MEDALLIONS — a series of powerful artefacts that are more commonly mentioned in ancient texts. See Vol III: Extinct States.

RHSHI MEDALLIONS: Int. His. Sup. Obj. Ancient magickal objects believed to have been produced by the RHSHI EMPIRE at the height of its dominion in the THIRD AGE. There is scant physical proof for their existence though they are mentioned in various FOURTH AGE documents, where they are invariably named as magickal items of immeasurable power bestowed upon rulers of Rhshi provinces to cement their dominion.

Various archaeological artefacts of indeterminate nature that have been unearthed in the Fourth and Fifth Ages have been called Rhshi Medallions, though this attribution is largely conjectural, designed to garner interest and funding for future expeditions rather than out of any desire for historical authenticity.

RHUDASHA: Set. Settlement in the of GIBEAH (Pop. unknown).

<u>RHUETH</u>: Mil. Str. One of two major fortifications in the south west of <u>THE OLD FOREST</u>, forming the eastern-most part of the <u>RITHAHAN</u> defensive lines.

<u>RI BASETH</u>: *Ind Set.* Mining settlement in the east of <u>THETIS</u>. Its main industry is the mining of <u>VIRGIN STONE</u> (Pop. c. 7,300).

RI-MENEH: f. Pol. Per. (B. 2989 – D. 3385 RM) PHAROANT of KHAMID, who inherited an ailing kingdom from her father KHAKNUD. Like her father, she was and not well-loved, and her reign saw unrest grow in many districts and her lack of action saw public opinion continue to wane. In 3017 RM she visited the KORACHANI embassy in TEIRA and later travelled to KHADON, where she remained for some months. She eventually returned to Khamid, finding it in a state of chaos. Soon after, Imperial diplomats followed, who she elevated to positions of power within her court. Over the next years these foreigners increased until by 3021 RM all her advisors and councillors were of Korachani blood. A great ceremony later that same year cemented the empire's claim in Khamid, where she married a Korachani 'prince' (now thought to have been a member of THE SEVEN), effectively handing over Khamid to Korachan.

Following this, she became a slave to <u>UMBRA</u>, prolonging her life through its use, though at the expense of her will and sanity. She died of broken mind in 3385 RM after close to four centuries of rule as regent.

RIADHAN: Set. Small fortified coastal city in the south east of <u>TAHALL</u>. It was funding in 3932 RM and its main industry is repairing ships that pass

through the <u>GATE OF EREBETH</u>. Industry is booming and the city will rapidly reach a far larger size (Pop. c. 20,000).

<u>RIAL</u>: Set. Fortified settlement in the far west of <u>BANT</u>, in the east of <u>SAMMAEA</u> (Pop. 10,000).

<u>RIATA</u>: Rvr. River in the emirate of <u>DEITHO</u>^(1.) in the c west of <u>LIMOTH</u>^(1.), flowing south for 395-miles from sources in <u>KOTHA ICHOLLIGHA</u> Mountains, before meeting its parent, the river <u>ATROTHA</u>^(1.).

RIBAOR: Set. Settlement in the north east of <u>AETHIOS</u>, along the course of the river <u>ESTARATTI</u>. It is known for its cattle ranches (Pop. c. 10,000).

<u>RIBSHAN</u>: For. Tropical forest region in the south of <u>KHITAI</u>, known for its bald cypresses and other flora and fauna that are adapted to the salty aquatic nature of the region. <u>NAGAS</u> are known to dwell in this region, making it dangerous to mortals.

<u>RICFREID</u>: 1. m. Oth. Leg His. Per. Legendary character in the myths of <u>KOMMEA</u> who lies at the centre of various prophecies believed to date back to the early FIFTH AGE.

Believed to be a <u>SCION</u> of indeterminate origins, he will arrive on the shores of northern Kommea astride a grey steed and will march across the nation, gathering followers in his wake and fighting decriers. He will presage a terrible storm, leading the people to safety and will perform other miraculous deeds to further the agenda of the Kommean people.

In c. 3900 RM an individual matching the general description of Ricfreid appeared on a pale horse in the north of Kommea. He moved slowly south over the next decade, massing followers and fighting disbelievers. Word of his coming spread and he was soon elevated to a coveted status that gave him great privilege and comfort, essentially turning him into a living deity and figurehead of the entire nation.

But over the years various events that were later interpreted to be part of the greater suite of prophecies surrounding the legendary figure came and went without him having any bearing on them and opinion on him soured and he began to lose followers. By 3921 RM he'd been utterly denounced and was exiled, finding shelter in the city of <u>CALBIA</u>^(2.), where he eventually established a new state.

Following these events, the people of Kommea have soured on the idea of the prophecy, with younger generations paying it little heed.

2. also 'the Hollow Prince'. m. His. Pol. Per. (B. c. 3860 RM) <u>SCION</u> of indeterminate origins and present ruler of the small kingdom of <u>CALBIA</u>^(1,). He is considered a fraud and a charlatan in <u>KOMMEA</u>, where he came to prominence in c. 3900 RM posing as the true Ricfreid^(1,), before being exiled for his lies. He fled to the city of Calbia^(2,), which in 3946 RM was excommunicated from Kommea by religious decree, allowing him to found a new state centred around the city without opposition.

Over time the people of Calbia became fanatically reverent of him even as the incredulity of the rest of Kommea increased, leading to the two states becoming culturally opposed of each other.

He rules the kingdom of Calbia to this day as its autocratic ruler, enjoying a life of luxury amid the adulation of its people.

RICHAA: Set. Small fortified city in the c of DURCHAA^(1.). It originated as a series of fortifications guarding the main access into the city of Durchaa^(2.), though a settlement later appeared around the fortifications following the independence of Durchaa, growing steadily since then (Pop. c. 31,000).

<u>RICKETS</u>: Med. Bone disease common amongst the lower classes, particularly work-slaves who live their entire lives in the manufactories around the <u>INNER SEA</u>.

RIDA: Set. Settlement in the c east of VENTHIR (Pop. c. 10,000).

RIDAREN: Mil. Str. Fortress in the west of AHRISHEN, overlooking the SEA OF PYREA. The fort originated in c. 1800 RM as an island-fortress, before the diminishing of the Sea of Pyrea and DEMERAL, and flourished following the island it was on became landlocked in c 3600 RM.

<u>RIDDA</u>: Rui. City in the c of <u>KARAKHAS</u> destroyed and buried in ash in c. 2000 RM following the last recorded eruption of <u>MT. OROROTH</u>. It was later abandoned.

RIDDAS: Geo. Island off the eastern coast of ATARAXIA. It was known for a large ancient tower that once stood there, though the tower has long since disappeared, and few now live who know of it.

<u>RIDORAN</u>: Rui. <u>KARTHANI</u> ruin a few miles north of the <u>BAY OF</u> <u>BYSAMMA</u>. It is thought to have been a major harbour in the latter days of the Karthani empire in the <u>FOURTH AGE</u>.

<u>RIEAK</u>: Set. Coastal settlement in the south of <u>THETIS</u>, overlooking the bay of

RIEHEL: Rvr. Major river in the c west of GNOTH, flowing south for 910-miles from sources in the <u>VAGNOSTAN</u> Mountains and the <u>SOLUN HIGHLANDS</u> before meetings its parent, the river <u>MARAGA</u>.

<u>RIFFAS</u>: Set. Small fortified city in the x of the tribe of <u>TATRAS</u>, in the c south of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 16,000).

<u>RIG</u>: Lan. Tec. Common name for <u>TECHNARCANE</u> vehicles or equipment that require piloting or jockeying (see <u>RIG JOCKEY</u>).

<u>RIG JOCKEY</u>: Rnk. Tec. Common name for the pilots of technarcane vehicles and <u>RIGS</u>. It is typical for them to interface with these machines through the use of <u>UMBILICALS</u> that connect to <u>OCCLUSIONS</u> embedded in their skin and flesh.

RIGAMAFAR: Ser. Coastal city in the west of Abattur. It is known for its large port, where most distant goods from the north of Central Llachatul make it into the nation, via established sea routes (Pop. c. 46,200).

RIGETEAS: Set. Major city in the c north east of TISARA, dominating the flow of the river <u>ACIONNA</u> for many miles up and downstream. Its main industry is the production of textiles from wool and linen sourced locally and from surrounding nations.

Its manufactories are monolithic and responsible for most of the textile production in the nation, and much of their output is exported across Llachatul and Meniscea at great profit. The manufactories make use of gigantic waterwheels to power their mills, and hundreds of them can be seen along the course of Acionna in the environs of the city (Pop. c. 1,205,000).

RIGOURRA: Set. Settlement in the east of KASPIA, in the far east of the HRIMA Mountains. The surrounding land is very rocky (Pop. c. 7,300).

<u>RIHAB</u>: Mil. Str. Coastal fortress in the north west of <u>VENTHIR</u>. It was once a major fortress, defending the entrance into the <u>BAY OF DAVKA</u>. Following the wane of industries in the area, the fort was allowed to fall into disrepair and is now manned by a skeleton crew.

<u>RIHAL</u>: Lak. Lake in c <u>SARASTRO</u>, forming part of the course of the river <u>LABAON</u>.

<u>RILLATAIA</u>: also, 'the Shale Mountains'. Geo. Jagged Mountain-chain dominating the c and north west of <u>KHITAI</u>. It is ancient and grey, known for its perilous scree slopes, rendering them difficult to traverse.

<u>RIMA</u>: Set. Major city in the c north west of <u>KASPIA</u>, along the eastern bank of the river <u>AVERNA</u>. It is the termination of the <u>KASPIAN</u> leg of the <u>GÂTHAN ROAD</u> (Pop. c. 40,000).

RIMA, the: Geo. Impact crater rim dominating part of the eastern VENTHIRI coastline, measuring around 85-miles wide. During the time of the KORACHANI EMPIRE'S tenure in Venthir, the region enjoyed a prosperous trade in ADAMANTINE, though reserves were already dwindling c. 1500 RM, and most mines were abandoned by 2000 RM, leaving the region largely deserted.

<u>RIMASAT</u>: Set. Settlement in the c north of the tribe of <u>HAVATH</u> in the far south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 8,000).

RIMONAR: Set. City in the c south east of AMMESH. It forms a part of the NACRE ROAD trade route and has many merchants passing through it. Much of the city is built over the northernmost reaches of lake IKARA, either on large stilts or stone vaults, beneath which the waters of river EKYANTI still flow (Pop. c. 47,600).

<u>RIMSFOLD</u>: Geo. Common name in Temuja for the western <u>BORDER</u> <u>MOUNTAINS</u>, otherwise known as the <u>ENEÁRHI</u>.

<u>RINNETH</u>: 1. Geo. Island off the south eastern coast of <u>LIMOTH</u>⁽¹⁾. It is home to a large fortress operated by combined forces owing fealty to the <u>MYMEREAN ACCORDS</u>, whose vessels patrol the seas east of <u>EASTERN LLACHATUL</u> against <u>SLAVERS</u> and pirates.

2. Mil. Str. Major coastal fortress and harbour, and forward base operated by combined forces of the MYMEREAN ACCORDS, whose ships patrol the surrounding waters against piracy and SLAVERY. The fortress was constructed in c. 3540 RM following the TETHYSIAN withdrawal from the

Mymerean Accords to aid in the defence of the $\underline{\text{KRYMEAN SEA}}$ and surrounding waters.

<u>RIPAA</u>: Sea. Bay in the north of <u>SAMMAEA</u>, to the north east of the <u>IGUZZEN</u> lagoon, off the western-coast of <u>KAZZAR</u>^(2.).

RIPARIS: Rvr. River in VAALK flowing for 450-miles north east from its source in the ARIS Mountains, before emptying into the INNER SEA.

RIPHAEA: Geo. Mountain in the south east of PARAIYA, forming a natural border with the <u>UMBRA SOKHAR</u> wastes. Its face is a desiccated monument to all that is dead – its black peaks and cliffs riddled with the fossils of abominations from past ages. The shells of ancient citadels dot its crags, hidden from the world, most famous of which is the <u>TOWER OF</u> TARB.

RIS: Geo. Major island off the northern coast of VECTIS in the SEA OF SIPARIA that is home to many LARISHI⁽²⁾ sea forts, many of which are now decommissioned and lying in ruins, far from the coast. It was strategically important to the Larishi navy.

<u>RISA</u>: Set. Settlement in the east of <u>ERET</u>⁽²⁾ along the course of the river <u>EMPUSA</u>⁽¹⁾, known for its reed gatherers (Pop. c. 5,000).

<u>RISAYE</u>: Geo. Mountain pass across the <u>DHAKALL</u> Mountains in the c of TAHALL.

<u>RISEI</u>: Fau. Parasitic creatures that subsist on spirits while they are still tethered to the <u>VESSEL</u> on the <u>MATERIAL PLANE</u>. They grant their hosts myriad abilities in return for the souls, though once the parasite leaves, the host is left broken and hollow.

They are descendants of ancient diminutive primates that subsisted on <u>SOULSTONES</u>, and are native to inland areas of <u>SAMMAEA</u>, and are only rarely encountered by mortals. See Vol II: Classifications and Taxonomy of Life.

RISENBLADE, the: (B. c. 3667 RM) also *Okaadur Valda. Mar. Leg.* VAALKAN champion who died fighting in the KORACHANI civil war of 3705 RM. He was revived at the behest of SATHEP THE RISEN through TECHNARCANE means to be used as a tool of Vaalkan propaganda and is considered a cultural hero there.

His name refers to a sword of Vaalkan legend, known as <u>HAALUANKA</u>, which was purported to make its wielder invulnerable. The Risenblade has been killed more than once since his rebirth, though was ranted life anew though the arts of <u>FLESHWRIGHTING</u> and technarcane birthing engines.

<u>RISLAY</u>: Set. Major coastal city in the north east of <u>DHA NAR</u>. It is a major stop along the <u>BROKERS' ROAD</u> trade route (Pop. c. 83,000).

<u>RISUR</u>: Set. Conurbation made up of five <u>SOULSTONE</u> quarries surrounding a fortified settlement in the east of the <u>TEMPLAR STATES</u>, in the north of the region of <u>TRISKETHIA</u> (Pop. c. 5,000).

RITE OF MORTIFICATION: Soc. Rel. Ritual within the SARAGOSI SECT OF THE CHURCH OF THE UNDYING MACHINE. The religion sees carnal temptations as amongst the greatest of sins, and requires its followers to meditate as a means of combating such temptations. The analogy of the strength and stoic resilience of the machine is often used in describing this. In effect the rite is little more than a daily time of meditation, set by the individual that must be adhered to as much as possible. In it the individual reflects on their actions, chastising themselves for moments of weakness and offering thanks for their vigilance against temptation.

So great does the need of mortification become that some worshippers form into illegal groups that worship together in secret (religious worship is only allowed in <u>SARAGOS</u> in the privacy of one's home).

In some cases, the Rite of Mortification can become taken to extremes, with individuals flagellating themselves. This is discouraged and those proven to be mutilating themselves in this way are incarcerated in state-controlled asylums.

<u>RITE OF SHER</u>: Soc. A <u>COMING-OF-AGE RITUAL</u> in <u>SHAZGIN</u> in which children who have experienced their first menarche or spermarche are anointed by priests in communal granary forts (known as <u>SHER DHIA</u>). Following this the children are considered to be adults and have their heads shaved, keeping them shaved for their entire lives.

Hair growth is considered unclean and uncouth, and prisoners are branded on their scalps upon commencement of their incarceration and their hair is allowed to grow long. Following their release, they have the option of shaving their head, exposing the brand, or keeping their hair long, which is its own stigma.

RITE OF THE VOLUTE: Soc. COMING-OF-AGE RITUAL undertaken by the female offspring of HOUSEHOLD MATRIARCHS in NAARETH once yearly. Overseen by the household Matriarch, willing virgins that have come of age (16-years) are assembled before the Matriarch and raped by the household temple's HIERODULE (usually the life-mate of the Matriarch).

Those deemed weak become slaves to THE VOLUTE^(2.), and their eventual children are sacrificed to it. Those who show their strength and pass the test become MATRIDULES (citizens of Naareth) or KNAVES, serving Naareth as holy warriors. Both positions are highly regarded in Naarethi culture. In turn their children become eligible to undertake the Rite of the Volute.

<u>RITHAHAN</u>: *Mil. Str.* Defensive fortifications stretching for over 160-miles in the south west of <u>THE OLD FOREST</u>. They were constructed to defend against the worst of <u>KORACHANI</u> predations, they remain now as a deterrent to a fragmented foe.

RITUAL OF BECOMING: Soc. Common rite of passage amongst many tribes of THE OLD FOREST, taking many different forms depending on culture. Usually celebrated around the 14th year of life (many peoples of the Old Forest do not keep track of their age, so this is a rough estimate).

<u>RITUAL OF SKULLS</u>: Rel. Soc. Due to overpopulation and waning food supplies, the bodies of the dead in <u>KORACHAN</u> are valuable resources and are processed into <u>DROSS</u> – a slurry that makes up the main food source of the lower classes. However, its culture and religion require a physical relic of the dead to be revered.

As a result of this, the skulls of the dead are not processed alongside the bodies, and following death, are prepared and stripped of their flesh and etched in epithets and details of the person they once belonged to, and either placed inside family shrines or expansive mortuary towers and adorned with prayers on scraps of paper and jewellery by those who can afford it. During religious festivals these skulls are taken from their resting places and taken on processions in which the names of the dead are recited by church fanatics. The skulls are carried above the heads of their descendants, facing south towards the SEPULCHRAL PALACE.

<u>RITUAL CIRCLE</u>: Sup. Arc. Stone circles used in ancient neolithic rituals in present-day <u>KOMMEA</u>. The circles are located on <u>FIRMAMENTAL LEY</u> lines, and many have since been destroyed, firmamental structures rising in their place over time.

RIVENURR: Mil. Str. Pair of coastal fortifications in the north of GREST(1.) in the island-continent of BROR(1.). Though modern in construction they borrow from ancient designs, and take the form of large reinforced concrete colossi with head-like bunkers. They stand around 200-ft. tall and serve as lookout posts and will fire on non Grestin vessels that continue south from the SEA OF RAETUMA towards the entrance into the SEA OF RATASHAH.

RIVER OF SOULS: see ALISSA.

RIVER OF STARS: Ast. Ancient <u>LLACHATULI</u> term used to describe the tight cluster of stars that covers a large portion of the sky, seen as a continuous snaking region of densely-clustered stars crossing the <u>NORTHERN</u> and <u>SOUTHERN HEMISPHERES</u> along the poles.

The term is synonymous the <u>SHAMAR'S TORRENT</u> that was used in SAMMAEA.

RIVER LANDS, the: Geo. Name for the more densely populated area of the c of coastal <u>TZALLRACH</u>. The name is derived from the two major rivers that flow through it, namely the <u>BAELLI</u> and <u>ARELLI</u>, and their many tributaries, as well as the wetlands of <u>KRISHTUI</u>.

RIVER TREE, CHURCH OF THE: Rel. Religion observed in CHEIRA that is centred around the river YAGNOTH PHATHAN. It is a primal nature religion that holds the river as sacred. Little else is known of the faith as its worshippers are secretive and do not reveal the innermost workings of the church to outsiders. See Vol IV: Religions and Pantheons.

RIVERLANDS, the: 1. see THAUR^(2.).

Pol. Geo. Common term for <u>AHRISHEN</u>, usually used colloquially within Ahrishen itself. <u>RIVVEN</u>: Set. Small city in the c north west of <u>PHYRR</u>, situated along its main internal trade-route (Pop. c. 18,000).

RIUFAN: Pol. Soc. PATRICIAN HOUSE common along the northern SAMMAEAN coast, particularly in LIDEA, and the port of HADAR. It is a major presence in shipping across the INNER SEA, with holdings and assets spread across many docks, harbours, and warehouses. See Vol II: Patrician Houses.

<u>RIUH</u>: Rvr. Waterfall in the c west of <u>THE SURRACH</u>, along the course of the river <u>ESSRA</u>. The city of <u>SAGGAR</u> is located close to the falls.

RJASNA: Geo. Island off the north western coast of the island-continent of BROR⁽¹⁾, forming a part of the <u>KRAJAN</u> archipelago.

<u>RM</u>: also 'Reign of Malichar'. The term RM is used to denote the passage of years in the <u>MACCABEAN CALENDAR</u>. The term refers to the reign of the <u>ARCHPOTENTATE MALICHAR</u> over the newly-unified seven states of KORACHAN⁽¹⁾. The present year is the year 4007 RM.

The term BM, meaning *Before Malichar*, is used to denote years preceding the Reign of Malichar. So, the year 5 BM would mean 5 years before the Reign of Malichar, which is often also written as -5 RM.

RMES LOSTH: Set. Major city in the c south of CHEIRA, and capital city of the tenth prefecture of Cheira (Pop. c. 320,000).

ROAAKEN: Geo. Shallow valley in the c north east of <u>VAALK</u>, reaching north to the <u>SEA OF BASSANDER</u>, between the <u>MALL VORAKAN</u> in the north west and GAUGMOTHA in the south east.

ROAAKEN, LADY OF: see LADY OF ROAAKEN.

ROAD OF SAINTS, the: Geo. Major road in the east of SERROK, covering some 175-miles, from the city of SIUA-CHBON in the south east to the smaller city of OSURPRA in the north west. It is marked by statues of thousands of saints along its route, all from different pantheons which are recognised in Serrok.

ROAD OF WOES, the: Int. Geo. Law. Long discontinuous highway that links the north west and north east of ATARAXIA, situated to the south of the BLACK MOUNTAINS, traversing long stretches of wilderness. The stretch is around 800-miles long and incorporates many paths and roads that are rarely used and as a result are of ill-repute. The Road of Woes is infamous for the many disappearances, abductions, and murders that are said to take place along its length. Few remains are ever found, and those native to the area suspect that people are kidnapped and sold into slavery, though other more fanciful and distasteful explanations have been proposed. Merchants travelling this stretch of road make use of armed escorts and guards, including WHITE LEAGUE mercenaries from MACERATA in the west of SKAROS.

ROAH: 1. Dem. 'Roahani'. His. Rui. Ancient city-state and later region of the KINGDOM OF OPHAM, located in the c of present-day TRAKIA. The city owes its origins to the CYHLAGHARRI invasions of the PRINCIPALITY OF OPRET beginning in 723 RM that saw the majority of its male population taken to Cyhlagharr as slaves. The next centuries saw the scattered human remnants scoured by the OGHURS, hunted periodically, with their women raped, and their settlements villages razed. The next generations were marked by a large proportion of unnatural HALF-BREEDS; the result of unions between oghur invaders and native women. Persecuted by the oghurs, these descendants of Opret were forced into hiding, where a hidden settlement known as AN SIMEIA was established, just south of the ASOGHAQUA mountain. The settlement thrived in relative secrecy for some time, though in 941 RM it was attacked by oghurs. The majority of its survivors scattering throughout the wasted lands of Opret. A handful of these people settled an oasis just north of the ROAHAN ROUGHLANDS, and by c. 950 RM it became known as Roah, and it was allowed to flourish in relative peace, undiscovered by the oghurs.

The settlement remained relatively small, though re-established contact with the <u>LHAUS</u> enclaves to the south, from where its people acquired certain traits, including a love of <u>ALCHEMY</u>, which they later practiced. Its merchants braved the old routes and contact was established with crusading Ophami soldiers in c. 1000 RM, with tentative trade-routes established linking the two places. Events in Cyhlagharr led to the oghurs reducing their presence in Opret, allowing Roah the chance to grow, where it became a vital link in trade-routes of the region. Ophami merchants established permanent offices in Roah, their caravans

becoming a common sight in the region. The Ophami merchant houses gained much influence in the region, until in 1274 RM they were able to purchase the town from its residents, becoming a ruling presence there. The resultant meritocracy ruled for some time, overseeing the towns' growth into a small city, controlling trade south to the lhaus enclaves and west into Cyhlagharr. Despite their mixed oghur and human heritage (by that point they were breeding true, the imperfections of their sullied ancestry having stabilised through successive generations), the people of Roah still regarded themselves as human. Despite their wealth gained from the sale of Roah, the Roahani nobility were regarded by outsiders with suspicion, their size, pallor and inhuman demeanour belying their true heritage.

Roah was assimilated by the <u>OPHRAMI</u> empire by c. 2395 RM, where it remained an important link with present-day lands in <u>KHARKHARADONTIS</u>, establishing trade west with regions as distant as <u>DAAZ</u> by c. 2600 RM, though contact with the isolated realm effectively ended Roah, as caravans from the west brought with them illnesses and diseases that had never reached the east. This, coupled with the already deteriorating natural land to the north (eventually resulting in the corrupted region known as the <u>HOGHSOTHAMON</u>) and the vehement actions of the of the <u>CLEANSER</u> caste that originated in the time left the city and its populace quarantined. When the quarantine was lifted, traders found a broken settlement, its once vibrant industries and caravanserais forgotten. The city never was never to recover from this, and as the region's corruption slowly increased, so too did Roah diminish, until it was abandoned in c. 2940 RM.

2. Fau. Giant flightless predatory bird once native to most of the north west of <u>SAMMAEA</u>, though now dwindling in numbers and now found largely to the west of <u>THE SURRACH</u> and in <u>SEPAHAUNAT</u>, and its many islands, where they have largely escaped the slow death that befell their continental kin than once dominated the Sammaean mainland, as far east as the <u>SEA OF BYSSOS</u>. See Vol II: Classification and Taxonomy of Life.

ROAHAN ROUGHLANDS: Geo. Badlands region to the south west of the TARAHID ANNEXES, covering some 10,000-square miles of land, the area is at a relatively high elevation, with impressive views of surrounding regions. The feature has often served as a natural border between the human lands to the north and the more esoteric <u>LHAUS</u> territories to the south.

<u>ROAM</u>: Set. Major fortified city in the west of <u>MOAH</u>, within the <u>ATRAMENTALLY TAINTED</u> region known as the <u>DAENED SULRACH</u>^(1.) (Pop. c. 60,000).

<u>ROAMM</u>: Set. Coastal city in the south west of <u>PNESSA</u>, overlooking the <u>SEA OF SAURIAR</u> (Pop. c. 90,000).

<u>ROANTA</u>: Geo. Caverns in the west of <u>LYRIDIA DHAI</u>, along the westernface of the <u>BROMACHID</u> escarpment. The caverns are created by water erosion in the soft duststone formation and are unstable, prone to collapse.

ROATAS: Set. City in the far north of the prefecture of EROSENEA (1.) in the north of HOLOLACH (1.), on an island along the course of the river ALLAMAR, along the border with AQUARIIA. It controls two great fortified bridges that span the river, both of which are enclosed and covered with white marble structures. The city is a link between the nation and is the largely the first city immigrants and travels see when moving east from Aquariia, and it forms a link along THE WAY traderoute, which links Aquariia with Hololach (Pop. c. 27,200).

<u>ROBAT</u>: Mil. Str. Fortified city-state in the c of <u>THE SURRACH</u>, and base for the <u>KNIGHTS AENEOUS</u>. Within its walls are a great number of hostels, caravanserais, markets and hospitals, all serving the needs of those travelling along the <u>IVORY ROAD</u> (Pop. c. 32,000).

ROC: 1. Fau. Giant bird, with documented wingspans of up to 40 – 50-ft., though individuals rarely grow that large. Common around the <u>GROWING MOUNTAINS</u> (where they are used as mounts), and eastern <u>KHARKHARADONTIS</u> – they nest along the south western cliffs of the <u>DARK SEA</u>. See Vol II: Classification and Taxonomy of Life.

2. Ast. Con Constellation in the NORTHERN HEMISPHERE. See Vol II: Constellations

<u>ROCHAD</u>: 1. Geo. Island 125-miles off the south western coast of the <u>SOLEYN TERRITORIES</u>. 2. *Mil. Str.* Fort on the above island, belonging to the <u>SOLEYN TERRITORIES</u>. Ships stationed here patrol the periphery of the <u>BRINE SEA</u> against piracy and chorsairs.

ROCHAYO: Mil. Str. Large KORACHANI fortress in the north of RHAMIA, overlooking a pass leading to the eastern-most reaches of ACSIS in THE OLD FOREST. The fortress once guarded the logging routes leading in and out of the Old Forest, though it was abandoned in c. 1000 RM, prior to the imperial abandonment of the region in 1017 RM. In the ensuing years, the ruin of the fort became corrupted by the ATRAMENTA, its aura palpable and thick in the air around it. Its iron-shod walls are orange and scabrous from neglect.

Following the Korachani empire's return to Rhamia in 3980 RM, the fortress's interior was restored to working order and <u>BIOMECHANICAL ATELIERS</u> installed there, where <u>UMBRAN</u> experiments were conducted (Pop. c. 3,000).

ROCK OF CIMMERIA, the: Int. Geo. Ancient black boulder in the north west of ALMAGEST, in the west of the MARMARA Massif. It is around 30-ft. high and 50-ft. wide, and it covered in ancient runes, though to date back to the Third Age, and a possible ILLIDRAEN civilisation that is thought to have existed there. The stone was shunned by mortals of the early FIFTH AGE and is now too isolated, the climate around too cold for most mortals to know about it, let alone show any interest in it.

There have been a few scholarly expeditions made there in the past centuries (the first being in 3782 RM and the most recent in 3943 RM), none of which have been able to glean much information, though fragments of other boulders have been found, some bearing the shattered remnants of runes thought to be similar to those on the 'parent' stone. The significance of the runes is unknown, though they do emanate a faint FIRMAMENTAL aura, that has made some associate them with RUNIC MAGICK.

ROCK WATER: Lan. Common term in the KORACHANI LANGUAGE and a loanword in many other languages for drinking water that comes from aquifers, cisterns, and the water table, as opposed to rivers and springs, which collectively are known as RUNNING WATER. Rock Water is usually regarded as clean and safe to drink as it is rarely contaminated by industrial pollution, though this not always the case — ATRAMENTAL and chemical pollutants can seep into underground reservoirs.

RODDEN: *Rui.* Abandoned settlement in contested lands to the far west of the tribe of <u>AUEREN</u>, in the far north of the <u>GROWING MOUNTAINS</u> of MULCIBER.

<u>RODDUN</u>: *Mil. Str.* Fortress in the c north of <u>ROMOREA</u>⁽²⁾, in the middle of the <u>VACIVA</u> desert, guarding the <u>BARAQ AQUEDUCT</u>, which provides water to the capital, <u>IONOL</u>, over 54-miles away.

RODEA: Rui. Expansive stone ruins in the south of LYRIDIA DHAI. The ruins take the form of a labyrinth-like hewn stone city with deep ditches surrounding it. Most of the city is now covered in thick soil, though parts have been excavated by looters.

RODEN: Set. Settlement in the north east of <u>THE SURRACH</u>, known for its carob groves and the hard carob cakes it makes that are a common food in merchant caravans of the east of the Surrach (Pop. c. 5,000).

<u>RODHUD</u>: *Set.* Settlement in the west of the region of <u>HAPAX</u> in the c east of <u>THE SURRACH</u> (Pop. c. 7,000).

RODIA: Ind. Set. MANUFACTORY settlement in the far south west of the FREE-ISLES OF PELASGOS. Rodia was once a great manufactory, the sole manufacturer of DAEMONTYR, though it was destroyed in c. 1800 RM and was abandoned shortly after. The art of their manufacture was lost with the city. It was resettled in c. 3800 RM by HOUSE MORDON, which has slowly been rediscovering the manufacturing processes and is rapidly growing (Pop. c. 5,800).

RODOPSIA: Ind. Set. Major fortified city in the south east of <u>TARTAK</u>. It operates 2 large amethyst mines, and controls their distribution and usage across Tartak, and is incredibly wealthy as a result. It enjoys a level of autonomy that most other Tartakasid cities are not allowed (Pop. c. 148,000).

ROGGA: Mil. Str. Major fortress in the south east of ALAM BETHYL, in the BAND⁽²⁾ Mountains. It guards an ill-used pass across the mountains into KOLCHIS. ROGHAD: Set. City in the c north of the MULL CITY-STATES, in the TOLIASOR Mountain chain along the shores of lake SUGHRA. It is known for its mercenaries that are currently used in the border dispute with HOLOLACH^(1.) (Pop. c. 19,000).

ROGIRUED: Mil. Str. Fortress in the south east of ALAM BETHYL, in the BAND⁽²⁾ Mountains. It guards an ill-used pass across the mountains into KOLCHIS.

ROGUE SHAPERS: see SHAPER, ROGUE.

<u>ROHDIN</u>: 1. Island off the northern coast of <u>KARGAMA</u> in the south of the SEA OF ORRIDA.

2. Dem. 'Rohdinian'. His. Ntn. A relatively short-lived island-nation in the south of the SEA OF ORRIDA, off the north eastern coast of KARGAMA. It originated in 1988 RM following a revolt orchestrated in the only major city, RATTEA, by five disgraced knights exiled by the frivolous KARGEMMAN king BATTUZ a few years earlier. With Kargemma still reeling from the actions of the king before his death, the island was allowed to break away, after which it became renowned for its seafaring knights who policed the seas around their home, as far afield as the SEA OF SERPENTS in the north east and ANIPTERRA in the west.

The arrival of the <u>EHRENISIAN CRUSADES</u> to the island in 2535 RM saw Rattea invaded by <u>KORACHANI</u> troops, which defeated it relatively easily, allowing it to construct the sea fort of St. And which was used as a staging point for Korachani forces to move south onto the mainland. The island and fort St. And in particular endured massed bombardments by the allied forces, though were ultimately abandoned after the crusade petered out in 2809 RM.

Rattea was rebuilt in the decades following the retreat of the crusade, though it was eventually assimilated by Kargama in c. 3040 RM. See Vol III: Extinct Realms.

<u>ROHIR</u>: *Lak.* Lake in the east of <u>AYAD</u>, along the course of the river <u>DOROPHONOS</u>.

<u>ROHINI</u>: m. Myt. His. Per. In the mythologies and ancient histories of <u>ELYDEN</u>, a <u>SCION</u> of the <u>DEMIURGE BAPHOMET</u>. He was killed by his father and used in a ritual of strengthening. Little else is known about him or what became of his body. See Vol IV: Scions, Children of the Gods.

<u>ROHOTHA</u>: *Rvr*. River flowing south east for over 550-miles from the <u>CARTIGA</u> Mountain with its mouth emptying in the <u>SEA OF URAN</u>.

ROKON BANMISS: (B. 1311 – D. 1386 RM) Ast. ALMAGESTI Astronomer who is today remembered alongside his colleague TYRAN KASTRO for confirming the KASTRO-BANMISS CYCLE with modern mathematical precision.

ROILING SEA, the: Sea. Sea known for its rough waters, forming the western-most part of the SEA OF BALTICA and is located between the nations of NAARETH, ELEKHID and GIBEAH. The southern waters of the sea are particularly deep, most notably along the Gibeahn coast. Conversely, the northern-most shores of the sea, along the southern coasts of Naareth and KHITAI are notably shallow, resulting in extreme seasonal tides.

Settlements along the coast of the Roiling Sea make good use of windmills due to the harsh winds coming off the sea.

ROILING GYRE, the: Sea. Sea gyre in the c of the ROILING SEA, formed from the movements of the NAARETHI CURRENT. It is partially responsible for the rough waters of the sea.

ROILING SEA BASIN, the: Geo. Drainage basin formed by various continental divides in the continent of <u>SAMMAEA</u>. The basin comprises part of <u>EASTERN SAMMAEA</u> and all rivers within it drain directly into the <u>ROILING SEA</u>.

Nations and territories that are at least partially within the Roiling Sea Basin include: <u>CHEIRA</u>, <u>ELEKHID</u>, <u>GIBEAH</u>, <u>KHITAI</u>, <u>MULCIBER</u>, <u>NAARETH</u>, <u>SOLEYN</u>, and <u>SUOR</u>, amongst others.

ROITHAN: Set Coastal settlement on the eponymous island in the south of LIMOTH^(1.), in the emirate of Limoth^(2.). Its main industry is fishing, particularly shrimping (Pop. c. 5,400).

<u>ROKA</u>: 1. *Rui*. Ancient city and part of the realm of <u>HARA</u>^(2.). The city appeared in c. – 1100 RM and rapidly became a major influence in the region, controlling traffic in and out of the <u>SEA OF DERAEA</u>. In little over a hundred years, it had grown into one of the three largest and most-

influential cities in Hara, taking control of the many small coastal settlements that by then had appeared around the Deraea. The rulers of Roka grew powerful and greedy, leading to a civil war in -875 RM, which saw the capital moved from Hara to <u>AAMAGH</u> and the Rokan armies defeated, most of its vassal cities freed.

2. Rui. Ruin in the south east of the HARÉSHKI CITY-KINGDOM of EDICULE(1.). The city was once situated along the coast of the region (now some 6-miles east), though the retreat of ELYDEN'S seas left it landlocked, its docks ruined. The ruined city is now populated by scavengers and brigands.

<u>ROKANA</u>: Geo. Headland in the south of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>EDICULE</u>^(1.), overlooking the divide between the <u>SEA OF BOKKEA</u> to the south and the <u>SEA OF DERAEA</u> to the north.

<u>ROLEMM</u>: Set. Major coastal city in the south west of <u>PNESSA</u>, in the far east of the <u>GULF OF SAURIAR</u>. Its main industry is shipbuilding and repairs (Pop. c. 74,000).

ROLOGASTER: Rui. Ruins of an ancient telescope in the south of $\overline{\text{THAMAAZ}}$ in the c south of $\overline{\text{THE SURRACH}}$.

ROLOUR: Set. Small city in the c of RHINOCOLOURA (Pop. c. 12,000).

<u>ROMMA</u>: Ser. Small city in the c west of <u>HABOT</u>. Its main industry is the mining of <u>SERPENTINE</u> (Pop. c. 11,500).

<u>ROMMORHA</u>: also 'City of the Beholden'. Set. City in the far west of <u>AKANTHRA</u>, in the south of <u>SAMMAEA</u>. It is a haven to survivors of various forms of <u>POSSESSION</u>, who gravitate to the city.

It is not uncommon for $\underline{MORTALS}$ who survive possession to retain an imprint of the possessing $\underline{SPIRIT}^{(1.)}$ or force, changing them forever. Shunned by most mortals, they tend to gravitate towards one-another. The city of Rommorha is such a place.

founded in c. 2640 RM to the east of the <u>SEA OF KRIHIEK</u>, Rommorha now functions as a normal city in most respects and though it is accepting of untouched mortals, they find it difficult to live there and are outnumbered by those who call themselves 'the Touched' (Pop. c. 14.500).

ROMOREA: 1. Geo. Dominant region and rift-valley to the north west of KHARKHARADONTIS, south of the SEA OF ESCHATA in SAMMAEA. The name is traditionally used by scholars to denote the region east of the VANNAKORDOR highlands, which is dominated by an expansive lengthy rift-valley that runs north to south for over 2,500-miles.

The region is renowned for its salty poisonous endorheic lakes, and earthquakes and volcanic eruptions, many of which are coupled with <u>ATRAMENTAL ACTIVITY</u>, particularly <u>SHADOWISPS</u>.

It was traditionally populated by sparse tribes of nomads who struggled to survive in the hostile terrain, refusing to leave due to it being their ancestral land, though in 3663 RM it became home to an exiled Surrachi king, who founded Kingdom of Romorea⁽²⁾ in 3669 RM, which now claims most of the lands surrounding the Romorean basin and surrounding areas.

In 3821 RM the Kingdom of Romorea completed an ambitious civic engineering project that flooded a large part of the rift valley with waters from the Sea of Eschata, producing an artificial sea now known as the HASAAZ ARAAT, which has completely altered the ecology, climate and economy of the region.

2. Dem. 'Romorean'. Ntn. Nation in NORTHERN SAMMAEA, just south of THE SURRACH, to the south east of the SEA OF ESCHATA. It is of a hot semi-arid climate and received little rainfall – with most water coming from oases, aquifers, aqueducts, conversion from seawater, or trapped condensation.

It was founded in 3669 RM by the <u>GAAPI</u> prince <u>RAFFIN BARAQ</u> who claimed most of the Romorea and surrounding lands as his own, attracting followers and others from the south east of the Surrach, as well as various natives. He settled the oasis of <u>IONOL</u> where he founded his capital. A few years later, members of his household unearthed coal deposits south east of Ionol, a fortuitous find that brought great wealth to the region.

The kingdom went on to become a totalitarian state, with all mines owned by the monarchy. Lords are given tracts of land, and they in turn work them through slave labour, this slave-based industry is considered by most foreign states to be even worse than even that of the KORACHANI

EMPIRE, and has become the backbone of the kingdom. The ruling dynasty has grown depraved and degenerate on the backbreaking labour of its people, with its members deeply ingrained in their excesses, largely unaware of the suffering of the people who live beneath them, whom they force to worship them in a twisted CULT OF PERSONALITY. The dynasty makes use of SICTHAINEN TECHNA to guard its mines and palaces, and these have become infamous in surrounding regions.

Most slaves work in the mines, hauling minerals, ore and coal, using buckets and spades, hauling them up ladders along the sides of deep tiered pits.

Of note is the Sea of <u>HASAAZ ARAAT</u>, which was created in 3821 RM by flooding the northern most expanse of the Romorean^(1,) rift alley. A sea once existed in the region earlier in the <u>FIFTH AGE</u> though it dried up as Elyden's seas waned, millennia before the arrival of Raffin Baraq to the region. The seas rebirth brought lie to Romorea, and many new settlements appeared on its shores, though others were flooded by its creation, in some cases without the evacuation of their residents. Today many ports thrive along the coast of this artificial sea, exporting raw coal and iron to other nations.

The west of Romorea always lied along the course of the IVORY ROAD and the city of ECHEA had existed there for centuries, and though it initially resisted the cultural growth of Ionol, it eventually became a part of the surrounding kingdom in c. 3750 RM, bringing much wealth and trade into the new kingdom. See Vol III: Extant Realms and Nations.

<u>ROMOREAN</u>: Lan. Language spoken in the kingdom of <u>ROMOREA</u>⁽²⁾. It is a dialect of <u>SAVIUDI</u> that emerged in the city of <u>IONOL</u> in c. 3700 RM, and is now a spoken by the upper classes of Romorea, while most slaves and workers speak a stunted version of Saviudi. See Vol II: Languages.

RONAS: Mil. Str. ALMAGESTI outpost and fortress in the WHITE SHEET, in the far north of LLACHATUL, overlooking the north west of the SEA OF POLARIS, where most Almagesti expeditions to the White Sheet begin. It originated under KORACHANI rule in c. 2600 RM when exploration of the White Sheet became popular, and has existed largely uninterrupted since then, though there have been different incarnations of the fort.

It is only accessible over the sea by specially built icebreaker ships, and even then, only in summer – the winter sea ice is too thick and expansive to be reliably traversed.

RONDAAR: Set. Fortified city in the north west of the tribe of INDAAR, in the east of the GROWING MOUNTAINS of MULCIBER (Pop. c. 42,500).

RONGAN: Set. Settlement in the north west of CUTH (Pop. c. 4,500).

RONONVARR: Sup. For ATRAMENTAL woodlands in the west of VARR, known for its twisted and misshapen trees and the creatures that live on them.

RONSHAHIR: Set. Major city in the c-south east of AYAD (Pop. c. 120 000)

<u>RONYEN</u>: Mil. Str. Major fortress in the far north west of <u>KREM</u>, overlooking the trade-route linking the nation with the south of TZALLRACH.

ROOT AQUARIIAN: see AQUARIIAN, ROOT.

ROOTBRAIDING: see BRANCHBRAIDING.

<u>ROPOHAII</u>: lit. 'of Vorropohaiah'. Plr. 'ropohait'. Mor. One of the original Two-and-Twenty <u>MORTAL PEOPLES</u>, and the children of the <u>DEMIURGE VORROPOHAIAH</u>.

The ropohaii were an industrious people, though afflicted by the same uncertainties that crippled their Demiurge father. Paranoid and covetous, they spent more time constructing and defending their temple-forts than they did increasing their lands and peoples. Shackled by their fathers' fears, they were driven underground into the realm of their own creation that became known as the PRISON CARCERI, and the land above eventually forgot about them.

They undertake an arduous multi-generational pilgrimage akin to the SHADOW MARCH of the CHURCH OF THE UNDYING MACHINE, albeit on a grander scale, where pilgrimages of tens of thousands circumnavigate the depths of the Prison Carceri on their way to the TEMPLE OF VORROPOHAIAH, where the body of their father is maintained in state beneath the city of PANDAEMONIA. There the truly faithful sacrifice themselves to him in a form of communion, where the god consumes the

body of the follower. This is thought to be an extreme form of the andromachy that's common to all the Demiurges; with perhaps the ropohaii having dwindled so much in spiritual stature that more than just devotion is not enough to sustain Vorropohaiah.

They are possibly the second most numerous Mortals after humans, but their labyrinthine home remains largely unexplored by surface dwellers, so the full extent of their culture and spread can only guessed at. Anecdotal accounts of mortals who have visited Carceri speak of expansive chambers the size of nations, and a thriving civilisation that reveres Vorropohaiah as fervently as the people of the INNER SEA REGION worship RACHANAEL, but the truth remains elusive

Few accounts exist of the ropohaii above ground, and what records are known depict them as misbegotten sun-starved wretches who skulk under the cover of darkness, their bodies hidden beneath pus-soaked bandages. Though in some regions (particularly <u>VÂRR</u>), there exists a pariah caste, known as <u>PERIPATETICS</u>, who are thought to be descendants from the ancient union between ropohaii and humans, whose people sometimes venture to the surface. See Vol II: Classification and Taxonomy of Life: Sicthain.

<u>ROPSAH</u>: Set. City in the north of <u>IPANAH</u>⁽²⁾ surrounded by a large opencast iron mine (Pop. c. 13,500).

<u>ROQ MAZDA</u>: Set. Settlement in the south west of <u>CHEIRA</u>, overlooking the pass north into <u>PNESSA</u> (Pop. c. 10,000).

<u>RORA</u>: Rvr. Seasonal river in the east of <u>KHARKHARADONTIS</u> leading to lake SARIS.

<u>RORMO</u>: Set. City in the north east of <u>CHEIRA</u>. Little is known about it (Pop. unknown).

RORO: Set. Settlement in the c north west of SERROK (Pop. c. 8,000).

RORON PHAR: Set. City in the c of CHEIRA (Pop. unknown).

<u>RORRIA</u>: Set. Coastal settlement in the east of <u>SABIA</u>, overlooking the <u>SEA</u> OF BIELOST. Its main industry is fishing (Pop. c. 3,300).

<u>RORZHAI</u>: Set. Small coastal city in the c south of the <u>PANTHEON ISLES</u>, in the south of its mainland (Pop. c. 16,000).

<u>ROSAT</u>: *Set.* TIKBALA settlement in the contested region of <u>ASIKKA</u> in the east of <u>NAARETH</u> (Pop. unknown).

ROSENORS: Mar. Set. City in the c of AETHIOS, in the south of the MALAEGAN valley. It is the home of the largest academy and gymnasium of the martial art known as the WAY OF QUICKSILVER, and trains professional mercenaries that sell their services across the surrounding regions (Pop. c. 39,400).

ROSEWOOD BRIDGE: Arc. Bridge in the GREATTOWN of DUARIAHAHN.

<u>ROSEI</u>: *Leg. Soc.* In <u>SAMMAEA</u>, tale of a traveller who became king of the city of <u>ROSEIA</u>. The story is apocryphal and unlikely to be real.

ROSEIA: Leg. Set. The fictional city of king ROSEI.

ROSHAA: Rui. Dead tradetown in the c of TETHYSIA, near NEHNAXIA.

ROSHANARA: Rel. Str. Hermitage in the <u>VAUHR</u> Mountains in the south of <u>SURUTUR</u>. The structure is ancient and situated in a steep basin, accessible only from three natural land bridges, each of which is defended by an ordained warrior.

ROSS CAP: Flo. Button mushroom common to cool regions of CENTRAL LLACHATUL, particularly SKAROS, BASSORAH⁽²⁾, and southern ALMAGEST. It is highly toxic and ingestion will likely lead to liver and kidney failure, with symptoms typically showing within 12 – 24 hours of ingestion, including severe sickness, which will slowly abate, leading to a belief that the worst has passed. In fact, the organs would have already been irreparably damaged by the time the first symptoms have been felt. There is no cure other than immediate organ transplant, which is rarely successful, and death typically follows 2 – 4 days after ingestion.

The fungus has been used as a poison for as long as records go back, and was used at least as early as the <u>THIRD AGE</u>. It was well-regarded for its properties, particularly the delayed appearance of symptoms and their rapid disappearance, giving victims a false sense of security, leaving them

ignorant to the fact they were even poisoned until it was far too late. See Vol II: Classification and Taxonomy of Life.

<u>ROTAAR</u>: *Rvr.* River in the prefectures of <u>ALITENEA</u>^(1.) and <u>EROSENEA</u>^(1.) in the north of <u>HOLOLACH</u>^(1.), flowing for 340-miles from its source in the <u>SABASSOR</u> Mountains before meeting its parent, the river <u>ENATHAAR</u>.

ROTHA: Rvr. River in the south east of SKAROS, flowing north for 210-miles from lake ONNAS before joining lake ULAROS. Its waters are tainted by runoff from lake Onnas, which is toxic from nearby iron oxidisation.

<u>ROTHAROS</u>: Geo. Plains in the c and south east of <u>SKAROS</u>. The region was once forested though is now largely scrubland, dominated by <u>ALOARES</u> and hardy shrubs that can withstand the harsh winter winds of the region.

<u>ROTHKA</u>: *Set.* Settlement in the c west of <u>AHKA</u>, known for its apples, grown in lava-rich soil from <u>MT. VRAMATHIS</u> (Pop. c. 4,500).

<u>ROTHOB</u>: Geo. Mountain in the far north west of <u>KHITAI</u>. Like the larger <u>RILLATAIA</u> to the south, it is ancient, its rocks rounded and crumbling. Its southern-face is quarried for shale.

ROTKHA: Set. Settlement in the c west of LAASKHA, along the southernface of the CAALUA Mountains. The settlement is known for its limestone quarries and was the source of the stone used in the colossi of BETRA, 75-miles south east (Pop. c. 4,400).

ROTOK: Bev. Alcoholic beverage made from fermented whey. It is common in the <u>CITIZENRY OF THALI</u>, where entire communities are dedicated to its production. It is usually drunk during family festivities. See Vol II: Beverages.

ROTORS: Set. Settlement in the c south of <u>AETHIOS</u>, along the course of the river <u>SHIBBOLETH</u>⁽³⁾. It maintains a link with the larger city of <u>ARISTH</u> (Pop. c. 6,000).

<u>ROTTAN</u>: Mil. Str. Major hilltop fort on the small headland of <u>BRETTA</u>, in the far west of <u>HOLOLACH</u>⁽¹⁾, overlooking the <u>SEA OF MARDEN</u>. The fortress commands an impressive view of the sea and the wetlands surrounding the mouth of the river <u>HEMAVAR</u>.

ROTTING MOUNTAINS, the: see **VOULLOR**.

<u>ROTWINE</u>: Flo. Bev. Wine produced exclusively in vineyards in the <u>ORRIAH</u> peninsula in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>CARIA</u>^(1.), whose grapes are afflicted by an endemic fungus that leaves the grapes shrivelled, and their flesh crystalline and sugary. It is drunk as a desert wine that is prized across the <u>INNER SEA REGION</u>.

ROU: Set. City in the c north east of KASPIA (Pop. c. 43,000).

ROUT OF THE KORACHANI 1st, the: Mil. His. The defeat of KORACHANI forces fighting in the SECOND SIEGE OF ARGEA in SARASTRO that took place on the 30th NIHAVALEN 3705 RM towards the end of the WAR OF SUNDERING.

Shaken by the recent <u>RITUALS OF SEGARRA</u> Korachan recruited tens of thousands of fresh conscripts to send to various theatres of the war, primarily the faltering Siege of Argea, where they provided a new backbone to remaining forces surrounding the city. They assaulted the city following days of bombardment and were followed by coordinated attacks by elite forces, tanks, <u>SHAPER</u> corps and shock troops on multiple fronts, including the inspiring presence of the <u>IRON ANGEL</u> and some 2,000 <u>STEEL LEGIONNAIRES</u> of the Korachani 1st Gryphonnes (the largest deployment of legionnaires seen in the war) who stormed the inner city, but found themselves trapped in a minefield between specialists and <u>TECHNARCANE</u> auxiliaries led by more *Archidoxes*, who do not even afford them the chance to retreat, slaughtering them.

The Iron Angel was attacked by three <u>ARCHIDOXES</u>, who severely damaged her, forcing her to retreat. Without the Iron Angel and Legionnaires to rally behind, what remained of the Korachani armies in Argea were cut down, their fresh recruits unprepared for the horrors of what assaulted them. The remnants fled and scattered to the north, in what later became known as the Rout of the Korachani 1st.

The rout was one of the most humiliating imperial defeats in the war, and Korachan never fully recovered from it. Despite the stubbornness of the <u>COUNCIL OF SEVEN</u>, who would not admit defeat, it became clear that Sarastro had gained the upper hand, though desperate fighting continued across the <u>INNER SEA REGION</u> for close to another month, with the <u>SARASTROAN TREATY</u> finally signed on the 23rd of <u>SATAVALEN</u>, leaving

Sarastro independent. Many believe that the rout of the Korachani 1st was one of the deciding factors in the eventual <u>MANUMISSION OF THE CLONES</u> over a century later.

<u>ROVAST</u>: Int Geo. Wasteland in the north east of <u>TARTAK</u>. The place serves as a reminder to the people of Tartak of the dark days of KORACHANI rule.

The region was once filled with fertile plains, scrubland and forests, and between them, villages and towns that thrived under the seasonal inundations of the river KHARAD. Under the yoke of the Korachani empire, Rovast was converted to a major agricultural centre for the southern territories. Woodlands were felled to make room for pastures and farmlands. Ver centuries of abuse any fecundity that the land had once held had been sapped. After close to two millennia of use, Rovast was left an arid wasteland.

By the time Korachan had left Tartak in 2132 RM, most of the Rovast was left as a grotesque scar upon the skin of <u>ELYDEN</u> - forests reduced to dustbowls; the hollow remnants of quarries, and withered grasslands where once bountiful farmlands thrived. The area is dotted by hollow ghost towns and the degenerate remnants of those who once populated them, the barren dust of Rovast sweeping over them unendingly.

ROVEL: Set. City in the c south of KARGAMA (Pop. c. 33,000).

ROWAN: Flo. Variety of trees and shrubs common to the NORTHERN HEMISPHERE. The wood of rowan trees is hard, and lends itself to carving and turning. It is sensitive to the FIRMAMENT and is commonly used as the construction of FOCI (2.). See Vol II: Classification and Taxonomy of Life.

ROYAL ACADEMY OF SHAPING: Sup. Org. Str. Institute of higher learning in Teira, Venthir, where prospective young Shapers are sent to study. Most of those who graduate go on to fulfil vocational roles around the kingdom, with the most promising amongst them apprenticed to a master for up to three years, where they might themselves attain the rank of Rabtshah – master shapers.

ROYAL COLLEGIATE OF SARASTRO: also 'Sarastroan Institute of Arcane Skills'. Edu. Sup. Str. School of SHAPING built in ARGEA in c. 3450 RM. The building is a place of controlled learning where both the FIRMAMENT and ATRAMENTA are researched. Most who study here are contracted by the region's ruler, SATHEP THE RISEN, and work for the state. Though independent scholars are licensed, there are only a few who are allowed to study here, all of them subjects of the REFORMED EMPIRE OF SARASTRO.

ROYAL CORPS OF HYDRAULIC ENGINEERS: Org. Skilled corps of civil engineers in AHRISHEN who are specialised in the construction and maintenance of its many CANALS AND WATERWAYS, as well as patrolling them and defending specific areas of them from banditry and other illicit activities.

The corps was founded in 3299 RM, though various institutions and organisations existed throughout the reigns of the AHRISHENI MONARCHIES, fulfilling a similar function. The Corps are divided into various branches (including the DYKEWALKERS, amongst others) and most engineers and workers do not fulfil combat roles, though there are elite regiments of combat engineers who work in isolated and dangerous areas.

ROYAL COUNCIL OF THE THRONE OF GÂTHA: Pol. Org. Ruling council of the city-state of GÂTHA. The last King, His holiness, King Paraneet Bomhada, was elected by the council in 3971 RM.

ROYAL FUNGUS, the: Flo. Fungus unique to the region of HAMULAR in north of THE SURRACH. Its harvesting is by the appointment of the royal household of Hamular only. The fungus is famed for its medicinal and restorative properties and the areas in which it grows are heavily guarded. See Vol II: Classification and Taxonomy of Life.

ROYAL HOUSE OF ETHAND: Pol. The royal house of ETHAND in AETHIOS, founded by the NEGUS Ethand in 2561 RM, following his ousting of the SEPHIANS from power. The Royal House of Ethand would go on to rule Aethios until 3810 RM, when the ABUNA managed to gain independence from SARASTRO, executing the royal family and its relatives in a week of bloody fighting in its cities, effectively ending its rule and bringing about the HOLY REPUBLIC of Aethios, that was officially recognised in 3817 RM.

ROYAL ORDER OF BAPHOMET: Org. Rumoured secret society, believed by some to be made up of royalty and other high-ranking individuals from across <u>ELYDEN</u>. Most scholars deny its existence, though those who believe in it claim that its members work together despite the public relations of their respective nations, to further their own goals, though few agree as to their objective.

Despite its name, it is unknown if there is a link to the <u>DEMIURGE</u> <u>BAPHOMET</u> (whose name has become pervasive across Elyden, with few actually knowing the full history behind it).

RSHOKRKHOAB: For. Sparse dry forest in the c of CYHLAGHARR, south of the NTHAEGOM massif.

RTHAS: also 'the Glimmering Sea'. Sea. Sea off the eastern coast of SAMMAEA, to the south of NOAVATUR, forming the northern-most part of the SEA OF LETHEA. The amnesiac traits of the Lethea's waters are less pronounced in the Lethea. The river HATSHATHIID, HARIID and VEREDAMIID all empty into the Sea of Rthas.

RTHEI: 1. Sup. Geo. A vast FIRMAMENTALLY-INFUSED desert in EASTERN LLACHATUL, dominating the north and north west of THETIS. It originally occupied the IMONTH valley between the KOTHA INNACHARL and the HETHA GHUR Mountains, around the border between Tethysia in the north and Thetis in the south, though has steadily expanded south west throughout the FIFTH AGE, possibly as a result of the changing climate and ELYDEN'S diminishing seas.

It's most Firmamentally active region is known as <u>ACENNATH BES</u> (lit '*Heart of the Sun*'), and the sand here is razor sharp, making it the most inhospitable part of Rthei.

2. Dem. 'Rtheiam'. His. Ntn. Once a prosperous early FIFTH AGE nation in the south east of LLACHATUL, including the expanding desert of TURCAR. It rose c. -1200 RM, became culturally diverse c. -100 – 300 RM following an abandonment of lands in the north east and dwindled with the rapid desertification of the land.

Many ruined temples dedicated to the <u>Demiurge Nergaal</u> lie buried in the dust of this area, which is still called Rthei by the people of <u>Cuth</u> and <u>Rhea</u>. The followers of <u>Kathisis</u> travelled through Rthei in 1552 in their exodus, on their way to what would become their adoptive home of <u>Tethysia</u>. See Vol III: Extinct States.

<u>RTHEIAN WINDS</u>: Wea. South westerly winds in <u>EASTERN LLACHATUL</u>, blowing east into the <u>RTHEI</u> desert^(1.).

RTHOGGH: Geo. Intricate cavern-network in the east of the RTHEI desert in the north of THETIS. The caverns are winding and labyrinthine, and are thought to stretch for miles beneath the Rthei, with rumours of expansive chambers filled with pallid SERAPIS and phosphorescent fungi.

<u>RTUOR</u>: Set. Small city in the west of <u>CYHLAGHARR</u>, 65 miles south east of the contested region with <u>EREBETH</u>. It has become a major recruitment ground to the Cyhlagharri in recent years, and most industries have been converted to maintaining the armies stationed there (Pop. c. 14,000).

RTURIN: 1. Geo. Island 74-miles off the northern coast of CYHLAGHARR.2. Mil. Str. Coastal fortress on the above island.

<u>RUA SABBRUH</u>: Set. Settlement in the south west of <u>AYAD</u>. Its main industry is marble quarrying (Pop. c. 4,000).

<u>RUADOM</u>: Geo. Mountain forming a border between the east of <u>TARTAK</u> and <u>KHURAUR</u> and the north west of the <u>ALGOL HAREN</u>. Around 180-miles long, the mountains form the northern-most reaches of the <u>SAHODOM</u> Mountains.

<u>RUALASOR</u>: Geo. Mountain-range in the east of <u>HOLOLACH</u>^(1.). It is around 250-miles long, forming the southern-most part of the <u>TOLIASOR</u> Mountain.

RUATHA: Sup. Geo. Region in BA'AKH that was always recognised as ATRAMENTALLY-ACTIVE. By the time the KORACHANI EMPIRE came to dominance of the region, it became one of its largest sources of UMBRA, with thousands of SIPHON ENGINES dominating the horizon, earning the region the moniker Rach I' yo-dhalla; 'place of the siphon'. Following Korachani abandonment of the region, most of the engines fell into disuse, with those that remained active appropriated by SUMA'YA. Without the near-constant siphoning of the Atramenta, the area became corrupted, a treacherous land of DUSTSTONE and collapsed caverns.

The region is categorised as $\underline{\text{DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}.$

<u>RUAVAR</u>: Rvr. River in the south of <u>HOLOLACH</u>^(1.), flowing for 800-miles from the <u>HOLIASOR</u> Mountains and the <u>RUALASOR</u> Mountains before emptying in the <u>BAY OF TOLAR</u>.

<u>RUBATAR</u>: *Mil. Str.* Fortress in the south of <u>JURRAS</u>^(2.) in a basin north west of the <u>GIBBORAH</u> Mountains.

RUBEIT: Rvr. Marshes in the c of <u>Elekhid</u>, along the course of the river IUDIVRA.

RUBRIC OF THE FALLEN, the: Rui. Ancient ruin in the west of the HENDECARCHY of LONAR, in MALAN. It was once a holy site to an ancient religion that followed the DEMIURGE NEITH⁽¹⁾, though its full purpose is unknown, and it lies forgotten to this day. People claim to have seen pale figures praying near the ruin on nights when the IVORY MOON is full, lending some to believe that SEITHIN (the children of Neith) still live in Malan, though this rumour is unfounded.

<u>RUBRICA</u>: also 'the Red City'. Set. Major city in the north east of the <u>HENDECARCHY</u> of <u>ATALLUA</u>, in <u>MALAN</u>. It is known for its ancient SHAPING tradition (Pop. c. 148,000).

<u>RUCHATIN</u>: Set. Major city in the north west of <u>SHAZGIN</u>, along the north easternmost edge of the arid <u>ORZOC</u> plains (Pop. c. 80,000).

<u>RUDIAR</u>: Set. Fortified coastal city in the far south west of <u>LIMOTH</u>^(1.), in the emirate of <u>OTHOTEL</u>^(1.). It is a hub of trade and moves goods up the river <u>SHARATHA</u>^(2.) to the state capital of Othotel^(2.) (Pop. c. 48,000).

<u>RUDOS</u>: Set. Small fortified city in the south of the tribe of <u>ASSAGOS</u>, in the east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 14,000).

<u>RUDU</u>: (8,250-ft.) *Geo.* Highest peak of the <u>FARRESH</u> Mountains in <u>BASSORAH</u>⁽²⁾. The peak is a rust-brown colour and twisted, like a piece of slag.

RUEMERI: Rvr. River in the west of <u>PARAIYA</u>, flowing south for 150-miles from sources in the <u>URAYA</u> and <u>AKATA</u> mountains, before meeting its mouth in lake <u>ALANCARAC</u>.

<u>RUFARAMM</u>: Set. Settlement in the south of <u>PNESSA</u>, south of the river <u>IGRAHORA</u>. Its main industry is agriculture (Pop. c. 4,500).

RUFEAL TRAZAR: m. Per. (B. 3323 – D. 3389 RM) KORACHANI naturalist and scholar who first described the SUPRANATURAL creatures known as <u>TSILEEN</u> in a 3377 RM treatise following years of travel and study across various foreign cultures, particularly <u>SAUA</u> and <u>MALAN</u>.

RUGABAH: Set. Small city in the south west of <u>AQUARIIA</u>. It is a former military base, and its outskirts are peppered with crumbling and overgrown concrete bunkers and barracks (Pop. c. 15,750).

RUHUK: Set. Coastal conurbation in the east of ROMOREA⁽²⁾, along the shores of the Sea of HASAAZ ARAAT. It is made up of dozens of settlements, whose main source of income is fishing (Pop. c. 8,000).

RUIN, the: Rui: Gigantic ruin in the north west of LYRIDIA DHAI, akin to steep large-scale stairs leading towards each other, though crumbling before contact is made, some 10-miles up. For miles around the ground is covered in ruins and rubble, much of it being used by later peoples. Architecture can still be seen in structures as far afield as the north of VÂRR, AHRISHEN (where some appear in private collections) and LYRIDIA.

RUINATION, the: Rel. In the CHURCH OF THE UNDYING MACHINE and its various offshoots and sects, the end of existence. Though never named in religious texts and doctrine, the term is commonly used by both the laity and the clergy to refer to the moment when all existence ends, when the spirits of those who revered the LORD RACHANAEL will enjoy a final moment of ecstatic union with their deity before he too is obliterated. See Vol IV: the Afterlife and the Spirit.

<u>RUKBA</u>: Set. Small city in the c north east of <u>AQUARIIA</u>, at a fork where the river <u>HILARRA</u> meets the river <u>ISARRA</u>. It is known for the ruined coliseum beyond its borders (Pop. c. 20,000).

<u>RUKH</u>: Set. Small city in the west of <u>SALOROC</u>. It was once known for its shadow mystery cult, and though this was claimed to have been eradicated in c. 3877 RM, rumours persist that there are still those who meet in secret, in ancient cisterns and canals deep beneath the city (Pop. c. 20,000).

<u>RUKIO</u>: *Set.* City in the west of <u>SAUA</u>, in the south west of the <u>FOREST OF</u>
<u>REVERIES</u> along foothills of the <u>KOKORO</u> Mountain (Pop. c. 1,242,000).

RUKUNNAH: Mil. Str. Fortress in the west of BASSORAH⁽²⁾, close to the ANOMOFERROH. Its troops keep a vigil on the region, for both natural and MORTAL dangers.

<u>RULA-CHACL</u>: (16,700-ft.) *Geo.* Peak in the north eastern-face of the <u>HAMAJADON</u> Mountains in the north of <u>SERROK</u>.

RUMAHOCH: Rel. Str. AGONIST monastery in the MENNOM region in the south east of PERGOST. Its monks are more reclusive than those of other Agonist monasteries, and though they can still act as SINEATERS, they spend most of their days in meditation, praying for absolution for all of MORTALKIND'S sins.

<u>RUMAIA</u>: Set. Agricultural settlement in the c of $\underline{NAARETH}$, in the region of $\underline{BATYAAN}$ (Pop. c. 8,000).

<u>RUMANN</u>: Set. Coastal settlement in the c north west of <u>GIBEAH</u>. It is one of the more insular regions of the nation and little is known of it (Pop. unknown).

<u>RUMAN</u>: Set. Settlement in the north of <u>SKAROS</u>. Its main industry is watchmaking (Pop. c. 7,800).

RUNE: Mys. In RUNIC MAGICK, a rune is a symbol or shape that is scribed onto an object by a RUNIST who imbues it with specific traits, that other shapers may be able to benefit from. For instance, a runist may carve a rune of weightlessness into a stone, making it lighter. Similarly, a rune may be given certain abilities so that another runist who breaks the rune will inherit those abilities. See Vol IV: Other Forms of Mysticism.

RUNE, PARAIYAN: Soc. Totemic emblem of cultural significance in PARAIYA. The Runes are most observed amongst the so-called RUNIC TRIBES, who exist as nomads outside of the modern cultural norms of Paraiya, clinging to old traditions.

There are three such runes, each of which embodies different traits and strengths. The runes are: \underline{AREN} , \underline{BELLN} , and $\underline{KHARAN}^{(1.)}$.

<u>RUNIC TATTOOS</u>: Soc. Tattoos that are made from pigments that are sensitive to the <u>FIRMAMENT</u> or <u>ATRAMENTA</u>. Despite the name, runic tattoos are a form of <u>SHAPING</u>, rather than <u>RUNIC MAGICK</u>. Such tattoos can act as <u>FOCI</u>⁽²⁾ to <u>SHAPERS</u>.

RUNIC TRIBE: also 'the Paraiyan People'. Eth. Ethic group in the north east of Sammaea, centred around the east NOTHIYA. The Runic tribes live in numerous small family groups and maintain little contact with one another. Each tribe owes fealty to one of three leaders, who in turn represents one of three runic convictions – the so-called Paraiyan RUNES – totemic emblems of great importance to these ancient people. The runes are those of AREN the HORNED CHARGER, the THUNDER BEAST (2.) and of KHARAN (1.) the WINGED SERPENT. Notable practices include the dances of respect they pay to ELYDEN (in the form of their sun deity, the EYE OF RAKAN) and heavy use of ritual EXORCISMS, said to 'exile' malevolent spirits and illnesses.

The Runic tribes, also called the Paraiyan people, hark back to an ancient time, before the <u>SULTANATE</u>, before even the <u>KESHUGHALS</u>, or <u>KORACHANI</u> subjugation there. They are unruly and their only culture revolves around the <u>PARAIYAN RUNES</u> – totemic emblems that are far older than even them. They exist outside of present societal norms and can barely be considered Paraiyan, taking little part in modern life and shunning modern technologies and industrialisation.

RUNIC MAGICK: also 'runism'. Mys. A form of non-SHAPING MYSTICISM that draws on primal energies from the MATERIA OMNA and stores them in RUNES, which are akin to minuscule LEYS, carved into objects. Runes are a form of shaping that manipulates the INTEGUMENT to make certain acts easier or merely possible to those who do not shape.

Runes are shapes that hold mystical power over parts of the Integument and are carved into physical objects. They are thought to be a somatic representation of the <u>DEMIURGES</u>' acts of shaping. A rune of a particular shape might influence the Integument around it, making the object the rune has been etched into lighter, or easier to otherwise shape, for instance.

This is an old form of mysticism and is closely tied to the use of leylines and is considered to be an artificial form of this ancient form of shaping.

Much like the use of leylines, it is thought that runic magick was likely independently discovered by mortals without the aid of the <u>DEMIURGES</u>. It is simple in concept, though of near limitless application. See Vol IV: Other Forms of Mysticism.

RUNISM: see **RUNIC MAGICK**.

RUNIST: Mys. One who practices **RUNIC MAGICK**.

RUNNING WATER: Lan. Common term in the KORACHANI LANGUAGE and a loanword in many other languages for drinking water that comes from rivers and springs, as well as sea water that has been treated to be drinkable. This is contrary to STONE WATER, which comes from aquifers, cisterns, and the water table. Running Water is often polluted by chemical runoff from many industries found at the water's edge, tough in many areas it is the only drinkable water so people have little choice.

RUODONT: Str. Fortified coastal lighthouse in the south of <u>AZAZEM</u>, guarding the sea route into the <u>SEA OF BATHOS</u>^(1.).

RUOHA: Set. City in the c-south east of the <u>TARAHID ANNEXES</u> (Pop. c. 23,500).

RUOI: Rui. Ruined city on the island of SHIBBOTHA in the greater SHIBBOTHA ISLES. It is one of the main reasons, alongside another ruin known as ELARI, why the archipelago remains contested between FALLAROUR and the CORAL BARONIES, both of whom claim ownership in the hopes of exploiting rumoured industrial treasures believed to be found in the ruins.

RUPTURE, the: Geo. Large cleft in the c north of VAALK, forming a steep-sided valley that runs for some 95-miles from the TRAAL MOUNTAINS to the BAY OF SALTRA and the river STORAGH (1.) follows its route, with the natural limestone arch, also known as Storagh (2.), passing over it 25-miles from the coast.

RURAL GNOTH AND ITS PEOPLE: Phil. Vol. Travelogue published by the GNOTHI annalist NEBURO in 3891 RM that became popular amongst GIGANRI of more urban areas, many of whom adopted his teachings, which were largely based on the meditations of the people of ARGYRA.

It was translated into <u>LOMHARI</u> sometime in the early 40th century, becoming a novelty black-market book that was shared amongst literate classes across the <u>INNER SEA REGION</u>, much to the displeasure of many governing bodies, that went to great lengths to have the book banned.

RUSAMADARIID: Rvr. River dominating the east of Kharkharadontis, flowing south east for over 3,500-miles from sources in the south of the MOLOTH KHAMMOTHUL Mountains and OHBOKHAR BASIN, before reaching the north west of NOAVATUR, eventually reaching lake SAURIAN at the coast of Noavatur. Its waters have been known to run foul from corruption in the north, and lands surrounding it are largely unsettled, save for the settlement of MAYDABIKON in Noavatur, which utilises siphon engines to purify the water.

<u>RUSASH</u>: Rvr. River in the c of <u>SABIA</u>, flowing east for 230-miles before emptying into the <u>SEA OF BIELOST</u>.

<u>RUSINA</u>: Set. Fortified city along the border between the north east of <u>ELAT</u> and the north west of <u>AYAD</u>. It is a major trade centre between the two nations (Pop. c. 48,400).

RUSS: Soc. Rnk. Title in RAONGEN, equivalent to lord.

RUSSEM: Set. Small coastal city in the south east of LAASKHA. It once had a thriving fishing community, though its waters are now barren and its docks and boathouses are now largely abandoned (Pop. c. 13,750).

<u>RUSSINA</u>: Set. Caravanserai-city in the north east of <u>DURCHAA</u>^(1.) (Pop. c. 13,400).

<u>RUST</u>: Soc. Lan. Lower-class slang within the <u>KORACHANI EMPIRE</u>, meaning pick-pocket.

RUST SLUG: Fau. large slugs that can grow up to 12" long that subsist on oxidised metals. Commonly found in areas of high rust, such as rust fields or structures (typically abandoned) that are predominantly metal. Their saliva breaks down the rust which they then eat over a period of days. Though the individual midge's consumption is barely noticeable, they travel in swarms of thousands which can reduce large deposits in hours. They are a nuisance in urban areas. See Vol II: Classification and Taxonomy of Life.

RUSTLANDS: Geo. Soc. Cultural region generally thought of to encompass the east of KORACHAN and the west of Pelasgos, which were the ancient industrial heart of the empire, and whose mine, quarries, foundries and factories have been abandoned for centuries if not millennia. The Rustlands is not a defined area, but rather a generic name given to such abandoned towns, factories and mines in the aforementioned regions, though specific cities or areas surrounded by Rustlands might not themselves be considered part of the Rustlands.

RUSTMEN, the: Org. Descendants of ancient loremasters that once tended the TOWER OF VIRACOCHAN in the south east of PELASGOS. The Rustmen live in ghettos in cities in the east of Pelasgos, though they do make up the majority of the populations of some smaller settlements. Some of them devote their lives to retrieving the ancient metal tablets that their ancestors once guarded.

RUSTED KNIGHT, the: Leg. An old LASCAR⁽³⁾ legend that remains now in LAASKHA and the west of AZAZEM and parts of SKAROS, the rusted knight is a figure of vengeance that is said to roam the land, challenging those he meets to battles of wit or might, testing their worthiness.

The rusted knight is a ghostly figure, named after the pitted full-plate armour he is said to wear. His presence is presaged by the stench of decay and mould and he speaks in a sibilant whisper. He is most commonly encountered on barren crossroads at night by those travelling in solitude. See Vol II: Legends and Folk Tales.

<u>RUSTWORM</u>: Fau. In the salty deserts of south eastern <u>KHARKHARADONTIS</u>, flat worms growing to lengths of 20-30-ft. that feed on naturally occurring ores in the area. Their saliva turns metal into rust, and they eat the rust, as a result they often attack small imperial settlements. See Vol II: Classification and Taxonomy of Life.

<u>RUSTED ISLES</u>, the: Sea. Small sea between <u>KORACHAN</u> and <u>PELASGOS</u>.

The sea is almost completely devoid of sea life, giving rise to its current name.

<u>RUSZA</u>: Set. Coastal city in the c of <u>SABIA</u>, overlooking the <u>SEA OF BIELOST</u>. Its main industry is fishing, though its waters are not as bountiful as they once were (Pop. c. 14,200).

<u>RUTALUM</u>: Dre. Myr. Mys. The <u>SARASTROAN</u> word for the <u>DREAMWORLD</u>.

RUTAN: 1. Geo. Island off the south western coast of HOLOLACH^(1.).

2. *Mil. Str.* Island-fortress in the prefecture of <u>SONTADRIS</u> in the south west of <u>HOLOLACH</u>^(1,), overlooking the entrance into the entrance of the <u>BAY OF NATRIS</u>.

<u>RUTASHA</u>: Set. Small city in the c west of <u>RAONGEN</u>^(2.), in the north east of the <u>ERIVOINE</u> Mountains. Its main industry is the mining of <u>OMNATITE</u> (Pop. c. 18,000).

<u>RUTHA</u>: Geo. Small island 79-miles off the northern coast of <u>SAMMAEA</u>, forming part of <u>HOAMM</u>.

<u>RUTHUNODA</u>: Geo. Low hills in the c. of <u>KORACHAN</u>, forming the northern face of the <u>AKAGHA</u> Mountains. The region remains one of the few significant fertile areas of the <u>KORACHANI PENINSULA</u> and is home to most husbandries and farms in Korachan.

<u>RUTILANT</u>: Int. Obj. Gigantic <u>ATRAMENTAL</u> prism, measuring some 30-ft across, half-buried in the hill lands of <u>ANIT NUR</u> in c <u>AHKA</u>. The prism appears differently to everyone though it is blinding to those with the ability to shape and due to this it has been shunned throughout most of recorded history.

<u>RUTAHASHA</u>: Sec. Trade city in the far north east of <u>AETHIOS</u>, not far from the border with <u>SIRIPHAGOS</u>. It is a major trade centre, with trade house controlled by Siriphagan merchant lords (Pop. c. 75,000).

<u>RUUSHILLIGN</u>: Myt. His. 1st generation <u>SCION</u> who is infamous in <u>WESTERN LLACHATUL</u>, particularly in <u>RAONGEN</u>⁽²⁾, as a devourer of unwilling mortal spirits. Desperate to attain the status of godhood once enjoyed by its ancestors the <u>DEMIURGES</u>, it was said to roam the land feeding on any and all that it encountered, becoming corpulent and bitter. Though the tale is relatively common knowledge amongst the nations of Western Llachatul, the tale was always believed to be little more than parabolic and symbolic in nature.

RUZASHAALK: Ind. Largest open-cast mine complex in PRE-SUNDERING KORACHAN, located in the c north west of VAALK. The complex covers an area of some 240 square-miles and comprises seven different pits and quarries, all of which were major suppliers of iron ore between c. 1800 – 2700 RM. The largest pit is RUZA, which measures almost 5-miles across and is close to 5,000-ft deep, the bottom of which is filled with rust red water that's anathema to life in the region. It's so large that the weather inside it is different to outside the complex. Operations were reduced greatly in c. 2700 RM and it was abandoned fully in 3707 RM, despite attempts by HOUSE KOAN to stretch its usefulness.

In the years since its abandonment, it has been home to bandits and unlicenced miners.

RUGGORATH, BANE OF LIGHT: (B. 52 RM) *Pol. Mil. His.* Regent appointed by the <u>Archpotentate Malichar</u> prior to his departure for <u>Nárthel</u> in 82 RM. A powerful <u>Shaper</u>, he was a pioneer in the <u>Atramental</u> arts following the rise of <u>Shaping</u> in <u>Korachan</u>. He was largely ignored until the mysterious disappearance of the Archpotentate following his victories in Nárthel in 84 RM, at which point he became an object of scrutiny and hatred in the imperial capital of <u>Khadon</u>.

Little is known about him other than his appointment and the implication that he was to rule in Malichar's absence, something that was looked at with resentment by the <u>DESPOSYNI</u> and Malichar's other faithful, such as <u>THE CONSULITE</u>, the <u>CHOSEN OF MALICHAR</u>, and the <u>COUNSIL OF SEVEN</u>. Many records state clearly that he was unloved by those in power and he was even blamed for Malichar's' disappearance by some

Ruggorath seemed not to care and left the newly-appointed Council of Seven to rule as he perfected the Atramental arts, travelling with the Imperial armies as they conquered other lands and nations. He was ruthless, a general without compare and a self-confessed torturer of FIRMAMENTISTS, and his methods were seen as barbaric even by the other PATRICIAN-generals of the Imperial armies. One of his few autonomous acts as regent was ordering the construction of the BRIDGE OF VALAMIR in the south of Korachan, seemingly to spite his detractors.

Though, just as he appeared before Malichar's disappearance, he too would disappear in 105 RM. The power vacuum left in his wake would lead to the two-century period known as the <u>REIGN OF THE EMPTY THRONE</u>, which almost tore Korachan asunder.

He was the subject of the mysterious painting titled <u>THE ETERNAL</u> <u>RALLY</u>, which was rediscovered in the <u>BASILICA OF KHADON</u> in 3773 RM

RUSINA: Pol. Soc. One of the earliest PATRICIAN HOUSES that appeared around the INNER SEA, in c. 150 RM, in the east of AZAZEM. It was one of six Patrician Houses that in 243 RM seceded from the KORACHANI EMPIRE and formed the REPUBLIC OF LARATHUKH⁽²⁾. The republic was attacked by Patrician Houses that had remained loyal to the empire, and it was toppled in 271 RM, and four of the six Patrician Houses died with it, including House Rusina. See Vol II: Patrician Houses.

<u>RUWETH</u>: Lak. Lake in the west of <u>LOEGRESS</u>^(1,), forming a part of the course of the river <u>MORRINACH</u>.

<u>RUYAH</u>: Set. Fortified coastal settlement in the far south east of <u>ATARAXIA</u>. It was once a major fishing centre but the slow death of the <u>STRAIT OF SKAROS</u> has seen it dwindle in the past decades, and today its harbour is known to seasonally silt up due to decreasing sea-levels (Pop. c. 17,000).

RYCRAAT: Set. Large city in the c north east of TAAN AN, along a major crossroads between land trade routes, the course of the river MERREANTI, and the AQUEDUCT OF CREPHITHISS. It was at this point that a major collapsed section in the aqueduct once allowed water to flow north east into the ACCA HOAL Basin, forming the endorheic lake STONNARA, which slowly disappeared following the aqueducts repair many centuries ago.

The repairing of the aqueduct attracted many workers, necessitating the foundation of a worker's settlement at its base, which eventually grew into the city of Rycraat, which survives to this day as a major <u>UMBRA</u> processing centre along the <u>ZENEGE RES PIPELINE</u> route (Pop. c. 69,000).

RYHASSHARAUCH: also 'the Stillborn'. x. Myt. His. In the mythology and ancient history of <u>ELYDEN</u>, twenty-second of the Two-and-Twenty <u>DEMIURGES</u>, whose children were the <u>RAREVAS</u>.

The cursed Demiurge, Ryhassharauch was stillborn, its body inert, yet its mind <u>DREAMING</u> and bitter. Its children were likewise cursed without life, their seven seeds fossilised, never having become <u>MORTALS</u>. It is believed that its bitterness and hatred of the living is so intense that its dreams are responsible for many of the <u>DREAMSCAPES</u> around Elyden.

It has no known \underline{SCIONS} . See Vol IV: the Two-and-Twenty Demiurges.

RYKK: Geo. Major Mountain-chain in PORPHYR, stretching from the lowlands in the north west of Porphyr to the south east for 900-miles, where it meets the POROPHOSSYR Mountains. Its northern face is riddled with volcanoes, both active and extinct, as well as sulphurous wastes and geysers.

RYKKA: Set. City in the c of PORPHYR, 100-miles to the south west of MT. RYKKA (Pop. c. 18,000).

RYNDA: Mil. Org. Militant arm of the KASPIAN HEGEMONY, who serve as personal guards to league members and protect league sessions on a larger scale. Their leaders are the SHIEUILL.

RYOGEN: Sea. Sea in the far north of <u>LLACHATUL</u>, north of the <u>SOCIALIST</u> REPUBLIC OF ALMAGEST.

RYOGENI BASIN: Geo. Drainage basin formed by various continental divides in the continent of <u>LIACHATUL</u>, including parts of the

<u>LLACHATULI DIVIDE</u>. The basin comprises parts of the north of Llachatul, and all rivers within it drain directly into the <u>SEA OF RYOGEN</u>.

Nations and territories that are at least partially within the Ryogeni Basin include: <u>ALMAGEST</u>, <u>KOLCHIS</u>, <u>RAONGEN</u>^(2.), and <u>VALBAR</u>^(2.).

RYOON: Ser. Fortified settlement in the far north west of <u>KREM</u>, forming part of the trade-route into the far south of <u>TZALLRACH</u> (Pop. c. 7,000).

RYTHON: Pol. Soc. PATRICIAN HOUSE in the KORACHANI EMPIRE. Its ships were responsible for the notorious Rythoni Spill, that devastated the northern coast of MHAROKK in 4001 RM. See Vol II: Patrician Houses.

RYTHONI SPILL: Sup. Soc. Geo. Large UMBRA spill off the northern coast of MHAROKK in 4001 RM covering 380 square-miles of sea and 240-miles of coastline, including the entirety of the BAY OF SAFFA. The spill was caused by an umbra tanker belonging to HOUSE RYTHON tanker, the 'St Gaspat', running aground on a reef and spilling 30-million gallons of crude umbra, which was carried slowly west. The spill caused the devastation of close to a third of the coastline of Mharokk, and the death and corruption of unnumbered species of flora and fauna. A few scattered attempts at clearing the coastline were attempted, but abandoned after the magnitude of effort required was realised. The region is now largely shunned, though some groups have started studying the effects of the spill, particularly on wildlife that survives in the region.

RZAQAFAHAM: Set. Small fortified city in the far north west of NOAVATUR. It is known for its lead mines (Pop. c. 10,000).

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<u>S'HI TUL</u>: Geo. Scrublands in the c of <u>KHAMID</u>, south of the <u>AHSUDET</u> highlands and west of the <u>NEFERATH</u> Mountains. The region is home to much of what remains of most Khamidian wildlife.

S'UBARRU: Mil. Str. Major fortress in the far north west of N'RAKH, guarding the insular nation from incursion from LIDEA to the north and PARAIYA to the west. It is an expansive structure, and one of few examples of N'rakhi architecture that can be seen from outside its territories.

<u>SARETH</u>: Ser. Capital and largest permanent settlement in <u>ALAM BETHYL</u>, and seat of power of the <u>FEDERAL ASSEMBLY</u> since 3482 RM, and also capital of the territory of <u>UNERKILISS</u>⁽²⁾. Prior to that it was home to the <u>SORCEROUS</u> ruling caste until their ousting following the <u>BETHYLAN CIVIL WAR</u>. Its population almost doubles in winter when the lands around it become inhospitable and nomads and mountain folk from the north seek the protection afforded by its walls (Pop. c. 369,000).

<u>SA'AYA</u>: *Set.* Fortified settlement in the far west of the <u>SULTANATE OF</u>
<u>ABACARDAT</u>. Like many settlements surrounding the <u>UHBATAQI</u> basin it is a major producer of salt (Pop. c. 3,000).

<u>SA'LLAR</u>: Set. Settlement in the north west of <u>BA'AKH</u>, forming part of the <u>SHADOW MARCH</u> as well as the <u>SALT ROAD</u>. It offers various services to <u>PETITIONERS OF THE MACHINE</u> and merchants alike, which it has turned into its main industry today (Pop. c. 34,000).

<u>SA'WEH</u>: Geo. Region in what are now the present-day <u>SAUA</u> and the far east of <u>AHRISHEN</u>, that emerged from the early <u>FIFTH AGE</u> nation of <u>SAEDISH</u> in c. 1320 RM. Characterised by its five distinct regions, known as the <u>FIVE THRONES</u>, which were: <u>ADAIA</u>, <u>DERIKO</u>, <u>IOMA</u>, <u>OKASI</u>, and <u>YAMORRA</u>. They were warlike regions, as prone to squabbling amongst themselves as they were to attacking neighbouring nations.

Starting in 3022 RM the states entered a period of strife dominated by internal unrest culminating in full-in war between themselves that lasted for decades, during which the spiritual figure known as BAHMA TORA fell into a catatonic state. This period ended only in 3108 RM through the exploits of General HU of ADAIA. He became the first emperor (or DIADON) of a united Saua, uniting the 5 Thrones as one nation that became known as Saua. He split the remaining territories (some had been lost to Ahrishen and the HARÉSHK) into 65 states, now known as the FIVE-AND-SIXTY, which were divided between the noble families and loyal warlords from all Five Throne. See Vol III: Extinct States.

<u>SA'WEHI</u>: *His. Lan.* Ancient language of the <u>SA'WEHI</u> people, from which the modern language of <u>SA'WESH</u> emerged. See Vol II: Languages.

<u>SA'WESH</u>: Lan. Language of <u>SAUA</u> that emerged from the ancient <u>SA'WEHI</u>. See Vol II: Languages.

<u>SAABARATH</u>: 1. *Geo.* Rugged escarpment in the north west of <u>LAASKHA</u>, to the west of the LAASATHEA Mountains.

2. Rel. Str. Tomb and shrine in the north west of <u>LAASKHA</u>, along the course of <u>THE SHADOW MARCH</u>. The shrine is of religious importance to those who worship the <u>UNDYING MACHINE</u>.

<u>SAABATE</u>: Set. Small coastal city in the north west of <u>LAASKHA</u>. It lies along the route of the <u>SHADOW MARCH</u> and offers hostels and other accommodations to PETITIONERS OF THE MACHINE (Pop. c. 12,000).

<u>SAABRA</u>: Rui. Abandoned city in the c of <u>LAASKHA</u>, in the region of <u>THAZAKHA</u>. It was destroyed in a massive cave-in of weak duststone formations in the area. Once boasting a population of about 40,000, the city is now half-sunken, engulfed by dust, with few clues as to where most of the city is now.

<u>SAADIN</u>: Set. City in the far east of <u>MHAROKK</u>, known for its ancient traditions, which was the source of most <u>HARAPPAN</u>^(3.) culture (Pop. c. 20,000).

<u>SAALEM, KING</u>: (B. –431 – –383 RM) *Pol.* Historic ruler of <u>CHTHONITHON</u> from –413 RM. He suppressed the philosopher-castes throughout his rule, though they would emerge again after his murder. It was believed that his death was an assassination masterminded by the philosophers, though this could never be proven. The construction of the <u>PARTHISAN</u> <u>COLOSSUS</u> was attributed to him.

SAARA: Int. Set. MANTIS training city in the c of LAASKHA, close to the ATRAMENTALLY TAINTED region of BETHAL. Its exact location is a closely guarded secret and few are those who know its exact location, and depictions in maps are only approximations.

<u>SAARACHAN</u>: lit 'island City'. Set. Small fortified city in the tribe of <u>SUUR'KA</u> in the north east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. The city originated as a <u>KORACHANI</u> colony in c. 410 RM, where it became a major source of <u>FREESTONE</u>. The freestone mines have since run dry, and the city itself has moved half-a-mile to the east, where aluminium quarries were founded in c. 2400 RM, which are still in use to this day (Pop. c. 18,000).

SAARATAPARR: Rvr. River in the south of LAASKHA, flowing south for some 335-miles from sources in the western-face of the ARCANTHEA Mountains, before emptying into the BAY OF EDASK. Its waters are tainted by inflow from the river AHAABARIPAR, which flows through ATRAMENTALLY TAINTED lands. The mouth of the river is polluted from industries in the neighbouring city of HESHIACHAN.

<u>SAARDAYN</u>: *Rui.* Abandoned city in the south west of <u>LAASKHA</u>. The city was known for its deep harbours, though the withdrawal of the <u>SEA OF LARSIS</u> by c. 3500 RM saw it landlocked, and its trade ended. The city remains now as a crumbled ruin.

<u>SAAT</u>: Set. Settlement in the region of <u>SIN</u> in the c south of <u>THE SURRACH</u> (Pop. c. 5,500).

<u>SAAT ANID</u>: also 'the Assassin King'. (D. c. 2880 RM) Pol. In c. 2750 he assassinated the head of the ruling priestly caste of the city of <u>AZOSAOTH</u>⁽²⁾, causing it to fragment. He took control of the city and over the coming years attempted to subjugate the surrounding region, though struggled to unite its various people.

- <u>SAATAM</u>: 1. *Geo.* Small peninsula in the north east of <u>ATARAXIA</u>, overlooking the <u>STRAIT OF SKAROS</u>.
 - 2. Set. Coastal settlement to the south west of the eponymous peninsula, known for its clam farms. It forms a part of the <u>RED ROUTE</u> (Pop. c. 4,600).
- <u>SAATAR</u>: Sup. Geo. <u>ATRAMENTALLY TAINTED</u> lake in the south west of <u>VÂRR</u>, in the region of <u>GHALLETHA</u>^(2.). The lake is thought to be linked via underwater caves with the region of <u>RONONVARR</u> to the north.
- <u>SABA</u>: Sec. Small city in the north of the tribe of <u>LEGEO</u>, in the c south of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 16,300).
- <u>SABACHAN</u>: Set. Small city in the north west of <u>KORACHAN</u>, just west of the Bay of <u>LALLEH</u>. Its steep harbours have allowed it to remain by the water's edge, where it maintains a large slave market, where slaves are brought from <u>AHKA</u> and other lands for sale. It was one of the first cities to bring <u>MULL</u> slaves from west of the <u>STRAIT OF SKAROS</u> some 200 150 years ago and as a result the surrounding region is today renowned for its large mull slave population (Pop. c. 14,500).
- SABAEA: Dem. 'Sabaea'. Ntn. Nation in the west of WESTERN MENISCEA. Its main cities are HADRAMAOUT, and MAHROUB, the names of which were inherited from an old predecessor nation, on whose ruin Sabaea is built. It is known for the Cult of the True king, whose members revere a recently dead king as a god, out of hatred and fear towards a replacement. Sabaea was a member of the FEDERATION OF FREE NATIONS OF MENISCEA. Its south western territories are a shallow coastal plains that was submerged as recently as three centuries ago. See Vol III: Extant Realms and Nations.
- <u>SABAISA</u>: Dem. 'Sabaisan'. Situated along the <u>TROPIC OF MAOCARHL</u> in the far east of <u>SAMMAEA</u>, the name Sabaisa was first used in 1598 RM, with the union of the <u>TWIN BANNERS</u> of <u>MENKAR</u> and <u>SATTAR ISHA</u>, following the influence of <u>TELEANYARA APEXEIDE</u>, prior to her abandonment of their people and hundred-year disappearance.

The twin kingdoms spread to encompass the southern-most part of the <u>PORPHYRI PENINSULA</u>. A swelteringly hot place, moist air carried over the <u>MIROVEAN OCEAN</u> provides a lifeline through which forests and other vegetation can survive, making life there possible.

For much of its history, Sabaisa was ruled by a royal dynasty with its roots in the precursor Menkarri and Sattar Ishan kingdoms. In 2246 RM an ancient caste of shapers, long thought dead, known as the <u>ATTESTORS</u>, revealed themselves, becoming advisors to the crown. They foresaw a time of darkness during which the royal family would disappear. Their warnings went unheeded, and in 2931 RM the royal family was killed in a religious coup during a solar <u>ECLIPSE</u>.

After this, various political and militant groups made attempts for the throne, none of which would prove to be permanent, whilst warlords and other opportunists made their own claims, making a recovery difficult for the region. Sabaisa broke down, and a centuries-long dark age followed.

In 3526 RM the exiled <u>JAHINN</u> <u>ALDEBARRA</u> was able to unite the disparate states of Sabaisa following two years on campaign with his son acting as lieutenant. He kept the name Sabaisa, though the old royal family had long-since been forgotten, Instead he founded a new <u>SULTANATE</u>, echoing the government of his old home in <u>ABACARDAT</u>. Following this, Sabaisan culture took on a more southern veneer.

Its people, like most in the Porphyri peninsula, are descended from <u>FOURTH AGE</u> unions between the human inheritors of the world and the near-extinct irothani — blue-skinned mortals beholden to <u>NYARLOTH</u>. Many individuals have skin with faint blue taint, or skulls that are slightly elongated, as a result. See Vol III: Extant Nations and Realms.

- <u>SABAISAN</u>: *Lan.* Language spoken in the <u>SULTANATE OF SABAISA</u>. It has its roots in the birth of Sabaisa, in c. 1600, following the unification of the <u>TWIN KINGDOMS</u> of <u>MENKAR</u> and <u>SATTAR ISHA</u>, when their disparate tongues (<u>MENKARRI</u> and <u>SATTAR ISHAN</u>, respectively) began to evolve into one tongue, with different facets of the two parent tongues taking precedence until by c. 2400 RM a standardised tongue had emerged that is still spoken to this day, with slight changes over time. See Vol II: Languages.
- <u>SABAAR</u>: Rvr. River in the prefecture of <u>ALITENEA</u> in the north east of <u>HOLOLACH</u>^(1.), flowing for 275-miles from its source in the <u>SABASSOR</u> Mountains before meeting its parent, the river <u>ROTAAR</u>.

- <u>SABAHEN</u>: Set. City in the east of <u>AHRISHEN</u>, 8-miles from the border with <u>VIRAHAN</u>. The city is located along the <u>GREAT ROAD</u> the main land trade-route in Ahrishen and trades east with Virahan along the river <u>SARA</u> (Pop. c. 47,750).
- <u>SABAIR</u>: Set. Settlement in the south west of <u>NAARETH</u>. It is known for its production of the exotic banana fruit (Pop. c. 5,500).
- <u>SABAR SULA</u>: Rui. Ancient lion-headed colossi on the island of <u>OTUTU</u>, off the western-coast of <u>TZALLRACH</u>. The colossi date back to before the <u>CATACLYSM OF KHAMID</u> and are relics of ancient <u>TZALLRACHI</u> life.
- <u>SABARRA</u>: Flo. Sacred tree in the <u>WOLD FOREST</u>. It is towering above other trees in the area and is protected by a cult of fanatics, who harvest its sap and use it as a life prolonger. Its use is regulated locally though is sold for incredible amounts to outsiders, largely rulers from <u>WESTERN SAMMAEA</u>.
- <u>SABARRAK</u>: 1. Geo. Depression in the c of <u>THE SURRACH</u>, with a maximum depth of 120-ft.
 - 2. Set. Small city in the c north of <u>THE SURRACH</u>, to the south east of the forest of <u>HISPIDIA</u>. Its primary industry is the crafting of wooden statues and object d'art (Pop. c. 12,500).
- <u>SABARUH</u>: Set. Coastal settlement in the south east of <u>GYZHA</u>. Its main industry is fishing, and its people practice an ancient form of stilt fishing with fishermen standing on poles in shallow waters, waiting for hours at a time to fill their quota (Pop. c. 3,800).
- <u>SABASHAAR</u>: 1. Geo. Expansive valley in the far north east of <u>ROMOREA</u>^(2.). Weathering in the valley indicates that a river once flowed south across it, though it likely ran dry during the <u>FOURTH AGE</u>.
 - 2. *Mil. Str.* Major fortress in the north east of <u>ROMOREA</u>^(2.), guarding the region from foreign attention.
- <u>SABASSOR</u>: Geo. Mountains in the north east of <u>HOLOLACH</u>^(1.). It is a source of many rivers, in particular, the river Rotaar, which flows in a steep valley system before reaching the plains to the west.
- <u>SABASTAR</u>: Set. Open-cast mine and adjacent settlement in the south eastern hills of the <u>ADALLA</u> Mountains. The quarries appeared following the retreat of the <u>INTERREGES</u> from <u>VÂRR</u> in 3791 RM and though small are major source of income to the <u>REGENT-KINGS</u>, who sell the diamonds to the north east (Pop. c. 1,200).
- <u>SABATA</u>: Mil. Str. Fortress situated in the north of <u>THE SURRACH</u>, along the <u>IVORY ROAD</u>, belonging to the <u>KNIGHTS AENEOUS</u>. It is a base for rangers who patrol the region.
- <u>SABATIA</u>: *Mil. Set.* Small city in the north west of <u>AHKA</u>. It is a major training ground for the region's military, including the <u>IRENARCHS</u> (Pop. c. 15,400).
- <u>SABATON</u>: Set. Settlement in the <u>URTAN LEAGUE</u>, in the south west of <u>IZABAL</u>^(1.), known for its <u>OLIVE</u> groves. It was once the seat of power of a tyrannical government, which was overthrown in 3682 RM, after which a new capital was established in the city of <u>URTAN</u>. (Pop. c. 5,800).
- <u>SABATTA</u>: Set. Major city in the far north east of <u>CISNERIA</u>. Its main industry is logging, and it also relations with <u>MASSALAR</u>, serving as a trade-route into the independent mercantile city-state (Pop. c. 90,500).
- <u>SABATTOS</u>: *Mil. Str.* Fortress in the east of <u>PELASGOS</u>, overlooking the <u>SEA OF SPIRES</u>, guarding the sea route into <u>TEREKION</u>.
- SABBAR: 1. Flo. Common AGAVE plant in the KORACHANI EMPIRE, particularly AZAZEM, SKAROS, VAALK, and ALMAGEST, adapted to temperate-cold climates. Individuals grow very large, commonly 15 ft. in diameter, often as high as 20 or 30 and is extremely hardy, growing in areas of little rainfall, otherwise-barren soil and intensity of the Atramenta. It flowers once a decade, with a single flower-stem growing out of the central mass of leaves. It is used for weaving and brewing a type of BRAN known as sabbar⁽²⁾.
 - 2. Bev. A type of BRAN made from the sabbar^(1.) plant. See Vol II: Beverages.
 3. Set. Town in AZAZEM, known for the production of the plants of the same name^(1.) (Pop. c. 5,000).
 - 4. Set. Coastal settlement in the north west of ELAT (Pop. c. 3,750).
- <u>SABBARA</u>: Geo. Road in the east of <u>AZAZEM</u> crossing the <u>TERRACHT</u> escarpment.

<u>SABBARAN</u>: Geo. Mountain chain in the east of <u>WESTERN MENISCEA</u> overlooking the <u>SEA OF SIPARIA</u>. The mountain runs for some 530-miles from the south of <u>LARISH</u> (where it is at its highest and most treacherous) down to the strait leading into the <u>SEA OF PANOTIA</u> and the north east of ETUL.

<u>SABBAROT</u>: Geo. Rocky region in the south west of <u>TRAKIA</u>, to the east of the <u>KEPHAMISHAI</u> Mountains. The region is dry and supports sparse shrublands.

<u>SABBATOR</u>: Set. Settlement in the c of <u>GIBEAH</u>. It is known for its ancient cisterns though these are said to have been polluted centuries ago, rendering them unusable. They have since become refuge to different individuals and groups at different times (Pop. unknown).

<u>SABBAYN</u>: Set. Collection of closely linked settlements in the c east of <u>LAASKHA</u>, built in the fertile soils of <u>LAABOU KENNATH</u>. Their main industry is agriculture, and their people are also adept hunters of the <u>TAINTED</u> creatures that emerge from the region of <u>KANAAIR SHOS</u> (Pop. c. 4,500).

SABBHAL: Set. Major fortified coastal city in the south east of ZHARIAH⁽²⁾. The city emerged in c. 3300 RM from five separate cities whose growth saw them merge into a single entity. These historical cities continue to shape both its character and geography to this day, making it the largest conurbation in Zhariah (Pop. c. 1,280,000).

<u>SABBOQUA</u>: Geo. Gently-sloping hilly region covered intermittently with scree and boulders in the north of <u>THE SURRACH</u>, south of the NGHALLEAL Mountains.

<u>SABBRAT</u>: Gam. Boardgame common in the north east of <u>EASTERN SAMMAEA</u>, particularly in <u>VENTHIR</u>. The game features a board in the shape of a <u>VENTHIRI CROSS</u> that contains 85 indentations where pieces can be moved. The game is culturally important in the <u>ARID TRIPTYCH</u> region, and is played by most adult men and some women (though more rural regions may be reticent of letting them play), and most cities have <u>SABBRAT BARS</u>, which are a focal point of culture where people can meet to drink, eat, game, and gossip. See Vol II: Games and Pastimes.

<u>SABBRAT BAR</u>: Str. Gam. Taverns common in the <u>ARID TRIPTYCH</u> region of <u>EASTERN SAMMAEA</u>, though most widespread in <u>VENTHIR</u>, where the boardgame of <u>SABBRAT</u> is commonly played, usually by men, over drinks and/or food. The game is taken very seriously and most such taverns have enforcers and referees to handle disputes (both related the game rules, as well as arguments that often break out).

Many cities have leagues and tournaments where Sabbrat masters can test their mettle against competitors. See Vol II: Games and Pastimes.

<u>SABBROS</u>: Set. City in the c east of <u>SAGITTARIA</u>. Its people are superstitious, clinging to the ancient belief of their <u>SAGITTAARI</u> forbears (Pop. c. 73,000).

<u>SABEA</u>: Set. Harbour in the east of <u>VENTHIR</u> at the mouth of the river <u>TEIRIS</u>. It has a history of smuggling, and many of its landmarks and old buildings were built through the spoils of piracy (Pop. c. 13,400).

<u>SABHAR</u>: Set. Settlement in the north of <u>SARASTRO</u> just north of the region of <u>BUTAR</u>. It is the main exporter of the diamonds and jewellery produced there (Pop. c. 6,000).

<u>SABIA</u>: Dem. 'Sabian'. Ntn. A nation in the north of <u>CENTRAL LLACHATUL</u>, situated to the east of the <u>DESOLATION OF ASTUDAN</u>, overlooking the <u>SEA OF BIELOST</u>, better-known as the <u>WHITE SEA</u> to most. It is known for its boreal forests and cold, windswept plains, that are home to large herds of beasts and industrious settlements that are linked by a strong trade-network.

Appearing as the Kingdom we know today in 3493 RM, Sabia is descended from the older kingdom of <u>SAKKHRIA</u>, which collapsed in 3222 RM following the final death of its <u>OTHERWORLDLY</u> ruler, the <u>FROST KING</u>, who is remembered today as the chief deity in the Sabian pantheon of the <u>FROSTBLOOD</u>. It grew rapidly in its first century, expanding north, reclaiming territories abandoned by a waning <u>ELDRIA</u>, whose <u>ORREX</u> leaders had grown corrupt and insular. The fall of Eldria in 3682 RM cemented the claim of Sabia's new territories, and it grew more powerful as a result.

Sabia has, like its predecessor, <u>SAKKHRIA</u>, withstood many <u>KORACHANI</u> and <u>ALMAGESTI</u> <u>CRUSADES</u> into its lands. These have

targeted its southern cities, and their <u>FIRMAMENTISTS</u> and their 'heathen' culture, leading to many settlements being attacked and ultimately abandoned over the years, following the genocide of their people. This has left the people of Sabia with a strong enmity of Korachan and Almagest, between which they see little distinction.

A popular legend in Sabia is the <u>SWORD TARTARUCH</u>, which was forged by the <u>SAVANT-KING</u> of old, and was used to defeat many demons that beset the early borders of Sakkhria. The sword was wielded by many champions over the years and was lost in 3590 RM after a battle with an <u>OTHERWORLDER</u> and its followers in the <u>ALLASAI</u>. See Vol III: Extant Nations and Realms.

<u>SABIAN</u>: 1. *Lan.* Language spoken in modern <u>SABIA</u>. It emerged from <u>SAKKHRIAN</u>. See Vol II: Languages.

2. Rel. Str. Monastery in the c north of <u>GNOTH</u>, located in the south west of the <u>SOLUN HIGHLANDS</u>. The monastery is one of the seven <u>MONASTERIES OF THOUGHT</u>.

<u>SABIANISM</u>: Adj. 'Sabian'. Rel. Astral duotheistic religion that appeared in early <u>ALAM BETHYL</u>. Its main deities – the <u>QUEEN OF CONSTELLATIONS</u>, and the <u>KING IN THE HEAVENS</u> – are depicted as being in constant opposition of one another and rule above a vast court of constellations, stars and other astral phenomena. The religions' roots are thought to lie east in <u>KOLCHIS</u>, where it is worshiped as a secondary religion by its <u>CONSTELLAR</u> caste, though it found its home in Alam Bethyl, where it is worshipped widely by all social strata.

Links have been drawn between the dual aspects of this religion and the month-long day and night of summer and winter, respectively, experienced in the north of Alam Bethyl. See Vol IV: Religions and Pantheons.

<u>SABIK</u>: Set. Coastal settlement in the south of <u>AQUARIIA</u>, overlooking the <u>SEA OF LIAKARRA</u> (Pop. c. 20,000).

SABILE IO SGIROUT: f. (B. 3923 RM) Pol. Per. Current ruler of ROMOREA^(2,) and head of the royal family. She ascended the throne in 3952 RM after the death of her FATHER, and continues the legacy of depravity that was begun by her GRANDFATHER, building great monuments and structures while the majority of hr kingdom lives in shackles.

<u>SABISSILIAN REVOLTS</u>: His. Tumultuous period of history in <u>KARAKHAS</u> that was characterised by massed revolts across the nation starting in c. 1200 RM. The <u>PAIAMALLI ORDER</u> was founded in 1242 RM specifically to deal with these revolts in a cost-effective manner that minimised bloodshed, and though it was effective, the unruly nature of the Karakhasid people meant that the region could not be fully controlled.

The period culminated in 1248 RM with a civil war that saw the region of <u>LATERITIA</u> devastated. The revolts were quelled and order was restored to the nation through the actions of the renowned general (later ruler) <u>NOMROS</u>, though the region remained a hotbed of unrest for centuries after.

The revolts were named after a minority group whose actions were able to rile up an already restless population to defy the government.

<u>SABLED SUN, the</u>: *Int. Org.* A secretive arcane organisation active in <u>PARTHIS</u> since 3994 RM. It has taken responsibility for seemingly unrelated acts of terrorism across Parthisan cities over the past years, including the bombing of the IMPERIAL OPERA HOUSE in 3999 RM.

The group is thought to have cells in many major cities across the Parthisan empire, with a decentralised and hierarchical leadership, limiting the amount of information that individual members possess.

Most of its members are believed to be <u>SHAPERS</u> with a shared agenda that likely seeks to destabilise the <u>TETHRAN</u> government, but little else is known of them. Some have posited that they have received foreign funding, but there is little truth to these rumours.

<u>SABNOL</u>: 1. Sct. Fortified settlement in the north of <u>RHINOCOLOURA</u>. It maintains a trade link with <u>AETHIOS</u> in the north and the <u>UMBRA</u> SOKHAR to the south east.

Not to be confused with the city of <u>SABONOL</u> in the east of the <u>UMBRA SOKHAR</u>, with which it shares a trade-route. The names are thought to be etymologically-linked, possibly owing a common ancestry in the early <u>FIFTH AGE</u> or earlier (Pop. c. 70,000).

2. Arc. Bridge in the above city^(1.), crossing the river SHIBBOLETH^(3.).

SABOLO: Set. City in the c of PNESSA. The forests surrounding the city are known to be dangerous to travellers and disappearances and abductions are common. Often attributed to predators and other natural phenomena, some people believe that there is a more sinister explanation (Pop. c. 23,000).

<u>SABOMOR</u>: 1. (B. 1694 – D. 1732 RM) <u>KORACHANI</u> explorer who followed the route of <u>VREGL</u> in 1720 RM. Born in <u>SIDION</u>, he spent his life at sea, first as a sailor, then in 1721 RM as a 1st mate to the explorer <u>ASHERAN</u>. In 1728 RM he sojourned in the c of <u>BROR</u> (1.), naming the region after himself. See Vol III: Extant Nations and Realms.

2. Lan. Ntn. $\underline{\text{KORACHANI}}$ name for the $\underline{\text{BRORI}}$ nation of $\underline{\text{TOAHN}}$. It is only recognised by Korachan and has become antiquated, disappearing from most contemporary maps over the last centuries.

<u>SABONOL</u>: Set. City in the east of the <u>UMBRA SOKHAR</u> wastes, and one of the largest closest enclaves of the plagi in the civilised world. The <u>PLAGI</u> of this city are not the insular xenophobes of the <u>KHARKHARADONTID</u> desert, and are known to trade with the people of <u>AETHIOS</u>, <u>ETHISTONITH</u> and <u>RHINOCOLOURA</u>. The city is named for and built over the ruins of an ancient <u>SOKHARAN</u> city.

Its priests are known to sacrifice specially bred three-eyed <u>AUROCHS</u> to their deity in times of uncertainty.

Not to be confused with the city of \underline{SABNOL} in the north of Rhinocoloura, with which it shares a trade-route. The names are thought to be etymologically-linked, possibly owing a common ancestry in the early $\underline{FIFTH\ AGE}$ or earlier.

It originated from an earlier caravanserai that formed part of the famed <u>NOAVATURI TRAIL</u> (Pop. c. 70,000).

<u>SABRAS</u>: Mil. Str. Coastal fortress in the north west of <u>SKAROS</u>, overlooking the <u>STRAIT OF ANEON</u>.

SABRI, COGNATE OF THE MACHINE: (B. 3973 RM) *Tec.* Born in SKAROS, he was inducted into the ranks of the COGNATES in 3999 RM, where he devoted himself to spreading work of the UNDYING MACHINE around lands to the east of the KORACHANI EMPIRE.

SABRIM: Set. Settlement in the north of ESHIR (2.). It was once a major industrial city, producing vast quantities of pig iron sourced in surrounding mines, as well as UMBRISKA as a by-product of crude UMBRISKA as a by-product of crude UMBRISKA as a by-product of crude UMBRA filters and SIPHON ENGINES that protected the city from the nearby ATRAMENTALLY TAINTED region of AKUBATH. A filter explosion in c. 3340 RM saw a large part of the siphon engine array destroyed, leading to the spread of corruption in the city, which made it uninhabitable. Forced to evacuate, most of its people weren't accepted in other cities and were forced farther south across the border into VESPERTINE territories, into the BITAMMAN desert, where their descendants now remain, populating the northern foothills of the RAHII Mountain.

Those who remained in the city were mentally and physically scarred by the events, and their descendants would become forevermore shunned by the rest of <u>ESHIR</u>, though they continued their ancestors work in cleaning the land, with <u>ATRAMENTISTS</u> rising to power there, repairing the great siphon engine, bringing a modicum of safety back to the city, though the region of Akubath continued to grow following the accident (Pop. c. 3,500).

SABRIYA: 1. Geo. Once a large sea dominating the eastern coast of ESHIR⁽²⁾, and forming a large inlet of the GULF OF ESHIRON, today Sabriya is a shallow valley that dominates the c of the nation, through which the expansive river GAMUS flows. The 4th millennium RM saw the Bay of Eshiron dwindle, and by c. 3500 RM the thriving Sabriya region was left as salty landlocked wasteland, its hundreds of coastal settlements, abandoned or aling. Today, the region is filled with the tell-tale signs of ancient industries and settlements – crumbling homesteads, rusted machinery, and ruined towns.

Of the major settlements on the region, only the city of <u>ANAFA</u> remains, which found itself at the edge of a freshwater lake when the sea level retreated, allowing it to survive.

In 1209 RM a <u>GODSTONE</u> was discovered in the mudflats of Sabriya, leading to a period of strife with various kindreds vying for control of the mystical object. This period ended in c. 1620 RM when the overlord

<u>Drerllatar Farisûn</u> used it to force surrounding city state into vassalage.

2. Rui. Major ruin in the c south of ESHIR^(1.). It was once a major coastal city overlooking the Bay of Sabriya^(1.), though as the bay disappeared with the wane of the <u>GULF OF ESHIRON</u>, the city was left landlocked, eventually being abandoned, with people leaving it for Anafa, which found itself on the eastern bank of the newly-revealed lake Eusis, which was formed as river Gamus chased the expanding coastline as the sea continued to retreat.

SABRIYAN STONE: Sup. Obj. Pol. His. A GODSTONE discovered in the mudflats of the SEA OF SABRIYA in 1209 RM, altering the course of history in the region. The stone became coveted by the various kindreds and city-states of the disparate ASSEERIAN people. It brought chaos and war to the region, and changed hand many times as people allied against its new possessors. It was most-famously wielded by the DRERLLATAR FARISÛN, who ruled for over five centuries, before his mysterious assassination in 2175 RM, after which the Sabriyan Stone was lost.

The Stone was rediscovered quite by chance by the Atramentist Aliqur in 3203 RM, who then used it to attack a small region in the south east of ESHIR⁽²⁾. He was ultimately defeated, and the godstone was confiscated. Following a vote by the Eshirian Republic council, the fortresses of AKROL, AVIRAR, and LAUK were reinforced, and the Stone was placed secretly in one of them, though many people believed that it was placed in a fourth undisclosed location. GODSLAYERS attacked Eshir in 3481 RM, intent on destroying the stone and desecrating its PANTHEON temples. The Godslayer forces were later found to be under KAZZARAN control, though they were ultimately defeated in 3514 RM, leading to the founding of a new branch of the ORDER OF THE STONE whose members operate as well-trained and equipped elites both within and without Eshir.

Thanks to their work, the Sabriyan Stone has been largely forgotten by the world at large, with most Eshirian people being completely ignorant to its history.

<u>SABSIS</u>: *Rui*. Expansive ruins in northern reaches of the plains of <u>ESTIA</u> in the north east of <u>LYRIDIA</u>. The ruins are granite and weather-worn, little more than fragmentary foundations half-buried in the plains, the compact earth embracing them tightly. They are largely ignored, though are often used by travellers as a camping site.

SABUKKI: Set. City in the north of SAUA (Pop. c. 50,000). *

<u>SABURA</u>: Soc. Rnk. Knightly servant caste, devoted and dedicated to serving the ruling castes of <u>MALAN</u>. They are immune to many Malani laws, and are unswervingly loyal and vicious warriors who forsake the path of the shaper due to the vows they take.

<u>SABURRA</u>: Set. Major settlement in the eponymous region in the c of <u>THE SURRACH</u>. It is noted for the solid granite foundations of its buildings (Pop. c. 87,000).

SACAM, KING: Pol. Self-proclaimed king of ZABAL. *

<u>SACHAPH</u>: Set. Settlement in the west of <u>RHEA</u>, known for its aluminium mines, which are the main industry of the nation (Pop. c. 18,200).

<u>SACHAR</u>: Geo. Rugged highlands in the c of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>EDICULE</u>^(1.).

<u>SACHARA</u>: Rvr. River that flows south east for over 280-miles from the <u>SACHAR</u> highlands in central <u>EDICULE</u> in the <u>HARÉSHK</u>. The river is a tributary of the river <u>ROHOTHA</u>.

SACHARAL: Ind. Str. Major fortified chemical manufacturer and producer of shadowsteel overlooking the river ICHORIA in the city of ZEPHANICHAN in KORACHAN. From the outside one would be forgiven for mistaking it for a fortress, for it is concealed behind thick slanted reinforced concrete walls covered with buttresses. It is only the smokestacks, pipes and reservoirs that can be seen above the walls that offer a glimpse into its function. The river flows sluggishly between these canyon-like walls, its waters tainted by chromatic wisps and ATRAMENTAL pollutants. So foul is the air within the manufactory that most workers wear SOFTSUITS, and those who do not rarely last long.

<u>SACHLOAL</u>: Mil. Str. Major fortress in the south east of <u>THE SURRACH</u>, guarding the pass between the <u>STRAMINEA</u> and <u>ABOSHATHOT</u> Mountains.

- <u>SACHRAN</u>: Geo. expansive roughlands in the c of <u>MENISCEA</u>, along the border between eastern <u>CEHOPHELA</u> and western <u>IMEAL</u>.
- <u>SACODONTA</u>: Sec. Major city in the west of <u>VÂRR</u> built along a steep-sided ridge that runs north for about 3-miles, and it is a centre for its cattle and vellum. (Pop. c. 50,000).
- SACRAMAD: Soc. Org. One of the 17 GRAND HOUSES of the NACRE LEAGUE. The House is based in the nation of HANNAH and is amongst the most powerful of the Grand Houses, controlling myriad different moneylenders and exchanges along the length of the NACRE ROAD, as over a hundred branches of the BANK OF SACRAMAD. The House provides loans to other Houses and its coffers finance wars and great municipal projects for nations across southern Sammaea, earning it great prestige.
- SACRAMAD, BANK OF: Com. Org. Major bank in SOUTHERN SAMMAEA, with over a hundred branches located across the length of the NACRE ROAD. The Bank is controlled by the GRAND HOUSE of SACRAMAD, which is one of the major Houses of the NACRE LEAGUE and is extremely influential in the region, financing the raising of armies, navies, and wars, as well as municipal projects.
- SACRARIUM OF SETHENYN: Rui. Subterranean temple-complex in LAASKHA, once dedicated to the deity SETHENYN (now a saint of the UNDYING MACHINE), forming part of THE SHADOW MARCH.
- SACRIFICE, CULT OF: Pol. Rel. Cult of personality that emerged in SUMA'YA surrounding the TYRANT OF SUMA'YA, which developed into a crude religion. Worship of the religion is enforced across Suma'ya and takes the form of large-scale masses at the end of which a person is chosen to be sacrificed. Though the law requires that the sacrifice be randomly chosen, in truth this is usually an agitator or enemy of the state. This helps to keep dissent to a minimum. See Vol IV: Religions and Cults.
- SACROSANCT SIMULACRUM, the: Rui. Gigantic metal idol in the c west of THE SURRACH, in the region of SÛR GHATH. It is around 100-ft. tall and stands at an angle, half-buried in the soil of the region and depicts in dark pitted metal humanoid figure, its arms destroyed, its head bearing seven eyes and three horns.
- SAD ILLIA: Geo. Island off the eastern coast of THUMAL.
- <u>SADA</u>: Set. Coastal settlement in the north east of <u>BA'AKH</u>. It is cut off from the rest of the nation by the <u>ATRAMENTALLY TAINTED</u> region of <u>ELOTTUAKEI</u>, though it operates a large harbour, through which it maintains contract with the rest of the nation, as well as <u>IO</u>, across the <u>STRAIT OF GARAP</u> (Pop. c. 8,400).
- <u>SADAAN</u>: Set. Small coastal city in the south east of <u>PARTHIS</u>. Its main industry is fishing and it forms part of the <u>RED ROUTE</u> (Pop. c. 14,000).
- <u>SADACABIA</u>: Set. Small fortified city in the north west of <u>AQUARIIA</u>, close to the border with <u>GNOTH</u>, along the course of the river <u>ACHAMOTH</u>. It has a small <u>GIGANRI</u> population, some of which are exiles from the realm of Gnoth (Pop. c. 17,200).
- <u>SADAGOR</u>: Set. Coastal fortress in the west of <u>SKAROSIAN</u> territories in the <u>BLACK MOUNTAINS</u> south of the region of <u>ADAMATI</u>. It ships slaves captured in the west back to Skaros, via the fort of <u>SABRAS</u>, where they are sold around the nation and beyond.
- <u>SADALI</u>: Set. Fortified settlement in the far north of <u>SEDISIA</u>, along the course of the river <u>NASHADRA</u> (Pop. c. 6,000).
- <u>SADANI</u>: Set. City in the south west of the <u>HENDECARCHY</u> of <u>CHLORIS</u> in the south of <u>MALAN</u>. It forms part of the <u>GREAT ROAD</u> trade-route. It is close to the border with <u>KHAMID</u> and has embassies where Khamidian and other diplomats dwell (Pop. c. 37,000).
- <u>SADANIA</u>: Set. City in the c north of <u>SABIA</u>. Its main industry is the quarrying of peat, which is used as fuel (Pop. C. 20,000).
- <u>SADDAI</u>: Sec. Settlement in the north west of <u>TARATI</u>^(1.). Its main industry is iron mining (Pop. c. 8,300).
- SADDALLI: Set. Small city in the east of the island-nation of <u>ARTALSCELLI</u>. It is known for its exclusive <u>ATRAMENTAL</u> college (Pop. c. 18 500)
- <u>SADEMALEK</u>: Set. Fortified settlement in the c-south east of <u>AQUARIIA</u>, forming part of a trade-route east with <u>ATARAXIA</u> across the <u>HARAB</u> pass between the <u>TOLIASOR</u> and <u>BLACK MOUNTAINS</u>. (Pop. c. 10,000).

- <u>SADIATTHA</u>: Geo. Scrub- and grasslands that dominate the north west of the <u>TARAHID ANNEXES</u>. The region is largely untamed, and is home to most of the nations' wildlife.
- <u>SADII</u>: Rel. Str. Mountaintop monastery in the north east of <u>TEMUJA</u>. Its monks are insular and do not speak with outsiders. Because of this little is known of their order and their purpose.
- SADOT: Set. Settlement in the north west of JURRAS⁽²⁾, with sprawling flower fields used in the production of perfumes and other toiletries. The settlement is a centre of a large region filled with small chateaus, each controlling acres of land (Pop. c. 8,000).
- SADROS: Org. Volunteer corps in TAAN AN, whose members maintain and protect the great AQUEDUCT OF CREPHITHISS. Though voluntary, the culture surrounding the Sadros has grown to become so important in Taan An that it is considered a great insult to ones' honour and family to refuse to serve. As a result, almost all able-bodied individuals volunteer for the corps when they come of age at 16. They are chosen based on aptitude to serve in various departments, either as engineers, guards, labourers, or in a myriad of other roles in between. The corps are famed for their hydraulic engineers, who have since constructed many new reservoirs, cisterns and grand steam-operated pumps that are put to good use in Tann Anan cities.

Their work is paid for by the <u>PRAEFECTORATE COUNCIL</u> and lasts for a minimum of one year with various boons granted for every year spent beyond the first, until after seven years, when individuals are granted the rank of citizen, allowing them to vote in Praefectorate elections. Most <u>PRAEFECTS</u> have served in the Sadros corps, and many pride themselves on their many years of service.

- <u>SADZUKAUN</u>: Sct. City in the c south east of <u>ZATAUR</u>, in the south east of <u>SAMMAEA</u>, (Pop. c. 58,000).
- <u>SAEB</u>: *Lak*. Lake in the c west of <u>SARASTRO</u>, along the course of the river <u>MALICHUL</u>.
- <u>SAECHIN</u>: m. *Alc. Mys. Per.* (B. < –120 RM D. 1274 RM) <u>ALCHEMIST</u> and powerful <u>SHAPER</u> and <u>SET</u>. In -96 RM he slayed the Lord-occultist Mailligr in <u>ARTA SCELIA</u>, and assumed leadership in his stead. In 4 RM he became a thrall to the <u>KORACHANI EMPIRE</u>, continuing to rule throughout its defection to HOAMM in 165 RM, until his death in 1274 RM.

His death would have many repercussions, including in <u>LIDEA</u>, where dissent amongst his followers would eventually lead to its independence in 1282 RM.

- <u>SAECULA</u>: 1. Sea. Sea, forming the north eastern-most part of the larger <u>SEA OF APHOTIS</u>. The sea is named after the now-ruined city in the region of <u>SUPHLATUS</u>⁽³⁾ in <u>ALMAGEST</u>.
 - 2. Rui. Abandoned city in c <u>ALMAGEST</u>. It was once a coastal city, famed for its manufactories and umbra processors (with pipelines crossing the <u>SEA OF SAECULA</u> from <u>HORSCH</u>), though was since abandoned following the retreat of the coastline. Its expansive ruins are either collapsed in <u>DUSTSTONE</u> fields or partially submerged beneath dust dunes.
- SAECULA, SEA OF: see SAECULA.
- <u>SAEDISH</u>: Dem. 'Saedish'. His. Ntn. Early <u>FIFTH AGE</u> nation in c <u>LLACHATUL</u>, in what is present-day <u>SAUA</u>. It gave way to the more recent nation of <u>SA'WEH</u> in c. 1320, which would in turn give way to Saua.
- Saedish is now known for its persecution of the <u>ESHILLI</u> people who once lived within its borders, nearly wiping them out in their genocide between c. -700-500 RM. This long period of war is thought to be responsible for the dour nature of its people, which in turn may have contributed to its many hedonistic cults. It was once an ally of <u>AHRISHEN</u> though it became insular, cutting down on trade in c. 230 RM. a succession of warmongering rulers led to hostilities with <u>HATHOR</u> between 432 and 438 RM, during which the city of ENEGH was taken.

Between c. 700 – 750 RM it took much of the <u>GOETHAN</u> coast, leading to the eventual unification of Goetha and <u>HARA</u> as the <u>HARÉ SHKA</u> in 807 RM. See Vol II: Extinct Nations.

SAELA: Sea. Strait dividing the islands of SAELEH, in the north west, from ULLMECH^(1.). The strait is around 100-miles wide and around 250-miles long at its longest and empties into the SEA OF MAELER to the south and MIROVEA in the north.

<u>SAELEH</u>: 1. *Geo. Nm.* Island-nation in the south east of <u>SAMMAEA</u>, to the east of <u>ZHARIAH</u>⁽²⁾, in the far south east of the <u>MIROVEAN OCEAN</u>. Founded in c. 3400 RM from a diaspora of freed Zhariahan slaves, the nation is built on the ruins of an older peoples – the <u>SALL ATHI</u>, who in c. 2430 RM were wiped-out by Zhariahan armies and slavers.

The people of Saeleh are ruled by a strict council that holds close the memory of their ancestors' fates, lest their doom be repeated. They maintain at great cost the great fortresses and towers that defend their coastlines from Zhariah, and their people live hard, if not unfair lives, ever ready for attack from without. Those who are able-bodied are trained to fight and serve 5-years of compulsory service, after which they are declared citizens, keeping their weapons and equipment. Should they be called to service in times of war.

The island is See Vol III: Extant Realms and Nations.

2. Pol. Set. City-state and capital of the eponymous region⁽¹⁾. It was founded in c. 3400 RM by a diaspora of thousands of ZHARIAHAN⁽²⁾ slaves who had been freed amid a period of unrest, reclaiming their ancestors home lands. The new city was founded in the shadow of the ruins of SALL – the old capital of SALL ATH – as a remined of their people's past. The new city was fortified and designed to accommodate a large population – so that anyone outside its walls should could find shelter should they need it (Pop. c. 165,000).

SAELWYN: 1. Geo. Island off the north coast of KOMMEA.

2. Mil. Str. Large coastal fortress on the above island^(1.), in the north of KOMMEA. It guards the entrance into the BAY OF ABIND.

<u>SAEMDAR</u>: (B. 392 – D. 438 RM) *Pol. His.* King of ancient <u>HARA</u>. He was killed in battle against <u>KORACHANI</u> forces during an attack on what is today the south east of <u>AHRISHEN</u>. Left without heirs, the monarchy ended, with his advisors appointing a <u>TRIARCHY</u> instead.

<u>SAEMDIS</u>: *Geo.* Large island in the west of the <u>BROKEN LANDS</u>, and home to the monastery of <u>TAA KRI</u>.

<u>SAERO</u>: Set. Settlement in the east of <u>ELAT</u>, along the course of river <u>SOSSOR</u>. Its main industry is the production of cork (Pop. c. 7,300).

SAESPITOSE: Geo. Large spit in the south east of the island of <u>CAMARA</u> in the north east of the <u>CORAL BARONIES</u>. It was formed between c. 3500 – 3700 RM from the lowering of sea levels and the resultant joining of sandbars, atolls and reefs. It remains uninhabited, and has become haven to wildlife, though catamarans from Camara have begun to ply its waters while fishing.

SAETEN RI: His. Str. Geo. Ancient stone pillars in the VAKAR wetlands of the DOMAINS OF SHAUATAS. There are hundreds of sites containing such pillars, and most are now crooked or half-sunken. A few are arranged in circles, though these do not seem to correspond with any pattern or phenomena (such as LEYS or areas of OVERLAY) and their purpose remains unknown. Most are unadorned, though a few have symbols carved into their surface.

SAETH: Set. Settlement in the HARÉSHKI CITY-KINGDOM of ALAMUT (Pop. c. 3,400).

<u>SAEWA</u>: Set. City in the c west of <u>RHEA</u>. It was one of the first major cities in Rhea to adopt the <u>SAEWAL</u> religion, and it remains a centre of the faith to this day. It is also a major centre of ironworking, where raw iron mined in the west is processed into pig iron (Pop. c. 38,000).

<u>SAEWAL</u>: Rel. Dei. Sun-deity worshipped in <u>IACIO</u> and <u>RHEA</u>. The religion has its roots in <u>TZALLRACH</u>, where it was a <u>MYSTERY CULT</u> that emerged from the religion of <u>ANATHA BAETYL</u> in c. 3035 RM. Presided over by a secretive group of holy men calling themselves <u>HIEROMONARCHS</u>, the cult became popular amongst the lower-classes, quickly supplanting the prevalent faith of Anatha Baetyl.

This prompted a holy war that in 3037 RM saw fanatics of Anatha Baetyl drive out the Hieromonarchs. Many were slain, but the survivors fled east, crossing the <u>ARGENT</u> Mountains in c. 3040 RM, where they headed north east into the <u>TURCAR</u> desert.

They re-emerged in c. 3135 in the north of Rhea, challenging the ancient Auradian religion there. For decades the religion of Saewal struggled to gain a foothold from the city of <u>PAEZAL</u> in the north of the region, but the persistence of the Hieromonarchs paid off and by c. 3150 it had spread through trade-routes to the south, gaining a foothold in

most cities, where it gained further popularity, ousting the old $\underline{AURADIAN}$ religion.

The Hieromonarchs gained a substantial following over the next decades, becoming powerful, until they were able to oust the <u>AURADIAN DYNASTIES</u> in 3192 RM. The Auradian religion would eventually die in the wake of the spread of Saewal, which remains worshipped in Rhea and Iacio to this day. See Vol IV: Deities and Pantheons.

<u>SAFFA</u>: 1. Sea. Sound in the northern coast of <u>MHAROKK</u>, known to have recently been subjected to a massive umbra spill known as the <u>RYTHONI</u> SPILL.

2. Set. City in the north of MHAROKK. It was once a major port though following the defection of NUTHACHAN to the HIGH-EMPIRE major rebuilding works saw a new port built, linking the city with the coast, giving Mharokk a vital link to THE INNER SEA through the north west. It's a major producer of DROSS in the region (Pop. c. 135,000).

SAFOT: Set. Settlement in the east of MHAROKK (Pop. c. 6,000).

<u>SAGAR</u>: Mil. Str. Major fort in the south west of the <u>PARTHISAN</u> colony of <u>VARTA</u>^(1.). It guards the main trade-route between the colony and <u>THE SURRACH</u> and its troops patrol the border of all Varta.

<u>SAGARIN</u>: Rui. Ruined <u>FIFTH AGE</u> city in the north west of <u>METHUMN</u>, located in the middle of the <u>ANTENAS</u> plains. It was once a coastal city overlooking the <u>BAY OF LRITHA</u> long before the slow retreat of <u>ELYDEN'S</u> seas led to the diminishing of the sea and the eventual abandonment of the land-locked city by c. 2600 RM.

<u>SAGATHY</u>: Set. Settlement in the c north of <u>THE SURRACH</u>, known for its fine silks (Pop. c. 7,200).

<u>SAGDALON</u>: *Pol. Rnk.* Ruling caste in the state of <u>AIGOKHERA</u> in <u>SAMMAEA</u> that has ruled since 3615 RM, after uniting disparate people from the region. Under the Sagdalon's leadership, Aigokhera has been able to secure a large stretch of the <u>IVORY ROAD</u>, making its cities wealthy trade-centres.

 \underline{SAGGAR} : 1. Geo. Region in the c west of <u>THE SURRACH</u>, and target of $\underline{BAKHRAN}$ expansions south west.

2. Set. City in the above region^(1.) in the c west of <u>THE SURRACH</u>, near the falls of <u>RIUH</u>. It is known for its high towers, each belonging to a major family in the city and used as a display of power. It is a major trade influence both up- and downstream along the river <u>ESSRA</u>, and the barges of its merchant houses are a common sight. It is a city divided in two, with a part above and another below the waterfall, each of which is linked with a well-travelled road that moved trade good off the river, across land to the continuation of the river either above or below the waterfall (Pop. c. 100.000).

<u>SAGHAMAT</u>: Set. Small fortified city in the far south of <u>METHUMN</u>. It is an ancient settlement with records dating back to the first centuries of the <u>MEDHAMANNI EMPIRE</u>, where it was founded above a far older necropolis (Pop. c. 10,500).

<u>SAGHAN</u>: Set. Lake-town in <u>TEMUJA</u> along the northern shore of lake <u>KHASGA AUR</u> (Pop. c. 2,200).

<u>SAGITE</u>: Rnk. Order of secretive monks in <u>ILLAKRAR</u> and found in lesser numbers in western <u>AKACHA</u>. Little is known about their dogma and tenets and they survive through donations and living ascetic lives.

<u>SAGITTAAR</u>, <u>TEMPLE OF</u>: Rel. Str. Temple erected on the Island of <u>COSSYRA</u> off the north eastern-coast of <u>TAHALL</u> in 21 RM. Though the temple remains to this day it was abandoned some time ago following the schism between <u>TAHALL</u> and <u>SAGITTARIA</u>.

SAGITTAARI: His. Soc. Ancient snake-worshipping natives of the KORACHANI PENINSULA. Originally only a minor group, they slowly gained a dedicated following as they opposed the rapid changes taking place in Korachan following the rapid rise to power of the ARCHPOTENTATE MALICHAR, as their views and beliefs became more public in the summer of 13 RM, many of their numbers were executed in a display of force. They were later driven west by the IRON GUARD, and forced across the Skaros, where they settled lands around the GATE OF EREBETH. Their descendants would fund the nation of TAHALL and SAGITTARIA.

<u>SAGITTARIA</u>: 1. *Geo.* Headland in the north of <u>SAMMAEA</u>, encompassing the nations of <u>ALTHA</u>⁽²⁾, <u>EREBETH</u>, <u>IZABAL</u>⁽¹⁾, Sagittaria⁽²⁾, the <u>URTAN LEAGUE</u>.

2. Dem. 'Sagittarian'. Ntn. Nation in the north of SAMMAEA, south of the GATE OF EREBETH. First colonised by SAGITTAARI exiles of KORACHAN in c. 15 RM. Led by the KNIGHTS-EXILE they had been driven out of Korachan in 13 RM by the ARCHPOTENTATE MALICHAR for their opposition of his reforms and worship of the so-called ASP GOD. They settled the land around the Gate of Erebeth and spread north and south from there, ruling both territories as a single entity.

In the south they encountered a simple pastoral people with sparse city states, collectively known as the <u>EMERATIANS</u>. The Sagittarians were quick to settle the region through ha mix of peaceful absorption or more hostile subjugation, and by c. 50 RM Sagittaria had come to control trade across the Gate of Erebeth, growing wealthy under the leadership of the Knights-exile as it took on the role of link between <u>THE INNER SEA</u> and the <u>SEA OF SERPENTS</u>, founding many prosperous cities around the <u>SEA OF TROJA</u>.

In 76 RM the region was gripped by civil war over attacks against Korachani trade and the nation was sundered in two in $80 \text{ RM} - \underline{\text{TAHALL}}$ in the north and Sagittaria in the south.

The appearance of the <u>MEROVICHI DYNASTY</u> saw trade with the east dwindle as it focussed on the south west instead. The nation grew incredibly wealthy from trading exotic goods from <u>THE SURRACH</u> east even as it looked to its past relations with Korachan with growing bitterness.

The Merovichi Dynasty was ousted by their own advisor who in 1567 RM became ruler, known as the <u>AUTOCRAT OF SAGITTARIA</u>. Leading a caste of sycophantic sorcerers, he allowed the largest Sagittarian harbours to become landlocked as the <u>INNER SEA</u> retreated. The region stagnated and existed only to serve him and his allies.

In 2163 RM the Knights-exile were able to kill him and depose his followers, taking control and marrying into the remnants of the ancient merchant-houses in an effort to bring back stability to the region. The autocrats' body was interred within a technarcane engine by his followers and hidden within the independent city of SOGASSA.

With its inland sea (and all its harbours and ports) dry and its coastal farmlands barren, the region waned. <u>PLAGUE</u> wracked the nation in 2758 RM, leaving it devastated. Forced into it by the followers of the Autocrat, the Knights-exile turned for help to the god-machine (later known as the <u>INTERMINABLE ONE</u>) whose religion has spread across their land. Under his direction, they were able to bring wealth back to Sagittaria, but they were slowly manipulated by the gods' priests until they became his puppets.

Revolts in the western territories in 3122 RM over working conditions and the unjust redistribution of wealth led to all-out war by 3158 RM, that engulfed the west of the nation. The war ended when a Sagittarian SHAPER died the next year, taking most of the Sagittarian armies with it, allowing rebelling troops to secure much land. They called for a ceasefire, catching the Knights-exile off-guard. They agreed to the terms, and in 3159 RM the war was ended, with $\underline{IZABAL}^{(1.)}$ and surrounding cities – by then wasted by the war – breaking away from Sagittaria on condition that contact between the two remain peaceful.

By 3236 RM the rule of the Knights-exile was over, replaced by the sorcerer-priests of the Interminable One. The Knights-exile remained in small numbers guarding the merchants plying their trade along the IVORY ROAD

The Interminable One remained a god to the people of Sagittaria, manipulating the desires of the sorcerers until in 3582 RM, when following an expensive deal brokered with the LHAUS of KHALHAT, a cloned artificial body was secured in which his soul could be interred. The Interminable One was reborn in flesh after nearly 1400-years of rule from within a machine. His rule became absolute, and none doubted his divinity.

But it was not to last. An earthquake destroyed the city of $\underline{\text{KESHEL}}$ in 3612 RM during a ceremony of veneration, destroying the Interminable One and the city with him. Seeing the body of their god destroyed, and his life taken, the people lost faith in their god. The church and the sorcerers waned in strength. His closest agents were able to transfer his

soul back into the ancient technarcane engine, but both engine and soul were damaged, leaving him twisted and weak, surviving in the hidden city of Sogassa.

The region fell into chaos after this and suffered under decades of war. By 3680 RM Sagittaria had split into as many as a half-dozen realms that by 3751 RM had coalesced into a democratic republic headed by the house of <u>CAMACA</u>, though the entirety of the east had splintered away, becoming known as <u>ALTHA</u>^(2.). See Vol III: Extant Nations and Realms.

SAGITTAARIAN: His. Lan. Ancient dialect of KORACHANI that was spoken by SAGITTAARI exiles who fled KORACHAN close to 4,000-years ago. The language followed the Sagittaari around the INNER SEA, and would later form the basis of various languages, including modern SAGITTARIAN and TAHALLIAN, amongst others. See Vol II: Languages

<u>SAGITTARIAN</u>: *Lan.* Extant language spoken in various nations in the north of <u>SAMMAEA</u>, including <u>SAGITTARIA</u>, <u>ALTHA^(2.)</u>, <u>EREBETH</u>, and <u>IZABAL^(1.)</u>. It borrows heavily from the <u>CALLISTEAN</u> language that was spoken by natives, as well as the <u>EARLY KORACHANI</u> dialect known as <u>SAGITTAARIAN</u> that was brought by immigrants who settled the region farther north. See Vol II: Languages.

<u>SAGITTARIANS</u>: 1. *Eth. Soc.* The descendants of the <u>SAGITTAARI</u> people who, following their exile from <u>KORACHAN</u> in 13 RM, settled the lands around the <u>GATE OF EREBETH</u>. The serpent motif is a relic of their first culture in the region. Not to be confused with their ancestors, the Sagittaari.

2. *His. Oth. Rnk.* Ancient <u>HALFBLOODED</u> priest-caste in <u>SAGITTARIA</u>, who made ritual sacrifices to the <u>ASP GOD</u>.

SAGO: Geo. Relatively flat highland region in the c north west of <u>VENTHIR</u>, east of the <u>JAELA</u> Mountains peppered with mesas and valleys. The region once served as a border between Venthir and <u>NARTHEL</u>, though is now firmly in Venthiri territories.

<u>SAH AUR</u>: Lak. Shallow-shore lake in the c-south east of <u>TEMUJA</u> along the course of the river <u>AIHANÉ</u>. In particularly harsh winters and following snowmelt in early summer, the lake can increase greatly in size, at times joining with the river <u>ARILLIEN</u>, causing the latter river to break its banks.

<u>SAHARLI</u>: Pol. Mar. Caretakers of <u>VALBAR</u> founded by the <u>PLUTOCRATIC</u> <u>COUNCIL</u> in 3461 RM to provide a modicum of security to the handful of cities that remain active there following the region's abandonment by <u>ALMAGEST</u>.

In 3717 RM the *Saharli* were reformed into a well-equipped force of rangers whose role was to protect distant cities and safeguard the roads linking them. They went on to become a major policing force, not only patrolling its own cities and territories, but also its borders – particularly in the west, where incursions from the <u>CALLOW HORDES</u> were not uncommon.

<u>SAHATI</u>: *Rvr.* River in the south west of <u>AETHIOS</u> flowing north for 375-miles from sources in the <u>ANCHIAUS</u> Mountains and the <u>MAMMEN</u> roughlands, before meeting its parent, the river <u>SHIBBOLETH</u>^(3.).

<u>SAHAXAT</u>: Rui. Ancient abandoned city, in the far north of <u>Grarneâst</u>, just south of the border with <u>NASTAL</u>⁽²⁾. It lies to the south of the <u>SPHYRNIDONTID DESERT</u>, in the c west of <u>WESTERN SAMMAEA</u>, harking back to an ancient time when the <u>MORTAL PEOPLES</u> were still young and <u>SPIRITS</u> remained tethered to the bodies of the dead in the forms of <u>ILLURCAULS</u>. The city takes an ancient form, of thick stone walls and wide thoroughfares, through which amble the seemingly lifeless bodies of <u>VALTHAS</u>, soul-pearls still protruding from their bodies. it is a strange and sterile place, of another time, though seemingly unaffected by its passage.

What few explorers have encountered it have reported a dark pall hanging over the city, under which their thoughts turn dark and action comes difficulty. Due to this, full exploration and exploitation of the immense metropolis and the riches within is impossible (Pop. unknown).

<u>SAHAZZAR</u>: Set. City in the east of <u>ZAKRON</u>. It was once home to a famed university of <u>SHAPING</u>, though this was destroyed in c. 2900 RM following a revolution in the nation that saw shaping banned. The city waned after this, and much of it is now deserted (Pop. c. 25,000).

<u>SAHENNAH</u>: Rvr. Wetlands in the east of <u>AZAZEM</u>, overlooking the <u>BAY</u> <u>OF IRYSA</u>.

<u>SAHHAR</u>: m. Per. (D. 66 RM) His. Follower of the <u>ARCHPOTENTATE</u> <u>MALICHAR</u> in the early days of the <u>KORACHANI EMPIRE</u>. He betrayed the forces of the Archpotentate in 22 RM during the siege of <u>SKAROS</u> and was later executed by beheading.

His mummified head is now a relic in the <u>MUSEUM OF ANCIENT ARTEFACTS</u>, in <u>TETHRA</u>, <u>PARTHIS</u>, following a tumultuous history that saw it passed from owner to owner over the past millennia.

<u>SAHIOX</u>: Set. City in the <u>HENDECARCHY</u> of <u>AONIA</u> in <u>MALAN</u>, situated along the northern shore of lake <u>VHARA</u> (Pop. c. 171,000).

SAHIM: 1. Sea. Bay in the north of <u>TARTAK</u>, between the mainland and the delta of the river KHARAD.

2. Set. Large city in $\underline{\text{TARTAK}}$, known to trade with $\underline{\text{JURRAS}}^{(2.)}$ (Pop. c. 290,000).

<u>SAHIR</u>: Ast. Set. City in the c of <u>EZASUH</u>⁽²⁾. It is noted for its astronomical telescopes and its astronomical library, which is perused by scholars from across the <u>INNER SEA</u> (Pop. c. 33,400).

<u>SAHITTA</u>: Geo. Rocky mountain region dominating the interior of <u>KHITAI</u>, stretching from the western-most headland, to the <u>BAY OF KIBE</u>.

SAHIVAN: Set. Settlement in the south east of GNOTH, in the forested region of VIANTARAS. The settlement was once a major centre of Gnostic study, though it dwindled following the diminishing of the SEA OF LIAKARRA, which left it landlocked and 120-miles from the present-day coast. The GOSPELS OF GNOTH were written there in c. 1800 RM, during the city's golden age, when its population stood at 100,000, made up of a mix of GIGANRI and HUMANS. Today it is greatly diminished, and its human population is reduced to a handful of families, descended from ancient ALCHEMISTS. Today it forms a part of THE WAY trade-route (Pop. c. 7,000).

<u>SAHKHIA</u>: Set. Settlement to the south of the <u>YGGATHALUR</u> Mountains in the north east of <u>THE SURRACH</u>. The settlement is built in the inner rim of a meteor crater, and is known for its shaded loggias, with structures and dwellings built in the cool crater rim. In antiquity the crater was mined for its meteoric iron, with tunnels stretching outwards, like the spokes of a wheel, facing the rim. Though since the mines were exhausted centuries ago many have since been converted into stores and rooms for various industries (Pop. c. 7,200).

<u>SAHODOM</u>: Geo. Mountain range in the c north of <u>SAMMAEA</u>, forming an extension of the larger <u>CAMMOREAN</u> Mountains. Like the Cammorean it helps to guard the north from the <u>ATRAMENTAL TAINT</u> to the south.

<u>SAHRAIM</u>: Mil. Str. Small fortress located in the c of <u>ESHIR</u>⁽²⁾, established to offer protection to the <u>SIPHON ENGINES</u> that safeguard the trade-route that crosses the <u>ATRAMENTALLY TAINTED</u> region of <u>GOSASHANA</u> that separates the coast from the city of <u>ANAFA</u>.

<u>SAHRODOT</u>: Int. Rui. Abandoned zinc, lead and copper mine in the c south east of <u>ALMAGEST</u>, in the north east foothills of the <u>GAEFANG</u> Mountains. The mine was once the deepest vertical mine in Almagest, at almost 1.5-miles deep. It was operational for close to 900-years and was finally abandoned in 3662 RM, leaving behind a labyrinth of pits, shafts, tunnels, and hollows – most <u>MORTAL</u>-made, though some natural.

At the height of its operations, the mine was home to close to twothousand people, who formed a settlement deep below the surface, serving all the needs of the miners. Perhaps most famous is the large church that was constructed in an expansive hollow to accommodate all the people of the mine. The church remains today, eerily silent, over a mile from the surface, cut off from the surface.

Sahrodot was abandoned under mysterious circumstances, and at the time it was believed that it would remain profitable for many more decades, if not centuries. A month before being closed a BRONZE MASK was found in a hollow that was revealed during pit extensions. Before this, the hollow had been completely sealed and there was no way for the mask to be there, but there it had been. It was taken away to the city of ALMAGEST to be examined by scholars, but it went missing. Soon after the mine was closed. Some believe that the scholars examining the mask discovered part of its history, leading to the hurried closure of the mine, but this remains conjecture.

The mine was sealed with hundreds of feet of concrete and guarded by military personnel for decades after its closure to dissuade anyone from entering, though they too abandoned it in c. 3700 RM, leaving it unguarded. Few know about it today and most who do know better than to disturb it.

SAHRODOT MASK, the: Sup. Obj. Bronze mask of unknown providence discovered in 3662 RM in a newly-revealed natural hollow over mile beneath the surface of ALMAGEST, deep within the mines of SAHRODOT. The hollow had been completely sealed prior to the mask's discovery, with no explanation as to how the object found its way there.

The mask was of distorted proportions and grotesque detailing, and could not be identified by scholars entrusted to research it. It later went missing, with the mines being shut down soon after, with many following the story believing that the two to be linked. The event spawned many legends and stories, none of which can be verified. The mask remains lost (or destroyed, as some claim), to this day.

<u>SAHURRE</u>: *Set.* Small city in the c north of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>. It is a major source of myrrh and is the c. of the myrrh production industry in the region (Pop. c. 20,000).

SAI: 1. Pol. One of the FIVE-AND-SIXTY FEUDAL STATES of SAUA.
 2. Set. City in the above state^(1.) in SAUA (Pop. c. 38,000).

<u>SAIAS</u>: Rvr. River in the east of <u>RHAMIA</u> flowing east for 40-miles into lake <u>SAIDA</u> along the border with <u>AHRISHEN</u>.

<u>SAIDA</u>: Lake in the north west of <u>AHRISHEN</u>, bordering the east of <u>RHAMIA</u>, situated along the course of the river <u>NALESH</u>, though is also fed by the river <u>SAIAS</u> and <u>RHAS</u>.

<u>SAIDAHK</u>: Set. Coastal settlement in the east of <u>ATARAXIA</u> (Pop. c. 8,000).

SAIGUS CHIMEON: m. Mil. Pol. Per. (B. 3912 RM) GRANDMASTER of the SOMNIARECHI ORDER of the SANCTIFIED INQUISITION since 3961 RM. He was discovered by the ORDER OF PROSELYTISERS at a young age, and was taken to the MINASTERIA (2.) of SOMNIAREAR to train as an ONEIROMANCER, a subject he excelled at, becoming somewhat of a prodigy, performing in packed venues to enthralled audiences at the age of 15. He was later recruited by the Order, where he trained for many years, becoming a PROSELYTE before being promoted to a DREAMFORGED, in which role he spent most of his days. Having proven himself as an exemplary field-agent he was commended on various occasions, earning the respect of the Order.

Like many others in the Order, he is aloof of bearing, and is very tall and of a wiry frame. Despite his role as Grandmaster, he maintains a very active role within the Order and spends much of his time encased within a tailor-made oneiric HEART ENGINE, which he uses to explore the DREAMWORLD for signs of growing overlays between it and the MATERIAL PLANE, which typically indicate the emergence of a new DREAMSCAPE. Indeed, many new dreamscapes were discovered by his own probings.

The engine is believed to administer cocktail of drugs to stall the aging of his material body whilst his mind is in the Dreamworld.

<u>SAIHWAN</u>: lit. 'Watchers'. Soc. Mar. Org. Military tribe in <u>THE OLD FOREST</u>, known for its archer tradition, using 8ft. long composite longbows, with an incredibly high tensile strength. They lived most of their lives in the <u>GEAFIRS</u> of <u>THE OLD FOREST</u>.

After centuries of conflict with <u>KORACHAN</u> and <u>ALMAGEST</u>, their tradition has waned since guns have become more common in the Old Forest, though some scattered groups still exist who cling to the old ways.

SAIMA: Set. Major city in the south west of SEDISIA (Pop. c. 46,000).

<u>SAINT</u>: *Rel.* A person who is considered by an organised religious institution to be spiritually close to that religion's deity, with individual saints often being recognised as having performed at least one miracle that has been verified as so by said institution.

Different religions have different doctrine with regards to saints, some of which are detailed below:

1. In the <u>THREE CHURCHES OF THE UNDYING MACHINE</u> saints are individuals whose deeds have been recognised by the respective church or churches as exemplary, with many amongst them dying as martyrs.

The process of elevating an individual (called canonisation) to a saint is a complex one, requiring various criteria to be met. Amongst them, the individual needs to be dead with a formal application submitted by interested parties for investigation by the church for merit. This is particularly the case when applications include claims of miracles, which must first be verified. These investigations can take years to complete, and even once a verdict has been reached, it normally takes the respective Church many more years to organise a conclave where all pending requests for canonisation can be formally approved.

Once canonised, a saint is celebrated in their community, with statues erected in their honour and churches and chapels constructed and dedicated to them. Such statues are a common sight in most cities of the TWIN EMPIRES, and ALMAGEST, where they adorn street corners or plinths at crossroads or squares. Typically made of wrought iron or bronze, these statues are identified by plaques that list the names and domains of the saints, as well as votive prayers one can utter to invoke their blessings. There are people that tend to these statues, making sure that there are candles burning at all times and that they are in maintained in good condition.

Their death day becomes a day of commemoration, remembered every year by prayer and processions in which an idol is carried through the streets by <u>VOTARIES</u> and other faithful. In some places, reveration of the saint might surpass that of the <u>UNDYING MACHINE</u> and the <u>ARCHPOTENTATE MALICHAR</u>, which might earn the attention of the <u>MORÉHAN SANCTIFIED ORDERS OF THE INQUISITION</u>, who may take action against them.

Many saints within the Three Churches of the Undying Machine become regarded as patrons – advocates of particular vocations, places, nations, or people. This may be arbitrary, though typically stems from an aspect of the saint's life, and may be based on their own vocation, place of birth, or actions. People will often wear a necklace in the image of a saint they choose as a patron, worn alongside the symbol of their respective church, or the idols of the <u>LEADEN THRONE</u> or the <u>SWORD TARTARUCH</u>.

<u>SAINT OF SLUMS</u>: Leg. Legendary figure in <u>ALMAGESTI</u> lore, specifically within the <u>CITY OF ALMAGEST</u>, who is said to have once been a <u>PATRICIAN</u> who used his wealth to help the poor and eventually came to live amongst them, his name was forgotten and he came to be known as the Saint of Slums. Though not recognised by the <u>ALMAGESTI TEMPLE</u>. See Vol II: Legends and Folk Tales.

<u>SAJAHAD</u>: *lit.* '*Palace on the Field. Set.* Large city in the east of the tribe of <u>DRAKAINA</u> in the east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 62,000).

<u>SAJONA</u>: Geo. Island off the north western coast of <u>BROR</u>^(1,), forming a part of the <u>KRAJAN</u> archipelago. It was famed amongst ancient mariners and explorers for its west-facing coastal cliffs, in particular their rich colours, which range from violet, to purple and pink.

<u>SAKADA</u>: Set. Small city in the east of <u>AMMESH</u>, along the course of the river <u>KERIKHAYANTI</u> (Pop. c. 13,000).

<u>SAKAR</u>: Rvr. Wetlands along the eastern shore of lake <u>BALA</u>, in the north of <u>LAASKHA</u>.

<u>SAKARAS</u>: Set. Small city in the east of <u>SKAROS</u>, along the <u>SHADOW</u> <u>MARCH</u>. Its main industry is catering to passing pilgrims (Pop. C. 12,000).

<u>SAKEN ITRUSH</u>: Sea. Shallow coastal sea off the west coast of <u>TAAN AN</u>, in the south west of <u>SAMMAEA</u>.

<u>SAKETHI</u>: For. Verdant region in the east of <u>PARTHIS</u>, known for the sheep husbandry that dominates most settlements there.

<u>SAKHAOST</u>: *Rvr.* River in the c of <u>LLACHATUL</u>, flowing east through <u>CISNERIA</u> for around 350-miles from sources in the east of the <u>BLACK MOUNTAINS</u>, before emptying in the <u>SEA OF APHOTIS</u>. It is known as <u>BARRA</u> in <u>ALMAGEST</u>.

<u>SAKHAR</u>: Set. Small city in the west of the <u>JAHADAT STATES</u>, under the control of the city of <u>MEHEMESH</u> (Pop. c. 13,900).

<u>SAKHER</u> 1. Set. Small city in the c west of <u>KORACHAN</u>. It is known for its mask-makers and its harvest festival, which has become a yearly highlight across the Korachani <u>PATRICIAN HOUSES</u>, and the city's population is known to increase fivefold during the weeks leading up to the festival

(Pop. c. 15,000. Increases to 60,000 - 75,000 during the yearly harvest festival).

2. *Obj. Soc.* Featureless white masks worn by some female nobility in the <u>KORACHANI EMPIRE</u> to keep their skin pale. They are named after the city from which they originate.

SAKHET: Ind. Set. Pyrite mine and adjoining settlement in the north east of KHAMID, to the north east of the NEFERATH Mountains. The mines were established during the KORACHANI subjugation of Khamid and pyrite mined here was used in the manufacture of firearms across THE INNER SEA. Though the need for pyrite has diminished, the mines are still in operation to this day, though greatly diminished from their former height in c. 3180 RM (Pop. c. 6,200).

SAKHIR: 1. Rvr. River in the c of AHRISHEN, flowing for 85-miles, linking lake CYIDA with lake ACTAEA.

2. Set. Small city in the c AHRISHEN (Pop. c. 17,000).

<u>SAKILL</u>: Set. Settlement in the c of <u>GNOTH</u> along the <u>GNOTHI ROAD</u>. It forms a link in the <u>GNOTHI ROAD</u> trade-route, providing food to those travelling along the road (Pop. c. 4,500).

<u>SAKKEN</u>: Set. Small city in the far north east of <u>MHAROKK</u>, close to the southern-face of the <u>HARAPPAN</u>^(1.) Mountains. It is a link in the <u>RED ROUTE</u>, and has a large hospital that maintains a corps of mounted hospitaliers who assist merchants travelling the route (Pop. c. 20,000).

SAKKHRIA: His. Ntn. Extinct kingdom in the north of LLACHATUL, occupying what are now the north of SABIA, parts of western PERGOST, and the north east of the DESOLATION OF ASTUDAN. The kingdom rose as an offshoot of the empire of ELDRIA in 2504 RM, and was populated from refugees from the east, though it faltered in 3222 RM, following the final death of its OTHERWORLDER leader, known today as the FROST KING. Following his death, he would be deified, and would go on to become the main deity of the Sabian pantheon.

Sakkhria would eventually collapse following the death of most of its royal family and its court to a strange malady, and in 3493 RM <u>SABIA</u> would claim its ruin. See Vol III: Extinct States.

<u>SAKKHRIAN</u>: *His. Lan.* Language spoken in the now-extinct kingdom of <u>SAKKHRIA</u>, from which modern <u>SABIAN</u> emerged in c. 3500 RM. See Vol II: Languages.

SAKORAMAND: also 'the City of Dreams'. Set. Dre. Large independent city in the north west of BROR(1.) that is known for its DREAMWALKERS and oneiric manifestations. The city lies above a FIRMAMENTAL LEYLINE favouring ONEIROMACHY. As a result, it has a higher-than-normal population of SHAPERS who can manipulate DREAMS and dream-matter. It is common for people to keep as pets dream-creatures, for instance, and dreams are a major industry here — with dream peddlers competing to offer the most attractive dreams (or horrific nightmares, to be inflicted upon one's' enemies), and information-brokers have crafted inventive ways of extracting and planting specific information.

Less well-known is a documented <u>DREAMSCAPE</u> that lies scant miles from the city, which is thought to be responsible for the dreams that are so easily manipulated and evoked in Sakoramand. The terrain here is mutable to some shapers and though largely hospitable, it is known to erupt in nightmarish conflagrations periodically, where even the most docile of its dream creatures are warped into monstrosities.

The city is well-guarded from these manifestations by a competent corps of trained <u>ONEIROMANCERS</u>, who serve as psychic guards, based in pylon-like structures that are specifically-placed throughout the city and its immediate environs (Pop. c. 128,000).

<u>SAKRA</u>: 1. *Rui*. Ruined <u>FOURTH AGE</u> city in the south of <u>SAGITTARIA</u>. Little of the ruin remains save foundations and weather-worn granite mausolea that lie half-buried.

2. Set. Rural area in the region of $\underline{SAKETHI}$ in eastern $\underline{PARTHIS}$, known for its sheep (Pop. c. 7,400).

<u>SAKRAP</u>: Set. Settlement in the north west of <u>IACIO</u>. Its main industry is <u>ALUMINIUM</u> mining (Pop. c. 8,000).

SAKRIM, HOLY EXECRATOR OF AKAEA: (B. 3982 RM) EXECRATOR crippled by a mild form of <u>DEGENERATISM</u> who nonetheless withstood the stigma and burden of his condition to rise through the ranks of Execrators in <u>NÁRTHEL</u>. He crafted two great <u>CATHADESMIN</u> bearing the thirteen

curses of the Archpotentate, which he carried with him across the <u>KORACHANI EMPIRE</u>, preaching to those who would listen, admonishing the heathens.

SAKKARA: Geo. Steep-sided mountainous island in the SEA OF PHARANX in KHAMID. The island measures some 15-miles in length and is a remnant from before the CATACLYSM OF KHAMID, where the region was dominated by what was then known as the PHARANX highlands, forming a ridge of sorts. Following the Cataclysm and the breaking up of the continent, the majority of that highland region collapsed into the sea, leaving various steep-sided islands in its wake. Sakkara is largest of those mountainous regions.

It is thought to be unpopulated, with little in the form of animal life. Scholars have proffered many theories as to why that island remained while other parts of the PHARANXI highlands, with theories ranging from a different make-up, FIRMAMENTAL influence, to things more esoteric, such as a buried engine or edifice attributable to a DEMIURGE.

<u>SAKKRA</u>: *Geo.* Island in lake <u>ALANCARAC</u>, to the east of <u>KARAKHAS</u>. It is claimed by <u>PARAIYA</u>, though there are no settlements of note on it, though it is home to the temple of <u>TUN'OKE</u>.

<u>SAKTAR</u>: 1. *Geo.* Small island off the western coast of <u>JURRAS</u>⁽²⁾. The diminishing of Elyden's seas over the past few millennia has almost tripled the size of the island, which is now dominated by lowland coastal plains that bear the remnants of ancient unattributed ruins. Some claim they were built by an unknown <u>MERILL</u> culture, but others use the design of the architecture as evidence that they belonged to an ancient land culture.

2. *Mil. Str.* Island-fortress off the western-coast of <u>JURRAS</u>⁽²⁾, overlooking the shipping lanes across the <u>STRAIT OF GATH</u>.

<u>SALACUR</u>: Sup. Str. Solitary walled palace-complex in <u>ALLASAN</u>, oncehome to <u>MHAROKKIN BARRATERS</u>, overlooking the <u>SEA OF AZAM</u>. The palace was a summer residence of western districts' barrators, though in 2874 RM it was abandoned after an earthquake and rebuilt three centuries later, closer to the coast, where mild <u>ATRAMENTAL TAINTED</u> had been recorded. It became a hub for Atramentism, with <u>SIPHON ENGINES</u> installed in its dungeons from which experiments are conducted to this day.

<u>SALAHA</u>: Flo. Wretched form of tree that dots the <u>STOLAS</u> area and parts of the <u>DESOLATION OF ASTUDAN</u> beyond. The tree is seen as sacred by nomads and <u>AL AKHI</u> in the area (as one of the few trees to survive in the region it is seen as a symbol of life). The skulls of dead animals and those who die on the road are placed between the layers of its peeling bark in offering. See Vol II: Classification and Taxonomy of Life.

<u>SALAMIS</u>: Pol. Patrician House with a presence in <u>KARAKHAS</u>, <u>KHURAUR</u> and particularly <u>ALLASAN</u>. It is famed across Karakhas as being in possession of the historic <u>BLOOD SWORD</u>. See Vol II: Patrician Houses.

<u>SALAN</u>: Set. Fortified settlement in the region of <u>KORVANT</u> in the north west of <u>GNOTH</u> (Pop. c. 2,800).

SALITH: also 'the Moon Desert'. Geo. Desert located just north of the city-state of SURDA in the c east of THE SURRACH. The desert is an empty expanse of sun-bleached rock that appear similar to the surface of the IVORY MOON, from which it draws its name. The area is featureless but for the chalk-like huts made by nameless degenerates known in KORACHANI as PALE ONES or 'AMMASILIN'.

<u>SALA</u>: See. Small city in the north east of <u>ARKOS</u>^(1.), along the course of the river <u>THANAUR</u> (Pop. c. 20,000).

<u>SALA HABB</u>: Set. Coastal settlement in the far south east of <u>CHEIRA</u> (Pop. c. 4,000).

SALAMA: Set. Settlement in the c east of LOEGRESS^(1.) (Pop. c. 5,000).

<u>SALAMANDER</u>: Fau. Large semi-aquatic reptiles commonly found in <u>RAONGEN^(2.)</u> and <u>GNOTH</u> in north western <u>LLACHATUL</u>. There are many different varieties, and they range in size from a 2 – 10-ft. in length.

They favour lakes and rivers in volcanically-heated lands. They feature in <u>GNOTHI MYSTICISM</u> due to their dichotomous nature. See Vol: Classification and Taxonomy of life: Dichagor.

<u>SALAMANDRINE</u>: *Mor.* Elusive salamander-like '<u>MORTALS</u>' (<u>ASICTHAIN</u>) rumoured to live in expansive wetlands of <u>OGNAVASQ</u> in the south east of <u>ARERAQTH</u>. They stand around 5 ft. tall and have

relatively short limbs and a stumpy tail, causing them walk on land with a distinctive waddle, though they spend most of their time in the shallow waters of their homes, where they are expert swimmers. They have slick thick skin with large black eyes and have four long fingers and five stubby webbed toes, and their long index finger (proportionately far longer than that of humans) considered their primary digit. They are of laconic disposition and are sluggish, moving deliberately (some would say slowly) whilst on land.

They are considered primitive by the people of Areraqth who treat them unfairly, bordering on abusive, though recent studies have shown a thriving culture and civilisation that is merely distinct from the norm of FIFTH AGE mortals. They live in tandem with the natural world, leaving little impact - their settlements are made of natural substances and they care little for material possessions, using only simple tools and weapons, and they favour scant clothing, wearing kilts and skirts made from natural fibres and little else.

They live in close-knit communal villages and have a subsistence lifestyle, living off the land and using only what they need in the immediate future. They build intricate shallow tunnels that are heavily insulated with vegetation and spend the coldest months there, sealing themselves in. once cocooned in these winter homes their grounds to a halt - they rest for up to 22 hours a day, eating little, and doing as little physical activity as possible. They coordinate their sleep so that at least one individual in each tunnel is active at a time, serving as a lookout for danger.

Their origins are unknown and they are largely unstudied by scholars of the <u>NEAR HEMISPHERE</u>, to whom they are a relatively recent discovery, though they have been known to the people of <u>EASTERN MENISCEA</u> since time immemorial. Some believe that they are <u>GODSBORN</u> children of the <u>DEMIURGE ASHTERATH</u>, or that they are perhaps a corrupted form of <u>SERAPIS</u> based on little more than their physical similarities. It is unlikely that we will ever know the truth. See Vol II: Classification and Taxonomy of Life: *Asicthain*.

SALAPEKH: Set. Settlement in the c of KORACHAN, in the northern foothills of the FATUACH Mountains. It is a major producer of poultry and dross, mostly for use in KHADON (Pop. c. 10,000).

<u>SALARA</u>: Set. 1. Small coastal city in the west of the <u>AMMASHI FREE-ISLES</u>, on the island of <u>SAMMALIM</u> (Pop. c. 18,000).

2. Settlement in the east of <u>KEPHUAAN</u>, in the region of <u>RAMERRI</u>, in the far east of the <u>MAO SAGHI</u> Mountains. It maintains a seasonal trade route with the independent city of Ramina (Pop. c.10,000).

SALARAN: Med. Dre. Psychedelic drug that enhances or induces <u>LUCID DREAMING</u> in those who consume it. It is processed from the flesh of the <u>VARESVAT</u> fish, which when eaten also amplifies lucid dreaming. The drug is prized by <u>ONEIROMANCERS</u> and laypersons seeking to experience lucid dreams, and it commands a high price in the grey markets across the Inner Sea Region. See Vol II: Drugs and Addictions.

<u>SALARNA</u>: *Pol. Soc.* Tribe in the c north of <u>MULCIBER</u>, in the <u>GROWING MOUNTAINS</u>, in the north east of <u>SAMMAEA</u>. It's eastern-most borders are dominated by the <u>BOLILOT PEAKS</u>.

<u>SALARIA</u>: Set. City in the north of <u>THE SURRACH</u>, in the region of <u>EMPUSA</u>⁽²⁾ (Pop. c. 50,000).

<u>SALASAH</u>: Dem. 'Salasahi'. 1. Geo. Savannah in the c north west of <u>AETHIOS</u>, known for its stone <u>FOURTH AGE</u> ruins and pylon like milestones, all of which are forgotten, and half-buried in the hard soils of the region. Amongst them are crumbling temples that were once part of a sensate cult, one of which remains intact, if ignored.

2. *His. Ntm.* An ancient empire in the north east of <u>SAMMAEA</u> that survived the <u>FADING</u> after the end of the <u>FOURTH AGE</u>, before faltering between -1500 and -1200 RM. It was ruled by an ancient sybaritic <u>SCION</u>, who exiled large swathes of people for their beliefs. These exiles would, alongside immigrants from <u>GELHANA</u> and the <u>ACATAS</u> people, go on to found <u>ACTANORS</u>.

3. Set. City in the c north west of <u>AETHIOS</u>, named after an ancient <u>FOURTH AGE</u> empire of the same name⁽²⁾. The great <u>TEMPLE OF THE ELEMENTS</u> in the c of the city was built atop a cathedral of the <u>UNDYING MACHINE</u> that was abandoned following war with <u>KORACHAN</u>, which

itself was built atop the ruin of a Fourth Age sybaritic temple that was part of the Salasahi empire^(2,) (Pop. c. 44,800).

<u>SALATA</u>: Set. The north west of the tribe of <u>LEGEO</u>, in the c south of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 6,000).

SALATORR: Set. City in the north west of ALBASSITA (Pop. c. 89,000).

<u>SALD</u>: Set. Settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>EDICULE</u>^(1.), responsible for most of the copper mining along the <u>MARCHOSILIOS</u> Mountains.

SALDHUIN: Rvr. Expansive region of delta and river wetlands in the north of <u>LOEGRESS</u>⁽¹⁾, in the <u>ALAUNYR</u> headland. The deltas of various rivers, including the <u>NYNWAR</u>, <u>BRANWYLL</u> and <u>EREDWYN</u> meet here, forming a thriving coastal environment that is famed for its wildlife, particularly its birds. The region is largely uninhabited and what settlements exist are small and bucolic.

<u>SALEDU</u>: Geo. Coastline in the south west of <u>TZALLRACH</u>, overlooking the <u>TORRENT OF KARROCK</u>. Its waters are shallow and dangerous to navigate against the flow of water from the south.

<u>SALEI</u>: Set. Small fortified coastal settlement in the south west of <u>TZALLRACH</u>, 25-miles south west of the city of <u>BALBETH</u>. It is a major producer of grain and barley (Pop. c. 10,000).

<u>SALEMA</u>: Set. Small coastal city in the north west of Lidea, overlooking the <u>STRAIT OF SHIBBOLETH</u>. Its main industry is fishing (Pop. c. 13,800).

<u>SALETE</u>: Set. City in the east of <u>KORACHAN</u>, along the course of the river <u>ADOS</u>. Its sewers are constructed from ancient catacombs that lead strait into river (Pop. c. 26,000).

<u>SALIAH</u>: Ser. Fortified coastal city in the south of <u>ZHARIAH</u>⁽²⁾. It plays a major part in the textile industry of the nation, and is known for its many cotton mills and its port where ships laden with textiles sail across the east of <u>SAMMAEA</u> (Pop. c. 50,000).

<u>SALIENT</u>, the: *Rvr.* Table waterfall along the river <u>ARESH</u>^(2.) in the north east of AHRISHEN.

<u>SALIFEROUS PALM, ORDER OF THE:</u> Mys. Org. Order of monks common in lands surrounding the <u>SEA OF ETAGIRIA</u> in the south east of <u>SAMMAEA</u>. Its monasteries are a ubiquitous sight across <u>ZATAUR, AKACHA, ILLARKRAR, ZAKRON</u>, and the south of <u>KHAR NADUL</u>, and its monks use salt as a symbol of their suffering, and their symbol is a pinch of salt on an open palm.

<u>SALIX</u>: f. Myr. His. In the mythologies and ancient histories of <u>ELYDEN</u>, a <u>SCION</u> of the <u>DEMIURGE ACHAIAH</u> and the scion <u>IEHOVA</u>. She had one daughter, <u>ZEVIIT</u>, with a mortal king. See Vol IV: Scions, Children of the Gods.

<u>SALK</u>: See. Small city in the c-south east of the <u>Templar States</u>, in the far north east of the <u>Sidirion</u> Hills⁽²⁾. It is built atop an ancient ruined city, that is thought to have once stood at the edge of a great river that flowed north across the VIMBRA canyon (Pop. c. 12,500).

SALKH: see 'SALKHAN'.

<u>SALKHAN</u>: Geo. Massif that dominates the north western region of <u>AHRISHEN</u>.

<u>SALKIA</u>: Mil. Str. Major fortress in the north east of <u>THE SURRACH</u>, guarding the trade-route north east into <u>CYHLAGHARR</u>.

<u>SALL</u>: Rui. Ancient city and capital of the island-nation of <u>SALL ATH</u>, located in then south of extant <u>SAELEH</u>^(1.). The city was sacked in c. 2430 RM by <u>ZHARIAHAN</u> armies and slavers, an act which led to the downfall of the Sall Athi people and their culture.

<u>SALL ATH</u>: *His. Ntn.* Extinct island-nation on the island of <u>SAELEH</u>^(1.) in the south east of <u>SAMMAEA</u>, to the east of the nation of <u>ZHARIAH</u>^(2.). It was famed amongst the people of <u>KORACHAN</u> for its wines, which were exported to the <u>INNER SEA</u>.

Its people were simple, largely pastoral, with a theocratic culture that revolved around the stone-capital of <u>SALL</u>. The island was settled by Zhariahan⁽¹⁾ colonists between c.1300 – 1500 RM, and farmlands were established with a single large city, the walled capital of <u>SALL</u>, dominating all. For many years the island was largely left to its own devise, so long as its yearly tithe to the homeland was paid, though over centuries many monarchs came to treat its people as a commodity, occasionally press-

ganging them into their armies and workforces to replenish their ranks, as needed.

Whittled down by generations of these culls, the people of Sall decided to strengthen their city, preparing themselves to oppose their oppressors. In 2119 RM they resisted a mighty cull, putting into motion events that would lead to their doom. The next year, a great Sall Athan fleet sailed across the <u>STRAIT OF ETTELLA</u> for Zhariah carrying thousands of troops, but the attack was disastrous with most slain while still on their ships. Zhariah retaliated by keeping Sall Ath on a tighter leash, asking more from its tithes and taking more people west, now as slaves.

In 2430 RM a ruthless king, hungry for more slaves and riches, marched against Sall, sacking it and slaughtering its people, taking those who were not killed west as slaves. The destruction of Sall was the death knell for Sall Aah, which did not survive. For a millennium it was populated only by herders and far remaining largely uninhabited.

It was later repopulated by a diaspora of freed slaves between c. 3350 – 3400 RM, with a new capital founded outside the ruins of Sall. This new land became known as <u>SAELEH</u>^(1.). See Vol III: Extinct States.

SALLAHUADDIN: m. Myt. His. Per. A THIRD AGE royal MORTAL and 4th generation SCION from the bloodline of MENILEK. He was noted in the MYTHOLOGIA ELYDEN as being of noble character with a roguish disposition, who travelled extensively across mortal lands with the 2nd generation scion ELKURIAN. After dying he was buried in a lavish 7-layered electrum sarcophagus covered in wondrous bas relief detailing his many exploits. It was filled with an ALCHEMICAL jelly that preserved his body perfectly for ages. It was discovered over 20-millennia after his death in the north east of the CITIZENRY OF THALL in c. 2100 RM, after which it was moved to the undying city of THALL, where it remains to this day. See Vol IV: Scions, Children of the Gods.

<u>SALLON</u>: Dem. 'Sallonish'. His. Ntn. Culture that dominated what is now <u>PARTHIS</u> in the <u>FOURTH AGE</u>, its ruins forming the foundations of Parthisan architecture and secularism. Little is known of the cultures' history, though it is known that the Sallonish people fought in the <u>WAR OF SCOURGING</u> that ended the Fourth Age, and that they were wiped out in the conflict. They were master artisans, with their skilled architecture and engineering surviving where they did not, serving as the foundation on which the Parthisan civilisation would develop.

<u>SALLOS</u>: 1. Geo. Deserted land in the c of <u>VIRAHAN</u>, forming the north eastern part of the <u>HANIGAR</u> plains. The place saw much conflict in the civil war that saw Virahan split away from its mother nation and is largely ignored to this day, the bodies of nameless soldiers long-since reclaimed by the land. During summer thaws the bones and rusted weapons of those soldiers are sometimes unearthed.

2. Str. White palace that stands in the centre of the eponymous region^(1.) in <u>VIRAHAN</u>, harking back to a time of conflict between the small region and <u>AHRISHEN</u>. It has been abandoned for years, and lies in a decrepit state shunned by all who surround it.

SALLOWFIELDS: see ARTUL AKAEL.

<u>SALLOWLANDS</u>, the: *Inc. Sup. Geo.* Wretched region located in the north east of <u>ADHERA</u>, and crossing the border into the west of <u>HOGGOTHA ISZ</u>, in the north of <u>SOUTHERN SAMMAEA</u>. The area is known for its unhealthy appearance and the sparse misshapen trees and foliage that grows there. The Sallowlands are afflicted by a moderate form of <u>ATRAMENTAL TAINT</u>, rendering them inhospitable to mortal life.

The region is of interest to the people of Adhera due to its rich copper reserves, which are located beneath the influence of the Atramentally tainted surface, making it a target to open cast mining. Miners in this region are recognisable for the <u>SOFTSUITS</u> they wear.

SALAROCC: Lan. Language spoken by the people of early FIFTH AGE

SALOROC^(1,) and Io, emerging from the FOURTH AGE language of

NAAMNI. Following heavy Korachani influence it would go on to become

SALOROCIN. See Vol II: Languages.

SALLEM: His. Soc. Historical PATRICIAN HOUSE that was influential in the east of Skaros between the first and second millennia RM. It waned and died out by c. 2370 RM, and its lands fell into ruin. It is perhaps best remembered today through its last paterfamilia Givelhi, who found the last of the silver trees and nurtured it. It is now named after the house as the TREE OF SALLEM.

SALLEM, TREE OF: Int. Flo. Sup. Supranatural tree of living growing silver in the south east of SKAROS, north of the FARRESH Mountains. There were once dozens of them in the region but they were cut down over time by opportunists and industrialists, and used to make fine object d'art after attempts at propagating them and growing them in captivity failed, even with the aid of SHAPING.

Today only one is left, saved by the <u>PATRICIAN</u> Givelhi of <u>HOUSE SALLEM</u>, who built an estate around it in c. 2300 RM to protect it. The Givelhi died long ago, after which the estate fell into ruin, the tree itself forgotten. It remains today, its outer layer slowly oxidising and sloughing off as it slowly grows.

Settlements slowly appeared around it and the tree was rediscovered, becoming an heirloom of sorts to its people, who valued it for its beauty, though some feared it may be stolen or cut down. As a result, some locals now volunteer to guard it from malicious intent though even these guardians sometimes disagree on the best course of action to protect it.

<u>SALLON</u>: m. Myt. His. Per. Child of the <u>SCION PATHEA</u>, fathered by the human champion <u>HALAEON</u>. See Vol IV: Scions, Children of the Gods.

<u>SALORA</u>: Rvr. River in <u>IO</u> flowing north from the <u>GHOLA</u> mountain for over 200-miles, emptying in the far west of the <u>SHADOW SEA</u>. The city of <u>SHIL</u> was built along its banks close to its source.

SALOROC: 1. Dem. 'Salorocan'. His. Ntn. Ancient nation predating present-day Io, that dominated the SALOROCAN PENINSULA. (which takes its name after the nation) from around c. -850 to c. -550 RM, at which point the rise of a religious sect known as the IONIC HIERARCHS led to the nation becoming known as Io. Saloroc emerged as a colony of the city-state of SCYTHEA in c. -1100 RM, and rapidly gained prominence in the area, its ships preying on foreign merchants and its slaves' harassing nomads that lived in the south east. See Vol III: Extinct States.

2. Dem. 'Salorocan'. Ntn. Extant nation located in the north east of SAMMAEA, divided in two by the SEA OF SÛN, its eastern coast is dry, though its western coast enjoys a temperate climate, due to moist air being carried west from the INNER SEA.

The extant people of Saloroc are descended from the <u>FIFTH AGE SVATHI</u> people, who moved south from <u>SCYTHEA</u> in around -1100 RM and would go on to become accomplished mariners.

In -587 RM a priestly caste known as the <u>IONIC HIERARCHS</u> overtook the people of the <u>SYMENIAN</u>^(1.) peninsula, from where they came to rule, taking one of their three fabled golems with them. The <u>APOSTATE WARS</u> of -192 RM left <u>IO</u> shattered, and the people of Symenia became free again, first using the name Saloroc in around -50 RM.

Originally a city-state with a few satellite vassals, Saloroc grew powerful through piracy. Its slavers became a force in the east of the INNER SEA, preying on sea trade and small coastal settlements that they often subjugated and colonised.

The opening of the Ionic borders to $\underline{\text{KORACHANI}}$ trade in 174 RM led to the subjugation of Saloroc, which became one of its more imperialised cities; something exacerbated by the Exarch's full vassalage of Io to Korachan in 212 RM. It was during its vassalage to Korachan that its borders expanded north across the Sea of Sûn, where it appropriated the city of Scythea and its environs in 382 RM.

Devastated by its losses in the <u>WAR OF THE ARTIFEXES</u>, Korachan allowed Saloroc, a relatively insignificant part of the empire, to fester. In 3029 RM Saloroc fell under the control of the twin Hathata despots. The sons of its Lord-<u>BARRATOR</u>, they inherited his post during a time of decline for Korachani industries in the area. Using the imperial occupiers as scapegoats, they drove the populace into a frenzy, declaring Saloroc's independence in 3032 RM, and ejected Korachani governors and patrician houses, after which they named the city 'the Ducal Crown'.

Saloroc's newfound independence did little for its industries and it continued to diminish as Io was handed over to <u>SARASTRO</u> as part of the <u>SARASTROAN SANCTION</u> of 3103 RM. A neglect of its Ionic cities led to Saloroc slowly expanding its borders south before Sarastro fortified its borders, though Saloroc's use of golems to defend its lands remained a deterrent to Sarastroan attentions.

In early 3703 RM <u>VENTHIRI</u> diplomats bought the loyalty of Saloroc after declaring war on Sarastro, beginning the <u>WAR OF SUNDERING</u>. This allowed them to use its lands as staging posts for its armies. The small fort of <u>ZIUKBBAR</u> was greatly expanded and strengthened to accommodate

Venthiri armies, which soon after would march into \underline{IO} . The region has remained a close ally of Venthir since then.

Today the region is known for its <u>GOLEMS</u>^(2.) – powerful constructs with their roots in ancient techno-religious texts recovered by Io early in the Fifth Age – which defend its borders against enemy intrusions. Though the texts that had led to the construction of the golems were destroyed by Korachan during its occupation, the region is still a major producer of such technarcane engines, though none can rival the original golems, of which only one now remains in the <u>CALIXARAN</u> plains, defending Saloroc from Sarastroan attentions. **See Vol III: Extant Nations**.

3. also 'the Ducal Crown'. Set. City funded by SVATHI colonists from SCYTHEA in c. -1100 RM. Pressure from the rising AMNATHI KINGDOM in the north caused an exodus of sorts from Scythea to Saloroc in c. -1025 RM. The diminishing of Scythea saw in turn the growth of Saloroc and by c. -850 RM its people had spread across the majority of the SALOROCAN PENINSULA the slave-raids that it and Scythea conducted across the region whittling down the native populations, absorbing many of their cultural traits, including the SHAMAR religion that had appeared in c. -900 RM. This, alongside other rising disparities caused Scythea to sunder itself from Saloroc in c. -820 RM, where it came to treat its former colonies with as much contempt as it had held for others in the region, preying on their vessels and raiding their costal settlements for slaves and plunder.

Saloroc remained the main power in the region for some centuries, until the discovery of the FIRMAMENTAL text known as the FIONIC TALPA in HAAGEN in HAAGEN in -692 RM, and the moving of the 3 HONIC GOLEMS in -692 RM. Garap rapidly came to oppose Saloroc by c. -600 RM and in -587 RM the priestly caste known as the HONIC HIERARCHS overtook Saloroc in a bloodless coup, from which they came to rule, taking one of the three golems with them. The APOSTATE WARS that gripped Io in -192 RM left Saloroc independent, its slavers (though reduced in numbers from ancient times) preying on unprotected travellers. In -128 the city-state of BAESHA attacked Saloroc, sacking it and carting its golem back to its own WOID temple. This marked the end of the Apostate Wars and the end of the so-called LITHIC PERIOD in Io, leading to the rise of the EXARCHS of MIRADOR who reunited Io.

The opening of the Ionic borders in 174 RM to the <u>KORACHANI EMPIRE</u> led to an influx of imperial immigrants into Saloroc which, alongside <u>ETHRA</u> became one of its more imperialised cities; something exacerbated by the Exarch's handing over of Io to Korachan in 212 RM. The city's harbours underwent much rebuilding as the coastlines of <u>ELYDEN</u> began to retreat and many imperial businesses moved away to other cities, leaving it embittered.

In 3029 RM Saloroc fell under the control of the twin Hathata despots. The sons of its Lord-BARRATOR, they inherited his post during a time where Io, like most imperial nations was in steady decline – its resources mostly spent, its businesses and industries diminishing. Blaming Korachan for this, they declared the city's independence in 3032 RM, after which they named the city 'the Ducal Crown'. The city continued to diminish following this though stabilised by c. 3250 RM. Korachan's handing over of Io to Sarastro in 3103 had little effect on Saloroc, which survived as an independent nation. By that point Korachan cared little for the region and allowed it to remain, though policed its borders until its sundering in 3705 RM left Sarastro in control of the region (Pop. c. 381,400).

SALOROCIN: Lan. Language spoken in present-day SALOROC⁽²⁾ that emerged from the early <u>FIFTH AGE</u> language of <u>SALAROCC</u>. It was also spoken in <u>IO</u>, but was supplanted there after years of <u>KORACHANI</u> subjugation, and it eventually died out. See Vol II: Languages.

SALOROCIN BIT: see BIT, SALOROCIN.

<u>SALOROCAN PENINSULA</u>: *Geo.* Peninsula in the far east of the <u>INNER SEA</u>, dividing the <u>SEA OF ETHA</u> in the west from the Seas of <u>SÛN</u> and <u>TIAMA</u>. It was once home to the nation of <u>SALOROC</u>.

<u>SALPANT</u>: Set. Fortified city in the south of the <u>PARTHISAN</u> colony of <u>ABDAKROS</u>^(1,) on the island of <u>IRUGNA</u>^(1,). It is a military centre and helps guarding against attacks from the <u>MALEFACTOR HORDES</u> (Pop. c. 26,200).

<u>SALPINIX</u>: Geo. City in the south east of <u>ARKOS</u>^(1.), situated along the northern bank of the river <u>THAUR</u>. Originally a series of ancient cliffside caverns, the city was built over them with many of its tiered streets have buildings that stretch into the cliffsides (Pop. c. 15,500).

SALPSAN: For. Dense forest in the west of GNOTH.

SALRIDEA: 1. Geo. Land far north west of LLACHATUL, north of the northern POLAR CIRCLE, forming part of the WHITE SHEET. It is named for an ancient empire that once existed there⁽²⁾, the heavy stone ruins of which pepper the region, sometimes protruding from the ice sheet. Of note are the many gigantic stone pylons that protrude from the ice in the region of YACHOTH, overlooking the division between the Seas of SUDUNIR and POLARIS.

2. *His. Nm.* Ancient nation in the far north of <u>LLACHATUL</u> thought to date back to the late <u>THIRD</u> or early <u>FOURTH AGES</u>, when the climate was far less inimical than today. Very little is known of this culture, save for the scattered ruins that pepper the region to this day, including great sandstone pylons that are half-buried in the ice and permafrost. See Vol III: Extinct States.

<u>SALSUN</u>: Set. Settlement 3-miles north west of <u>ANAKARRA</u> in the c north of <u>VAALK</u>, linking the capital with the sea through a series of lochs (Pop. c. 8,000).

<u>SALT ROAD</u>, the: Com. Geo. <u>SAMMAEAN</u> trade-route centred around the city of <u>SIRIPHAGOS</u>, which has, since its appearance in c. 1900 RM, been a hub of trade in the region. The route existed for many centuries before then, where it linked surrounding nations, just to the west of the <u>ARID TRIPTYCH</u>, together.

Named after the salt that was originally traded between <u>SIRIPHAS</u> (the ancient free city that preceded the growth of Siriphagos in c. 1920 RM) and <u>DUN SVARR</u> (now <u>CATACHIS</u>), the Salt Road covered no less than 6,500-miles of well-travelled routes at its height in c. 3000 RM – reaching as far north as <u>SHONEA</u> in the c of <u>LIDEA</u>; west in <u>CARDAMATHIA</u> in <u>ANDILUTH</u>; and south and east in <u>ANAILING</u>, in the <u>GROWING</u> <u>MOUNTAINS</u>. The salt-road is now but a shadow of its once-great self, with entire routes falling into disuse following the diminishing of the cities in the region, and the remaining roads becoming dangerous to caravans.

The Road converges with the <u>RED ROUTE</u>, another trade-route that circumvents most of the <u>INNER SEA REGION</u>, in two regions – in <u>KARAKHAS</u>, in the cities of <u>SERKAN</u> and <u>DEKANA</u>, and for most of their passage through Lidea, with the cities of <u>IDDEN</u>, <u>MENIAASOS</u>, <u>PYRRHOUA</u>, <u>ZERED</u>, and <u>CATHAGO</u>, amongst others, seeing traffic from both routes, bringing much trade to their markets. They also meet in the <u>SARASTROAN</u> capital, <u>ARGEA</u>. See Vol II: Major Trade Routes.

<u>SALTIA</u>: Set. Settlement in the west of <u>SARAGOS</u>, in the eastern face of the <u>LEONTA</u> Mountains. It is known for its sulphur mines (Pop. c. 6,000).

SALTLANDS, the: see HALOLAN.

<u>SALTRA</u>: Sea. Hook-shaped bay in the c north of <u>VAALK</u>, technically forming the last part of the course of the river <u>STORAGH</u> and, geographically, the <u>RUPTURE</u> valley. Its waters are fertile due to deposits from the river that flow there.

SALU: Scr. Settlement in the c south of SERROK. It is situated in the region of BAULAUROCH and is noted for its diamond mines. The mines are government-owned and strict regulations and rules are in place safe-guarding the welfare of workers, yet working conditions remain difficult for relatively little-pay (Pop. c. 1,600).

<u>SALUUT</u>: Set. Settlement in the c east of <u>HARAPPA</u>^(3.) (Pop c. 10,000).

SAMA PARIA: His. Ntn. Early FIFTH AGE nation that emerged during the FADING of the FOURTH AGE in the PARTHISAN PENINSULA, which it dominated until its disintegration in -900 RM, from whose ruin the coalition known as THE PARRIA would arise. See Vol III: Extinct States.

<u>SAMAEL</u>: 1. Art Arc. <u>FIRMATITE</u> statue in the c west of <u>GNOTH</u> depicting the <u>DEMIURGE URAKABARAMEEL</u>. It is ancient and often attributed to the <u>SCION</u> Samael, after which it is named.

2. f. Myr. His. In the mythologies and ancient histories of <u>ELYDEN</u>, a <u>SCION</u> of the <u>DEMIURGE</u> <u>URAKABARAMEEL</u>. She is thought to have built the massive firmatite statue dedicated to Urakabarameel in the c west of GNOTH. See Vol IV: Scions, Children of the Gods.

SAMAHRA: 1. Set. Major city in the south east of KEPHUAAN, forming the terminus of its main internal trade route (Pop. c. 110,000).

2. Ser. Coastal settlement in the c south west of <u>HABOT</u>, overlooking the north of the <u>BAY OF ESSIA</u> (Pop. c. 9,000).

<u>SAMAIHA</u>: Set. City in the north of <u>BISBUT</u>. It is the largest city in Bisbut and is one of the few to have regular contact with the <u>KORACHANI EMPIRE</u> through trade (Pop. c. 852,000).

<u>SAMAL</u>: Sea. Reefs and atolls in the west of the <u>SEA OF TROJA</u>^(1.). Since the sea dried up in c. 1800 RM the reefs became landlocked, some 75-miles from the coast. Few now live who know of the beauty this region once possessed, and they are left ignored by most.

<u>SAMALLAN</u>: Set. Fortified settlement in the far south of <u>SARASTRO</u>, to the west of the <u>SOLACHANI</u> desert. It is known for its ancient libraries and forms a part of the eastern stretch of the <u>SALT ROAD</u>, leading into <u>ANUBIA</u> (Pop. c. 3,800).

<u>SAMAN</u>: Plr. 'Sama'. Mys. Sup. Rnk. Spiritual <u>FIRMAMENTISTS</u>, live in wilderness, rarely communicate with civilisation; but are contacted in times of need (sickness, distress, judgement). Have spirit guides (often in the guise of animals or ancestral spirits), and dress according to their guide (those with elk spirit guides will wear their pelts and horns, for instance). Common in <u>PERGOST</u>, <u>SABIA</u> and <u>KASPIA</u>.

<u>SAMANA</u>: *Set.* Fortified coastal city in the west of <u>MENISCEA</u>, overlooking the <u>CAMARINAL SEA</u>, and centre of military power in the region (Pop. c. 20,000).

<u>SAMAPAR</u>: *Rvr.* River in the west of <u>LAASKHA</u> flowing south for 145-miles from the <u>CALLEA</u> Mountain before joining the river <u>KAARAPARR</u>. It is a fast-flowing river and has carved surrounding land into a distinct canyon, 200-ft deep in places.

<u>SAMAR</u>: Pol. Soc. Bus. <u>PATRICIAN</u> <u>HOUSE</u> in the <u>KORACHANI EMPIRE</u> known for its ownership and operation of the <u>CIRCUS ARCANE</u>. See Vol II: Patrician Houses.

SAMARA: Set. Coastal city in the c north of CANNOS (Pop. c. 86,000).

<u>SAMARANA</u>: Edu. Str. Library-town in the north of <u>SARASTRO</u>, built on the ruins of an ancient city-state known as Sho Marn. Its collections and annals are famous throughout <u>KORACHAN</u>. The library was commissioned by the custodian Albaer of <u>SIDION</u> in 3147 RM, and its embers, scholars and collectors have since acquired precious works from all over <u>ELYDEN</u> in the name of the library.

It forms a part of the <u>RED ROUTE</u>, and books are traded and bought by its librarians, with those sold, finding their way across the trade-route.

<u>SAMARIA</u>: *His. Nm.* Ancient <u>FIFTH AGE</u> culture that emerged following the <u>FADING</u> of the <u>FOURTH AGE</u> in what is now the c east of <u>JURRAS</u>⁽²⁾, over what was once the periphery between two larger Fourth Age empires – <u>SAMMON</u> in the north and <u>KARTHAN</u> to the south.

The culture failed by c. -100 RM, leading to the appearance of various tribal groups that by c. 200 RM had grown to dominate the area surrounding the SYNHODOS Mountains. It was to this political climate that the first Jurrasi lawmakers emerged, in the west of present-day Jurras, north of the Jurrasi Mountains, whose actions led to the rapid rise of the city of Jurras, where their ARBITRATORS were able to unite the tribes under its banner.

<u>SAMARIAN</u>: *His. Lan.* Now-extinct language that was spoken by the early <u>FOURTH AGE SAMARIAN</u> people. Its roots lie in the <u>FOURTH AGE LANGUAGE</u> that was spoken by the people of <u>SAMMON</u>. See Vol II: <u>Languages</u>.

<u>SAMARIS</u>: Pol. Ser. Capital of the early <u>FIFTH AGE SAMARIAN</u> culture that existed in lands east of the <u>SYNHODOS MASSIF</u> in the far east of present-day <u>JURRAS</u>⁽²⁾. It was renowned in antiquity for its war-chariots, which played a large role in uniting the lands of Samaris.

It was appropriated by the $\underline{\text{KORACHANI}}$ $\underline{\text{EMPIRE}}$ following its subjugation of Jurras in 403 RM, where it was renamed $\underline{\text{HAROSHETH}}$.

<u>SAMARSKA</u>: Set. City in the c north of <u>TARAHID ANNEXES</u>, overlooking the <u>CAMARINAL SEA</u>, known for its ship-breaking (Pop. c. 16,500).

<u>SAMASH</u>: Rui. Ancient temple of <u>SOLUM</u> in the north east of <u>VÂRR</u>, 65miles south of the <u>MADOURAN</u> border. In its prime it would have been a monolithic structure of standing stones and alleys that were positioned to allow the dawn light to penetrate them on select days of the year. Today it is half-buried, the stones pitted and crumbling, though it is thought there may be a series of hypogea and burial chambers beneath the surface.

<u>SAMATIA</u>: Ser. City in the north east of <u>TAAN AN</u>. It is the centre of one of the nations' <u>PRAEFECTURES</u>, though is politically and culturally isolated, maintaining little contact with the rest of Taan An. As a result, its people, as well as satellite and neighbouring cities for dozens of miles around it are culturally distinct from the rest of Taan An, and they also maintain mercantile links with <u>METHUMN</u> to the north, via the <u>DAMMGHRAN ROAD</u> (Pop. c. 45,000).

SAMBATIA: Lak. Subterranean lake in the PRISON CARCERI, beneath the BAND Mountains in the north of LLACHATUL.

<u>SAMCHRIS</u>: *Rui*. Ruin in the prefecture of <u>BROTRIS</u>^(2.) in the c of <u>HOLOLACH</u>^(1.), on the hill of <u>HOLOMAR</u>. The ruin dates back to the early years of the <u>FIFTH AGE</u> and predates the present Hololachi culture by some time and it thought to be an ancestral city of the <u>EVORADI</u> nomads, who often return here in their pilgrimage around the nation.

<u>SAMEKON</u>: Eth. Loose collection of people in the north of <u>MENISCEA</u>, made up of a handful of different ethnic groups. For the most part the region is made up of roving bands led by charismatic warlords and tyrants. Its settlements are little more than shanties built atop ancient fortifications and ruins. It is a highland region, and the air is thin, though its people are accustomed to the this, with large barrel-chests.

<u>SAMEL</u>: *Geo.* Expansive region of badlands in <u>SAMMAEA</u>, serving as a border between the south east of <u>ROMOREA</u>^(2.) and the north west of <u>KHARKHARADONTIS</u>.

<u>SAMER</u>: PIr. 'Samerin'. Rel. Soc. Rnk. Professional mourners who are hired to mourn the dead. The practice is common around the <u>INNER SEA REGION</u> in lands where the <u>THREE CHURCHES OF THE UNDYING MACHINE</u> are dominant, where individuals (usually the elderly or destitute) are hired by the upper classes to mourn over the body of a close relative. The tradition stems from pre-imperial <u>KORACHANI</u>(1.) practices that spread to <u>PELASGOS</u>, <u>AZAZEM</u> and some parts of <u>MHAROKK</u> and <u>LIDEA</u>, before spreading to the rest of the Inner Sea Region following the growth of the KORACHANI EMPIRE.

The mourners clothe themselves in black shawls and cover any mirrors in the room the dead body is in (this follows old superstitions that the SPIRIT" (1.) can become trapped in mirrors), and work themselves up into a state of frenzied mourning where they would wail, sometimes for hours on end.

The practice saw its peak between 400 – 600 RM and remained common following that. Today most *samerin* are members of the <u>FUNEREAL SODALITIES</u>, where they also offer services of <u>DELEGATORY PRAYERS</u>.

<u>SAMIA</u>: 1. Sea. Bay along the western-coast of <u>VAALK</u>, to the west of the settlement of Samia⁽²⁾, in the east of the <u>SEA OF AHAMA</u>.

2. Set. Coastal settlement in the west of \underline{VAALK} , overlooking the $\underline{SEA\ OF}$ \underline{AHAMA} (Pop. c. 4,100).

SAMILET: Mil. Str. Fortress in the north west of THE OLD FOREST.

<u>SAMIUN</u>: Set. Settlement in the south of the <u>SARASTROAN</u> colony of <u>IPSISSIMA</u>^(1,). Its main industry is the mining of <u>SOULSTONES</u>, for which the colony is famed (Pop. c. 5,000).

<u>SAMMA SUR</u>: Gam. Popular sport in <u>VAALK</u>, <u>MHAROKK</u>, and <u>LIDEA</u>. Two teams of 5 players each compete to be the first to successfully climb over a wall that separates the teams. Players can use force to stop opponents from climbing over the 10-ft. high wall. The sport is known for its violence, and minor injuries such as black eyes, broken teeth and broken limbs are not uncommon. It is played casually in makeshift courts or in tailor-made arenas that can house crows of hundreds or thousands.

<u>SAMMADA</u>: Set. Coastal settlement in the south west of <u>AMMESH</u>. Its main industry is fishing (Pop. c. 7,000).

<u>SAMMAEA</u>: lit. 'Southern Sun'. 1. Geo. Common name across most of the INNER <u>SEA REGION</u> for the largest of <u>ELYDEN'S</u> continents.

The continent is commonly divided into three, using the <u>WORLD'S CROWN</u> Mountains as the borders – <u>NORTHERN SAMMAEA</u>, <u>WESTERN SAMMAEA</u> and <u>EASTERN SAMMAEA</u>. Much of Sammaean lands are inhospitable desert and are uninhabited by mortal peoples.

 $2.\ \ \textit{Geo.}$ More commonly used to express lands within the continent bordering THE INNER SEA.

<u>SAMMAEA</u>, <u>EASTERN</u>: Geo. One of four common subdivisions for the continent of <u>SAMMAEA</u>, understood to lie east of the <u>MOLOTH KHAMMOTHUL</u> Mountains.

<u>SAMMAEA</u>, <u>NORTHERN</u>: also 'Central Sammaea'. Geo. One of four common subdivisions for the continent of <u>SAMMAEA</u>, understood to lie between the <u>KARKARMIS</u> Mountains in the west, the <u>ACHARKHARAN</u> Mountains in the south, and the <u>MOLOTH KHAMMOTHUL</u> Mountains in the east. It is also often referred to as Central Sammaea.

<u>SAMMAEA</u>, <u>SOUTHERN</u>: *Geo.* One of four common subdivisions for the continent of <u>SAMMAEA</u>, understood to lie south of the <u>SHAKHURAN</u> and <u>ACHARKHARAN</u> Mountains.

<u>SAMMAEA</u>, <u>WESTERN</u>: Geo. One of four common subdivisions for the continent of <u>SAMMAEA</u>, understood to lie west of the <u>KARKARMIS</u> Mountains.

SAMMAEAN TRIAD: see **GREAT SAMMAEAN TRIAD**.

<u>SAMMAECI</u>: Lan. Language spoken in the south west of <u>SAMMAEA</u>, specifically in the states of <u>METHUMN</u>, <u>PHYRR</u> and the south of <u>ADHERA</u>. It is a natural corruption of the language originally spoken by the now-extinct <u>FIFTH AGE MEDHAMANNI</u> empire. See Vol II: Languages.

<u>SAMMAH</u>: 1. Mil. Str. Major fortress in the far south of <u>NARTHEL</u>, guarding the border between it and <u>VENTHIR</u>. It dates back to its short time of independence and war with Venthir. The fort remained in use as a border control office following its declaration of a protectorate to the larger kingdom in 3923 RM, and now guards those travelling along the <u>RED ROUTE</u>.

2. Set. Fortified city in the south of <u>NÁRTHEL</u>, close to the border with <u>SARASTRO</u>. It is a centre of military training in the region and its troops guard the <u>RED ROUTE</u> that passes through it (Pop. c. 20,000).

<u>SAMMAIDU</u>: lit. 'Southern Sea'. Sea. <u>KORACHANI</u> name for the southernmost sea in ELYDEN.

SAMMANUS: 1. Geo. Region in the south of CARIA (4), in the HARÉSHK
 Rui. Ancient ruined castle in the HARÉSHKI CITY-KINGDOM of CARIA (4). It is ancient, thought to have been built by very early FIFTH AGE descendants of the FOURTH AGE GOETHAN empire. Very little now remains of it, and it appears as little more than a hillock surrounded by rocky grasslands.

<u>SAMMAVAR</u>: Rvr. River in the c of <u>HOLOLACH</u>⁽¹⁾, flowing south west for 380-miles from the south of the <u>ETRAMIL</u> Mountains before reaching the endorheic lake <u>LO SAVAN</u>.

<u>SAMMEH</u>: Ser. Small coastal city in the north east of <u>NÁRTHEL</u>, known for its domesticated quail (Pop. c. 16,000).

<u>SAMMALIM</u>: Geo. Island in the west of the <u>AMMASHI FREE-ISLES</u>, off the south western coast of the <u>AMMASHI</u>^(1.) peninsula.

<u>SAMMOM</u>: also 'the Jewel in the Desert'. Set. Desert metropolis to the south of the <u>BITAMMAN</u> Desert in <u>SAMMAEA</u>. The city is known to traders and merchants from foreign lands as a hub of culture and life that stands against the harsh landscape of the Bitamman Desert, a jewel in the wasteland. and its philosophical factions are renowned as far afield as KORACHAN and the free-lands of the east.

Inferred links with the extinct $\underline{FOURTH\ AGE}$ nation of \underline{SAMMON} are unfounded, largely due to its distance from the city's ruins (Pop. c. 210,000).

SAMMON: Dem. 'Sammonish'. His. Ntn. Extinct FOURTH AGE empire in the north of SAMMAEA encompassing present-day PARTHIS, JURRAS^(2.) and north western VAALK. Little is known about it, but it was populated by PLAGI & KERATIN city-states ruled by powerful tyrants. Its ruins were most dense around Parthis and Vaalk, and following their collapse, they were plundered by a race of mishappen mortals known as AATI, who waned towards the end of the Fourth Age.

Sammon was famed for its dense population, with many of its city states forming a continuous conurbation with the only demarcation between rival states being a single unenforced street. It is believed that as many as a dozen independent city-states, each originally appearing in a very fertile tract of land slowly merged together over hundreds of years. It is unknown

if these ever coalesced under a single government or coalition, though all records found from the time are clear in the independence of the various city-states despite their continuous nature. See Vol III: Extinct States.

<u>SAMMONISH</u>: His. Lan. Now-extinct language spoken by the ancient <u>FOURTH AGE SAMMONISH</u> empire. It is thought to have emerged from the more ancient <u>HUMAN</u> language of <u>ANAVRAMI</u>, which itself emerged from the first human language, gifted to them by the <u>DEMIURGE</u> AVRAHAM.

Native $\underline{PARTHISAN}$, $\underline{JURRASI}$, and $\underline{VAALKAN}$ languages all emerged from this tongue, though colonialism across the regions has seen most of them diminish, with only Parthisan remaining as a major language today. See Vol II: Languages.

SAMORRAH: Geo. Cold-temperate plains in the south of ALMAGEST.

They were once heavily forested, but overlogging left the area sparse, is soil loose and mostly barren, affording little economic value to the region.

SAMUIL EDICT: Pol. Soc. Law. Edict passed by the COUNCIL OF SEVEN in 1973 RM that not only legalised by also encouraged the looting of tombs and burials that either predated the founding of the KORACHANI EMPIRE or in foreign lands where the UNDYING MACHINE was not the primary deity. The edict was passed to much fanfare (likely designed to cover up the opposition) and imperial coffers were overflowing within a few years of the edicts passing, with the profits being put to various uses - largely military funding and expansionist efforts.

The edict is named after <u>ARCHPATRICIAN</u> <u>EMUROS SAMUIL III</u>, the member of the Seven who proposed it and fought for its passing.

Despite its earlier successes, the edict was revoked by unanimous agreement of the Council of Seven in 2487 RM and subsequently forgotten, though there have been recent whispers in Khadon of a revival of the edict

<u>SAMUCHAN</u>: His. Failed <u>KORACHANI</u> colony off the south western coast of <u>CUTH</u>. Attempts to colonise the Island in 1525 RM failed and lasted less than a decade before it was abandoned due to the expense in operating it.

<u>SAMUNNIA</u>: Set. Major city in the north east of <u>SEDISIA</u>, along the course of the river <u>NASHADRA</u> (Pop. c. 400,000).

<u>SAN</u>: Eth. Nomads whose winding caravans are a common sight across in the <u>EHRENISIAN COAST</u> of the north of <u>WESTERN SAMMAEA</u>, including <u>KHULL</u>, <u>SATHAII</u>, and the north of the <u>VESPERTINE LEAGUE</u>. They have devised a system where they harvest TSAMMAS that grows semi-wild along their migratory routes, which they sell to settlements they pass through. They travel to a culturally-important location known as the <u>CIRCLE OF THE SAN</u> in late winter, and they congregate around it in time for the Spring Equinox, which they celebrate together before carrying on their separate ways. See Vol II: the Nomads of Elyden.

SAN DARTH, LABYRINTH OF: Rui. Ancient stone labyrinth in the far north of LLACHATUL, beneath the WHITE SHEET above the waters of the SEA OF IGRASIA. Little of the original structure is visible today, and the parts of it that are locked within the ice.

<u>SANAKHA</u>: (B. 3935) *Pol.* Ruler of <u>TARTAK</u> since 3952 RM, descended from the line of <u>TARTAKASID REGENTS</u> that was established 2134 RM. Known colloquially as the *Giant-king*, he stands 7-ft tall, and is thought to suffer from gigantism. The condition is kept in check by <u>ATRAMENTAL</u> drugs. It is commonly rumoured that he is descended from <u>OGHURS</u>, a lie that he himself does little to counter.

<u>SANAKO</u>: Set. Settlement in the far south of <u>PARAIYA</u>, in the <u>GOUSON</u> badlands. It is known for its goatherds (Pop. c. 6,000).

SANCTIFIED INQUISITION OF THE KORACHANI EMPIRE, the: also 'the Sanctified Orders of the Inquisition', and 'the Fraternal Orders of the Inquisition'. Pol. Org. Series of ordained organisations within the KORACHANI EMPIRE, composed of many independent Orders, that together carry out the will of the COUNCIL OF SEVEN. Each Order has set tenets and goals that it works towards achieving, making each a distinct entity with its own traditions, titles and troops. Together, the Orders follow a guidebook known as THE DIRECTORY, that was penned between

Each Order is based in a <u>LANGUES</u>^(1.) in a particular city, though has strongholds, offices, fortresses and other bases scattered across the empire (and beyond, in some case), as its tenets necessitate. There are dozens of

c. 400 – 430 RM.

different Orders across the empire, and nine amongst them are considered to be major, with many others fulfilling more niche roles being designated as minor.

The major orders of the Sanctified Inquisition are, in alphabetical order:

 The <u>AIWAHAN</u>, whose members search for lost technologies whilst safeguarding existing technologies, ensuring that their secrets do not fall into enemy hands. They are gatekeepers of <u>TECHNARCANA</u> and their members are often augmented by ORTHOSES.

Founded in 341 RM, the Order's present Grandmaster is $\underline{\text{MACHAEUS ZIDEON}}$.

- The <u>ARÂTHUAHI</u>, whose members guard society against moral corruption, safeguarding the empire from its own people and rulers. They are seen by many as being less interested in the wellbeing of individuals than they are in the stability of the nation.

Founded in 396 RM, the Order's present Grandmaster is ABDASTARTUS ANAAH.

The <u>AVÉNETHI</u>, whose interest is in reducing the influence of the <u>FIRMAMENT</u>. They hunt <u>WITCHES</u> and destroy Firmamental architecture and landmarks. They are crusaders and are the most widely-recognised agents of the Inquisition.

Founded in 458 RM, the Order's present Grandmistress is ADONICA ASTARTUS.

- The <u>CONCORDANTISTS</u>, whose members believe in unity and balance, and strive to maintain the status quo that has ensured the empire's continued survival for over 4 millennia. They are tactful and duplicitous, rarely disclosing their full intentions, and have a reputation for having many spies.

Founded in 3037 RM, the Order's present Grandmaster is SIDION ROUYO.

 The <u>GRIGORIANS</u>, whose members root out and extinguish evil in all its forms. They are less specialised than other orders and are often the first line of defence. They are master trackers and investigators.

Founded in 358 RM, the Order is now divided into a <u>TRIUMVIRATE</u>, each Langue of which is led by a <u>TRIUMVIR</u> <u>KOLROKH HANNO</u>, <u>KALEN PENSETTAR IV</u>, and <u>NUALLA INEN ARGHAAV</u>.

 The <u>KYONI</u>, whose members guard the imperial cities and institutions from physical harm. They are experts in defence tactics, be it the building of fortifications or <u>MAGICKAL</u> protection, such as <u>SARCOPHAGI</u>.

Founded in 96 RM, the Order's present grandmaster is BELTSAR KOAN.

 The MORÉHAN, whose members protect the imperial populace from the heresies of idolatry and paganism. They work closely with the <u>BUREAU OF CENSORS</u>.

Founded in 498 RM, the Order's present Grandmistress is BEHRAAD KHASHAYAR.

 The <u>SOMNIARECHI</u>, whose members strive to keep the empire safe from <u>DREAMSCAPES</u> and the <u>UNNATURAL CREATURES</u> that are born inside them.

Founded in 1189 RM, the Order's present Grandmaster is $\underline{\mathsf{SAIGUS}}$ CHIMEON.

 The <u>VÁMAN</u>, whose members police usage of the <u>ATRAMENTA</u> and work against its abuse. They are seen as a necessary evil by many and have curtailed many disasters in their day.

Founded in 1196 RM, the Order's present grandmaster is HIMMILCAR FERDOUS.

Orders have risen and fallen throughout the long history of the Korachani empire, with many having been lost to <u>SARASTRO</u> following the events of the <u>SUNDERING OF THE EMPIRE</u>, which later became known as the <u>SHAMASHI ENCLAVES OF THE SARASTROAN EMPIRE</u>. Most notable of these is the <u>SURRAN ENCLAVE</u>, which defected in 3705 RM.

The orders rose independently following the founding of the Kyoni Order in 96 RM in city of <u>DEOCHAN</u> in Korachan. Following the <u>ARCHPOTENTATE MALICHAR'S</u> return from his wanderings in

 $\underline{\text{KHARKHARADONTIS}}$, he saw the strength of the Kyoni Order and had other orders founded between c. 350 – 500 RM.

Though originally members were male humans selected from various military organisations, freemen, and <u>PATRICIAN HOUSES</u>, an edict passed in 1765 RM by the Arch Assessor Magnate Atla ruled that anyone, regardless of race, sex and social standing could become a member of the Orders. This slowly filtered down to different Orders over the years, though the degree to which individual Orders have followed it has varied over the Orders.

SANCTION OF INDUSTRY: also 'Exploitation Rights'. Soc. Ind. All territories in the KORACHANI EMPIRE are said to belong to the ARCHPOTENTATE MALICHAR, who in turn gives rights to PATRICIANS, FREEMEN and consortiums to work. These sanctions are granted by the MINASTERIA OF TITHES, proxying for the Archpotentate, and the Minasteria is also responsible for collecting the tithes owed to it by those working the empire's lands.

Individuals and organisations granted these exploitation rights must prove the financial viability of their venture within a year or risk losing the rights, which may be given to rival parties instead. Corporate espionage is common, with Patrician HOUSES interested in a particular tract of land doing anything in their power to usurp a territory from another House, only to buy them for cheap before turning lands into lucrative businesses.

<u>SANCTITAN ORDER</u>: *Pol. Org.* One of the minor <u>SANCTIFIED ORDERS</u>
<u>OF THE INQUISITION</u> in the <u>KORACHANI EMPIRE</u> whose agents independently investigate claims of miracles and discoveries of religious and historical relics across the empire.

The order was founded in the city of <u>NEKODA</u>, <u>KORACHAN</u>, in 343 RM following massed reports of miracles in the wake of the <u>ARCHPOTENTATE</u> <u>MALICHAR'S</u> return to the empire in 339 RM.

Many attempts have been made over the years to fold the Order into the CHURCH OF THE UNDYING MACHINE, though the importance of an independent assessor has become important as the Churches own criteria for approving miracles are more relaxed than Order's, which has led to clashes in the past.

SANCTUARIES OF SHADOW: Mil. Atr. Str. Throughout its history, the VÁMAN ORDER of the SANCTIFIED INQUISITION has established hidden bases across the KORACHANI EMPIRE and beyond. These are clandestine bases of operations located in remote or strategically significant areas across the empire and beyond and serve as staging posts, training grounds, research facilities, and safe houses for Order agents during their observations of ATRAMENTAL activity, and are sometimes used to reeducate rogue SHAPERS that have been captured.

SANCTUARY OF DEII: see DEII, SANCTUARY OF.

SANCTUARY OF THE HOLY APPARITION: see HOLY APPARITION, SANCTUARY OF THE.

SANCTUARY OF MALICHAR MARTYRED, the: see MALICHAR MARTYRED, SANCTUARY OF.

SANCTUARY STATES, the: see CEGANE.

SANCTUARY OF TAGANAL: see TAGANAL, SANCTUARY OF.

SANCTUARY OF TEMPERANCE: see TEMPERANCE, SANCTUARY OF.

<u>SANCTUM OF SUNTI</u>: Rel. Str. Large shrine in the west of <u>ZHARIAH</u>^(2.) consecrated to the <u>FELLAQISHI</u> faith. It is the centre of a small community where adherents of the faith live in isolation from the world.

<u>SANCTUM OF THE UNBORN</u>: *Rel. Str.* Monument and temple in the west of PARAIYA.

<u>SAND</u>: Set. Small coastal settlement in the c <u>ARKOS</u>^(1,), overlooking the <u>SEA OF ERIA</u> (Pop. c. 2,200).

SAND GARDENS, the: see GULLAETHA.

SAND GHOSTS, the: see UTUARA.

SANDAN: Leg. Myr. One of many names of the HERO OF A THOUSAND BATTLES

 \underline{SANDAS} : Set. Whaling settlement in the far south east of $\underline{SAMMAEA}$, overlooking the $\underline{SEA\ OF\ SAMMAIDU}$ (Pop. c. 8,200).

<u>SANDASSE</u>: Set. Settlement in the west of <u>N'RAKH</u>, known for its slavers that move west into the <u>UMBRA SOKHAR</u> (Pop. unknown).

SANDNAR: 1. Lak. Lake in the c of THE SURRACH.

2. Set. Settlement in the c of <u>THE SURRACH</u>, along the shores of lake Sandnar^(1.). Its primary industry is the collection of mineral-rich mud from the shores of the lake, which is used in pottery as well as cosmetic products that are used across <u>THE SURRACH</u> (Pop. c. 6,100).

SANDS OF MOREG: Also 'Moreg'. Geo. Region of the west of the EPHOT THAS in the south of ANUBIA. It is noted for acidic soils that are detrimental to most life. In extreme instances, this soil can corrode material objects, as evidenced by the TOWER OF ERETH; its adamantine walls pitted and stained by the soils effects over the years.

SANDLEAPER: Fau. Small winged lizard common to arid regions in SAMMAEA. Their atrophied legs are barely capable of walking and mostly serve as stabilising their flight when gliding, or hanging onto cliff-faces and bushes. Their 'wings' are made up of skin membranes that run between their limbs and bodies. See Vol II: Classification and Taxonomy of Life.

<u>SANDOON</u>: Set. Large city in the c north west of <u>CUTH</u>. It is an ancient city, with records dating back to c. 0 RM, when it formed part of a <u>MON KETTRAN</u> trade-network. Today it and its satellites are major producers of bloodstone and aluminium (Pop. c. 71,000).

<u>SANDRO</u>: Set. Coastal settlement in the west of <u>RHEA</u>. The settlement is disproportionately-small in comparison to its harbour, which serves as a mercantile centre, where processed aluminium begins its journey to be sold abroad (Pop. c. 6,500).

<u>SANDULKA</u>: See. Small city in the north east of the tribe of <u>ESSERIS</u> in the south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 16,000).

<u>SANDWASP</u>: Fau. Small vermin common in desert and other dry interior regions of <u>KHARKHARADONTIS</u>. It builds paper-like nests in the dust and hovers close to the ground. See Vol II: Classification and Taxonomy of Life.

SANDWEAVER: see VERKES.

<u>SANDWEAVER HIVE</u>: *Geo.* A rare example of a <u>SANDWEAVER</u> hive that is built above ground. Located in the middle of the <u>VACIVA</u> desert, in the c north east of <u>ROMOREA</u>^(2.). It is gigantic, measuring some 30-ft. tall and 40-ft. wide at the base, though is now abandoned.

<u>SANEM</u>: Geo. Mountain in the c north east of <u>SABIA</u>, dominated by the <u>COLOSSUS</u>; a monolithic bas-carving that takes up an entire face of the Mountain.

<u>SANGATTA</u>: Set. Crossroads city in the c south of <u>KARAKHAS</u>, known for its large markets. In antiquity it was subject to many barbarian attacks from the south (Pop. c. 25,500).

<u>SANGEN</u>: (14,820-ft.) *Geo.* One of ten peaks (colloquially known as the <u>TEN PRINCES</u>) of the south eastern <u>A SAVI</u> Mountains, in the north of <u>AHRISHEN</u>, named after an ancient prince.

<u>SANGRUR OSH</u>: *Mil. Str.* Major fortress in the north east of the <u>SOLEYN TERRITORIES</u>, just south of the <u>MADRA</u> Mountain close to the border with <u>ANUBIA</u> and <u>SUOR</u>. It employs a small elite corps of <u>FIRE LIZARD</u> troops who patrol the border along the mountain.

<u>SANI</u>: Set. Settlement in the c north west of the <u>VESPERTINE LEAGUE</u> in the north of <u>SAMMAEA</u>, unlinked to, but situated over the ruins of a far older place, said to be part of the great redoubt now remembered as <u>SATARNICA</u>. Though small, the settlement is a hub of regional knowledge, with thousands of ancient books on a variety of subjects housed there. They are thought to have been recovered from the far more ancient and possibly mythical library known as <u>LOSTIS</u>, which is thought to have been destroyed sometime in the <u>FOURTH AGE</u> (Pop. c. 5,500).

<u>SANIESA</u>: *Int. Sup. Geo.* Attramentally tainted river and waterfall in the <u>PLAIN OF FLESH</u> area of the <u>FLAESCUS</u>, in c western <u>KHARKHARADONTIS</u>. Its waters are thick and yellowish and stink of putrefaction. Its waters buzz with tens of thousands of insects that subsist on its waters, which disappear down a wound-like sinkhole. Its terminus remains unknown.

<u>SANKAROS</u>: Geo. Large highland massif region in the south of <u>MALAN</u>, between the <u>HENDECARCHIES</u> of <u>CHLORIS</u> and <u>ATALLUA</u>.

<u>SANKAROS</u>, <u>OBSERVATORY OF</u>: Ast. Str. Astronomical observatory in the south west of the <u>HENDECARCHY</u> of <u>ATALLUA</u> in the south of <u>MALAN</u>, not far from the peak of <u>MT. TAABAR</u>. It originated as a star

temple in the <u>THIRD AGE</u> and after millennia of abandonment was repurposed as an observatory that is still used to this day.

<u>SANNAL ITRUSH</u>: Sea. Lagoon in the <u>AMMASHI FREE-ISLES</u>, off the south western coast of the $\underline{AMMASHI}^{(L)}$ peninsula.

<u>SANNATH</u>: also 'the Sterile Realm'. Int. Geo. Eerie savannah realm in the east of <u>SABAISA</u>, in far <u>EASTERN SAMMAEA</u>. The entire region, covering some 2,000-square-miles, is noted for its dusty white patina that covers everything, from rock formations, as though the whole area were made of porcelain. Much of areas' canyons and buttes are cracked and pitted. Little is known of the place though it has existed in this state since the appearance of records.

SANO: Cur. SAUAN currency. See Vol II: Currency and Coinage in Elyden.

<u>SANRIS</u>: Set. Settlement in the south of the <u>PARTHISAN</u> colony of <u>EZHIRAYA</u>^(2.), on the south western periphery of the <u>FIRMAMENTALLY TAINTED</u> region of <u>TRAAGRIA</u>. Its main industry is the mining of <u>SUNSTONES</u> (Pop. c. 9,000).

<u>SANSARA</u>: His. Historical settlement in the south west of the Island-state of <u>ARCHAEDON</u>⁽²⁾. It became the new capital of Archaedon in 3013 RM following decades of conflict, and was renamed Archaedon⁽³⁾ during its centennial festival in 3113 RM.

SANSARNIS: (D. 97 RM) Rel. His. One of the FOURTEEN APOSTLES who followed the ARCHPOTENTATE MALICHAR during his conquest of the Inner Sea. He would later earn the moniker 'the First', as he was considered by his peers to be the favoured of Malichar. He was the first to popularize the ritual of breaking bread, which would go on to be known as the VICTUALS OF SANSARNIS, and which are observed to this day, largely in ALMAGEST. He was made a saint of the CHURCH OF THE UNDYING MACHINE one decade after his death, in 107 RM.

<u>SANTER</u>: Set. Settlement in the north east of <u>ALMAGEST</u>, south of the <u>MARMARA</u> massif. It stores and distributes ores and other materials excavated around the massif south to other cities in Almagest, and is also a major producer of musk ox wool, which is highly valued (Pop. c. 5,000).

SANTOREA: Geo. Expansive mountain-chain dominating the south west of Western Sammaea, to the north of which is a vast basin that encompasses most of the CITIZENRY OF THALI and the VESPERTINE LEAGUE. Its western sea-facing face is steeper, characterised by plateaus and cliffs, and its northern face is shallower, characterised by terraced fields and savannahs. Around 2,200-miles-long, the range begins in the north near the SEA OF SAVAEN where the city of ASHIKARA stands as its northern-most settlement, all the way to the northern border of AEONAS, where it serves as a border between CARNYNGA and BELEGOR⁽¹⁾, before giving way to the TALENTARI mountains to the south east.

<u>SANTHA</u>: Set. Settlement in the c-south east of <u>SHOTHA</u>, along the <u>LUKAEN</u> formation (Pop. c. 9,000).

SANTHAR: Sec. Small city in the c north east of ESHIR⁽²⁾, situated along the western-most extent of the LEDGE OF LARCIA. It was once a prosperous harbour-city, though is now around 75-miles from the present-day coast. It is much diminished from its previous incarnation, and its main industry is peat mining (Pop. c. 4,800).

<u>SAOKIAN</u>: Geo. Island off the northern coast of <u>KEPHUAAN</u>, which, alongside, <u>SONUIAN</u>, are separated from the coast by the shallow sea known as the <u>VEREN ITRUSH</u>.

<u>SAOSHYANT, the</u>: *Pol. Rnk.* Ruling rank withing the <u>SAOSTANAN</u> ruling council known as the <u>SAOSHYANTS</u>.

SAOSHYANTS: Com. Pol. Rnk. Ruling merchant class that rose in the city of TAHMAL⁽²⁾ (later moved their halls to SOLONIA) from a mix of SAOSTANAN people and Tahmali natives (from AMNATHI KINGDOM that dissolved in -589 RM) in c. -200 RM, coming to power in -172 RM, following the waning of the SAOSTANAN DYNASTIES. By -33 RM, they had rallied most of the SAOSTANAN city-states under their banner.

The Saoshyants ruled as a council, with representatives from each of the $\underline{SARASTROAN}$ city-states; headed by The $\underline{SAOSHYANT}$ – a hierarchal leader. They continued to rule as regional leaders under the yoke of the $\underline{VENATHIEMPIRE}$, which lasted from 114-157 RM, when Sarastro broke free. The return of $\underline{SATHEPTHERISEN}$ in 176 RM saw the Saoshyants wane in power, though they remained as his ruling council, though the rank of Saoshyant was retired.

Its freedom was not to last long however, as the nation was taken by the newly-risen <u>ARCHPOTENTATE MALICHAR</u> in 339 RM. Though many of them maintained their mercantile holdings in Sarastro, they slowly became subservient to the appointed patricians of the <u>KORACHANI EMPIRE</u>, who in turn took their name as their own, later becoming known as <u>EMIRS</u> (by c. 500 RM), after which the Sarastroan <u>EMIRATES</u> are named.

Little changed after the fall of the Korachani empire, and by that time the Saoshyant patricians that remained in Sarastro had reverted to a system of government almost identical to that that had been in effect in 339 RM

SAOSTANA: His. Ntn. Precursor nation to SARASTRO. It became known as Sarastro during the rule of the latter SAOSTANAN DYNASTIES, under whose leadership it broke free from its VENATHI subjugators in 157 RM. Originally ruled by the sorcerer SATHEP, who rose in -1019 RM, his abandonment of the region in -1000 RM saw the Saostanan Dynasties rise to power, ruling until the regions' subjugation by the Venathi empire in 114 RM, which saw the last Dynast executed, and their line ended.

The death of <u>KING LABAISINGH</u> in 151 RM saw Venath crumble, and Saostana slipped away soon after, regaining its independence under the <u>SAOSHYANTS</u>. Sathep returned as a lich in 176 RM, and reclaimed his lands, ruling as autocrat until 339 RM, when the <u>ARCHPOTENTATE MALICHAR</u> attacked the nation after it had been besieged by <u>KORACHAN</u> for a century. Malichar was successful in capturing the nation, bringing Saostana under his banner, becoming known as Sarastro. See Vol III: Extinct States.

<u>SAOSTANAN</u>: His. Lan. Now-extinct language spoken by the early <u>FIFTH AGE SAOSTANAN</u> nation that would later evolve into <u>SARASTROAN</u>. It emerged from the earlier <u>THYMI</u> language See Vol II: <u>Languages</u>.

SAOSTANAN DYNASTIES: His. Ntn. The old ruling elite of pre-SAOSHYANT SARASTRO (then known as SAOSTANA). The Saostanan Dynasties rose in c. -1000 RM and were centred around what is now CARULA and the fertile basin around 250-miles around. In c. -500 the people of TAHMAL. (i.) (one of nine NARTHELI ancestral states) would join with Saostana. Beyond were the Saostanan nomads who would later in c. -300 RM populate the larger region covering what today are the north of Sarastro, south of NARTHEL and IO.

Below is a list of the full dynasties and their rulers in chronological order. Each ruler is followed by the length of their rule in years.

- The White Kings. The first dynasty began with an invasion of the <u>AMNATHI KINGDOM</u> (later known as Nárthel) in c. -1100 RM, culminating in –1019 RM with the crowing of <u>SATHEP</u> as the first king of Saostana: Sathep (19), Khorsh (15), Abasiha (12), Sakhon I (36), Sakhon II (21), Varrakh (3.), Sakhon III (2.).
- The Saostanan Household. Following a rule that lasted just over a century and whose final days were rife with tumult and weak leaders, the immigrant White Kings were replaced by the first true Saostanan king, Rahakh, in −911 RM. The Saostanan Dynasty was strong and concentrated on growth, providing solid roots for future kings. Rahakh (28), Athan I (17), Athan II (25), Abasiha II (53).
- The Nathi Dynasties. Marriage bonds made between Saostana and the kingdom of NATH (that would, centuries later, become the heart of the VENATHI EMPIRE) propagated the rise of the Nathi Dynasties, who consolidated their lands and created trade-routes to the north and east. Khathan (41), Eithakhan (32), Khasahb (23), Khasahb II (35), Nothah (29), Vorah (1.).
- The Simulaeids. Vorah was assassinated one year into his rule, and a new dynasty rose; the Simulaeids. Each king naming himself after the patron deity Sathahan, the Simulaeids created such a bond between church and state so as to foment unrest amongst the people. This unrest culminated in –579 RM with a short but bloody civil war that ended in a coup, toppling the Simulaeid household. *Sathahan I (4.), II (11), III (9), IV (15), V (2.), VI (7).*
- The Shananid Dynasty. In the wake of Sathahan VI rose Shanan and, later his son Sathahan, whose relatively long rules restabilised the region whilst returning more traditional religious values to Saostana, though the foundations paved by this dynasty were to be undone with the death of Sathahan. *Shanan (25), Sathahan (41)*.

- **The Defiler Kings**. Destroying all that came before, the Defiler Kings were tyrants who cared little for the prosperity of the region. Granaries and coffers lay empty even as the Defiler kings erected more lavish and marvellous monuments in their honour. By the time of the last of the Defiler Kings, Habakukh, claimed the throne, Saostana had become a dead place, most of its cities reduced to shadows of their former selves. Habakukh died to the <u>PLAGUE</u> in −382 RM, leaving Saostana without heir. *Voragh the defiler (40)*, <u>RAKHAHANA</u> (46), Reshab (34), Habakukh (11).
- The Usurper. Habakukh's death left Saostana without heir and for three years after his death the region suffered lawlessness and anarchy as a handful of aspirants fought over the throne. In −379 RM, Reneb the Usurper gained the upper hand. His rule was tenebrous but served to return stability to the region. *Reneb the Usurper (5)*.
- The Twilight Dynasty. The dynasty that followed Reneb was far more conservative than those that preceded it, concentrating on mending schisms and repairing that which was lost to the Defiler Kings, but too much effort and resources were wasted keeping increasingly independent city-states and regions under their control. During the Rule of Vanash (c. –175 RM) a new power had begun to rise in Saostana; a powerful merchant class known as the Saoshyants who claimed Saostana after the death of his successor, Sarkash II. Rehak (19), Kahhan (8), Deneb (41), Sarkash (43), Vanash (38), Sarkash II (25).
- The Hollow Dynasty. Under the Saoshyants, *Saostana* enjoyed a prosperous rule and in their wisdom was the royal family was allowed to continue. While the Saoshyants wielded full political power, the dynasties became the face of Saostana and served the morale of the people well. *Habashan (9), Habashan II (11)*.
- The Arrogate Dynasty. The status quo was challenged in -140 RM when the newly risen king Sakhon Re rose against the Saoshyants. He was killed in action. *Sakhon Re (the heretic) (8)*.
- The Silent Dynasty. Following the fall of Sakhon Re, the dynasties and Saoshyants returned to their partnership. During this time the high families of the Dynasties, their duties and responsibilities largely handed over to the Saoshyants, became embroiled in secret pursuits uncovered in the south. Little is known of this passion though it is responsible for their prolonged lifespans. Seemingly happy with their relationship with the Saoshyants, peace remained in Saostana until the rise of Venath in the east, culminating in its annexing of Saostana and the EXECUTION of the last king, Maharah in 114 RM. Sherrib (31), Re-Hakah (38), Hakah anu (35), Eikatha (61), Sat hashan (37), Re-aunu (42), Maharah (rebirth of old dynasties) (2.).
- The Risen. By then Saostana had become known as Sarastro, and it had broken free of Venathi rule in 157 RM and, around two decades after that, an emaciated demagogue emerged from the Shamal claiming to be Sathep the Risen; the first king of Dynastic Sarastro. His word was not questioned and he remained a powerful figure until 339 RM when the ARCHPOTENTATE MALICHAR attacked and seized Sarastro, making Sathep his proxy there; a position he maintains to this day. Sathep the Risen (c. 180 RM to present).
- **SAPAH**: Sea. Narrow sound in the c of GYZHA, acting as the mouth of the river ARNON.
- <u>SAPARATH</u>: Lak. Largest lake in the c of <u>LLACHATUL</u>, in <u>THE OLD</u>
 <u>FOREST</u> and forming part of the route of river <u>IAGANNATH</u>. The lake is relatively shallow and sports a variety of life and its shores are thought to be home to many settlements in the region.
- <u>SAPARY</u>: *Geo.* Tropical lowland region dominating the south of <u>IACIO</u>. The region is characterised by its sparse jungles and low, level, elevation, which was slowly revealed by waning sea levels over the past millennia. The western part of Sapary is renowned for the ruins of a vast artificial channel network known as <u>SAPPAR</u>, remnants of a previous age.
- <u>SAPEAHK</u>: *Set.* Major city in the c north east of <u>AHKA</u>, along the course of the river <u>AMALTHEA</u>, where the river <u>GORIA</u> meets it. It is a major link along the <u>RED ROUTE</u> (Pop. c. 239,500).
- <u>SAPET BESAYT</u>: Pol. His. Descendant of <u>PHAROANTS</u> and unifier of post-<u>CATACLYSM KHAMID</u>. By c. 800 RM he had united most of the people north of the <u>SNJEMET</u> Mountains.

- <u>SAPETI DYNASTIES</u>: *His. Pol.* Ruling dynasty in <u>KHAMID</u> that lasted from 854 2384 RM, named after <u>SAPET BESAYT</u>. It ended with the assassination of <u>SHEDKHARKHEM IV</u> by <u>NATIT HENSHEF</u>.
- <u>SAPHACHAN</u>: Set. Settlement in the north east of <u>PELASGOS</u>, to the east of the <u>BULOS</u> Massif. Its main industry is the mining of <u>SERPENTINE</u> and the manufacture of objects from it, including turned cups (Pop. c. 4,800).
- <u>SAPHAHAKH</u>: *Orth*. <u>OTHERWORLDER</u> who in c. 2845 RM united the nine peoples of the <u>CEHOPHELA</u> region of central <u>MENISCEA</u>.
- **SAPHIA:** Set. Small city in the west of <u>ALAM BETHYL</u>, in the c of the territory of <u>GELAH</u>^(1.) (Pop. c. 13,700).
- <u>SAPHRAX</u>: Pol. Soc. Ind. Large <u>PATRICIAN HOUSE</u> with manufactories in <u>AZAZEM</u> and <u>LAASKHA</u> that produce <u>DENIM</u> garments (mostly jeans and dungarees) that are used by manual labourers across the <u>INNER SEA</u> REGION. See Vol II: Patrician Houses.
- <u>SAPPAM</u>: Pol. Set. Capital city of <u>VALA</u>, located roughly in the middle of the nation. The city is renowned as the centre and origin of the practice of <u>HAPAMALA</u>; where the dead are submerged in fresh resins which dry clear, preserving their bodies for millennia (Pop. c. 246,000).
- <u>SAPPAR</u>: Str. Ancient channel-network in the south west of <u>IACIO</u>. It was once coastal, though the waning of <u>ELYDEN'S</u> seas has found it many miles from the coast, abandoned and forgotten.
- <u>SAPPARANTI</u>: Rvr. River in the south west of <u>METHUMN</u> that flows for c. 740-miles west from sources fed by springs and aquifers and occasional floodwaters from rare spring storms, before emptying into the <u>BAY OF HEZAZ</u>. Its course is blocked by portcullises at the capital, <u>ARAROBY</u>, so that merchant barges from the west can be inspected and pay taxes before gaining access into the city.
- <u>SAPPHAN</u>: Set. City in the c north of <u>AHKA</u>. The city is known for the grotesque cadaver statue that stands above the governor's palace, that contains the mummified heart of the city's founder (Pop. c. 25,000).
- <u>SAPPHIA</u>: Set. Major city in the south west of the <u>SOLEYN TERRITORIES</u>. It is an industrial centre of the area, and is known for its factories and shipbuilding yards (Pop. c. 1,000,000).
- SAPROCHAN: Set. Conurbation in the c of AZAZEM, known for its vast numbers of greenhouses that surround the settlements for miles in all direction and which are fed by vast underground reservoirs. It was once a coastal city, when the <u>SEA OF BATHOS</u>^(1,1) stretcher farther inland than today, but found itself some miles from the coast in the ensuing centuries. It was home to <u>ST. AGYNES</u>, who is buried there, within the THREEFOLD CHURCH, which is dedicated to her (Pop. c. 26,000).
- <u>SAQATAR</u>: Set. Settlement in the east of <u>AHRISHEN</u>, forming a part of the <u>GREAT ROAD</u> the main Ahrisheni land trade-route. It offers food and provisions to merchants travelling along the route (Pop. c. 8,300).
- <u>SAR</u>: 1. *Rvr*. River flowing from the <u>KOKORO</u> Mountains and passing across the west of <u>SAUA</u> and the north of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>ALAMUT</u>, before meeting its parent, the larger river <u>SARA</u>.
 - 2. Rui. Ancient KERATIN ruin in the c of VAALK.
 - 3. Geo. Crater in the c south of EREBETH measuring some 17-miles wide.
- <u>SARA</u>: Rvr. Large river flowing for over 1,500-miles through the nations of <u>BAATAN</u>, the c of <u>VIRAHAN</u>, the east of <u>AHRISHEN</u>, the west of <u>SAUA</u>, and the c of the <u>HARÉSHK</u> from sources in the <u>DUIÁRHI</u> and <u>ORCAMMOR</u> Mountains and the <u>SALKHAN</u> Massif, before emptying into the <u>SEA OF DERAEA</u>. The river flows through many major lakes, including lake <u>MASTI</u> and <u>GALENDA</u>, and forms a part of the <u>AHRISHENI WATERWAYS</u>.
- <u>SARABAT</u>: Set. Small city in the c south of <u>BANT</u>, in the <u>CARCHEMISHI</u>
 <u>PENINSULA</u>⁽¹⁾, in the east of <u>SAMMAEA</u>, close to the delta of the river
 <u>SCATURIA</u>. It is a major producer of food in the region (Pop. c. 14,000).
- <u>SARAD</u>: Set. Settlement in the far east of <u>PARAIYA</u>. Its main industry is the cultivation of date palms (Pop. c. 5,000).
- <u>SARAD RYX</u>: His. Set. Ancient early <u>FIFTH AGE</u> settlement in the state of <u>ERINAT</u>, south of the river <u>SARADAR</u>. An outbreak of river flu around the confluence of the river Saradar and <u>DAKKHAN</u> led to many Erinati settlements being abandoned, and the <u>IDOL OF BAPHOMET</u>, located in a temple since c. -450 RM, was moved to Sarad Ryx, which became the new capital in around 220 RM.

The city was abandoned in c. 520 RM, due to <u>KORACHANI</u> influence in the region, and was larger resettled in c. 690 RM, eventually becoming the capital of Erinat after the old capital, <u>TIGAR</u>, was razed by Korachani forces in 817 RM. Its name would slowly change to <u>SARDONYX</u>, the present capital of <u>RHINOCOLOURA</u>.

SARADAH: Set. City in the c of BASSORAH⁽²⁾, along the course of the river SASSARAH (Pop. c. 35,000).

<u>SARADAR</u>: *Rvr*. River in the north east of <u>RHINOCOLOURA</u> flowing north east for 180-miles from sources in <u>SIRI RAH</u> Mountains before meeting its parent, the river <u>DAKHAN</u>.

SARADI INAT: Geo. Major region of level sparse coastal jungle dominating the west of IACIO. It was recently exposed in geological terms, through the waning of ELYDEN'S seas and until c. 1000 RM, the entire region, as far east as the cities of HAOH SAYON and MARECHOTTAY, was submerged. The retreat of the sea revealed vast regions of coral, some 10 - 20-ft. tall. They were already dead by the time they were revealed and were bleached from exposure to the fierce tropical sun, but they served as valuable anchors for new vegetation, which rapidly advanced to claim the newly-revealed terrain. Today the entire region is covered in epiphytes, vines and creepers that have taken over the calcified coral remnants, peppered with new-growth jungles between them. The entire region is lush, and a place where nature thrives.

<u>SARADRA</u>: Set. Small city in c <u>PARTHIS</u>, some 10-miles south west from the capital in <u>TETHRA</u>. The city is a major producer of <u>TECHNARCANELY</u> altered poultry and livestock, most of which is consumed in Tethra (Pop. c. 20,000).

<u>SARAGON</u>: 1. *Rvr.* River in the north of <u>SARASTRO</u>, flowing for 250-miles south from sources in the <u>JAHAL</u> Mountains before meeting its parent, the river <u>SOLONA</u>.

 Lak. Lake along the course of the above river^(1.) in the north of SARASTRO.

<u>SARAGOS</u>: Pol. Set. Capital city of the <u>TECHNOCRATIC REPUBLIC OF SARAGOS</u>. Technologists exiled from <u>VENTHIR</u> fled south in 1939 RM and settled around what was then a small settlement, which would later become the capital of Saragos. It is considered one of the most advanced cities in <u>ELYDEN</u>, with the highest literacy rate and the greatest proportion of vocationally-qualified individuals amongst cities in the greater <u>INNER SEA REGION</u>. It is famed for its expansive subterranean vaulted water reservoirs that are used in some parts to aid public transport.

The city was besieged in 3405 RM by Venthir, though its defences and expert <u>DACATECH</u> army repelled the attacks.

Like many coastal cities in Elyden, the retreating coastlines recorded during the <u>FIFTH AGE</u> have left the city stranded from the coast, though it maintains a complex system of levees and canals that maintain its link to the sea. These canals cover no less than 7-miles (Pop. c. 650,500).

SARAGOS, TECHNOCRATIC REPUBLIC OF: Dem. 'Saragosi'. Ntn. Nation in the north east of SAMMAEA, to the south east of VENTHIR, that originated in 1939 RM after chief technologist ZADDOCK and his allies were exiled to the south of Venthir by QUEEN HETEPHERES decades earlier. It lies across the TROPIC OF RAH, and has the MOLACHARI DESERT to its west, making it a dry region, though it is far from inhospitable, and is covered in expansive savannahs. Its cities are known for their large communal wells as well as their expansive vaulted subterranean water reservoirs, that are sometimes used for public transport.

It is considered one of the most advanced nations in <u>ELYDEN</u>, with the highest literacy rate and the greatest proportion of vocationally-qualified individuals in the greater <u>INNER SEA REGION</u>, and its technarcane machinery is famed by others nations. Perhaps most mentioned are its airships that are used to maintain a thriving trade-route with the otherwise reclusive people of <u>PORPHYR</u>.

In 3703 RM the <u>ARCHPOTENTATE MALICHAR</u> travelled to Saragos and met with the chief Technocrat there. The outcome of the meeting is not recorded, though upon returning to <u>KORACHAN</u>, Malichar began a time of reclusiveness that has lasted three centuries and continues to this day. See Vol III: Extant Nations and Realms.

<u>SARAGOSI</u>: Lan. Main language of <u>SARAGOS</u>, evolving from <u>VENATHI</u> following its founding as an independent nation in 1939 RM, after its sundering from the south of <u>VENTHIR</u>. It is a technical language and is used within the government and its industries. See Vol II: Languages.

SARAGOSI BIT: see BIT, SARAGOSI.

<u>SARAGOSI UNIVERSITY OF TECHNARCANA</u>: *Edu. Str.* Major university dominating the settlement of <u>VENTIA</u> in the north east of SARAGOS.

SARAHAQ: Set. Small city in the c south of the SULTANATE OF ABACARDAT. Its main industry is arable farming (Pop. c. 12,500).

<u>SARAHAPONGAN</u>: Sup. Geo. Scattered <u>Atramentally Tainted</u> region in the jungles of <u>Kardaul</u> known for their impressive and treacherous duststone formations, which are covered in vegetation.

SARAIA THE DERELICT: Oth. HALFBLOOD and former head lictor to the VAALKAN government between 2713 – 2759 RM though was exiled in absentia following her arrest and botched EXECUTION in 2759 RM due to excessive aggression. She spent the next decades wandering the lands around KHARKHARADONTIS, seeking challenges worthy of her attentions. She fought and slayed an elder tarragon in 2863 RM in AETHIOS. Following many years on the road, becoming a fugitive in dozens of settlements and an infamous legend in the south of KARAKHAS following a series of bloody murders there, she settled down in Karakhas.

Following an encounter with a devotee of <u>ARAKHAMÉ</u>, she became consumed by a desire to learn more of the <u>DEMIURGE KHARANI</u>, who she believed she was descended from. Her magnum opus was in 2917 RM when, after years of research, she discovered the <u>BLOODY STELAE</u> in <u>VORAKAN</u>, birthing the <u>ORDER OF THE BLOODY HAND</u>, which consequently led to the rise of the <u>CHILDREN OF KHAR'ILLAE</u> across Imperial cities.

SARAKHAR: Rvr. River in the east of RHINOCOLOURA, flowing north for 190-miles into lake NOHEHUN.

SARAL: Set. Major city in the c of the SOLEYN TERRITORIES, and one of its oldest permanent settlements. Saral is well known for its prestigious painhouses, and wealthy masochistic hedonists travel there from distant lands to experiences new levels of pain there. It is also home to one of the largest NOAMASI markets, outside its main walls. The market can be considered a settlement apart Saral, and like most such markets, it is governed by the Noamas families and falls under their archaic laws and customs, and the militia and armies of Saral have no influence there (Pop. c. 220.000).

SARALAL: Rvr. Expansive wetland region in the south east of HABOT, along the course off the river VAIAUANTI, where the river flows slowly in a vast lowland area of the ELLSALEN (3.) basin.

<u>SARAN RESERVOIR</u>: *Rvr. Lak.* Expansive wetlands in the c of <u>VIRAHAN</u>, forming a 110-mile stretch of the river <u>SARA</u>, serving as a sink for floodwaters, allowing the rest of the river to withstand flooding.

<u>SARANTHIA</u>: Sup. Geo. <u>FIRMAMENTAL</u> expanse in the north east of the <u>HENDECARCHY</u> of <u>DERAEIA</u>, in <u>MALAN</u>, in the western plateaus of the <u>ARGENT</u> Mountain.

The region is noted for its relative warmth (though on the 44th parallel the climate there is more akin to a savannah), with glaring hot summers and warm winters, though the climate rapidly returns to normal outside its borders. The area is cracked and dry, the land bleached from repeated exposure to the Firmament, though when its effects wane in the winter the rain that affects the region can flood some areas.

<u>SARAPHA</u>: *Rvr.* River in the c north of <u>GNOTH</u>, flowing south for 530-miles from sources in the <u>SOLUN HIGHLANDS</u>, before meeting its parent, the river NEPHOT.

<u>SARAS</u>: Set. Settlement in the c of the <u>PARTHISAN</u> colony of <u>EZHIRAYA</u>^(2.), in the east of <u>MENISCEA</u> Its main industry is agriculture (Pop. c. 6,800).

<u>SARASAN</u>: Geo. Mountain-range in the south west of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>, forming part of the expansive <u>ETHISTONI HIGHLANDS</u>.

SARASH: For. Forest in the north of ATARAXIA.

<u>SARASHAN</u>: Dem. 'Sarashan'. His. Ntn. One of many early <u>FIFTH AGE</u> cultures that emerged in the c of the <u>PORPHYRI PENINSULA</u>, in what is

now the south of <u>PORPHYR</u>, between c. -700 – 823 RM. Their leaders were technologists descended from missionaries of the <u>VAGANT COHORT</u> who came into power in 213 RM, in the form of the <u>VAGANT DYNASTY</u>. The nation finally fell in 824 RM, with the collapse of the technarchy. Following centuries of instability, three successor states emerged – <u>SEBDRA</u> in the north, <u>MENKAR</u> in west and <u>KAPAR</u> in the south east. See Vol III: Extinct States.

<u>SARASHANI</u>: *His. Lan.* Now-extinct language of the early <u>FIFTH AGE SARASHANI</u> culture. It would eventually evolve into extant <u>SABAISAN</u>. See Vol II: Languages.

SARASTRO: 1. Dem. 'Sarastroan'. Ntn. Nation in the north east of SAMMAEA and home to the RULING CITY of the REFORMED EMPIRE OF SARASTRO. Its climate ranges from arid in the south to temperate-dry in the north, with mountainous highland regions forming its eastern border and various ranges to its west. Between are large swathes of savannahs, grasslands, and sparse woodlands, through which flow various rivers, most notably the SOLONA, which dominates the east and north, and the Morul, which dominates the west.

The nation has a long history, going back to the early centuries of the FIFTH AGE, when it was known as SAOSTANA. Founded by the sorcerer SATHEP in -1019 RM, it eventually came to be ruled by a succession of monarchs known as the SAOSTANAN DYNASTIES. It was a powerful state, controlling what is now the west of the ARID TRIPTYCH, though fell under the yoke of the VENATHI EMPIRE in 114 RM, which had the last of the Saostanan Dynasts executed.

The death of <u>King Labaisingh the Strong</u> in 151 RM saw Venath crumble, and Saostana slipped away soon after, regaining its independence under the <u>Saoshyants</u>. Sathep returned to <u>Argea</u> as a lich in 176 RM, where he amassed a cult following, though he was unable to oust the Saoshyants. <u>Korachan</u> attacked Sarastro in 222 RM, but the nations' defences were too strong and the war devolved into a stalemate, dragging out for over a century, devastating the surrounding region. In 339 RM Sathep went into the wilderness and encountered the <u>Archpotentate Malichar</u>. The two returned to Argea at the head of a mercenary army, taking Argea in a single night with the rest of Sarastro falling soon after. Malichar made Sathep governor of Argea before returning to <u>Korachan</u>.

Sarastro became a powerful state within the Korachani empire, acting as a bulwark against unruly lands to the south east of the empire, with its military guarding the <u>Growing Mountains</u> and the <u>Anubian</u> desert from barbarian intrusion.

Sarastro prospered under the leadership of the tyrant Sathep, who was given the luxury of self-rule that many subjugated territories were not. Most claimed that it was by dint of his strength and skill with ATRAMENTISM. Indeed, many believed he was more than a match for the Archpotentate, should he choose to oppose him. A relic of a far older time, Sathep was distrusting of technology in the magnitude that it had come to dominate life. Slavery became rampant, and what resources Korachan did not take for itself he put to good use. Sathep established the Imperial DIWAN, a large autocratic council that oversaw the daily running of the Reformed empire, which continues to rule to this day.

In 3103 RM, the Archpotentate Malichar granted to Sarastro <u>Io</u>, part of <u>BA'AKH</u> and other lands in a controversial move that came to be known as the <u>SARASTROAN SANCTION</u>. This gave Korachan access to Sarastro's military might, making it the most powerful empire in the <u>INNER SEA REGION</u>. Others saw the move as a risky, albeit grandiose gesture, but as the empire crumbled in the wake of waning resources and growing threats, Sarastro found itself growing stronger, and more brazen in its actions.

The <u>VENTHIRI</u> declaration of war against Sarastro in 3703 RM eventually saw Korachan join in the conflict, which later became known as the <u>WAR OF SUNDERING</u>. The war ended on 23rd <u>SATAVALEN</u> 3705 RM, with Sarastro gaining independence and the states of <u>IO</u>, <u>BA'AKH</u> and <u>LIDEA</u> as vassals, leading to the <u>SUNDERING OF THE EMPIRE</u>. Sarastro would eventually also acquire <u>MHAROKK</u> and <u>VAALK</u> as vassals over the next decades, by which time it had become known as the <u>LOW-EMPIRE OF SARASTRO</u>. New reserves of gold and diamonds were discovered after the Sundering, brining renewed wealth to the Low-empire.

A mixture of hotter climates and harsher terrain give Sarastro a distinct appearance that is different to that of the High-empire, and most of its cities are seen as backwards as a result. In truth Sarastro is no less industrious than Korachan and other major powers around the Inner Sea, it's just that its cities look older and its people cling to older fashions and traditions.

The capital of Sarastro, Argea, is famed for its bakeries and the bread that is distributed for free to its populace, who, despite many aspects of life being harsher than its northern counterpart, enjoy certain privileges the work-slaves of Korachan are denied. See Vol III: Extant Realms and Nations

2. *Ntn. Lan.* Common name for the <u>REFORMED EMPIRE OF SARASTRO</u>, or the Low-empire of Sarastro.

SARASTRO, THE REFORMED EMPIRE OF: see REFORMED EMPIRE OF SARASTRO.

SARASTRO, SIEGE OF: Mil. War. His. Common name for the KORACHANI attack of SARASTRO, which lasted from 322 to 339 RM. Ironically, the war was won 2-years after the retreat of most imperial armies, when the ARCHPOTENTATE MALICHAR (disappeared since 84 RM following his victory in NARTHEL) marched north east from KHARKHARADONTIS with a cadre of PLAGI and DEMIURNES and other followers. He entered the city of KNOSSOR, which he subjugated in one night of fighting, renaming it MALICHARA. The rest of Sarastro fell soon after.

<u>SARASTROAN</u>: Lan. Primary language spoken in the nation of <u>SARASTRO</u>, as well as most capitals and administrative regions across the <u>REFORMED EMPIRE OF SARASTRO</u>. It emerged from the early <u>FIFTH AGE SAOSTANAN</u> language See Vol II: Languages.

SARASTROAN COALITION, the: Mil. Pol. His. The formal name given to the alliance of dissident forces during the WAR OF SUNDERING, led by SARASTRO. The coalition included the states of BA'AKH (following the failure of the BA'AKHI WAR FOR INDEPENDENCE), IO, LIDEA, and roughly half of VAALTHA following the fall of ANAKARRA. Various other territories, mostly in Vaaltha and MHAROKK were, for at least a short time during the war, part of the coalition.

The <u>SARAKASHAR</u> (general) <u>RAISHAZAR MELQART</u> was appointed as <u>ARCH SARAKASHAR</u> by the <u>LICHKING SATHEP</u> himself on the 15th <u>LIVIALEN</u> 3703 RM, remaining the supreme commander of the Coalition until the signing of the <u>SARASTROAN TREATY</u> two-years later.

The Treaty led to the formation of the <u>REFORMED EMPIRE OF SARASTRO</u>, which replaced the Coalition.

SARASTROAN INSTITUTE OF ARCANE SKILLS: see ROYAL COLLEGIATE OF SARASTRO.

SARASTROAN ORTHODOXY, the: also 'Machine Orthodoxy'. His. Rel. Now-extinct religion that appeared in ARGEA as a sect of the CHURCH OF THE UNDYING MACHINE late in the 37th century RM. The Sarastroan Orthodoxy refuted the divinity of the ARCHPOTENTATE MALICHAR, which led to dissent within the Church of the Undying Machine that culminated in early 3704 RM with fighting reaching various parts of the empire as the beliefs of the Orthodoxy continued to spread.

By summer, members of the laity were fighting within the <u>HOLY PRECINCT</u>, ending with the <u>CONCLAVE OF KHADON</u>, in which the church was divided into two denominations – the Church of the Machine of Korachan and the Sarastroan Orthodoxy in Argea and surrounding lands.

After gaining independence in 3705 RM following the <u>SUNDERING OF</u> <u>THE EMPIRE</u>, <u>SATHEP THE RISEN</u>, ruler of the <u>LOW-EMPIRE</u>, worked tirelessly to unify the disparate sects that had splintered from the Church of the Undying Machine prior to the Sundering. After penning a new holy text in which he replaced Malichar as the second half of the diptych, he was able to unite all the sects, including the Sarastroan Orthodoxy, which was officially absorbed and formed the backbone of the <u>REFORMED CHURCH OF SARASTRO</u>, which remains the state religion of Sarastro to this day.

<u>SARASTROAN SANCTION</u>, the: *Pol. His.* A controversial edict issued by the <u>ARCHPOTENTATE MALICHAR</u> in 3103 RM that granted <u>SATHEP THE RISEN</u>, ruler of the vassal state of <u>SARASTRO</u>, control of the territories of <u>IO</u>, northern <u>BA'AKH</u> (as determined by the land north of the course

of the Shibotha mountain, south east towards the <u>ILLEAN</u> coast), and the territories south of the <u>HAAGEN</u>^(1.) Mountain. In return, he demanded Sarastro downsize its armies, providing the excess to <u>KORACHAN</u> in the form of a tithe. He also promised Sathep that, should he honour his obligations for at least two-centuries, he would also share with him deep Atramental secrets in his capacity of <u>SENTINEL OF THE SHADOW</u>.

In <u>Khadon</u>, the <u>Council of Seven</u> and the <u>League of Patricians</u> were livid, proclaiming it no less than folly for Korachan to so willingly and needlessly hand over territory to a vassal so powerful as Sathep, and so soon after the devastating losses of the <u>War of the Artifexes</u>, in which <u>Almagest</u>, northern <u>Skaros</u> and <u>Durchaa</u>($^{(1)}$) slipped free of Korachani control.

Ba'akh, by then reduced to an <u>Atramental Wasteland</u>, its <u>SIPHON ENGINES</u> beyond repair, received little attention, with Sarastroan governors plundering it for what few resources it still had. This included occasional slave raids into its territories. Io was more productive, and Sarastro was quick to send governors and forces into its territories to secure them.

The <u>CITADEL MOUNTS</u> of <u>EHBOT</u> and the tribes of <u>MULCIBER</u> suffered from many Sarastroan raids over the next centuries, until c. 3700 RM, which ended only due to the effects of the <u>GREAT CONTAGION</u> that weakened Sarastro.

Emboldened by one of the Archpotentate's prolonged absences, the <u>COUNCIL OF SEVEN</u> issued an edict to Sarastro in 3698 RM that rescinded the Sarastroan Sanction, effectively removing Io, Ba'akh and the Haageni territories from its territories. Sathep himself replied, simply refuting the request and effectively challenging the empire to call his bluff. The Seven did not immediately act, though Sathep's reply was not forgotten during the subsequent <u>WAR OF SUNDERING</u>, which eventually saw Sarastro itself <u>SUNDERED FROM THE EMPIRE</u>.

<u>ASISH</u> remains the only Ba'akhi city to actively owe fealty to Sathep following the Sundering; the only city west of <u>DAARKEN GULF</u> to do so.

In c. 3800 RM, following the retreat of the Archpotentate Malichar into obscurity, the Council of Seven attempted to wrest Io form Sarastro; though after a century-and-a-half of sporadic conflict, their hopes were abandoned to the more pressing needs of the fragmenting empire.

SARASTROAN HECKEL: Cur. Currency of SARASTRO, first minted in 3706 RM. See Vol II: Currency and Coinage in Elyden.

<u>SARASTROAN INQUEST</u>: see <u>THE SHAMASHI ENCLAVES OF THE SARASTROAN EMPIRE</u>.

<u>SARASTROAN TREATY</u>, the: Pol. His. A treaty signed on the 23rd of <u>SATAVALEN</u> 3705 RM in which <u>SARASTRO</u> was declared a free state, alongside the vassals of <u>BA'AKH</u>, <u>IO</u> and <u>LIDEA</u>, with <u>MHAROKK</u> and <u>VAALTHA</u> (later known as <u>VAALK</u>) joining it within a few decades.

This marked the end of the <u>WAR OF SUNDERING</u> and over two-years of fighting, restoring an uneasy peace to the <u>INNER SEA REGION</u>. All Sarastroan territories taken by Korachan and its allies during the war were returned, though the vassal states of Vaalk and Lidea remained Korachani, at least at the time of the signing of the treaty until the official end of the war on the 6th of <u>AKORALEN</u> 3722 RM.

<u>SARAT</u>: Set. City in the north of the <u>DEMESNE OF HARAPPA</u>⁽³⁾, known for its production of tea. It is part of the <u>RED ROUTE</u>, and dry tea leave are sold to merchants by the tonne, finding their way across <u>LLACHATUL</u> and <u>SAMMAEA</u>. It is built atop the ruin of an ancient <u>FIFTH AGE YARAOMIC</u> settlement, which was known as <u>SHARAA</u> (Pop. c. 33,200).

<u>SARATANA</u>: Leg. Fictional realm commonly featured in <u>KORACHANI</u> literature; a paradise of pleasures and vices.

<u>SARATHANT</u>: 1. Set. Small fortified city in the north west of RHINOCOLOURA (Pop. c. 15,000).

2. *Mil. Str.* Major fortress in the north west of <u>RHINOCOLOURA</u>, guarding the <u>SALT ROAD</u> from banditry.

<u>SARAUT</u>: Set. Settlement in the west of <u>KARAKHAS</u>, forking part of both the <u>SHADOW MARCH</u> and the <u>SALT ROAD</u>. It is known for its many hostels and inns where travellers can rest (Pop. c. 7,300).

<u>SARAZZIR</u>: Set. City in the far west of <u>KAZZAR</u>⁽²⁾, known for its metalworking (Pop. c. 48,200).

<u>SARBAC</u>: Gam. A form of lawn billiards common across the <u>INNER SEA REGION</u>, particularly amongst <u>FREEMEN</u> and the nobility who have the time to spend on such pursuits. The game involves hitting weighted balls through hoops with a mallet. It originated in the bastion gardens of <u>ALMAGEST</u> in c. 2000 and spread south from there, enjoying its peak in c. 2750 RM, remaining a popular leisure time sport enjoyed in public gardens to this day. It is named after Sir Viddo Sarbac of <u>UPPER ALMAGEST</u> who was responsible for the spread in popularity of the game across the social elite of <u>ALMAGEST</u>. See Vol II: games and pastimes.

<u>SARCADRIX</u>: Set. Settlement in the wastes of north eastern <u>ALMAGEST</u>, whose people are xenophobic and distrustful of outsiders. Its main industry is iron mining (Pop. c. 6,200).

SARCANTA: For. Forest dominating the entire north east of NAARETH.

<u>SARCARN</u>: Pol. Soc. Sup. Bus. <u>PATRICIAN</u> HOUSE that has for millennia had a critical role in the cloning and fleshwrighting industries in the KORACHANI EMPIRE.

The House emerged in MHAROKK in the 3rd century RM, where it gained influence and wealth from trading goods between KARAKHAS and LIDEA. It settled down and established the trading outpost of EBERUK in c. 500 RM, which saw it grow even wealthier. By c. 710 RM the city had become a centre of ALCHYMICAL research, with the House establishing various ATELIERS and settlements that were devoted to the nascent industries of FLESHWRIGHTING and CLONING. This eventually led to the founding of the IMPERIAL COLLEGE OF FABRICATED INCEPTION there in 732 RM, which went on to become instrumental in the fields. This in turn allowed for the first successful industrial-scale inception of primitive haemonculi in c. 740 RM, which earnt the city many accolades, though it led to the tumultuous period known as the CHEMISTERS' WAR that eventually saw the House (via the College of Fabricated Inception) win exclusive rights to issue licences to ateliers across the empire to manufacture HAEMONCULI for 100-years.

This brought further riches and influence to the house, which saw it prosper and spread throughout the <u>INNER SEA REGION</u>, where it remains as a powerhouse in the cloning industries today, and the name has become synonymous with quality <u>UMBRANS</u> and other <u>VAT-BORN</u> creatures.

The current <u>PATERFAMILIA</u> of the house is <u>KHARILON SARCARN</u>, who has been in control of the house since 3801 RM and who is renowned for his use of <u>ATRAMENTAL</u> drugs to maintain his strength and youthfulness. See Vol II: <u>Patrician Houses</u>.

SARCARN MEDICAL ARCHIVES: Edu. Str. Specialist library in the city of EBERUK in MHAROKK, founded by HOUSE SARCARN in 905 RM. It is probably the most complete library in ELYDEN that is of interest to FLESHWRIGHTS and CLONERS, and is accessible to anyone who is a member of the IMPERIAL COLLEGE OF FABRICATE INCEPTION.

Its volumes chronicle the history of cloning and fleshwrighting, which many claim were fields that were pioneered in the city of Eberuk itself. The dissertations and treatises of many famed fleshwrights and cloners are kept here, and copies and transcripts have been made available to College <u>ATELIERS</u> and their members across the <u>INNER SEA REGION</u>.

<u>SARCOADA</u>: Alc. Set. Independent settlement in the c of <u>AZAZEM</u>, in the western reaches of the <u>AAORA</u> Mountains. The settlement is controlled by <u>FLESHWRIGHTS</u> and <u>ALCHEMISTS</u> who specialise in breeding of <u>HAGHOUERS</u> (Pop. c. 2,000).

<u>SARCOBELIZA</u>: For. Grotesque forest in the c south west of <u>KHARKHARADONTIS</u> that is made up of hundreds of <u>ATRAMENTAL FLORETS</u> – tree-like entities that corrupt the land around them and subsist off it. It is the largest concentration of such entities in Elyden and has been studied at length by <u>PENUMBRISTS</u>.

SARCOLINE WASTES: Sup. Geo. Grotesque area of Atramental TAINT in the c south east of the HOGGOTHA ISZ, made up undulating plains of, for want of a better term, skin, with single-stalked plants not unlike gigantic hairs growing from shallow follicle-like hollows. Elsewhere the skin erupts in to sore-mounds that sometimes rupture, leaking foul pus that attract giant insects and other vermin.

The region lies around 100-miles from the border with $\underline{AKANTHRA}$ and $\underline{KHAR\ NADUL}$, and both regions have made attempts to explore the inimical wastelands, with carrying results. To this day, very little is known

of the Sarcoline Wastes other than grotesque third-hand accounts from ancient merchants and explorers.

SARCOPHAGE, VISID: Sup. Fau. Vermin common in ATRAMENTALLY TAINTED lands in KHARKHARADONTIS that are named after the mask-like growths on their heads. They take the form of black iridescent beetles, around 8" long, with long pink fleshy abdomens. They are scavengers, feasting on dead bodies, particularly those claimed by ATRAMENTAL AILMENTS. Though they are solitary creatures, they swarm around any source of food until it has been fully consumed, before they go their separate ways.

After eating tainted matter, their bodies enter a state of hibernation as the process the ingested matter, which is expelled as hard spherical pellets. These are of immense value to Atramental industries due to their relative purity and the ease with which the Atramental matter within can be extracted, and as a result visid sarcophages are farmed in large numbers in some manufactories specifically for this. See Vol II: Classification and Taxonomy of Life.

<u>SARCOPHAGUS</u>: Sup. Tec. Colloquially, a term for <u>HEART ENGINES</u> that are installed within the defensive architecture of important structures such as military fortifications or government buildings. The sarcophagi fulfil a defensive role, protecting the structure and its contents from supranatural attack from without, including attack from <u>SHAPERS</u>. Often the shapers interred within these engines are <u>ANNULLARII</u>.

<u>SARCOPHILIA</u>: Set. Major city in the east of <u>CISNERIA</u>, and is a hub of the cannibal cults for which the nation is known. In was founded in c. 1800 RM as a short-lived <u>ALMAGESTI</u> colony, and was the centre of a lyceum where native children were taught imperial culture in a failed attempt at indoctrination (Pop. c. 38,000).

<u>SARDAL</u>: Set. Settlement along the main trade-route in <u>IZABAL</u>^(1.). Its main industry is the production of <u>OLIVES</u> and olive oil (Pop. c. 8,000).

<u>SARDAPAR</u>: Set. Small city in the south east of <u>VENTHIR</u>, along the course of the river <u>BOPHURA</u>, about 17-miles from the coast. Its main industry is the cultivation of reeds (Pop. c. 13,400).

SARDAQ: Set. City in the c of CHEIRA (Pop. unknown).

<u>SARDIS</u>: 1. Set. City in the c of <u>LYRIDIA DHAI</u>, along the course of the river <u>BINI</u>, under control of <u>TERARA</u>. The city grew around a large church that that was constructed there by the order of the <u>ARCHPOTENTATE MALICHAR</u> in 350 RM.

Today it forms part of <u>THE SHADOW MARCH</u>, before it turns south into <u>NÁRTHEL</u>. By the time of the <u>KORACHANI EMPIRE'S</u> abandonment of the region to the <u>INTERREGES</u> in 1704 RM, the area had gained many imperial customs, and worship of the <u>UNDYING MACHINE</u> remained strong, even to this day (Pop. c. 17,000).

2. Rel. Str. Church in the c of LYRIDIA DHAI founded by the ARCHPOTENTATE MALICHAR in 350 RM. Situated some miles south of the river BINI, it saw itself evolve into a town^(1.) that would reach as far as the banks of the river and faithful of the imperial church go there in pilgrimage to revere the hallowed ground on which the risen Malichar had walked.

<u>SARDIUX</u>: also 'the Red City'. Set. City in the south eastern foothills of the <u>TALENTARI</u> Mountains in the west of <u>SAMMAEA</u>, named after the red and iron-rich rocks of the Talentari Mountains the city is famed for its gigantic stone-hewn temple, which predates the city by millennia (Pop. unknown).

SARDONYX: Pol. Set. Bustling metropolis and capital of RHINOCOLOURA since 3631 RM, and currently the seat of the Rhinocolouran KHANATE (2.). It originated as the small settlement of SARAD RYX, founded by ERINATI settlers in c. 50 RM, though was abandoned in 520 RM following increased KORACHANI influence in the region. Its natural vantage point over surrounding lands and natural springs made it the perfect site for a settlement and it was resettled by c. 690 RM, and in just over 100-years it was made the capital of the northern prefecture of ERINAKH LAUR, after the old capital, TIGAR, was razed by Korachani forces in 817 RM. It would eventually become known as Sardonyx by c. 900 RM.

Though never part of the <u>SALT ROAD</u>, which turned east around 60miles north, Sardonyx nevertheless became an important trade city, and a way point of sorts where caravans would leave the Salt Road to trade goods before turning back north. today, with the Salt Road far larger in size, it is considered a major stop along the route.

By c. 1780 RM Sardonyx had become the religious centre of Erinakh Laur, and had become renowned for its large temples devoted to the KZANADEMI POLYTHEISM, an identity it retains to this day.

In 2965 RM the city-state of HAZOR came under the leadership of the OTHERWORLDER NEANDER, after having already declared its independence from Erinakh Laur in 2483 RM. Following this it would pressure Sardonyx to capitulate, and political intrigue became a way of life in the city, with Hazorin spies vying to sway the city's opinion of Hazor. Unsuccessful, Hazori forces would go on to prey on trade between Sardonyx, ERIVUR and LAKERTHA in 3042 RM, and within a few decades the region was embroiled in all-out war. In 3194 RM Hazor destroyed the city of Erivur, and moved further north towards Sardonyx. This led to the signing of surrender in 3211 RM, and Sardonyx capitulated to Hazor, bringing Hazor in full control of what had once been Erinakh Laur, renaming the region the empire of NEANDARA.

Sardonyx remained a major city throughout the rule of Neander, which lasted until 3462 RM, when he was assassinated, leaving the empire in tatters. Resisters in Sardonyx rallied the people against the descendants of Neander, and led an uprising that would reach the city of Hazor in the winter of 3469 RM, attacking its ruling citadel, further destabilising the capital, which fell the next year. The resistance instated its generals as rulers, who divided the land into four prefectures, of which Sardonyx became capital of one.

In 3604 RM a red-skinned mortal named <u>ILLAREGH</u> appeared in Rhinocoloura, alongside an army and entourage of followers claiming to be the descendent of an otherworlder, sent to unite the struggling prefectures. He began a campaign across Rhinocoloura, capturing city after city. Sardonyx was the last city to fall to the Khan in 3618 RM, where he instated a new government, after which Rhinocoloura became a Khanate, with Sardonyx as its capital (Pop. c. 1,053,000).

<u>SAREASH</u>: leg. Ser. A mythical city said to lie hidden within the dense jungles of the <u>WOLD</u>, in the territories of the <u>MAUNURIN TRIBES</u>. It is said to be home to ancient treasures and magickal artifacts. The ruins of the city are lost and all attempts at locating them have ended in failure.

<u>SAREB</u>: Geo. Boulder fields in the prefecture of <u>TERECHANT</u>^(1.) in the c south of <u>HOLOLACH</u>^(1.). The fields are thought to be the remnants of an ancient glacier.

<u>SARGAR</u>: Set. Small city in the x of the tribe of <u>SALARNA</u>, in the c north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 5,000).

SARGASSUM SHELF: Geo. Vast flat coastal plains in the north east of the DOMAINS OF SHAUATAS in the south east of BROR (1.), revealed over the past centuries by waning sea levels. Bleached coral forests dominate these otherwise flat plains, and close to the coast the shelf descends steeply in a series of deep valleys in which are located the ruins of MERILL cities. Made from a soapy stone, they reek of the sea and are shunned by most, with rumours that merills still crawl to the cities on nights when the IVORY MOON is gibbous.

<u>SARGATANAS</u>: 1. Rvr. River in the c of <u>JURRAS</u>⁽²⁾ flowing for 125-miles from sources in the north west of the <u>SYNHODOS</u> Mountains before meeting its parent, the river <u>KARIBAT</u>.

 Also 'the Death Valley'. Geo. Valley leading to the river <u>KARIBAT</u> tainted by the <u>ATRAMENTA</u>. The top of the valley is marked by the city of the same name.

3. Set. City in <u>JURRAS</u>^(2.). Local myth claims the city is built over the tomb of an ancient <u>SCION</u> (Pop. c. 50,000).

SARIASHUU: Geo. Dry plains and scrub forest in the c south of PORPHYR.
SARIS: Lak. Endorheic lake in the south east of KHARKHARADONTIS, fed by many rivers flowing from highlands all around it, particularly the IATULKAN and the VRISIAS Mountains. Its size varies wildly based on the season, with water from the rivers SIK and RORA amongst many others feeding it following snowmelt and heavy rains. It was fully documented by a NOAVATURI expedition in 1182 RM.

<u>SARGOTH</u>: 1. also 'the Black Plains'. Geo. Plains in the north of <u>KARAKHAS</u> covered in past lava flows from previous eruptions of <u>MT OROROTH</u>, the most recent of which was in c. 2000 RM. Dense grasslands have appeared

- where the flow has slowly eroded into fertile soil over time, where it now sustains high grasses and small trees.
- 2. *Rvr.* River in the north of the above region, in northern <u>KARAKHAS</u>, flowing for 360-miles from the <u>GIBBORAH</u> Mountains before emptying in the SEA OF DEKANA.
- 3. Set. KARAKHASID city in the south of the above plains, that is home to many marauders that prey upon trade in the c of the nation, as well as pilgrims travelling THE SHADOW MARCH in the region (Pop. unknown).
- <u>SARGOTHI</u>: Pol. Soc. One of three marauder tribes in <u>KARAKHAS</u>, dominating the plains of <u>SARGOTH</u>.
- SARIBIA: Set. Coastal settlement in the east of CANNOS (Pop. c. 4,500).
- <u>SARKID</u>: Geo. Rocky region in the c of <u>GNOTH</u>. It is rough, dusty and contains little variety of life.
- <u>SARMAUL</u>: <u>AHRISHENI</u> prophet who spread word of the <u>FOUR WINDS</u> to <u>SAUA</u>, where the religion continues to be revered by the <u>GATEKEEPERS</u>.
- <u>SARMIS</u>: 1. Sea. Long narrow bay in the north of the <u>PARTHISAN</u> colony of <u>ABDAKROS</u>^(1.) on the island of <u>IRUGNA</u>^(1.).
- 2. Set. Coastal settlement in the far north of the <u>PARTHISAN</u> colony of ABDAKROS^(1,) on the island of IRUGNA^(1,) (Pop. c. 4,700).
- <u>SARNAS</u>: Set. Mossy tiered city in the c south of <u>PORPHYR</u> built into the cliffs overlooking lake RESKOKH (Pop. c. 80,000).
- <u>SAROD</u>: Geo. Small mountain in the west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, acting as a border between the tribes of <u>DRAKAINA</u> and TATRAS.
- SAROM, TREE OF: Flo. Tree in the north east of FATH that was identified in c. 1800 RM by the prophet Haurori as a holy conduit through which the worker gods could interact with the MATERIAL PLANE. The tree became an object of massed veneration and pilgrimage to the people of surrounding lands. Within a few centuries the mortal activity surrounding the tree led to its decline, and in 2120 RM the TEMPLE OF THE TREE was constructed around it, to protect it, though the tree's condition only worsened and by c. 2300 RM it died, leading to a wane of the surrounding religion.

Today all that remains of the tree is a pale stump, and a handful of people still revere it, and the temple remains as the only bastion of their faith in Fath.

- <u>SAROSS, LIBRARY OF</u>: Edu. Str. Library in the south of <u>PACHOMIA</u>, <u>LIDEA</u>. It is a refuge to scholars and erudites.
- <u>SARRA</u>: Set. Settlement in the north west of <u>LIDEA</u>, along the cliffs of <u>KANDAKE</u>. Sarra is known for its daredevil birdmen, who brave the cliffs for exotic bird eggs that they sell to larger cities (Pop. c. 4,200).
- <u>SARRASTER</u>: Geo. Mountain in the c west of <u>THE SURRACH</u>, in the north west of <u>SAMMAEA</u>.
- **SARRIM**: Set. Coastal settlement in western <u>TARTAK</u>. Its primary industry is fishing (Pop. c. 6,300).
- <u>SARRIT</u>: Set. Coastal stilt-settlement in the south west of <u>NAARETH</u>, overlooking the <u>ROILING SEA</u> (Pop. c. 6,000).
- <u>SARPRA</u>: Set. Fortified coastal city in the north west of <u>OPHAR</u>, and home to half of its fleet (Pop. c. 20,000).
- SARRAHAL: Geo. Warm humid plains in the north east of VÂRR.
- <u>SARUKK, THE SALLOW PIT</u>: Int. Sup. Geo. Small yet immeasurably deep vertical pit in the east of <u>ALAM BETHYL</u>, in the c hills of the <u>BAND</u>⁽²⁾ Mountains. The pit appears as a sinkhole, its origins unknown, and the rocks around its mouth are a sickly sand-colour, and prone to collapse.

A fetid stench emanates from it, and at times the air blows out of it, bringing with it stale dry air. Some have postulated that it may lead to the <u>PRISON CARCERI</u>, though there is little evidence for this. Attempts have been made to descend the pit, but it opens into a large hollow 100-ft. down, in which no measurements can be made.

- <u>SARYTOS</u>: Com. Set. Trade city in the <u>MATERAN TERRITORIES</u> in the east of <u>LYRIDIA</u>. It forms a part of the western-most reaches of the <u>GREAT ROAD</u> is one of few cities in Lyridia to trade with the east, across the pass of <u>MONRA</u>^(1,) (Pop. unknown).
- <u>SASACZHOT</u>: 1. Arc. Canal in the nation of <u>OKKHAM</u>, constructed between 3627 3642 RM, linking the <u>SEA OF KHURSA</u> with the <u>SEA OF</u>

- <u>LETHEA</u>, speeding up sea travel and commerce in the area. The canal is 15-miles long and maintained by the eponymous city.
- 2. Set. Large city in the c-south east of OKKHAM, around midway along the Okkhami peninsula. Between 3627 3642 RM a large canal was cut across the peninsula linking the SEA OF KHURSA with the SEA OF LETHEA, and the city became a hub of naval transport and trade. Millennia ago, the site where the city later appeared was home to a natural channel the peninsula was smaller than today due to the higher water level, and the eastern-most portion (today dominated by the waters of the LITASCH AESAMAY) was a large island known as KURTAE that was slowly linked to the mainland between 400 1200 RM, following the rising ELYDEN'S sea levels (Pop. c. 370,000).
- SASAQ: Set. Settlement in the c of CHEIRA, along the course of the river YAGNOTH PHATHAN. It is known for its reed cultivation, which is used in the production of various reed-items (Pop. c. 8,000).
- <u>SASASHAH</u>: Set. City in the north of the <u>JAHADAT STATES</u>, in the east of <u>SAMMAEA</u>, and capital of one of the twelve States (Pop. c. 43,000).
- <u>SASHAR</u>: Set. Settlement in the north of the <u>MULL CITY-STATES</u> (Pop. c. 8,200).
- <u>SASHAT</u>: *Rvr*. River in the south of <u>AHKA</u>, flowing north east for 375-miles from various sources, including the <u>OTHOR</u>, <u>SOTTHEA</u> and <u>ETRON</u> Mountains, before emptying into the <u>STRAIT OF SKAROS</u>.
- <u>SASHELL</u>: 1. *Geo.* Coastal region in the north of the historic nation of <u>VESPER</u>, along the eastern shore of the <u>BAY OF BATHIN</u>.
- 2. Dem. 'Sashellan'. His. Ntn. Small independent region within historic VESPER (now the north of the VESPERTINE LEAGUE). It was populated by the so-called BERSERKER-MAGES, who were ostracised from VESPER for their smoking of the herb MULLEN, which acted as a painkiller and aggressant. These outcasts gravitated towards one another and eventually settled in the region of Sashell, where they established various small settlements by c. 1200 RM. They developed a system of ritual combat in which challengers would consume a large amount of mullen prior to fighting to the death. This led to a culture where armies were unknown, in which so-called BLOOD CHAMPIONS enjoyed great privileges, but who lived short, dangerous lives.

This custom slowly waned as the <u>FIRMAMENTAL</u> properties of the herb were discovered, allowing the culture to establish a Firmamental tradition – somewhat of an oddity given its vicinity to the <u>NULLAMBIT</u>. Mullen granted those who took in in large-enough quantities over an extended period of time great bursts of Firmamental energies. Extremely dangerous and unpredictable, this suited their culture well, and their famed blood champions evolved into <u>SHAPERS</u> who were capable of unleashing unpredictable powers in battle. These replaced the blood champions, and became known as <u>BERSERKER-MAGES</u>.

The berserker-mages became a touchstone, shaping the culture of Sashell for years to come, eventually becoming leaders of the disparate settlements and ruling Sashell as a whole through an overcouncil.

If the ancestors of Sashell had been shunned by the people of Vesper before, then this turned them into pariahs. Yet they became immeasurably useful in fighting the invading <u>KNIGHTS OF ST. MALICHAR</u>, who were finally defeated in 1441 RM after 7-years of fighting, largely due to the sacrifice of the berserker-mages, effectively ending the tradition.

The Sashellan people would later be absorbed by the Vesper expansion in c. 2400 RM, and the berserker-mages were drafted into its armies, where they came to be used as terror troops, wreaking havoc amongst enemy forces. See Vol III: Extinct States.

- <u>SASHHOU</u>: Set. Settlement in the c south of <u>SAUA</u>. Its main industry is the cultivation of walnuts, many of which are sold to merchants passing through along the <u>GREAT ROAD</u> trade route (Pop. c. 8,000).
- <u>SASHIAH</u>: Set. Fortified settlement in the south west of <u>ZHARIAH</u>⁽²⁾, along the course of the river <u>VENNON</u>, in the region of <u>KUIASH</u>. Its main industry is iron mining (Pop. c. 6,000).
- <u>SASSAB</u>: Set. City and harbour in the north east of <u>VENTHIR</u>. It forms a part of the <u>RED ROUTE</u> (Pop. c. 50,000).
- SASSANUS ACHALLA: (B. 3199 D. 3323 RM) *Mil.* Governor-general of <u>Parthis</u>, whose body was cloned in c. 3390 RM, becoming the basis of

an elite force of soldiers – known as the $\underline{PARTHISAN\ BROTHERHOOD}$ who continue his legacy.

Achalla was a paragon of the Parthisan ideal – a gentleman, a scholar, and a decorated soldier and general, who saw combat in JURRAS^(2,), for which he was awarded the <u>CROSS OF GALLANTRY</u>. He was a member of various orders and sodalities, and was granted the position of governorgeneral of <u>VULKA</u> in 3301 RM following his retirement from the military, where he spent his final years. He well-respected across Parthis and the nation mourned following his death.

Many were originally against the call from the imperial council to use him as a basis for a clone army, including his surviving family, but the vote succeeded and in c. 3390 RM the first group of clones born from his blood were incepted, beginning a tradition that continues today, and which is now highly celebrated.

- <u>SASSARAH</u>: 1. *Lak*. Lake in the south east of <u>BASSORAH</u>^(2.), known for a small island in its centre on which the monastery of <u>SENSASH ALA</u> is situated.
 - 2. *Rvr.* River in the c south of <u>BASSORAH</u>⁽²⁾ flowing for 415-miles from the <u>ATRAMENTALLY TAINTED</u> hills of the <u>FARRESH</u> Mountains before meeting with its parent, the river <u>GORSAN</u>.
 - 3. Set. City in the c of <u>BASSORAH</u>^(2.) (Pop. c. 34,000).
- <u>SASZAB</u>: *Mil. Pol. Eth. Rnk.* A martial caste that is employed across the <u>REFORMED EMPIRE OF SARASTRO</u> to enforce the empire's will on both new and unruly territories. They are descended from ancient <u>MULCIBIAN</u>^(1.) people who had been subjugated by the armies of <u>SAOSTANA</u> and whose descendants remailed loyal to them, and later <u>SATHEP THE RISEN</u>.

Today, they are considered by most to be little more than glorified bullies and pugilists who are given a legal outlet to subjugate others. They are ruthless and are famed within the <u>Overcouncil</u> of <u>Sarastro</u> for their effectiveness at quelling unrest. Despite this, are as likely to be a cause of unrest as the ones they oppose, if they are not kept occupied with official work.

SATACHAN: Set. Independent colony established by the CHURCHOFTHE UNDYING MACHINE in what is now OTINTH in 777 RM, acting on a prophecy from the SCRIPTURE OF SHADOW that was interpreted to mean the lifeblood of RACHANAEL would be found there. The city of Satachan was firmly established on the coast by c. 800 RM and its templars attacked surrounding pastoral communities en masse, taking its people back to Satachan to be indoctrinated into the Church of the Undying Machine.

Today the city forms part of Otinth, though it is no longer coastal, following the slow retreat of the <u>ABARULLIA</u>. It is now located along the edge of an expansive wetland region, where it is a major producer of food (Pop. c. 16,000).

- <u>SATAHIR</u>: 1. Set. Small fortified city in the north east of the <u>AMMASHI</u> <u>FREE-ISLES</u>, located on the mainland of Ammesh (Pop. c. 14,000).
 - 2. Set. Fortified coastal city in the far south east of <u>HABOT</u>, overlooking the <u>BAY OF ELLSALEN</u>. It forms a part of the <u>NACRE ROAD</u>, and is a major trade centre, forming a hub of commerce between Habot and the south of <u>PHYRR</u> (Pop. c. 47,600).
- <u>SASTAKAUR</u>: Geo. Large massif and part of the <u>GREAT SAMMAEAN</u> TRIAD. The massif is located between and south of the <u>SHAKHURAN</u> and <u>ACHARKHARAN</u> mountain in central <u>SAMMAEA</u>.
- <u>SAT AHI</u>: His. Ntn. Extinct nation in the south west of <u>SAMMAEA</u>, centred around what is now the region of <u>ENITH</u>. The nation crumbled in c. 2200 RM. See Vol III: Extinct States.
- <u>SATALA</u>: Rui. Abandoned city, once a prosperous <u>MANUFACTORY</u> city in eastern <u>KORACHAN</u>, boasting a population of 500,000 at its peak in c. 2250 RM. It's industries blighted the waters of the river <u>BOSTA</u>. ultimately leading to its downfall. By c. 2800 RM it had been largely abandoned, chimneys that never stopped belching smoke for centuries falling silent.
- <u>SATALAI</u>: Set. Small city in the c south east of Taan An. It is positioned at a junction along the <u>AQUEDUCT OF CREPHITHISS</u> and covers a series of piers (columns) on which the aqueduct is supported (Pop. c. 13,000).
- <u>SATALARA</u>: Set. Small city in the south west of <u>HABOT</u>, along the course of the river <u>GITTARANDI</u> (Pop. c. 15,000).

- <u>SATALMA</u>: Set. Major coastal city in in the east of the island of <u>CYNAKRIA</u>, off the south eastern coast of <u>AMMESH</u>. It is the largest city on the island and is home to most of its culture and its governing body (Pop. c. 105,000).
- <u>SATALMAS</u>: Set. City in the south east of <u>KEPHUAAN</u>, close to the outer reaches of the <u>LARALAL</u> wetlands (Pop. c. 44,300).
- <u>SATAMMA</u>: 1. Geo. Mountain pass in the c of <u>AMMESH</u>, cutting across the <u>URARAGHI</u> Mountains. The pass is controlled by the city of the same name⁽²⁾.
- 2. Ser. City in the c of <u>AMMESH</u>. It was once home to the ruling council of the <u>AMMASHI COALITION</u>, which collapsed in 3759 RM, seeing the region, once united under a single council representing its disparate region, fragment into singular states and cities.

It waned in power and influence after this, though remains a central city to this day, forming a part of the <u>NACRE ROAD</u>, offering lodging and warehouses to travelling merchants (Pop. c. 168,000).

- <u>SATAQ</u>: Geo. Mountain-range in the c south of <u>SAMMAEA</u>, acting as a border between <u>HOGGOTHA ISZ</u> and the north of <u>MAENMIST</u>. The range is noted for the hand-hewn cave-system commonly known as <u>THE CONGRUENCE</u> that exists beneath it.
- <u>SATAR</u>: Pol. Soc. Tribe in the far north of <u>MULCIBER</u>, in the <u>GROWING MOUNTAINS</u>, in the north east of <u>SAMMAEA</u>. It is just south of the tribe of <u>AUEREN</u>, and is known for its two large basins, which dominate its geography, and the many duststone formations that mark its northern border with Aueren.
- <u>SATARIEL</u>: Dem. 'Satarian'. Ntn. A nation in the north west of <u>MENISCEA</u>, east of the <u>SEA OF IALCUS</u>. Its nine territories are each ruled by <u>SHAPERS</u>, who together form a council that oversees the leadership of the nation, from the city of <u>KLIPHA</u>. The north east of the nation is desecrated by the ancient fossilised remains of a colossal <u>CHTHONITHON</u>, its body now part of the landscape, forming the hills of <u>VULFEGHUNDIS</u> that are feared by <u>SHAPERS</u> and <u>ONEIROMANCERS</u>. See Vol III: Extant Realms and Nations.
- SATARNICA: Rui. Arc. Ancient gates in the c of the VESPERTINE LEAGUE in the north of SAMMAEA, in the salt-wastes of BATHIN. Little is known of the gates save for what casual exploration of the region surrounding them has gleaned they are gigantic, their time-warped gates rusted solid, marring the bass carvings that once covered them. They predate the disappearance of the Bay of Bathin and likely date back to the middle FOURTH AGE.

The gate is half-buried in the salt-deserts of the region, and the only ruins visible in a hundred-mile radius are the eroded remains of the once-coastal walls that once surrounding the gate, though no evidence exists as to what the gate once guarded.

Much of Satarnica's great marble wall has been plundered over the centuries, the blocks used in construction in settlements in the region with many blocks being taken for use in construction of nearby cities. Most notable of such settlements is the city of <u>AGARIA</u>.

- $\underline{SATARR}{:}\ 1.\ \textit{Lake}\ in\ the\ c\ of\ \underline{V\^{A}RR}.$
- 2. Set. Major fortified city in the c of <u>VÂRR</u>, near the western shore of the above lake^(L) and home of the <u>PARISH OF ATRAMENTAL DEFENCE</u>. It has been the seat of the <u>REGENT-KINGS'</u> power and capital of Vârr since 3985 RM (Pop. c. 189,000).
- <u>SATATLEG</u>: Geo. Ridge in the c of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, forming a border between the tribes of <u>ATEVEGOS</u> and <u>JACITTA</u>.
- <u>SATAVALEN</u>: Cal. In the <u>KORACHANI CALENDAR</u>, the tenth month of twelve, comprising 30-days. It is named after the ancient astronomer <u>SATAVI</u>, who was responsible for the ancient <u>KORACHANI</u> lunar-based calendar. It is considered the first of three months of autumn. See Vol II: Months and Lunar Cycle in Elyden.
- <u>SATAVI</u>: Ast. Ancient astronomer, who was responsible for the ancient <u>KORACHANI</u> lunar-based calendar. The month of <u>SATAVALEN</u> is named after them.
- <u>SATELMA</u>: 1. Set. Coastal settlement in the south of <u>KEPHUAAN</u>, overlooking the <u>BAY OF LEPHAINA</u>. Its main industry is fishing (Pop. c. 8,500).
 - 2. Set. Small city in the c of TAAN AN (Pop. c. 18,000).

<u>SATEM ITRUSH</u>: Sea. Lagoon off the south western coast of the <u>AMMASHI</u>^(1.) peninsula, dividing the <u>AMMASHI FREE-ISLES</u> in the west from <u>AMMESH</u> in the east.

<u>SATEMMA</u>: *Ind. Set.* Major city in the c south west of <u>HABOT</u>, along the course of the river <u>MEDDERANDI</u>. It is an industrial centre, and is known for its vast manufactories that straddle the great river (Pop. c. 180,000).

<u>SATH</u>: Set. City in the south east of <u>SHAZGIN</u> that covers 5-miles of the course of the river <u>ATTIL</u>. It is surrounded by wastelands and mountainous terrain and exists solely due to the presence of the river (Pop. c. 72,000).

<u>SATHA</u>: Set. City in the south of <u>ALMAGEST</u>, home to the <u>CATHEDRAL OF</u> <u>HATALA</u>. The city forms part of <u>THE SHADOW MARCH</u> and has largely increased in size to the patronage of pilgrims and other faithful. It was once part of <u>SKAROS</u>, though was assimilated by Almagest in c. 3600 RM (Pop. c. 30.400).

<u>SATHAII</u>: 1. Also 'the Hermit Kingdom'. Dem. 'Sathaiian'. Ntn. Isolationist nation in the far north west of <u>SAMMAEA</u>, nestled between the west of the <u>VESPERTINE LEAGUE</u> and the north of the <u>CITIZENRY OF THALI</u>, overlooking the <u>SEA OF ERTHYDEA</u>. Very little is known of it by outsiders due its reclusive foreign policies. To most outsiders who are even aware of its existence, it is known simply as a land of <u>ATRAMENTAL CORRUPTION</u> populated by <u>DEGENERATES</u>.

In truth the regions' history is tragic and has been purposely hidden from the world-at-large by the <u>MINASTERIA OF NEGATIONISM</u>. It became a target of <u>EXOCRINES</u> and missionaries of the <u>CHURCH OF THE UNDYING MACHINE</u> in c. 3620 RM, though after decades of dogged resistance, it eventually gave up, though not before discovering that the region was rich in untapped UMBRA.

<u>VAALK</u> saw the potential in this and in 3668 RM (when it was still a part of the <u>KORACHANI EMPIRE</u>) it attempted to subvert the Sathaiian monarchy with promises of Korachani titles and riches in return for rights to mine its umbra reserves. These attempts were all rebuked, forcing the Vaalkan fleet to initiate a blockade 3671 RM that cut off Sathaii from the rest of the world, wreaking havoc with its economy and causing rampant starvation. Vaalk invaded two years later, expecting a rapid advance to its strategic regions. Instead, its armies encountered a nation that was heavily fortified, its and its people drafted into a competent and army. The Vaalkan forces became bogged down in pyrrhic battles against a fanatical defence that gave no quarter.

Desperate, the Vaalkan forces resorted to using <u>PENUMBRISTS</u> and prototype <u>ATRAMENTAL BOMBS</u> to destroy its military assets, leading to widespread devastation and Atramental taint spreading across the land. This scorched earth campaign continued until 3679 RM, by which time the nation had been completely devastated, with any value it might once have had being lost. Korachan abandoned the attack, leaving Sathaii ravaged, its peoples' morale shattered. The <u>MINASTERIA OF NEGATIONISM</u> spent decades not only erasing records of the failed war but also of painting Sathaiians as a wicked misanthropic people.

Very little is known of the politics, economy and culture that have emerged in the centuries since this war, and most what is known is likely tainted by Korachani propaganda. What we can trust is that the nation remains heavily fortified, and that despite its peoples' descent into degeneracy, there remains a modicum of civilisation and a government at its centre, tenebrous as it may be.

The travelogue titled 'MY SOIOURN IN THE HERMIT KINGDOM' was published in the CITY OF ALMAGEST in 3973 RM, detailing the travels of the polymath IZAGUERRE, from which most of our anecdotal knowledge of the nation comes. If the wirings can be believed, Izaguerre spent nine years there between 3893 and 3912 RM as a guest of the royal family, during which time she was shown various aspects of Sathaiian life, though she is quick to point out that even she doubts the verity of what was shown to her. See Vol III: Extant Realms and Nations.

2. also 'the Spire-City'. Set. Expansive city built around a mesa in the south west of the <u>PRINCIPALITY OF SEPAHAUNAT</u> in the north west of <u>SAMMAEA</u>. It has districts and shanties that expand from the base of the rock-formation, with structures built atop the mesa being either religious, municipal or ancient, often carved into the bedrock itself with vast catacombs stretching beneath the city. The city shares a name with a

nation^(1,) to the west, and it is thought that the two were once culturally linked before the rise of Sepahaunat in 3259 RM (Pop. c. 31,000).

<u>SATHAN</u>: *Pol.* Duchy of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>SYRTIS</u>^(1.). The duchy is renowned for its horse archers (commonly scouts).

<u>SATHANAEL</u>: x. Myt. His. In the mythologies and ancient histories of <u>ELYDEN</u>, a <u>SCION</u> of the <u>DEMIURGE RACHANAEL</u>. * big sorcerer but had to be stopped. quartered and beheaded, each part now encased in stone, one in Carceri, another in trench, guarded by (another new son of shibboleth, a BIG sea monster). See Vol IV: Scions, Children of the Gods.

<u>SATHAR</u>: Set. City in the west of <u>SHOTHA</u>, serving as a link between Shotha and ALMAGEST (Pop. c. 15,500).

SATHEP THE RISEN: (B. unknown) Also 'Lichking'. Pol. Ruler of THE REFORMED EMPIRE OF SARASTRO and powerful ATRAMENTIST.

His origins are unknown, and if he remembers anything of his early life, he has made no effort to reveal it to anyone. He originally rose to power over five millennia ago in c. -1019 RM amongst the SHAOS KHER people in the DELOMIG region, at a time of great cultural change amid the appearance of a noble caste known as SAOSTANAN DYNASTIES. Though not of noble blood, he gained a large following amongst the Dynasties and became a spiritual advisor to them and is now remembered as the cornerstone of the foundation of SAOSTANA.

He disappeared in c. -1000 RM on a spiritual quest into the <u>SHAMAL</u> desert in <u>ANUBIA</u> to learn about ancient <u>HESYCHASTIC</u> mystic teachings. The dynasties prospered in his absence for centuries but were eventually ousted by merchant kings known as the <u>SAOSHYANTS</u> in -172 RM, who remained in control at the time of Sathep's unexpected return in 176 RM as a changed being. His body desiccated, his cranium graced by a large hole that had been trepanned in a forbidden Hesychastic ritual, he had released his <u>SPIRIT</u> (1.) form his vessel, bringing him closer to divinity and spiritual enlightenment.

He became a powerful figure but was unable to oust the Saoshyants, who had become economically and culturally too powerful. He bided his time and amassed a small but unflinchingly loyal following, manipulating events from the shadows. Having transcended death, he could afford to wair

In 339 RM, he travelled into the wilderness with a handful of allies, meeting the <u>ARCHPOTENTATE MALICHAR</u>. The two conversed alone under the stars for a night, and when they returned, they attacked the city of <u>ARGEA</u>, which, alongside the rest of Sarastro, was under siege by Korachan. With Malichar's mercenaries they took Argea, ending in one day what the empire had failed to do for over a century. Malichar, shrewd as ever, knew where the loyalties of the Sarastroan people lay and allowed Sathep to rule autonomously.

Sathep ruled as regent, turning Sarastro into one of the wealthiest and powerful regions of the EMPIRE. It is now thought that he fostered the rise of various cults and schools of thought across Sarastro that questioned the divinity of the Archpotentate Malichar, which eventually culminated in the CONCLAVE OF KHADON that ratified a schism in the CHURCH OF THE UNDYING MACHINE, eventually leading to the WAR OF SUNDERING and the SUNDERING of 3705 RM, which left Sarastro independent and in control of roughly half of the old Korachani territories. He went on to unite the myriad different religious sects that had led to the religious schism into a unified Reformed Church OF Sarastro in 3821 RM, of which he became figurehead and chief deity, ruling through his OVERCOUNCIL.

He is an accomplished <u>SHAPER</u>, though little details are known of his abilities, and it is believed that he has hidden most of his abilities from public. He is colloquially referred to as the <u>LICHKING</u> on account of his appearance, a name he does little to discourage.

SATHEP TRIUMPHANT: Arc. Large statue of KING SATHEP erected outside the main gate into ARGEA in SARASTRO in 3722 RM in honour of the newfound independence of Sarastro following the SUNDERING OF THE EMPIRE in 3705 RM. It is around 300-ft. high and made of dark granite, with clothing made of bronze that has since turned green. The continued growth of the city has seen the statue surrounded by buildings, but it towers above most buildings in the city.

<u>SATHEPRA</u>: Set. City in the c of <u>SARASTRO</u>, originally named Malichara in honour of the <u>ARCHPOTENTATE MALICHAR</u> who in 339 returned from

his <u>ITINERARY</u> and led the siege of <u>KNOSSOR</u>. It was renamed Sathepra in 3706 RM, following the <u>SUNDERING OF THE EMPIRE</u>.

The city has been an industrial centre for many centuries and it is also a revered holy site, forming part of <u>THE SHADOW MARCH</u>, and is known for its neophyte monasteries and Malichari cults. It also forms part of the Red Route and the merchants that travel here sell religious trinkets aimed at separating <u>PETITIONERS OF THE MACHINE</u> from their money (Pop. c. 184,000).

<u>SATHERI</u>: 1. *Geo.* Peninsula off the north western coast of <u>PELASGOS</u> in the SEA OF CYPRIA^(1.).

2. *Rui*. Once a major city in the north west of <u>PELASGOS</u>, was abandoned after the diminishing of the SEA OF CYPRIA^(1.).

<u>SATHIAY</u>: Set. Major landmark city in the c of the <u>PHILIAN</u> peninsula in southern <u>HANNAH</u>. It is built in, on and around a massive 1200-ft. tall granite spire along the rolling plains just east of the <u>KHAMEAH</u> Mountains. The spire is older than existing records and was already hollowed out when the people of Hannah found it. Its origins can probably be traced back to the <u>THIRD AGE</u>, though little is known about it.

The highest levels of the spire city are home to many of Hannah's most prestigious families, and it is amongst the wealthiest cities in the nation outside the capital. Most nobles' estates are located within the spire itself, which houses more opulent residences the farther up one goes — with some even boasting penthouse hanging gardens and waterfalls, amongst other opulent touches.

Outside the spire, new buildings have appeared at the base as the city's population outgrew the spire itself. Farther out from the new districts are the farms and grazing lands that provide food, herbs and spices to the city's population. The spire is beginning to show its age and despite engineers' best efforts to restore it, it is rapidly deteriorating, with a major collapse of the south east base reported in 4005 RM, leading to thousands of deaths and many more displaced. Even the best Hannahan engineers have been unable to stop the erosion, and it is unknown how long the city has until the spire crumbles down into the Philian Peninsula (Pop. c. 62,000).

<u>SATHOG</u>: *Mil. Str.* Major fortress in the south east of <u>CHTHYRID</u>, guarding the <u>DVERGAI</u> lands from attack from the south.

<u>SATÍ</u>: His. Pol. Geo. One of five distinct political and cultural regions to emerge from the collapse of the <u>THERASHIAN EMPIRE</u> in 902 RM. The western-most of these territories, Satí would develop into a stable territory that would go on to become the ancestral state to the presentday nation of <u>SATHAII</u>.

<u>SATIAN</u>: Set. Settlement on the island of <u>DEGISAAR</u> in the <u>KORACHANI</u> colony of <u>MELHUMBRA</u>. It is a major producer of cork in the empire, and its plantations are mostly worked by <u>SAMMAEAN</u> slaves (Pop. c. 7,200).

<u>SATINA</u>: Pol. Soc. Ind. Bus. <u>PATRICIAN HOUSE</u> that is renowned across the <u>INNER SEA</u> for its large diamond mines. The house owns most major jewellers in major cities and provinces around the Inner Sea and beyond, and through them is able to manipulate the supply, keeping it lower than demand to artificially inflate prices. This virtual monopoly has made it one of the wealthiest Patrician Houses in <u>ELYDEN</u>, and individual members are amongst the most influential and feared patricians around the Inner Sea and beyond.

The house is expansive and has influence in the south east and north of <u>SAMMAEA</u>, as well as around the Inner Sea, where its individuals are known to be amongst the richest and most decadent of nobles. It has major mines in <u>ALMAGEST</u>, <u>KARAKHAS</u>, <u>KHARKHARADONTIS</u>, <u>KHOLAMOR</u>, and <u>KREM</u>. See Vol II: Patrician Houses.

<u>SATIUM</u>: Set City in the north of <u>VENTHIR</u>, along the course of the river <u>GULAM</u>. It was once the centre of a very productive industrial centre under <u>KORACHANI</u> rule (when the region was part of <u>NÁRTHEL</u>), though the collapse of the tin and copper industries in the region saw surrounding settlements falter and die, with many people moving to Satium, which remained the only sizable city in the area (Pop. c. 37,000).

SATIUM LINES: Rui. Mil. Str. Military fortifications in the north of present-day VENTHIR, running for over 200-miles. They were constructed by KORACHANI military engineers in c. 3720 RM in what was then NÁRTHEL, following the SUNDERING OF THE EMPIRE, to guard against the threat of SARASTROAN attack, though never saw much use. Since then, the region was appropriated by Venthir, before Nárthel itself became its vassal. Most of the lines are now ruined though a few fortresses are maintained and manned to this day.

<u>SATLIS</u>: See. Small city in the prefecture of <u>HOMREA</u> is the c south of <u>HOLOLACH</u>^(1.) (Pop. c. 11,500).

<u>SATNA</u>: 1. *Geo.* Region in the south east of <u>WESTERN SAMMAEA</u>, along the contested border between <u>EPHATTA</u> and <u>SYNCHTHONITHA</u>. It is characterised by a large rocky expanses, valleys and mesas, between which are savannahs.

2. Ntn. Lawless war-torn region occupying the no-mans-land between the nations of <u>EPHATTA</u> and <u>SYNCHTHONITHA</u>, in the south east of <u>SOUTHERN SAMMAEA</u>. It is the remnant of a larger <u>FIFTH AGE</u> nation that was decimated by a long war between the aforementioned nations.

Today it has become a despicable region where MORTAL life has no value and people struggle to even survive, and which has practically no culture to speak of. Though the war that saw Satna destroyed ended over 100 years ago, the region is in no state to recover, with no remaining infrastructure and all territories of value lost to either Ephatta or Synchthonitha. What remains is a lawless place ruled by warring warlords who vie for the leftovers of their ancestral home. There is no government outside of what tyrannies exist within their respective territories, and people are drafted as needed to fight border conflicts. People live in shanties and the ruins of old cities and there is little order, with survival of the fittest – or most ruthless and cunning, as the case may be – being the rule of the day. Most people tried to flee in the decades following the end of the war, with most being killed as they entered neighbouring nations' territories or risking the voyage across the SEA OF ASDU into ADHERA.

<u>SATOAZ</u>: Set. Settlement in the north east of <u>KHITAI</u>. Its main industry is the quarrying of shale (Pop. c. 4,000).

SATORIAEA: Set. Settlement in the east of Porphyr (Pop. c. 5,700).

<u>SATRA</u>: Set. Port settlement in the c north of <u>VAALK</u>, overlooking the <u>SEA</u>
<u>OF BASSANDER</u>. The settlement appeared in c. 3500 RM following the silting up nearby <u>ASSORA'S</u> harbours and remains in use today, linking the city to the sea (Pop. c. 27,000).

 $\underline{SATTRUH} : \mathit{Set.}$ Settlement in the c of $\underline{EZASUH}^{(2.)}$ (Pop. 4,000).

<u>SATRANU</u>: Set. Coastal settlement in the south west of <u>GYZHA</u>. Its main industry is fishing, and its people practice an ancient form of stilt fishing – with fishermen standing on poles in shallow waters, waiting for hours at a time to fill their quota (Pop. c. 5,000).

<u>SATRI</u>: Mil. Str. northern-most of two fortresses in the c of <u>TARTAK</u>, guarding the <u>MAESAN</u> ridge and the <u>AIOS KATH</u> pipeline that runs across it.

<u>SATRUR</u>: 1. Geo. Headland in the south east of <u>SUOR</u>, separated from the mainland by the <u>BAY OF ISILAT</u>.

 Geo. Mountain running along the southern coast of the above headland⁽¹⁾ in the south east of <u>SUOR</u>.

<u>SATRYAN</u>: *Rvr.* Major river in the south east of <u>CYHLAGHARR</u>, flowing for 640-miles from multiple sources in the <u>GRCAUTHAIRM</u>, and <u>GRCAUTH massifs</u>, and the <u>HURSORYAN</u> Mountains before emptying into the <u>GULF OF OPHAR</u>^(1,).

<u>SATTAR</u>: *Lak*. Lake in the west of <u>AZAZEM</u>, fed by the rivers <u>UGONEM</u> and <u>EPHANOSH</u>.

SATTAR ISHA: His. Ntn. Ancient early FIFTH AGE empire in the south west of the PORPHYRI PENINSULA, in what is now the south western-most part of SABAISA. Its capital was the city of BODARAGH, which was founded in c. 850 RM by exiled shapers from ZOLOK who would go on to become the ruling caste known as ATTESTORS. The Attestors encountered techno-barbarians living in the south western-most tip of the Porphyri peninsula that had been terrorising the people of PHARTH, and over many years tamed them, becoming the citizens of Sattar Isha.

The empire crumbled between 1300 – 1400 RM following the chaos caused by the <u>UPHEAVAL OF LETHEA</u>, and the subsequent drying of the river <u>ANDRAS</u>. This, coupled with the mane of its capital and the inertia of the Attestors, who concerned themselves with the distant future at the expense of the present, led to its downfall. Following years of chaos, the many small states that followed in its wake would go on to form the nation of Sabaisa. See Vol III: Extinct States.

<u>SATTAR ISHAN</u>: *His. Lan.* Now-extinct language that was spoken by the state of <u>SATTAR ISHA</u>, in the <u>PORPHYRI PENINSULA</u>. It would eventually give rise to <u>SABAISAN</u>. See Vol II: Languages.

<u>SATTAS</u>: *Mil. Str.* Fortress in the far south west of <u>ALMAGEST</u>, in its territories east of the BLACK MOUNTAINS.

<u>SATTION</u>: Com. Set. Fortified city in the south of <u>OPHAR</u>, forming part of the trade-route known as the <u>PARTHISAN ROAD</u>. It has grown steadily since its trade alliance with Parthis in c. 3960 RM and now caters to the many merchants that travel the route (Pop. c. 38,000).

<u>SATTUN</u>: Set. Small city in the prefecture of <u>EROSENEA</u>^(1.) in the north of <u>HOLOLACH</u>^(1.). The is classical, surrounding a hilltop castle and is the centre of a large agricultural centre, providing food to the cities of Erosenea^(2.) and ALACHRIS (Pop. c. 17,500).

<u>SATURRU</u>: Set. Settlement in the c south of <u>N'RAKH</u>. It is known as a cultivator of the <u>AGAVES</u>, which the <u>AANTHA</u> subsist on (Pop. c. 4,500).

<u>SATYA</u>: Oth. Type of <u>HALFBLOOD</u> common in the <u>KORACHANI EMPIRE</u>, known for its benevolence and working towards truth and honesty, regardless of what form they may take. They are the male form of <u>NYM</u>. See Vol II: Classification and Taxonomy of Life.

<u>SATYRION</u>: (D. 1533) Mus. <u>SKAROSIAN</u> composer and music theorist, probably most famed for his baroque madrigal, <u>THE MARCH OF A MILLION PILGRIMS</u>. It was one of the first famous madrigals in the <u>INNER SEA REGION</u>, largely due to its subject matter – the <u>SHADOW MARCH</u>.

SAUA: Dem. 'Sauan'. Ntn. Located in CENTRAL LLACHATUL, Saua is a populous and idyllic land whose people are characterised by a dichotomous nature where conflict and spirituality are equally embraced. This is possibly a result of its geographical identity, for the nation, much like <u>AHRISHEN</u> and the <u>HARÉSHK</u>, both of which are neighbours, lies at a crossroads between disparate cultures, all of which have long and convoluted histories.

Founded in 3108 RM by General <u>HU</u> following decades of strife within the <u>FIVE THRONES</u> of <u>SA'WEH</u>. His death in 3147 RM left the region contested between three generals, including his son Huata, though peace was later restored. Saua is now divided into <u>FIVE-AND-SIXTY FEUDAL STATES</u>, over which rules a <u>DIADON</u>. Each feudal lord is beholden to the Diadon, though is granted a degree of autonomy over their rule.

Prior to the unification of Sa'weh under the banner of Saua, the five Thrones were ruled by a symbolic otherworlder queen, who fell into a dormant state in 3093 RM. Since known as the <u>SLEEPING QUEEN</u>, she maintains a loyal following, and there are tensions between then and the court of the Diadon, which lives in fear of her awakening.

It is a kingdom grounded in the past – animism and spirituality are important cultural aspects to its people, who respect nature spirits as well as the spirits of their dead, with whom they are known to commune frequently. <u>FIRMAMENTAL SHAPERS</u> are relatively common there as a result, despite the nation lying along the course of the <u>NULLAMBIT</u>.

Despite its traditionalism, it has readily embraced industrialisation, rapidly becoming one of the most advanced of the so-called free nations of the east, though its people are careful to not allow their industries to sully the natural world – pristine forests, beautiful mountains and crystalclear rivers alike still dominate the Sauan landscape, and many are sacred to its varied religions and philosophies.

Its culture is strictly hierarchal, with individuals of its three upper castes allowed to seek spiritual enlightenment after raising a family. Incestuous marriages are also not uncommon amongst its ruling houses

To many outsiders, including <u>KORACHANI</u> scholars, it is seen as a dichotomous land – on the one hand it clings to animism and ancient pagan beliefs even as it advances into the modern post-industrial world bloated large cities and manufactories. The coming decades will serve as a decider as to the direction in which Saua enters the fifth millennium. See Vol III: Extant Nations and Realms.

SAUL: 1. Geo. Island off the coast of TETHYSIA.

Set. City-state and main conurbation on the eponymous island^(1.) off
the coast of <u>Tethysia</u>. Established as a trading colony in c. 1700, the
settlement grew; enjoying resources that mainland Tethysia did not have
access to.

In 2163 RM the city, by then a major naval power in the north of the MYMEREAN OCEAN, declared its independence from Tethysia. A long series of naval battles and island-sieges ensued, until 2203 RM, where Tethysia lost a major engagement, leaving Saul independent. Saul remained so until c. 3500 RM, by which-point local politics had changed significantly. The THAUMATURGE-KINGS of Saul had grown increasingly close with mainland Tethysia, and in 3532 RM the two became one entity once again; with the Thaumaturge-kings acting as regents of the island-colony (Pop. c. 55,000).

- **3.** *Pol.* Duchy in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>PALUS</u>. The now ruined city of Saul was named after the duchy.
- 4. Rui. Ruined capital of the HARÉSHKI CITY-KINGDOM of PALUS.

SAULLA: Set. Classical settlement in the south east of AZAZEM with origins in c. 320 RM as two separate settlements on adjacent hills divided by a steep gorge. A bridge was originally built linking them in c. 550 RM and this was later expanded and eventually replaced in 1623 RM with the bulky vaulted stone bridge that remains to this day.

Known as the Domnius, the bridge itself is famed for its buildings – both along its span as well as within its arches and supports. Though the settlements were united as one in 1354 RM passage across the Domnius is tolled, which has caused many people to use the expansive catacomb system beneath the city to traverse the ravine.

The settlement was once home to a major agricultural <u>PATRICIAN HOUSE</u> which fell into ruin in c. 3140 RM. Following this Saulla waned in influence and power, though it has since recovered, becoming famed for its monastic library which specialises in noble records and genealogies (Pop. c. 7,300).

<u>SAUNEDL</u>: Set. City in the region of <u>ASADAUL</u>, in the south east of <u>MAENMIST</u>, in the south of <u>SAMMAEA</u> (Pop. c. 16,1000).

<u>SAURIAR</u>: 1. Sea. Narrow snaking gulf in the east of <u>SAMMAEA</u> appearing between the east of <u>NOAVATUR</u> and the west of <u>PNESSA</u>, appearing after c. 3200 RM following the diminishing of the <u>SEA OF SUPPA</u>. The lowering of <u>ELYDEN'S</u> sea levels led to the sea diminishing in size, until, by c. 3400 RM was almost completely cut off from the <u>SEA OF STYGAS</u>, with the only link being a narrow gulf which became known as the Sauriar, at the south of which were the marshes of <u>FAMMIN</u>.

- 2. For. Coastal region of sparse jungle in the far east of <u>NOAVATUR</u> where the pylon-like granite tomb-markers of ancient <u>SERAPI</u> cultures are scattered. Occasionally the serapis of the eastern <u>KHARKHARADONTID</u> wastes attempt to travel there in a form of pilgrimage, though they rarely make it and are slaughtered en route. They are recorded to have reached it in c. 1240 RM, when they congregated under the mid-summer sun and chanted hymnals of absolution before the markers of their ancestors.
- 3. Rvr. Coastal wetlands in the south west of <u>PNESSA</u> in what was once the <u>SEA OF SUPPA</u>. Revealed relatively recently, over the last 100 200 years, the region is relatively flat and waterlogged, becoming a haven to coastal wildlife, though it is thought that the continued diminishing of the Gulf of Sauriar will leave it much higher than surrounding waters within a few decades leading to its drying out.

<u>SAURIAT</u>: Set. Settlement in the south east of the tribe of <u>ALLAKAT</u>, in the c of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 7,000).

<u>SAUT</u>: Set. Settlement in <u>ERET</u>⁽²⁾ on the border of the <u>LANKRA</u> woodlands, whose primary industry is logging (Pop. c. 5,800).

<u>SAVAEN</u>: Sea. Large bay in the west of <u>WESTERN SAMMAEA</u> to the east of <u>The Dragon Isles</u>, west of the <u>CITIZENRY OF THALI</u>, and the north of <u>RAHENG</u>. Its waters are shallow, and it is famed for its many small islands, shallows, and lagoons. It was considered one of the <u>FIVE SEAS</u> of the pirate lore of the FIVE SAILS.

<u>SAVAKLOR</u>: Pol. Rnk. Powerful political/religious rank in the demesne of <u>KURATH</u> that is central to the regions' worship of the <u>SERPENT MOTHER</u>. They wear scale cassocks and speak in ancient antediluvian tongues said to have been spoken by the <u>SERAPIS</u> before they were cursed, millennia ago.

<u>SAVANT-KING</u>: *Pol.* Ruler of <u>CEEROPIA</u>; had the sword <u>TARTARUCH</u> forged to aid in the <u>OTHERWORLD WARS</u>.

<u>SAVAT</u>: Rel. Originally a saint of the <u>CHURCH OF RAHANA</u> in the <u>SIX</u>
<u>CITIES</u> region of <u>THE SURRACH</u>, today Savat is one aspect of the duotheistic religion of <u>IANAHN</u>, commonly linked with the <u>BLOOD MOON ARAKHAMÉ</u>.

<u>SAVEL</u>: Set. City in the east of <u>NÁRTHEL</u>. Its main industry is logging (Pop. c. 17,500).

<u>SAVEST</u>: Rvr. River in the north of <u>AHRISHEN</u>, flowing south west for over 1,100-miles from various sources in the <u>A SAVI</u> Mountains, before meeting lake NAIDA that itself drains into the river ARESH⁽²⁾.

It has a deep religious significance it the worshippers of the followers of the <u>CHILD PRINCE</u> as its main source is a spring that lies beneath the <u>CHILD'S ESTUARY</u> in the A Savi Mountains, making it holy to the Ahrisheni people.

<u>SAVHIL</u>: Soc. Arc. Bev. A kiosk, often elaborately designed, where water is freely dispensed to people by an attendant. Savhils originated in <u>SALOROC</u> in c. 1000 RM, though have since spread across the <u>REFORMED</u> <u>EMPIRE OF SARASTRO</u>, where they are now most common.

SAVI: Eth. Indigenous people of THE SURRACH in the north west of NORTHERN SAMMAEA. Since the arrival of KORACHANI migrants and colonists to the north of the region, first in c. 1700, then again in c. 2200 RM, there has been a dilution of the savi bloodlines, particularly in the north of the western-coast, around the region of the SIX CITIES and MARACHA. The remaining savi people have been least touched by outside influence in the c and east of the Surrach and they are thought to be the closest extant people to those of the CHEGRINTISH empire.

The fall of the nation of \underline{AHINA} in c. 3580 left a vacuum in the surrounding region, about as far east as the extant city of \underline{FURUD} . What under Ahina had been a coalition of people became fragmented, changed into a land of dozens, if not hundreds of city-states that controlled only the immediate area around them, with lands between being lawless regions that made travel difficult. For decades the entire area was consumed by war as rival tyrants and warlords subjugated the land to their 'laws'.

By c. 3600 RM one coalition of cities led by the charismatic leader <u>Hegeumar</u>, gained the upper hand. Within a few years it had united most cities into the loose nation that became known as Saviana, though his death brought renewed friction. The nation went on to be ruled by a succession of short-lived tyrants, many of which were deposed or slain by their successors, whose rule was only as effective as that of their governors and lieutenants who oversaw the various districts.

In 3791 RM, a new alliance formed opposing the Tyrant <u>Daaran</u> who had risen to power in Saviana, taking over much of the western part of the region. Following a protracted war, the Tyrant was defeated in 3796 RM and the land was divided into 6 territories, amongst 6 generals, and the term the <u>SIX CITIES</u> was first used in an official capacity to describe the region, and it survives today as a small coastal enclave in the west of the Surrach. See Vol III: Extinct States.

<u>SAVIUD</u>: *Lan. Ntn.* Native name for <u>THE SURRACH</u>, meaning '*conflict*' in the native tongue.

<u>SAVIUDI</u>: Lan. Language of the <u>SAVI</u> people that is common across <u>THE SURRACH</u>. It is first recorded in c. 1600 and emerged from the earlier <u>SELAHIMI</u>, which in turn evolved from the early <u>FIFTH AGE CHEGRINTISH</u>. The language itself is known for having dental clicks and relies heavily on physical gestures (such as an upward nod being the 'word' for no).

The collapse of the kingdom in 2761 RM led to a fracturing of the region and the language itself diverged alongside regional cultures, and in some places has developed to the point as to be considered different languages. Hundreds of regional variants exist today, and most travellers and merchants communicate in a simple pidgin tongue that has roots in the most basic words of the original Saviudi tongue. See Vol II: Languages.

<u>SAVOUG</u>: Set. City in the far north east of <u>PARAIYA</u>, along the southern bank of the river <u>SHIBBOLETH</u>⁽³⁾. It also forms a part of the <u>SALT ROAD</u>,

and trades east with <u>LIDEA</u> via the settlement of <u>BERENIT</u>, and goods bought from <u>SIRIPHAGAN</u>⁽¹⁾ merchants are sold up and down the river Shibboleth as far as its course allows, reaching <u>MHAROKK</u> in the north and <u>N'RAKH</u> in the east (Pop. c. 38,200).

<u>SAYYAD</u>: Set. Settlement in the west of <u>VENTHIR</u>, overlooking lake <u>QEDARI</u> (Pop. c. 4,500).

SAZGROD: Set. Independent city in the south west of CHEIRA, cut off from the rest of the nation by the ATRAMENTALLY TAINTED region of EXITUS. The city is in truth built atop an ancient ruined temple city, whose origins are unknown. The temple-complex is crumbling, kept in place only through the grasp of vines and roots. Though populated, it lacks a true government and is considered an anarchy (Pop. c. 25,000).

SBARRAR: Set. Harbour-city in the east of VÂRR, in the BAY OF ILURO. It is home to the largest remaining cathedral of the UNDYING MACHINE in VÂRR and is one of few cities where it remains the dominant faith. It forms part of the SHADOW MARCH as well as the RED ROUTE (Pop. c. 27,400).

<u>SBARRAIA</u>: Sct. Coastal settlement in the north east of the <u>SOVEREIGNTY</u> <u>OF THUMAL</u>. It forms a part of the <u>RED ROUTE</u> (Pop. c. 9,000).

SCAB FORTRESS: see KERRAS PELLN.

SCABLANDS: Int. Geo. Region in the c east of BASSORAH⁽²⁾, known for its cracked land, many fissures, shallow canyons and caves in an otherwise level lowland plateau. The caves are deep and very small, with most too narrow for adults to pass through, but they are known to lead to an expansive series of far larger hollows and are rumoured to house a population of diminutive humanoids, of which little is known.

Surrounding regions have many independent legends and tales of emaciated child-sized beings known colloquially as MOONSFOLK that have been spotted at night, and which are blamed for objects going missing or disappearances of people.

<u>SCABRIA</u>: 1. Geo. Fertile region in the c of <u>THE SURRACH</u>, surrounding part of the river <u>RAMEAL</u>.

2. Set. Main city of the eponymous region^(1.). Its main industry is the harvesting of grain, which is also its official emblem. Straw is used widely in construction and as feed for cattle (Pop. c. 40,000).

<u>SCALOTTI</u>: Rvr. River in the c north east of <u>AETHIOS</u>, flowing south west for 260-miles from sources in the <u>AGRABU</u> Mountains before meeting its parent, the river <u>SHIBBOLETH</u>^(3,).

<u>SCALPTUR</u>: Set. Satellite settlement of <u>GANGUA</u>, in the c south west of <u>THE SURRACH</u> (Pop. c. 4,200).

<u>SCANSCIALA</u>: Geo. Wide coastal plains in the south east of <u>GYZHA</u>. The feature dominates most of Gyzha, and it is a fertile land, with many rivers and settlements.

SCAPHION, the: Str. Tec. Large stone tower in the centre of the city of LEHIOK in VECTIS. It stands in a large empty square that is flanked by 14 large markers arranged on the same side of an imaginary hemisphere surrounding the tower. The tower and markers together act as a sundial, marking the time of day from 6 AM to 8 PM. The construction and use of the tower predates modem time-keeping devices. Indeed, in 2800 RM a clock was installed in the tower, rendering the sundial obsolete.

SCAPIA: Set. Small city in the c of OPHIUSSA (Pop. c. 16,000).

SCAPPHIA: Set. Independent city in the c north of THE SURRACH, situated atop a level plateau south of the NGHALLEAL Mountains. Its people are known as studiers of the sun and moons, and their lives revolve around their movements. ECLIPSES are seen as times of great contemplation (Pop. c. 25,200).

<u>SCARABAD</u>: Plr. 'scarabadi'. Mar. Rnk. Mute guards outside the tower of <u>JUPITER BELUS</u>. Their heritage is uncertain, though they are larger than normal men, standing some 7-seet tall, their skin, where visible beneath their red robes and heavy hide lamed armour (akin to a woman's mantle) is grey-brown and tough. They wear distinct helms, fashioned of hide, that take the form of the imperial cross.

SCARAS: Rui. Ancient stone-carved temples around 100-miles north west of the <u>BITTER SEA</u>, in the northern-most extent of <u>TEHETH</u> in the north east of <u>ABACARDAT</u>. The tombs, perhaps a hundred in all, are scattered in an area of around 150 square-miles, and each is carved from a single small monadnock, with a single face turned into a temple. A narrow hewn corridor leads beneath the geo. feature and a tomb.

Little is known of the culture responsible for these tombs, and many are now empty, looted years ago.

<u>SCATEBRIN</u>: *Geo.* Region in the c of <u>THE SURRACH</u> known for its many bubbling springs and geysers.

SCATTERING OF THE TRIBES, the: Myt. Soc. Event in the Mythologies and ancient histories of ELYDEN, when the original Two-and-Twenty MORTAL TRIBES left their ancestral lands and spread across Elyden. It is argued by some scholars that most of the Two-and-Twenty tribes first appeared in the NEAR HEMISPHERE and later mingled and travelled, populating most regions of the world.

What led to this is unknown, though it is thought that the eventual weakening and deaths of the disparate Demiurges may have played some part in it, and that the Scattering may have taken thousands of years to have taken place. See Vol IV: the Mythologia Elyden.

<u>SCATURIA</u>: *Rvr.* River in the c of <u>BANT</u>, in the <u>CARCHEMISHI</u>
<u>PENINSULA</u>⁽¹⁾, in the east of <u>SAMMAEA</u>. The river flows south for 580miles from sources in the Carchemishi Mountains⁽²⁾, before emptying in
the <u>FLAMING SEA</u>. The capital of <u>THAO</u> is situated along its course.

The river is known for its large sedimentary output, which has resulted in a large delta forming. Over the past century, the delta has increased by some 25-miles, and is now home to large tracts or farmland that is worked based on the inundation of the river following snowmelt in the Carchemish, and rainy season farther inland.

<u>SCATURIAS</u>: *Rvr.* River in the c of <u>PORPHYR</u>, flowing south for 800-miles from sources in the <u>RYKK</u> Mountains and the <u>ZESTOR RIM</u>, before meeting the <u>SEA OF LETHEA</u> at an expansive wet delta. The name is thought to be a corruption from ancient <u>KORACHANI</u> word for flowing water

SCAV: see SCAVEN.

SCAVAGER: Voc. Org. Street cleaners in the KORACHANI and SARASTROAN empires. They form a caste unto their own and live apart from others, in ghettos or sequestered districts. Traditionally, this was due them being seen as unclean, though this stigma is now largely forgotten. Indeed, most scavager communities today are centres of proud recycling traditions, where other people's waste is reclaimed and repurposed, either for their own use or to be sold on. As a result, many scavager communities can be wealthy, though there may exist a disparity in wealth between classes.

SCAVEN: also 'scav' and 'scavenger'. Soc. Scavenger-destitutes who roam the outskirts of large cities and wasteyards of CENTRAL LLACHATUL, predominantly the dust plains of ALMAGEST, c AZAZEM, western PELASGOS and KORACHAN, prospecting for scrap metal, ruins and anything of value.

The largest and most powerful of the scaven families dwell in and around Almagest, and rose to great prominence following the <u>DISSOLUTION OF THE HIGH-EMPIRE OF KORACHAN</u>. Many scaven in the northern territories follow a practice called <u>CYCLING</u>, where they repurpose and convert materials into new objects they use and sell.

SCELD: Pol. Ser. Capital of GREST⁽¹⁾, situated along the course of the river AGO. It rose to prominence between c. 3150 – 3200 RM as an influential mercantile centre in the nation of AHAGGAD⁽²⁾ at the centre of which was a powerful IUNITANT family, which had amassed a fortune and no small amount of influence in the region. This led to a shifting of power bases in Ahaggad, destabilising the politics of the state as Sceld leeched wealth from the capital in NEYEM.

This escalated in 3234 RM into a civil war that endured for three decades, ending in 3263 RM when the victorious armies of Sceld marched into a defeated Neyem, with its <u>CULTISTS</u> razing it and slaying its rulers. Sceld was established as the capital of a new sovereign state that was named Grest, and it remains as capital to this day and the most powerful

stronghold of the central Mansion of the $\underline{\text{HE'ELAN ARCHDUKES}}$. (Pop. c. 328,000).

<u>SCELERA</u>: Set. Fortified settlement in the south east of <u>SHOTHA</u>. The settlement is close to the contested border with STOLAS (Pop. c. 11,200).

<u>SCELERIA</u>: *His. Myt. Geo. Ntn.* Ancient historical territories belonging to the <u>DEMIURGE RACHANAEL</u> and his tribe, the <u>PLAGI</u>. It is unknown where those territories were in relation to today's borders, though it is likely that they were close to extant KHARKHARADONTIS.

<u>SCENA</u>: *Mil. Rnk*. Military rank in the city of <u>IRASCENA</u> and surrounding regions in the north of <u>THE SURRACH</u>, known for its drug-use and cabertossing.

<u>SCENEA</u>: Sea. Bay in the north west of <u>CYHLAGHARR</u> and terminus of the river <u>LYSINGR</u>. It is known for its many islands many of which were formed by silt deposits carried by the above river.

SCEPTRE OF ST. DAGH: see St. Dagh, Sceptre of.

<u>SCERTA</u>: Set. Coastal settlement in the west of <u>ARTALSCELLIA</u>. It is known for its deep copper mines (Pop. c. 8,000).

<u>SCETHRA SEPRIA</u>: (B. 3973 RM) *Pol.* Present monarch of <u>AYAD</u>, who has ruled since her mother's death in 3999 RM.

<u>SCHIAMACHY</u>: Sup. Lan. Early <u>FIFTH AGE GERICIAN</u> term for <u>PENUMBRISM</u>. The word has largely gone out of fashion though some still use it in <u>PELASGOS</u> and the <u>FREE-ISLES</u>.

<u>SCHINDA</u>: *Geo.* Coastal mountain fort in the far north west of <u>KASPIA</u>, on the far northern face of the <u>SILVERPEAKS</u>, overlooking the <u>SEA OF BIELOST</u>. It was built in c. 1340 RM atop a <u>FOURTH AGE</u> ruin, and was later fortified following the rise of the <u>CULT OF TAHIRA</u> in c. 1600 RM. Now it serves as the centre of its navy.

<u>SCHISM WARS, the</u>: *Rel. His.* Conflict within the <u>CHURCH OF THE UNDYING MACHINE</u> between 196 – 367 RM, following the actions of <u>ARREKAN THE BETRAYER</u>.

SCHOLAR AND THE STONE, the: Leg. Vol. Common fairytale around the INNER SEA REGION, thought to have originated in the highlands of AZAZEM in c. 800 RM. the most common version of the tale follows this structure:

The tale follows a scholar who discovers an ancient stone (thought now to be a GODSTONE), and becomes consumed with a desire to learn more about it. He neglects his family life in his obsession, which finds him leaving his home to travel the world in search of answers to the origins of the stone and the purpose behind its construction. He finally reaches a ruined temple in a polluted desert (likely KHARKHARADONTIS), and finds the truth behind the construction of the godstones, which leaves him hollow, realising that he had everything he needed and abandoned it in search for shadows. He realises then that wisdom and love transcend mere knowledge and facts.

Returning home, he learns that his wife and child have moved on and he is left alone, having learnt the invaluable lesson that true fulfilment stems not from the pursuit of answers alone, but from living your life and appreciating what you have.

It is thought that the tale may have originally been used to keep children out of trouble, but this would also have been effective in stopping people from asking questions or trying to leave their homes. See Vol II: Legends and Folktales.

SCIACACHIA: Set. City in the c north of TZALLRACH, along the course of the river SCIACHI.

SCIACHI: Rvr. River in the c north of TZALLRACH, flowing north west for 340-miles from sources in the ARGENT Mountains before meeting its parent, the river LIATHAR, itself a parent of the river BAELLI.

<u>SCIAGAMMA</u>: *Pol. Sct.* Ruling city in the tribe of <u>SUUR'KA</u>, in the east of <u>MULCIBER</u>, in the eastern face if the <u>GROWING MOUNTAINS</u>. It is known for its larger hospital and medical college (Pop. c. 30,000).

SCIAMACHY: Sup. Rnk. Form of ATRAMENTISM concerned with UMBREKHA and shadows. See Vol IV: the Materia Omna.

<u>SCIBARA</u>: *Lak.* Lake along the course of the river <u>NARRATI</u> in the c of <u>AETHIOS</u>.

<u>SCIDDA</u>: *Mil. Str.* Major fortress in the north of <u>ATARAXIA</u>, in a wide valley in the southern-face of the <u>BLACK MOUNTAINS</u> guarding the border with <u>CISNERIA</u>. It works alongside <u>TADDATRA</u>, and their rangers are experts at patrolling the wooded hills and mountains of the north of Ataraxia.

<u>SCIDI</u>: Set. Coastal settlement in the east of <u>ARTALSCELLIA</u> (Pop. c. 10,000).

SCIDRA: 1. Myr. His. In the MYTHOLOGIA ELYDEN, the legendary son through rape of VOLUPIS by TERATHA. He was raised by humans, and learnt of his divine heritage (his parents being both SCIONS, born to DEMIURGES) only after his adoptive mortal mother was slain by the Demiurge SYBARIS^(1.). He forsook his divine heritage and wandered ELYDEN, eager to forget the evil the Two-and-Twenty were capable of, instead relishing in the beauty of the world and helping other mortals in abandoning the yoke of the Demiurges.

2. Set. Fortified city just south east of lake <u>SCIBARA</u>, close to the river <u>NARRATI</u> in the c-south east of <u>AETHIOS</u>. Its inhabitants claim ancestry from the divine-born legend Scidra^(1.) in possibly the <u>SECOND AGE</u> or early <u>THIRD AGE</u>, making it one of the oldest cities in <u>ELYDEN</u>, if the claims are true. The city was once a thriving independent metropolis, controlling the river for hundreds of miles up- and down-stream as the nation of <u>ACTANORS</u> grew around it in the early <u>FIFTH AGE</u>. Its history is now lost to most, though fragments of the ancient city remain outside the present-day borders (Pop. c. 60,000).

SCINTILIA: Sup. Geo. ATRAMENTALLY-TAINTED region in the north west of HANNAH, in the south east of SAMMAEA. Scintilia is surrounded by warm plains and is known for its glass like formations that are a result of centuries of fierce Atramental lightning strikes. The sky above Scintilia has a deep purple hue and very few stars are visible at night. Indeed, historically, this region of Hannah had its own constellation and myths surrounding its darkened skies, many aspects of which were adopted by later Hannahan culture.

SCIOBUTTRA: Sup. Geo. ATRAMENTALLY TAINTED region in the c north of THE SURRACH covering some 25,000-square-miles. At its most intense it causes those within its borders to suffer from violent hallucinations, oft-times indistinguishable from the real world.

The region is categorised as a <u>MODERATE THREAT</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

SCIOLA: Edu. Set. Library-city in the c of AZAZEM (Pop. c. 20,000).

<u>SCIOLLA</u>: 1. Also 'the City of Apparitions'. Ind. Set. City in the c of <u>THE SURRACH</u>, in the south of the <u>ATRAMENTALLY TAINTED</u> region of <u>SCIOBUTTRA</u>. The city's relative vicinity to the nearby <u>ATRAMENTAL</u> wastes has earned it the moniker 'the City of Apparitions' after the hallucinations many of its citizens experience.

Indeed, the city would not exist so close to an Atramental wasteland, were it not for its unique industry. The city operates many salt mines, each which is about 5-miles from the city-proper. The mines extend north, some miles into the wastes of <u>SCIOBUTTRA</u>. The mines' proximity to the wastes and the length of time the salt has existed within the wastes has imparted a unique trait to the salt mined there – it has potent hallucinogenic properties, which makes it a valuable drug, commonly used in <u>BACALUSIA</u> and <u>MASSEGA</u>, though is not unknown as far east as <u>VENTHIR</u>, though transportational constraints make it prohibitively expensive far from <u>THE SURRACH</u>. The drug is known colloquially as Sciolla⁽²⁾, after its place of origin (Pop. c. 50,000).

2. Dru. Hallucinogenic drug common in THE SURRACH, made from powdered and refined rock salt, mined in the environs of the eponymous city in the ATRAMENTALLY TAINTED region of SCIOBUTTRA. The salt, deposited eons past in Sciobuttra, has inherited its hallucinogenic properties and is mined specifically for this purpose. It is commonly used in the cities of BACALUSIA and MASSEGA, where it commands a high but not unaffordable price, though the cost increases exponentially the farther from the source it is transported. This is because it breaks down rapidly once it has been exposed to air, becoming not only ineffective but potentially dangerous to use. Special caravans have been constructed for the specific purpose of transporting the drug, not only to keep it effective, but also to keep it safe from banditry. See Vol II: Drugs and Addictions.

SCION: also 'godscion' and '* Myr. His. In the mythic history of ELYDEN, the children of DEMIURGES, usually with other Demiurges, scions, or

MORTALS, though the descendants of scions are often referred to as scions for many generations, typically until their mortal blood begins to shroud their divine heritage.

As befits their semi-divine ancestry, most scions, particularly 1st and 2nd generation scions, are incredibly powerful, often possessing great <u>SORCEROUS</u> powers and abilities (usually referred to as <u>SCIONIC MAGICK</u>), mirroring those of their Demiurge ancestor, if slightly reduced in magnitude, though there are many accounts of individuals with incredible abilities, many of which are mentioned in the <u>MYTHOLOGIA ELYDEN</u>.

They feature heavily in the tales of the *Mythologia Elyden* and their actions were pivotal in the shaping of mortal cultures and civilizations in the ancient world. Though rare today, there are many documented scions in Elyden today, including rulers and powerful shapers, for instance <u>Teleanyara Apexeide</u>, the ruler of <u>Porphyr</u>. See Vol IV: Scions, Children of the Gods.

SCION-BORN: Myt. Soc. The descendants of SCIONS and MORTALS, similar to HALFBLOODS, though far rarer and usually of greater power. They have been hunted and persecuted at various times throughout ELYDEN'S history due to the threat they pose to governments and people in power. As a result, many choose lives of obscurity or isolation due to the infamy that surrounds their heritage. Others crave the attention their ancestry brings them and seek positions of power. See Vol IV: Scions, Children of the Gods.

SCION OF OT: Myt. Soc. Direct descendant of the TEMUJAN fire goddess OT (rare outside the ruling classes of TEMUJA), usually female, displaying an affinity with the FIRMAMENT, particularly the domains of wind and fire.

The Scion of Ot is mentioned in many Temujan legends, and last appears in contemporary lore in c. 3640 RM.

<u>SCIONIC CREATURE</u>: *Myt.* Term commonly used interchangeably with <u>SCION</u>, though with a broader meaning, usually meaning the offspring of any supranaturally powerful being, such as a <u>DEMIURGE</u> or <u>OTHERWORLDER</u>, for instance.

SCIONIC MAGICK: Int. Mys. Sup. Rnk. A form of non-SHAPING MYSTICISM that is practiced by descendants of the DEMIURGES, hence the name SCIONIC magick. There is little in the way of formalised teachings or lore surrounding scionic magick, and effectively each individual is forced to learn their abilities through trial and error, though they tend to have more of an innate knack than normal shapers.

Rather than tapping into the <u>MATERIA OMNA</u> and the <u>FIRMAMENT</u> and/or <u>ATRAMENTA</u>, scionic magick draws on the latent powers of the Demiurge <u>PRIMOGENITOR</u> of the user, usually being more pronounced and powerful the closer the user is to the Demiurges, in terms of generation, though this is not always the case with individuals with otherwise no discernible link to their ancient divine progeny displaying powerful scionic abilities.

Practitioners of scionic magick rarely know their true heritage and are more commonly referred to as <u>SORCERERS</u>, and though some may seek formal training in shaping they will almost always find no correlation between their innate abilities and shaping. See Vol IV: other Forms of Mysticism.

SCIONS OF THE THRONE, the: Int. Sup. Org. Secretive group that believes in the sanctity and strength of the <u>ATRAMENTA</u> and those who wield it. The group is based in the city of <u>KETESH</u>⁽³⁾(which is seen as a neutral presence) and has cells across various territories of the <u>INNER SEA REGION</u>, from where they push their agenda.

The organisation is mostly comprised of <u>SHAPERS</u> and their sympathisers and sycophants, and it is thought that many of the <u>KORACHANI MINASTERIA</u>^(2.) of <u>SHAPING</u> as well as the <u>ORDER OF PROSELYTISERS</u> have secretive sodalities that recruit members for the Scions of the Throne.

It is unknown what the throne in the title refers to. Most assume it is a reference to the <u>LEADEN THRONE</u>, though others believe it is more symbolic, referring to the right they believe shapers have to rule over others.

<u>SCISSELA</u>: Set. Small coastal city in the far south west of <u>ALMAGEST</u>, close to the border with <u>SKAROS</u>. It is known for its shipyards, and it marks the southernmost point of the <u>Almagesti Coastal Bulwark</u> (Pop. c. 17,200).

SCLERO SOMA: Rui. Ruined temple in the south east of the <u>UMBRA SOKHAR</u> wastes in <u>SAMMAEA</u>. It is built into a cliff-face at the foot of the north eastern-face of the <u>MOLOTH KHAMMOTHUL</u> Mountains and spreads deep beneath the Mountains with branching passages, chambers and catacombs. Little is known of its history, though it is thought to date back to the <u>FOURTH AGE</u> and was possibly built by plagi refugees fleeing tainted lands in the south following the imprisonment of <u>RACHANAEL</u> in DAEKYN.

SCOIHINA: Geo. Plains in the c of the island of IRUGNA(1.), to the east of the UTHAANI Mountains.

<u>SCOPULA</u>: Rui. Ruined town in the east of <u>NÁRTHEL</u>. It was attacked by a monstrous <u>GROTESQUE</u> of unknown origin in 3257 RM, after which it was abandoned.

SCORIA: 1. Geo. Ancient wasteland in ALMAGEST, just south of the arctic circle. The region is largely flat and is made up of what can most easily be described as gigantic plates of slate, shattered and askew, fused together. The stones are covered in fossils of what many scholars believe are the earliest creatures fashioned by the DEMIURGES.

2. Geo. Volcanically active region in the south west of <u>ANUBIA</u>. It is known for its geysers, fumaroles and sulphurous lands, as well as outcrops of ancient weathered black lava fields. It's most prominent feature is the prismatic hot spring of Ialadeha.

SCORIG: Set. Coastal settlement in the north west of PNESSA, overlooking lake AKASM (Pop. c. 3,000).

SCORPION CITY, THE: see AKRB.

SCORR, THE BOAR: Mys. Rel. In TEMUJAN SPIRITUALISM, the TUTELARY SPIRIT of Perseverance. See Vol IV: Religions and Cults.

SCOTOMA: Sup. Geo. FIRMAMENTALLY active region in the south east of WESTERN MENISCEA, along the border between the regions of AHOPAH and IMELKOT, in the eastern foothills of the MENEFIR Mountains. Prolonged exposure to the region can result in loss of sight, and even shorter sojourns there can leave travellers with permanently damaged sight, including black flashes and blind-spots.

SCOURGE OF ICONS: Pol. His. Period in the history of the KORACHANI EMPIRE, between 21 RM – c. 500 RM, where ICONOCLASTS persecuted the faithful of deities and powers both within and without the empire during the UNIFICATION WARS.

SCOURGE OF WITCHES: also 'the Witch Wars' and 'the Witch Crusades'.

Pol. Soc. His. KORACHAN has always been distrustful of foreigners and those with different beliefs and philosophies. At various times in its history, Korachan has launched CRUSADES into the so-called heathen lands to its west and particularly its east, with the claim of scouring it of WITCHES (practitioners of FIRMAMENTISM) and its heathen religious practices. Many of these crusades were headed by the church of the Undying Machine and/or the AVÉNETHI ORDER of the SANCTIFIED INQUISITION.

One such period was the Scouring of Witches, which took place between 3714–3811 RM, which began by persecuting Firmamentists and their sympathisers within its own borders, and which rapidly spread to 'heathen' lands, which included <u>Ahrishen</u>, <u>Lyridia</u>, <u>Virahan</u>, <u>Baatan</u>, <u>Saua</u>, <u>Temur</u>, <u>Khamid</u>, and <u>Malan</u>, though the silting up of the <u>Strait of Nárthel</u> impacted the potential routes into such lands, making Ahrishen and its direct neighbours the easiest targets in the past centuries.

Incursions into Ahrishen and other free lands of the east were launched from various bases and points in RHAMIA and PELASGOS throughout the near three-decades of the Scourging, during which thousands of SHAPERS and many more innocents were killed, in what was in most cases little more than a massacre. The Korachani empire eventually wound down its offensive, despite largely ineffective opposition.

More covert hunts, led by the Sanctified Orders of the Inquisition, were conducted across the aforementioned lands, with Ahrishen, Saua and Temuja bearing the brunt of attacks, as its forces infiltrated more distant lands that the empire's armies were unable to reach. From there, the INQUISITORS and their forces were able to observe and records various

heathen practices before razing entire settlements to the ground. The skulls of the dead were piled in great pyramids of flaming bone, intended as symbols to other witches and heathens of what their foul beliefs would bring them.

The Scourge of witches eventually led to the formation of the <u>CENTRAL LLACHATULI ALLIANCE</u> in 3804 RM, which survives to this day as a means of defence against larger Imperial powers around the Inner Sea.

Though the Scourge of Witches officially ended in 3811 RM, much smaller irregular incursions persisted up until the present day, largely intended to gather intelligence on the region and to spread the word of the CHURCH OF THE UNDYING MACHINE, leading some to believe that a larger incursion or attack might be planned for the near-future.

SCOURGE OF OGHURS: Pol. His. Period of strife in ALMAGEST between 2312 and 2319 RM, that followed massed uprisings of oghur slaves, in which thousands of oghurs were slain in a bid to quell the dissent.

SCOURGING OF THE PANGAIA: Pol. His. The persecution and apprehension of members of the PANGAIA led by the ARÂTHUAHI SANCTIFIED ORDER OF THE INQUISITION. Beginning in 3791 RM and lasting some three years, the scourging left hundreds of KORACHANI PATRICIANS (amongst others) were burnt, their estates taken by the CHURCH OF THE UNDYING MACHINE and the empire.

SCOURING OF KEVER, FIRST: His. War. Genocide perpetrated by the allied armies of ALMAGEST and the KORACHANI EMPIRE against the KEVERAN^(1.) people in VALBAR^(1.) between c. 1800 and 1847 RM, during which most of the native population, descended from the KINGDOM OF THYTHIA, were either eradicated or taken to Valbar as SLAVES.

The remnants of Keveran society scattered across the wildernesses of Valbar, becoming skilled survivalists, trying hard to remain unseen by the Almagesti colonists.

SCOURING OF KEVER, SECOND: His. War. Genocide perpetrated by ALMAGEST against the KEVERAN^(1.) people in VALBAR^(1.) between c. 3020 and c. 3050 RM, following its victory in the WAR OF THE ARTIFEXES. Thousands were slain and even more were taken as slaves to work new industries across the Valbaran peninsula. This genocide effectively destroys Keveran culture, though Almagest's eventual abandonment of the region in 3468 RM sees a resurgence of these people.

SCRIPTURE OF SHADOW, the: Rel. Vol. Myt. His. Prophecy foretelling the story of the return of the DEMIURGE RACHANAEL as the UNDYING MACHINE and other ancient texts, which some considered apocryphal and others canon. The Scriptures were found by the ARCHPOTENTATE MALICHAR on the island of MALETH(I.) in -23 RM, buried in an ancient temple dedicated to the Demiurge TALANTEHUT later named the TEMPLE OF THE SHADOW.

Perhaps more importantly, Malichar interpreted its ancient writings as a prophecy that spoke directly to him, the one who would unite the SEVEN TRIBES of the KORACHANI PENINSULA, and later the 'SEVEN NATIONS OF THE INLAND SEA'. The Scriptures were the spark that lit the crusade of Malichar and his eventual subjugation of the INNER SEA, which in turn would lead to Malichar's DEATH AND REBIRTH as a timeless OTHERWORLDER and the freeing of Rachanael from his prison in DAEKYN and his rebirth upon the LEADEN THRONE.

The Scripture has gone on to become the basis for the main tenet of the <u>Church of the Undying Machine</u>, now known simply as <u>THE SHADOW</u>.

<u>SCUDA</u>: <u>VENTHIRI</u> unit of scale, comparable with the <u>IMPERIAL MILE</u>, though smaller. 1 scuda equals 1.22 Imperial miles. The scuda's roots lie in the <u>VENATHI EMPIRE</u> and it remains a common unit of scale in surrounding regions, including <u>SARASTRO</u>, <u>NÁRTHEL</u> and <u>SARAGOS</u>.

SCUEJU: Set. Major city in the c of RAONGEN^(2.). It is a major industrial centre in the INDUSTRY (territory) of IRICORA^(1.), with most of its vassals working in its manufactories (Pop. c. 115,000).

<u>SCURRIER</u>: *Mil.* Wilderness scouts and runners in the <u>AHRISHENI</u> military. They are experts at navigating both dry land and wetlands and spend months away from their base – scouring the land for dangerous beasts, bandits and <u>SUPRANATURAL</u> threats.

SCUTA: 1. Set. Settlement in KERRAS PELLN, close to the KELACHOT Mountains and the ATRAMENTALLY TAINTED region of GNATHALLO (Pop. c. 8.000).

2. Geo. Pass in the $\underline{KELACHOT}$ Mountains, linking \underline{KERRAS} PELLN with KARAKHAS.

SCUTI: Soc. In the KORACHANI EMPIRE, HELOTS who for some reason or another (hereditary honour, award, inheritance) are exempt from working in the manufactories and allowed to make their own way in life, without them bring FREEMEN or considered citizens. A widespread example includes the majority of IONIC population following its subjugation to Korachan in 212 RM. They are regarded with bitterness by other HELOTS and disdain by other freemen and PATRICIANS.

<u>SCYKADA</u>: Set. Small coastal city on the east of the island of <u>CAMARA</u> in the south of the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u>(Pop. c. 14,200).

SCYLLARETH: Also 'the Coral Baronies'. The native name for the CORAL BARONIES, though this name is only used in a state capacity on official documentation, with most people, including locals and foreigners, referring to it by the more common name of the Coral Baronies.

<u>SCYNAGRA</u>: Set. Fortified city in the c-south east of <u>CYHLAGHARR</u>, in the dry region of <u>ODULROA</u>. It is a major manufacturer of sulphur and pyrite, with great numbers of slave-forces employed to quarry the material (Pop. c. 15,500).

<u>SCYTHEA</u>: 1. *Rvr.* River in the north of <u>SALOROC</u> that flows south west for 70-miles from the <u>CALIXARAN</u> hills. The waters are largely seasonal and flow heaviest in spring and winter.

2. Set. A powerful city-state during the early days of the FIFTH AGE. It was funded atop the ruin of an unnamed FOURTH AGE ruin along the far eastern coast of the SHADOW SEA, just west of the SEA OF TIAMA, in c. - 1250 RM by SVATHI migrants moving south from present-day LYRIDIA. The city rapidly dominated the surrounding region and by c. -1000 RM it had established many colonies around the Sea of Tiama, trading and preying on the people of the region. The increase in size and power of the AMNATHI KINGDOM just to the north (itself also descended from the Svathi people) brought pressure to SCYTHEA, leading to an exodus of sorts of much of its populace to the colony of SALOROC, across the sea on the SYMENIAN (1.) peninsula in c. -1025 RM.

Saloroc, like most large cities in the region at the time, developed a slaving tradition and preyed on the people of the surrounding regions, including the south of <u>AMNATH</u>, the Symenian peninsula, <u>HAAGEN</u>^(2.) and the south of <u>SAOSTANA</u>, and by c. -850 RM it had dominated the Symenian peninsula. In c. -820 RM, Scythea sundered itself from its southern kin, with its privateers coming to prey on Salorocan vessels with as much regularity as any other.

The discovery of the so-called <u>IONIC TALPA</u> in c. -730 RM led to the solidification of the Salorocan cities. This union of the Symenian peninsula brought strength to the region which became known as <u>IO</u> after the priestly caste that had united them. They opposed much of Scythean predation, with the city of Saloroc opposing Scythea, dominating the Sea of Tiama. In -555 RM, Ionic diplomats arrived in Scythea, their leaders confident that the city-state would accept its terms and join its territories. They were ultimately unsuccessful. They tried again in -548 RM, this time sending a veritable army of envois and troops, with one of the three Ionic <u>GOLEMS</u>^(2.) in tow. The Tyrant of Scythea, deceived into thinking that Io had at its disposal armies made up of golems, prostrated himself to the <u>IONIC HIERARCHS</u>, effectively handing them Scythea. Though as part of his terms he retained control of the city, and a Golem.

The <u>APOSTATE WARS</u> that engulfed Io between -192 and -128 RM left Scythea, like many other cities, sundered, an independent city- state. During this time, it came to prey on travellers and merchants, though pressure from an ailing <u>NÁRTHEL</u> to the north left its borders greatly diminished by the time the Wars ended and Io restabilised. The appearance of the <u>EXARCHS OF MIRADOR</u> and their creation of true golems in <u>UR SITH</u> in -111 RM left Scythea, which by then had grown agnostic, sundered from the other city-states, struggling against Nártheli expansion in the north.

Scythea remained independent, preying on shipping that passed through the Shadow Sea for the next centuries, defying the imperial expansion throughout the region. By 212 RM both Nárthel and Io were under KORACHANI rule, with the formers' borders pushing against those of Scythea. Finally, in 382 RM Nárthel attacked the city-state, slaying its rulers and instating its own leadership there, bringing it too under Korachani rule. This lasted until c. 2100 RM, when Korachan retreated from the region, leaving it in the hands of the INTERREGNUM. Following this, cultural growth in the region of SALOROC in the south led to Scythea and surrounding lands being appropriated by Saloroc by 2680 RM.

The city is a major industrial centre and its river port is busy with mercantile vessels. It forms a part of the <u>RED ROUTE</u>, and its streets are busy with merchants and traders, and its loggia-markets are filled with goods from across the <u>INNER SEA REGION</u> (Pop. c. 139,400).

SCYTRI: also 'the Naked City'. Pol. Set. Capital city of MOSTUE. Its nickname of the Naked City comes from its bare stonework which is characterised by stark stonemasonry and little decoration. The city stands at the periphery of what was once the sea shelf of Mostue, which is now an expansive coastal plain that was submerged until as recently as c. 3200 RM (Pop. c. 117,000).

SDORII: Set. Small city in the north of PNESSA (Pop. c. 12,000).

 $\underline{\textbf{SEA OF ABRAXA}}\text{: see }\underline{\textbf{ABRAXA}}^{(1.)}.$

<u>SEA OF ADUM</u>: see <u>ADUM</u>. <u>SEA OF AZAM</u>: see, <u>AZAM</u>.

SEA CAMPHOR: Flo. Stunted form of camphor laurel that is endemic to the far south east of MENISCEA and the MAIDEN ISLES, where it grows in earth that is rich in salt, including coastal areas. The wood of sea camphor is burnt, with the resulting vapour condensed and turned into a salt-like substance that is used in the manufacture of perfume as well as in pain relief, where it is used as an ointment. See Vol II: Classification and Taxonomy of Life.

SEA OF CHAOS: se CHAOS, SEA OF.

SEA OF CYPRIA: see, CYPRIA 1.

<u>SEA OF DAGGERS</u>: Sea. Polar sea in the north of <u>LLACHATUL</u>, between <u>PERGOST</u> and <u>KASPIA</u>.

<u>SEA OF DAGGERS BASIN</u>: *Geo.* Drainage basin formed by various continental divides in the continent of <u>LLACHATUL</u>. The basin comprises parts of the north east of Llachatul, and all rivers within it drain directly into the <u>SEA OF DAGGERS</u>.

Nations and territories that are at least partially within the Sea of Daggers Basin include: <u>KASPIA</u>, <u>PERGOST</u>, and <u>SABIA</u>.

SEA OF ERIA: see **ERIA**.

<u>SEA OF FIRE</u>: Lan. Common <u>KORACHANI</u> name for the <u>ESH ETEK</u>, a small sea to the south east of <u>KHEMET</u>, in <u>KHAMID</u>. It is named after the occasional lava flows that spill into the water.

<u>SEA OF FOR</u>: see <u>FOR, SEA OF</u>. SEA OF GEAUA: see GEAUA.

SEA OF LERAMUGH: see LERAMUGH, SEA OF.

SEA OF NARANOR: see <u>NARANOR</u>, <u>SEA OF</u>.

SEA NOMADS: Soc. Group of people who emerged in the nation of Sibbion in c. 3000 RM following a long period of PLAGUE, drought and civil unrest that began in c. 2880 RM. Driven to despair, they took to their large catamarans and became coastal nomads, moving from bay to bay, become sea nomads. Over the years they attracted more numbers from the mainland, but as the years went on these new recruits proved to be wretched – outcasts, criminals, exiles and religious heretics – ousting the established, more peaceful leaders, and becoming pirates by c. 3130 RM under the name of the FIVE SAILS.

SEA OF ORRIDA: see ORRIDA, SEA OF.

<u>SEA OTTER, GIANT</u>: *Fau.* Variety of sea otter common in the south of the <u>SEA OF ORRIDA</u>, particularly in the west of the <u>GULF OF ESHIRON</u>.

SEA OF PASARADE: see PASARADE^(1.).

SEA OF SAECULA: see: SAECULA, SEA OF.

SEA OF SEKHEM: see SEKHEM, SEA OF.

SEA OF SERPENTS, the: see **SERPENTS, SEA OF.**

<u>SEA OF SPIRES, the</u>: Sea. Sea to the east of <u>PELASGOS</u>, and the west of <u>LYRIDIA</u>. It is named after the ruins of the <u>FENEAL</u>, whose spires jut from

the seas' waters, and is home to many roosting seabirds like \underline{SHARA} \underline{DOVES} . It is known as \underline{THE} \underline{DEAD} \underline{SEA} in the east, due to its polluted waters.

SEAL OF SERDUN: see SERDUN, SEAL OF.

SEALS OF THE COVENANT, the: also 'Eight Seals, the'. His. Obj. Pol. Myt. Eight brass sigils, around 8" in diameter, that were minted in the early FOURTH AGE as part of an alliance forged between eight cultures around the INNER SEA REGION, signalling a time of relative prosperity that is thought to have lasted for many centuries before its fragmentation.

The seals have become ingrained in many legends and myths from the surrounding areas over the years, with some stories centring around a single seal, forgetting the others, with other tales forming mythologies around all eight or a portion thereof.

Most are lost, though many expeditions have been mounted to search for them due to rumours of ancient magickal properties or simply their historical value. The location of one, the <u>SEAL OF SERDUN</u>, is known – it was discovered in eastern <u>PARTHIS</u> in 3488 RM and is now located in a museum, away from the public.

SEASON: an arbitrary partition of the year based on change in weather and hours of daylight in a particular region, as a result of <u>ELYDEN'S</u> axial tilt in relation to its orbit around the <u>SUN</u>. Typically, the solar year is divided into four seasons – spring, summer, autumn, and winter. With the retreat of Elyden's seas, many regions have experienced a change in seasons with some becoming more pronounced and other being less noticeable.

Different cultures may have different designations for months, or different ways of dividing the year entirely. Some notable ones are found below:

1. In <u>TEMUJA</u>, the seasons are known as: flowerbloom (spring), deadheat (summer), leaffall (autumn), Whitewater (winter).

<u>SEAT OF KURKUA</u>: *Rui*. Ancient granite colossal sculpture on the island of <u>SIAREHET</u> in the west of the <u>MAIDEN ISLES</u>, facing the <u>LANRA</u> Reef. It is ancient and takes the form of a gigantic bust looking out to the east. It was crafted in situ, likely in the <u>FOURTH AGE</u> and is made from the purple granite of the region.

<u>SEAT OF RHOT</u>: Int. Arc. Gigantic hewn throne on a peak to the west of the <u>IATULKAN</u> ridge in the c north east of <u>KHARKHARADONTIS</u>. The stone around the throne is diseased and wretched and few have travelled here. Moderate threat.

The region is categorised as a $\underline{\text{LEAST CONCERN}}$ by the $\underline{\text{KORACHANI}}$ INSTITUTE OF ATRAMENTAL STUDIES.

<u>SEA OF SOULS</u>: Leg. Ast. Common name, particularly in antiquity, for the heavens. The name is a reference to the <u>SPIRITS</u>^(1.) of the dead that gestate there before being reborn as <u>OTHERWORLDERS</u>.

SEALORDS, the: see THE SILDELK RING.

<u>SEATH</u>: Geo. Island off the north eastern coast of Zhariah⁽²⁾. It flat and largely unpopulated.

SEBAHAK: Ser. City in KHAMID, overlooking the SEA OF URAN. It appeared in c. 500 RM as a simple farming community that naturally grew over time into a thriving city, one of few that rose after the Cataclysm under the aegis of the SAPETI DYNASTIES. The city and surrounding regions were targeted by Korachani forces during the SCOURGE OF WITCHES between c. 3722 and 3830 RM (Pop. c. 110,000).

SEBAHAK CATACOMBS: Str. Vast network of catacombs carved by hand in the limestone beneath the city of SEBAHAK in the north west of KHAMID. Totalling many hundreds of combined miles of tunnels, shafts, chambers, cisterns, drainage tunnels and storm drains, the catacombs proved invaluable in the defence against the SCOURGE OF WITCHES, which targeted the region for around a decade between c. 3722 and 3830 RM

SEBAN: Geo. 1. Headland in the north of KHAMID. It is known for its stark red limestone formations and badlands that have been shaped over centuries of wind and rain erosion.

2. Coastal mountains in the far north of $\underline{\text{KHAMID}}$ overlooking the $\underline{\text{SEA OF}}$ $\underline{\text{URAN}}$. The northern face of the mountains descends steeply towards the coast, ending in stark red cliffs in various areas.

<u>SEBAQ</u>: Set. Small city in the east of the <u>PRINCIPALITY OF SEPAHAUNAT</u>, in the delta of the river <u>NEPHILA</u>. Its main industry is the cultivation of rice (Pop. c. 17,500).

<u>SEBASAAR</u>: 1. Geo. Small island in the <u>KORACHANI</u> colony of <u>TAVVADRA</u>, south of the <u>ATRAMENTALLY TAINTED</u> island of <u>IRREDIVIVA</u>. It maintains a small settlement that goes by the same name where researchers can stop before expeditions into the tainted island.

2. Set. Small settlement on the above island in the Korachani colony of TAVVADRA, where researchers can stop before expeditions into the tainted island (Pop. c. 2,000).

<u>SEBBADDI</u>: *Rvr.* River in the west of <u>KREM</u>, flowing for 750-miles from sources in the south of the <u>ARGENT</u> Mountains, before emptying in the IAPETAN SEA, where it forms the delta of SHAM.

<u>SEBBER</u>: *Lak*. Artificial lake along the course of the river <u>SEBRENNA</u>, in the north of <u>ABATTUR</u>. The lake serves as a reservoir behind a dam that was erected outside the city of <u>ALEISAR</u> in 3820 RM.

SEBDRA: His. Ntn. Successor state of SARASHAN in the north of the PORPHYRI PENINSULA that emerged in c. 1000 RM, following centuries of anarchy. It faltered after the SCION TELEANYARA APEXEIDE attacked it in 1590 RM, destroying its capital, leading it to fracture. See Vol III: Extinct States.

<u>SEBEHOKH</u>: Set. Settlement in the c of the nation of <u>DURCHAA</u>⁽¹⁾, just over 55-miles west of the capital. It is known for its sheep and their thick wool, which is used to make clothing adapted to the climate (Pop. c. 6,000).

<u>SEBEREN</u>: Set. Coastal city in the west of <u>LYRIDIA DHAI</u>, in the territory of <u>TERARA</u>. It is located along the <u>RED ROUTE</u>, where it fulfils a support role, providing provisions and food to those travelling the road (Pop. c. 16,900).

<u>SEBESHAT</u>: Set. Settlement in the c south of <u>BANT</u>, in the <u>CARCHEMISHI</u>
<u>PENINSULA</u>^(1.), in the east of <u>SAMMAEA</u>, guarding the entrance to the lagoon of <u>TIDDIN</u> (Pop. c. 3,900).

<u>SEBDRA</u>: Set. City in the south of <u>SERROK</u>. For much of the year, the city finds itself surrounded by the burgeoning waters of the river <u>BEREKODRA</u>, which swell with rain and melt waters, causing it to spill over its banks (Pop. c. 36,000).

<u>SEBHET</u>: Set. Coastal city in the far south east of <u>KHAMID</u>, on the headland of <u>KHARR</u>. It is known for its ancient tiered lighthouse (Pop. c. 16,000).

<u>SEBRAD</u>: *Set.* Settlement in the c of the tribe of <u>EATAN</u>, in the c of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 5,000).

<u>SEBRANT</u>: *Set.* Small city in the region of <u>MEMBARRA</u> in the c east of <u>THE SURRACH</u> (Pop. c. 15,200).

<u>SEBRASSA</u>: *Ind. Set.* Mining settlement in the south west of the <u>KORACHANI</u> colony of <u>CRASSULA</u>, in the far north east of <u>MENISCEA</u>. It is a major producer of gold in the region (Pop. c. 10,000).

<u>SEBRENNA</u>: *Rvr.* River in the north east of <u>ABATTUR</u>, flowing south west from sources in the <u>CABIENAN</u> Highlands, before meeting the coast at the SEA OF GEAUA.

<u>SEBROT</u>: *Rui*. Abandoned settlement in the west of <u>AETHIOS</u>, in what is now the <u>ATRAMENTALLY TAINTED</u> region known as the <u>BLEEDING PLAINS</u>. It was abandoned in c. 2200 RM after the aforementioned expanded beyond its borders.

<u>SEBUND</u>: Geo. Large island-chain between <u>HAUTIA</u> and the <u>STRAIT OF</u>
<u>SAOR</u>. It is home to an independent city-state by the name of <u>LALAUN</u>.

<u>SEBURAN</u>: *Set.* Fortified settlement in the c north of <u>MHAROKK</u>, north of the <u>SOLON HIGHLANDS</u>. It is a centre of the region's military forces (Pop. c. 9,000).

<u>SEBURAN NU</u>: Geo. Pass in the c of <u>MHAROKK</u> crossing the eastern <u>SOLON HIGHLANDS</u>.

SECHENGALA II: (B. 3967 RM) present RANASHA of VIRAHAN.

SECOND AGE OF MORTAL LIFE: Also 'the Second Age'. In the mythology and ancient history of ELYDEN, a period of time characterised by the spread of the MORTAL PEOPLES across Elyden, and the DEMIURGES being forced into positions of leadership of the mortals.

Of note was the construction of the fabled <u>BRIDGE OF ETERNITIES</u>, which ended with the Demiurges punished and the mortal tribes

scattered across Elyden, the singular tongue they had spoken in until then sundered, fragmenting them and bringing about fear and suspicion amongst them.

This is also the age in which the Demiurges taught the mortals the secrets of FIRMAMENTISM, and ATRAMENTISM, beginning a long-standing tradition in SHAPING across Elyden that persists to this day. See Vol IV: the Mythologia Elyden.

SECOND GREAT COUNCIL OF THE PLAINSLEAGUE, the: Mil.

Soc. Second gathering of the PLAINSLEAGUE that convened in the southern reaches of the SWORD HILLS in south eastern TEMUJA in 4007 RM. It also included various envoys from the CENTRAL LLACHATULI ALLIANCE, who together discussed the growing threat of war from the west.

SECOND SIEGE OF ARGEA, the: see ARGEA, SIEGE OF.

SECOND VICTORY SQUARE, the: Arc. Large square in the south of KHADON, often the site of festivals and other celebrations. The square is named after the KORACHANI victory in VAALK, the second nation conquered by the empire.

SECOND WAR OF FAITH: see WAR OF FAITH, SECOND.

SECT OF REJHELLIAN OBSERVANCE: see REJHELLIAN OBSERVANCE, SECT OF.

SECT OF SILENCE: Rel. Org. A religious sect in RAONGEN⁽²⁾ whose members worship the GOD WHO SPEAKS. Unlike the majority of the worshippers of this deity, they try to ignore the visions and DREAMS that many people experience, and instead seek to empty their minds of thought and memory so that their bodies may be adequate vessels for the whisperings of the GOD WHO SPEAKS. They are willingly mute and communicate little with each other, using simple hand gestures when they need to.

SECT OF THE VOID: Rel. Religion that appeared in Io in 367 RM and later spreading to SALOROC. After the EXARCH'S betrayal of Io and the arrival of the KORACHANI EMPIRE there 212 RM, worshippers of THE VOID were hunted down by the ICONOCLASTS^(1.); a costly, bloody practice that by c. 340 RM had become such a drain on resources that it was eventually corrupted into a sect of the CHURCH OF THE UNDYING MACHINE that became known as the Sect of the Void, becoming officially recognised in 367 RM, with the building of a great cathedral on the site of the TEMPLE OF RENOUNCEMENT. See Vol IV: Religions and Cults.

SECT HOUSE: Rel. Str. Monasteries and convents within the KORACHANI

EMPIRE, occupied by the SECTARIAN caste of the CHURCH OF THE
UNDYING MACHINE.

<u>SECTARIAN</u>: *Rel. Rnk.* Commonly referred to as brothers and sisters, sectarians are the lowest initiated members of the <u>THREE CHURCHES OF THE UNDYING MACHINE</u>.

Though not ordained members of the clergy, sectarians fulfil an important role within the religious culture of KORACHAN. They live frugal lives and devote themselves to the church and its tenets, helping the people of the empire in what way they can. Many sisters are nurses and midwives, for instance, and many brothers and monks are responsible for collecting and preserving knowledge from the far corners of the empire. They live in SECT HOUSES – convents and monasteries, either isolated in the wilderness, or close to parishes with which they are affiliated.

SECTS OF SYNCHTHONITH: Rel. See SYNCHTHONITH, CULTS OF.

SECULAR DISSOLUTION: Pol. His. Series of events culminating in 1393 RM where growing secularism in SARASTRO and VENTHIR was finally abolished, granting more power to the CHURCH OF THE UNDYING MACHINE and its regional POTENTATES, bringing the nations in line with the rest of the KORACHANI EMPIRE.

SECULAR EMIRATES OF LIMOTH, the: His. Pol. Org. The present government of LIMOTH^(1.), which is a federal state made up of five separate federal emirates, each of which is ruled by a hereditary EMIR^(4.), who together form the electoral college from which the SUPREME LEADER is elected. The Five states are DEITHO^(1.), LIMOTH^(2.), NIMALO^(1.), OTHOTEL^(1.), and UKOLIST.

The old <u>PLUTOCRATIC REPUBLIC OF LIMOTH</u> had faltered due to the pressures of near single-handedly having to defend the western coast of

the <u>SEA OF MYMEREA</u> from <u>UGURIITI</u> pirates and <u>SLAVERS</u> following the withdrawal of <u>TETHYSIA</u> from <u>MYMEREAN ACCORDS</u> in 3523 RM.

Members of the Republic worked to undermine the collective, resulting in a handful of members gaining more power, which was handed to a supreme leader in 3573 RM, with his lieutenants being granted the title of Emirs and control of clearly defined territories. The Present Supreme Leader of the Secular Emirates is <u>DEOTOTH MUAKKAR</u>.

SECULAR REPUBLICAN EMPIRE OF PARTHIS: Pol. The government of PARTHIS since 3701 RM, after the WHITE LEAGUE, which forcibly took control of Parthis in 3406 RM failed and was ousted. The republic was formed by the White League in 3465 RM to govern Parthisan territories on the League's behalf. By c. 3670 RM it had grown in power, gaining a massive following, which pressured the White League to reform various laws, which it refused to do. Years of tension led to the eventual ousting of the White League from TETHRA in 3701 RM.

<u>SED QUIA</u>: *Rel. Str.* Isolated monastery in the c of <u>SARASTRO</u>, west of the <u>KRAONA</u> badlands. It is home to an extreme order of monks known as the <u>SODALITY OF THE SOUL'S APERTURE</u>, who practice self-trepanation in honour of <u>KING SATHEP</u>.

<u>SEDA</u>: Set. Settlement in the c of \underline{AZAZEM} . It is known for its coal mining (Pop. c. 6,800).

SEDALLIA: Dem. 'Sedallian'. Ntn. Nation in the north west of WESTERN MENISCEA, north of the SEA OF AKRY. See Vol III: Extant Realms and Nations.

<u>SEDDHEN</u>: 1. Set. City in the east of <u>AHRISHEN</u>, forming part of the <u>GREAT ROAD</u> – the sole major land trade-route linking western Ahrishen with the east, and <u>VIRAHAN</u> beyond. It is also the main city along the Seddheni canal⁽²⁾, operating its largest step lock (Pop. c. 38,000).

2. Rvr. Canal in the east of AHRISHEN, forming part of the AHRISHENI WATERWAYS, linking the river ARESH^(2.) in the north with lake GALENDA in the south. It is around 24-miles long and contains no less than 17 major locks.

SEDEM MENHIRS, the: Int. Rui. His. Six singular menhirs in 100-mile area on a level plateau along the midspan of the <u>ARATHAMMOS</u> Mountains in the north east of <u>OBLEVIS</u>. The menhirs are each around 15-ft. high and are of a circular cross-section that bulges before gently tapering towards the top, where they end in a concave depression that appears less weathered than the rest of the structures, indicating that the depressions once held something. Theories as to what the menhirs' purpose once was vary greatly and there are no commonly-accepted hypotheses.

Locally, the menhirs each have their own name and have been used for centuries as waymarkers for the pass east into <u>BADTHIS</u>.

SEDISIA: Dem. 'Sedisian'. Ntn. Independent nation located to the south west of LLACHATUL, between two insular nations – the tyranny of OTINTH in the west and the Republic of GNOTH in the east. Situated in a temperate climate and possessing rolling farmlands that have been cultivated over millennia of interference by mortals, the once dense forests of the area are no more – having been replaced with thousands of square miles of pasture and fields. A far cry from the near desolate expanse around the INNER SEA.

The empire of Sedisia was founded in 1985 RM, following the cultural growth of the city-state of HAII within the expansive theocracy of VETHRANDA. Its influence had grown over the past hundred years, allowing it to absorb various cities and territories, increasing its political strength until in 1911 RM it overthrew the theocracy within its territories, establishing its own government. Over seven decades later it would declare full political independence from Vethranda, forming the empire of Sedisia, which would go on to expand over the next centuries to the Gnothi border, annexing roughly half of Vethrandan territories.

Despite this annexation, Sedisia is today the only major territory in which the CHAINED GOD, which originated in Vethranda, is worshipped. Sedisia is famed for its plum wine, which is a cheap alcohol that is drunk across the south of Llachatul and the north of SAMMAEA, though it is also a major producer of raw UMBRA, exporting it as well as large volumes of food, much of which goes across the GATE OF EREBETH to the east.

Of note is the region of <u>ATILIPHO</u>, which is heavy in deep umbra reserves and exists at the border with Otinth. It has been empty since the expulsion of the <u>KORACHANI</u> colony of <u>OHDURTAR</u> from the area in 2641

RM. Both Sedisia and Otinth have claimed this area as their own since then, leading to it being contested. As part of each nation's claim to the land, the smaller area of <u>Arrakin</u> must also remain unclaimed, and the borders of both it and Atilipho are heavily fortified, and the political climate between both remains tense to this day. See Vol III: Extant Realms and Nations.

<u>SEDEN</u>: Set. Settlement in the north of <u>THUMAL</u>. Though small, it is a vital trade-link between Thumal and the neighbouring <u>MULL CITY-STATES</u>, and maintains a well-guarded trade route to the north (Pop. c. 6,300).

<u>SEDNA</u>: Geo. Island off the north western coast of <u>CECOPHELA</u> on which is built the <u>COLOSSUS OF HERCOLOBA</u>.

<u>SEDUBRO</u>: Set. Small coastal city in the north of <u>GIBEAH</u> (Pop. c. 15,000).
<u>SEDDHEN</u>: Set. Settlement in the c east of <u>AHRISHEN</u>, along the course of the river <u>ARESH</u>^(2.) (Pop. c. 38,000).

<u>SEDEA</u>: Sea. Small bay to the west of the <u>SEA OF NUTHEN</u>, forming the border between eastern <u>VAALK</u> and north western <u>MHAROKK</u>. It's waters are tainted by the nearby <u>MEKENA AKRA</u>, an <u>ATRAMENTAL FEATURE</u> found just to its west.

<u>SEDOS</u>: 1: Geo. Flat savannah in the <u>SHEDAMMA</u> region in <u>HOGGOTHA</u> <u>ISZ</u>, in <u>SOUTHERN SAMMAEA</u>.

2. Set. City in the far west of <u>KORACHAN</u>, a few miles east of the border with <u>AZAZEM</u>. The city forms part of <u>THE RED ROUTE</u>, linking Korachan with Azazem and was home to the explorer <u>LYLEUS</u>, who explored the south of the <u>SAMMAEA</u> continent (Pop. c. 69,000).

<u>SEED</u>: Pol. Name given to dynastic ruling families in <u>VÂRR</u> under the rule of the <u>REGENT-KINGS</u> (3791 RM – present). They are descended from the <u>HIEROGOTHS</u>, and are respected members of society there.

<u>SEED OF CREATION</u>: *Myt.* The singular mote of matter that, in the *MYTHOLOGIA ELYDEN*, was the idea from which <u>THE SHAPER</u> woke. See Vol IV: the Mythologia Elyden.

SEED, TEMPLE OF THE: Leg. Myr. Rel. Rui. Ancient FIFTH AGE temple built by the PHILOSOPHER-KINGS of THE PARRIA atop the spot they claimed the HUMAN seeds had been placed. Ownership and usage of the temple caused great friction amongst the coalition of the Parria, which eventually collapsed in c. 100 RM. The temple was allowed to fall into ruin, and its location has since been lost.

SEEDBORN, the: also 'Sicthain'. Myt. Mor. Common name within CENTRAL LLACHATUL and particularly in the KORACHANI EMPIRE for the Two-and-Twenty MORTAL PEOPLES, though few know the origin of the name. The name is in fact derived from their creation story from the MYTHOLOGIA ELYDEN, in which it is said that two-and-twenty pods of seven seeds each were sown by THE SHAPER, from which were eventually born the mortal peoples, each pod of which was beholden to one of the DEMIURGES.

The plan was for them to be <u>IMMORTAL</u>^(1.) beings that would inherit a perfect world, but the hubris of the Demiurges caused them to germinate before them time, becoming the imperfect mortals instead.

They are often compared and contrasted with the so-called GODSBORN
- the beings directly created by the Demiurges, such as the AIKLAHS and EELYOUHNS. The two disparate people as said to have lashed in a great war in mythic ages, known in contemporary texts as the CHILDREN'S
WAR. See Vol II: Classification and Taxonomy of Life: Sicthain.

SEEING ENGINE: also 'seeing pool. Mys. Tec. Technarcane engines that are utilised to varying degrees throughout the industrialised world (including the SOCIALIST REPUBLIC OF ALMAGEST, the KORACHANI EMPIRE, the SECULAR REPUBLIC OF PARTHIS, and the REFORMED EMPIRE OF SARASTRO) that allow communication across large distances, made possible through the actions of a SHAPER, typically a LARVA, interred within the engine.

While <u>CLAIRAUDIENCE</u> and <u>CLAIRVOYANCE</u> are relatively common uses methods of communicating at a distance through shaping, the use of a seeing engine can allow third parties (specifically non-shapers) to see at a great distance, through the actions of a shaper. This is made possible through the use of <u>OCCLUSIONS</u> and archaic technarcana that project what the shaper sees into a pool made up of an <u>ATRAMENTALLY</u>-sensitive be very stressful and is prolonged marriage to the engines can lead to brain damage and in some cases, death.

The most powerful known seeing engine is the tower of <u>PROCULARACH</u> in <u>DEOCHAN</u>, <u>KORACHAN</u>.

SEEKERS: Mil. Rnk. A militant rank within the AVÉNETHI ORDER of the SANCTIFIED INQUISITION, forming the backbone of the Order and the bulk of most WITCH CRUSADES and other forays outside the borders of the KORACHANI EMPIRE. They are and well-trained in identifying and combatting FIRMAMENTAL SHAPERS, though few amongst their numbers are shapers themselves (shapers within the order are usually reserved for more elite roles, such as the SENTINELS). Their counterparts in hunting for WITCHES within the borders of the empire are the WATCHERS.

SEEKERS OF THE PARAGON, the: Int. Oth. Fringe group of IMPERIAL INTELLIGENTSIA who became obsessed with, for want of a better term, engineering the birth of a bespoke otherworlder.

Forming in c. 3960 RM in <u>BAAYN</u>, <u>LAASKHA</u>, they called themselves the Seekers of the Paragon, the group originated as a dozen-or-so individuals whose immediate purpose was to educate themselves in various aspects of life – the sciences, philosophy, psychology, <u>ATRAMENTOLOGY</u> and <u>FIRMAMENTOLOGY</u>, amongst others – with the ultimate goal of sacrificing themselves at the same time in a ritual in which they hoped their spirits would ascend to the <u>OTHERWORLD</u> as one, leading eventually to the birth of a superlative otherworlder that would, hopefully, possess their collective knowledge.

Though relatively secretive, the group gained a dedicated following, and by c. 3970 RM they had around 50 fully-fledged members who were indoctrinated with their full plan and who were willing to sacrifice themselves to the final goal. Over the next two decades they had a TECHNARCANE engine constructed that would marry their spirits upon their eventual deaths. Meanwhile, the Seekers of the Paragon continued studying, taking as much care of their bodies as they did their minds. They learnt the secrets of shaping – a vital step in the completion of their ultimate goal – and in 3993 RM were successful, with all 99 members – by then amongst the most learned members of Laaskhan high-society – dying at the same moment in a massed suicide.

SEEKERS OF THE PRAXIS: also 'Seekers'. Voc. Rnk. Members of the ORDER OF THE PRAXIS in the south east of MENISCEA. They are philanthropists, travelling across major trade routes and thoroughfares, aiding those in need. They are often accompanied by martial kin from the order, known as VYRAJIN, who protect the seekers in their travels.

SEEKERS OF THE STONE: also 'Seekers'. His. Org. Members of the semi-religious order known as the ORDER OF THE STONE, that rose in ASSEER (present-day ESHIR^(2,)) in c. 2200 RM, following the construction of a monastery on the island of GEMARIS in 2189 RM, whose members were dedicated to searching for the powerful artefact known as the SABRIYAN STONE – a GODSTONE of great power that had dominated local politics and culture for centuries, until its loss in 2175 RM with the assassination of the regions' GOD-KING).

Originally known as Seekers of the Stone, these individuals took it upon themselves to search far and wide for the Stone. Following a string of false accusations and hostilities, the order became distrusted. Many fled settled lands, spending their days following up on clues and hearsay whilst helping to maintain order in the hinterlands. This helped to restore the Order's reputation, and with it, that of the Seekers, who became welcomed one more in most settlements. By c. 2380 RM the Order had established chapters in most major cities, with the Seekers bringing order and helping to maintain safe relations between them. They established a stronghold in JIRRA in c. 2310 RM, allowing them to secure the north against the growing threat of organised crime. In 2379 RM they secured the city of ANAFA, allowing the Order of the Stone to re-establish order around Asseer, and the Seekers brought stability to the old trade routes once more.

The establishment of a formal republic in 2282 RM saw the Seekers growing more distant from the Order of the Stone and by c. 2300 RM the group's members were redrafted into two separate entities – a more numerous policing force, which retained the name of the order; and the Seekers, who were far smaller in number and became closer to the church of the <u>ASSEERI PANTHEON</u>. Over the next century the Seekers lost what little organisation they had retained, becoming individuals, often of

opposing ideologies, united only by their supposed search for the Sabriyan Stone

In 2191 RM, it was made legal for Seekers to search people's properties if they had reason to suspect the stone might be there, leading to years of abuse, with people being robbed and persecuted with no result. This period ended in 3202 RM, with the formal disbanding of the Seekers of the Stone, and the organised church of the Asseeri Pantheon being dissolved.

The Sabriyan Stone was discovered, quite by chance, the next year, by an <u>ATRAMENTIST</u> who'd inherited a small fortress from an ancestor. He used it to subjugate part of Eshir, killing many in the process. He was eventually brought to justice and the Stone was recovered and hidden.

The Seekers blamed themselves for the needless loss of life and punished themselves for failing to find the Stone themselves. Many left Eshir on a penance quest that took them across <u>WESTERN SAMMAEA</u>, where many became mercenaries, living on donations and alms, finding quests to undertake and people to help. They retained the name Seekers, though operated as individuals or isolated bands with little contact with one another. Others remained in Eshir, where they became servants of the temples, atoning for their mistakes. Following this, the Order of Seekers was effectively defunct, with no new members taking on the mantle, though mercenary companies still survive bearing the name or corrupted versions of it, though it is unlikely that most have any knowledge of the long history of their order.

SEELAH, THE BUTTERFLY: Mys. Rel. In TEMUJAN SPIRITUALISM, the TUTELARY SPIRIT of skies and weather.

SEEKERS, the: see ONOCHREDEN.

SEER: 1. Also 'farsight'. Sup. Rnk. Common vernacular used throughout

ELYDEN in reference to AUGURS, prophets and fortune-tellers, as well as

CLAIRAUDIENCE and CLAIRVOYANCE. In KORACHAN, the

MINASTERIA (2.) of Farsight is located in the city of ALAAN, in LAASKHA.

2. Sup. Rnk. In the court of the CRYSTAL PALACE of DUARIAHAHN,

TEMUJA, a caste of SHAPERS entrusted to keeping official meetings

(particularly councils of the PLAINSLEAGUE) free of tampering through shaping.

3. Atr. Rnk. Org. Rank within the <u>GRIGORIAN ORDER</u> of the <u>SANCTIFIED INQUISITION</u>. They are <u>SHAPERS</u>, usually <u>PROGNOSTICARIIN</u> (diviners) or <u>PROCULIN</u> (farseers), answering to the <u>OVERSEERS</u> of their Order and are responsible for the bulk of surveillance work carried out by the Order.

SEER, CULT OF THE: Rel. Religion common in the city of <u>ALRON</u> in the <u>SIX CITIES</u> region in <u>THE SURRACH</u>. See Vol IV: Religions and Cults.

<u>SEER, the</u>: *Mys.* In eastern mysticism, one of four figures, alongside <u>THE AVATAR</u>, <u>THE HERALD</u>, and <u>THE SENTINEL</u>, that form part of an eschatological myth that is said to bring about the end of the <u>FIFTH AGE</u>.

<u>SEERE</u>: Set. City in the c west of $\underline{GREST}^{(1.)}$ in the island-continent of $\underline{BROR}^{(1.)}$ (Pop. unknown).

SEGARRAN RITUALS, the: Int. Myt. Sup. His. Two great ATRAMENTAL rituals that were performed by the ruler of SARASTRO, SATHEP THE RISEN in 3705 RM during the WAR OF SUNDERING, ultimately leading to his victory over the KORACHANI EMPIRE.

At that time Sarastro was facing multiple enemies on various fronts — <u>VENTHIR</u> in the north, whose troops were amongst the most devout and fanatical in the entire conflict; and Korachan in the north and west, whose fleet effectively controlled the <u>INNER SEA</u> and whose <u>STEEL LEGIONS</u> were proving devastating in ground engagements. Its more numerous <u>SHAPER</u> corps and heavier engines of war were slowly grinding down the dissidents, despite their more numerous forces and more skilled shapers who had been studying under Sathep for years.

Lands gained throughout two years of conflict were slowly being lost, disease was spreading across its cities and morale was waning, threatening to end the war from within Sarastroan cities without Korachan even needing to land the killing blow.

Nearing desperation, Sathep decided that ancient magicks would do what modern technology could not. He left the running of the nation to his <u>OVERCOUNCIL</u>, and matters of warfare to sycophantic generals while he researched ways to use the <u>GODSTONE</u> he had retrieved from the fortress of <u>NIKAN</u> earlier in the war. He delved deep into archaic <u>PLAGI</u> texts and the teachings of the <u>LEDGER ARCANA</u>, eventually devising a

ritual the consequences of which would make even the largest ever <u>ATRAMENTAL BOMB</u> detonation at the time look insignificant by comparison.

He formed a CHOIR of 144 LICHKIN monks and interred them in a complex TECHNARCANE engine in the centre of which was the godstone. Through their combined efforts and the powerful magnification to his own considerable skills Sathep was able to find a suitable target – in this case, the city of CORYBANT, which he chose for its relative proximity to ARGEA – which he attacked with all his magickal might. Intended as an experiment to prove the effectiveness of the venture, the attack was far more devastating that even he could have foreseen. The city was annihilated in an explosion that sucked the light for a hundred miles around, turning day into a sickly twilight. When light eventually returned, the city had been replaced with a crater and almost all its 200,000 people dead. All 144 lichkin were dead, their hollow bodies charred into ash, and Sathep himself was severely weakened, his arms blackened by their contact with the engine.

The event was enough to stop the fighting in Venthir for a day, and Sarastroan propaganda was quick to inform Khadon that this was just a taste of what they were capable of. In Korachan, <u>THE COUNCIL OF SEVEN</u> were forced to contemplate the might of Sathep's domains, but ultimately called his bluff, believing that whatever had caused the explosion had been a one-off.

Forced to prove that the ritual could be replicated, Sathep began working on a new ritual. His forces recruited more lichkin from across Sarastro, almost exhausting their ranks within the empire, testing them for aptitude, before he began another ritual that took place 7-days later, on the 17th of <u>ASHTALEN</u>, this time targeting <u>TARATI</u>(^{2.)}. The effects of this second attack are not as pronounced – the city being farther away and Sathep himself being wounded by the first attack – but it is powerful enough to topple many buildings and leave thousands dead and even more wounded.

Sarastro was quick to send envoys to Khadon. The Seven were not ready to lose half the empire in the absence of Malichar and, despite the protests of imperial generals and advisors, who did not know the full capabilities or nature of the weapon that had been used, they refused the envoys an audience, saying that the weapon changed nothing. However, the seeds of doubt had been sown and, perhaps for the first time in the war, they were fearful of losing.

The two attacks were however enough to cause <u>QUEEN HETEPHERES</u> to reconsider her position in and she withdrew her forces from Sarastro, but did not surrender. This hampered the Korachani strategy over the next weeks

The technarcane engine used to power the ritual was later destroyed by Korachani forces, and Sathep was unable to replicate the ritual in his weakened state. Indeed, he had to delegate to the duties of supreme commander to his generals who put every last resource available to Sarastro into the war in the hopes of winning, a gambit that eventually paid off.

SEGATAYA: Geo. GNOTHI name for the coastal region north of the SEA OF MARDEN. The area stretches south west from the THABATIAN peninsula for around 230-miles to the island of ALASAEI and is noted for its wind-worn limestone cliffs that stand some 30 – 40-ft. above today's sea-level.

SEGMIN: Mil. Rnk. City militia in the REFORMED EMPIRE OF SARASTRO.

They emerged in c. 1350 RM as well-trained flintlock-armed guards in the nation of SARASTRO, and they spread from there. Though their armament has changed over the years, the name persisted and became more widespread after the SUNDERING OF THE EMPIRE, as SATHEP THE RISEN promoted use of the SARASTROAN tongue over KORACHANI.

Today the segmin form the backbone of law-enforcement in the <u>LOW-EMPIRE</u>, and they can be found throughout its territories, from Sarastro itself, to its vassals and colonies. They are well-trained, though foreign commentators claim that they are not equipped in a manner to match, perhaps due to the Low-empire being stretched thin.

Segmin are granted citizenship after 5-years of service and upon retiring they are also granted land – those without a clean record are denied the latter, which detracts from corruption within the force.

SEGRAN: Ind. Set. Small city in the c of PNESSA. Its main industry is iron mining (Pop. c. 18,000).

<u>SEGUSIANA AMANTA</u>: (B. 3957 RM) *Pol.* Present <u>LORD-CONSTELLAR</u> of <u>KOLCHIS</u>. She is a stern figure, who took control in a time of increased instability with <u>ALMAGEST</u>.

<u>SEHATT</u>: *Mil. Str.* Major fortress in the east of <u>SALOROC</u>^(1.), overlooking the border with <u>IO</u>.

<u>SEHER</u>: Soc. Rnk. Caste of dawn callers based in the city of $\underline{\text{TITHENA}}$ in the nation of $\underline{\text{BROR}}^{(2.)}$.

<u>SEHSPAR</u>: Rui. Ancient <u>KARTHAN</u> necropolis, where human, <u>DVERG</u>, <u>VAPULA</u>, <u>SHIE</u> and <u>KERATIN</u> bodies were interred. The necropolis is believed to date to c. -3000 RM, where it was used over many centuries by the Karthan people.

<u>SEHUTH</u>: also 'C'huth', 1. Lak. Lake in the north east of <u>MALAN</u>. Acting as a border between the <u>HENDECARCHIES</u> of <u>AONIA</u>, <u>CYRENIA</u> and <u>HATON</u>. The city of SAHIOX lies along its western shore.

2. *Rel. Str.* Temple complex on a peninsula in the east of the above lake (1.) in the north east of the <u>HENDECARCHY</u> of <u>AONIA</u>.

SEIATHIA: For. Forest in the c-south east of OPHIUSSA. It was originally far-more expansive, ranging from the plains of PERISTULLA in the west, all the way to the BAY OF GOSTAKIS in the east, though it has slowly dwindled in size over the past millennium. What remains is the heart of the old virgin woodland, though even this is at risk of climate change and industry.

<u>SEIRE</u>: Pol. Set. Capital of the nation of <u>EMENRIST</u> in the east of the island-continent of <u>BROR</u>⁽¹⁾. It sits at the fork where the river <u>PAFRAN</u> meets it parent, the river <u>HEMAH</u>, and is a crossroads of trade and culture from across Emenrist (Pop. c. 217,300).

SEISM OF ASMARATH: His. Geo. Major earthquake that shook the south west of TISARA in 3201 RM, levelling dozens of settlements, including the major city of ASMARATH, after which the event was named. Following the earthquake thousands of people abandoned their ruined homes, moving north to other regions that had not been as affected. The region of Lhana was severely affected, and its many quarries and mines were destroyed, ultimately abandoned.

SEITH: Plr. 'seithin'. Mor. One of the original Two-and-Twenty MORTAL PEOPLES, and the children of the DEMIURGE NEITH⁽¹⁾, thought to have their origins in what are now the great FOREST KINGDOMS of MALAN. Their homeland is thought to have been a great plain on which the light of the IVORY MOON shone brightly, empowering them. Many scholars believe that they were antitheses of the KERATIN. They were short—standing no taller than 5', and were of pale pearlescent skin that glowed as though from within. They had long limbs and nimble hands and were thought to be adept climbers.

Contemporary THIRD AGE accounts claim they were beings of two worlds, trapped between the MATERIAL PLANE and the OTHERWORLD, being particularly sensitive to the fluctuations of the latter, with individuals having rudimentary abilities similar to those of ANIMISTS, while those who trained in the field became masters of the art, surpassing the skills of any other mortal SHAPER. Little else is known of them, and they are thought to have died out by the FADING of the FOURTH AGE, though rumours persist that some survive deep in Malan to this day. Indeed, the pale figures that can be seen praying near the RUBRIC OF THE FALLEN in the HENDECARCHY of LONAR are likened to ancient seithin, though there is little proof of this. See Vol II: Classification and Taxonomy of Life: Sicthain.

SEITH ATALA: Rui. Ancient ruins located in the north west of the HENDECARCHY of MYEIN, in the eastern face of the KARPAROS Mountains in MALAN. They are believed to date back to the early THIRD AGE, and are often attributed to SEITHIN⁽²⁾, where they are thought to have been a lunar observatory-temples designed to track the movements of the IVORY MOON SIELLA. Though they are now mostly buried, their relative condition remains testament to the skill of their craftsmen. Malani mystics believe the topography during the time of the temples was different, and that they stood out along the white plains of the towering monuments to the grace of Siella.

<u>SEITHAL</u>: Dem. 'Seithalan'. His. Ntn. Ancient mortal empire descended from the original tribe of the <u>DEMIURGE</u> <u>NEITH</u>^(1.). Its descendant state was <u>NAHORIA</u>, which later gave way to the <u>FOREST KINGDOMS</u> of <u>MALAN</u>.

<u>SEKA</u>: Rvr. River in the north east of <u>HARAPPA</u>⁽³⁾, flowing for 70-miles from sources in the Harappan⁽¹⁾ Mountains before meeting its parents, rivers <u>TENE</u> and <u>TOTHA</u>.

SEKASSAN: Rui. Ancient island fort in the west of KORACHAN. Today it is ruined, perched atop a coastal hill, overlooking the surrounding lands. It once protected costal trade from piracy, and its stone docks and breakwater are still visible, now a few miles from the sea.

It was restored in c. 3800 RM and used as a base for a small <u>PATRICIAN HOUSE</u>, though was abandoned around 40-years ago, and has been allowed to decay since then.

SEKAT: Set. Small city in the north eastern massifs of the <u>HARAPPAN</u>⁽¹⁾ Mountains, in the c east of <u>HARAPPA</u>(3) (Pop. c. 18,000).

<u>SEKEL</u>: Set. City in the c of <u>KHAMID</u>, along the course of the river <u>ARAX</u> (Pop. c. 32,500).

SEKHEM: Sea. Sea to the far north east of the SEA OF APHOTIS, bordering the west of <u>ALMAGEST</u> and the south of <u>KOLCHIS</u>. The sea is diminishing due to the waning of <u>ELYDEN'S</u> seas, and scholars postulate that it will be cut off from large bodies of water entirely, becoming a large lake decades or centuries in the future.

To counteract this waning the Almagesti government embarked on the near-impossible task of damming the sea, resulting in the construction of the $\underline{\mathsf{DAMOFST.SIMEOL}}^{(1)}$ in 3758 RM.

SEKKI: Rel. Obj. Lead stamps commonly used is burial rituals around the ETAGIRIAN REGION, that are used to brand the skin of the dead. Stamps can take various forms, each symbolising a trait the person was known for, and are buried with them after the ritual is completed. The traits embodied by the stamps can represent both good and bad traits, and are treated neutrally by those carrying out the ritual. The purpose of the ritual is so the SPIRIT (1.) of the deceased will be known in the afterlife as it was to MORTALS during its life.

<u>SEKNATTU</u>: Sup. Geo. <u>ATRAMENTAL</u> marshlands in the far east of <u>KHARKHARADONTIS</u>, known for the gigantic cannibalistic worms that live there. The marshes waters are oily and thick and what flora that lives there is twisted and foul.

SEKPRA: Sct. Largest permanent <u>TIKBALA</u> settlement in the <u>IPPARAN</u> hills, in the east of <u>LYRIDIA</u> (Pop. c. 1,600).

SEKUIA: *Geo.* Empty plains in the south of the <u>BARRIER LANDS</u>, to the north of the <u>VANNAKORDOR</u> Mountains. It is known for its ruby deposits and is home to various quarries and mines.

SELAHIM: Dem 'Sclahim'. His. Ntn. Extinct FIFTH AGE empire in the north west of SAMMAEA, centred around the inland portion of what is now THE SURRACH. It emerged in c. 1830 RM from the void left by the collapse of empire of CHEGRINT in c. 1200 RM, occupying most of what is today the east and south western lands of the Surrach. It was once known for its great harbours to the south west and its great eastern caravanserais, some of which remain to this day, albeit much-altered, and the great traderoutes that linked the two – which partially survive in the IVORY ROAD.

The empire lasted until 2761 RM, when the suicide of its ruler, Drakugh, left it rudderless, following a series of devastating earthquakes and volcanic eruptions in the THISATHON Mountains 2-years earlier. The thirteen Ankhs, his closest confidantes, could not elect a leader and their squabbles and power grabbing rapidly descended into a civil war which gripped the region for 13 years, at the end of which the land was divided between the 7 surviving Ankhs and the coalitions of city-states that had formed during the war. A state of uneasy truce emerged, though political backstabbing remained common, leaving borders in a state of constant flux and the emergence of new states commonplace for some time after the death of Drakugh.

Following this no one single region became dominant over any other for a significant amount of time. This eventually became the status quo for the region, which by c. 3000 RM had become known as <u>SAVIUD</u>. See Vol III: Extinct States.

- <u>SELBIST</u>: Set. Major city in the south east of <u>NORTHERN SIMBARA</u>, situated along the <u>NACRE ROAD</u>. It is one of the main strongholds of the <u>NACRE LEAGUE</u>, and is a base to its armies (Pop. c. 272,500).
- <u>SELAHIMI</u>: *His. Lan.* Now-extinct language of the mid <u>FIFTH AGE</u> nation of <u>SELAHIM</u>, that emerged from the earlier language of <u>CHEGRINTISH</u>. It was superseded by the later <u>SAVIUDI</u>. See Vol II: Languages.
- SELANA: Set. City in KANAATI (Pop. c. 42,000).
- <u>SELANA VERKHUN</u>: *Geo.* Highland plateau desert in the east of the tribal territories of <u>KORIND</u> in the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>.
- <u>SELENITE</u>: *Ele.* Crystalline form of gypsum that is relatively common in <u>WESTERN MENISCEA</u> and in smaller volumes in the rest of <u>MENISCEA</u>. It is most common in <u>MIRALUL</u>, <u>NALARDIL</u>, and <u>OSSIEL</u>.
 - It is mildly Firmamentally-active and is often used as a <u>FOCUS</u>^(2.) for <u>SHAPERS</u>, particularly animists, who claim that it helps them in <u>ASTRALLY PROJECTING</u>.
- <u>SELEUIA</u>: Set. Settlement in south western <u>GNOTH</u>, in the region of <u>ALKAHEST</u>, along the course of the river <u>PURUSA</u>. It is known for its iron and tin mines (Pop. c. 4,000).
- <u>SELEUS</u>: *Mil. Str.* Fortress in the south east of <u>ALMAGEST</u>, in the southernmost hills of the <u>GAEFANG</u> Mountains, overlooking lake <u>ALTAHET</u> and the border with <u>THE OLD FOREST</u>. Its rangers patrol the border, guarding it from wayward forces from the east.
- <u>SELKIE</u>: Sup. Mor. Corrupted degenerate form of <u>MERILLS</u> that lives along the western banks of the <u>STRAIT OF SKAROS</u>, particularly on the <u>STRAIT OF ANEON</u>. See Vol II: Classification and Taxonomy of Life: Asicthain.
- <u>SELLOH</u>: Set. Small city in the region of <u>GANGUA</u>, in the c south west of <u>THE SURRACH</u> (Pop. c. 12,800).
- <u>SELMAS</u>: Set. Small city in the north of the tribe of <u>ALLAKAT</u> in the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is known for its open cast ADAMANTINE mines (Pop. c. 12,200).
- <u>SELVAAN</u>: Set. City in the east of <u>XYRPHAAT</u>. It is built on a historic location that is believed to have been one of the first areas of the cultural dominance of the <u>VOLTUMNI</u> people early in the <u>FIFTH AGE</u> (Pop. c. 48.000).
- SELVARSHI: Soc. Pol. PARTHISAN PATRICIAN HOUSE that in c. 3480 RM colonised the island of JIRIDUN (now OD MEGINNAS (1.)) alongside Houses of CAELMONT, TAELIS, TENDARI, and VALTARIS. Together, those Houses formed trade arrangements with the local government of Jiridun, marrying into each other and with local nobles to secure power. This allowed the Houses to settle the land, taking over overlooked industries that were of importance to Parthis.
 - In 3597 RM House Valtaris orchestrated a ruthless culling of its household, including House Selvarshi, where many ancillary parts of the House were either sent to Parthis or other far-flung corners of Elyden, effectively castrating them of power and denying the House the privilege of inheriting any of the holdings of the family. This was a damning act that earned the PATERFAMILIA of House Valtaris the enmity of House Selvarshi and the other Houses, and it is thought that he was responsible for many mysterious deaths and disappearances, but it ultimately paid off and by 3630 RM the family tree had been sheared down to size, consolidating the power amongst a handful of individuals, and ultimately serving a death knell to the House Selvarshi and the other Houses with which it had once been allied. See Vol II: Patrician Houses.
- <u>SEMA</u>: Set. Settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>PALUS</u>. The settlement is known for its limestone quarries (Pop. c. 4,000).
- <u>SEMARAH</u>: Rvr. River in the east of <u>SARASTRO</u>, flowing west for 475-miles from sources in the western <u>KOROR</u>, northern <u>KHO INNOR</u>, and southern <u>JAELA</u> Mountains before meeting its parent, the river <u>SOLONA</u>.
- <u>SEMETH</u>: *Ind. Set.* Small city in the c south of <u>THETIS</u>, in the <u>PETEHAROTHIS</u> region. It is a storied city with a proud history of metallurgy and manufacture, and it is famed in local history as being the location where the legendary <u>SERPENT HELM</u> was constructed, during the days of the Kingdom of <u>MINTHA</u> (Pop. c. 14,800).
- <u>SEMENTINE</u>: Geo. Plains in the c-south east of <u>KARGAMA</u>. <u>BRIMSTONE</u> deposits were found there early in the <u>FIFTH AGE</u> by various <u>ELITAGRI</u>

cities culture. This brought great wealth and spurred industry in the area, and by c. -400 RM the cities of <u>DROM</u>, <u>KIVAR</u>, and <u>PLYSIANE</u>⁽¹⁾, had become powerful from the production and sale of brimstone across the SEA OF ORRIDA.

New deposits are found there to this day, though the ancient seams from over 4 millennia past have long-since been abandoned, and are now mostly collapsed and overgrown, with little trace of past industry to be seen there today. The largest quarries in the Sementine are located around the city of KYRASEA.

- <u>SEMERSEQA</u>: Set. Coastal city in the east of <u>ARERAQTH</u>, overlooking the <u>SEA OF TULAN</u> (Pop. c. 110,000).
- SEMINARIES OF SHAPING: Edu. Sup. Str. Informal colleges where SHAPERS can train, located in the BROKEN LANDS, under the auspices of the MINARET OF LIGHT in MENISCEA, though due to the fragmented nature of FIRMAMENTAL leadership in ELYDEN, many shapers go their whole lives without learning of the Seminaries, let alone visiting them. Other Seminaries exist outside of Meniscea, though the Seminaries of Shaping are the largest located in LLACHATUL.
 - The Seminaries offer tuition and hands-on training, leading up to a test, which shows a shaper which sphere they are most attuned to. Once a shaper passes their test they will typically return to their homeland, where they pass on their knowledge and serve their people.
- <u>SEMIRA</u>: Rui. Ancient bitumen mines that were a source of embalming materials and ship waterproofing in the <u>VENATHI EMPIRE</u>. Abandoned millennia ago, its ruin now lies in the north west of <u>VENTHIR</u> to the south of the <u>HAMSHEN</u> plains.
- <u>SEMITRAT</u>: Geo. Mountain-chain in the c of <u>LLACHATUL</u>, to the east of the <u>STRAIT OF SKAROS</u>, serving as a border between <u>ATARAXIA</u> in the north and AHKA in the south.
- SEMMARA OF TERARA: (B. 3948 RM) Pol. Current ruler of the republic of COTHON, and one of three rulers of the TRIPARTATE UNION OF LYRIDIA DHAI, alongside IHUMESH OF COTHON and BILLAL OF VEPAR.
- SEMPITERNA: Myt. Leg. In the mythologies of ELYDEN, one of the 7-first born VALTHAS (children of the DEMIURGE TALANTEHUT). In many NORTHERN SAMMAEAN myths Sempiterna escaped the fate of its kin and went on to achieve immortality, remaining now as a timeless observer of the mortal plane. It is said that those travelling alone may at times get a feeling of being watched; in Northern Sammaean legends, it is said that this is Sempiterna watching them. See Vol II: Legends and Folk Tales.
- <u>SEMPREN</u>: Set. Settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>ALAMUT</u> (Pop. c. 2,800).
- <u>SEMREAS</u>: Set. 80,000 in the c of <u>TISARA</u>, along the course of the river <u>ACIONNA</u> (Pop. c. 65,000).
- <u>SEMUDECH</u>: *Mil. Str.* Fortress in the south of <u>SARASTRO</u>, guarding the <u>SALT ROAD</u> from banditry.
- SEMUT: Set. Small coastal city in the north east of BISBUT (Pop. c. 17,000).
- <u>SEN</u>: Rvr. River in the north east of <u>ZHARIAH</u>^(2.), flowing south east for 570-miles, before meeting its parent, the river <u>HENIAH</u>.
- <u>SENAN</u>: 1. Lak. Lake in the west of <u>SARASTRO</u>, along the course of the river SEMARAH.
 - 2. Rui. An ancient <u>SAOSTANAN</u> city taken by <u>NATHI</u> invaders in -407 RM. It was later abandoned and allowed to fall into ruin.
- 3. Set. Present-day settlement 8-miles east of the eponymous ruin, along the course of the river <u>SEMARAH</u> (Pop. c. 5,000).
- <u>SENAYIT SHIWAN</u>: (B. 3951 RM) *Pol.* Current ruler of <u>BARATHEA</u>^(1.), bearing the title of known as Lady-magnate.
- **SEND MATOY**: Set. City in the south west of <u>IACIO</u> (Pop. c. 30,000).
- <u>SENDKA</u>: Rel. JURRASI⁽²⁾ religion before the rise of the empire in its lands. Idol, originally an indigenous deity, its domains centred around martial prowess, dominance, egotism and fortitude, its centre of worship in the city of DOX.
 - It was assimilated by the <u>Church of the Undying Machine</u> in c. 415 420 RM following its conquest of Jurras in 403 RM, becoming a saint of the <u>Undying Machine</u>. Its dogma was further corrupted over time and adherence to Sendka's old doctrine, until c. 2100 RM worship Sendka remerged as a mystery cult, gaining popularity throughout the following

centuries until it rivalled the Iron Deity in dominance in the region. In c. 2500 the empire tried toppling the religion, but it was too strong in the region. Instead, it allied itself with the highest members of the cult, where Sendka became a puppet to the empire. See Vol IV: Religions and Cults.

<u>SENEROKH</u>: *Rel. Rui.* Rock-cut tombs in the western-face of the <u>ISURUS</u>
Mountains in the far east of <u>KHARKHARADONTIS</u>, thought to date back to the <u>FOURTH AGE</u>.

SENESCENEA: 1. Sup. Geo. Dre. DREAMSCAPE in the north west of CYHLAGHARR, surrounding the eponymous city. The region is believed to surround the torpid corpse of an unlocated unnamed SCION, believed to be the offspring of the DEMIURGE NERGAAL. The terrain of Senescenea is characterised by its stickiness, and, in places, its tar-like substance. Though prolonged exposure to it is dangerous, the material, known as SENESCIN, is, when distilled and purified, a potent analgesic and coagulant. The most concentrated areas are mined by the OGHURS of Cyhlagharr, mostly using slave-labour.

2. Set. City in the heart of the above region, in the north west of CHYHLAGHARR, known for its senescin mines. The SENESCIN is purified in great manufactories outside the city, and sold to other cities in Chyhlagharr. Small amounts are sold at great price, largely to the KORACHANI EMPIRE, where it used in the creation of HAEMONCULI and other VAT-BORN creatures. The city exists solely to exploit this unique resource, and it has a vast slave-population that toils ceaselessly in the senescin industry (Pop. c. 48,000).

<u>SENESCHAL</u>: 1. Pol. Rnk. Originally political advisors in <u>ALMAGEST</u>, though since the abolition of its short-lived empire in 3475 RM, the republic councillors have gone by that name.

2. Mys. Sup. Voc. Trainers and instructors in the various MINASTERIA (2.) of SHAPING the KORACHANI EMPIRE and its old territories, including ALMAGEST and the REFORMED EMPIRE OF SARASTRO. The name is borrowed from the Almagesti title (1.) of the same name.

3. Soc. Rnk. AZAZEM is known for a particular tradition amongst its upper classes that remains unique amongst the <u>KORACHANI EMPIRE</u>. Upon coming of age many <u>PATRICIANS</u> and wealthy <u>FREEMEN</u> will leave their family's main residence and take up residence in a lesser estate, taking care of surrounding lands or holdings. They will then take on an individual to serve as a major-domo or wingman, more commonly known as a seneschal. In many cases the seneschal would be an accomplished individual, perhaps a doctor, accountant or a retired soldier, though they would traditionally be from a lower class to the noble that they serve. It is also common for the seneschal to be somewhat older than their charge.

In many cases, the noble and the seneschal (who was typically of the same sex as the noble), would become inseparable, becoming close platonic (or even romantic) partners, forming an inseparable bond, despite the class divide that exists between them. The name is derived from the Almagesti title^(1.) of the same name.

<u>SENESCIN</u>: Sup. Dre. Ele. Supranatural resource found in very limited quantities in some <u>DREAMSCAPES</u> across <u>ELYDEN</u>. It is most abundant in the <u>SENESCENEA</u> region in the north west of <u>CYHLAGHARR</u>, after which it is named.

In its natural state the substance is like black tar, and is produced naturally by chemical reactions of dream-ores on contact with the air. The substance is sticky to the touch and toxic, though if distilled and purified, is known to have hallucinogenic properties if ingested, and is also a mild analgesic and potent coagulant.

SENET: Pol. Soc. Bus. PATRICIAN HOUSE in the KORACHANI EMPIRE known for being a member of the ATROPI HOUSES. Its ancestral home was the city of VELEX, which was abandoned in c. 3200 RM following the continued decay of the region of ATROPHY. Today house Senet is based in the CAMASSIAN STRONGHOLD.

Its main role within the cooperative is the smooth pumping and shipment of <u>DROSS</u> across the empire and maintaining and repairing the pumping stations, pipelines and distribution centres. See Vol II: Patrician Houses.

<u>SENKA</u>: Gam. Board game common to lands south east of the <u>DARK SEA</u>, including <u>KHAMID</u>, <u>TZALLRACH</u> and <u>KREM</u>. See Vol II: Games and Pastimes of Elyden.

SENMURU: Fau. Bird-like creatures native to the ARID TRIPTYCH, though rarely seen. They are one of the largest known birds fling creatures in ELYDEN, and commonly feed on goats and sheep, which they pluck with their large claws, and drop to rocky ground. They appear as gigantic birds of prey with a wingspan of around 30-ft. and a beakless snout with sharp teeth. See Vol II: Classification and Taxonomy of Life.

<u>SENNET</u>: Set. Settlement in the south of <u>RHINOCOLOURA</u>. It is known for its production of Myrrh (Pop. c. 4,000).

SENSASH ALA: Rel. Str. Monastery in the south east of BASSORAH (2.).

<u>SENTÉ</u>: Set. Small fortified city in the south east of the <u>FREE-ISLES OF</u> PELASGOS (Pop. c. 14,800).

SENTINEL, the: Mys. Myt. His. In eastern mysticism, one of four figures, alongside THE HERALD, THE SEER and THE AVATAR, that form part of an eschatological myth that is said to bring about the end of the FIFTH AGE.

<u>SENTINEL OF SHADOW, the</u>: *Rel. Rnk.* The guardian of the tenet of <u>SHADOW</u> within the <u>CHURCH OF THE UNDYING MACHINE</u>, though as of its founding only the <u>ARCHPOTENTATE MALICHAR</u> has held the title.

SENTINELS: Mil. Atr. Rnk. An elite militant rank within the <u>AVÉNETHI</u> ORDER of the <u>SANCTIFIED INQUISITION</u>. Most Sentinels are <u>ANAMNRIIN</u> – <u>SHAPERS</u> capable of <u>PSYCHOMETRY</u>, allowing them to get information from an object or person through touch. They operate alone along the outermost borders of the <u>KORACHANI EMPIRE</u>, where they are everyigilant for signs of heathen activity, particularly the presence of <u>FIRMAMENTAL shapers</u>.

In times of war, they serve as leaders to small cadres of <u>SEEKERS</u>, penetrating deep into enemy lines far ahead of any other imperial presence, reporting their findings to the main armies and sowing discord whilst hunting for <u>WITCHES</u>. Individuals may also serve as scouts and trackers hunting for high-priority targets.

<u>SENTINELS, the</u>: *Geo.* Natural rock pillars off the north eastern coast of PARTHIS.

SENTINELS OF ARIMASPI: Org. An order base don't he island of ISEA, made up of those loyal to the DEMIURGE ARIMASPI, whose members guard lands sacred to him and prevent MORTALS from entering the dreamscape known as the EUANTHEKIB, whether it is by mistake or purposefully.

Some members are <u>VAPULIM</u>, though they are few in number, so more prominent are <u>HUMAN</u> members, as well as a smattering of other mortals. They have an affinity for the natural world and abhor the proliferation of industry and technology (particularly <u>TECHNARCANA</u>), decrying them as antithetical to the beliefs and desires of Arimaspi. Most distrust modern firearms and prefer bows and crossbows, or large brutal slashing weapons. Some members are <u>SHAPERS</u>, many of whom have an affinity for the natural <u>SPHERES</u> – being able to manipulate flora and fauna, for instance.

The order is based in the fortress of <u>CHILAGRIA</u> in the north west of <u>IDRIIS</u>, and is ruled by an assembly of seven senior members.

Elite agents of the order travel across Isea, visiting its cities and harbours, looking for those who have willingly entered the Euanthekib and whose bodies are changed, assassinating them and those who would spread word of the dreamscape to others.

SENTITIA: Set. Coastal settlement in the east of Zhariah^(2,) (Pop. c. 6,300).

SENTRY OF ARRATE NIOR, the: see ARRATE NIOR, SENTRY OF.

<u>SENUA</u>: Set. Major fortified city in the far east of <u>LOEGRESS</u>^(1.), close to the border with <u>KOMMEA</u>. Its people pride themselves on the city's ancient history, and it is believed to have been constantly inhabited since the <u>FADING</u>.

It was a major cultural centre in <u>GALABRIA</u> and, later, <u>PRAETTANIA</u>, and remained strong following the latter's collapse, becoming an ally of the warlord <u>TORRVAN</u> during his unification of the territories of <u>ENAELLON</u>⁽²⁾, <u>GLYNNED</u>⁽²⁾, and <u>MOTTANIA</u>⁽²⁾.

Today, it maintains links with Kommea and is home to various embassies and trade houses (Pop. c. 80,000).

<u>SENUSET</u>: *Sct.* Small city in the c of <u>THETIS</u>. The city appeared around a particularly well-preserved <u>KHYTER</u> using the rubble from an ancient <u>FOURTH AGE</u> ruin. Emeralds were found there in c. 2200 RM, and it has been a major emerald mine since then (Pop. c. 14,300).

<u>SEOGHALA</u>: *Rvr.* River in the north east of <u>CHEIRA</u>, flowing north east from sources in the <u>LABR-AGHTUL</u> Mountains, for 440-miles before meeting the <u>BAY OF KHATOQ</u> in the <u>ROILING SEA</u>.

SEPAHAUNAT: 1. Geo. Peninsula & archipelago off the north western-coast off SAMMAEA, forming a barrier between the SEA OF BATYAE in the west and the SEA OF ANIPTERRA in the east. The land is volcanically and geologically active and is renowned amongst explorers for its exotic appearance and the many cracks, vents, chemically-active lakes, geysers and lava flows, particularly along its western coastline. Earthquakes are also relatively common there.

The land is fertile and rich in both flora and fauna and its most dominant feature is the river NEPHILA, whose delta covers some 25,000 square-miles and is home to thousands of species of flora and fauna, as well a concentration of river settlements and industries of the Principality of Sepahaunat.

2. Also 'the Principality of Sepahaunat'. Dem. 'Sepahaunat'. Ntn. Nation located in idyllic climate in the north west of the continent of SAMMAEA, Sepahaunat is a relatively recent nation. It was founded in 3259 RM by Prince IQARHOT following just over a hundred years of relative peace following the reunification of TAZAYIL cities by the warlord SHEMAYAK in around 3130 RM.

Today Sepahaunat is a wealthy independent nation with a healthy economy. Ruled by Princess <u>JEMMAHALA</u>, the Principality is known for its rocky volcanic western coast, that stretches north to south for close to 1,000-miles; and the shallow waters off its eastern coast. Its people are expert mariners, favouring catamarans, and they are united in their worship of living-saints known as idolons, in the religion of <u>SYBARR</u>.

Its eastern borders are close to the fractured nation of <u>ENITH</u>, and its conscript armies are currently mobilising in the event that the civil conflict raging there spills over into Sepahaunat. See Vol III: Extant Realms and Nations.

SEPEIN: also 'the Domed City'. Set. Large city-state hidden in the deserts of central SAMMAEA, along the border between HOGGOTHA ISZ and AKANTHRA. The city has little to any contact with the outside world and is known to KORACHAN only through the depraved scribblings of a 23rd century explorer and scholar who sojourned in the lands, and most of her writings have since been discounted by contemporary scholars as the rambling of one driven wild by the harsh climate of the region.

Regardless, her writings spoke of an ancient dome of white concrete beneath which festered a city that thrived on its own decay and entropy. It was ruled by a triad of lich-kings and populated by a closed-population of perhaps 5,000 (at the time), all said to be descended from a group of seven individuals, who are regarded as flesh-saints. Every resident was made to choose one of the seven founders as a patron, who was considered to guard them. Their followers underwent ritual scarring of their own bodies, removing chunks of flesh and consuming them as a form of catechism. The eldest members of the city were grotesquely deformed, their bodies slowly being self-devoured. The more scarred and crippled one became, the more holy they were considered, becoming priests and holy men, often missing limbs and rendered near catatonic from pain and debilitating infections - all seen as gifts from the flesh-saints. All property belonged to the three lich-kings, themselves holy-men that transcended their own devoured mortal forms, said to be some form of OTHERWORLDER.

The city was linked to the outside world by dank tunnels, that also served as climate regulators, circulating air and excreting the city's waste, which festered in putrid swamps not far from the impenetrable dome. Since these accounts were written contact with the city was lost, and it is unknown if it even survives to this day (Pop. unknown).

SEPELITIA: Myt. Leg. Nm. Mythological hidden nation thought to lie in the depths of <u>CARCERI</u>, deep beneath the surface of <u>CENTRAL LLACHATUL</u>. Legends and rumours exist in various unrelated cultures across <u>ELYDEN</u>, particularly <u>LLACHATUL</u>, that speak of a nation of mortals that dwell deep beneath the surface within one of the great chambers of the Prison Carceri.

Though most scholars claim that these legends are just a conflation of the $\underline{ROPOHAII}$ that dwell beneath the $\underline{VARRACHON}$ and various local myths and legends, some believe that the nation of Sepelitia is a separate entity, and may be populated by various $\underline{MORTAL\ PEOPLES}$ (and the result

of their unions over many generations) that are otherwise thought to be extinct aboveground.

The name Sepelitia is of <u>KORACHANI</u> root, and exists in various forms across most lands that are or were once under <u>KORACHANI</u> control, though different nations have different names for this mythical nation, including <u>TAPHET</u> in <u>PARTHIS</u>, and <u>CATACHTHON</u> in parts of <u>NORTHERN SAMMAEA</u>. See Vol II: Legends and Folk Tales.

SEPERATION, the: see also SUNDERED EARTH.

SEPHIAN: Sup. Rnk. Caste of SHAPERS native to ACTANORS (present-day AETHIOS) that appeared in c. 950 RM as a response to increasing ATRAMENTAL activity in the region. They were well-schooled and knowledgeable in the way the Atramenta manifests in Elyden, and specifically in the region surrounding their homeland. They were a policing force across Actanors, their duty to defend against Atramental corruption in all forms.

By c. 1175 they had evolved into a governing entity that oversaw the leadership of individual cities across the empire, acting as advisors to the ruling council. Over the next millennium they would gain more influence and would become the rulers of Actanors, but the arrival of the expatriated PATRICIAN ETHAND to Actanors in 2543 RM saw him opposing their rule. By the time of his founding of the ROYAL HOUSE OF ETHAND, the Sephians were no longer shapers and remained only as advisors, disappearing by c. 2750 RM.

From their ranks would emerge the $\underline{\text{NE'ARIM}}$, a more martial caste that would take over their classical policing duties, whilst eschewing their Atramental knowledge.

<u>SEPHORIA</u>: Rel. Str. Large idol in the north of <u>STOLAS</u>, depicting an anthropomorphic bird. It is believed that the idol is a depiction of the <u>AL AKHI</u> deity <u>MERKABH</u>. The shamen of the al akhi claim that the spirit of their deity visits the idol of Sephoria on nights when neither moon shines, and neither equinox nor solstice is in effect.

SEPT: 1. Dem. 'Septish'. Pol. Rulers of the ancient IROTHANI kingdoms of KATHAR BYAAT that once proliferated in what is now the east of SAMMAEA in the late THIRD AGE. Counted amongst the most powerful figures in the irothani culture, they were SCION-BORN, and close with their 'father', the DEMIURGE NYARLOTH, and many were scions born of unions between the Demiurge and other septs. Males practiced celibacy, devoting their lives to Nyarloth, and females ritually copulated with the Demiurge. This led to a bloodline that grew closer with Nyarloth with each passing generation, inheriting proportionately more and more of his traits over time. This practice ended many millennia ago, with the death of Nyarloth's' physical body and the interment of his spirit within the SOUL-ENGINE of MEHARRAAT, beneath the Septish city of PARYMESIA.

The Septs began as aides and clerics of the church of Nyarloth that arose in the wake of their father's deeds. They would go on to become TECHNOLOGISTS and clerics of the Demiurge, helping him construct the so-called Soul-Engine into which he planned to transfer his essence after succumbing to an ATRAMENTAL affliction of the body. The Demiurge RACHANAEL, who aided Nyarloth in the construction of the machine betrayed and killed Nyarloth upon its completion, hoping to take it for himself. The Septs retrieved the body as irothani troops pushed back Rachanael, denying him the Soul-Engine.

The Septs were able to complete the ritual of transmigration before Nyarloth died, transferring his essence, memories and thoughts to the Soul-Engine, leaving Nyarloth's body inert and rotting. Despite the success, the majority of the irothani turned to worship the discarded vessel that had been discarded by the Septs, coming to refer to it as THE HOST. The Septs urged them to revere the essence within the Soul-Engine instead of the shrivelled body but were branded as traitors by the increasingly fanatical irothani resulting in a civil war that toppled their kingdom.

Though the worshippers of the Host defeated the Septs, their own lands would soon also fragment. The Septs and irothani were almost wiped out, though enough of them remained to continue guarding the Soul-Engine. They remain there to this day, their bodies twisted from inbreeding, and the corruption of living for millennia such close proximity to their torpid god, though their minds remain strong even as the land around Parymesia, where the Soul-engine lies, slowly rots.

The nations of <u>ANANTHUL</u>, <u>SABAISA</u> and <u>PORPHYR</u> were populated by descendants of Septish exiles and immigrants, who mingled with indigenous humans and the remnants of the irothani, leading to the exotic appearance amongst the people of the <u>PORPHYRI PENINSULA</u> today, whose heads are slightly elongated and whose skin is pale, with a greyish tint.

- 2. Rel. Today the Septs remain in ANANTHUL, specifically in the settlement of $\underline{PARYMESIA}^{(4)}$, where they tend to the $\underline{SOUL\text{-}ENGINE}$ in which the spirit of the $\underline{DEMIURGE}$ $\underline{NYARLOTH}$ is interred.
- 3. Soc. Sup. Rnk. The oldest of shaping dynasties of the island-state of ARCHAEDON⁽²⁾ are referred to as septs, and many can trace their genealogies back centuries, possibly even to the founding council of the city of Archaedon⁽³⁾ in 3103 RM. They form the upper classes of Archaedoni society and are respected and feared by most, though despite the prestige that the great SHAPING septs carry, most members of the houses are little more than journeymen shapers, working in various industries and vocations.
- SEPTENTRIA: 1. Pol. Geo. One of the seven INDUSTRIES of RAONGEN^(2.), located in the north of the empire. Despite the harsh climate it is amongst the most industrious regions in the empire, and is known for its large open cast iron mines.
 - 2. Set. Major city in the north of RAONGEN⁽²⁾. It is the largest city in Raongen that is located north of the northern ARCTIC CIRCLE, and it is also the capital of the eponymous⁽¹⁾ INDUSTRY. Its main industry is iron mining, and the POURAN WASTES are replete with the resource, which is difficult to extract due to the harsh climate (Pop. c. 310,400).
- <u>SEPTAURUM CITADEL</u>, the: Rui. Str. Ancient black stone citadel perched on the lip of a crater, looking inside it, in the c of the <u>ANUBIAN</u> Desert, on the edge of the stone desert of <u>THAS</u>. The crater itself is filled with fine dust-like sand that acts like quicksand. The citadel itself likely dates back to the <u>FOURTH AGE</u> and is partially ruined.
- SEPU: Rel. Phil. Spiritualistic, animistic religion that was practiced in most of CEHOPHELA, until it was usurped by the AQQARADIAN faith that was propagated by the OTHERWORLDER SAPHAHAKH in c. 2500 RM. By c. 2600 RM it had become largely superseded by Aqqaradian, though it survives to this day in rural areas, particularly within the LOWER CITIES, which only serves to paint the distrust of these people in a harsher light. Its practitioners believe in WINII nature spirits that inhabit the natural world. Though the religion is waning, the COMING-OF-AGE RITUAL known as the GRAIAIN ANOINTING remains a common tradition. See Vol IV: Religions and Cults.

SEPULCHRAL PALACE, the: (not to be confused with the BASTION OF STEEL in KHADON; seat of power of the COUNSIL OF SEVEN and the ARCHPOTENTATE).

Rel. Str. Palace and throne of the UNDYING MACHINE RACHANAEL, seventh of the Two-and-Twenty DEMIURGES, located in KHARKHARADONTIS. The palace encompasses and powers the archaic TECHNARCANE engine known as the LEADEN THRONE that has sustained the Demiurge throughout the FIFTH AGE since its construction in 231 RM, that followed his rediscovery and freeing by the ARCHPOTENTATE MALICHAR in 212 RM.

The environs immediately surrounding the Sepulchral Palace are wholly unnatural and are bound by no natural laws, caused by the <u>DREAMS</u> and deteriorating thoughts of the Undying Machine, as well as its physical proximity to the <u>ATRAMENTALLY TAINTED</u> region known as the <u>PENUMBRA</u>, despite not lying within it. It is famed across imperial territories for its fantastical landscapes and phenomena, which include, but are not limited to: rains of blood; monolithic lightning storms that have fused parts of the landscape to glass; poisoned air that infects those who tarry with <u>AEPATHY</u> and other worse <u>ATRAMENTAL AILMENTS</u>. But above all, nothing is constant in the miles surrounding the palace.

Worst of all is the ruin of the Sepulchral Palace itself, which ironically is now largely maintained through the sheer will and determination of Rachanael, despite the work of its DEMIURNE caretakers, whose toil is thankless and maddening. Metal melts, rusted columns writhe as though with a life of their own. Water freezes. Statues move as though alive. The crypts and corridors of the palace are twisted, more akin to the bowels of a beast than an architectural feature. A thick pall of shadow hangs in the

air, weeping toxic rains into gigantic rotundas beneath domes that reach to unseen heights – the spirit of Rachanael, made manifest.

Its many crumbling sections are home to various <u>ONEIROI</u> (Dreamcreatures) manifested in the bitter thoughts of Rachanael. Foremost amongst them are <u>SHADES</u> that have spread across Kharkharadontis; and the <u>GARGOYLES</u> that flit around its haphazard spires and belfries.

- <u>SEQAT</u>: Set. Small city in the south west of the region of <u>CARANARA</u>, in the south east of Sarastro (Pop. c. 12,700).
- <u>SEQUI</u>: Lit. 'viper'. Dru. Recreational drug synthesised from the venom of <u>OPAD'S VIPER</u> that is a powerful hallucinogenic. See Vol II: Drugs and Addictions.
- <u>SERA</u>: Set. Settlement in the c east of <u>KORACHAN</u>, just north of the <u>BAY OF LEMAS</u> in the marshlands of <u>SERAH</u>. It was constructed atop a great vault that spans the so-called <u>VAULTED MARSHES</u>, though was abandoned in c. 3800 RM after its foundations begun sinking into the marshlands (Pop. c. 4,500).
- **SERAH**: Sup. Geo. Tainted marshlands at the mouth of the river ICHORIA along the border between KORACHAN and PELASGOS. The region is inimical to life and is the source of much of the taint in the GULF OF LEMAS. Korachani outcasts have been known to make the region their home, where the corruption of the place has claimed thousands, their corpses filling the marshes.
- SERAPEUM OF SERANACH: Rel. Rul. Ancient ruined temple in the south east of ETUA, in the north west of NORTHERN SAMMAEA. It is thought to have been a place of worship to ancient SERAPIS, possibly dating back to the THIRD AGE. A deep pit, now largely filled in with debris and sand, lies behind the remnants of the temple, and it is filled with ancient bone fragments.
- <u>SERAPH</u>, the: Rel. Veh. Obj. The merchant vessel that was captained by the <u>ARCHPOTENTATE MALICHAR</u> in his early mortal years before his discovery of the <u>SCRIPTURE OF SHADOW</u>. Various parts of the vessel are purported to survive to this day as relics, chief amongst them the main <u>MAST</u> of the ship, which is contained within the <u>BASILICA OF THE HOLY MAST</u> in <u>DEOCHAN</u>. Other parts of the ship have been claimed over the years but none have been verified by the <u>CHURCH OF THE UNDYING MACHINE</u>.
- <u>SERAPI</u>: Plr. 'serapis'. Mor. One of the original Two-and-Twenty <u>MORTAL</u>
 <u>PEOPLES</u>, and the children of the <u>DEMIURGE ASHTERATH</u> reptilian humanoids who, edged on by the excesses of Ashterath, became sadistic barbarians, a scourge to the other mortal peoples. They were cursed by the Demiurge <u>TALANTEHUT</u> to be servants to the sun and the crawl in the hot earth on their stomachs as punishment for their crimes.

Their tongue is the closest of any living creature to that originally wrought by the Demiurges for the first mortals, before the cataclysm of the BRIDGE_OF_ETERNITIES separated them into different nations. Little is known of their original form or culture, only that it was their deeply-rooted malefic nature that earned them the scorn of Talantehut, who changed their form and that of their descendants forevermore.

They are relatively common in the sun-drenched parts of <u>ELYDEN</u> – such as the deserts of <u>SAMMAEA</u>, and they are considered the rulers of the land of <u>HOGGOTHA ISZ</u>, which surrounds the <u>WORLD'S CROWN</u> Mountains – though little remains of any culture save base primitive tribal structures. A more civilised offshoot of the serapis, known as <u>LACER</u>, are known to exist. They once had many kingdoms in the heart of Sammaea in the <u>FOURTH AGE</u>, though the <u>WAR OF SCOURGING</u> left them almost extinct. See Vol II: Classification and Taxonomy of Life: *Sicthain*.

<u>SERDUN</u>: His. Ntn. Historical nation in what is now eastern <u>PARTHIS</u> in the ancient <u>FOURTH AGE</u>. It was one of eight sovereign states to craft the <u>SEALS OF THE COVENANT</u>.

SERDUN, SEAL OF: His. Obj. Pol. Myr. One of eight ancient SEALS OF THE COVENANT that was discovered in eastern PARTHIS in 3488 RM. Its home moved various times following its rediscovery, though its latest home has been (museum) since 3892 RM, where it kept away from public viewing. Various legends have emerged surrounding the seal, particularly due it being kept away from the public, most of which are unfounded. Most common is that it is a powerful magickal artefact, capable of making its thrall those of weak will. Some believe that it is being used by the Parthisan government, though there is absolutely no basis for this belief.

SEREBOSK: Set. Small fortified city in the c of the HENDECARCHY of CHLORIS in the south of MALAN. It has a long history, and was once a major LARAMI^(1,) stronghold. Today it is a centre of the CULT OF ANAHITA (Pop. c. 18,000).

SEREDHA: Set. Small city in the c of CHEIRA (Pop. c. 17,000).

SEREIR: Set. Fortified city in the far west of ESHIR(2.), along the course of the river GHATA. Its main industry is copper mining (Pop. c. 25,000).

SEREM KORE: Geo. Sprawling desert in the north west of TULURKRYPH^(1.), in the c south of WESTERN MENISCEA, acting as a border between Tulurkryph and the south of SHAZGIN. Magnetic disturbances caused by the FIRMAMENT are not as pronounced here as in other areas a similar distance from the TRUE MENISCUS, though unnatural rock formations and rifts in geography still dominate the landscape, and magnetic forms of navigation (such as compasses) remain unreliable.

<u>SERENDITRA</u>: Set. Major fortified coastal city in the west of <u>THE VORANDINE</u>, in the region of <u>NUREMITH</u>, along the course of the river <u>BILLADARA</u>. It is the hub of the nations' kelp industry, where <u>EVOLAM</u> is harvested and refined before being exported (Pop. c. 110,000).

<u>SERENII</u>: Set. Settlement in the far south west of <u>RAONGEN</u>⁽²⁾. It is known for its historic brass foundries, though very few of them remain today. Brass objects, including door knockers and ornaments, have found their way across WESTERN LLACHATUL over the years (Pop. c. 4,200).

SERENTIA: Set. Settlement in the c of <u>KORACHAN</u>, in the west of the <u>HERESI</u> Plains. It is famed for the Chapel of the <u>HOLY SWORD</u>, that is made from a huge bronze bell that has had a door and windows cut out of it. The origins of the bell are unknown, but are unlikely to have been from close by as the settlement is surrounded by empty fields (Pop. c. 3,250).

SEREPHENE: *Mil. Str.* Major coastal fortress in the far west of <u>TATAR</u>, overlooking the entrance to the BAY OF EDDISA⁽²⁾.

SERHAN: Set. Settlement in the region of HANNASTRA in the c of THE SURRACH. It is famed for the great skull that can now be found, displayed behind a guarded reliquary in its main administrative district. The skull is around 3-yards long and hints at a predator with multiple eye sockets and rows of teeth. There are no present-day beings to which it can be compared, whether in the Surrach or elsewhere, and it is thought by some scholars to belong to a MESOCHTHON, though there is little evidence supporting this (Pop. c. 9,500).

<u>SERIATA</u>: Set. Major city in the c north east of <u>KULIGALA</u>, in the east of the <u>CARCHEMISHI PENINSULA</u>^(1.) in the east of <u>SAMMAEA</u>. It is a major industrial centre in the nation (Pop. c. 92,000).

SERIDOR: See. Coastal city in the north of <u>KOMMEA</u>. It is perched atop high coastal cliffs and its people are adept fishers (Pop. c. 32,000).

SERKAN: Set. Major city in KARAKHAS, that grew steadily following the nations' subjugation by the KORACHANI EMPIRE. It was one of the few areas that was not resistant to the growing imperial culture in the region, and grew rapidly following the appearance of the SHADOW MARCH through its territories around a century after the commencement of Korachani rule.

It became a prominent mercantile power until c. 1100 RM, when the focus of the Imperial administration was shifted to the coastal city of DEKANA, distancing Serkan from the centre of imperial influence, making the region surrounding the city more politically unstable.

Though worship of KHAR'ILLAE was curtailed under Korachani rule, her worship continued in the form of a pervasive MYSTERY CULT that usurped the city's government during the WAR OF SUNDERING, taking control. The mystery cult grew into a public religion as Karakhas liberated itself from Korachani rule, and this persisted well into its subjugation by SARASTRO following the SUNDERING OF THE KORACHANI EMPIRE in 3705 RM.

In its early days under imperial rule, the city was a hub of strife, with followers of the condemned Khar'illae clashing with imperial endocrines and ICONOCLASTS^(2.). Though the religion rapidly spread throughout the empire before its death at the hands of iconoclasts c. 474 RM, the city of Serkan remained home to an expansive semi-secretive mystery cult, which remains to this day. It is a major trade city with both the RED ROUTE and SALT ROAD converging behind its walls and its vaulted

market is amongst the largest in the <u>INNER SEA REGION</u>, and is renowned far and wide (Pop. c. 205,000).

<u>SEROCHAN</u>: *Ind. Set.* Manufactory-city in the c of the <u>UMBRA SOKHAR</u>, specialising in the breeding of <u>VISID SANGROPHAGES</u>, which are important in <u>ATRAMENTAL</u> industries across the <u>INNER SEA REGION</u> (Pop. c. 14,900).

SEROMNIA: Set. Dre. Major city in the south east of THE VORANDINE, and home to the cult of <u>DEMEVEDARAS</u>. The presence of the fossilised body of the <u>SCION</u> beneath the city has resulted in a faint <u>DREAMSCAPE</u> that surrounds it, leading to a sharpening of senses and vivid <u>DREAMS</u> of a carnal nature, that has resulted in the formation of the decadent cult of Demevedaras forming there, bringing many people from surrounding lands to the city seeking delights of the flesh (Pop. c. 210,000).

SEROSH: Rvr. River in the north east of IO, flowing north for 210-miles from the north eastern-face of the GHOLA Mountains before emptying in the SEA OF TIAMA before reaching the sea, the river passes through 60-miles of wetlands, known as HABAKKEN.

SEROUSEN: Set. City in the c of AHRISHEN (Pop. c. 41,000).

SERPENT HELM, the: His. Pol. Obj. The crown worn by the DEIARCH in ancient MINTHA (present-day THETIS). It was crafted by the first Deiarch in c. 1650 RM and remained in use until Mintha fragmented in c. 2860 RM, after which it was lost. The crown was believed to be an item of FIRMAMENTAL FOCUS⁽²⁾, that enhanced any shaping performed by the bearer. Its present whereabouts are unknown, but it has been sought by the Thetishi government for centuries.

SERPENT MOTHER: Rel. Dei. Foul deity worshipped by the people of the demesne of KURATH in HOGGOTHA ISZ. Little is known of this deity and there remains speculation as to whether it is a real entity or an idol or symbolic god. It is depicted as a gigantic serpent with six humanoid arms and vestigial fin-like wings running down its back. Similarities to various depictions of the ASHTERATH have led scholars to question if the Serpent Mother is a corruption or aspect of the draconic DEMIURGE.

Though its origins are rooted in the demesne of Kurath, its worship has spread to other lands within the Hoggotha Isz through the actions of militant proselytisers, where it is becoming more common amongst <u>LACER</u> and <u>SERAPIS</u>. See Vol IV: Deities and Pantheons.

SERPENTFISH: Fau. Large fish common to cold waters of northern ELYDEN, mainly in the Seas of POLARIS and SUDUNIR. They are named after their serpentine form and are vicious predators that can grow to around 10-ft. In length. See Vol II: Classification and Taxonomy of Life.

SERPENTINE: Ele. Mineral rock named after the similarities between its surface texture and that of snake skin. It is relatively soft, making it a common candidate for turning. Northern PELASGOS is replete with the mineral and turned drinking cups are still made there to this day, particularly the settlements of KLONA and SAPHACHAN. It is also common in METHUMN, TAAN AN, and the north of MOSTUE.

<u>SERPENTS</u>, <u>SEA OF</u>: Sea. Sea to the west of the <u>INNER SEA</u> that is said to be filled with reptilian beasts, from which its name is derived. The waters are quite deep, particularly close to the <u>GATE OF EREBETH</u>, making navigation in bad weather difficult.

It is higher than the Inner Sea, and water flows rapidly east across the strait, which made ancient navigation west of the Inner Sea difficult.

<u>SERPOPARD</u>: Plr 'serpopards'. Fau. Sinuous feline, common to forested areas in the east of <u>SAMMAEA</u>, including the <u>WAELMIGH</u> and <u>SOPHAMYK</u> rainforests. They are noted for their long prehensile tails, their black and red patterned fur, and their stretched appearance, all of which make them expert stalkers in the thick vegetation of their forest homes. See Vol II: Classification and Taxonomy of Life.

SERROK: Dem. 'Serrokan'. Ntn. An equatorial nation situated in the south of the tropical rainforest of WAELMIGH^(1.) in the east of SAMMAEA, with coastal borders overlooking the SEA OF LETHEA in the west, and the MIROVEAN OCEAN in the east, and land borders with CHEIRA in the north and PORPHYR in the south. It has high precipitation and a very short dry season, and most of its land is covered in rainforest, with the north and east giving way to rocky and mountainous terrain. Its southernmost territories are dominated by the drainage basin of the river BEREKODRA.

Serrok emerged in 3337 RM after the collapse of the <u>WAELMIGHI</u> <u>DYNASTIES</u> led to the fracture of its empire into four separate states. Though the other three splinter states would later coalesce under the reign of the Cheiran <u>SORCERER-KINGS</u>, Serrok would remain fiercely-independent, thriving under the rule of its Alassh Dynasty, which remained strong through the appearance and growth of the <u>CHURCH OF THE PROPHET OF THE EMPYREAN</u>, which was founded in Cheira and whose followers worshipped an <u>OTHERWORLDER</u> who was unearthed, alive, in a necropolis, alongside holy texts in 3621 RM – the so-called <u>PROPHET OF THE EMPYREAN</u>.

The religion changed life in the region and came to dominate its culture, at least until 3782 RM, when further texts were discovered, this time incriminating the otherworlder, and casting doubt over its divine claims. The Alassh dynasty was perhaps the most devoutly faithful to the Church and, alongside its untold thousands of followers, suffered a crippling crisis of faith. The emperor killed himself in 3793 RM without leaving an heir, throwing Serrok into further chaos, out of which an accord was reached between warring sects of the Church – the only remaining political powers in Serrok.

In 3794 RM a new Kritarchy was established where members of all recognised religions in Serrok ruled in a council. This method of government remains to this day and has guided Serrok into the modern age successfully.

In the <u>KORACHANI EMPIRE</u> are other lands without the immediate borders of Serrok, the region is seen as a mysterious land of misunderstood culture. Though there is truth behind the anecdotes to reach foreign lands, there is much more to Serrok than skulking <u>SERPOPARDS</u>, policing forces that utilise trained baboons to intimidate lawbreakers, and deadly <u>FUNGAL</u> threats that lurk in steaming jungles. See Vol III: Extant Nations and Realms.

SERUM SEA, the: Sea. Sea in the east of EASTERN MENISCEA, between south eastern ENDUI and the north of EASTERN LARISH. It is known for its restorative properties, and its shores are known for their many hospitals and manufactories that process the water into politics and fomentations.

<u>SESAL</u>: also 'the Pyramid'. Ast. Con. Constellation in the <u>NORTHERN</u> <u>HEMISPHERE</u>. See Vol II: Constellations.

<u>SESALIDS</u>: also (*Sesalid Meteor Shower*). *Ast.* Magnificent meteor shower associated with the comet <u>AIDRI-VELEA</u>, that occurs between late <u>RACHALEN</u> and early <u>MURDAD</u>.

SESAM: Geo. Flat-topped mountain in the far north east of AETHIOS.

SESHA: Rel. Dei. Demigoddess widely worshipped in MALAN. She is a deity of wisdom and justice, and is closely associated with the IVORY MOON SIELLA. She is a canny SHAPER rides a DEUSAN and wields a legendary weapon known as the LANCE OF SALA, and the DHATH is sacred to her and her worshippers.

Her life is largely unknown due to her divine nature, for it is forbidden for mortals to question the nature of those of divine blood, but outside commentators have pondered if she was a <u>SCION</u> (possibly of <u>NEITH</u>^(1.)) or an <u>OTHERWORLDER</u> or an early-generation <u>HALFBLOOD</u>. See Vol IV: Deities and Pantheons.

SESHA, CULT OF: Rel. Org. Major religion organisation in MALAN, and secondary only to the CULT OF THE LADY. It is most prevalent in the HENDECARCHIES of AMILLAERE⁽¹⁾, STHAMAN, DERAEIA, and ATALLUA, though cells can be found across most of the FOREST KINGDOMS.

Its followers worship the demigoddess <u>SESHA</u>, a champion of Malani lore and myth, seeing her as a symbol of Malan – proud, strong, upholding traditions. She is regarded as a patron by many and idols made in her image – invariably mounted on a <u>DEUSAN</u> and wielding the <u>LANCE OF SALA</u> – can be found across the Forest Kingdoms. See Vol IV: Religions and Cults.

SESHAAL: Pol. Ser. Capital city of KASIHAAL, located in the c north west of the nation. It originated as a small fishing settlement on the edge of marshlands in c. 3650 RM, which grew over the years into a thriving mercantile centre that would go on to become the capital in 3769 RM. It remains a centre of commerce, though has a reputation for bland food. The region surrounding the city was mentioned in ancient apocalyptic

writings as being the place where a great evil would be unleashed upon <u>ELYDEN</u> (Pop. c. 89,000).

SESHARRIB: 1. *Geo.* Fertile coastal region in the south east of VENTHIR, just north of the TROPIC OF RAH, along the north western coast of the IAPETAN SEA. Farmlands are common along the coast, most of them known for their pomegranate groves.

2. Set. Small city and fertile region in the south east of <u>VENTHIR</u>, known for its pomegranate groves (Pop. c. 17,000).

SESHARRIB, TREASURES OF: Int. His. Obj. Treasure hoard discovered outside the city of SESHARRIB^(2.) in the south east of VENTHIR in c. 3620 RM. The hoard is fames across the NEAR HEMISPHERE for its sheer volume and quality. It was discovered by a shepherd, but was quickly appropriated by the Venthiri government, where it was placed in the treasure vaults of TEIRA. It is rumoured that QUEEN HETEPHERES even took one of the items – a crown of size befitting her stature – which she wears to this day, as part of her technarcane orthoses.

Little is known of the source of the hoard, but it is thought to be the wealth of a <u>FOURTH AGE</u> empire, possibly hidden in desperation during a time of war or conflict, and never previously recovered.

SESLAID METEOR SHOWER: see **SESALIDS**.

<u>SESSA</u>: Set. Fortified settlement in the c north of <u>TZALLRACH</u>, along the course of the river <u>BAELLI</u>. It is a stop along the <u>GREAT ROAD</u>, and provides provisions and food to the caravans that pass through its borders (Pop. c. 8,000).

SESSAL: Geo. Scree-slopes in the north east of the UMBRA SOKHAR wastes, on the western face of the T'ILLU Mountains noted for the ILLURCAULS (soul-pearls) deposited there. The region was discovered in c. 2075 RM by BA'AKHI explorers searching for soul-pearls for use in their SIPHON ENGINES. Though unpopulated, the region was guarded by an order of HALFBLOODS (believed to be WYRDS) who harassed mining efforts throughout the regions exploitation, which lasted until c. 2450 RM, with the soul-pearls apparent consumption.

The halfbloods remained in the region, mourning the loss of their ward, allowing their failure to consume them. To this day the remains of armoured halfbloods can be found in the shifting dust of the abandoned mines.

SESSEMAGART: m. Mil. Pol. His. Per. (B. 2681 – D. 2776 RM) King of the Republic States of TISARA, who in c. 2720 RM began manipulating people and events to match his vision of turning Tisara into an empire. Over the next 4-years he would twist many of the lords of the council to his cause, even as he whipped the general populace and lawmakers into a nationalistic frenzy that led to his declaring war on ABATTUR in 2729 RM.

Emperor Sessemagart was a cunning strategist and was able to annex Abattur within a year, combining the two territories into one empire. He encouraged a homogenisation of cultures to strengthen bonds between originally disparate cultures, and by the time of his death in 2776 RM, Tisara was still in control of Abatturi territories.

<u>SESSIA</u>: *Geo.* Island off the south western coast of <u>THETIS</u>. Geologically, it is an extension of the <u>ARITEAN</u> peninsula.

<u>SESTA</u>: *Mil. Str.* Fort in the south of <u>IZABAL</u>^(1.), guarding the trade-route into Izabal from <u>THE SURRACH</u>. It is known for its large triumphal arch beneath which gathers a daily market.

<u>SESTAMEOCH</u>: Set. Centre-most of the three major <u>LACER ENCLAVES</u> in the far east of <u>LIDEA</u>, in the western face of the <u>SHIBOTHA</u> Mountain. The enclave is noted for its large idols dedicated to their deity, <u>ASHTERATH</u> (Pop. unknown).

SETALK: Set. Settlement in the north of VAALK, near the BAY OF VAR (Pop. c. 4,700).

<u>SET</u>: 1. Sup. Rnk. Common title for <u>PENUMBRISTS</u> within the <u>KORACHANI</u>
<u>EMPIRE</u> and its former colonies and territories, including the <u>LOW-EMPIRE</u>
<u>OF SARASTRO</u>, denoting the level of study achieved in their respective
<u>MINASTERIA</u>^(2.) of <u>SHAPING</u>.

2. also 'the Atramentist'. Ast. Con. Constellation in the $\underline{\text{NORTHERN}}$ $\underline{\text{HEMISPHERE}}$. See Vol II: Constellations.

<u>SETAR</u>: *Mil. Str.* Major fortress in the north of \underline{IO} , overlooking the border with $\underline{SALOROC}^{(1.)}$.

SETAREH BARAQ: f. (B. 3645 – D. 3798 RM) Pol. Per. Historic queen of ROMOREA (2-) who ascended the throne following her FATHER'S death in 3698 RM, until her own death 100-years later. She was the first monarch of Romorea who truly enjoyed the fruits borne by the nascent industries of kingdom, and she saw firsthand its change from a handful of scattered settlements into a cohesive kingdom.

SETEM: Set. Small fortified city in the far south east of the <u>BARRIER LANDS</u>. It is the most isolated of the city-states and is a major producer of rubies. And though the central city itself is of a low population it is surrounded by dozens of smaller satellites which all owe fealty to it (Pop. c. 20,000).

<u>SETERON</u>: *Geo.* Island off the northern coast of <u>KETESH</u>, north east of the <u>SEA OF BASSANDER</u>, and part of the <u>IKUAI DARBOW</u> chain of islands.

<u>SETH</u>: 1. *m. Myt. His. Per.* In the mythologies and ancient histories of ELYDEN, a SCION of the DEMIURGE NEITH^(1.).

He is worshipped as a god by the <u>TETHYSIAN KNIGHTS OF SETH</u>. He was resentful of his half-sister <u>TERATHA</u>, who was showered with attention and gifts from their mother, and as a result grew distant from both, claiming the moon as his own domain usurping their followers. See Vol IV: Scions, Children of the Gods.

2. Set. Cliffside city in the east of <u>ALTHA</u>^(2.). In c. 1500 RM it was the major port of <u>SAGITTARIA</u>, huge, hugging a cliff, though has since become landlocked, a mile from the coast, and greatly diminished (Pop. c. 5,500).

SETHENYN: f. Rel. Dei. Martial deity of the LASCAR (2.) people in PRE-IMPERIAL LAASKHA, characterised by her seven arms, each wielding a different weapon. She guides and protects warriors and those who take risks. Her barrow-totems are found over ancient tombs across Laaskha, and this burial culture persists in rural areas despite the proliferation and normalisation of KORACHANI culture in the nation.

After the Korachani empire subjugated <u>LAASKHA</u> Sethenyn was retroactively converted into a saint of the <u>UNDYING MACHINE</u> by imperial <u>ICONODULES</u> and <u>EXOCRINES</u>, eventually becoming the <u>PATRON SAINT OF LAASKHA</u>, her history engineered through propaganda, making her a companion of the mortal <u>ARCHPOTENTATE MALICHAR</u> during his voyages before his discovery of the <u>SCRIPTURE OF SHADOW</u>. Such a companion did exist, though it is unlikely the two are linked.

As a result of this, Laaskha is the only Korachani territory in which a sect of the <u>Church of the Undying Machine</u> is worshipped, in which Malichar and Sethenyn are both worshipped at the same level. This is known as the <u>Sethenyn Sect of the Church of the Machine</u> and its worshippers wear a bracer known as a <u>CRISS BRACELET</u>. See Vol IV: Deities and Pantheons.

SETHENYN SECT OF THE CHURCH OF THE UNDYING MACHINE: Rel. The official religion of LAASKHA. It is a sect of the

MACHINE: Rel. The official religion of LAASKHA. It is a sect of the CHURCH OF THE UNDYING MACHINE and is the only known officially-recognised sect of the UNDYING MACHINE to operate in KORACHANI territories. The main difference between it and the Orthodox Church of the Undying Machine is that the Sethenyn sect places the ancient native deity Sethenyn on an equal footing with the ARCHPOTENTATE MALICHAR, an ancient act of propaganda that was required when Korachan conquered Laaskha millennia past. The tradition became so engrained in Laaskhan culture that it remains in effect to this day. See Vol IV: Religions and Cults.

<u>SETHIA</u>: *Rel. Str.* Monastery in the c north west of <u>GNOTH</u>, located on the western-face of the <u>LOGON</u> Mountain The monastery is one of the seven <u>MONASTERIES OF THOUGHT</u>.

<u>SETHIGH</u>: *Geo.* Mountain range in the <u>AMMASHI</u>^(1.) peninsula, forming a border between <u>TAAN AN</u> and <u>AMMESH</u> in the west and <u>HABOT</u> in the east.

<u>SETHRE</u>: Set. Settlement in the north west of the <u>HENDECARCHY</u> of <u>AONIA</u> in the north west of <u>MALAN</u>. It forms a part of a healthy trade route with <u>TEMUJA</u> (Pop. c. 8,900).

SETON: Rui. Ancient cliff-temple in the <u>CALDERAN</u> Mountains in the north of <u>PELASGOS</u>. The temple takes the form of a series of hewn chambers beneath a bas carving on the cliff-face, the details of which are lost to time.

<u>SETRA</u>: Set. Settlement in the west of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>CARIA</u>⁽⁴⁾. The settlement is at the forefront of the industrialisation of the Haréshk and is expected to rapidly grow over the coming years as people from rural communities flock to its fledgeling manufactories (Pop. c. 5.500).

<u>SETRU</u>: Cur. Main currency in the <u>FOREST KINGDOMS</u> of <u>MALAN</u>. The name Setru goes back to the pre-Malani kingdom of <u>AMILLAERE</u>⁽²⁾, though it used a base 6 system at the time. Today, the Setru has been decimalised. See Vol II: Currency and Coinage in Elyden.

SETTARS, the: Dem. 'Settaran'. His. Ntn. Early FIFTH AGE nation that emerged in c. 580 RM from the void left by the collapse of the earlier culture known as the CHIWENOOL in the KAZZARAN (1.) peninsula. A culture of prudent traders and meticulous stone-masons and engineers, the Settars managed to water their otherwise dry homeland through ingenious aqueducts and great wells. In c. 700 RM a sect of dissident Settars known as the ASSEERI were exiled, and forced to travel across the GULF OF ESHIRON, where they settled in the region of eastern ATENARA, eventually forming the nation of ASSEERI in 712 RM.

The Settars eventually gave way to a sovereignty in c. 1150 RM, which saw dynasties of fickle kings and emperors who ruled to varied effect over the next millennium, from which the ALCHIARAN DYNASTY would eventually rise. See Vol III: Extinct States.

<u>SETTARAN</u>: Lan. Language spoken in the <u>KAZZARAN</u>^(1.) peninsula, primarily in <u>TATAR</u> and, to a lesser degree, in Kazzar, whose primary language, <u>KAZIRAN</u>, has borrowed much from <u>PARTHISAN</u> following centuries of colonialism there. The extant language of <u>ESHIRIAN</u> is descended from Settaran and has much in common with it. See Vol II: Languages.

<u>SETTERUSH</u>: Set. Settlement on the island of <u>HAR FARRASH</u>, in the <u>PRINCIPALITY OF SEPAHAUNAT</u>, 120-miles north east off the coast of mainland (Pop. c. 14,600).

<u>SAVAIAH</u>: 1. Rvr. River in the south east of <u>ZHARIAH</u>⁽²⁾, flowing south east for 75-miles before meeting the <u>BAY OF URDILA</u>.

2. *Mil. Str.* Fortress in the south of <u>ZHARIAH</u>⁽¹⁾. Constructed between c. 3505 – 3540 RM as part of the larger <u>TEIURAHAN</u> lines to form the backbone of a southern defence against the twin threats of <u>QARALAM</u> and <u>SHEZALIAH</u>, though it was never used for its intended purpose.

SEVEN-AND-FORTY DISCIPLES, the: also 'the Seven-and-Forty'. Pol. Soc. His. The forty-seven followers chosen by the ARCHPOTENTATE MALICHAR to be his advisors, shapers, and champions during the conquest of the SEVEN NATIONS between 7 – 84 RM. Following Malichar's disappearance after their victory in NÁRTHEL, the Disciples went on to become potentates and generals, with many prolonging their lives through ATRAMENTAL means. Many Patrician Houses of the Korachani empire are have once of the Seven-and-Forty as their PRIMOGENITORS. Alongside the SEVEN CHAMPIONS and the FOURTEEN APOSTLES, they make up the CHOSEN OF MALICHAR.

<u>SEVEN-AND-FORTY DISTRICTS</u>, the: the districts of the <u>CITY OF</u> ALMAGEST.

<u>SEVEN-HEADED BEAST</u>: Soc. Lan. Name given to the <u>KORACHANI</u>
<u>EMPIRE</u> by the free lands of the east following its rapid subjugation of surrounding nations (the <u>SEVEN NATIONS</u>).

SEVEN CHAMPIONS, the: Mil. His. The seven champions chosen by the ARCHPOTENTATE MALICHAR during his conquest of the seven nations. Alongside the FOURTEEN APOSTLES and the SEVEN-AND-FORTYDISCIPLES, they make up the CHOSEN OF MALICHAR.

ST. VALENS was one of the Seven Champions.

SEVEN CITY-STATES, the: Soc. His. The seven original cities of the KORACHANI PENINSULA. Traditionally, these are considered to be: DEOCHAN, KHADON, BACHAN, CALDERA, KORACHAN, MAKHARA, and ZEPHANICHAN, though others have been accepted at various times.

SEVEN DEVILS, the: see **IKUAI DAREBOW**.

SEVEN-EYED GOAT, the: also 'Tophamael', 'the Goat of Rachanael', 'the Seven-eyed Goat', and 'the Sleeping God'. Rel. Dei. Deity often retroactively regarded as an aspect of the <u>UNDYING MACHINE</u>.

The figure dates back to early <u>KORACHANI</u> history, predating the unification of the <u>SEVEN CITY-STATES</u> under the banner of the <u>ARCHPOTENTATE MALICHAR</u>. After the introduction of the <u>CHURCH OF THE IRON DEITY</u>, (later to become the <u>CHURCH OF THE UNDYING</u>

<u>MACHINE</u>), the worshippers of Tophamael were persecuted by <u>ICONOCLASTS</u>⁽²⁾, with its imagery and idols destroyed, until by c. 120 RM all memory of the god had been virtually wiped-out, though some obscure references remain in some ancient religious texts.

Despite these attempts, worship of Tophamael continued in isolated rural areas that were hidden from the eyes of persecution, continuing to this day in some regions, particularly in the hills surrounding the HERESIAN PLAINS, and in Skaros, where its worshippers call themselves the <a href=CHILDREN OF THE SEVEN-EYED GOAT.

Little is known about the figure of Tophamael other than that it is goatheaded and is commonly interpreted as having 7-eyes. Some scholars have postulated that the 7-eyes are a reference to the 7 $\underline{\text{DEMIURGES}}$ that formed an alliance in the $\underline{\text{THIRD AGE}}$, with $\underline{\text{RACHANAEL}}$ as their leader. Others see similarities with the demiurge $\underline{\text{BAPHOMET}}$ though there is little evidence supporting this.

The teachings of the ancient <u>PELASGOSI</u> theosophist <u>NETHROR</u> were instrumental in leading to <u>TOPHAMAEL</u> being assimilated by the <u>CHURCH OF THE UNDYING MACHINE</u>, becoming an aspect of the <u>UNDYING MACHINE</u>, though most communities that worship the ancient god ignore this change to scripture, choosing to revere the ancient pagan depiction. See Vol IV: Deities and Pantheons.

SEVEN-EYED GOAT, CHILDREN OF THE: Int. Rel. Org. KORACHANI cult that worships a corrupt form of RACHANAEL known as TOPHAMAEL. The cult is extremely secretive and has, since its appearance in c. 3960 RM evaded detection despite protracted efforts by the MORÉHAN SANCTIFIED ORDERS OF THE INQUISITION, and IRON GUARD at rooting it out. It is believed to be most popular in SKAROS, with many thinking that it originated in the city of SYBARIS (4-), though the city has made great efforts at disproving these rumours.

Members believe that through enough reverence they may grant life to the capriform entity that they worship.

SEVEN FACES OF THE UNDYING MACHINE, the: Phil. Complex philosophy with various facets and sects in the KORACHANI EMPIRE and nations where the CHURCH OF THE UNDYING MACHINE is the primary religion. In its most commonly accepted form, the philosophy of the Seven Faces of the UNDYING MACHINE deals with how the faithful are expected to live their day-to-day lives. Each face represents a trait that the CHURCH OF THE UNDYING MACHINE considers to be key to the understanding of their deity. These are: benevolence, chastity, temperance, fervour, vigour, generosity, and compliance.

In truth, outsiders might balk at these traits, for few of them truly represent the empire that surrounds the philosophy. Indeed, they could be seen to be the opposite of how many would describe the Korachani empire. Some commentators have said these are a tool of propaganda to brainwash the faithful into accepting their religion.

Despite this, the origins of this philosophy have been traced back to the early days of the CHURCH OF THE UNDYING MACHINE. Such early records of the philosophy have links with the ancient duotheistic CULT OF LIFE AND DEATH that thrived in the KORACHANI PENINSULA before the ARCHPOTENTATE MALICHAR united nations of THE INNER SEA under his empire. Looking at the Cult of Life and Death as a focus we can see that each of the Seven Faces of the Undying Machine is indeed one of two parts — the seven faces of life and the seven faces of death. What propaganda now decries as benevolence, chastity, temperance, fervour, vigour, generosity, and compliance were once also malevolence, immorality, indulgence, egoism, apathy, greed, and hatred. One could not be generous without understanding greed.

The dichotomy that was prevalent within this early facet of Korachani faith has since been largely forgotten, replaced by a more simplistic dogmatic system of worship.

SEVEN INSTRUMENTS OF DUSK, the: Myt. His. Obj. Mythic tools mentioned in the MYTHOLOGIA ELYDEN that, when brought together, will undo the GREAT DIVINE UNDERTAKING, returning the MATERIAL PLANE to the primal form of the SEA OF CHAOS, and ending all of creation and bringing about the end of ELYDEN.

Most references to the specific instruments are now thought to be apocryphal, and if the *Mythologia Elyden* ever detailed what the Seven Instruments are, such references are no lost.

They are thought to be ancient artefacts crafted by the <u>DEMIURGES</u> (sometimes specified to be <u>NYARLOTH</u>, <u>SYNCHTHONITH</u>, or <u>VORROPOHAIAH</u>) during the spread of the <u>MORTAL PEOPLES</u>, and are often equated with <u>GODSTONES</u>. See Vol IV: the Mythologia Elyden.

SEVEN LAWS OF ALCHEMIE: see MONASTERIES OF THOUGHT, THE.

SEVEN MAIDENS: 1. Lak. Seven major lakes in KOMMEA, which are synonymous with the Seven Maidens^(2,) of its myths. The lakes are:

AIBIELL^(1,1), AINE^(1,1), BRAINNE^(1,1), ETAINE^(1,1), FANDRA^(1,1), NEIMA^(1,1), and RAEHIA^(1,1).

2. Myr. Rel. Dei. Important figures in the myths of KOMMEA and HALEDONIA, roughly equivalent to a pantheon of deities closely associated with nature and the weather. The deities are AIBIELL^(2,1), AINE^(2,1), BRAINNE^(2,1), ETAINE^(2,1), FANDRA^(2,1), NEIMA^(2,1), and RAEHIA^(2,1). See Vol IV: Deities and Pantheons.

<u>SEVEN NATIONS, the:</u> *Pol. His.* In <u>KORACHANI</u> history, the first nations conquered by the <u>ARCHPOTENTATE MALICHAR</u>, until 84 RM, where he disappeared (beginning his <u>ITINERARY</u> in <u>KHARKHARADONTIS</u>). The nations are, in order of conquest; <u>KORACHAN</u>, <u>AZAZEM</u>, <u>LAASKHA</u>, <u>VAALK</u>, <u>SKAROS</u>, <u>PELASGOS</u> and <u>NÁRTHEL</u>.

<u>KARAKHAS</u> and <u>Io</u>, though conquered during this period, are not usually considered part of the *Seven Nations*, perhaps due to their location in greater <u>SAMMAEA</u> (Nárthel, being farther north than them, was often considered closer culturally to <u>LLACHATUL</u> than Sammaea) or the discord that followed their assimilation into the empire (particularly in the case of Karakhas).

SEVEN SYNCRETISMS, the: see SYNCRETISMS, THE SEVEN.

SEVEN TEMPLES OF THE MACHINE, the: Rel. Str. Seven temples that existed in the KORACHANI EMPIRE around c. 300 RM, each of some historical importance. The Seven temples were; the TEMPLE OF EPHESUS in KORACHAN, SMYRNIA in LAASKHA, PERGAMOS in PELASGOS, THYATIRA in ALMAGEST, SARDIS in LYRIDIA, FILADELFIA in VAALK, and RAODICEA in KORACHAN.

Similar to the pilgrimage of <u>THE SHADOW MARCH</u>, a great procession takes place between the seven temples. honouring the <u>ARCHPOTENTATE MALICHAR'S</u> return from the <u>OTHERWORLD</u>, picking up faithful until it reached the <u>TEMPLE OF RAODICEA</u> in Korachan, where the first <u>FEAST OF MALICHAR THE RISEN</u> is celebrated on the anniversary of his return from the otherworld.

The procession first began 339 RM, the year Malichar returned to Korachan, and took exactly a year to reach the Temple of Raodicea, from which the tradition is derived. Those without the means to travel around the empire on the pilgrimage recreate its path in their home settlement, where they travel between seven different temples in symbolism of the Seven Temples of the Machine.

SEVEN THRONES, the: Pol. Soc. His. In the first centuries of the KORACHANI EMPIRE'S rule over THE INNER SEA, the seven Thrones were the litter bearers of the ARCHPOTENTATE MALICHAR, who would carry him on processions through the broadways of conquered nations and to temples during holy days. As the Archpotentate grew distant from the running of his Empire, so too did the Thrones come to be rarely seen in public, until their last recorded sighting in early 84 RM after the abdication of NÁRTHEL to Imperial rule. The individuals remained in service to the Archpotentate in absentia, guarding his chambers until their eventual deaths decades after his disappearance following his victory in Nárthel.

 $\underline{\textbf{SEVEN TRIBES, the}}. \ \text{see} \ \underline{\textbf{SEVEN NATIONS, THE}}.$

SEVENTY-SEVEN NAMES OF THE UNDYING MACHINE, the:

Mys. Rel. Phil. In the Religion of the High-empire of Korachan, the number of apocryphal names prescribed to the Demiurge Rachanael by various sources. The seventy-seven names are often read as a liturgy before masses in his name.

SEVER TASHI: Cui. Soc. Culinary tradition common across central and northern MENISCEA, most prevalent in SHAZGIN, FATH, ETUL and VALA, where stackable containers are collected from people by couriers, labelled, filled with food, and delivered by courier back to the consumers, using the labels as addresses. It is mostly manual and office workers who have little free time to cook their own meals who make use of the service.

Large kitchens across major cities provide food for the service, and the couriers are either self-employed or work directly for the kitchens, using all manner of transports, including SKYSKIFFS to reach their customers in a speedy fashion. Some kitchens are subsidised by governments (as is the case in Shazgin) but for the most part people must pay for the services.

The term Sever Tashi refers to the receptacles, couriers and the tradition itself, which is thought to have originated in an early Fifith Age culture that predated the present regions where the sever tashi is

SEVERANCE TREATY, the: Pol. His. Treaty signed in OPHAM in 592 RM, legally dissolving the nation of ERON SOTH, the territories of which were divided into two – the north west, centred around the city of OPRET (3.) and the south east, centred around the city of OPHAM.

SEWALUN: Set. Major city in the west of CEHOPHELA (Pop. c. 708,000).

<u>SEWER GUARD, the</u>: *Law. Org.* Specialised law-enforcement in the city of <u>KHADON</u>, <u>KORACHAN</u>, forming a part of the <u>IRON GUARD</u>.

SEWERCREEP: see MANES.

<u>SEYADI</u>: Rvr. River in the east of <u>TZALLRACH</u>, flowing south west for 310-miles from sources in the <u>KHUN</u> Mountains, before meeting its parent, the river LIATHAR.

<u>SFALOSSA</u>: Sec. Coastal city in the north west of <u>LYRIDIA DHAI</u>, known for its shipyards and ferries that ferry <u>PETITIONERS OF THE MACHINE</u> to and from <u>SBARRAR</u> in <u>VÂRR</u>. It also forms a part of the <u>RED ROUTE</u> (Pop. c. 11,500).

<u>SGABRA</u>: Set. Small city in <u>KERRAS PELLN</u>, along the southern-face of the <u>KELACHOT</u> Mountains. Its main industry is granite mining (Pop. c. 17 200)

SH'AHRIN III: (B. 969 – 991 RM) Pol. His. The last queen of HOUSE ULLUREN in AHRISHEN. She acceded in 989 RM, though ruled for only 2-years. Her reign was cut short when she fell off her horse and was trampled, dying days later from her injuries. He died without her or siblings and left Ahrishen without a clear successor, and the kingdom crumbled in the decades following her death with various claimants to the throne.

This led to the first inter-monarchic period, that lasted until 1028 RM, when the Amnician Dynasty rose to power.

<u>SHA HO</u>: *Geo.* Island fort in the far south west of <u>SAUA</u>, south of the <u>BLACK WALL</u>. It guards the entrance into the <u>SEA OF GITHKA</u>.

<u>SHA MORAKHY</u>: His. Geo. Ancestral home of the <u>SERAPIS</u>, said to remain to this day in <u>KHARKHARADONTIS</u>, somewhere in the region of the <u>AHLEM ARIS</u>. Its exact location is unknown, and it is thought to be synonymous with the region of <u>LEMURIA</u> mentioned in eastern mysticism.

SHAACHAA: Geo. Rocky coastal region in the north of the nation of DURCHAA^(1.). The region is uneven, and covers over 120-miles of cliffy coastline.

SHAAM: Geo. Massif in the far north of the <u>KAZZARAN</u>^(L) peninsula in the north of <u>SAMMAEA</u>, forming a part of the larger <u>ODU</u> Mountains.

<u>SHAARASH</u>: Geo. Plateau in c north east of <u>TRAKIA</u> around 150-miles long, leading up to the <u>ILIQUDH</u> cliffs. It is 280-ft. tall at its highest point.

SHAAT LOTHA: *Geo.* Scrubland in the c north of <u>THE SURRACH</u>.

SHAB: Geo. Area of rocky hills in the north west of <u>AHRISHEN</u>, just south of the region of <u>PELADA</u>. It is noteworthy for the three gigantic featureless white monoliths that protrude from the waterlogged earth, relics of a past age.

SHABAD: Sea. Bay in the north east of MENISCEA, separating the native lands of ABARHAL in the south from the PARTHISAN colony of IBANNEM^(1.) in the north. Its waters are relatively deep and are currently controlled by Parthis, through the city GODAN.

<u>SHABBAR</u>: Set. Small city in the c west of <u>SARASTRO</u>, along the banks of lake <u>AHI EH</u>. It is a major producer of potash in the region (Pop. c. 16,000).

<u>SHABRAZ</u>: PIr. 'Shabrazig'. Mys. Sup. Rnk. <u>SHAPERS</u> in <u>TAAN AN</u> who guard the region of <u>ZENEGE RES</u>, ensuring that there are no spikes in <u>ATRAMENTAL</u> activity and that its domains do not expand beyond recognised areas. They oversee the operation of <u>SIPHON ENGINES</u> that protect its westernmost peripheries, and can also be found as adjuncts to

the various <u>UMBRA</u> mines and derrick sites scattered across the region. Shabrazig are highly respected people across Taan An and many charismatic individuals go on to become <u>PRAEFECTS</u>.

SHADAEL: Lak. Lake in the south west of <u>NÁRTHEL</u> along the course of the river <u>LOBKIR</u>. Its waters are thought to lead into the caverns of YGGDRASA.

SHADE: also 'Shadow'. Int. Sup. Fau. Enigmatic supranatural creatures composed of wispy SHADOWSTUFF that is animated through the influence of <u>ATRAMENTAL TAINT</u> and the inextricable will of the <u>UNDYING</u> <u>MACHINE RACHANAEL</u>.

They originate in the wastes of <u>KHARKHARADONTIS</u>, close to the <u>DREAMSCAPES</u> surrounding the <u>SEPULCHRAL PALACE</u>, where the will of the Undying Machine remains strong, though they can manifest anywhere the <u>ATRAMENTA</u> has a degree of dominance, so they are typically restricted to the <u>ATRAMENTAL HEMISPHERE</u>.

They look like ghostly airborne black blankets or tendrils of wispy shadow and move like starling murmurations. They often warp their form to bear human-like faces or limbs, though they have little presence or strength within the MATERIAL PLANE, and are bound to the Atramenta. They can envelop living creatures, a tactic they employ to draw their life essence, which can leave a victim dead, its body shrivelled and its SPIRIT⁽¹⁾ (if it ever had one) destroyed. They often prey on pilgrims undertaking the SHADOW MARCH, and their attacks are seen as a test of will by the Undying Machine.

Some <u>PENUMBRISTS</u> are able to control or rebuke shades, and others can summon them from the Atramenta itself. These individuals often work as guardians in the pilgrimages of the Shadow Marches or are stationed along waypoints on the road.

Common folklore across the Korachani empire claims that they are the vanquished dynamisms of ancient powers – deities, <u>SCIONS</u>, <u>OTHERWORLDERS</u> – each killed and assimilated by the <u>DEMIURGE</u> Rachanael under the guise of <u>UMBÁVGHAR</u> millennia past. Others believe that they are merely <u>GODSBORN</u> that were created by Rachanael in ancient ages, before the <u>SEEDBORN</u> came to life. Regardless of their origins, they are enslaved to the will of Rachanael, and serve him across <u>ELYDEN</u>. See Vol II: Classification and Taxonomy of Life.

SHADÉLST: Set. City in the north east of GREST^(1.) in the island-continent of BROR^(1.). It forms part of an industrial region though little is known as to what these industries are (Pop. unknown).

<u>SHADOST</u>: Set. Major city in the c west of <u>GIBEAH</u>. It is a major centre of the <u>CHURCH OF ARAK</u> (Pop. c. 110,000).

SHADOW: 1. Rel. His. Chief tenet of the CHURCH OF THE IRON DEITY before its evolution into CHURCH OF THE UNDYING MACHINE. In its simplest form, the tenet names Shadow as the spiritual embodiment of faith in the IRON DEITY (later the UNDYING MACHINE). It is literally the shadow cast by the worshipper beneath the divine penumbra of the Undying Machine – the larger one's faith and devotion in the god, the larger ones' Shadow.

Those who undertake the <u>SHADOW MARCH</u> are said to have the largest Shadow, and of them only the most devout are willing to sacrifice themselves in the <u>ULTIMATE COMMUNION</u> with the Undying Machine.

The origins of the tenet of Shadow lie within the ancient text known as the <u>SCRIPTURE OF SHADOW</u> that was rediscovered by the <u>ARCHPOTENTATE MALICHAR</u> upon the island of Maleth following his escape from slavery.

2. see SHADE.

SHADOW-BEAST: see HAGHOUER.

SHADOW OF CAMMOREA, the: Sup. Geo. Region of ATRAMENTAL TAINT in TARTAK.

SHADOW-IRON: see <u>UMBRA</u>^(2.).

SHADOW DANCER: Pol. Mar. Rnk. Spies and assassins of the <u>ABYSSAL TEMPLARS</u>, based in the city of <u>GIBERON</u> in the east of <u>SAMMAEA</u>. They are employed across the north east of <u>SAMMAEA</u>, commonly reaching as far as the <u>ARID TRIPTYCH</u> in the north and the nations surrounding the <u>SEA OF LETHEA</u> in the south west.

SHADOW IN THE DESERT, the: Sup. Geo. Unnatural growth of the ATRAMENTA within the inland regions of KHARKHARADONTIS in the early days of the <u>FIFTH AGE OF MORTAL LIFE</u>, culminating in c. –300 RM with great corruption to the land and its flora and fauna. This period of Atramental growth saw many nomads from Kharkharadontis fleeing their homes, in what became known as the <u>KHARKHARADONTID EXODUS</u>, that occurred between c. -550 and -350 RM.

SHADOW EATER: see OHI'MBRA.

SHADOW, HOLY: Rel. Obj. Holy sacrament in the THREE CHURCHES OF THE UNDYING MACHINE that takes the form of a blessed oil-like substance that is sprinkled on the faithful at the end of masses via an aspergillum.

The production of Holy Shadow is a closely guarded secret, and is made in specific manufactories that are operated by their respective church. The oil is commonly believed to be made from organic oils mixed with minute amounts of SHADOWSTUFF and resins, which is blessed by high-ranking members of the church.

Members of the laity are only permitted to be anointed by the Holy Shadow following the completion of the <u>FINAL COMMUNION OF</u> SHADOW.

<u>SHADOW HUNTER</u>: Atr. Rnk. Org. One of the most common ranks within the <u>ARÂTHUAHI ORDER</u> of the <u>SANCTIFIED INQUISITION</u>. Their role within the Order is more investigative, and they serve as the covert forces of the Order, contrasting with the more overt <u>PURIFIERS</u>, often working alone or in small groups. Little is known of them by the public, as they prefer to work in secrecy and under the cover of darkness.

Their appearance in a settlement usually comes after weeks if not months of work behind the scenes, and often presages the arrival of regiments of KNIGHT PURIFIERS to the area.

SHADOW INCARNATE, the: Sup. An aspect of ATRAMENTISM that is relatively well-known in the NEAR HEMISPHERE, though which is not as common as many non-SHAPERS believe it to be. Some Atramental shapers are able to manifest the ATRAMENTA as a nimbus of darkness that envelops them in shadowy wisps, as though all light is being sucked from the area surrounding them. Their eyes do not only grow black, as is the case with all acts of Atramental shaping, but they appear as empty voids distorting the shape of their faces. The air around them grows cold and minute arcs of electricity spark between their fingers and off their backs. Shapers able to manifest the Shadow Incarnate can use it to accomplish a myriad of different effects, including levitating, most devastating of which is unleashing it as a blast of electricity that can scorch bodies, render machinery useless, and destroy flora and fauna alike.

Though it is considered to be a <u>SPHERE</u> by many, it does not quite meet the commonly-accepted requirements of this. Any Atramental shaper is able to tap into the part of the Atramenta that grants the Shadow Incarnate, though not all shapers are equally adept at doing this. Some may have a natural talent for doing so where others might only be able to following years of training. <u>PENUMBRISTS</u> are most likely to find the overlap in skills needed to summon the Shadow Incarnate. In the <u>KORACHANI EMPIRE</u>, the <u>MINASTERIA</u>(2.) responsible for finding and training those capable of wielding the Shadow Incarnate is the same one responsible for Penumbrists, and their agents and recruiters of the <u>ORDER OR PROSELYTISERS</u> scour the empire for those who show an affinity for this aspect of shaping, so that they can trained in the hopes of becoming agents of Korachan.

The Firmamental equivalent of the Shadow Incarnate is thought to be the $\underline{\text{LIGHT UNDYING}}$.

SHADOW IRON: see SHADOWSTEEL.

SHADOW MARCH, the: also 'the Long Road' and 'the Pilgrims' Road'. Rel. Soc. The largest and most infamous of all religious pilgrimages undertaken by members of the Three Churches of the Undying Machine (primarily amongst them the Church of the Undying Machine), encompassing lands within the High- and Low-Empires and beyond, including the north of SAMMAEA. It circumnavigates The Inner SEA and its major nations, before making its way south across the Kharkharadontid desert to the prison Daekyn, where it ends outside the monolithic gates of the SEPULCHRAL PALACE. The March covers no less than 20,000-miles, most of which is little more than dirt paths, though its countless tributaries and side-courses make a true measure of

its length impossible to determine. Pilgrims undergoing the Shadow March are most commonly known as <u>PETITIONERS OF THE MACHINE</u> and they are handed a pressed tin token known as a <u>PILGRIM'S MARK</u> that they carry with them throughout their pilgrimage.

Named after the tenet of <u>Shadow</u> observed by followers of the Church of the Undying Machine, the March originated in c. 400 RM, with the <u>Archpotentate Malichar's</u> victories across the Inner Sea following his return to Korachan as an <u>Otherworlder</u> and the subsequent rapid spread of the Church of the Undying Machine as his empire grew. The first official pilgrimage was led by the disciple <u>Orrod</u>, who would go on to become patron saint of pilgrims. The Marches struggled for the next centuries but later gained widespread recognition following the widespread circulation of the visions of <u>Qorille of Negred</u>, whose own participation in the March in 715 RM drew thousands of followers.

The Shadow March reached its peak in around 1500 – 2000 RM alongside that of the Korachani empire, with thousands of pilgrims, fanatics, flagellants and other faithful from all over the empire's territories undertaking the road, sometimes spending their savings to buy their freedom from the shackles of <u>SLAVERY</u>, only to spend a life under the yoke of the March and the call of the <u>LEADEN THRONE</u>. May people are pressganged by the Church to serve as pilgrims, in what is commonly known as the <u>GREAT TITHE</u>. Anyone found by the press gangers not in possession of their passports or proof of ownership can legally be rounded up in this way, with individuals shackled during the March to make up the numbers to serve as encouragement to others.

The <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM left a deep schism in the <u>CHURCH OF THE UNDYING MACHINE</u>, leading to it fracturing into two – the Church of the Undying Machine, which remained dominant in the high-empire, and the <u>REFORMED CHURCH OF SARASTRO</u>, which became the dominant faith in the Low-empire – though the March itself persevered, albeit with occasional conflict between different denominations.

Few have the strength or means to undertake the entirety of the March, with most attempting that road dying under the adversity of the road. More commonly, pilgrims would take the most direct route available, marching with their fellows for safety, stopping only at the largest and most revered of holy sites along the way.

All manner of opportunists; hucksters, traders, mercenaries, whores, <u>ATRAMENTISTS</u>, itinerants, bandits and brigands gravitate towards the Shadow March in the way insects are instinctively attracted to sugar. Amongst them would march <u>PATRICIANS</u> and other members from the Imperial administration, some on foot in self-imposed chastisement, others riding atop indriks and other exotic mounts or <u>CONVEYORS</u>.

Despite the enthusiasm and fanaticism of those who undertake the March, few make it to the Sepulchral Palace, as the dangers and horrors of KHARKHARADONTIS can attest to. Those that do make it are rarely sane, and their bodies are often withered, corrupted, by the Atramenta from years of marching under the gaze of corruption. Those travelling the Shadow March often wrap their bodies in unguent-scented bandages and covered in prayer flags and litanies in the hopes of protecting them from the Atramental influences. They rarely succeed.

SHADOW MONARCHY: also 'Prince's Court' and 'Shadow Court'. Pol. Org.

Tradition common in THE HARÉSHK, where the next in line to be Highmonarch is given their own court, known as a Shadow Monarchy, that is filled with advisors and allies, just like the true High-monarch's court. It is intended as a foil to the true monarchy, offering a fresh perspective on how to deal with current events and the petitions of the people. In many cases, new laws and reforms were born within the Shadow Court, though there have also been a few cases where a ruling High-monarch was deposed following the popularity of the Shadow Monarchy.

Though attempts have been made by some High-monarchs, following their ascent, to remove the Shadow Monarchy, this removal has never proved permanent, with most advisors and experts in the court seeing its use, despite the potential for chaos. Indeed, most of the courts' advisors embrace the potential for a change in regime, if it means strengthening the position of the Haréshk as a result.

SHADOW PILLARS, the: see KOHLSCITRA.

<u>SHADOW RIG</u>: Sup. Tec. An ancient <u>ATRAMENTAL TECHNARCANE</u> processing engine, dating back to the <u>THIRD AGE</u> and the irothani

kingdoms of <u>Kathar Byaat</u>. All true knowledge of the rig is now lost and it remains in the tropical rainforests of <u>Waelmigh</u>, in the south west of <u>Cheira</u>, where it is still in operation, working autonomously, drawing all ambient Atramenta to it, where it is collected and stored. None in Cheira know how to operate the engine and it is ignored, for fear of what tampering with it might cause.

<u>SHADOW SEA</u>: Sea. Sea in the far east of the <u>INNER SEA</u>, dividing <u>PELASGOS</u> and <u>IO</u> from <u>NÁRTHEL</u>.

SHADOW TRIUMPHANT, CHURCH OF THE: Rel. Org. Main religion practiced by the people of the TEMPLAR STATES, since its widely-recognised fracture from the CHURCH OF THE UNDYING MACHINE in 3128 RM.

It originated within the Shrine of the Shadow Triumphant, which was erected in the north west of the extant Templar States (then the north east of Khull) in 2563 RM during the ill-fated Ehrenisian Crusades, remaining a stronghold of the Church of the Undying Machine in the region for some time, guarded by Templar Knights^(1.), who continued to proselytise the teachings of the Archpotentate Malichar amongst the Ehreni people and the San nomads who travelled through their lands, whose travels further spread word of the faith.

Abandoned to their own fate in c. 2810 RM following the failure of a planned <u>KORACHANI</u> colonisation of the <u>EHRENISIAN COAST</u>, the Templar knights⁽²⁾ guarded their shrine with generous donations from Korachan and the help of volunteers who made the voyage west by themselves.

This eventually led to the formation of a small settlement around the Shrine, which would later become known as INDERACHAN(2.), from where the Templar knights established a small local government that concerned itself with spreading the word of the UNDYING MACHINE in surrounding lands.

In the following centuries the Templar knights' interpretations of religious texts would come to differ from those of the parent church, and in 3073 RM the sect was officially labelled as heretical by the Church of the Undying Machine.

Generations removed from the old crusade and colonisation attempts, many of their new teachings caught on, encouraging the templars to establish new shrines and churches in nearby settlements, where they eventually became powerful individuals, establishing a network of cities that by c. 3400 had become known as the Templar States, and which over the coming centuries would expand east into the TRISKETHIANDOMAINS, and, to a lesser degree, west into KHULL.

Though the Church of the Shadow Triumphant is the official religion of the Templar States, it exists hand-in-hand with the <u>CHURCH OF EZROKAHAELL</u>, which retains a great deal of influence in the region, with many cities divided between the two.

SHADOW TRIUMPHANT, SHRINE OF THE: Rel. Str. Large temple and shrine erected in 2563 RM in what is now the north west of the TEMPLAR STATES (what at the time was the north east of INGHULL, the precursor state to KHULL), during the ill-fated EHRENISIAN CRUSADES. The shrine survived the failure of the crusade, and continued to be guarded from native retaliation by well-equipped TEMPLAR KNIGHTS (2) and volunteers from the church, who established a small settlement around it.

Over a century later, the shrine would become the centre of the KORACHANI colony of INDERACHANI (1.), though it too would falter by c. 2810 RM, though the shrine nevertheless survived. Slowly, the teachings of the templars gained a foothold in the surrounding region, and they reestablished Inderachan as a settlement of itinerant monks who travelled the EHRENISIAN COAST, subtly spreading word of the UNDYING MACHINE. This allowed the Templars to spread their influence across what would later become known as the Templar States in their honour.

Their interpretation of holy texts changed over the years, leading to the formation in 3128 RM of the CHURCH OF THE SHADOW TRIUMPHANT – a sect of the CHURCH OF THE UNDYING MACHINE that is not recognised by the parent religion. Indeed, its practitioners were declared heretics in 3073 RM.

The Shrine remains an important site today, surrounded by the religious city of Inderachan, which is a bulwark of the Church of the Undying Machine in the region.

<u>SHADOW IN THE WEST</u>: Soc. Lan. Common term used in the free lands of the east in relation to the <u>KORACHANI EMPIRE</u>.

SHADOWED PACT, the: Leg. His. The VÁMAN ORDER'S transformation from the PALADINS OF THE SHADOW to its current form in the centuries leading to 1196 RM, when it was formally acknowledged, is said to have involved secretive pacts with members of the ancient ATRAMENTIST sects that they once hunted. Alternatively, others claim that the Paladins used the very object they once quested to destroy (the SHATTERED MIRROR) to acquire great riches and power, allowing them to ascent to the ranks of the SANCTIFIED INQUISITION.

SHADOWISP: see UMBREKHA.

SHADOWBLOOD: Oth. Archaic term used for HALFBLOODS who were thought to have <u>AEHARI</u> blood. The term is old and not commonly used today, as genealogical studies of halfbloods has advanced beyond the old belief of their dichotomous nature.

SHADOWBORN CREATURE: see UMBRAN.

SHADOWSTEEL: also 'shadow iron'. Sup. Ele. An alloy of iron, carbon and UMBRA. Unlike DUSTSTONE, which is weakened by the ATRAMENTAL effect on its formation, shadowsteel inherits its more sought-after properties – it is light and easy to work, stronger than iron, and maintains a very sharp edge. The metal is expensive due to the TECHNARCANE processes required in its manufacture and is of great industrial and military value.

There are also rare examples of naturally occurring shadow iron, where Atramental influences on iron cause it to take on similar properties to shadowsteel. Shadow iron can be worked into shadowsteel through the addition of carbon and the refining to rid it of impurities.

The largest shadowsteel manufactory in the <u>INNER SEA REGION</u> is the manufactory of <u>SACHARAL</u> in the industrial metropolis of <u>ZEPHANICHAN</u>, in <u>KORACHAN</u>.

SHADOWSTUFF: see UMBRA.

SHADOW, TEMPLE OF THE: Rel. Str. Ancient mythic neolithic temple located on the island of MALETH^(1.) in the middle of THE INNER SEA that is of great importance to the THREE CHURCHES OF THE UNDYING MACHINE, and in particular the CHURCH OF THE UNDYING MACHINE.

It was the resting place of the <u>SCRIPTURE OF SHADOW</u>, discovered by the merchant-prince <u>MALICHAR</u> in -23 RM, which allowed him to rise to prominence and become Archpotentate of the <u>KORACHANI EMPIRE</u>. The temple has since been built over by a large temple dedicated to Malichar and is a part of <u>THE SHADOW MARCH</u> to many pilgrims.

SHADRACH OF ALBEGNO: (D. 3711 RM) Arc. HALFBLOOD architect born in the KORACHANI city of ALBEGNO. He designed many monuments and structures in various KORACHANI cities, though in 3623 RM found himself gripped by a deep melancholy that saw him travel to GNOTH, where he spent months in a monastery, learning the teachings of URAKABARAMEEL. He returned to his ATELIER with a new understanding of the workings of ELYDEN and promptly designed the CENOTAPH TO ELYDEN — a vast hollow sphere in which is painted a facsimile of the surface of Elyden. He retired after completing this work, becoming increasingly introverted and misanthropic. He refused to explain what he learnt in Gnoth and what caused him to design the structure but claims that it was part of a great work shared between all of Elyden's artists, alive, dead and as yet unborn.

<u>SHADURIA</u>: Set. Settlement in the south west of <u>TRAKIA</u> (Pop. unknown).

<u>SHAFEN</u>: Set. Small fortified city in the far south east of <u>KHAMID</u>. It originated as a border fortress in c. 1300 RM, though a settlement appeared around it in c. 1750 RM as refugees from a <u>PLAGUE</u> gathered around it for safety. Since then, it has grown into a small, if affluent city along the route of the <u>GREAT ROAD</u>, whose merchants travel into <u>MALAN</u> and <u>TZALLRACH</u> to trade their goods (Pop. c. 16,200).:

<u>SHAGGARACCID</u>: Set. City and military region in the north east of <u>LHACCIDA</u>⁽²⁾. The city is dominated by ancient animal-headed colossi and is the base for a large portion of its military (Pop. c. 42,000).

SHAHAD: 1. Sea. Bay in east of the SEA OF BYSSOS.

2. See. Small coastal city in the west of \overline{TARTAK} , along the western-most tip of the $\underline{KARAKORI}$ headland (Pop. c. 12,000).

SHAHAL: Rui. Ruin in the east of SARASTRO, to the west of the KOROR Mountains It was once a town that was attacked by VENTHIRI forces during the WAR OF SUNDERING, and was razed. The ruin was built into a forward fortress that served as a staging post for Venthir throughout most of the war.

<u>SHAHAN</u>: Lak. Lake in the south of <u>AHKA</u>, forming part of the course of the river SASHAT.

<u>SHAHAT</u>: Set. Settlement in the east of <u>NAARETH</u>. Like most settlements in the region of <u>JARRA</u>, it is known for its apiarists and honey (Pop. c. 7 500)

SHAHIA: Set. Crossroads settlement in the east of TRAKIA (Pop. c. 9,000).

SHAIB: 1. Sea. Shallow sea off the eastern coast of VENTHIR, south of the VENTHA and north of the TORRENT OF KARROCK. It has diminished greatly since the retreat of ELYDEN'S seas and once stretched over 100-miles to the north west encompassing the present-day eponymous salt flars.

2. Geo. Salt flats encompassing 250-square-miles of what was once the bed of the SEA OF SHAIB.

SHAINEA: Set. Small city in the c north of LIDEA, known for its mining of brown coal. For miles around the city the landscape has been reduced to a hellish wasteland of abandoned quarries and strip mines. Once far larger, the city is waning as coal reserves begin to dwindle (Pop. c. 13,200).

SHAIPERA: Geo. Expansive region 60-miles south of the city of TAENIA in the west of THE SURRACH. It was, until c. 500 – 1500 RM, submerged beneath the waters of the SEA OF ESCHATA, though was exposed following the retreat of ELYDEN'S seas. Revealed by the sea's retreat was a vast petrified forest some 250-miles long. Though most of its trees are collapsed and appear as little more than stone pillars, some remain erect, an eerie sight along the stony coast.

SHAIPUR: Geo. Shallow mountain ridge in the east of the GROWING MOUNTAINS of MULCIBER, emerging east into the west of the SOLEYN TERRITORIES, just south of the UNTANA plateau, west of the MUHUPUR Mountains. They are ancient and rounded and covered in mosses and other flora.

<u>SHAIQR</u>: Sec. Small city in the far east of <u>PNESSA</u>, overlooking lake <u>FORII</u> (Pop. c. 11,600).

<u>SHAITUN</u>: Set. Fortified city in the far east of <u>ABACARDAT</u>, in the south eastern foothills of the <u>ZANBAURI</u> Ridge (Pop. c. 32,000).

SHAIWWAL: His. Pol. Rnk. A historical caste of political advisors that were once common in the GOLDEN CRESCENT region of south eastern SAMMAEA, growing particularly influential in the AKHSARAYAN empire in c. 1880 RM. They originated as bards, poets and historians in c. 1200 RM and spent many centuries in this role, with most of them being itinerant wanderers and disseminators of news across the Golden Crescent, which made them culturally important, though they still retained little individual power.

This changed in Akhsaray, where they settled down, becoming important figures who established libraries and kept detailed accounts of happenings in the region, increasing their influence in the region, and by c. 1730 RM the shaiwwal <u>LAVIYAT</u> had become an advisor to the imperial court, beginning a precedent that continued until the period now known as the <u>SILENCING OF THE SONG</u>, when the shaiwwals were systematically persecuted within Akhsaray, forcing them to flee into other lands, after which the name fell out of use.

SHAKEL ANU: Geo. Dry plains in the c west of <u>KARAKHAS</u>, where <u>CENTURY PLANTS</u> are cultivated for use in the production of the perfume <u>ASSIR</u>.

SHAKHURAN: also 'the World's Throne'. Geo. Large mountain-chain in the c of SAMMAEA, which alongside the ACHARKHARAN and KARKARMIS Mountains, forms what are collectively known as the GREAT SAMMAEAN TRIAD, which together serve as a natural border, dividing the central Sammaean continent into three.

The Shakhuran Mountains are the western-most of the Great Sammaean Triad, and stretch as far West as the <u>BAY OF LRITHA</u>.

SHAL NERUDAK: Int. Arc. Gigantic metallic sphere, half-buried in the SHAMAS SHUGAL savannah in the c north of SARASTRO. It is thought to be around 80-ft. in diameter and its surface is pitted and worn, and of an unidentifiable nature that is immune to the effects of mor shapers trying to affect it. This inert nature has led some scholars to believe it is a relic of the DEMIURGES.

SHALAL: Geo. Waterlogged region in the south of AMMESH along the course of the river KUKHOR known for its tangle of braided rivers, oxbow lakes, and interconnected freshwater marshlands. Many settlements and features (particularly its stone temples and graves) here are raised above ground-level due to the waterlogged earth.

SHALAN: (10,300-ft.) Geo. One of ten peaks (colloquially known as the TEN PRINCES) of the south east of the <u>A SAVI</u> Mountains, in the north of <u>AHRISHEN</u>, named after an ancient prince.

<u>SHALAT</u>: Set. Small fortified city in the south west of the tribe of <u>GOROR</u>, in the south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. The city is a major source of aluminium in the region (Pop. c. 14,000).

SHALE FORTRESS, the: Mil. Str. Fortress in the far north west of KHITAI, at the narrow isthmus between the NAARETHI peninsula and the headland of Khitai. It is well-guarded and has links to both the IAPETAN SEA and the GULF OF VEGATETH.

SHALE MOUNTAIN, the: see RILLATAIA.

SHALL: (14,900-ft.) geo. Dormant volcano in the east of HARÉSHK, in the City-kingdom of NICADA (1.). Ancient lava flows and ash are thought responsible for the region's fertility.

SHALLA: Set. Major city state and main conurbation in the HENDECARCHY of NHORA, in the north east of MALAN. Like many Malani cities, it is insular and unwelcoming of outsiders, and little is known of it. Despite this, Malani folk encountered outside their homeland do sometimes speak of Shalla, in the context of a religious centre (Pop. unknown).

<u>SHALLAINÉ</u>: Oth. Myt. Angelic being mentioned in the <u>MYTHOLOGIA</u> <u>ELYDEN</u>, who was killed by the <u>DEMIURGE</u> <u>RACHANAEL</u> in an ancient battle.

SHALLOW GATE, the: Int. Oth. Arc. Stone gateway built across a valley floor in the HISTA region of the north west of SKAROS, dating back to c. -200 RM. The area was believed by early FIFTH AGE LASCAR⁽³⁾ natives (ancestors of modern-day north eastern LAASKHA and south western Skaros) to be inextricably linked with the ATRAMENTA, drawing creatures reliant on the Atramenta towards it. The gate was built in an attempt to keep such creatures locked away in the area (though this attempt seems more symbolic that practical). By c. 700 RM the area had fallen into disrepair, with OTHERWORLDERS and SHADOWBLOODED creatures occasionally travelling to the area, with many of them carving messages onto the gate in various tongues.

<u>SHAM LIMOTH</u>: *Mil. Str.* Large coastal border tower along the north western <u>RHEAN</u> border, overlooking the north east of the <u>SEA OF PYTHEA</u>.

<u>SHAMAH</u>: *Ind. Set.* <u>MANUFACTORY</u>-city in the north of <u>SARASTRO</u> that is a major prison Inmates comprise close to half of the full population and do not leave the confines of their manufactory-homes (Pop. c. 15,000).

<u>SHAMAHAK</u>: *Set.* Settlement in the south west of the <u>JAHADAT STATES</u>, under the control of the city of <u>HAYSHAB</u> (Pop. c. 4,600).

SHAMAL, the: Geo. Region in the north west of ANUBIA covering an area of around 30,000 square-miles, forming a natural border with SARASTRO. The region is primarily a dry rocky desert with interestingly-shaped DUSTSTONE formations peppering it. It was explored in c. -250 RM by NATHI ALCHEMISTS who were searching for reagents for their research, and by c. -230 RM the first crude UMBRA mine was established in ATAMAHIA, with the raw umbra taken over 1,200-miles north east along a winding path to the alchemist-lords' stronghold in MIDAL. The mine fell silent by c. -170 RM with the decline of the Nathi kingdom following the 'LION HERESIES'.

The rise of the <u>Venathi</u> empire from the ruins of Nath saw the region repopulated in c.140 RM, with more mines appearing to sate the evergrowing needs of the alchemists in Midal. Encounters with Sarastroan pioneers, who were exploring the region directly south of the Shamal (known as <u>Neyshabur</u> – itself rich in umbra) increased over the coming decades. Such encounters often ended in conflict between mining crews and their benefactors, with matters escalating into the so-called '<u>WAR OF THE TRIPTYCH</u>' in 161 RM. The conflict ended in 183 RM with a Sarastroan victory, after the fall of the Venathi empire (which was replaced by <u>Venthir</u>) in c. 170 RM. The rise to power of <u>QUEEN HETEPHERES</u> in 194 RM brought further war to the region, and the mines of Shamal had mostly returned to Venthiri hands by c. 250 RM.

Under Venthiri control once more, raw umbra was being transported some 1,200-miles east from the Shamal to the city of <u>KITHAMAR</u>, which processed the material, pumping it to the largest of Venthiri cities. The abandonment of Kithamar in 2821 RM, coupled with the dwindling umbra reserves of the Shamal led to the regions desertion in c. 2900 RM, though small private mines remain in operation to this day. The extraction of umbra has strengthened the flora and fauna of the Shamal, and some scholars have even postulated that the region is recuperating from the substances' former influence.

<u>SHAMALAN</u>: 1. (16,200-ft.) Geo. Peak in the <u>EPITRACHON</u> Mountains in the c of THE OLD FOREST.

2. Set. Fortified settlement in the north east of <u>THE OLD FOREST</u>, close to the border with the <u>DESOLATION OF ASTUDAN</u>. The settlement is known to trade with <u>STYGA</u> and the free-city of <u>GÂTHA</u> via the <u>GÂTHAN ROAD</u> (Pop. c. 20,000).

SHAMALK: Set. City in the c north of VAALK, along the course of the river RIPARIS. The city is one of many producers of food for the metropolis of ANAKARRA. It is also renowned for its sizeable church of the REFORMED CHURCH OF SARASTRO (Pop. c. 32,800).

<u>SHAMAN</u>: Sup. Rnk. <u>SPHERE</u> of <u>SHAPING</u>, commonly <u>FIRMAMENTISM</u> that harks back to an older more classical form of mysticism. It is commonly practiced by primitive cultures, with such shapers often being respected members of their respective societies. In more urbane environments they fulfil a role similar to that of <u>OCCULTISTS</u>.

SHAMAR: 1. Rvr. River flowing north west, originating in the OTINDHAR mountain, though with tributaries in the GHOLA mountain in Io. The river flows around 700-miles, acting as a border between Io and SARASTRO for around 260-miles, before emptying into the SEA OF TIAMA. The river is noted for its purity, and to this day its waters are clear and uncorrupted by the industry of the empire or the degradation of the Atramenta. A spring in western Io, close to the settlement of UGOT is believed to be the main source of this clean mineral-water.

2. His. Rel. In PRE-IMPERIAL IO, an ancient religion surrounding the river of the same name. Prior to the arrival of the KORACHANI EMPIRE in Io in 212 RM, the river was the focus of a pagan religion that originated from a local myth believing its waters to be a cleansing balm on ELYDEN'S skin. The cult appeared in c. -900 RM and lasted until c. 400, by which time the censors and ICONOCLASTS (1.) of the Korachani empire had abolished its worship. Despite the abolition of the cult surrounding the river, small pilgrimages continued to the river's source, where a crude temple was constructed near the river's source in the town of UGOT. Over the centuries the cult became corrupted into a sect of the imperial church, the temple appropriated by the CHURCH OF THE UNDYING MACHINE and its waters sold to pilgrims on THE SHADOW MARCH, which was redirected there in c. 1500 RM. Though with the empire's forsaking of Io in the latter part of the fourth millennium RM, many pilgrims came to ignore the site, instead continuing from MALICHARA to HADASSALON en route to KHARKHARADONTIS.

SHAMAR'S TORRENT: Ast. Lan. Name common in the north of SAMMAEA for the galaxy, which on a clear night is easily visible in the celestial dome. It is noted for its dense clusters of stars that are easily visible to the naked eye, as well as nebulae and galaxies, which can be viewed through the aid of telescopes and other ocular devices.

The term is synonymous the $\underline{\mbox{RIVER OF STARS}}$ that was used in $\underline{\mbox{LLACHATUL}}.$

<u>SHAMAS</u>: Set. City in the north west of <u>PARTHIS</u>, known for its <u>TECHNARCANE</u> tradition. The city is a centre of the pragmatic movement in Parthis, and is home to the <u>TEMPLE OF ARTIFICE</u>, though it is also known for its reverence of the ancestor <u>PYMANDER</u>. The nobility of Shamas are renowned for their love of <u>FLESHWOWEN</u> and tailor-made pets, many of which have the faces of loved ones and ancestors. (Pop c. 150,000).

SHAMAS SHUGAL: Geo. Expansive savannah in the north of SARASTRO, extending across the border into NÁRTHEL. Its eastern-most reaches, leading to the western foothills of the JAELA Mountains, are populated by the primary TROGLODYTE⁽³⁾ population of Sarastro and are home to terebba pine trees, which are used in the production of turpentine.

SHAMASHI ENCLAVES OF THE SARASTROAN EMPIRE: also 'the Sarastroan Inquest' and 'Shamashi Inquisition'. Mil. Pol. Org. A major political organisation within the REFORMED EMPIRE OF SARASTRO that polices the state, enforcing various laws and tenets that emerged following the SUNDERING OF THE EMPIRE that saw the KORACHANI EMPIRE fractured in two by a civil war.

Until the Sundering, the empire was policed by various forces that together were known as the <u>SANCTIFIED ORDERS OF THE INQUISITION</u>. Some of these Orders defected to Sarastro following the Sundering and by 3706 RM they had become known as <u>ENCLAVES</u>, each fulfilling a specific role, similar in many ways to the Sanctified Orders of Korachan. During these early years they clashed with the Sanctified Orders in what later became known as the <u>SILENT WAR</u> – a clandestine conflict fought for close to two decades between the forces of the <u>HIGH-</u> and <u>LOW-EMPIRES</u>.

In 3821 RM the Enclaves were restructured into a single entity, based in the <u>LICHFORT</u> of <u>ARGEA</u> and ruled by <u>SATHEP THE RISEN</u> himself. This is when the time when the term Shamashi Enclaves first came into common usage, with shamash being the Sarastroan word for purity and justice.

Each Enclave is concerned with a particular facet of the tenets of the respective Shamashi Enclaves, with agents, scriveners and soldiers who carry out the will of the respective Enclaves' ruler – the <u>MUTTAHARCH</u>, who answers only to Sathep the Risen.

The major Enclaves are, in alphabetical order:

 The Enclave of Aegis (<u>HIM'AQSAL KHAMSAL</u>), whose tenets include the public protection of its people and cities, though which covertly works to oppress those same people into complacency towards the hardships of life.

Founded in * RM, the Enclave's present Muttaharch is *.

- The Enclave of Iconoclasm (<u>SHA'KKÍM KHAMSAL</u>) whose tenets include the public maintenance of art and monuments celebrating Sathep the Risen, though which covertly works to suppress proscribed works of art and self-expression.

Founded in * RM, the Enclave's present Muttaharch is *.

The Enclave of Knowledge (<u>HALIMAAH KHAMSAL</u>), whose * re-education and propaganda

Founded in * RM, the Enclave's present Muttaharch is *.

 The Enclave of Purity (<u>NADI'RAH KHAMSAL</u>), whose tenets include maintaining water purity and distribution across the empire.

Founded in * RM, the Enclave's present Muttaharch is <u>HAKARIM ELSHIFFRA</u>.

The Enclave of Salvation (<u>FADAJAT KHAMSAI</u>), whose * religious enforcement

Founded in * RM, the Enclave's present Muttaharch is *.

Enclaves *

HIM'AQSAL KHAMSAL: also 'the Enclave of Aegis'. Pol. Org. One of the SHAMASHI ENCLAVES OF THE SARASTROAN EMPIRE, whose * oppression. public protection of its people and cities, though which covertly works to oppress those same people into complacency towards the hardships of life.

SHA'KKÍM KHAMSAL: also 'the Enclave of Iconoclasm'. Pol. Org. One of the SHAMASHI ENCLAVES OF THE SARASTROAN EMPIRE, whose * suppresses proscribed freedom of expression and art. Emerged from a stronghold of the Moréhan(?) order whose agents sided with Sathep. Works against and uses propaganda to decry the church of the undying machine

HALIMAAH KHAMSAL; also 'the Enclave of Knowledge'. Pol. Org. One of the SHAMASHI ENCLAVES OF THE SARASTROAN EMPIRE, whose * reeducation and propaganda

FADAJAT KHAMSAL: also 'the Enclave of Salvation'. Pol. Org. One of the SHAMASHI ENCLAVES OF THE SARASTROAN EMPIRE, whose * religious enforcement

SHAMASHI INQUISITION: see SHAMASHI ENCLAVES OF THE SARASTROAN EMPIRE.

<u>SHAMAT</u>: Gam. Boardgame common in the <u>ARID TRIPTYCH</u> dating to the <u>FOURTH AGE</u>. See Vol II: Games and Pastimes of Elyden.

SHAMATU: (5,400-ft.) also 'the Scar'. Geo. Jagged rocky terrain in the north west of EPIRU, in N'RAKH. The area is thought to be a vent for the ATRAMENTA given the warped terrain and flora found there. The corpses and tainted remains of young aanth undergoing their DREAM QUEST of ARDIKHALU litter the area.

<u>SHAMATZAR</u>: also 'the Shadow Warden'. m. Myt. His. Per. In the mythologies and ancient histories of <u>ELYDEN</u>, a <u>SCION</u> and son of the <u>DEMIURGE</u> <u>AVRAHAM</u>.

He was a powerful <u>ONEIROMANCER</u> and disliked the company of others. He destroyed the <u>MORTAL</u> city of Tamnavanda in a dream, only learning years later that the dream was mirrored in the real world. Distraught, he shunned mortal lands and could only be truly at peace in the wilderness, where the cacophony of their dreams and nightmares were stymied somewhat. He is one of the more enigmatic figures in the <u>MYTHOLOGIA ELYDEN</u>, appearing sporadically as a deus ex machina, through his powers of oneiromancy.

He was haunted by the nightmares of <u>NELCHAEL</u> (one of the twin aspects of <u>DOPELLANICH</u>) who finally drew him to the Demiurge, who flayed him, forever more wearing his skin as a cloak. See Vol IV: Scions, Children of the Gods.

SHAMUSH: Pol. Soc. Ind. PATRICIAN HOUSE in the REFORMED EMPIRE OF SARASTRO largely based in MHAROKK and LIDEA, known for its mining industries, largely sulphur and lead. See Vol II: Patrician Houses.

SHAN: Set. Settlement in the c north west of SERROK (Pop. c. 2,200).

SHANA: Geo. 1. Mountains in the c west of VENTHIR.

2. Highlands in the east of VENTHIR.

SHANATA: Set. Settlement in the c north of MHAROKK, west of lake KARAT. It is known for its peppers and spicy cuisine (Pop. c. 8,500).

<u>SHANATAN</u>: Set. Oas. Fortified oasis-settlement in the far south east of <u>SARASTRO</u>, on the northern-most extent of the <u>MOLACHARI DESERT</u> (Pop. c. 3,500).

SHANATH: Rui. City-state in the ancient AMNATHI KINGDOM, that, following its dissolution in -589 RM became a controlling influence of the western NÁRTHELI STRAIT dominating trade in and out of the channel, which led to the signing of an agreement between the nine old Amnathi states in -328 regulating trade in the region.

Shanath continued to grow prosperous and fell to corruption in -174 RM, with its fiefs succumbing to chaos. The southern cities were taken by <u>NÁRTHEL</u> by -150 RM, while its northern cities were slowly absorbed by <u>LYRADEA</u>, which claimed its territories north of the <u>NÁRTHELI STRAIT</u> as its own in by -96 RM. The city of Shanath remained active under Nártheli control following this period, though diminished in strength.

Korachani dominance of the region following the wars of 84 RM led to the city being renamed Xanathos, though with the increasing pollution of the waters around the strait, it was abandoned c. 200 RM, and began sinking into the <u>NÁRTHELI STRAIT</u> by c. 270 RM, where it lies, half-submerged.

<u>SHANJI</u>: Geo. Solitary mountain range in the S of <u>RAONGEN</u>⁽²⁾, situated between lakes <u>TAHONG</u> and <u>CALPURNIA</u>⁽¹⁾.

<u>SHAOJESEH</u>: 1. *Geo.* Impact crater in the north of <u>KHARKHARADONTIS</u>, just west of the <u>GAP OF SHADOWS</u>, and remnant of an ancient and now legendary <u>ATRAMENTAL BOMB</u> test carried out in 3736 RM. The test was the largest known Atramental explosion in the history of the empire, and was designed to show the might of <u>KORACHANI TECHNARCANE</u> military capabilities. The blast was massive, causing an upheaval around 3-miles

in diameter that solidified in mid explosion, leaving behind a blackened bloom-like feature, in parts like glass, and others like obsidian. It left the surrounding area an Atramental wasteland for miles around, and all life for miles around was extinguished in a moment. The blast was monumental in paving the way towards crafting bombs with a range of smaller effects, all of which could be better-controlled.

2. Also 'Breaker of Cities'. Sup. Tec. More specifically the name given to the bomb that created the above crater in <u>KHARKHARADONTIS</u> in 3736 RM. The bomb gained infamy across imperial territories, and was heralded as the Breaker of Cities, ushering a new arsenal of weapons that would defeat the enemies of <u>KORACHAN</u>. However, the technology rapidly made its way across the <u>INNER SEA</u> and beyond through espionage and reverse-engineering, leading to a tense stalemate, with no one nation willing to use such a weapon for fear of repercussions.

SHAOMATH: Lak. Lake in the IMMERUTH basin in the north west of LAASKHA. It is the c-most of 3 lakes in the region, all of which are remnants of a large bay that until c. 2600 RM stretched 175-miles east of the STRAIT OF SKAROS, beyond the city of FAALAR. The other 2 lakes are the Immeruth and the ERRTAH.

SHAONG: Alc. Str. Citadel in the c south west of RAONGEN⁽²⁾, along the course of a tributary of the river <u>CARMILI</u>. It is home to a sect of <u>ALCHEMISTS</u> and scholars who obsess over studying the secrets of the monstrous fungus of <u>HAGGAD</u>. Its main industry is the cultivation of wyrdwort, which is used in funerary rites across Raongen (Pop. c. 8,000).

SHAOS KHER: Eth. Original people of SAOSTANA who in the latter days of the FIFTH AGE settled the DELOMIG plains. In c. -1450 RM the people of the Delomig had divided into two groups; the KHERI nomads who were forced to the south by c. -1300 and the Shaos Kher (after which Saostana is named). By c. -1100 RM the culture of Shaos Kher had advanced to the point that it began to be known as Saostana (after the rulers of CARULA), from where the famed SAOSTANAN DYNASTIES would rise in -1019 RM.

SHAPER: Int. Sup. Rnk. One who can alter aspects of the MATERIAL PLANE, either through training, or innate talent, and usually a combination of the two, by tapping into the energies of the MATERIA OMNA – either through the FIRMAMENT or ATRAMENTA – to accomplish acts of SHAPING. Typically, shapers have talents within specific domains of the Materia Omna, known as SPHERES.

Shaping takes its toll on the body, and slowly corrupts both body and mind. Assuming a healthy diet and quality of life, most shapers peak at 30 – 35-years of age at most, with their shaping declining after reaching that milestone as their health begins to deteriorate. This is the price of shaping. Dietary supplements, controlled use of shaping, mediation and superlative training may put this up to 35-45, while the opposite (bad diet, sub-par living conditions, etc.) can put it down to 25 or less. Old shapers are frail and may show signs of dementia, or acute physical deterioration - a badge of honour, so-to-speak, and will be forced to become teachers or mentors, if capable of doing so. Those who are still active may make use of drugs or orthoses (such as IRON MANTLES (2.) or SOULSUITS) when shaping to help them achieve results that they were once able to achieve unaided. A common 'side-effect' of shaping is an increased appetite and tiredness. Eating and sleeping restore energy lost to shaping, though has given rise to the belief amongst commoners that shapers are lazv.

Though many people (particularly uneducated laypersons) believe that shapers have god-like powers within their sphere, the truth is largely more pragmatic, with shapers limited by individual skill, amount of training or knowledge, as well as the vagaries of the <u>ARCANE TEMPERS</u>, and not to mention limitations imposed on them by their governing bodies. The act of shaping itself is highly stressful and exhausting, and the type of powerful shaping that is popularised by mythology, legends, and pulp novels is simply beyond the grasp of the majority of shapers, and those that are capable of preforming such legendary acts are either beholden by law or simply disciplined enough not to, while others became famed (or rather, infamous) historical figures. These individuals have garnered the nickname <u>BASILEANS</u> in the <u>KORACHANI EMPIRE</u>, which was an old word for a ruler, signifying great personal power over others.

The use of shaping is typically highly regulated in civilised society, with many nations enforcing study and the issuing of licenses as a means of reducing devastating accidents and the potential for tyrannical figures wielding too much power. In the <u>KORACHANI EMPIRE</u> this is overseen by the various <u>MINASTERIA</u>^(2.) of Shaping, which train and issue licenses to shapers with abilities related to a particular sphere. See Vol IV: Shaping.

SHAPER, ROGUE: Law. Soc. In regions where SHAPING is regulated (for instance, in the KORACHANI EMPIRE, where individuals must be licenced to shape), those shapers who practice the art without honouring the necessary regional legalities are considered to be rogue.

Living on the fringes of society, and often retreating to the criminal underworlds of cities, or fleeing to the peripheries of civilised lands, or leaving civilisation entirely, rogue shapers are highly dangerous individuals – posing not only a danger to themselves, but also those they come into contact with.

In Korachan, warrants are issued by the respective <u>MINASTERIA</u> (2.) and the <u>ORDER OF PROSELYTISERS</u> for the arrest of such rogue shapers, and bounty hunters exist who make a living off of hunting for such rogues. Once arrested they are either forced to train in the relevant Minasteria, or they are incarcerated (with the aid of <u>DAMPING ENGINES</u>), or executed, depending on their prowess or desire for chaos.

SHAPER, The: also 'the Great Shaper', 'the Light and the Dark', and 'the Being of Two Halves', amongst others. Myr. His. In the cosmogony and ancient history of ELYDEN, the being responsible for the shaping of the SEA OF CHAOS into the FIRMAMENT ABOVE AND THE ATRAMENTA BELOW, in what is now known as the GREAT DIVINE UNDERTAKING, as well as the sowing of the 22 pods from would emerge the SEEDBORN MORTAL PEOPLES.

Little is known about the identity of The Shaper, and even the oldest texts of the <u>MYTHOLOGIA ELYDEN</u> go into very little detail on its nature. Of interest is that no major cultures or groups have ever worshipped The Shaper as a deity – or at least we have no record of this. For the most part, very few people have ever been privy to such knowledge, and even in these enlightened times, it is only a handful of scholars who possess such knowledge along with the competence to understand the implications. See Vol IV: <u>Mythologia Elyden</u>.

SHAPERS' GOSPEL, the: Sup. Vol. Series of three large scrolls discovered in a cave in the GURON HAAS region in the far north west of AHKA in 3899 RM. Thought to date back to c. 2100 RM, the scrolls are written in an old MULL script and are thought to have been penned by a FIRMAMENTAL SHAPER who had been persecuted by the KORACHANI EMPIRE. The texts were translated into AHKAN in the city of SAPEAHK and became popular amongst the middle and upper classes there for some time, finding their way across the INNER SEA REGION via the RED ROUTE.

The Gospels are an account of the life of the shaper, who is thought to have travelled to Ahka from the west of MENISCEA, acting as a form of missionary, spreading the word and teachings of the MINARET OF LIGHT in what they referred to as 'a heathen land corrupted by the Shadow'. Little is known of their fate, but it is suspected that they were captured or killed by Korachani forces shortly after the gospels were hidden in the cave. The originals are now kept in the library of Sapeahk.

<u>SHAPING</u>: *Sup.* The act through which a <u>MORTAL</u> is able to tap into the <u>MATERIA OMNA</u> to alter aspects of the <u>MATERIAL PLANE</u>, through the <u>FIRMAMENT</u> and <u>ATRAMENTA</u>, as a by-product of the <u>SHAPING OF CREATION</u> by the <u>DEMIURGES</u> ages ago.

To shape, an individual must attain a state of FOCUS^(1.), which is a form of higher consciousness in which they can perceive the Materia Omna, in the form of the INTEGUMENT. Once focused, the shaper is said to be ATTUNED, and can view the world through a spectrum that is unique to shapers, and which appears slightly different to every shaper. The act of focusing forms the bulk of training that most student shapers undergo, and the first time a shaper reaches a continued sustained state of attunement is a major milestone in their training.

Once focused, the shaper is able to manipulate the Materia Omna to achieve a specific desired result. Not all shapers can shape in the same way – one may have an affinity for plants, while another may only be able to shape the weather, or manipulate metal, or fire. Throughout the history of shaping, mortals have done their best to categorise shaping. These areas of expertise are referred to as <u>SPHERES</u>, and no two shapers

have access to the exact same spheres, and while these spheres have a role in generalising skills for the purposes of categorisation, training or licensing, they are far from the unmalleable dogma that some make them out to be.

To aid in shaping, shapers may make use of a physical FOCUS (2.), a totemic device made from substances sensitive to their chosen sphere of shaping. Advancements in technology and the development of TECHNARCANA, have supplanted foci, in the form of devices such as ORTHOSES, IRON MANTLES (2.), and HEART ENGINES, all of which provide an artificial boost to a shaper's skills, allowing them to shape for longer, accomplish more difficult acts, and while exerting themselves than they otherwise might without such aids. Certain drugs and performance-enhances can also be used to aid in the act of shaping, though may be dangerous to use repeatedly.

The act of shaping causes the eyes of the <u>SHAPER</u> to turn white or black, depending on whether they are using the <u>FIRMAMENT</u> or <u>ATRAMENTA</u>, respectively. See Vol IV: Shaping.

SHAPING OF CREATION, the: Myr. His. Event in the mythology and ancient history of ELYDEN that took place in the FIRST AGE, when the DEMIURGES shaped the matter of creation following the so-called GREAT DIVINE UNDERTAKING of THE SHAPER, that separated the SEA OF CHAOS in the FIRMAMENT ABOVE AND THE ATRAMENTA BELOW, with the MATERIAL PLANE between.

Detailed in the <u>MYTHOLOGIA ELYDEN</u>, the Demiurges shaped the Material Plane, creating <u>PLANETS</u> (known as the <u>ORBS OF LIFE</u>), and shaping continents and oceans upon them, even going so far as to create life from the various elements that arose from their Shaping. See Vol IV: the Mythologia Elyden.

<u>SHAR, the</u>: *Drc. Str. Org.* Outpost in the <u>DALMMA</u> Mountains in the north east of the <u>HENDECARCHY</u> of <u>DERAEIA</u> in the east of <u>MALAN</u>, where <u>ONEIROMANCERS</u> observe the <u>DREAMSCAPE</u> of <u>IWILL</u>.

SHAR SURYAH: (B. c. 3850 – D. 3928) Mil. SERAPI warlord, who in 3893 RM became kratocrat of city of HITTA in MHAROKK, going on to become a popular leader. He openly defied the KORACHANI EMPIRE, which at the time was in control of Mharokk, winning various Mharokkin settlements over the next decades (many through his force of personality alone), leading to the formation of the Kratocratic State of Hitta in 3914.

Korachani armies met his forces outside the city of Hitta in 3913 RM, but were defeated, leading to a further rise in popularity, after which he would go on to gain control of Mharokk by 3920 RM, uniting it with Hitta under a single banner.

His assassination in 3928 RM (thought to be at the hands of <u>SARASTROAN</u> agents) threw his lands into disarray, and they fractured in 3929 RM, with his heir, <u>SHAR SURYAH II</u>, maintaining the lands of Hitta, while Mharokk itself was reclaimed by Korachan after a short war with Sarastro.

SHAR SURYAH II: (B. 3902) Pol. Son of the SERAPI warlord SHAR SURYAH, who in 3893 became autocrat of the city state of HITTA and would later claim MHAROKK itself. His assassination in 3928 RM threw his lands into disarray, and they fractured in 3929 RM, with his son maintaining the lands of Hitta, while Mharokk itself was reclaimed by Korachan after a short war with Sarastro.

<u>SHARA</u>: Geo. Expansive savannah and scrubland in central <u>VENTHIR</u> stretching from the <u>KAUTULD</u> in c Venthir to the coast along the <u>TORRENT OF KARROCK</u>.

SHARAA: Rui. Ancient FIFTH AGE YARAOMIC settlement in the territory of GHALATTA, in what is today the city of SARAT, in the north of the demesne of HARAPPA (3). It was one of few Yaraomic settlements of note, and was overtaken by KORACHANI forces in c. 300 RM during their conquest of northern SAMMAEA.

<u>SHARA DOVE</u>: Fau. Bird native to the north east of <u>SAMMAEAN</u> and parts of southern <u>LLACHATUL</u>, and named after the <u>SHARA</u> savannah of <u>VENTHIR</u>. See Vol II: Classification and Taxonomy of Life.

SHARAK TI: Lan. Soc. The SAMMAECI word for a trade agreement, with roots in the intricate trade ceremonies of the ancient MEDHAMANNI EMPIRE. It carries a lot of cultural meaning and its usage is not fully understood by outsiders, though is believed to be akin to a verbal contract.

SHARAN: Set. Settlement in the south of ALAM BETHYL, in the east of the territory of GELAH. It lies entirely south of the northern POLAR CIRCLE and as a result its industries remains active all year round. It lies close to the border with CISNERIA, though there is little contact between the two due to the DIVUMMA Mountains lying between them (Pop. c. 7,300).

<u>SHARATHA</u>: 1. *Geo.* Large valley basin in the north west of <u>LIMOTH</u>^(1.) in the north of the emirate of <u>OTHOTEL</u>^(1.). It has a cooler climate than surrounding regions and is noted for its mist and many small caves.

2. *Rvr.* River in the west of <u>LIMOTH</u>^(1.), flowing south through the emirate of <u>OTHOTEL</u>^(1.) for 565-miles from sources in the <u>KOTHA ICHOLLIGHA</u> and <u>EPHIREN</u> Mountains before meeting the coast at the <u>SEA OF KRYMEA</u>.

SHAREN 'ASHA HADI: (B. 3903 RM) Pol. Present Queen of BA'AKH. She is known for her longevity, which is attributed to her <u>UMBRAPHAGY</u> and other <u>ATRAMENTAL</u> procedures. Sharen and her predecessors ruled as regents in the name of <u>SATHEP THE RISEN</u>, who is technically the ruler of Ba'akh.

SHARHAM: also 'Elyden's Vengeance'. f. Myt. His. In the mythologies and ancient histories of ELYDEN, a SCION of the DEMIURGE ARIMASPI. She is remembered on the island of ISEA as a champion of the natural world and an ally of those who dedicated themselves to the preservation of nature. She was a fearless fighter and travelled ELYDEN extensively, though always returned to Isea, which was said to be her birthplace. She is best known in IDRIIS for having defeated an ancient industrialised army in the late THIRD AGE, though eventually died of wounds sustained in the battle. A tree is said to have later grown on the spot where she fell, which is now known as the TREE OF SHARHAM.

She was close with the <u>MORTALS</u> and beasts (<u>HAGHORIM</u>) of that island and various lineages, some surviving to this day, claim her as a distant ancestor. Most notable is the kindred of <u>QIADIR</u>, that was amongst the staunchest of opponents of the ruling dynasty of <u>ZAYIID</u>. See Vol IV: Scions, Children of the Gods.

SHARAM, TREE OF: Leg. Flo. Large unique tree in the north west of IDRISS, on the island of ISEA. It is said to have grown over the spot where the SCION SHARHAM died years before after defeating an army of industrialists. The tree is now enclosed by the fortress of the SENTINELS OF ARIMASPI, which is known as the CHILAGRIA, and its fruit have restorative properties and are used by the members of order.

SHARIL: Set. Coastal settlement in the far south east of **ELEKHID** (Pop. c. 7.000).

SHARIM: Set. Major city in the c of ZHARIAH⁽²⁾. It is an industrial centre, and many engines and machines found in Zhariah are manufactured here. It is noted for the exotic appearance of its people, who have inherited the HALFBLOODED traits of the ancient ancestors (Pop. c. 121,000).

<u>SHARIR</u>: Set. Settlement in the c south of <u>NÁRTHEL</u>, along the course of <u>THE SHADOW MARCH</u> and the <u>RED ROUTE</u>. As a result, it has many hostels and inns that cater to those travelling through it (Pop. c. 10,000).

SHARLEH: Geo. Mountain-range in the <u>KORACHANI</u> colony of <u>CRASSULA</u> in the far north east of <u>MENISCEA</u>. The range stretches for 375-miles, dominating the eastern coast of the <u>KIGOAN</u> peninsula.

SHAROOK: Geo. Highland region in the west of ZHARIAH⁽²⁾, serving as a border between it and ABACARDAT and the JAHADAT STATES. In 2941 RM it became home to exiled royalists who would move west in QARALAM, subjugating it within only a few years.

<u>SHAROTHA</u>: *Geo.* 400-mile ridge in western <u>ANDILUTH</u>, serving as a border with <u>MOAH</u>. The ridge forms the north western-most part of the <u>CAMMOREAN</u> Mountains.

SHARRI: also 'Cliffs of Sharri', and 'Quarry of Sharri'. Geo. Expansive quarry in the c east of IMELKOT that is cut into the side of the MENEFIR Mountains. Over two miles long, the quarry cuts a straight line into the mountains, leaving a sheer drop over 250-ft. high to the bottom

SHASHAKAR: Set. Large city in the c north west of RHEA, to the south east of the AHRAN HIGHLANDS. After laws were passed in 247 RM giving the KARKAUTHI kings divine right to rule over the lands of ARRETOY, the city dissented, and three members of the Arretoyan royal family were killed. This began a period of strive that ended in 253 RM, with the independence of much of what had once been Arretoy.

Today, the city's populace is amongst the staunchest supporters of the <u>COURT OF DREAMS</u> (Pop. c. 40,000).

<u>SHATHA LAI</u>: Rui. Ruined tower thought to date back to the <u>FOURTH</u>
<u>AGE</u>, in the north of the <u>CAUAT</u> badlands in the c of <u>CUTH</u>.

SHATTERED GATE, the: Rui. Ancient edifice in the LERASA Mountains, in the south west of WESTERN LLACHATUL, along the border between AYAD and RAONGEN^(2.). It is in the form of a monumental gate with brass gates fused shut. Little is known of its origins, though it is thought to precede the WAR OF SCOURGING in the FOURTH AGE.

SHATTERED MIRROR, the: Int. Leg. His. Obj. An ancient MAGICKAL artefact that shaped the early centuries of the VÁMAN ORDER of the SANCTIFIED INQUISITION.

The Mirror is a timeless subject of <u>KORACHANI</u> lore, its first mention likely dating back to pre-imperial times, where it was known as an ancient and powerful artefact, created by ancient gods. These descriptions match those of a <u>GODSTONE</u>, and <u>DEMIURGES</u> or <u>SCIONS</u>, respectively – all details that few if any are privy to). The object was believed to amplify the emotions and desires of those looking into it, giving them a myriad of visions of possible futures, ranging from fates that lead to their death to others that lead to glory and fortune. Some <u>SHAPERS</u> with an affinity for particular <u>SPHERES</u> (<u>ANIMISTS</u>, farseers, or <u>SEERS</u>^(1.), for instance) who used the Mirror might have gleaned the paths to reach their desired futures, making the Mirror incredibly dangerous.

Tales of the artefact became an important developmental touchstone for many shapers, whose years of training were more often than not fuelled by tales of its history.

The <u>PALADINS OF THE SHADOW</u> were an early Korachani organisation that shapers. Many of its members were shapers themselves, and grew up on stories of the Mirror, and sometime in c. 800 RM a group of these Paladins formed a sect that broke away from the main group, and devoted themselves to the search for the Mirror. Over the years this grew into an almost alchemical exercise in improving themselves rather than a search for a physical object, but nevertheless, the sect began to attract more and more members from the main order, until its members outnumber the parent organisation.

Amazingly, an artefact matching the Mirror's description and properties was found in an ancient stronghold in the <u>PRISON CARCERI</u> in c. 1080 RM. Little is publicly known of what happened to the Mirror once it was retrieved.

Its goal fulfilled, the sect returned to policing shapers in the empire, and it slowly evolved into the Váman Order within a century, being formally re-christened so in 1196 RRM.

Some claim that the Order used the Mirror to manipulate fate to achieve secret power within the empire – an act known within imperial urban legends and oral histories as the SHADOWED PACT – though these fanciful tales are ignored by serious historians.

SHATTERED PENINSULA, the: Geo. Rocky peninsula in the north west of IO. It forms the STRAIT OF GARAP that divides the SEA OF ETHA from the DAARKEN GULF. It is named after the many canyons and fissures that are found there.

SHATTERED ROCK, TEMPLE OF THE: Rel. Str. Rock outside the city of KORACHAN, where the ARCHPOTENTATE MALICHAR destroyed the temple of LIFE AND DEATH, breaking its dolmen in two with a strike of his blade. The first temple of the UNDYING MACHINE was erected there, before the rise of the CHURCH OF THE UNDYING MACHINE emerged as an organised religion, and it survives to this day, as an important holy site, that is inaccessible to most to preserve its condition.

SHAUROLATHAHAN: Geo. Volcanic region in the far north of ELYDEN, in the WHITE SHEET. The region is renowned for its sulphur vents, many of which are buried beneath thick layers of ice, though geysers do protrude from the ice, forming conical vents that steam, as though in defiance of their surroundings.

<u>SHAY</u>: *Geo.* Mountain in the c west of <u>SARASTRO</u>, forming an extension of the <u>OTINDHAR</u> Mountains.

SHAYAAT: also 'the Singing Statues'. Int. Arc. Three colossi in the south eastern foothills of the LONELY MOUNTAINS in TEMUJA that take the form of vague humanoids with their hands cupped to their mouths. They predate the present Temujan culture and are likely a relic of the early

<u>NAHORIAN</u> expansions north, though references made to them by the <u>TUTELARY</u> worship prevalent in Temuja indicates that they were appropriates as guardians of some form. They are named for the eerie whistling sound they produced when a strong northerly wind blows. They were likely used as a warning for frontier settlers of bad weather. They survive to this day and, though they are greatly weathered (one is destroyed), they continue to whistle the arrival of northerly winds.

SHAYANDI: Rvr. Major river in the north of KEPHUAAN flowing west and north for over 785-miles from sources in TAOGHLIN and MAO SAGHI Mountains, before meeting the coast at the VEREN ITRUSH. It is relatively fast-flowing for most of its course, and is home to various industrial centres.

SHAYKH: Fau. Creatures believed to be descended in some way from the DEMIURGE TALANTEHUT. They are incredibly ancient, dating back to the time when the Demiurges still walked <u>ELYDEN</u>, and are now desertdwellers and mystics, rarely making contact with other creatures. They are most common in <u>SAMMAEA</u> and its natural deserts.

Their bodies are gangly and alien, with long grotesque faces, not unlike those of horses or nectar-drinking insects. See Vol II: Classification and Taxonomy of Life.

SHAZGIN: Dem. 'Shazgin'. Ntn. Nation in the c of MENISCEA. Its northern half is a vast highland plateau, which gives way in the c to lower scrublands and eventually deserts farther south, which are dominated by the rust Wastes of VERMES. It is ruled by a long-standing sultanate that has had various dynasties, the current one of which is the TAREQIAN DYNASTY, whose present ruler is ZARIFIRA II. Its people wear dhotis, which vary in thickness based on region and are typically of patterns made from similar colours, and they commonly make use of SEVER TASHIS in their eating habits. The ruling dynasty emerged from the older far-ranging empire of VALARIM, that collapsed early in the FIFTH AGE. Adults shave their heads once they become adults, following the RITE OF SHER, and long hair is seen as unclean and uncouth.

It withdrew from the <u>FEDERATION OF FREE NATIONS OF MENISCEA</u> in 3258 RM. See Vol III: Extant Realms and Nations.

SHEADIL: Set. Major city in the c south west of IMEAL. It is a permanent along the course of the SOVEREIGNS' ROAD trade-route (Pop. c. 85,000).

SHEB ALAM: 1. Geo. Mountain in the north east of ALAM BETHYL, its name derived from the beast of legend^(2.) that is common in the Myths of Alam Bethyl.

2. *Myt. Fau.* Mythological beast common in the legends of <u>ALAM BETHYL</u>. It is commonly depicted as a cimmerian-coloured feline the size of a horse, with seven eyes. Each of which allows it to see different things, including the <u>MATERIA OMNA</u> and the <u>OTHERWORLD</u>.

SHEBEH: Pol. Set. Capital city of EASTERN LARISH, overlooking the SERUM SEA. It is the seat of the eastern half of the <u>TWIN CROWN</u> and is a major port city (Pop. c. 274,000).

SHEDACCID: Pol. Set. Capital city of LHACCIDA⁽²⁾, located in the c north of the nation. It is a relatively small city and retains many of its classical architecture, and forms a part of the ISHMMARRAN TRAIL and caters to the many merchants and travellers that cross through it (Pop. c. 37,000).

<u>SHEDAMMA</u>: Geo. Expansive inland plateau region in the south of <u>SAMMAEA</u>, dominating the lands south of the <u>WORLD'S CROWN</u> mountain, where the <u>TROPIC OF MAOCARHL</u> forms part of its border. The region's climate ranges from temperate to the south west, to arid in the north east.

<u>SHEDANKH</u>: Pol. Soc. <u>Patrician House</u> in the <u>Korachani empire</u> based in the region of <u>PSALDA</u> in <u>Korachan</u>. The house has roots in <u>Khamid</u>, and was descended from the ruling <u>Pharoant</u> caste that was in power when Korachan subjugated Khamid in 3021 RM. See Vol II: <u>Patrician Houses</u>.

SHEDIM: Rel. Rnk. A priestly caste in <u>JURRAS</u>^(2,) entrusted with the castingout of evil spirits and bestowing benedictions.

SHEDKHARKHEM IV: (D. 2384 RM) *Pol. His.* The last of the SAPETI DYNASTS in KHAMID, who was assassinated by NATIT HENSHEF in 2384 RM

<u>SHEET WORM</u>: Fau. Vermin common in wetlands, particularly those of mild <u>ATRAMENTAL TAINT</u>. The worms are amphibious and continue

growing throughout their lives, moulting every few months as they outgrow their current skin, and can reach lengths of 10 – 12-ft. They move by undulating their ventral fins, which let them move on land and water with equal ease, and they can even burrow in shallow mud of sand in this way. See Vol II: Classification and Taxonomy of Life.

<u>SHEKEAH</u>: Set. Coastal city in the east of <u>GIBEAH</u>, overlooking the <u>YIBBUGHAN SHALLOWS</u> (Pop. c. 45,000).

SHEKZEJETH II: (B. 1564 – D. 1611 RM) Pol. His. Queen of the AMNICIAN DYNASTY in AHRISHEN, who acceded in 1585 RM following her father's death. She was sickly from a young age, and court doctors thought she might have a rare form of AEPATHY that was resistant to treatment. She ruled largely by proxy, delegating work to members of her council. She became increasingly ill throughout her life and by 1611 RM she had reached the end of her days, and she had her court prepare her daughter Isbaaha for the role she would soon inherit.

Word reached <u>AQEEL OF TANDENDER</u>, a cousin of the family who had spent his life in <u>EBUSHEN</u>, and he seized the opportunity, travelling to <u>AMNICA</u>, arriving there just as the queen died. He carried out a coup d'état in the confusion following her demise, and killed her daughter, seizing the throne for himself, ending the line of Amnician rulers and instating the <u>HOUSE OF TANDENDER</u> in their place.

SHEL: Set. Settlement in the south west of GIBEAH. It is noted for its large foundries, where raw nickel is shaped into ingots, for transportation north to GUAZADEAH (Pop. c. 10,000).

SHER DHIA: also 'Granary Fort'. Str. Large circular forts with large courtyards common in the south of SHAZGIN. Their circular courtyards are flanked by tiered stores that are used by specific families to store grain, while the courtyard itself serves as a makeshift caravanserai, with room for trade caravans and beasts of burden inside it, and a larger granary that is used by the state. Families are free to use these granaries to store their crops though must donate 10% of the weight to the state granary.

The granary forts are considered as almost sacred places and are respected by the people, though are still manned by a handful of soldiers each and taxmen from the state coffers who ensure that people pay the 10% dues. They are common in rural areas and form the centre of most small farming communities, where they also serve as a central place where people can meet (such as during festivals, including the RITE OF SHER) or take shelter in the event of enemy attack or extreme weather (such as dust or rain storms). Families flee to the fortress, which is locked up from the inside and defeated by state soldiers stationed there and the families themselves, who take arms and stand on the highest stores which serve as ramparts.

<u>SHERAHAD</u>: Set. Large city in the c north of <u>SARASTRO</u> that is colloquially referred to as a female (Pop. c. 50,000).

SHEREF NEL: Set. Settlement in the south east of Khamid, in The Living Lands. It overlooks the sea of Pharanx from atop a high cliff; a reminder of the region's destructive past. Its main industry is viticulture.

Local legend has it that a far older smaller settlement once stood close to present-day Sheref Nel, and that the settlement was sundered in two during the CATACLYSM OF KHAMID in 101 RM (Pop. c. 17,400).

SHELF, the: see MAR ISS.

SHELL: see NULL.

<u>SHELL MIDDEN</u>: Soc. Geo. Waste mounds made up of discarded mollusc shells that are common in areas where oyster farming is common.

More specifically, the term is used for the numerous hills located close to the coast in the north west of KHULL, dating back to around 1 millennium. They are the product of ancient coastal people who would dispose of mollusc shells on an industrial level during the height of clamming and oyster farming. There are thousands of individual middens, and many of them are very large, rivalling hills in size, and most are overgrown, barely recognisable today.

Some manufactories now take advantage of this plentiful resource, collecting these ancient shells and using them in a variety of industries, including construction, and as fertiliser.

SHEMAYAK: (B. c. 3090 - D. c. 3150 RM) Mil. Warlord who in c. 3130 RM united the disparate city-states that inherited the failed pirate city-state of TAZAYIL, becoming the patriarch of the royal family that would go on

to rule the <u>PRINCIPALITY OF SEPAHAUNAT</u>, which was founded in 3259 RM. He is remembered fondly today as a hero and bringer of peace and stability to the region.

SHEN: Cur. Currency used in PARTHIS and its colonies and dependencies.
See Vol II: Currency and Coinage in Elyden.

<u>SHENA</u>: *Geo.* Mountain-range and surrounding highlands dominating the c of <u>VENTHIR</u>, dividing the <u>SHARA</u> plains to its south from the forest of <u>MAPHANI</u>^(1.) to the north and the plains of <u>HAMSHEN</u> to the north west. It's highest peak is known as <u>HETEPHERES'S CROWN</u>.

SHENTRA: Ind. Set. Major mining settlement in the north of AHRISHEN.
The city and satellite villages specialise in flint and shale production and the region immediately surrounding them is covered in open pits and quarries (Pop. c. 20,000).

<u>SHEONE</u>: Set. Small city in the south east of the emirate of <u>LIMOTH</u>^(2.) in Limoth^(1.) (Pop. c. 17,000).

SHEPHERDS OF THE ROAD: Org. The 'militant' arm of the MINASTERIA OF ROADS, the Shepherds of the Road are guards who patrol the most well-travelled roads of the KORACHANI EMPIRE, keeping both the roads and their travellers safe. Their main concern, however, is the safe transportation of trade goods, ensuring the continued sustenance of the KORACHANI economy. They are most common in the direct surroundings outside cities, where they keep an eye on traffic entering and leaving settlements, and ensuring that they stick to designated roads.

They are relatively well-equipped, with dark blue uniforms, and light metal pauldrons and breastplates, that are decorative rather than functional, and they carry single shot rifles and batons.

SHEPHERD OF ROT: Leg. Legendary figure common in the east of CENTRAL LLACHATUL in lands north of the SEA OF URAN, particularly the HARÉSHK, AHRISHEN and SAUA. The Shepherd of Rot is a solitary figure, commonly dressed in funerary vestments, who travels the land, speaking nonsensical words that are considered to be prophecies of the end times. See Vol II: Legends and Folk Tales.

SHEPHERD KING, the: (B. c. -100 – D. 903 RM) Pol. His. Ruler of the now-extinct nation of MHARAKA for over nine centuries. He discovered an ancient THYMI crown, gaining strange abilities as a result. Drunk with power, he subjugated a nearby town, and as people pledged their loyalty to him, he found himself growing stronger still. Over the course of a few tumultuous years, he subjugated most settlements along the NATIAL plains, uniting them under his crown, and he became known as the SHEPHERD KING – an insult created by his opponents that he took on as his own.

Until then the area was unstable, plagued by <u>AATI</u> attacks, though the Shepherd Kings unification of the tribes and city-states allowed them to work together, and the region was cleared by c. -20 RM.

His life prolonged by the crown, he founded a new capital – the city of <u>KEKELIB</u> – at the mouth of the river <u>FATHA</u> (now 85-miles from the coast), which rapidly became a powerful metropolis by c. 200 RM, its armies defending its borders (which had rapidly expanded west over the ensuing years) from <u>KORACHANI</u> incursion. In 407 RM the Shepherd King entered into diplomatic agreements with <u>HOAMM</u>, which provided Mharaka with many new trade enterprises and eventually the founding of <u>ATRAMENTAL</u> colleges in <u>KHYMER</u> in 523 RM.

He was assassinated under mysterious circumstances in 903 RM, leading to the Korachani subjugation of Mharaka over the coming decades, culminating in the siege and destruction of the city of Kekelib, in 933 RM. This saw the end of Mharaka, and the birth of MHAROKK.

SHER: Rui. Old capital of TARTAK built on the ruins of a far older settlement known as AHSHER. It was abandoned in 2053 RM due to the ATRAMENTAL poisoning of the river KHARAD. The city covered both banks of the river and stood on great stone pillars to survive its yearly inundations. Now it stands as an empty shell, its great temples crumbling into the BLACK MARSHES around it, its hollow edifices, once mighty, now home to little more than grotesques and degenerates that terrorise the region, inhibiting trade.

SHERRA: Set. Fortified settlement in the east of ALAM BETHYL, in the territory of TABERCIL^(2.) (Pop. c. 6,500).

SHERRI: His. Eth. Historical ethnicity that originated in the HOGGOTHA ISZ in c. -200 RM. They were forced south between c. 1200 – 1500 RM (possibly following the MT. KLAUVAKAN CALAMITY, or by increased SERAPI activity, settling in what are today SIMBARA and AKANTHRA, taking on the role of labourers and craftsmen, being absorbed by the native populations. Some clung to their nomadic heritage, slowly becoming a caste apart from others moving across the land, offering their services as seasonal workers and tinkerers, though they were largely disliked. They were most numerous in the former region, and though they became the backbone of the economy, they were never regarded with much respect, with very few of them achieving high social ranks.

The rapid spread of <u>LAZANISM</u> in Simbara in c. 2450 RM further ostracised the sherri people, leading to a greater class divide that saw them sink further into the lower classes over the next centuries. By c. 2700 RM they had effectively become a slave caste, working for meagre wages and living in simple slums and ghettoes, segregated from the other Simbaran peoples. It is not believed that this degeneration was the result of wickedness, but simply ignorance and a failure to see the results of slow changes.

The sherri were at the centre of the SHERRIAN CIVIL WAR that started in 2711 RM in the city of RELVERA, when a large sherri workforce was gunned down by overeager troops, leading to a 40-year guerilla conflict that ended with the sherri defeat. Following this, the remaining sherri began a slow exodus from Simbara, settling in VAUN, AKANTHRA, and CENGUISSE over the next centuries.

SHERRIAN CIVIL WAR: Mil. His. An important event in the history of SIMBARA that began in 2723 RM, though which was set in motion over a decade earlier with the mistreatment the sherri lower caste through the spread of LAZANISM, culminating in 2711 RM in the city of RELVERA, where a large SHERRI workforce was gunned down following an unfortunate escalation of events. This led to sherri workers across Simbara revolting. Over the years they gained the support of various natives, including the backing of people in the government, through which they were able to win themselves a portion of the Simbaran armed forces. These were used to good effect in 2723 RM, when they attacked fort PAWER, denying the defence a vital stronghold.

This began a conflict in which accepted forms of warfare were eschewed by the sherri forces in favour of guerilla style actions characterised by subterfuge, raids, and sabotage, which led to the war dragging on for over 40-years, ending finally in 2766 RM with the defeat of the sherri rebels and their allies.

It was a hollow victory, however, and not only was government left ailing, but the nation itself was in shambles, desperately in want of a charismatic leader. Simbara found one, in the shape of REXIMAND PROLGAPEA, who would later become the first emperor of a newly-united Simbara.

SHERTAL: Rel. Deity in the YAGHUKLI PANTHEON that is worshipped by various peoples in the BARRIER LANDS. Shertal is a deity of death and guardian of the underworld, whose belief likely stems from the deeper CHTHONIC MYSTERIES of HOGGOTHA ISZ. Worship of Shertal is widespread and people make offerings to her during their daily lives. See Vol IV: Gods and Pantheons.

SHERTUR PECE: (B. 1231 - D. 1271 RM) Art. Car. Explorer and artist who in 1261 RM joined the great KORACHANI expedition south to **KHARKHARADONTID** Kharkharadontis known as the UNDERTAKING. Born in MHAROKK, he was not an initial member and joined as the expedition passed south through his home town, where his navigational and artistic skills were seen as an asset. Indeed, during his years on the expedition his copious note-taking and sketches and art proved invaluable resources to people in the <u>HEARTLAND</u> learning of the discoveries in the SAMMAEAN wastes. He died in 1071 RM in the city of NOAVATUR of ailments brought about by his travels through ATRAMENTALLY TAINTED land, by then already famous for his art, particularly his oil paintings depicting the GLASS PLAINS OF CHUROTH, which became famous in Korachan, with prints of them found for sale to this day. The originals are now kept under lock and key in the IMPERIAL ARCHIVES in KHADON, where much of his work remains unpublished.

<u>SHERUSALL</u>: *Sea.* Bay in the south of the <u>SEA OF ORRIDA</u>, in the northern coast of the <u>TEMPLAR STATES</u>, overlooking the entrance into the inland sea of <u>DORRA</u>.

<u>SHET</u>: *Mil. Str.* Fortress in <u>TERARA</u> in the c of <u>LYRIDIA DHAI</u>, overlooking the border with <u>COTHON</u>.

<u>SHETUR</u>: 1. Geo. Hill, around 50-miles long in the c of <u>SKAROS</u>, overlooking the <u>ISHLASCAR</u> plains.

- 2. (1,400-ft.) Geo. Highest rocky peak in the eponymous hill^(1.).
- 3. Mil. Str. Fort in the c of <u>SKAROS</u>, along the highest point of the eponymous hill.

SHEZALIAH; Dem. 'Shezallahan'. Ntn. Nation in the far south east of Sammaea, to the direct south of ZHARIAH(2.). It emerged from Zhariah in 3502 RM following a period of strife, and its people are insular, rumoured to be practitioners of BIOMACHINERY. Its south eastern-most territories are dominated by the Atramentally corrupted region known as THE SOILURE, which is what fuels their biomechanical industries. When still part of Zhariah it was home to many royal palaces and necropolises, the largest of which survives today in the heart of the now-capital city OTHOROKK.

Today it is known for its agriculture, groves and gardens, and is ruled by a dual monarchy known as the <u>BIMARID CROWN</u> in which two regents form the head of state – typically siblings, cousins or similar close relations.

Its people have an ancestral hatred of Qaralam and Zhariah over past events. See Vol III: Extant Realms and Nations.

- SHIAAN: 1. Sea. Bay in the north of SAMMAEA, forming the northern-most part of the <u>IGUZZEN</u> lagoon. Its waters are relatively deep, compared with those of the lagoon, and remain fruitful to the fishermen of the region.
- 2. Set City in the west of $\underline{KAZZAR}^{(2.)}$, in the north of $\underline{SAMMAEA}$. Its main industry is fishing (Pop. c. 38,400).

SHIAD: Geo. Island in the sea of IDALA, off the south western coast of DANU. It was 'discovered' and named by the explorer BOHMIUS in 1526 RM. It is home to the OBSERVATORY OF PAZZAD, though is otherwise unpopulated.

SHIARTHAR: Geo. Plains in the c south of AZAZEM.

SHIB: Cur. Common coin denomination in THE SURRACH, produced through punch-marking. The Shib is commonly valued at 1/5th of an ARK. See Vol II: Currency and Coinage in Elyden.

SHIBBETH: 1. Lak. Lake along the course of the river SHIBBOLETH⁽³⁾, forming part of the border between RHINOCOLOURA and ETHISTONITH.
2. Geo. Island in the eponymous lake. The remains of many dead merills can be found there, some thought to date back to the THIRD AGE or earlier.

<u>SHIBBOLETH</u>: 1. f. *Myt. His.* In the mythology and ancient history of <u>ELYDEN</u>, eleventh of the Two-and-Twenty <u>DEMIURGES</u>, whose children were the <u>MERILLS</u>.

She is depicted as a cursed and babbling being, with little care for the MORTAL PEOPLES or the politicking of her Demiurge siblings. Her tears are said to have created river Shibboleth^(3,).

Her known <u>SCIONS</u> are: <u>ENNEI</u> and <u>LLACHATRA</u>^(1.). See Vol IV: the Two-and-Twenty Demiurges.

- 2. Sca. An archaic name for the <u>TORRENT OF KARROCK</u>, common in the <u>FOURTH AGE</u>. Following the <u>FADING</u>, the name was forgotten, and it is today known as Karrock.
- 2. Rvr. River in SAMMAEA flowing north west for over 5,050-miles from sources beyond lake AKASM, in the DANOSOTH Mountains in the south of ETHISTONITH. The river flows through RHINOCOLOURA, AETHIOS, N'RAKH, PARAIYA, LIDEA and MHAROKK, before meeting the INNER SEA just south of the HARAPPAN^(2.) peninsula, at the BAY OF MHARKA, where silt deposited from the river has created the marshlands of ILASIMA. It also acts as a border between Paraiya and Lidea, and Mharokk and Lidea,

The river once featured prominently in the reproductive cycle of the MERILLS, where individuals on the cusp of reaching sexual maturity would return to the river's source in lake Akasm, though pollution and corruption of the river Shibboleth, as well as damming and industrialisation along its course has led to them dwindling greatly in numbers.

Though it shares a name with one of the Two-and-Twenty $\underline{DEMIURGES}$, it is unknown if the two are linked in any way, though in the ancient myth of Aethiosi nomads, the river was created by the tears of \underline{TEROTH} (daughter of the Demiurge $\underline{NEITH}^{(1.)}$) after she was raped by $\underline{VOLUPIS}$ (son of the Demiurge $\underline{SYBARIS}^{(1.)}$).

The river was dammed in 2943 RM in Aethios, forcing the KORACHANI EMPIRE into war against it, as the construction of the dam slowed the flow of the river downstream to a fraction of its previous output, leading to the dwindling of dozens of imperial cities. After decades of a largely uneventful war, a desperate Korachan was finally able to destroy the dam in 3017 RM, though the subsequent flooding of the river led to death and destruction downstream, causing more damage than the construction of the dam had in the first place. The dam was never restored and lies ruined to this day.

4. also 'the River'. Ast. Con. Constellation along the equator. See Vol II: Constellations.

SHIBA: Set. Abandoned city in TARTAK. Like most of its fellow settlements along the river KHARAD, Shiba was deserted when the influence of the ATRAMENTA on the river became too much. Unlike most other settlements, including the old capital SHER, Shiba is still maintained by a semi-permanent workforce of priests and hierophants who tend to the sinking idols of the Tartakhid pantheon.

<u>SHIBANIA</u>: Pol. Ser. Capital of <u>ILLAKRAR</u>, located in the c N of the nation (Pop. c. 2,500,000).

SHIBANORS: Set. Settlement in the c south west of <u>AETHIOS</u>, 25-miles north east from the river <u>SHIBBOLETH</u>⁽³⁾ (Pop. c. 6,000).

SHIBARITH: Myt. Fau. An aberration thought to be a SCION or other creature of divine origins (given the possible etymological roots of its name, many postulate this is the DEMIURGE SYBARIS⁽¹⁾, or a creature somehow related to her). Vaguely humanoid in form, its stomach is grotesquely distended and resembles the bloated abdomen of an insect. Immeasurably old, and gifted an uncanny bestial intellect, it has become the living deity of a diaspora of people who began worshipping it sometime in the FIFTH AGE in the deserts of APLI in the north of BROR⁽¹⁾.

Willing (though brainwashed) supplicants donate their livers to the thing, which eats them raw in return for its psychic protection against would-be predators, intrusion from without and the <u>FIRMAMENTAL</u> storms that batter the region. Its appetite is voracious and other than supplicants, it feasts on the organs of sacrificed animals and prisoners. See Vol IV: Gods and Pantheons; and Vol IV: Scions, Children of the Gods.

SHIBB, TEMPLE OF: Rel. Str. Ancient temple named after the <u>DEMIURGE SHIBBOLETH</u>^(1.) in the south east of <u>VENTHIR</u>. It is said to be possessed by the essence of Shibboleth, and is built on the site of a great monument to the Demiurge, which was toppled centuries ago and now rests in the bottom of the <u>TORRENT OF KARROCK</u>.

Its monolithic dome – said to be close to a mile high and almost twice as wide – has its own weather, and it has been known to rain inside the unbroken dome at times. The air within is haunted by the cracking and whispering of materials that expand and contract with the change in temperatures between day and night; and the <u>DREAMS</u> of those who sleep near are plagued by visions and nightmares.

The temple was envisioned and constructed by the priestess <u>HAMMOLEKETH THE HIGH</u>, who employed masses of slaves and followers over a thousand years, between c. -50 – 600 RM to create the dome. Its construction was strangely ignored by <u>QUEEN HETEPHERES</u> of Venthir as well as other rulers and powers, and the temple is still overseen by Hammoleketh and the few who follow the cult of Shibboleth.

Some think that the temple (and the predating monument) was built over the resting place of the Demiurge Shibboleth^(1,), whose essence some scholars postulate is in <u>POSSESSION</u> of Hammoleketh's body, which has survived untainted for over 5,000 years, where it remains to this day, guarding the temple. Despite the claims there is little proof of this.

Given the manner in which most churches and states persecute foreign religions, it is unknown how the temple has been allowed to survive for this long without being opposed by groups such as the <u>ICONOCLASTS</u>⁽²⁾.

It is considered by many to be worthy of inclusion amongst the <u>WONDERS OF THE ANCIENT WORLD</u>, though is too 'modern' to be considered.

SHIBBOTHA: Geo. Main island in the archipelago known as the SHIBBOTHA ISLES, off the south western coast of SAMMAEA. It is the primary point of contention in the territorial dispute between KEPHUAAN, FALLAROUR, and the CORAL BARONIES, who both claim to be its rightful owners. This likely stems from the ruins of ancient cities located on the island (primarily RUOI and ELARI) and rumours that they were once industrial powers.

SHIBBOTHA ISLES: Geo. Island-chain in the south east of the SEA OF MERCUVIA, north of the SHIELD ISLES, to the west of KEPHUAAN. The islands are largely uninhabited and are contested by the states of Kephuaan, FALLAROUR and the CORAL BARONIES, which has led to soured relations between the two states and increased naval activity in the surrounding waters.

<u>SHIBITH</u>: Rvr. River in the c east of <u>AETHIOS</u>, flowing for 275-miles from sources in the <u>ARAM</u> Mountains before meeting its parent, the river <u>SHIBBOLETH</u>⁽³⁾.

SHIBOTHA: Geo. Low rugged mountain and hills forming a natural border between the east of <u>LIDEA</u>, and the west of <u>BA'AKH</u>, which at their longest extent run for around 420-miles, covering some 45,000 square-miles of land, most of it hilly.

The mountainous area of the Shibotha – largely covering the centre of the range and its western hills – is home to a race of reptilian humanoids known as <u>LACER</u>; descendants of the <u>SERAPIS</u>, though more civilised.

SHIDAD: Set. Small city in the c north west of <u>ABACARDAT</u>, along the north eastern edge of the <u>BITTER SEA</u>. Like many settlements surrounding the <u>UHBATAQI</u> basin it is a major producer of salt (Pop. c. 3,000).

<u>SHIDIS</u>: Set. Settlement in the territory of <u>FARIS</u> in the south of <u>SABIA</u> (Pop. c. 4,300).

SHIDUK: See. Small city in the west of the JAHADAT STATES, under the control of the city of <u>URDAH</u> (Pop. c. 12,750).

SHIE: Plr. 'shie'. Mor. One of the original Two-and-Twenty MORTAL PEOPLES, and the children of the DEMIURGE SYBARIS^(1.). Their ancestral lands were known as DONISIA. They are mostly known for their second pair of lesser ventral arms, which, while lacking in strength, are nimble and capable of wielding tools and are often used to display an individual shie's jewellery. Their skin ranges greatly in colour, from russet to tan and brown to near black, with various shades and tints in between, often bearing patches and patterns, and they are often tattooed or ritually scarred. Their features are striking and are considered exotic and alluring by most other mortals.

They are not as sensitive to physical and sensory stimuli as the other mortal peoples, which has led many to follow their mother's path into hedonism and epicureanism, with many who are able to becoming libertines or bohemians. They also have a keen eye for colour (seeing a wider spectrum than, say, <u>HUMANS</u>) and composition, as well as an appreciation for the arts that surpasses that of most other mortals. They have two sets of vocal cords, giving them a wider vocal range than other mortals, as well as the capability to produce harmonious droning sounds. Their necks are wide and they speak in low tones, taking long breaths.

Never a numerous race, they scattered early on, stricken by wanderlust, and were perhaps the first race to encounter all of the other mortals, becoming minorities in great cities. They can be found in small numbers across ELYDEN to this day, where they work as entertainers and musicians—their secondary limbs allowing them to play specialised instruments, such as the ZIROL HARP, and the THITAR, amongst others. Most other races find them physically attractive, which has led to them being exploited across Elyden.

They rarely feature in major events in history, which appears to have been by design, and few records exist that link them to any wars or other conflicts and were it not for their presence in many imperial cities it is unlikely that we would even know about them at all. See Vol II: Classification and Taxonomy of Life: *Sicthain*.

SHIELD ISLES, the: Geo. Series of islands in the south east of the SEA OF MERCUVIA, off the south western coast of KEPHUAAN, to the west and south of the CORAL BARONIES. The islands are so-named because in the region's myth, they guarded the mainland from sea-demons.

The isles have increased in size and number over the past millennium as Elyden's seas have steadily lowered, and they are today home to the ISLAND KINGDOM of FALLAROUR, whose capital is the city of OIZYSH.

SHIELD OF KATHISIS: His. Obj. Shield, wielded by the PROPHET KATHISIS during the exodus of his people into what is now TETHYSIA.

<u>SHIELDWARDEN</u>: Mil. Rnk. Hereditary rank of highest picket (settlement-guard) in the <u>GREATTOWN</u> of <u>DUARIAHAHN</u> in <u>TEMUJA</u>. The shieldwarden wears the Patrimonial Helm of the Shieldwardens, which has been passed down to new shieldwardens over many centuries.

<u>SHIEUILL</u>: *Mil. Oth.* <u>HALFBLOOD</u> leaders of the <u>RYNDA</u> militant caste in <u>KASPIA</u>. They are descendants of the only known halfblood line of ancestry of the <u>WHITE ANGEL TAHIRA</u>.

<u>SHIG</u>: Set. Small coastal city in the Free Land of <u>TRINITANIA</u>^(1,) northern coast of <u>SAMMAEA</u>, in the far north of <u>KHARKHARADONTIS</u>, overlooking the <u>SEA OF UGOLOTH</u>. It forms part of the <u>SALT ROAD</u> (Pop. c. 13,200).

<u>SHIHIR</u>: Set. Coastal settlement in the c south of <u>EZASUH</u>. The settlement is built around an ancient glass monument commonly attributed to <u>SECOND AGE</u> masters (Pop. c. 10,000).

SHIID: Rvr. Major river in the north and c of NOAVATUR flowing south east for 1,300-miles from sources in the OEIKITH Mountains before meeting lake SAURIAN.

<u>SHIKAROU</u>: *Rvr.* Wetlands in the north of <u>PARAIYA</u>, bordering the south west of <u>LIDEA</u>, along the course of the river <u>SHIBBOLETH</u>⁽³⁾. Its waters are known to be populated by crocodiles and other river fauna.

SHIL: Set. Settlement and caravanserai in the north of <u>IO</u>, forming part of the short trade-route leading north into <u>SALOROC</u> (Pop. c. 6,400).

SHILIK: Set. City in the west of <u>TARATI</u>^(1.). Its main industry is metalworking, primarily the casting of iron, and the manufacture of steel and pig iron (Pop. c. 50,000).

SHIMACHI: Rvr. River in SAUA.

SHIMMERING CLIFFS: Geo. Expansive cliffs stretching for some 350-miles forming the easternmost expanse of the <u>ARGENT</u> Mountains, and a natural border between the east of <u>MALAN</u> and the west of <u>TETHYSIA</u>. The cliffs are named after the natural quartz deposits that glint in the morning sun, and they are infamous for lacking any natural passage across the majority of their length. They stand at over 1,800-ft. high at their highest point, where the <u>TWIN FALLS OF VATULIA</u> plunge into the desert below before flowing east as the river <u>NYALLA</u>.

SHIN: Lak. Lake in the c of BANT, along the course of river SCATURIA.

SHINAR: 1. Lak. Lake in the c north of **SARASTRO**.

- 2. *Rvr.* River in the north of <u>SARASTRO</u>, stretching north into the south of <u>NÁRTHEL</u>. The river flows south for over 450-miles from sources in the <u>UEFIR HIGHLANDS</u>, before meeting its parent, the river <u>EBEVIR</u>.
- 3. *Ind. Set.* Settlement and open-cast diamond mine in the <u>DELOMIG</u> region of <u>SARASTRO</u>. The settlement has roots in an earlier <u>FOURTH AGE</u> city atop whose ruin it is built (Pop. c. 9,000).
- 4. *Mil. Str.* Major fortress in the <u>DELOMIG</u> region of <u>SARASTRO</u>, guarding the diamond mines there.

SHINAR RIVER, BATTLE OF THE: His. War. Battle that took place between SARASTROAN defenders and VENTHIRI aggressors around the river SHINAR (2.) in the north of Sarastro in 3703 RM, during the early years of the WAR OF SUNDERING. Venthiri troops were attempting to cross the river to approach the city of TARSUS but were stopped at the river, leading to a large-scale conflict taking place there in which they were defeated and forced back.

<u>SHIORI</u>: Geo. Mountain-range in <u>SAUA</u>, in whose foothills the capital <u>ADAIA</u> is located.

SHIOSA: Set. Small city in the north of SAUA (Pop. c. 18,000).

SHIRAT: f. His. Pol. Per. (B. 2461–D. 2515 RM) The last true autocratic queen of TISHANNA (2.) who acceded the throne in 2480 RM. She reigned during the UTTRANI SCHISM, leading its troops to victory, and who helped establish the new borders between her lands and ABATTUR in the east. She was known for her level head and it was her restraint that stopped the Tishannan armies from taking all of Abattur following their victory in the war.

The years following the war were marked by an increased desire by many within Tishanna to abolish the monarchy and Shirat, childless and never truly comfortable with the monarchy, saw this mood worsen over the next few years, and acquiesced, putting into motion decrees that would end the autocratic powers of the monarch, downgrading them a more ceremonial role. This process was completed in 2513 RM with the founding of a new republic constitution in Tishanna (renamed TISARA alongside the constitutional changes), after which she stepped down as autocratic queen, becoming figurehead of the new republic. The feudal dukes and lords of the old monarchy became republic councillors representing the people who lived in their lands. Some were vocal about their displeasure with this change but these protests diminished over the next years.

She was assassinated by a misguided monarchist in 2515 RM, leading to years of mourning across Tisara, though her changes held true. Her nephew <u>HACHEM</u> assumed the mantle following her death, beginning a tradition that endures to this day.

SHOLYSH: Set. Coastal settlement on the island of ARRIARA in the west of the CORAL BARONIES. Its people's main diet consists of soft-shelled shrimp that lives in the waters around the SHIBBOTHA and SHIELD ISLES. These are boiled and eaten whole, usually in stews or with legumes, and as a result locals are known for the slight orange-pink tint to their skin (Pop. c. 6,000).

<u>SHOUB</u>: Set. Major coastal city in the c north west of <u>SHAZGIN</u> (Pop. c. 380.000).

<u>SHIPRA</u>: *Set.* Settlement in the south of the <u>SOLEYN TERRITORIES</u>, forming part of the IMYRI TRADE-ZONE (Pop. c. 6,500).

SHIRAF: Set. Major wine-growing region, named after the largest city, in the west of <u>PARTHIS</u>, overlooking the coast of the <u>CAMARINAL SEA</u> (Pop. c. 10.000).

SHIRAI NESHVARA: f. Mil. Pol. Per. (B. 3968 RM). A former slave who rose to prominence as a leader of one of PHYRR'S most feared mercenary companies, the Iron Shadows, and later becoming the overall general of its military forces in the war against Maenmist following the death of her predecessor, KASHTA DRAVYAN. Neshvara is known for her cunning and brutal efficiency in battle, never shying from using the troops under her command as pawns and fodder. This stems from a history of undertaking incredibly dangerous missions while in the Iron Shadows. Despite her origins as a slave warrior, Neshvara has gained a reputation for loyalty to the Imperiarch, though rumours persist that she may have her own agenda.

<u>SHURUG</u>: Set. Settlement in the west of <u>KASPIA</u>, overlooking lake <u>ALGIA</u> (Pop. c. 6,300).

<u>SHMALL</u>: Mar. Pol. Rnk. Political assassins in the nation of <u>ACHRABAL</u>, known to train in the city of <u>SOSOL</u>.

SHMEN: Set. Settlement in the c-south east of GIBEAH (Pop. unknown).

<u>SHOAR</u>: Geo. Roughland basin in the far north of <u>RHINOCOLOURA</u>. It's northern-most reaches, along the spine of the <u>OGGADEN</u> formation, form part of the border with <u>AETHIOS</u>.

<u>SHOG HARRAB</u>: *Geo.* Badlands in the south of <u>SARAGOS</u>. They are known for the remnants of an ancient sprawling stone city, known today as OANT.

SHOLA: Lak. Lake in the c south of AMMESH.

<u>SHOLARAI</u>: Set. Settlement in the c south west of <u>AMMESH</u>, situated along the northern shore of lake <u>SHOLA</u> (Pop. c. 6,000).

<u>SHOLLAEA</u>: *His.* Ancient <u>FIFTH AGE YARAOMIC</u> settlement in the territory of <u>LEKKHUA</u>, in what is today the settlement of <u>SHONEA</u>, in the c north of <u>VAALK</u>. It was one of few Yaraomic settlements of note, and was overtaken by <u>KORACHANI</u> forces in c. 850 RM during its conquest of VALKA.

<u>SHOLZAUA</u>: Set. Small city in the c of <u>BANT</u>, along the north westernmost shore of lake \underline{SHIN} (Pop. c. 18,000).

SHONDA'S EMPORIUM OF ANTIQUITIES AND ODDITIES: also 'Shonda's' Int. Bus. Str. Org. Premier PARTHISAN purveyors and auctioneers

of antiques with branches in major cities and its headquarters based in TETHRA. It employs adventurers and brokers who operate across ELYDEN with orders to buy, steal, loot and otherwise acquire treasures for sale in the emporium. Many ancient artifacts pass through here before being sold. GODSTONES, SOULPEARLS, and other rare treasures and materials of the ancient world have been acquired and sold here, amongst many others.

SHONEA: Set. Small city in the c north west of LIDEA. Its primary industry is the cultivation and exportation of spices, in particular the BAHARAT blend, which is popular across much of NORTHERN SAMMAEA, being popular as far West as THE SURRACH. It is built atop the ruin of an early FIFTH AGE YARAOMIC settlement, which was known as SHOLLAEA (Pop. c. 18.000).

SHOR: Set. City in the south west of BROR (1.) (Pop. c. 50,000).

SHORAB: Set. Coastal city in the east of <u>TAHALL</u>, known for its drydocks and ship scarp yards (Pop. c. 43,000).

SHOREWALKER: Veh. Tec. Soc. Ambulatory machine constructed by the people of ANDILUTH consisting of a light metal or wooden frame that supports multiple spindly limbs that move under wind-power harnessed from large airfoils made from stretched animal hide. The shorewalkers are made possible by the strong prevailing winds blowing south from the SEA OF BYSSOS almost year-round and fit the nomadic lifestyle of the region.

The shorewalkers are used by itinerants who scour the flat expanse of their homeland for wrecks washed up on the shore, which can sometimes reach ten miles inland following harsh winter storms. Traditionally they are large enough to accommodate a single passenger and stowage, though a few have been encountered that are large enough for a group of people, though they can be unreliable, making them rare.

SHORBA: Geo. Escarpment in the c south of LYRIDIA, linking the KYTHI Mountains in the north with the HELIOPARNASSUS Mountain in the south. It forms the western border of the ATRAMENTALLY TAINTED region of RASSAPTREX, and a marked decay of its formations has been noticed in its south eastern face.

SHOSS: Set. Small city in the c of the TEMPLAR STATES. It originated as a fishing village in c. 1200 RM, and later became a thriving port and home to many fishermen. Following the lowering of sea levels, it found itself landlocked, some 90-miles from the present-day coast at lake DORRA. Though diminished, it remains productive, growing cotton that is used in the textile trade (Pop. c. 9,300).

<u>SHOT SHADDAH</u>: *Geo.* Stony desert in the north of <u>ABACARDAT</u>, along the <u>TROPIC OF MAOCARHL</u>.

<u>SHOTAUR</u>: Rui. Frozen dungeon half-collapsed in the permafrost of the far east of the <u>LOST DEMESNE</u>, north of the border with <u>ALAM BETHYL</u>.

SHOTHA: Dem. 'Shothan'. Ntn. Located in the c of LLACHATUL, just north of the OLD FOREST, Shotha is a land built atop of the ruin of the nation of ASIBAIA following the WAR OF THE ARTIFEXES that ended in 3014 RM. Following the war, ALMAGEST was left an independent republic, exerting a great deal of influence and pressure upon the STRAIT OF SKAROS and nations along its coast. Many battles were fought in Asibaia during the conflict and the region was left ruined, its people fleeing into Almagest as refugees after the end of the war.

The mercenary <u>DESOLATI</u>, apocalyptic warrior-monks who believe that true enlightenment can only be reached following the ultimate decay of everything, became involved in the war, selling their services as caravan guards, mercenaries, sell-swords and bolstering patricians' private armies. They prospered greatly from the conflict, their coffers and ranks filled like never before by the wars' end. They settled the ruins of the far north of Asibaia (Almagest's expansion east having already swallowed the rest of its old lands), forming a loose coalition of a few dozen settlements, many of which would go on to become sizeable city-states. They would eventually go on to form the nation of Shotha by around 3120 RM, with the capital of <u>SUNDOR</u> acting as a stronghold to the Desolati.

Despite their roots amongst the entropic eschatological Desolati, the people of Shotha are largely unobtrusive, using their position between Almagest and <u>EASTERN LLACHATUL</u> to act as mediators of trade, with caravans crossing the <u>DESOLATION OF ASTUDAN</u> to <u>GATHA</u> to buy and

sell wares. Protected by the wealth and martial expertise of the Desolati, Shotha grew prosperous, but never expanded greatly.

In around 3810 RM the Desolati conquered the neighbouring region of <u>FAEAMUN</u>, which until then had been an independent city-state between it and Stolas. Eventually, the city would go on to become a new capital to Shotha, from where the Desolati rule to this day. The death of the city-state of Faeamun left the eastern-most borders of Shotha contested with the alien region of Stolas, and skirmishes between Desolati knights and misshapen <u>AL AKHI</u> are common to this day. **See Vol II: Extant Nations and Realms**.

SHOUDISH: Rvr. River in the c south west of LIDEA, flowing for 175-miles south from sources in the ORIAN Mountains before meeting its parent the river SHIBBOLETH⁽³⁾, at the settlement of HIKMA.

SHOUTAR: Geo. Region in MENISCEA dominated by floating mountains, possible only through the firmamental effects of the TRUE MENISCUS. It is favoured by AIMANTS⁽¹⁾, who are able to manipulate the mountains.

<u>SHRAMANA</u>: Soc. Sup. Rnk. Amongst the <u>NOREI</u> of <u>TEMUJA</u>, <u>SHAMEN</u> who <u>ARAKHAMÉ</u> under the guise of <u>KHAR'ILLAE</u>. They advocated cannibalism and a martial culture, but were mostly killed in a great famine decades ago.

SHRAPNELLEERS: Mil. Rnk. In VENTHIRI military organisation, lightly armoured skirmishers who are known for use of various types of grenades and bombs, including <u>ATRAMENTAL</u> and <u>ALCHEMICAL</u> varieties. They originated in c. 2000 RM, when they used innovative alchemical bombs in combat.

SHRII: Set. Small city in the west of PNESSA (Pop. c. 12,000).

SHRIA JUCHAR, KHA OF THE SEVENTH GREATTOWN OF THE LAKE DISTRICT: (B. 3974 RM) Pol. TEMUJAN Kha.

Hers was one of the five names the High-Born Prince <u>NAPHTALI</u> of <u>DUARIAHAHN</u> revealed during the first council of the <u>PLAINSLEAGUE</u> in <u>TEMUJA</u>, 4006 RM.

SHRINE OF THE ARRACHI: see ARRACHI, SHRINE OF THE.

SHRINE OF MILAD II: see MILAD II, SHRINE OF.

SHRINE OF NOKON: see NOKON, SHRINE OF.

SHRINE OF OFFERINGS: see OFFERINGS, SHRINE OF.

SHRINE OF ORAST: see ORAST, SHRINE OF.

SHRINE OF THE SHADOW TRIUMPHANT: see SHADOW TRIUMPHANT, SHRINE OF THE.

SHRINE OF SOULS: see SOULS, SHRINE OF.

SHRINE OF ST. CHARISSA: see St. Charissa, Shrine of.

SHRINE OF THE TUOL: see TUOL, SHRINE OF THE.

SHUBRAT: 1. Geo. Island off the eastern coast of AHKA.

2. Mil. Str. Major AHKAN fortress on the eponymous island guarding the mouth of the river SASHAT, beyond which is the capital city.

SHUBAVAR: Set. Settlement in the c of SARASTRO, 30-miles south of the capital. It is a major producer of food for the city of ARGEA, which is moved north on fast-moving barges. It also forms a part of the RED ROUTE, and provides caravans with food and provisions (Pop. c. 6,000).

<u>SHUGRA</u>: Set. Fortified caravanserai controlled by the <u>KNIGHTS AENEOUS</u> in the south west of <u>THE SURRACH</u>, along the <u>IVORY ROAD</u> as it enters its most dangerous and ill-guarded stretch south, out of the Surrach, into <u>CALCHODON</u> (Pop. c. 2,000).

SHIUNOTH DYNASTY: Pol. His. Debased rulers that subjugated much of the north west of MULCIBER, in the west of the GROWING MOUNTAINS, in c. 2300 RM. The dynasty was known for its ATRAMENTAL SHAPERS, who squandered what wealth their ancestors had accrued on their own vices and pursuits of dark knowledge. The dynasty died out by c. 2850 RM, after which the region was overrun by AUERENI barbarians, before splintering back into disparate city-states after a 'dark age' lasting until c. 3000 RM.

SHUK RAZHA: Geo. Region of discontinuous permafrost that dominates the far north of KOLCHIS. Much of it is dotted with geysers and geothermal vents, making the climate in localised regions much warmer than they otherwise should be. <u>SHUHAR</u>: *Set.* Coastal settlement in the north east of <u>VENTHIR</u>. Its main industry is fishing (Pop. c. 4,000).

<u>SHUIH</u>: Plr. 'Shuihar'. Eth. Ethnicity in the c north of <u>MALAN</u>, across the <u>HENDECARCHIES</u> of <u>HATON</u> and <u>AMILLAERE</u>. Its people are believed to be descendants of ancient unions between <u>SEITHIN</u> and <u>HUMANS</u>, making them the heirs of the original people of Malan. They were persecuted early in the <u>FIFTH AGE</u> by various kingdoms, effectively leading to their near-extinction. It was only with the coming of the <u>LADY AEGIS</u> and her uniting of the eleven <u>FOREST KINGDOMS</u> that oppression against them ended, and their remnants were able to live in peace, though they maintained the nomadic lives that had been forced upon them during their persecution. See Vol II: Classification and Taxonomy of Life: *Fithnicities*

<u>SHUL</u>: Rui. Ruined city in the far west of <u>TZALLRACH</u>. It once bordered the western-most reaches of lake <u>KRISHTUL</u>, though was destroyed in 101 RM by the <u>CATACLYSM OF KHAMID</u>, which also led to the draining of the lake into the <u>SEA OF VENTHA</u>.

<u>SHULNOT</u>: *Geo.* Major island-fortress in the prefecture of <u>EROSENEA</u>^(1.) in the north west of <u>HOLOLACH</u>^(1.), overlooking the <u>BAY OF AMATRRA</u>.

<u>SHULOCH</u>: *Rel. Str.* <u>AGONIST</u> monastery in the c of the <u>ANASAR</u> Mountains, in the c north west of <u>PERGOST</u>.

<u>SHULUUN</u>: Set. City in the north of <u>SAUA</u>, along the course of the river <u>TARROKO</u> (Pop. c. 48,000).

SHUNNED ONE, the: Myt. His. Common epithet given to the DEMIURGE
TALANTEHUT. She is worshipped in this guise by members of the ORDER
OF THE FLAMING ROSE, though few members of the order are aware of this

<u>SHURA</u>: *Geo. Com.* Pass in the c north east of <u>KHAMID</u>, crossing the gap between the <u>NEFERATH</u> Mountains in the north and the <u>AHTEPTIS</u> Mountains in the south, forming a part of the <u>GREAT ROAD</u> trade-route.

SHURAN DYNASTY: Pol. Ruling dynasty of ELEKHID since its independence in 3409 RM. The dynasty formed after the newfound independence of Elekhid saw its sibling rulers MORTHA and DEGLIA Shur wishing to be married, but unable to under the religious laws they inherited from their former parent nation PNESSA. Together they enacted reforms of the religion, which allowed them to be married, beginning the Shuran Dynasty, which has since been a matriarchy (discounting the rogue king UDRAN SHUR'S reign from 3694 – 3701 RM). The formation of the dynasty led to a schism within the church that ended in 3912 with the abolishment of the old church, being replaced with the SHURANISM, so-named after the new dynasty.

Following the events revolving around the ascent of the rogue king Udran Shur between 3694-3701 RM, a new law was enacted stating that should the current queen die with no legitimate heirs, one will be chosen from amongst the elders of the Shurani Church.

SHURANISM: Rel. Prevalent religion in the KINGDOM OF ELEKHID, which deifies the ruling female monarch as an embodiment of the EMPYREAL DEITY that they worship. It emerged in 3409 RM after the newfound independence of Elekhid saw its sibling rulers MORTHA and DEGLIA Shur wishing to be married, but unable to under the religious laws they inherited from their former parent nation PNESSA. Together they enacted reforms of the religion, allowing them to be married, leading to a schism that in 3912 ended with the abolishment of the old church, being replaced with the Shuranism, which was named after the new ruling Shuran Dynasty and its supreme ruler, Queen Deglia. See Vol IV: Religions and Cults.

SHURAT: Rui. Deserted city in the c south of VALBAR⁽²⁾. It was abandoned in 3934 RM following an increase in geothermal and volcanic activity in the region of ESZALA earlier that year. Toxic gases were slowly released from a nearby lake (which has since dried) killing most of its people overnight. The city became a ghost town in the span of 24 hours and has been deserted ever since, with most dead remaining in the beds they last slept in. Most people refuse to even get close to it due to the grim reputation the city has and it remains today, undisturbed.

SHUREIU, THE ONCE-GREAT: Flo. His. Stump of a giant redwood in northern JURRAS⁽²⁾. It was cut down in 2331 RM by KORACHANI occupiers and signified the end of a long period of redwood logging in the region. It was the largest such tree ever felled in SAMMAEA and had a circumference at the base of 180-ft. And was said to be over 450-ft. tall.

Its base was cut into many foot-thick slices and given to all the imperial governors and other allies of the Korachani empire as a gift by the COLNCIL OF SEVEN

The fates of individual disks differ greatly, and some remain in the possession of the present-day rulers, where others have been cut up and spread across <u>THE INNER SEA</u> and beyond, and in some cases their sad origins are unknown to their current owners.

SHURLIKOLANA: Leg. Myr. Sup. Oth. Mythic OTHERWORLDER said to dwell in the centre of the fabled LABYRINTH OF SHURLIKOLANA in the HOGGOTHA ISZ. The otherworlder has been spoken of in obscure SAMMAEAN myths since the SECOND AGE and though physical descriptions of it are often contradictory, all stories converge at its mastery of ONEIROMANCY. It is said that the otherworlder can see the dreams, nightmares, and desires of all beings in ELYDEN, and is able to act upon those desires, granting them their innermost wishes. However, the wishes are always twisted into mockeries of their original intent. A few historical characters are said to have had their fates shaped by Shaurlikolana, including the emperor of ancient SAMMON and the thrice-cursed tyrant of Charadan.

<u>SHURU</u>: 1. Geo. Island in the far south of <u>KHAMID</u>, just north of the STRAIT OF SAOR.

2. Set. Small city in the south of the eponymous island, known for its harbour and lighthouse (Pop. c. 18,000).

SHUU TURULL: Int. His. Rel. Obj. Ancient moss-covered multi-armed idol that was worshipped by the people of MEDHAMANN early in the FIFTH AGE. The recording of anything to do with the idol or the cult that surrounded it was prohibited, leading to very little being known of it today. Its origins are unknown, though it is believed to have predated the rise of the Medhamanni city states into a singular entity, and its fate is likewise unknown. Many scholars believe that the cult surrounding it may have been responsible for the eventual collapse of Medhamann, though this remains conjectural, with little evidence to back it. The lack of any physical evidence, including any remains of the idol, give the impression that it was destroyed or otherwise lost. See Vol IV: Deities and Pantheons.

SHY: see SHIE

<u>SHYHTUM</u>: Bev. Heady beer commonly brewed and drunk in <u>KHAMID</u> and <u>TZALLRACH</u>. See Vol II: Beverages.

<u>S'HITH</u>: f. *Myt. His.* One of the two facets of the <u>DEMIURGE DOPELLANICH</u> (the other being <u>NELCHAEL</u>).

S'hith is considered the wakeful part of the Demiurge and is an <u>AUGUR</u> of sorts, aware of all the waking physical world. She has been associated with <u>RUNES</u>, and various passages of the <u>MYTHOLOGIA ELYDEN</u> refer to her as a <u>RUNIST</u>. Accounts of S'hith vary wildly and in some sources, she is depicted as a <u>SCIONIC CREATURE</u> who has ascended and merged with the body of the Demiurge, and in others she is little more than an aspect of the Demiurge itself.

The variety of $\underline{\text{HALFBLOODS}}$ known as $\underline{\text{SITH}}^{(1.)}$ within the $\underline{\text{KORACHANI}}$ $\underline{\text{EMPIRE}}$ are often linked to this aspect of Dopellanich, though her true children are the $\underline{\text{CATACHIS}}$.

<u>SIA</u>: 1. *Rvr*. River in <u>IO</u> flowing west from the <u>GHOLA</u> mountain through the <u>ELIHAMAGNA</u> for around 50-miles, emptying in the <u>DAARKEN GULF</u>. The river flows close to the city of <u>UR SITH</u>.

2. Set. Small fortified city in the region of <u>ADASICH</u>, in the west of <u>THE SURRACH</u> (Pop. c. 9,000).

<u>SIABA</u>: 1. Sea. Sea to the far north of the <u>SIPARIA</u> that divides the territories of <u>WESTERN LARISH</u> into two.

2. Set. Major port and city in the c of <u>WESTERN LARISH</u>. With a formidable natural harbour hidden within the <u>SEA OF SIABA</u>^(1.), the city controls most of the trade between the disparate portions of the <u>LARISHI</u>^(2.) empire. While not indigenous to the region, the indrik is the city's emblem, and stems from an ancient tradition where the animal were ridden by its elite troops, a practice that has long since been discontinued (Pop. c. 168,000).

SIADRA: Geo. Shallow plains dominating the c of the TEMPLAR STATES.
The north and east of the plains were revealed by the waning of ELYDEN'S seas and remain largely infertile, unable to sustain crops.

<u>SIADRAN</u>: Lan. Language spoken by the people of the <u>TEMPLAR STATES</u>. It emerged between c. 2700 – 3000 RM, and its roots lie in the language spoken by the early <u>FIFTH AGE EHRENI</u> people, though has borrowed many elements from the Korachani that was spoken by the <u>TEMPLAR KNIGHTS</u>⁽²⁾. See Vol II: Languages.

SIAGONA: Geo. Rocky mountain-chain in the north west of SAMMAEA, surrounding the city-state of CADERE. The range measures some 340-miles in length and is considered an extension of the far larger SANTOREAN Mountains.

<u>SIAHÓN, THE HARE</u>: *Myt. Rel.* In <u>TEMUJAN SPIRITUALISM</u>, the <u>TUTELARY SPIRIT</u> of mercy and the persecuted.

SIAN: Rui. Religious ruin in the north of ELAT.

SIANUSTARIL THE REGENT, FIRST OF THE ELEVEN: f. Pol. Per. (B. 3883 RM) First of the <u>Hendecarchs</u> of <u>Malan</u> and ruler of the <u>Forest Kingdom</u> of <u>Amillaere</u>^(1.).

<u>SIAREHET</u>: Geo. Island in the west of the <u>MAIDEN ISLES</u>, off the south eastern coast of <u>MENISCEA</u>.

SIARONNOL: Set. City in the north west of SERROK (Pop. c. 30,000).

<u>SIARRA, THE BEAR</u>: *Myt. Rel.* In <u>TEMUJAN SPIRITUALISM</u>, the <u>TUTELARY SPIRIT</u> of the hungry. See Vol IV: Religions and Cults.

<u>SIAUA-CHBON</u>: Set. Major city in the south east of <u>SERROK</u>. It originated as a logging centre in the <u>BEREPHASS</u> rainforest and went on to become a major industrial city, and it is now the centre of a growing industrial revolution in Serrok (Pop. c. 182,000).

<u>SIAUSA</u>: 1. Geo. Island off the eastern coast of <u>MENISCEA</u>, in the <u>PARTHISAN</u> colony of <u>EZHIRAYA</u> $(^{2,})$.

2. Set. Settlement in the north east of the <u>PARTHISAN</u> colony of <u>EZHIRAYA</u>⁽²⁾, in the east of <u>MENISCEA</u> (Pop. c. 7,500).

<u>SIB</u>: Set. Small city in the c north east of <u>VENTHIR</u>, just west of <u>HETEPHEROPOLIS</u>. Its main industry is agriculture and it provides food and provisions to those travelling along the <u>RED ROUTE</u> (Pop. c. 16,000).

<u>SIB ANNAN</u>: Set. Settlement in the c of <u>SARASTRO</u>, to the far east of the <u>OTINDHAR</u> Mountains (Pop. c. 6,600).

SIBALLA: Lake in the c north of the territories of ETHISTONITH in RHINOCOLOURA. In antiquity, the lake was the site of a sizeable MERILL city, which today lies ruined, above the shoreline of the lake which has diminished in size over the years.

SIBASSA: Rvr. River in the south west of N'RAKH.

SIBBION: 1. His. Ntm. Small nation in the north west of Western SAMMAEA, overlooking the SEA OF SAVAEN. The nation suffered terribly between c. 2880 and c. 3000 RM experiencing PLAGUE, drought and civil unrest. It was from these events that the SEA NOMADS emerged in c. 3000 RM, who came to live nomadic lives in their catamarans along the coast of the Sea of Savaen. Their leadership became corrupted and by c. 3130 RM they had become pirates, naming themselves the FIVE SAILS preying on coastal settlements of the ailing region they had been born to.

Sibbion was eventually absorbed by the <u>CITIZENRY OF THALI</u> in 3185 RM following years of political ennui in the wake of the above events, remaining now as a province of the larger region.

2. Province in the far north west of the <u>CITIZENRY OF THALI</u>, named after the historical nation^(1.). It is known for its coastal catamarans and fishermen.

<u>SIBBRI</u>: Sea. Bay in the far north of <u>CENTRAL LLACHATUL</u>, dividing the far east of <u>RAONGEN</u>⁽²⁾ from western <u>VALBAR</u>⁽²⁾. It was once far larger than it is today, but lowering sea levels have caused it to

<u>SIBLOU</u>: Set. Small coastal settlement in the south west of <u>PARAIYA</u>, along the eastern shore of lake <u>ALANCARAC</u>. Its main industry is freshwater fishing (Pop. c. 7,800).

<u>SIBRA</u>: Set. Small fortified coastal city in the south east of <u>OTINTH</u>. Like most Otinthian settlements, little is known about it due to the nations' insular nature (Pop. c. 17,500).

<u>SIBUSASA</u>: Set. Fortified city in the south east of <u>TZALLRACH</u>. It is a major link with the scattered oases and settlements of the <u>TURCAR</u> Desert. It is home to many mercenaries who serve as guards for the trade caravans that cross the <u>CHARA PASS</u> (Pop. c. 15,000).

SIBYL, the: Pol. Ruler of LYRIDIA, and head of the order of AUGURS^(1.) and UBYRS. She has existed under various incarnations and vessels since before the rise of the KORACHANIEMPIRE (first documented sighting c. – 750 RM), though she is believed to have been ruler of LYRIDIA since the early FOURTH AGE if TROGLODYTE aural history is to be believed. She shares an intrinsic link with THE NINE and is able to interpret their visions better than any other.

Little is otherwise known of this enigmatic figure, and whether it is a title that is adopted by the nations' rulers, or if he is an individual. If the latter, the nature of her long life is also unknown.

SIBYLLINE BOOKS: *Rel. Vol.* Religious texts from the PENTATAEL (1.).

SICAN: Rui. Old sunken capital of HRIDAN, in the far east of ALMAGEST It was swallowed by collapsing DUSTSTONE canyons that appeared at its base in c. 1900. The city finally was finally abandoned in 1962 RM, after which the remaining Hridan territories were absorbed by Almagest.

SICERAN: Rvr. River in SAMMAEA flowing for 900-miles west through SUMA'YA, N'RAKH and PARAIYA from sources in the ENRATON and SHIBOTHA Mountains and the plains of BA'AKOB, where it meets with its parent, the river SHIBBOLETH⁽³⁾.

SICHAAL: Geo. Rugged hilly region forming the border between the south east of <u>VAALK</u> and the north of <u>MHAROKK</u>. It is said to serve as a prison to a demonic enemy of <u>NUTHEN</u>.

<u>SICLASET</u>: Sup. Rnk. <u>SHAPERS</u> whose <u>SPHERE</u> allows them to manipulate crystalline objects, and which they can intrinsically use as <u>FOCI</u>(2.), allowing them to store <u>ATRAMENTAL</u> energy within them that they can later access. See Vol IV: Shaping.

SICRAD: Set. City in the south west of CHEIRA (Pop. c. 42,000).

SICTHAINEN TECHNA: see TECHNACHI.

<u>SICUL</u>: Set. Settlement in the c of <u>CHEIRA</u>, along the course of the river <u>YAGNOTH PHATHAN</u>. It is known for its reed cultivation, which is used in the production of various reed-items (Pop. c. 2,200).

SIDA: Rui. Abandoned SIPHON ENGINE in the east of LYRIDIA DHAI.
Belonging to house LLANA, the region was abandoned in c. 3470 RM, though has been a target of banditry in the years since.

SIDERA: Set. Settlement in the east of <u>ALMAGEST</u>, along the eastern bank of lake <u>SURATT</u>. Its main industry is hunting what little wild fauna remains in the region (Pop. c. 6,000).

SIDEREAL PHANTASM: see EMPYREAN SPECTRE.

<u>SIDHE</u>: *His. Mor.* Descendants of the <u>DERUWEIDS</u> who practice a horrific form of self-mutilation that is purported to bring them closer to the suffering of their <u>DEMIURGE PRIMOGENITOR ACHAIAH</u>.

After the Demiurge's transformation into the TREE OF AGEN, some of the deruweids adopted extreme asceticism and severe acts of ritual SHAPING that over the millennia brought them and their homes closer in both body and mind to their divine mother. These deruweids became known as sidhe, and their extreme change in culture led to a slow dwindling of their numbers. In the intervening years the sidhes became so broken of body and mind through the actions of their ancestors, that they forgot the reasons for their self-mutilation, and have forsaken the Tree of Agen, retreating into the shadows.

Sidhe culture in the past revolved around earthen mounds into which they would grow cuttings from the Tree of Agen. These mounds were the focal point for sidhe family groups and were they performed their rituals of mutilation, which would impart drastic changes onto the bodies of their descendants. Today they lie in ruin, the twisted yet fecund trees that grow from them now massive, and considered waystones and FIRMAMENTAL LEYS within the OLD FOREST, though some are haunted by singular deranged grotesque sidhes, who guard them.

SIDI: Sea. Bay in the east of LOEGRESS⁽¹⁾, forming the westernmost part of the SEA OF AKRY. Its water are deep and it is ringed by high cliffs, including the high promontory on which castle CAER SIDI⁽²⁾ was built in the FOURTH AGE.

<u>SIDIA</u>: Rvr. River in the far west of <u>KORACHAN</u>, forming the border between it and <u>AZAZEM</u>. The river flows for 170-miles south from the OTHACHA Mountains.

<u>SIDION</u>: Set. City in the north west of <u>KORACHAN</u>, along the river <u>SIDIA</u> and the border with <u>AZAZEM</u> (Pop. c. 30,800).

SIDION ROUYO: m. Mil. Pol. Per. (B. 3939 RM) GRANDMASTER of the CONCORDANTIST ORDER of the SANCTIFIED INQUISITION since 3984 RM. Little is known of his background or present life, and he remains an enigma to this day, and what little is known about his is contradictory. Some believe he was born to a Patrician House indebted to the Order, while others suggest he was an orphan taken in by the Concordantists.

When seen in public he is always impeccably groomed, his gaze cold and illegible like that of a marble statue. He is recognised as a meticulous and strategic leader, preferring to operate from the shadows. As befitting the Concordantist Grandmaster, he is believed to maintain an extensive network of informants and agents, ensuring that he is always several steps ahead of any potential threat to the empire's stability.

Rouyo is also a high ranking member of the <u>Church of the Undying Machine</u>, and has taken on responsibilities that his Grandmaster forebears never had, the most important to him of which is ensuring that a steady stream of pilgrims (<u>Petitioners of the Machine</u>) reaches the <u>Sepulchral Palace</u> every year. Though seemingly a prosaic goal, this stance runs parallel to the Concordantist mission. Failure to sustain the <u>Undying Machine</u> through a steady stream of pilgrims might bring about a domino effect of changes that might spell the end of the empire.

<u>SIDIRION</u>: Geo. 1. Low mountain range in the north of <u>SAMMAEA</u>, serving as a border between the south of the <u>TEMPLAR STATES</u> and the north west of <u>KARGAMA</u>.

 Expansive hills to the north of the eponymous mountain^(1,1), dominating much of the south of the TEMPLAR STATES.

<u>SIDERON</u>: Set. Settlement in the west of the <u>TARAHID ANNEXES</u>, 8-miles from the city of <u>PARSIMENIA</u>, and known for its food production for the larger city (Pop. c. 9,000).

SIEGE OF ANAKARRA: see ANAKARRA, SIEGE OF.

SIEGE OF ARGEA: see ARGEA, SIEGE OF.

SIEGE OF CAER SIDI: see CAER SIDI, SIEGE OF.

SIEGE OF DAARKEN: see DAARKEN, SIEGE OF.

SIEGE OF EGORA: see EGORA, SIEGE OF.

SIEGE OF ETHRA: see ETHRA, SIEGE OF.

SIEGE OF MALETH: see MALETH, SIEGE OF.

SIEGE OF SARASTRO: see SARASTRO, SIEGE OF.

SIEGE OF SOLONIA: see SOLONIA, SIEGE OF.

SIEGE OF TAHMAL: see TAHMAL, SIEGE OF.

SIEGE of VILOMARRA: see VILOMARRA, SIEGE OF.

SIEGE OF VIRANUL: see VIRANUL, SIEGE OF.

<u>SIELL NA</u>: *Rvr.* Major river in the south of <u>MALAN</u>, flowing south west for almost 1,000-miles through the <u>HENDECARCHIES</u> of <u>STHAMAN</u> and <u>CHLORIS</u> from sources in the <u>CARCAENT</u> and <u>USSIKA</u> Mountains, before meeting its mouth at the <u>BAY OF MUSSAR</u>.

<u>SIELLA</u>: also 'the Ivory Moon'. Ast. Largest and more distant of <u>ELYDEN'S</u> two moons (with the other being the <u>BLOOD MOON ARAKHAMÉ</u>). It has a synodic orbit (full moon to full moon) of 47.2 days and a sidereal orbit (full orbit between a specific point in the sky) of 53.6 days.

In Mythology, Siella was once <u>TEROTH</u>, <u>SCION</u> daughter of <u>NEITH</u>^(1.), who was killed by <u>KHARANI</u> but later reborn as Siella.

<u>SIELLA, TEMPLE OF</u>: *Rui.* Ancient temple in <u>BA'AKH</u>. It was destroyed by <u>ICONOCLASTS</u>^(1.) of the <u>KORACHANI EMPIRE</u> upon arrival there.

SIELLA'S HARVEST: Soc. His. Historical harvests that took place when the IVORY MOON was full and the BLOOD MOON was new. It dates back to early FIFTH AGE pre-imperial KORACHAN, and was observed by the various city states of the KORACHANI PENINSULA. Priests of the CULT OF LIFE AND DEATH would sanctify the harvest, reserving some for the temple to use, and entire communities would gather under the light of the Ivory Moon and harvest crops in a few nights. It was a beloved tradition that saw people coming together and singing while they worked.

It remained a tradition in the early decades of the Korachani empire though it was quelled by agents of the <u>UNDYING MACHINE</u> due to its pagan roots. Despite this, corrupted versions of it may yet be found being celebrated in rural areas across Korachan.

<u>SIELLAN HIGHLANDS</u>: Geo. Highlands stretching for some 220-miles, from the south of the <u>LION'S MAW</u> to the west of <u>ASISH</u>, following roughly parallel to the western coast of the <u>DAARKEN GULF</u>, in present-day BA'AKH.

<u>SIFFA</u>: 1. Geo. Escarpment in <u>SAMMAEA</u>, along the border between the east of the <u>BARRIER LANDS</u> and the west of <u>ROMOREA</u>⁽²⁾.

2. *Mil. Str.* Fortress in the west of <u>ROMOREA</u>⁽²⁾, overlooking guarding its hinterlands from threats from the east.

SIGAR SKEPH: Set. City in the c south of the <u>MULL CITY-STATES</u>, along the course of the river <u>TRALL</u> (Pop. c. 20,000).

<u>SIGHT</u>, the: Sup. In the art of <u>SHAPING</u>, the ability to view the <u>INTEGUMENT</u> through <u>FOCUS</u>. While all shapers must possess the sight to be able to shape, it is also possible for a non-shaper to have the sight, through innate ability or skill. See Vol IV: Shaping.

SIGIL: 1. Mys. Soc. Obj. Protective symbol employed in the BRORI^(1.) nation of GREST^(1.). The Sigils are branded and tattooed onto prominent parts of a persons' body (such as the brow or palm) as both a symbol of devotion and a protective talisman. Followers of the HE'ELAN WRITINGS revere DAIMONS – patron SPIRITS^(1.) who people pray to or contact via occult rituals for aid or dark knowledge. The use of the sigil is said to bring a person closer to the associated spirit, making it easier for the person to be guarded.

The rulers of Grest – the administrative dukes as well as the three <u>ARCHDUKES</u> – have their own sigils that draw elements from their own patron daimons' sigils, that are also used by the people of Grest or protect and as a sign of respect.

2. *Cur.* Main currency of the <u>BRORI</u>^(1,) nation of <u>GREST</u>^(1,). Named after the sigils^(1,) of power that are used by the <u>HE'ELAN ARCHDUKES</u> that rule the nation, the coins are shaped in the image of the sigils. See Vol II: Currency of Elyden.

SIGILLED GATES OF HARRAN, the: Int. Sup. Obj. Small solitary structure in the OLD QUARTER of TETHRA, notable for its four intricate wrought iron gates set into niches, one on each side, corresponding with the four cardinal points. The structure appears to have been built that way rather than have doorways bricked up, meaning that it was intentionally designed without any doors.

Though its original purpose remains largely unknown to the general populace, public records dating back to 1739 RM state that it was constructed as a prison, though little mention is ever made about it other than that simple declaration. Even the origin of the structure's name remains unknown.

The gates emit a faint <u>MAGICKAL</u> aura and are guarded by a cadre of classically-trained <u>SHAPERS</u> who stand vigil over the structure at all times, one in front of each gate.

Today, most people pass by it, ignorant to its existence, thinking it's just an abandoned library.

SIGARIA: Int. Flo. Ancient, now-extinct tree once common in damp temperate climates across the south of <u>LLACHATUL</u> and the north of <u>SAMMAEA</u>. It is mentioned in the MYTHOLOGIA ELYDEN and other ancient accounts and is described as being a unique tree that grew to prodigious size, reproducing via spores instead of seed. As other seed-bearing trees became widespread, becoming more common in the habitats of the sigaria, they slowly overtook it, reducing the extent of its range until it remained only in small numbers in lands north of the <u>SEA OF ORRIDA</u>, including <u>SEDISIA</u> and <u>OPHIUSSA</u>.

In c. 3800 RM spores were discovered by <u>AZAZEMI</u> merchants, and efforts were made to grow the tree, in the hopes of creating a new food source. This led to an environmental disaster, within the city in which the experiment took place, <u>AQLIA</u>. The spores were deadly when inhaled, leading to a massed exodus from the city, leaving it abandoned and overrun by mutant strains of the tree, which remains there, isolated and prevented from spreading farther.

SIGIL OF SYNCHTHONITH: *Myt. His. Obj.* In world Mythology, a large stone tablet found in 1734 RM just north of the <u>KOUKON</u> region in the

<u>UMBRA SOKHAR</u> wastes. It measures some 20-feet across, depicting what many believe to be the sigils and titles of the Two-and-Twenty <u>DEMIURGES</u>; an unprecedented find. The tablet is broken and badly weathered and few details can be reliably read off it. The tablet was moved north, and it now rests in the library of NUTHACHAN.

The Sigil is named after the Demiurge <u>SYNCHTHONITH</u>, to whom its construction is most commonly attributed.

When the Sigil was discovered, it was guarded by a caste of <u>DVERGAI</u> templars who were dispersed by the explorers who claimed the site in the name of the <u>ARCHPOTENTATE</u>. The dverg now roam the wastes of the south eastern Umbra Sokhar, homeless, doing what they can to honour the name of their Demiurge forebear. Some have even ventured north seeking the sigil.

SIGRA: 1. Geo. Island off the western-coast of SAMMAEA, off the coast of MACELLARIA. It is a tropical island, and its people are adept FIRMAMENTISTS and is home to an independent nation that bears the same name⁽²⁾.

2. Dem. 'Sigran'. Ntn. Independent nation on the above island^(1.). See Vol III: Extant Realms and Nations.

3. *Pol. Set.* Capital city of the eponymous island-nation^(1.) off the western coast of MACELLARIA (Pop. unknown).

SIHIR: Sup. Pol. Sorceress-rulers of the jungles of the WOLD. They use an ability called THUAA, which is unrelated to SHAPING but also calls upon the MATERIA OMNA. They are thought to have a primal link to the DEMIURGES (or a specific Demiurge) and might be descended from a particular SCIONIC lineage, the PRIMOGENITOR of which might have been the first bearer of the ability.

SIJA: His. Ntn. Late FOURTH AGE empire that collapsed during the WAR OF SCOURGING. It is thought to have been located in what are now AKACHA, ILLAKRAR, the XETEAN STATES, and the far east of YSACYITHAIA, and was home to many AITHAR, as well as HUMANS and ILLIDRAEN who founded cities in great cliffside and mountaintop aeries. It is believed that they were allies of RACHANAEL in the war and that they were ultimately destroyed by allied forces.

<u>SIKA</u>: *Rvr.* Seasonal river in the east of <u>KHARKHARADONTIS</u> flowing into lake <u>SARIS</u>.

SIKHOGUM: Ser. Small subterranean city in the east of SYNCHTHONITH. It was founded as a boomtown of sorts in c. 3620 RM to exploit the subterranean lava flows of SYNCHTHONITH'S FOUNDRY. It is known for its QUICKSTEEL prospectors, who search the maze of old lava tubes for fresh flows of quicksteel, which are exploited – collected and refined – before being sold on (Pop. c. 18,000).

SIKKHIR: Med. Str. Hospital situated midway along the MARTYRS' ROAD in the c of KHARKHARADONTIS, in the c north east of SAMMAEA. It has been contested between KORACHAN and SARASTRO since 4001 RM, and lands around it are very dangerous, with skirmishes between the opposing forces often spilling over into the hospital itself, wounding or even killing staff and patients.

Despite this, the hospital is still in use, operated by volunteers and maintained through donations, offering its services to <u>PETITIONERS OF</u>
<u>THE MACHINE</u> who have succumbed to <u>ATRAMENTAL MALADIES</u> on the road, or who were otherwise injured

SILACHAN: Int. Geo. Str. Abandoned island mine 150 miles west of the KORACHANI PENINSULA, in the INNER SEA. It was settled by KORACHANI miners in c. 2800 RM after dense subterranean UMBRA was located there and mining operations were soon established. It was fortified over the years and became densely populated as the families of miners moved there, reaching a population of thousands during its peak in c. 3000 RM.

The mines went vertically deep underground, so much so that flooding and decompression sickness became serious dangers to miners there. In 2988 RM miners hit a large hollow that stalled progress. It was explored over the next few years and contact was made with wretched pale-skinned MORTALS, who would often attack miners in the deep tunnels.

Silachan was eventually abandoned by c. 3100 RM following increased conflict with the deep natives and waning yields. It remains deserted today its landmass much larger than it ever was while in use, due to waning sea levels, and it is though that it has served as a base to pirates

and privateers at various times in the ensuing years. It technically remains a Korachani territory to this day, though is largely ignored.

<u>SILADHEN</u>: *His. Str.* Deep stone pits in the east of <u>AHRISHEN</u>, harking back to the regions' pre-history. The pits are hewn from the area's natural brown bedrock, reaching down dozens if not hundreds of feet. There are about 50 – 60 pits in an area of around 3 square-miles. Cold stale air rises from the pits, and lingers in the area.

The pits are thought to have been used by a proto-Ahrisheni culture as charnel pits, though the practice has lost favour. The pits are viewed by historians as being a predecessor to the current earth-and-sky-based religion in contemporary Ahrishen, where a worship of the chthonic underworld evolved into a reverence of the land above.

SILAEKRA: Geo. Arid highland region in the c north east of OBLEVIS in EASTERN MENISCEA, forming an extension of the larger ARATHAMMOS Mountains. The FIRMAMENT is so potent here that it is inimical to life; slowly petrifying any living thing that remains there for too long. It was used in ancient times as a place of punishment, where convicted men were chained there where they were slowly turned to stone. Most would die of starvation or pain before the process was complete but the shattered ruins of their once-flesh bodies remain as testament to the hostility of the place.

<u>SILDELK RING, the</u>: also 'the Sealords'. Pol. Org. One of the three ruling factions of <u>AEONAS</u>, with the others being <u>HOUSE VODUS</u>, and the <u>PEOPLE'S COALITION</u>. It is a major political, mercantile and military power, whose expansive fleets dominate the south east of the <u>SEA OF NARANOR</u> and the east of the <u>BATHASHAL OCEAN</u>.

<u>SILEB</u>: *Lak*. Lake in the c of <u>SARASTRO</u>, forming part of the course of the river <u>LABAON</u>.

<u>SILENCING OF THE SONG</u>: also 'Persecution of the Bards'. His. Period in the history of <u>AKHSARAY</u> where the <u>SHAIWWAL</u> – a caste of loremasters, bards and advisors that had grown incredibly influential – were systematically persecuted by fearful emperors over a decade of oppression that led to their effective extinction, with the few remaining shaiwwals being exiled to surrounding lands.

Shaiwwals were little more than itinerant minstrels until the appointment of <u>LAVIYAT</u> as an official advisor to the imperial court in c. 1730 RM. Her success set a precedent, with the court recruiting new advisors from the shaiwwals, who grew more powerful over time. The advisor shaiwwals granted their brethren more powers and legal immunities, allowing them to slowly infiltrate local governing bodies. Alarmed, merchants and nobles petitioned the emperor, leading to restrictions on shaiwwal political activities in c. 1873 RM. However, lax enforcement saw their influence grow again by c. 1880 RM.

Empress <u>Qashida</u> acceded as new empress in 1881 RM. Fearful of the political clout this lowborn caste had gained, and urged by further petitions from the empire's nobility, she banned lesser shaiwwals from holding any political positions, sparking public protests. They were prohibited from traveling in the next year, limiting the spread of news and adding to growing instability. Violent protests in <u>ASHIQ</u> led to the first of many arrests of shaiwwals across the empire. This stoked the flames of unrest amongst their followers. Law enforcement destroyed musical instruments, escalating tensions. The empress removed her shaiwwal advisors in 1883 RM, and established a new policing force, initiating mass arrests and executions. Many shaiwwals fled to rural areas, especially in the southeast.

An 1884 RM law allowed for shaiwwal executions without trial, resulting in thousands of deaths. By c. 1885 RM, most shaiwwals had been exterminated or were in hiding. The empress replaced them with sycophantic rulers, centralizing power and leading to the decline of the Akhsarayan empire, culminating in eventual collapse in c. 2500 RM.

Rumours of 'THE LAST SHAIWWAL' emerged in c. 1890 RM, rowing into a symbol of resistance to the common people. A popular demagogue was executed, with the empress naming him as the Last Shaiwwal, though it is now believed that this was a scapegoat. The empress banned any mention of shaiwwals following this, though this only led stories being passed down in secret. Today they remain a common legend in the descendant states of Akhsaray, representing freedom and resistance against tyranny.

<u>SILENT CITY, the</u>: common name referring to various cities and settlements across <u>ELYDEN</u>:

- 1. APHTHA, in TEMUJA.
- 2. CARIA^(6.), in THE HARÉSHK.

SILENT DOLLS: see SURROGATE MOPPETS.

SILENT SPIRES, THE: see KAMMA GHARADAN.

SILENT WAR, the: His. War. (3705-3722 RM) Clandestine war fought by various Orders of the SANCTIFIED INQUISITION on many fronts within the LOW-EMPIRE OF SARASTRO in the years following its emancipation following the SUNDERING OF THE EMPIRE in 3705 RM. The Orders fought for years behind enemy lines, gathering intelligence, running counter intelligence, disrupting supply lines and infrastructure, and sowing seeds of dissent, all in the hopes of preventing the upstart nation from stabilising following its creation.

They clashed with the traitor orders that had defected to Sarastro, which had become known as ENCLAVES (later renamed the SHAMASHI ENCLAVES OF THE SARASTROAN EMPIRE), with different orders being tasked with different objectives. The AIWAHAN ORDER, for instance, worked hard to retrieve sacred TECHNARCANE treasures that could not be allowed to fall into enemy hands, all while also sabotaging SARASTROAN technologies. Their efforts in covertly relocating and protecting these assets earned them the nickname 'Silent Guardians', which remains in use to this day.

<u>SILENT WITNESS, the</u>: *Myt. His.* Epithet by which the <u>DEMIURGE</u> <u>ACHAIAH</u> was once known.

<u>SILENT WORD, the</u>: *Rel. Org.* Monastic order in <u>TEMUJA</u>. The monks take a vow of silence and study the teachings of the <u>LEGEND MAGHORA</u> in the hopes of seeking enlightenment. They are generally misanthropic and only emerge from their monasteries on the <u>SOLSTICETIDE FESTIVAL</u> to solicit prayers from the common populace. Their major monasteries are the <u>IKH SURA</u> and the <u>IKH KHOT</u>.

SILEX: also 'Men of Glass'. Int. Sup. Tec. Silicate-based constructed anthropomorphs found in SHAZGIN, created through archaic TECHNARCANE arts thought to be derived by the teachings of the DEMIURGE DURUTHILHOTEP. They are created and controlled by a caste of FIRMAMENTISTS who are politically immune due to their sought-after abilities.

 $\underline{\hbox{\bf SILIAS}};$ 1. Pol. Name of the $\underline{\hbox{\bf CHILD-PRINCE}}$ of $\underline{\hbox{\bf AHRISHEN}}.$

2. Set. City in the north of <u>AHRISHEN</u>, 12-miles from the <u>CHILD'S</u> <u>ESTUARY</u> and major centre of his worship in Ahrishen (Pop. c. 34,000).

<u>SILICIA</u>: Set. Rural area in the region of <u>SAKETHI</u> in the east of <u>PARTHIS</u>, known for its sheep (Pop. c. 8,500).

<u>SILIT</u>: Mil. Str. Fortress in <u>MELAIS</u>, in the north of <u>AZAZEM</u>.

 $\underline{\textbf{SILK POISON}}\text{: see }\underline{\textbf{N'HATTA}}\text{.}$

 $\underline{\textbf{SILKEN CITY, the}}\text{: see }\underline{\textbf{EKALLU}}\text{.}$

<u>SILKEN FORTRESS</u>, the: also '*M'tekeh*'. *Mil. Str.* Ancestral <u>AANTH</u> fort in the far north of <u>N'RAKH</u>. Defends against foreign incursion. Beneath the fort is a massive complex, built from <u>ATRAMENTALLY</u>-augmented silk-resin forming a 30-mile-long bulwark.

SILLAMÉ: Myr. Sup. His. AVATAR of the FIRMAMENT that appeared in the THIRD AGE, possessing the vessel of the DEMIURGE ALLAISHADA. Sillamé was the first avatar of the Firmament and was created by DURUTHILHOTEP in response to RACHANAEL stealing a spark of divinity from THE SHAPER, becoming the first Avatar of the ATRAMENTA, UMBÁVGHAR.

Sillamé was responsible for defeating the second Avatar of the Atramenta <u>ULLUÍANNAU</u> in the <u>FOURTH AGE</u>, ending the <u>WAR OF SCOURGING</u>. Ulluíannau was banished and its vessel, the Demiurge Rachanael, was imprisoned beneath the deserts of <u>KHARKHARADONTIS</u>, in the <u>PIT OF DAEKYN</u>.

<u>SILMA</u>: Geo. Small mountain range in the north west of <u>NORTHERN SAMMAEA</u>, serving as a border between the <u>BARRIER LANDS</u> in the south and <u>KAZZAR</u>⁽²⁾ in the north. The range is dry, particularly in the south, where it is characterised by cracked earth and lose rubble, making passage across these regions dangerous. In the far south it makes way to the deserts of <u>OVARAM</u>.

SILOEISIA ERATRAMEA: f. (B. 3933 RM) *Pol. Per.* LADY OF THE CABINET of VALBAR⁽²⁾, representing the nation of Almagest and holding the seat of chairperson, as is customary for the position. Lady Siloeisia hails from PATRICIAN HOUSE ERATRAMEA though maintains few links to the house.

SILVER CITY, the: see: AMUAR.

<u>SILVER MOUNTAIN</u>, the: Geo. <u>KORACHANI</u> name for the <u>ARGENT</u> Mountains.

SILVERBACK: Fau. Rare animal found in CENTRAL LLACHATUL, specifically in SAUA and the HENDECARCHIES of AONIA and MYEIN, in western MALAN, with fur that greatly resembles silver. They are prized for their pelts and have been trapped to near-extinction, particularly in Saua. See Vol II: Classification and Taxonomy of Life.

<u>SILVERFOLK</u>, the: Leg. Folktale from the east of <u>AHRISHEN</u>, <u>THE HARÉSHK</u>, and <u>TAMAR</u> with roots in older legends, though which has been modernised with changing times.

The silverfolk are silvery-skinned beings with large jet-black eyes that stand beneath streetlights at night (in older versions of the tale, the figures would only be seen on cloudy nights when the Ivory moon was full, in a shaft of moonlight that penetrates the cloud cover). The silverfolk are never seen moving, but will follow solitary people moving at night, appearing closer whenever they look back at them without ever actually being seen moving. Those who allow the silverfolk to catch them see stars in their eyes and are said to have their souls sucked out of their bodies.

<u>SILVERPEAKS</u>, the: *Geo.* Coastal mountain in the north of <u>LLACHATUL</u>, extending for 150-miles north into the <u>SEA OF BIELOST</u>, forming a border between the east of <u>SABIA</u> and the west of <u>KASPIA</u>, along the Sabian border.

<u>SILVERSWORD</u>: Flo. Exotic woody herb that grows on the islands west of <u>SAMMAEA</u>, including <u>THE DRAGON ISLES</u>, <u>THE COTRIAN ISLES</u>, and the islands of the <u>SEA OF CHHMAR</u>. It has a single tough rosette that grows up to 10-ft. tall, above a dense cluster of fur-like leaves at its base. See Vol II: Classification and Taxonomy of Life.

SIMAK: Law. Ser. Settlement in the south of VENTHIR, in a highland valley between the WORKNAH and KAUIN Mountains. The settlement exists to serve a large prison perched atop a sheer rise in the south eastern-face of the Worknah. The slaves are loaned to PATRICIAN HOUSES for work in mines and other industries, and are common in the gold mines north of the Worknah Mountains. The prison is divided into dorms by religion, and for the most part inmates are allowed to roam freely, though serious offenders are placed into solitary confinement (Pop. c. 2,000).

SIMAR: Rvr. Wetland in the north east of LIDEA, north of the region of TARETHI.

SIMBARA: Dem. 'Simbaran'. Ntn. Large empire in the south of SAMMAEA, dominating the SEA OF KRIHIEK. Geographically, it is divided in two lands, each of which is separated by the SEA OF KRIHIEK – NORTHERN SIMBARA, to the north and west of the sea; and SOUTHERN SIMBARA, to its south. Each territory has its own governing body (ENNERA and ITARA, respectively) that is ultimately subservient to the emperor and empress, whose throne is based in Itara. The empire is of a temperate climate, though its northernmost reaches are hot and dry, with the south being cooler and wetter. Southern Simbara in particular is forested and more densely populated.

It is a land shaped in many ways by its religion, <u>LAZANISM</u>, which was founded in c. 2420 RM by the religious prophet <u>LAZAN</u>, who prophesised that his rebirth as an <u>OTHERWORLDER</u> would bring about the apocalypse that will rid <u>MORTALS</u> of the sin and suffering caused by the <u>DEMIURGES'</u> hubris. The religion went on to become one of the most widespread in <u>ELYDEN</u>, where it now dominates the south west of Sammaea. The religion was indirectly the cause of a short but bloody civil, known now as the <u>SHERRIAN CIVIL WAR</u> that ended in 2766 RM. From the ashes of the war would emerge the <u>PROLGAPEAN DYNASTY</u>, which rules to this day and saw Simbara become an empire in 2789 RM.

The present age of Simbara is said to have started in 3612 RM following over three centuries of the empire being sundered in two following the divorce of the emperor and empress in 3266 RM. Until then, the constitution of Simbara gave the spouse of the incumbent emperor or

empress equal powers of reign. The divorce saw the empire divided, with the emperor and empress ruling their respective demesnes until the marriage of their descendants in 3612 RM saw the empire reunited once more.

Influence of Nacre League *

The retreat of <u>ELYDEN'S</u> seas has been particularly devastating to Simbara, which until then was known for its great harbours and ports, which saw a diaspora of people resettling inland between c. 3100 – 3300 RM, after which new ports were established in deep harbours that were less rapidly susceptible to the lowering sea levels. The north west of Northern Simbara is known for its vast cotton fields, and the nation manufactures most of the textiles that are sold along the Nacre Road. See Vol III: Extant Nations and Realms.

SIMBARA, NORTHERN: Pol. Geo. One of two distinct political areas of the empire of SIMBARA, situated to the north and west of the SEA OF KRIHIEK. Its seat of power lies in ENNERA, though the throne of the emperor and empress is in ITARA. Northern Simbara is known for fine rubies.

SIMBARA, SOUTHERN: Pol. Geo. One of two distinct political areas of the empire of SIMBARA, situated to the south west of the SEA OF KRIHIEK. Its seat of power is in ITARA, where the emperor and empress hold their court.

<u>SIMBE</u>: Rvr. River in the north of <u>ANDILUTH</u>, flowing north for 700-miles from sources in the north of the <u>CAMMOREAN</u> Mountains. It rarely flows all-year round and is fed by snowmelt and flood-waters.

<u>SIMEANAGH</u>: For. Once-dense jungle in the far south of <u>PNESSA</u>. Like much of south western Pnessa, Simeanagh has been exploited by logging over the past centuries, leading to deforestation and the displacement of many creatures from their natural habitats, leading them closer to mortal lands.

SIMEIAN: Plr. 'simeians'. Eth. The people of the ancient city-state of AN SIMEIA, which was founded by the descendants of the OPRETIAN people, who were largely slain by OGHURS. Originally the offspring of women raped by pillaging oghurs, they continued breeding amongst themselves, creating a new race of sorts who came to call themselves Simeians. Though the city of An Simeia was destroyed in 941 RM, their bloodline lived on in the city of ROAH and surrounding regions. See Vol II: Classification and Taxonomy of Life: Ethnicities.

<u>SIMENIA</u>: 1. Pol. Geo. <u>CROWN DEPENDENCY</u> of <u>VENTHIR</u>, located on a headland to the east of the kingdom. Once an island, it is now joined to the mainland by a narrow isthmus that can, during extreme tides, find itself temporarily submerged.

The island was originally deserted, used as a prison where victims of leprosy, <u>AEPATHY</u>, and <u>PLAGUE</u> were exiled to. A settlement, later known as Simenia⁽²⁾, later emerged, becoming a bustling port by c. 1400 RM. The island has been a Crown Dependency of Venthir since 1984 RM.

2. Set. Capital city of the <u>Crown Dependency</u> of Simenia^(1.) in the east of <u>VENTHIR</u>. It emerged in c. 1400 RM from the descendants of <u>PLAGUE</u> victims that were exiled to the island in past centuries, and has been the main port and link to the mainland since then (Pop. c. 39,000).

SIMEON THE SHAPER: (D. c. 1300 RM) *Leg. Sup.* Legendary shaper forming a part of myths and fables in <u>EASTERN MENISCEA</u> and the north west of <u>MENISCEA</u>. He is depicted as a rogue in most accounts, using his talents to cheat his way into power, though in others he is used as a parable to teach the values inherent in hard work and honesty. See Vol II: Legends and Folk Tales.

<u>SIMHALUA</u>: Mil. Str. Fortress of the <u>SIMHALUAN</u> mercenaries in the <u>SOLON HIGHLANDS</u> in the c of <u>MHAROKK</u>.

SIMHALUAN: Mar. Rnk. MHAROKKIN mercenaries, who continued to secretly worship NUTHEN following imperial dominance in Mharokk. They fought against the empire in the NUTHALUPRISING of 1263 RM and went into hiding outside Mharokk, foreseeing the empire's return to the area, which came in 2693 RM. Following the canonisation of Nuthen c. 3100 RM (imperial propaganda to placate the people of Mharokk), the Simhaluans returned there and became sanctioned warriors of the empire in 3174 RM, where they continue to sell their services.

Based out of the fortress of Simhalua in the <u>SOLON HIGHLANDS</u>, they act mostly as private security forces, trade escorts and swords-for-hire under the auspices of the empire.

<u>SIMHAPARRAN</u>: Set. Large city in the west of <u>TZALLRACH</u>, flanking the mouth of the river <u>BAELLI</u>. It is a major port and, alongside <u>BALBETH</u> and <u>LUCCITARIA</u>, is one of the gateways for both trade and travel into Tzallrach (Pop. c. 170,000).

<u>SIMILANA</u>: Sup. Geo. <u>ATRAMENTALLY TAINTED</u> region in the far north east of the <u>UMBRA SOKHAR</u> wastes, close to the border with <u>N'RAKH</u>. The air here is difficult to breathe and those travelling within its borders for more than a few hours become short of breath, with some extreme cases of asphyxiation noted.

<u>SIMINASH</u>: *Set.* Settlement in the south west of <u>NÁRTHEL</u>. It is built on the ruins of a <u>FOURTH AGE</u> catacomb (Pop. c. 6,200).

SIMOLEUS: (B. 1467 – D. 1521 RM) Car. Ast. Cartographer and astronomer originating in <u>DEOCHAN</u>, who studied and later taught at the <u>OBSERVATORY OF DEOCHAN</u>. He popularised usage of the Observatory as the <u>PRIME MERIDIAN</u> and its usage became officially recognised across <u>THE INNER SEA</u> in 1832 RM.

<u>SIMONTIEA</u>: *Pol. Rel. Soc.* One of <u>THE NINE WATCHERS</u>, her visions said to tie to wealth and prosperity. She is one of the most revered of the Nine, partially due to the positive visions attributed to her.

<u>SIMULAEKON</u>: 1. Rel. Main religion in <u>JURRAS</u>^(2.), which is overseen by the <u>JURRASI SYNHOD</u>.

2. sing. 'Simulaeka'. Rel. Dei. In the religion of the <u>JURRASI SYNHOD</u>, massive iron idols, dating back to the <u>FOURTH AGE</u> and known since before the discovery in <u>CALLOVIA</u> of metal tablets that led to the rise of the Synhodic Dynasty in <u>JURRAS</u>⁽²⁾ and the eventual worship of the Simulaeka as idols.

The statues are thought to have been abandoned by a declining culture in the Fourth Age, until they were eventually rediscovered by the ancient Jurrasi people in 403 RM. They decayed further under <u>KORACHANI</u> rule, though came to be revered by a minority of nomads and rural inhabitants as the more urban areas were forced to convert to the teachings of the <u>CHURCH OF THE UNDYING MACHINE</u>. This state continued until the eventual abandonment of Korachan from the region.

The arrival of the Jurrasi <u>SYNHOD</u> helped oust the <u>INTERREGNUM</u> from power and also served to unite the newly-independent people. They incorporated worship of the statues into their new religion as the Tetrarchy formed.

Most of the statues were relocated from their resting places to new positions where they could be seen by the faithful, and each statue has its own name and following, with individuals choosing a specific simulaeka as a patron. They are regarded as holy and cannot be touched outside of specific festivals. Anyone caught touching a Simulaeka will be apprehended by Synhodic troops and taken to a city where the hand that touched them is cut off in punishment.

Many aspects of Korachani culture had become so ingrained in local tradition, leading to a mishmash of aspects being incorporated into the worship of the Simulaeka. Today the statues loom protectively over Jurrassi cities, the memory of their former significance reverberating in the cultural memories of a people freed from the imperial yoke.

Following the regions vassalage to <u>PARTHIS</u> in 3696 RM the religion was allowed to develop without outside influence, and remains strong to this day despite the secularism promoted by Parthis. See Vol IV: Religions and Cults.

<u>SIMUR</u>: *Set.* Coastal settlement in the north east of <u>TATAR</u> (Pop. c. 6,400). <u>SIMURGH</u>: see <u>SIMURV</u>.

SIMURV: also 'Simurgh'. Fau. Bird common to the plains of the VESPERTINE LEAGUE. Females are fairly inconspicuous, with dark brown feathers and a small flash of red on the very tips of their wings and tail feathers, whereas males are a deep maroon with extremely long tail feathers that change colour from maroon at the base, to various warm colours, which differ greatly from bird to bird. Some may have patterns or stripes on their tails, while others may just be a solid colour, though most have a gradient.

The bird the national animal of the Vespertine League, and its feathers are prized across the region, and appear in works of art and fashion, with

the most popular garments being large cloaks made from the feathers. There is a growing trade in the birds, with many poached, though farming has become more popular in recent years, as public sentiment has soured towards the practices of poachers. See Vol II: Classification and Taxonomy of Life.

<u>SIN BALAL ABIA</u>: (B. 3921 RM) *Pol.* Governor of <u>VAALK</u> and powerful <u>SET</u> who is unflinchingly loyal to <u>SATHEP THE RISEN</u>.

<u>SIN</u>: 1. also 'the Queen of Blades'. f. Myt. His. In the mythologies and ancient histories of <u>ELYDEN</u>, a <u>SCION</u> and daughter of the <u>DEMIURGE SYBARIS</u>^(1.). * assassin, man slaves. killed all her children, bathing in their blood. had 1 daughter with (Scion of Kharani) who escaped and survived, now he's were fucked up.. See Vol IV: Scions, Children of the Gods.

2. Set. Major city in the region of <u>SIN JEMMA</u>. Its foundations are carved from the black rock of the area (Pop. c. 28,000).

 \underline{SIN} \underline{JEMMA} : Geo. Region in the c of \underline{THE} $\underline{SURRACH}$, in the $\underline{SURRACHI}$ \underline{PLAINS} . Its controlling city is \underline{SIN} .

SINA: 1. Geo. Once-river forming a natural border between the north of Io and western SARASTRO. The river dried in c. 2700, following the drying of its main source in OTINDHAR, Sarastro (the river flows seasonally, though its waters are not enough to support the communities that once thrived on its steep banks. What remains is now a winding canyon, making its way north to the small SEA OF TIAMA, a natural border without equal.

2. Set. Settlement in the c south of <u>NÁRTHEL</u>. It has become a caravanserai serving trade between <u>SARASTRO</u> and the city of <u>PHENESH</u>^(2.), which has become the nation's major link to eastern seas (Pop. c. 6,500).

SINDHARRA: Geo. Mountain-range in the c south west of CHEIRA.

SINEATER: 1. Soc. Org. Rnk. Pariah caste in the INNER SEA REGION, in regions where the Three Churches of the Undying Machine hold sway. Their wailing is considered to draw out the sins of the dead, purifying bodies before final rites are administered. They are ostensibly considered to be a part of the Church of the Undying Machine and the Reformed Church of Sarastro, though in truth they are not a formal part of either organisation, and are most common in rural areas and settlements isolated from the main inhabited regions of either empire. Individually they are shunned, though as a group they are respected, and well-paid by mourners, who employ them to pray over the bodies of the dead before they are claimed by the MORTUARY CULT for processing into

They exist out of the main church hierarchy, and hark back to a far older time, before even the Church of the Undying Machine existed, when individual sineaters were often OCCULTISTS. Their role has been largely subsumed by the FUNEREAL SODALITY in larger cities, whose members mourn for the passing of the dead against a donation.

Often women, they only wear black, even in their everyday lives, and cover their faces with rigid hooded shawls that bear the simple motifs of their parish and patron saint.

2. Soc. Rnk. Pariah caste in AHKA. Though the nation abhors organised religion, this caste is the closest thing to a religious order in Ahka. They are hired to oversee funerals and stand over the embalmed body of the deceased singing dirges that are said to take the sins of the deceased into themselves. They otherwise live in communes far from settled areas and are shunned by most due to their unclean nature, being the bearers of others' sin.

<u>SINERMURIA OF CACHARIA</u>: (B. 3951 RM) *Pol.* One of four ruling <u>TETRARCHS</u> of <u>JURRAS</u>^(2.), based in the city of <u>CACHARIA</u>.

SINITAS: Ind. Set. Major fortified coastal city in the west of SKAROS, overlooking the southern-most part of the STRAIT OF ANEON^(1.). The name Sinitas was first documented in a census in c. 3300 RM, at which time it was little more than a labour camp for workers and dredging barges that were required to keep the strait from silting up. Over the years, a settlement appeared near the camp, which steadily grew as the need to keep the strait clear increased.

It is home to one of the three <u>LANGUES</u>⁽¹⁾ of the <u>GRIGORIAN ORDER</u> of the SANCTIFIED INQUISITION (Pop. c. 82,000).

SINGARRA: Set. City in the north of TARTAK along the banks of the river FARRAD (Pop. c. 26,500).

SINGING DUNES, the: Geo. Sandy desert region in the c north west of SABAISA, close to the coast of the far east of the SEA OF BIMARIA. Prevailing winds blow sand east, away from the coast, towards the hills of the EMSU ZHALCA Mountains. This causes the dunes to eventually collapse. This falling sand generates a low hum that gives its name to the region.

SINGING STATUES, the: see **SHAYAAT**.

SINISED: Pol. Royal house in the CITY KINGDOMS OF THE HARÉSHK, and the current ruling house, since 3793 RM.

SINNA: Set. Fortified settlement in the south of SARASTRO, in the ATABIRRUSH (Pop. c. 1,000).

SINNLECHA: Rui. Ruins in the north east of MULCIBER, around 55-miles south of the border with the SOLEYN TERRITORIES. The Sinnlecha was a major SHIE city in the first centuries of the FIFTH AGE, with some accounts claiming it had a population of 200,000. The city was destroyed following a war with the demon sultan AMENABAST in 979 RM, after which most of the shie were slain or enslaved, with the remaining numbers displaced to the north and south.

Many cities in the south west of the <u>SOLEYN TERRITORIES</u> have large shie population to this day.

SINOPIA: Set. City and region in the south east of the HENDECARCHY of CHLORIS, in MALAN. It lies along the southern bank of the river SIELL NA and dominates rural activities in the south of Chloris, its vast fields and bucolic lands stretching for miles around, the simple yet elegant red granite-skinned towers standing between them.

The city forms a vital link along the route of the <u>Great Road</u>, with merchants passing through it with good from across <u>Central Llachatul</u> (Pop. c. 270,000).

SINOSH: Set. Major coastal city in the north east of EASTERN LARISH, overlooking the entrance into the SERUM SEA. It has a large navy that guards the strait and protects the many ports and harbours surrounding the sea (Pop. c. 97,000).

SINSINIAH: Set. City in the south of HANNAH, forming a part of the NACRE ROAD. The city is ancient, with statues dating back to the THIRD AGE. Locals attribute their construction to now-forgotten gods and have a great deal of respect for them, punishing those found damaging them harshly (Pop. c. 33,000).

<u>SINTA</u>: Set. Major city in the c north of <u>KARGAMA</u>. It is a crossroads of trade and culture and is among the more metropolitan of Kargaman cities (Pop. c. 180,000).

<u>SINTRA</u>: Sec. Small city in the c south west of <u>PARAIYA</u>. Its main industry is salt mining (Pop. c. 6,500).

<u>SINVERU</u>: Set. City in the south west of <u>RAONGEN</u>^(2.), to the north of the <u>URAHASH</u> Massif along the course of the river <u>SO FELX</u>. It is a major industrial centre, and its main industry is the refining of <u>OMNATITE</u> that is mined in the surrounding region (Pop. c. 45,000).

<u>SIPARIA</u>: Sea. Sea in the south east of <u>MENISCEA</u>. Named by the Imperial explorer <u>SIPARIS</u> in 1437 RM, it was considered one of the <u>FIVE SEAS</u> of the pirate lore of the <u>FIVE SAILS</u>.

SIPARIS: (B. 1397 – 1443 RM) also 'Siparon'. PELASGOSI explorer, most remembered for his voyage west of THE INNER SEA, which reached as far as the SEAS OF NARANOR and ABRAXA.

SIPARON: see SIPARIS.

SIPHON: 1. Med. Tec. A form of VAT-GROWN LARVA⁽²⁾ that originates in the city of AGUR in BA'AKH, used to leach UMBRA from the ambient, making it safer. Their bodies are bloated and inert, their senses rendered useless during their artificial gestation. Though alive, they are largely unaware of the world around them and only dimly perceive pain and light, for instance. Their bodies are usually augmented by TECHNARCANE machinery, which controls the flow of umbra. ATRAMENTISTS and technarcanists tap into the umbra contained with these beings, often through the use of UMBILICALS or catheters, the infused shadowstuff heightening their perception of the Atramenta, increasing the potency of their shaping. These larvae are the source of the powerful SIPHON ENGINES that are used across ATRAMENTALLY TAINTED regions of the

<u>NEAR HEMISPHERE</u> by Korachan to extract ambient umbra, which is then processed into umbra.

2. Sup. Rnk. Rare few siphons⁽¹⁾ are powerful SHAPERS in their own right; usually called SIPHON MAGNA. These individuals are commonly divided into two classes; the rarer, more powerful, individuals who naturally display such abilities, and those more commonly created through BIOMECHANICAL and TECHNARCANE means such as siphon⁽¹⁾ LARVAE⁽¹⁾.

<u>SIPHON ENGINE</u>: also 'dhalla machina'. Sup. Tec. Str. Complex and expensive <u>TECHNARCANE</u> machinery that draw off <u>UMBRA</u> and <u>ATRAMENTAL TAINT</u> from the surrounding land, condensing it into artificially created <u>ATRAMENTAL</u> substance that can then be processed into umbra, which is of great use to many industrial functions and processes.

The development and invention of siphon engines came about through extensive research into Atramental <u>DISEASES</u> such as <u>AEPATHY</u>, and centuries of studies conducted by <u>ATRAMENTISTS</u> and technarcanists.

Many siphon engines have at their core interred Atramentists or Atramentally-sensitive <u>LARVAE</u>⁽¹⁾, known as <u>SIPHONS</u>⁽¹⁾, that draw ambient Atramental energies towards them.

The first modern siphon engines were developpe in <u>BA'AKH</u> in c. 920 RM as a means of negating the widespread Atramental taint in the area.

SIPHON MAGNA: Soc. Sup. Rnk. Powerful SIPHONS⁽²⁾ who are in possession of their full faculties, usually created through BIOMECHANICAL and TECHNARCANE means. Siphon magna are an important part of advanced societies and are often on the forefront of exploratory teams, where they can sense and dissipate, to some degree, any ATRAMENTAL TAINT they may come across. Like the siphon⁽¹⁾ LARVA⁽¹⁾, they are commonly augmented through ORTHOSES such as IRON MANTLES⁽²⁾, which are designed to strengthen their skills and increase their fortitude against the ATRAMENTA. Many siphon magna become UMBRAPHAGES, unable to resist the temptations around them. Typically, siphon magna are too valuable to be wasted being interred in siphon engines, though this can be done through UMBILICALS married to the SHAPERS through OCCLUSIONS and orthoses such as HEART ENGINES.

<u>SIPHON WALL, the</u>: Sup. Tec. Str. Large array of <u>SIPHON ENGINES</u> in the west of <u>AETHIOS</u>, positioned between the eastern-most reaches of the <u>BLEEDING PLAINS</u> and the river <u>SHIBBOLETH</u>⁽³⁾. The array serves to slow the spread of the <u>ATRAMENTALLY TAINTED</u> region as much as possible, as its effects on the waters of the Shibboleth could be catastrophic if the Bleeding Plains are allowed to reach it. The region is heavily fortified and guarded by entire regiments of the Aethiosi army.

SIPHON WELL: Tec. Obj. Self-flowing wells that are common in rural areas of AHRISHEN. Water drawn from these wells is used to water crops and livestock, but if left untreated is unfit for mortal consumption. The wells are made by drilling into soft earth to find pressurised water trapped beneath the surface. The change in pressure from the drilling of the hole creates a siphon that draw water out of the soft earth that flows of its own power for some time until the hope slowly seals itself which can take between days and weeks.

<u>SIPPAR</u>: Geo. Island in the <u>SEA OF ASEER</u>, off the south western coast of <u>ACHAA</u>⁽²⁾. It was 'discovered' and named by the explorer <u>BOHMIUS</u> in 1526 RM.

<u>SIPYLANA</u>: Geo. Mountain-range dividing the <u>TARAHID ANNEXES</u> from <u>PARTHIS</u>. Its south western face was mined extensively in the past, and the ruin of mines and quarries abandoned in c. 2590 RM now dot the entire region.

SIRAZHAD: 1. Geo. Low rocky mountains in the c west of SEDISIA.
 2. Set. Fortified coastal city in the south west of SEDISIA (Pop. c. 46,000).

SIREN: 1. Mor. Offshoot of MERILLS who are descended from rare individuals who do not share the GENERIC MEMORY of their merill ancestors. This allowed them to develop without the debilitating madness that affects their merill kin. Aware of the fate that awaited merills, the sirens separated themselves from them, thus remaining few in number, and today they are largely unknown, restricted to certain lands

They were discovered by modern mortals on distant shorelines in the east of $\underline{BROR}^{(1)}$, the records of which are now lost. A few were brought back to civilisation as novelties and oddities.

Though they are not sapient in the way <u>HUMANS</u> are, their photographic memory and perfect mimicry skills have made them perfect sideshow attractions, where they recite vast epics from memory. See Vol II: Classification and Taxonomy of Life.

2. Soc. Rnk. In <u>SAGITTARIA</u>, a caste of untouchable seers whose dirge-like gibberish is said to be their communing with the <u>OTHERWORLD</u>.

SIRA: Geo. Mountain-pass in the c of the HAAGEN Mountain, linking the ARID TRIPTYCH with the rest of EASTERN SAMMAEA, through the plains of BAULDOR. It was a major trade-route between the two regions until c. 1900 RM, when the bandit stronghold of SIRIPHAGOS forced most traffic pass from other routes farther north.

SIRAS: Cur. The currency of <u>SIRIPHAGOS</u>, emerging in c. 2100 RM, named after the local word for salt; a far older means of trade that was established in the predecessor-city of <u>SIRIPHAS</u>.

It is a strong currency, backed by massed gold reserved in the city of Siriphagos, and its coins are accepted across the INNER SEA REGION, via trade across the SALT ROAD, amongst other trade routes It is the standard against which most moneylenders calculate exchange rates between currencies (of course it helps that most moneychangers are members of the SIRIPHAGAN ALLIANCE...). See Vol II: Currency and Coinage in Elyden.

<u>SIRDAIRA</u>: Geo. Dry highlands in the far north west of <u>NAARETH</u>, acting as a border with the far more arid region of <u>ANUBIA</u> to the west and <u>SARAGOS</u> to the east. Sirdaira is known for its picturesque rockformations and horizontal rainbow-like strata, though its dry climate makes it sparsely populated.

SIREN'S SONG, the: Sea. Veh. Pirate ship belonging to the FIVE SAILS fleet, on who the eventual pirate queen served before besieging DANNAR, becoming its queen and founding a dynasty that rules to this day. The ship remained in a drydock as a historical structure for many years, but was dismantled and scrapped in c. 3600 RM.

<u>SIRI</u>: Com. Ancient trade-route and predecessor to the <u>SALT ROAD</u> of today. It was in many ways the predecessor of the city of <u>SIRIPHAGOS</u>.

<u>SIRI RAH</u>: *Geo.* Long mountain-range in <u>RHINOCOLOURA</u>, stretching across its c-lands for over 300-miles.

SIRIPHAGAN ALLIANCE: Com. Pol. Org. A major trade consortium established in SIRIPHAGOS⁽²⁾ in 3709 RM comprising a federation of merchant houses from across the INNER SEA who make use of the intertwined network of trade-routes around the INNER SEA REGION, particularly the SALT ROAD and RED ROUTE. The alliance, together with the states in which the respective routes pass through, work together to maintain the routes, providing those who travel across them with protection, though many would argue that their main concern in safeguarding their interests – primarily their merchants and the goods that are bought and sold along the routes.

The Alliance also seeks out new routes and its representatives travel extensively, making alliances with new territories, in the hopes of extending their routes with the ultimate goal of seeking more profits.

Though membership in the Siriphagan Alliance is not mandatory for merchants to use the routes and buy and sell goods across them, it does grant certain boons – access to Alliance lodging, use of Alliance money changers (without the risks inherent in using independent money changers), guard services, and advantageous prices when dealing with fellow Alliance merchants.

Today the Alliance is made up of the Siriphagan <u>ASKER HOUSES</u>, the <u>VARTAN CONSORTIUM</u>, the Haréshki Merchant Guilds, the <u>AHHAS</u> pariah-merchants, the Anubian Merchant-lords, the <u>BENESHI</u> merchants of <u>AHKA</u>, the <u>GREY MERCHANTS</u>, the <u>HITTAN</u> Merchant-Princes, the <u>HOAMMI</u> Merchant-houses, the <u>MARBLE COURT</u>, the <u>J'thanan Federation of Brokers</u>, the <u>LAZAWAN HOUSES</u>, and the <u>MAKHARAN</u> Trade Corporation, amongst others. The Siriphagan Alliance is itself a part of the <u>INNER SEA TRADE CONSORTIUM</u>. See Vol II: Major Trade Routes.

<u>SIRIPHAGOS</u>: 1. Dem. '*Siriphagan'*. Ntn. Landlocked nation located in the <u>BAULDOR</u> plains, in the north east of <u>SAMMAEA</u>, between the <u>BETHET</u> Mountains in the west and the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>.

The nation rose in c. 1920 RM after the rapid growth of the trade-city of <u>SIRIPHAS</u> and the rise to power of the <u>FIRMAMENTAL</u> caste taking the name <u>ALIHEIOAN</u>, which subsequently took control of surrounding

regions and cities. Siriphagos rapidly became a centre of Firmamental research even as its merchant houses expanded their operations across the trade-route known as the <u>SALT ROAD</u>, which by c. 3000 RM had grown to pass through parts of <u>SARASTRO</u>, <u>HAARAZHAL</u>, <u>ETHISTONITH</u>, <u>MULCIBER</u>, <u>LIDEA</u>, and other nations and city-states between. This drew the attention of <u>SARASTRO</u>, which attacked it following the <u>SARASTROAN SANCTION</u> 3013 RM. This led to a decline and slow diminishing of its territories, leading to the construction of the <u>FAROUT WALL</u>, which was designed to defend against attacks.

Despite its best efforts, in 3525 RM Siriphagos was forced into vassalage under Sarastro, which allowed it to rule itself, in return for a yearly tithe for its use of the Salt Road. This state lasted until after the <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM, which left Sarastro in a state of chaos. This gave the ruling <u>ASKER</u> class the chance to eject Sarastro from their cities, after which they bolstered their borders. This saw most of the wealth of the region diverted to the construction of fortifications and the funding of its armies and the re-establishing of the Salt Road, at the cost of leaving its people to suffer.

The militarisation of Siriphagos continued over the next century, with a focus on protecting merchant caravans plying their trade along the Salt Road, and redirecting the route away from Sarastro to the west in search of new routes and cities to trade with. The $\underline{\text{WHITE LEAGUE}}$ and other mercenary forces became permanent fixtures of the region, and remain so to this day.

Its cities are cosmopolitan and home to people from across <u>ELYDEN</u>, including many <u>MORTALS</u> other than <u>HUMANS</u>, as well as <u>HALFBLOODS</u> and <u>OTHERWORLDERS</u> of various types. Many noble families from across Elyden also have offices here.

Its borders now far smaller than they once were, Siriphagos has slowly regained its statue a trading centre in the north east of Sammaea, and its wares travel far across both Sammaea, and Llachatul.

In 3934 RM a halfblood calling himself <u>THE ALACRAN</u> usurped control of the Asker, becoming a figurehead for all of Siriphagos. See Vol III: Extant Nations and Realms.

2. Set. Major city in the west of the plains of BAULDOR, subsisting since c. 1900 RM on trade and mercancy, establishing the SALT ROAD in c. 2000 RM. The city evolved from a smaller trade-town and caravanseral that has existed there since c. -1900 RM, developing into a major FIRMAMENTAL centre by c. 1800 RM, lasting for around a thousand years, until c. 2800 RM, where the ALIHEIOANS outlawed its use outside their ranks, leaving them the sole FIRMAMENTISTS in the region. Trade remained an important feature of the city's economy throughout its existence, and it was heavily fortified throughout its existence.

Today it is a bustling city of auction houses, trading halls, caravanserais, hostels, and warehouses. Merchants come here to do business and to relax, and it is known for its brothels, taverns and other places where weary merchants can distract themselves, and it is also home to various CHAPTERS(2.) of the WHITE LEAGUE whose FREE COMPANIONS serve as guards on the many merchant caravans that pass through the city (Pop. c.849,000).

SIRIPHAGAN: Lan. Language spoken in SIRIPHAGOS, including merchants of the SIRIPHAGAN LEAGUE, who have spread it across SAMMAEA via the SALT ROAD, making it well-travelled tongue. It emerged from the earlier SIRIPHASI in c. 2000 RM. See Vol II: Languages.

SIRIPHAS: Dem. 'Siriphaian'. Also 'the Free-city of Siriphas'. His. Ntn. Predecessor nation of present-day SIRIPHAGOS, emerging in c. -120 RM as a bandit camp preying on trade moving along the SIRI trade-route now recognised as the SALT ROAD, largely between GELHANA, the CITADEL MOUNTS and Actanors, as well as the GROWING MOUNTAINS of MULCIBER. By c. -50 RM the camp had evolved into a settlement that served the Siri trade-route, its outlaws and brigands instead becoming traders and caravanserais, the settlement calling itself Siriphas after the trade-route. This change was a natural progression of their vocation and the added security that came to the route following the growth of the Citadel Mounts.

As the caravanserai became wealthier, it found itself also growing in size, attracting people from surrounding areas. It was around that time, in c. 50 RM that its people began exploiting the vast natural salt tables along the east hills of the <u>BETHET</u>, trading the stuff the cities of <u>DUN SVARR</u>

(now <u>Catachis</u>), <u>Dun Mhaq</u> and <u>Ellda</u> (in the east of <u>Gelhana</u>) around 50 RM; source of the resultant trade-routes' name and forming a basis for their early currency (a barter system centred around salt). The appearance of the <u>Korachaniempire</u> in the region, both in the Citadel Mounts, and to the north west in <u>Ba'akh</u>, had an adverse effect on trade, though Siriphas had by then become essential to commerce in the region, its imposing walls commanding an uninterrupted view of the mountain passes and the plains of <u>Bauldor</u> to the east. The fortress of <u>Nakh</u> was erected along the north eastern-most reaches of the Bethet mountain in c. 200 RM to safeguard trade between Siriphas and the Citadel Mounts, which brought further prosperity to the region, leading to the appearance of small satellite towns in the west of the Bauldor plains over the next century, most of which were devoted to particular trades and gathering specific resources, for transportation west to Siriphas.

An attempt to take the city in 362 RM by Korachani forces occupying the Citadel Mounts, which by then had been renamed EHBOT, failed miserably, and the region was forgotten amid growing tensions with the tribes of the GROWING MOUNTAINS to the east. This led to a time of decreased trade, and Siriphas survived largely due to its command of the salt trade in the region. The AUERENI attacks against Ehbot brought further chaos to the region, though they had little direct effect on Siriphas, perhaps due to trade relations that had been established over the past centuries. But the time did lead to a loss of Siriphaian influence in the region. The closest Siriphas got to war with the tribes of Mulciber was in 481 RM, when the fortress of Nakh was taken by THLOLOTI marauders and the lands around NAURACH in Ehbot fell under Auereni control. This caused the collapse of Siriphaian trade north, crippling the city's economy. Soon the Auereni stopped trading with Siriphas, leading to more woes in the region and, in 545 RM, the city found itself under attack by the rogue ACTANROSI warlord ELBIAN who marched against them with a large army amongst which fought Auereni barbarians. Despite the city's defences, the attackers were able to make their way into the mountain passes above the city, allowing them a vantage point that led to the fall of the city, which was looted and razed.

Siriphas was abandoned, its people scattering to either its satellite towns or to the north, where they helped repopulate the war-stricken Ehbot which by *Oth.* Then had been abandoned by Korachan, renamed <u>Arkos</u>^(1.) by the survivors. The fortress of Nakh was rebuilt and settled in c. 675 RM, encouraging trade to return to the region and by c. 900 RM Siriphas was reborn. To the south, Actanors had surrounding lands locked in a war that would ultimately lead to the unification of the region and the birth of <u>ETHAND</u>; an act which by c. 1000 RM led to a spurt in trade with Siriphas.

The city fortified its lands over the centuries, growing into a powerful city-state that, at its height in c. 1750 RM boasted a population of no less than 250,000, including outlying vassals. Its mountain-forts were unassailable and equipped with the best of imperial-made artillery. As Arkos found itself faltering under the leadership of the Arkos caste, whose insular rule only served to push trade away, Siriphas continued to grow in power, though the city itself had reached a threshold and was beginning to shrink slowly. The rise of a halfblooded caste known as the <u>ALIHEIO</u> saw the city change rapidly c. 1900 RM, leading to its reemergence as a <u>FIRMAMENTAL</u> centre as well as hub of trade, seeing it renamed <u>SIRIPHAGOS</u>.

<u>SIRIPHASI</u>: *His. Lan.* Now-extinct language spoken by the people of <u>SIRIPHAS</u>. By c. 2000 RM it had changed to <u>SIRIPHAGAN</u>. See Vol II: Languages.

<u>SIRIPHIS</u>: *Ast. Con.* Main star of the constellation <u>REXCANIS</u>, forming its shoulder. See Vol II: Constellations.

 $\underline{\bf SIRISS} : \mathit{Set.}$ Major fortified city in the far south west of $\underline{\bf ELEKHID}$ (Pop. c. 120,000).

SIRONA: Set. Settlement in the east of <u>ABATTUR</u>, in the <u>VOULLOR</u> Mountains. It is known for its springs, the water of which are considered to have healing properties and are visited by the sick and dying who pray to <u>ANDRASTE</u> while bathing in them (Pop. c. 8,000).

<u>SIRRIS</u>: For. Forest in the north east of <u>JURRAS</u>^(2.). It is largely made up of alder, carob and elm woodlands.

<u>SIRTA</u>: Set. Fortified coastal city in the east of <u>ESHIR</u>^(2.) in the north western-most tip of the <u>SEA OF MEREKA</u>^(1.) (Pop. c. 30,000).

<u>SIRUSH</u>: Geo. Brushland and sparse woodland in the north west of <u>GNOTH</u>, to the east of the <u>AGABERAN WATERS</u> and the <u>AEARN</u> Wetlands. The region is healthy and thriving and is thought to have once been part of a vast virginal forest that dominated most of <u>WESTERN LLACHATUL</u>, but which was cut down throughout the <u>THIRD</u> and <u>FOURTH AGES</u>.

<u>SIRUT</u>: Set. Settlement in the c north east of <u>GNOTH</u>, situated on a level plain that forms part of the <u>GRYPHOSS</u> Mountains. It is known for its ancient <u>SOULSTONE</u> deposits (Pop. c. 10,000).

SISARA: Rvr. River in the east of TRAKIA flowing for over 1,000-miles east from sources in the south of the ROAHAN Roughlands and the south east of KHALHAT. It is one of the few rivers to flow year-round in the region and is important to trade in the east of Trakia. Its waters are tainted by the ATRAMENTALLY TAINTED region of TUKHRAGHON, though this is offset by the presence of the potent SIPHON ENGINE of SISARAKIA, which cleans and filters the water before it reaches the cities of BAHRAIA and OLNNAD.

SISARAKIA: Str. Tec. Major SIPHON ENGINE facility in the south east of TRAKIA, on the south eastern border of the region of TUKHRAGHON. It siphons ATRAMENTAL TAINT from the waters of the river SISARA and pumps the recovered UMBRA east to the city of BAHRAIA. It is the only siphon engine in all of Trakia and its upkeep is a major strain on the already weak economy of the region.

<u>SISARON</u>: Lake in the south east of <u>TRAKIA</u> along the course of the river <u>SISARA</u>.

SISCSAEN: For. Sparse jungles dominating the south east of RHEA.

SISHALEH MI: Set. Dre. Fortified settlement in the <u>DREAMSCAPE</u> of the <u>NEPHILIMS' MAW</u>, in the c north of <u>BANT</u>, in the c of the <u>CARCHEMISHI PENINSULA</u>^(1.), in the east of <u>SAMMAEA</u>. It is home to a large monastery of fanatics of the <u>NEPHILIM</u>, who seek out the worst of the phenomena of the dreamscape, which is thought to be caused by the Nephilim (Pop. c. 3,000).

<u>SISHRA II</u>: f. *Pol. Per.* (B. 3947 RM) Present queen-steward of <u>KOMMEA</u>, who has ruled since 4004 RM following the death of her father Thalyron. She was betrothed to a <u>TETHYSIAN DEMIGOD</u> since childhood and the two married when she acceded the throne, cementing Kommean vassalage to Tethysia.

Her eldest child, prince Abbarud IV is openly critical of Kommean vassalage and has shown nationalist tendencies as he amasses a strong following from across all social strata in the kingdom in what many political commentators believe are is the first act in an imminent revolution.

<u>SISIT</u>: Set. Settlement in the north of <u>TARATI</u>^(1.). Its main industry is iron mining (Pop. c. 6,800).

SISKEH: Rel. Rui. Ancient funerary temple located in the east of KHAMID, on the island of KHOHER. The temple is amongst the largest known funerary temples and is guarded by twin sphinxes, both damaged and badly worn by age. Little is known about the temple but its uncharacteristically large size is indicative that it was a royal temple. All known chambers are now empty, its riches plundered long ago.

SISKIN: Set. Major city in the region of SABBOQUA in the north of THE SURRACH. Before it became a large city, it was known as a settlement of woodworkers and falconers and lovers of all bird species. Though that part of its identity is no-more, birds still feature prominently in its architecture and cultural icons. The settlements under its control are amongst the major producers of lumber in the Surrach (Pop. c. 99,000).

<u>SISMA</u>: Set. Small city in the far south east of the <u>HENDECARCHY</u> of <u>LONAR</u> in the south west of <u>MALAN</u>. It is situated along the southern shore of lake <u>OZGUR</u> and its main industry is fishing (Pop. c. 15,000).

SISOSTI: Sea. Bay in the north of the SEA OF ETAGIRIA, to the east of the PHILIAN peninsula in southern HANNAH.

<u>SISSAB</u>: Geo. Highlands and hills in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>ALAMUT</u>. The highlands are the source of the <u>IALAN</u> tributary of the river <u>SAR</u> and are rich in rubies.

- <u>SISSEBA</u>: 1. Geo. Valley in the north west of <u>ATARAXIA</u>, between the southern-face of the <u>BLACK MOUNTAINS</u> to the north and the <u>TABIT</u> Mountains to the south.
 - 2. *Rvr.* River in the north west of <u>AHKA</u>, flowing east for 445-miles from sources in the <u>BLACK MOUNTAINS</u> and the <u>TABIT</u> Mountains before meeting its parent, the river <u>MALAKAH</u>.
- <u>SISSET</u>: Lake in the c west of <u>MALAN</u>, along the borders of the <u>HENDECARCHIES</u> of <u>MYEIN</u> and <u>AMILLAERE⁽¹⁾</u>. It forms a part of the <u>LAUL EGLEA</u> river system and is situated at the fork between it and its tributary, the river <u>ASURIAH</u>.
- SISTERS OF THE SAIL: Int. Rel. Org. Order of nuns dedicated to SATHEP THE RISEN and the REFORMED CHURCH OF SARASTRO. The order is based in the city of ALACANT, and is curious in that it is funded by the spoils devotes privateers, and they devote their days to praying for their safe return home and plunder.
- SITAMET: Geo. Mountain in the north of SAMMAEA, in the KAZZARAN^(1.) at the border between <u>TATAR</u> and Kazzar. Like many of the mountains in the region, it is old and crumbling and prone to landslides.
- SITAMMA: Set. City in the c south west of TETHYSIA (Pop. c. 44,300).
- <u>SITANAYAN</u>: Set. Only major city in the region of lake <u>PURRI</u> in the north of the <u>SOLEYN TERRITORIES</u>. It is sustained by the waters of a nearby river that flows near year-round into the lake (Pop. c. 32,000).

SITAT: see DEAD LAKE.

- <u>SITH</u>: 1. Oth. Type of <u>HALFBLOOD</u> believed to be descended from a <u>PRIMOGENITOR</u> somehow linked to <u>S'HITH</u>, an aspect of the Demiurge <u>DOPELLANICH</u>. See Vol II: Classification and Taxonomy of Life.

 2. also <u>S'HITH</u>.
- <u>SITHACHORNA</u>: Sup. Geo. Atramentally tainted region in the south east of <u>SUOR</u>. It is known for its crumbling duststone earth and the corrupted fauna that live in it.

The region is categorised as $\underline{\text{DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ INSTITUTE OF ATRAMENTAL STUDIES.

<u>SITHAHAL</u>: (14,900-ft.) *Geo.* A large flat-topped mound in the north of <u>KHARKHARADONTIS</u>, along the western-most arm of the <u>EGERIAN RIDGE</u>, west of the <u>GAP OF SHADOWS</u>. The mound is large, its slopes arid and hard unlike any other. No vegetation, natural or otherwise grows on its surface, safe for a sparse downy growth that is, despite the absurdity of the notion, best described as coarse hair, as though giant lay petrified on those steppes.

The site is located relatively close to the SHADOW MARCH, though most who see it claim a sense of unease, of a malignant yet latent hazard there that is best left undisturbed. Those who have explored its surface and the few shallow caves that lead into its bowels claim to be visited by prophetic DREAMS that manifested as potent déjà vu's in the weeks and months subsequent to their explorations, each episode accompanied by a feeling of cold and nausea.

The region's name is derived from <u>ETHERI</u> legends, what maintain a demon of ancient creed, its creator-worshippers long since destroyed in a great war, has slumbered there for so long that the earth itself has cocooned it within its embrace, where it sleeps for eternity.

<u>SITHIA</u>: His. Set. Ancient city in what is now the far west of <u>MHAROKK</u>. It is said to have been so old, that it could only have been built by a god (possibly a reference to a <u>DEMIURGE</u>). Its present location, if indeed it was even real, is unknown.

 $\underline{SITHRAL}:$ Set. Settlement in the c south of $\underline{VALBAR}^{(2)}$ (Pop. c. 7,000).

- <u>SITRI</u>: 1. Pol. Geo. One of three political territories (known as <u>MANSIONS</u>) in the nation of <u>GREST</u>^(1.) in the west of the island-continent of <u>BROR</u>^(1.). It is the second largest and southernmost Mansion of Grest and is home to many sparse woodlands.
 - 2. Pol. Set. Administrative centre of the eponymous^(1,) Mansion in the south of the nation of <u>Grest</u>^(1,) in the west of the island-continent of <u>Bror</u>^(1,). It is home to a major fishing fleet that plies the waters of the <u>AHAGGAD</u>^(1,), and for its major temple dedicated to the <u>He'elan Writings</u>, located just outside the city, in the southern foothills of the <u>Kogilir</u> Highlands. It is the seat of power of the <u>Archduke Iebesh Yetzirah</u> (Pop. c. 203,500).

- <u>SITROR</u>: Set. City in the south east of $\underline{GREST}^{(1)}$ in the island-continent of $\underline{BROR}^{(1)}$ (Pop. unknown).
- <u>SITTRIAH</u>: Ser. Settlement in the south east of <u>ZHARIAH</u>^(2.). Its main industry is the cultivation of cotton for the textile industry in <u>INGASAR</u> and <u>SALIAH</u> (Pop. c. 8,000).
- <u>SITULA</u>: *Geo.* Mountain in the north east of <u>AQUARIIA</u>, forming an extension of the western-face of the <u>BLACK MOUNTAINS</u>.
- <u>SITVIGA</u>: Set. Major city in the c of <u>CHEIRA</u>, originally known as Sit Vigra (Pop. c. 89,000).
- <u>SIWAN</u>: Set. Settlement in the north east of <u>LIDEA</u>. It forms a part of the <u>RED ROUTE</u> and has many hostels and inns that cater to merchant caravans that pass through it while travelling along the Route (Pop. c. 5,000).
- <u>SIX, The</u>: *Pol. Rnk.* In <u>RHEA</u>, six high-<u>SKINEN</u> who meet in conclave four times a year as part of the <u>COURT OF DREAMS</u>.
- SIX CITIES, the: Pol. Ntn. Small area in the west of THE SURRACH in the north west of SAMMAEA, covering approximately 20,000-square-miles of fertile coastal territory, overlooking the SEA OF AAREN. The local calendar (AB) is derived from the founding of AHINA and is currently in its 1523rd year.

The region's origins lie within the ruin of the EMPIRE OF AHINA, its population descended from a mix of KORACHANI colonists who remained there, the \underline{SAVI} natives, and people from the east of the Surrach. This had led to an interesting genetic and cultural mix that continues to this day. Ahina fragmented in around 3580 RM in the wake of a terrible PLAGUE. The population was decimated and many cities were allowed to fall into ruin. A string of warlords appeared following this time, subjugating the remaining populace of the region. The short-lived nation of $\underline{SAVIANA}$ emerged during this time, and war was common, reducing other inhabited cities to rubble and further savaging the population.

In 3791 RM, a loose coalition formed opposing the Tyrant <u>Daaran</u> who had risen to power in <u>Saviana</u>, taking over much of the western part of the region. Following a protracted war, the Tyrant was defeated in 3796 RM and the land was divided into 6 territories, amongst 6 generals, and the term, the Six Cities was first used in an official capacity to describe the region. These territories are roughly analogous with the extant states of <u>Dakhra</u>, <u>Apinar</u>, <u>Nekharaal</u>, <u>Daath</u>, <u>Pegan</u> and <u>Tanass</u>, though borders have changed over the years. The region of <u>Alron</u> emerged some 75-years ago, from parts of Dakhra and Pegan. Other autonomous states (such as <u>Vanka</u> and <u>Moloch</u>) have since appeared too. Each state has its own character, following a trend common in the greater Surrach.

The region is very fertile and has a climate favourable to farming, and it is densely-populated. See Vol III: Extant Realms and Nations.

SIY: Rel. One of five aspects of the PENTATAEL religion of ELAT and AYAD.

<u>SIYAATI</u>: Set. City in the c of <u>ALMAGEST</u>, along the course of the river <u>NAHMOL</u> (Pop. c. 12,000).

<u>SIYYAT</u>: *Set.* Small city in the north of the <u>JAHADAT STATES</u>, in the east of <u>SAMMAEA</u>, and capital of one of the twelve States (Pop. c. 45,800).

SIZAJASEL: Mil. Rnk. Title in SAGITTARIA given to military leaders.

SITT: Sea. Large bay in the north of MENISCEA, to the west of the SEA OF INGALAT. It lies along the northern POLAR CIRCLE.

 \underline{SKAAND} : Geo. Island off the north eastern coast of \underline{VAALK} , in the \underline{SEAOF} BASSANDER.

- SKAETAH: m. Pol. Mil. Per. (D. 1197 RM) Champion who spent his adult life bringing the disparate city states of the MEGHRANIZ BHOOKH under his banner, ultimately leading to the founding of ZHARIAH⁽¹⁾ in c. 1170 RM.
- SKAHAT: Set. Small fortified city in the south west of AQUARIIA, 17-miles from the border with GNOTH. Its main industry is logging and it is known for its falconry (Pop. c. 18,000).
- <u>SKALL</u>: *Rvr.* River in the <u>MULL CITY-STATES</u>, flowing south for 220-miles from sources in the <u>EBUT SAT</u> Mountains before emptying into the <u>BAY OF BOKKA</u>.
- <u>SKALL SOTA</u>: Set. Coastal city and major harbour in the south of the <u>MULL CITY-STATES</u>, along the mouth of the river <u>SKALL</u> (Pop. c. 45,000).

SKAPAR: For. Old woodlands in the east of SKAROS, forested to the brink of destruction by c. 3200 RM. The region was abandoned by c. 3300 RM and ignored, allowing it to slowly regrow, albeit sparser and weaker than before, and it now crosses the largely uninhabited border east with BASSORAH^(2,).

SKAR: 1. Rvr. River in the north east of SKAROS, flowing north west for 150-miles from the Skar Mountains to its mouth in the SEA OF APHOTIS, near FORT SKAR.

- 2. Geo. Mountain in the north east of SKAROS.
- 3. (6,631 ft.) Geo. Highest peak in the eponymous Mountain-range.
- 4. Mil. Str. Coastal fortress in SKAROS, overlooking the SEA OF APHOTIS.

SKARCHAN: Ind. Set. Mining settlement in the north west of the SKAR⁽²⁾ Mountains, founded by KORACHANI rulers in c. 1,000 RM. The mines are primarily concerned with coal and shale extraction (Pop. c. 4,200).

SKAROS: Dem. 'Skarosian'. Ntn. Vassal state located in the far west of CENTRAL LLACHATUL, overlooking the eponymous strait after which it takes its name, Skaros is a cold temperate nation whose land has been continuously exploited for its resources for millennia, leaving it a pockmarked grey wasteland bereft of any natural beauty.

It originated as a demesne of the <u>LASCAR</u>⁽³⁾ <u>KINGDOM</u>⁽²⁾ in the early <u>FIFTH AGE</u> was a major power in the region dominating the coast of the <u>STRAIT OF SKAROS</u>, but broke away in -68 RM. Following three decades of border wars, it was declared one nation, though struggled in the years leading up to its eventual subjugation by the nascent <u>KORACHANI EMPIRE</u> in 23 RM, making it the fourth of the <u>ARCHPOTENTATE MALICHAR'S</u> conquests. Three months later, its largest city and (then) capital, <u>ASOKA</u> was destroyed and in one night of bloodshed all its nobility was killed, mostly by Malichar.

The <u>CHEIROAHIN</u> were banished from Korachan in -2 RM, and it is thought their descendants settled in Skaros, leading to arise in PENUMBRISM there between c. 50 - 100 RM.

It was a major target of the <u>RENAISSANCE CRUSADES</u>, and many monasteries and institutions of learning were destroyed in the decades of the crusades, with many settlements waning in the ensuing years, during which the small nation of <u>HRIDAN</u>^(2,) would rise.

Now the oldest nation to be in continuous vassalage to Korachan, it has gone on to become a vital part of the imperial economy, providing raw resources for its many industries. It has since become famed for its foundry-workers, miners, and loggers, who are considered amongst the most accomplished and tested in all the empire. Indeed, some of the largest open-cast pits and manufactories are found in Skaros to this day, despite the gradual wane in the resources at the empire's disposal.

Its northern territories became a major battleground during the <u>WAR</u> <u>OF THE ARTIFEXES</u> and, half of the nation was handed over to <u>ALMAGEST</u> as part of the peace treaty signed in 3014 RM, leaving behind a scared and wounded nation that took many years to recover.

Following this, Korachan expanded the nation west across the strait in a bid to restore its territories, bringing war to the indigenous people there. Despite this, the region became a hotbed of unrest due to losses of the War of the Artifexes, and between 3300 and 3350 RM many of these new colonies, centred around the city of <u>ARKAM</u>, were allowed to break away, eventually becoming the nation of <u>ATARAXIA</u> in 3450 RM. In 3792 RM, after years of decadence and failing rule, the ruling <u>PATRICIAN HOUSES</u> were deposed by the <u>TITHE-BARONS</u> in a coup that was funded by the empire itself, and they have ruled Skaros since then as regents of the <u>ARCHPOTENTATE MALICHAR</u>. See Vol III: Extant Nations and Realms.

SKAROS, STRAIT OF: Sea. Narrow sea dividing Western Llachatul from Central Llachatul, with Ahka and Ataraxia to the west and Laashka and Skaros to the east. It forms a northern extension of the Inner Sea. In 1111 RM trade up and down the strait was taken by the Korachani empire.

SKAROSIA: Pol. Set. The capital city of SKAROS, in the north of the nation. Originally called CATO, the name was changed to Skarosia by the KORACHANI EMPIRE after it moved the capital from ASOKA there in 23 RM. It became the home of the GALENIC ORDER of the SANCTIFIED INQUISITION in 3015 RM following its expulsion from a newly-independent ALMAGEST. Since then, the Order has become a defining part of the city, and most of its agents are recruited from Skarosia and its satellites (Pop. c. 1,790,000).

<u>SKAROSIAN</u>: His. Lan. Now-extinct language that emerged from the earlier <u>LASCAR</u>⁽⁴⁾ tongue in what is now the south of <u>SKAROS</u> around 4,000-years ago at a time when the <u>KORACHANI EMPIRE</u> was expanding and subjugating its neighbours.

It was quelled by the Korachani advance, and rapidly forgotten. See Vol II: Languages.

SKAROSIAN GIANT: see GIANT, SKAROSIAN.

SKAROSIAN PLAINS: Geo. Expansive temperate plains dominating the north west of SKAROS. The northern-most reaches of the plains are riddled with ancient minefields – remnants of hostilities from the WAR OF THE ARTIFEXES, and as a result the region is shunned to this day. The area is also home to the largest population of DREKAVACS in SKAROS, which are a menace to livestock.

<u>SKAROSIAN WASTES</u>: Geo. Huge expanse dominating the north eastern part of <u>SKAROS</u> – a true waste, with little of value in it save wasted mines and ghost-towns.

<u>SKEIN</u>: 1. Geo. Pol. <u>HOAMMI</u> colony in the north of <u>SAMMAEA</u>. It is effectively a semi-exclave, being completely surrounded by the territories of foreign states – <u>NUTHACHAN</u>^(1.) in the west, and <u>HARAPPA</u>^(3.) in the south and east.

2. Set. Coastal city in the north of <u>SAMMAEA</u> belonging to <u>HOAMM</u>, overlooking the <u>SEA OF NUTHEN</u>. It is known for its natural steam vents, which are used by its many manufactories. An orange mist (chemical) hangs over the coast and its waters are stained the same colour. It forms a major link along the <u>RED ROUTE</u>, and its ports are busy with ships that transfer goods to the main Hoammi territories in the north (Pop. c. 62,000).

SKELERIELL: also 'THE STONE WINDOW'. Arc. Monument in the east of AQUARIIA hewn from a large mesa inside which is an ancient temple, reaching deep beneath the <u>BLACK MOUNTAINS</u>. Undeciphered hieroglyphs line the walls as do the tombs of ancient princes whose names are unknown.

<u>SKELLUM</u>: Set. Large caravanserai in the c of the <u>DESOLATION OF</u> <u>ASTUDAN</u>, along the trade-route crossing the Desolation, linking west and east (Pop. c. 2,200).

<u>SKERETT</u>: Geo. Hot savannah dominating the west of <u>NASTAL</u>^(2,) in the c of WESTERN SAMMAEA.

SKHIZIA: Set. Fortified city in the east of <u>OTINTH</u>, along the course of the river <u>AM TUAHEM</u>. It is the birthplace of a renowned local shaper, who is regarded as a national hero and whose large statue dominated its main square (Pop. c. 45,000).

SKINEN: lit. 'he who wields the sun'. Rel. Sup. Rnk. FIRMAMENTAL priests of SAEWAL in RHEA. Skinen is a title as well as a vocation, with those bestowed the name acting as local arbiters (the name itself is symbolic of the Rhean Sun-gods' power of judgement). They wear featureless gold-plated masks to remind people of the brilliance of the sun, and to distance themselves from those they judge. Most are shapers with Firmamental abilities.

SKITTERLIMB: see <u>Czejiskezzik</u>.

<u>SKOGALA</u>: Geo. Island off the northern coast of <u>KULIGALA</u>. It is home to the fabled <u>LABYRINTH OF MAATABABRA</u> and is largely unpopulated.

<u>SKOPHOTH</u>: Set. City in the <u>CHAMBER OF DIRGES</u> in the <u>PRISON CARCERI</u>, beneath the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. unknown).

SKUD: Cur. Lowest denomination of the KORACHANI CURRENCY, also known as a MAGGOT, which is in use across ELYDEN in the many colonies and dependencies of the Korachani empire. The coin is made of copper and is oval in shape, just under an inch long, and just over half an inch high. There have been hundreds of mints throughout the existence of the empire, all of which have different versions of the HIGH CONSULITE in profile on the backside, and different regional and topical images on the topside. See Vol II: Currency and Coinage in Elyden.

<u>SKULFUR</u>: Pol. One of seven ruling <u>CLANS</u> in <u>CISNERIA</u>, whose emblem is the giant elk, who embodies hard work, and is the guardian of farmers. The other clans are <u>BERMION</u>, <u>DISLMA</u>, <u>GYSTAR</u>, <u>HOMMAL</u>, <u>KRAKYR</u>, KRISLOR. <u>SKULL</u>: Soc. In many cultures across the <u>INNER SEA</u>, particularly the <u>KORACHANI EMPIRE</u>, skulls play an important role in funerary customs and the veneration of the dead.

Korachani funerary customs dictate that the body of most deceased be reclaimed for use in the manufacture of <u>DROSS</u>. This only leaves the skull of the deceased for the purposes of burial and veneration by surviving family members. After cleaning and preparation by the <u>MORTUARY CULT</u>, most skulls will be etched with an index number and the details of their bearer before being interred within <u>FUNERARY TOWERS</u> during a small ceremony with the friends and family of the deceased around an <u>AGAPE TABLE</u>. Families with the means to may have the skull of the deceased decorated – carved, etched, gilded, or covered in filigree or jewellery – and placed in a shrine within the Tower or a private shrine in their home, if they can afford it. Skulls interred within Funerary Towers incur a perpetuity tax. If unpaid, the skull is typically disinterred after 77-years (usually long enough for any direct relatives to have died) to make room for new ones.

The necropolis of <u>GULGOLETH</u> is an extreme example of this, and the skulls of executed <u>WITCHES</u> are inscribed with the sin and method of EXECUTION.

SKY CROWN, the: Obj. Crown crafted from a piece of meteoric iron, believed to have been made in the THIRD AGE. The craftsman who made it is said to have slit his wrists upon completing it, allowing the blood to drip onto the crown. It has since been lost and rediscovered various times throughout history, having been used as a royal artifact for centuries in early FIFTH AGE SYNCHTHONITHA before being lost again in c. 1370 RM. It is believed to have been retrieved sometime in the 35th century, after which it found its way into a private collection.

<u>SKY-DEITY</u>: Rel. Dei. God worshipped by the <u>DONAGERS</u> of ancient <u>KOMMEA</u>. Immigrants from ancient <u>KASPIA</u>, they brought some of their religious beliefs with them and the Sky-deity was a minor figure from the FROSTBLOOD pantheon.

The Sky-deity was a patron to mariners and explorer and was important to the ancestors of the Donagers, who sailed down the <u>SEA OF IALCUS</u> and settled shortly in extant <u>TISARA</u> before moving overland to the south east, settling in what are now <u>LOEGRESS</u>^(1.) and western Kommea, where they built open-roofed observatory-temples in honour of their patron, who over the next century grew into the sole deity of the Donagers. Though their subjects paid their respects to the god, he remained primarily a deity to the ruling caste.

Worship of the Sky-deity largely died out following the arrival of the <u>CUNOMAGLIO</u> to the region, though the belief was re-kindled centuries later by the descendants of the Donagers, and it remains a mystery cult in Loegress (and, to a lesser extent Kommea) to this day. See Vol IV: Deities and Pantheons.

SKY DEITY, IDOL OF: Rel. Str. Idol dedicated to the SKY DEITY found in the far north west of KOMMEA. It was constructed by migrants from KASPIA early in the 2nd millennium RM, though it lies ruined and largely abandoned to today.

Though the cult of the Sky Deity is still a practiced religion in Kommea, particularly amongst minorities (mostly those who identify as primarily Kaspian), the idol itself is unknown to most and ignored by the faith's clergy.

SKY GATE, the: Arc. Fantastical arch in the c north east of the URARAGHI Mountains, in the c north east of AMMESH. It spans two sides of a steep cleft and was constructed by unknown builders so that people looking at from one side could see the summer solstice sun rising through its semicircular arch.

SKY-LORD, the: Rel. Dei. Deity in the AHRISHENI CHURCH OF THE WELKIN SKY, who stands as chief of its pantheon, above the FOUR WIVES. Vestal virgins are known as HANDMAIDENS OF THE SKY-LORD. See Vol IV: Deities and Pantheons.

SKY MARKET OF PAZORHALA: Com. Set. Major trade-post located atop a LODELITH in the east of MENISCEA, in neutral territory in along the border between ENDUI, LAOD, and PHUT. It is controlled by a plutocratic council comprised of FIRMAMENTISTS and merchant-lords, who maintain its exclusivity through a simple tenet – the marker is open to anyone who can reach it – a difficulty for most, given that it commonly

floats around a mile from the ground. It has large <u>AIRSHIP</u> docks, stables that cater to flying mounts, and is home to many Firmamentists and others who are able to control the firmamental forces of Meniscea. It trades in exotic goods that are sourced from across <u>ELYDEN</u> and is famed as far away as the <u>INNER SEA</u>, where it is considered by most to be a mythic locale.

SKY TEMPLE, the: see AELLCHTH.

SKYFIRE: Soc. Tec. LAASKHAN term for PYROTECHNICS.

SKYSKIFF: Int. Sup. Veh. Rare form of vehicle that relies on GRAVITIC WAVES in the ARCANE TEMPERS that affect the FIRMAMENT in the FAR HEMISPHERE, allowing solid objects to flow in mid-air, following the waves' paths. The use of FOCI^(2.) and various applications of SHAPING allow for larger objects to take advantage of the waves, that has given rise to skyskiffs – airborne vehicles that can be found following established routes in above the south west of MENISCEA. Nations where skyskiffs operate include ACHAA^(2.), AURUM^(2.), DANU, LANTUA, SABAEA, the south of SHAZGIN, VALA, VARU, and ZOHAK.

They can vary in size, and range from single-seater skiffs to large barges that are used to move goods and people from place-to-place.

<u>SLAAN</u>: Geo. Salt desert dominating the east of <u>ANUBIA</u>. Records dating back to the dawn of the Korachani empire depict the place as a dry prairie, with the subsequent desertification having happened over the following millennium.

<u>SLAAUN</u>: Geo. Badlands in the c west of <u>LAASKHA</u>, south of the ARCANTHEA Mountain.

<u>SLACT</u>: Set. City in the east of the <u>TEMPLAR STATES</u>. Its main industry is creating <u>SOULSTONE</u>-based <u>TECHNARCANE</u> engines that require a great deal of time and expertise to manufacture. In 2478 RM it was the site of a workers' <u>UPRISING</u> against the tyrannical ruling <u>ADEPT</u> caste, which escalated to a state-wide civil conflict that led to a change in regime in the <u>TRISKETHIAN DOMAINS</u> – the Adepts were deposed, replaced with the <u>SOULSEERS</u> (Pop. c. 67,000).

<u>SLANOLL</u>: Rui. Abandoned shipyards in the south east of <u>TAHALL</u> in the saltlands of <u>HALITHEA</u>, now 18-miles from the coast.

<u>SLAVE-LORDS</u>: Soc. <u>SLAVERY</u> is widespread in the tunnels and arenas of the <u>PRISON CARCERI</u>, where slaver-lords (fulfilling a role similar to other culture's merchant-lords) venture above-surface to capture people for the arenas and to put to work as slaves.

<u>SLAVERY</u>: also 'thraldom'. Soc. Slavery is common throughout <u>ELYDEN</u>, taking subtly different forms in different nations:

1. Slavery was not always part of the KORACHANI EMPIRE and was introduced only after the conquering of LAASKHA in 15 RM, where it rapidly spread through the growing empire to encompass many states and regions, where it became a common way of life, in most cases, until the SUNDERING OF THE SHADOW. Thralls in the empire serve many purposes ranging from hard labour to household chores, and some could rise to prominent positions within certain households, fulfilling the role of butler. Slavery was never as widespread in ALMAGEST and NÁRTHEL as it was in other regions, though in general there is little prejudice in what race, sex or class can become a slave – anyone, under the right condition can become a slave, and anyone can, theoretically, buy their way out of servitude.

Slavery takes various forms in Korachan, including <u>INDENTURED</u> <u>SERVITUDE</u>, <u>DEBT BONDAGE</u>, <u>FORCED MARRIAGE</u>, and <u>PRESS-GANGING</u>.

Many slaves bought at auction or market come from foreign lands, either captured by slavers and pirates, or the taken as the spoils of war. Indeed, today, many new slaves that reach the empire's shores come from the war-torn land of <u>AHKA</u> or are purchased from <u>CYHLAGHARRI</u> slavers or come from its own sanctioned pirates.

- 2. While slavery was abolished in $\underline{\text{RHEA}}$ in 1799 RM following a major uprising three years earlier, $\underline{\text{TETHYSIA}}$ continues to use slaves until this day.
- 3. Slavery has been a common part of $\underline{\text{VENTHIRI}}$ life for many years, in particular its blood sports involving them.
- 4. Slavery is still prevalent in <u>CUTH</u>. Slaves are natives; those stricken by disease or sun-fever, deemed to be unworthy of the god <u>NERGAAL</u>.

- 5. common in $\underline{\text{EDICULE}}^{(1)}$, where $\underline{\text{SAUAN}}$ and $\underline{\text{KHAMIDIAN}}$ slaves (as well as other $\underline{\text{HARESHKI}}$ captives) are taken to the slave-city of $\underline{\text{DELA}}$ and sold to merchants who in turn sell them to $\underline{\text{VENTHIR}}$ and $\underline{\text{NAARETH}}$.
- 6. Private slavery was abolished in <u>PARTHIS</u> in 3794 RM after the events of the <u>COTIAN MUTINY</u> spread across the republic, though forced marriages and press-ganging remain common amongst their <u>PATRICIAN</u> classes.
- 7. ZHARIAH^(2.) trains slave soldiers as mercenaries, known as the <u>HYENAS</u>, who are an infamous fighting force well-known around the south east of SAMMAEA.
- 8. <u>TETHYSIA</u> makes use of <u>INDENTURED SLAVERY</u>. These slaves enjoy many freedoms that others do not, including freedom of movement, and the right to a minimum of one day of rest and maximum number of hours that can be worked per week. In general, they are treated much better than slaves are elsewhere, and though they are not citizens, they are still considered valued and important members of society.
- Slavery is very common in the <u>SEA OF MYMEREA</u>, with many pirates based in the islands of <u>UGURIIT</u>, which ultimately led to the formation of the <u>MYMEREAN ACCORDS</u> to safeguard the coastal regions of the nations of EASTERN LLACHATUL.
- 10. the now-extinct state of <u>MEDHAMANN</u> in the south west of Sammaea was renowned for its over-reliance on a downtrodden slave workforce. Its collapse was in part due to starvation and disease running rampant among its slaves, leading to a collapse of its economy. Its descendant state of PHYRR continues this tradition.

SLAVES OF SENESCENCE: Mil. Pol. Org. Eschatological cult common in the north of Western Sammaea, particularly in the CITIZENRY OF THALI, SATHAII, and the Vespertine League, and parts of Khull, and Sepahaunat, though it is rapidly spreading, having appeared in recent decades in various ports and cities where foreign contact is common across the Sea of Orrida Region as well as farther east.

The cult emerged in c. 3880 RM in the Thalian metropolis of ILOXENRA, taking root there, allowing its ideologies to spread west and east from there. By 3932 RM the city's ruling institutions had become infiltrated by the cults' members, who toppled the government, proclaiming independence. Today, Iloxenra is the heart of their nihilistic philosophy and is a hub of cataclysmic demagogues, fanatical cultists, mercenaries, and the desperate.

The cult's beliefs claim that <u>ELYDEN</u> is dying, citing various political, ecological and economic disasters from throughout history. It provides no dates and claims no prophecy as to when the world will end, but preaches that mortals need to accept the inevitable if they are to find any sense of acceptance. Those who ignore or fight the inevitable collapse of civilization cannot be at peace. Its members travel far and wide, spreading the truth of the world to any who will listen, and many more who do not.

SLAYERS, the: Mil. Org. Military group in KHAMID whose members are drafted from the army and other military bodies to patrol the kingdoms' borders, and in particular the dangerous coastal cliffs that border the PHARANX and the RED ISLES, where various beasts and entities are often forced to the surface by volcanic activity. They are expert trackers and trappers, and most Khamidian maps are drafted by their navigators

<u>SLEEPER, the</u>: Oth. Leg. Dre. An unidentified being, possibly an ancient <u>OTHERWORLDER</u> or <u>SCION</u>, buried deep in the region of <u>HALDATA</u> in the east of the <u>UMBRA SOKHAR</u> wastes. Above it is a settlement and caravanserai, which is famed as the 'entrance' into the so-called Dream City of <u>ONEIRACHAN</u>, where <u>ONEIROMANCERS</u> and other mortals experience a <u>DREAMSCAPE</u> unlike any other.

The being is revered as a deity by the people of Oneirachan, who have come to see its construct as the true world and <u>ELYDEN</u> as littler more than a conduit through which the Dream City can be reached. See Vol IV: Religions and Cults.

SLEEPING GOD, the: see LASSITOR.

<u>SLEEPING KING, the</u>: Soc. Lan. Derogatory name amongst FIRMAMENTISTS for the <u>ONÉSIMUS-PRELATE</u>, common amongst many discontented <u>SHAPERS</u> of eastern <u>LLACHATUL</u> during the latter days of the <u>FIFTH AGE</u> who failed to recognise that the <u>MINARET OF LIGHT</u> maintained any of its powers from earlier times.

<u>SLEEPING KINGS</u>, the: *Pol.* Catatonic conjoined twins and rulers of <u>FURUD</u> in <u>THE SURRACH</u>. They act through proxy, their decrees often misinterpreted by servants who have no means of communicating with them.

<u>SLEEPING QUEEN, the</u>: also 'Bahma Tora'. Pol. Rel. Ancestral figure in <u>SAUA</u>, considered by many to be the rightful ruler of the united <u>SA'WEH</u>. An <u>OTHERWORLDER</u>, she is also the <u>PRIMOGENITOR</u> of many <u>HALFBLOOD</u> HOUSES within Saua.

She is worshipped as a goddess by many, including shapers and her halfblooded descendants. Collectively, her faithful are known as the <u>DEII</u>, and they are marginalised by the present government out of fear that their beliefs may unite the people of Saua against the <u>DIADON</u>. Her scholars were exiled to the <u>HARÉSHK</u> in c. 3760 RM due to such fears, and have since settled in the mountain-monastery of <u>LELAKIG</u> in <u>UCHRON</u>, taking her body with them.

Originally called Bahma Tora, she fell into a catatonic state in 3093 RM, during a time of great conflict on Sa'weh, which was unified by the first Diadon in 3108 RM. She has been kept in a FIRMAMENTALLY-induced state of stasis since then, and her followers have formed a cult of personality around her, effectively elevating to a deity. She is privately-worshipped in most of Saua, as well as in some parts of the Haréshk. See Vol IV: Deities and Pantheons.

<u>SLIMA</u>: wide valley in the south of <u>PHYRR</u> through which flows the river <u>URRABANA</u> on its way to the coast. The valley has been transformed over the years from a savannah rich in fields and farmlands into a vast industrial wasteland, scarred by strip mines and quarries, and industrial pollution and effluvium. The land is bleached of natural colour and stained in unnatural shades from the discards of chemical manufactories, the air is thick with smog, and the waters of the Urrabana tainted by industrial runoff. What plants and animals survive in this land have been forever tainted by the unabashed rape of Phyrr, and the mortal population suffers under its foul pall.

SLOECRUX: Sup. Geo. The centre of the <u>Atramentally Tainted</u> region known as the <u>Bleeding Plains</u>, in the west of <u>Aethios</u>. It is the first recorded region of Atramental taint recorded in what would eventually become the Bleeding Plains, in c 1000 RM. Where temporary travel in the Bleeding Plains is possible through the use of hardsuits, the level of taint in the Sloecrux is so extreme that no life is thought to dwell within, though the region has thus-far never been explored in full.

SLOW DEATH, the: Soc. Lan. Term used by scholars for a period of mythologic history in ancient ELYDEN. When the DEMIURGES created life, they thought little of the ecological niche that specific creatures would fill. The first centuries of life in Elyden were rife with bloody struggle as different creatures fought for specific terrains and food. Many died simply because their preferred habitats were saturated with competition. Others managed to evolve and develop in different climates. Many exotic creatures, including dragons, are thought to have been killed off by more adaptable or fortunately designed creatures.

<u>SLOWCHANGE</u>: Sup. Med. Supranatural metamorphic disease that originates in the region of <u>FLAESCUS</u> in the <u>KHARKHARADONTID</u> wastes. It is easily contracted from exposure to regions of the Flaescus with open sores, though takes a long time to incubate, and by the time its effects start to be felt, the individual is likely far from Kharkharadontis.

Symptoms include aching of joints and muscles, and by the time they are felt, the disease is already deep-rooted, with no chance of recovery. The aching feeling is the body starting to change, leading to mishappen limbs, distended organs, and worse mutations in extreme cases. The metamorphosis of the body continues until organs begin to fail, at which point a painful death becomes inevitable. See Vol II: Diseases and Illnesses.

<u>SMAL</u>: *Pol. Mar. Rnk*. Political assassins in <u>ACHRABAL</u> who sell their services to neighbouring regions. They are thought to utilise <u>ATRAMENTAL</u> means to help in their work.

<u>SMARA</u>: Set. Settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>UCHRON</u>^(1.) (Pop. c. 8,000).

SMOKING COAST, the: see OANT HAZA.

<u>SMUGGLERS MEAT</u>: also 'cured cheese'. Cui. Law. Due to the risk of diseases and spoilage, the <u>KORACHANI EMPIRE</u> forbade the transportation

of meat over water to its colonies. <u>MORTALS</u>, being an innovative kind, improvised and came up with methods of smuggling cured meats - by encasing them in hard cheeses, on which there was no limitation of transportation. This was still illegal so the people who were in on this smuggling did not to eat these cured meats – typically salamis and sausages – in public, and were careful not to mention them, referring to the cheeses as cured cheeses.

The tradition continued well past the transportation of meats over sea became legal in 2782 RM, and the food remains a staple to those who can afford it in most Korachani colonies, as well as harbours in the INNER SEA REGION.

<u>SMYRNIA</u>: Set. City in the south west of <u>LAASKHA</u> and site of one of the <u>SEVEN TEMPLES OF THE MACHINE</u>. Due to this fact, the city is a major stopping-point along <u>THE SHADOW MARCH</u>. It's also noted for its libraries and colleges (Pop. c. 74,000).

<u>SMYRNIA BRIDGE</u>: Arc. Cast iron bridge with a span of 195 ft. that crosses the river <u>SAMAPAR</u> in <u>LAASKHA</u>, just outside the city of <u>SMYRNIA</u>, after which it is named.

It was designed by the famed engineer <u>KORNELIUS MAGRIZAAR</u> in 1921 RM and remains standing to this day, though some parts have been replaced over the past two millennia due to decay.

SMYURMA: Geo. Mountain range in the west of WESTERN LLACHATUL, acting as a border between the north of THE VORANDINE and RAONGEN^{2.)}. The range is old and its southern face is noted for its many shallow caverns, many of which open up into larger hollows deep beneath the surface in which dwell various creatures adapted to a sunless world.

SNAHHAN: Flo. Tree in the ANGMEHEN forest in Tethysia. The wretchedly coiled tree is incredibly old, and dates back to at least three thousand years, and has been used sporadically throughout that time as a place of worship, refuge and offering. It is largely abandoned now, the forest around it virginal, with a few DERUWEIDS that live near the forest sometimes venturing there for guidance, which they claim comes to them in visions begotten beneath its boughs. See Vol II: Classification and Taxonomy of Life.

SNAKE, BASILICA OF THE: Rel. Str. BASILICA in KORACHAN constructed in 27 RM to commemorate the UNDYING MACHINE (still under the guise of RACHANAEL). The basilica is situated on an overhang overlooking the RUSTED ISLES, with stairs leading down from an impressive domed-temple into a huge natural cavern that is hewn into one of the largest cathedrals in the KORACHANI EMPIRE.

<u>SNJEMET</u>: Geo. Mountain-range in the c south of <u>KHAMID</u>, around 400-miles long, overlooking the <u>PHARANX</u>. In antiquity it served as a division between north and south of Khamid, itself a physical representation of the lower and upper classes, respectively.

SNOW GIANT: Leg. legend common in the north of <u>LLACHATUL</u>, where winters are harsh and boreal forests are commonly hidden beneath a thick blanket of snow and ice, and where blizzards and storms can make things appear eerie and mysterious. Large trees covered in thick layers of snow were often mistaken for gigantic humanoid figures in the haze, giving rise to the legend of snow giants.

Though few now believe in them, the legend remains common in places like <u>SABIA</u>, <u>KASPIA</u>, <u>PERGOST</u>, <u>DURCHAA</u> and <u>VALBAR</u>, with various folktales and nursery rhymes existing that involve these creatures, which are unpredictable and destructive, just like the natural world that inspired them. See Vol II: Legends and Folklore.

<u>SNOWGHOSTS</u>, the: Arc. Car. Milestone pillars in the north of <u>PERGOST</u>, denoting the end of civilisation. They cover about 750-miles of land, mostly in the <u>KABBARHAELA</u> wilderness, and numbered around 1,000 individual markers during the peak of their construction towards the end of the <u>ELDRIAN</u> empire in c. 2500 RM.

Today most are either destroyed or damaged, though as many as a few hundred remain in recognisable condition. The frigid winds of the place coat the pillars in a thick white ice, which stand out like ghostly figures in the storms common to the region, from which the mane is derived.

<u>SO AORA</u>: *Rvr.* River in the south west of <u>RAONGEN</u>⁽²⁾, flowing west for 470-miles from sources in the <u>URAHASH</u> Massif.

<u>SO FELX</u>: *Rvr.* River in the far south west of <u>RAONGEN</u>⁽²⁾ flowing west for 750-miles from sources in the <u>CHIAVALLE</u> Mountains and the <u>URAHASH</u> Massif before meeting the coast at the <u>BAY OF ORAT</u>.

<u>SO PHARAU</u>: *Rvr*. River in the south west of <u>RAONGEN</u>^(2.) flowing west for just over 500-miles from sources in the <u>CHIAVALLE</u> Mountains, before meeting its parent, the river <u>GARAILI</u>.

<u>SO'ULDUR</u>: Sup. Oth. Geo. Region in the c of <u>SKAROS</u>, where the <u>OTHERWORLD</u> is more easily reached than elsewhere. This trait made it the perfect home to the <u>MINASTERIA</u>⁽²⁾ of <u>SULRACHARIIN</u>, whose shapers study the otherworld and the <u>SPIRITS</u>⁽¹⁾ that inhabit it.

<u>SOBBOSK</u>: *Set.* Major city in the north of the <u>HENDECARCHY</u> of <u>DERAEIA</u> in the east of <u>MALAN</u>. It lies along the northern shore of lake <u>VLARA</u> and forms a part of the <u>AEGISWAY</u> trade route (Pop. c. 88,000).

<u>SOBIS</u>: *Ind. Set.* Settlement in the south east of <u>KHAMID</u>, south west of the <u>NEFERATH</u> Mountains along the course of the river <u>NAHAL</u>. Its main industry is the mining of lapis lazuli. Worked stones are sold to merchants passing by during their circuit of the <u>GREAT ROAD</u> trade-route (Pop. c. 6.000).

SOBRAKA: Set. Settlement in the east of JURRAS⁽²⁾. It was the centre of a dogged local resistance to the KORACHANI occupation in the early 5th century RM and required heavy policing over its many years of subjugation. Its economy revolves around small-scale mining and metalworking, activities that trace their origins to the area's long-standing tradition of reappropriating ancient sites for practical uses.

Sobrakan culture is deeply influenced by the <u>JURRASI SYNHOD</u>, with local festivals often centred around the veneration of the <u>GODSTONES</u>^(2.), two of which can be found outside the settlement (Pop. c. 7,200).

<u>SOBRASHK II</u>: m. *Pol. Per.* (B. 3939 RM) Current king of <u>DURCHAA</u>^(1.), elected by council in 3976 RM.

<u>SOCHA</u>: Set. Settlement in the east of <u>KORACHAN</u>. It was once a large city, existing on the edge of the open pit mine known as <u>VOR SRIHHEN</u>. A collapse of the mine caused part of the city fall into the abysm that was exposed, leading to its eventual abandonment. Part of the city was later repopulated, though it remains a shadow of its former self (Pop. c. 6,000).

SOCHARAD: Sct. City in the tribe of ESSENIA, in the far south west of the GROWING MOUNTAINS of MULCIBER. The city lies on the edge of the ATRAMENTAL WASTELAND of PURULEA and is home to ATRAMENTISTS who study its corruption and the strange effects it has on the bodies of those exposed to it (Pop. c. 30,000).

SOCIETY OF ANCIENT ARTIFACTS & SITES: Org. A private society within the KORACHANI EMPIRE, that is responsible for the documentation and exploration of ancient sites and objects and, in some cases, their preservation.

SOCIETY OF THE CENTRAL BOTANICAL GARDENS: Org. Sodality of explorers who work on behalf of the CENTRAL BOTANICAL GARDENS of the CITY OF ALMAGEST to acquire rare and exotic flora for display in the glasshouses of the society.

SOCIETY OF FADING: Org. Scholarly organisation based in PARTHIS, dedicated to learning of the FADING between ages and specifically the Fading that followed the WAR OF SCOURGING from which the cultures of the (current) FIFTH AGE emerged. Its members are obsessed with learning as much as possible about the causes of the Fading and the way that cultures re-emerged from those dark ages, in a bid to better understand the present world and, hopefully, stave similar events from taking place today.

SOCIETY OF RACHANAELI INDOCTRINATION: also 'Society'. Rel.

Org. Organisation that originated within the CHURCH OF THE UNDYING

MACHINE in c. 1460 RM, following the conclusion of the so-called

ICONOCLAST WARS that had wracked its cities over the past decades.

Largely run by volunteers from amongst the laity (many of whom are

VOTARIES), it serves to indoctrinate children into the traditions and
rituals of the religion in preparation for their rite of the FINAL

COMMUNION OF SHADOW, whilst feeding them propaganda that feeds
into imperial hatred of outsiders and other faiths.

The Society fractured into two 'wings' with the <u>SUNDERING OF THE EMPIRE</u> in 3704 RM and now exists in both the <u>KORACHANI EMPIRE</u> and the <u>REFORMED EMPIRE OF SARASTRO</u> and Society buildings have become common in almost all cities within the TWIN EMPIRES.

The headquarters of the Korachani wing are located within the <u>HOLY PRECINCT</u> in <u>KHADON</u>, whereas those of the Sarastroan wing are in the city of <u>ARGEA</u>.

SOCQUON: Flo. Curious trees native to deserts and other dry regions in the north east of BROR⁽¹⁾, particularly along the peripheries of the BLACK DESERT in the north east of the nation of Bror⁽²⁾, central KASIHAAL, southern RASTAL and KASHAAL. The trees are notable for their large fleshy leaves and distinctly bifurcating branches that all arc upwards, making them appear similar to smaller succulents. Indeed, they thrive in dry landscapes due to them being able to store water for long periods of time. Socquon trees also have a distinct canopy with tough leaves that offer almost complete shade to the lower parts of the tree, where many small animals live most of their lives. See Vol II: Classification and Taxonomy of Life.

SOD KALLAN: *Geo.* Salt flats in the east of ZHARIAH^(2,), stretching across flat plains that would have once been occupied by the south east of the SEA OF ISTHIS, prior to its shrinking centuries ago.

<u>SODA NA</u>: Set. Coastal city in the south west of <u>ANANTHUL</u>, close to the <u>TROPIC OF MAOCARHL</u>. It is situated along the <u>DIATHI SANDS</u>, a semi-arid coastal desert. It is the only major settlement in the area (Pop. c. 9.200).

<u>SODALA</u>: *Geo.* Region in the c north of <u>THE SURRACH</u>. Its controlling city is SODALOR.

SODALITIST: Int. Sup. Rnk. A rank within the various MINASTERIA (2.) of SHAPING within the KORACHANI EMPIRE whose members uphold the laws of the Minasteria. This includes enforcing licences of SHAPERS registered to that specific Minasteria as well as conducting internal investigations on existing members. They have the power and authority to police others amongst their Minasteria or those illegally practicing abilities associated with it. They often work alongside the IRON GUARDIANS, the ORDER OF PROSELYTISERS, and the certain LANGUES (1.) of the SANCTIFIED ORDERS OF THE INQUISITION, to uphold order in imperial territories and cities.

SODALITY OF ADVOCISTS: Org. Group active within the HIGH- and LOW-EMPIRES that advocates for the rights of MORTALS, particularly those in the lower classes, such as HELOTS and particularly SLAVES. For the most part the group is disregarded by those in power as well as the masses, who think of them as idealistic DREAMERS at best, or rabble-rousers at worst. Their supporters include slaves and helots, though they have little power or ability to seek the aid they need.

SODALITY OF SENSATION: Int. Soc. Org. Social club in KORACHANIoccupied cities around the INNER SEA, exclusive to PATRICIANS, royalty
and other nobility. Though on the surface they are merely places where
patricians can gather in peace amongst their kin, they are in fact hubs of
debauchery, where the wealthy and influential can do as they please
without concern for the law or repercussion.

In most cases this merely involves consuming exotic foods, drugs and alcohols, many of which have been obtained illicitly. When taken to its extreme, some members find themselves partaking in sadistic activities upon <u>SLAVES</u> and <u>HELOTS</u>. Many also claim that Sodality members are also initiated into a mystery cult, though little is known of the truth behind this.

SODALITY OF THE SOUL'S APERTURE: Rel. Org. Order of SARASTROAN shaper-monks that perform self-trepanation in mimicry of the actions of their ruler, SATHEP THE RISEN. They are considered extremists by most Sarastroans, and have earnt the derogatory nickname 'LICHKIN MONKS' as a result, though are widely credited as being the lynchpin through which Sathep was able to end the WAR OF SUNDERING through the SEGARRAN RITUALS, which required the sacrifice of hundreds of devoted individuals whose thoughts were attuned to those of the LICHKING.

The Sodality is based in the fortified monastery of $\underline{\text{SED QUIA}}$ to the west of the $\underline{\text{KRAONA}}$ badlands.

SODALITY OF TECHNARCANE RESEARCH: Tec. Ind. Bus. Sup. Org.
Guild in the SOCIALIST REPUBLIC OF ALMAGEST that appeared in c. 1120

RM, following the disbanding of the <u>Confraternity of Natural Transmutation</u>. Based in the city of <u>Almagest</u>, it became the centre of the ancient Korachani empire's <u>Technarcane</u> research and innovation in the region. As its influence increased, it set various standards for the technarcane industries, and it became a functional guild that, with the approval of the Almagesti government, began forcing technarcanists in all of Almagest to become members, effectively strongarming those who did not become members out of business. Industrial centres across the vassal nation became hotbeds of conflict between guild enforcers and free-agents between c. 1260 and 1310 RM, with many who opposed the enforcing of the guilds' laws rioting and attacking the Sodality's guildhalls.

By. c. 1320 RM, the Sodality had effectively monopolised the technarcane industry in the nation, forcing all technarcanists – be they individuals, <u>ATELIERS</u>, or monolithic manufactories – to bend the knee to its standards. The benefit was a standardised set of practices and measures that eventually became adopted across the Korachani empire, proving pivotal in its growing industrialisation. This led to increased communication between industry leaders across thousands of miles, helping to make materials and technarcane engines available across Almagest and the empire itself.

The Sodality grew rich from its role as a guild, and grew close to <u>HOUSE ARTIFEX</u>, eventually becoming a key player in the conflict that would later become known as the <u>WAR OF THE ARTIFEXES</u>. The war ended with Almagest fracturing form the Korachani empire and forming an independent nation in 3014 RM. The Sodality of Technarcane Research also left the empire and remains the main regulatory body in charge of Technarcane industries in Almagest to this day.

SODALOR: Set. Independent city in the region of SODALA in the c north of THE SURRACH, built along the inside of a large dam barring the river EMEL SUMI. The city is divided into 11 districts, and is renowned for its tiered construction, flowing water channels and stepped gardens, and lodestone mining, the operations of which are largely unseen, beneath the city. The peacock is its emblem, and peacocks are commonly seen flying from tier to tier amongst its hanging gardens.

It was founded of the ruins of an earlier <u>CHEGRINTISH</u> settlement (Pop. c. 71,000).

<u>SODALITY</u>: Soc. Specifically, in <u>AANTH</u> societies, close-knit family groups, commonly led by an <u>ATTERKHAT</u>.

A sodality commonly consists of a single matriarchal figure, a handful of <u>K'HAT</u> champions and as many as a few dozen others. Such sodalities are insular, making little contact with outsiders, though they are rarely hostile to one another.

SODELI: Set. Small city in the region of ADASICH, in the west of THE SURRACH (Pop. c. 17,000).

<u>SODOGYAN</u>: Set. Settlement in the east of <u>PERGOST</u> known for its many people of <u>TURAAN</u> descent (Pop. c. 6,000).

<u>SOEIL</u>: Set. Major harbour in the west of <u>LARISHI</u>^(2.) territories, serving as a major trade hub across the <u>SEA OF LARISH</u>^(1.) and linking the empire with other nations such as <u>CAMAU</u> and <u>OBLEVIS</u> (Pop. c. 151,000).

SOEKH: Set. Small city in the north of SERROK (Pop. c. 17,200).

SOFTSUIT: Tec. Sealed suit, reminiscent of deep-sea diving suits, commonly worn by worn by explorers and scholars when travelling ATRAMENTALLY- and FIRMAMENTALLY-TAINTED lands. They are commonly air-tight and made from thick leather and lined in lead or asbestos, though the design varies wildly by period and region.

The specially-designed <u>REALITY SUITS</u> (used to safely traverse <u>DREAMSCAPES</u>) are a form of softsuits, and are also hermetically-sealed, and act as a <u>HEART ENGINE</u> within which is interred a delicate <u>LARVAE</u> that controls the oneiric properties of the suit.

<u>SOGASSA</u>: 1. *Geo.* Originally an island off the south eastern coast of <u>SAGITTARIA</u> on which the mausoleum of the <u>AUTOCRAT OF SAGITTARIA</u> is located. Lowering sea levels throughout the third and fourth millennia RM saw it become part of the mainland, and it is now a peninsula jutting into the SEA OF DANAEL.

2. Set. City-state located in the north of SAMMAEA, at the base of the eponymous peninsula^(1,) to the south east of SAGITTARIA. It is a small

region, only in control of a few settlements, but interest in it lies not in its armies, resources, or industries, but in its ruler – <u>THE INTERMINABLE ONE</u>.

Originally an advisor of the MEROVICHI DYNASTY, he betrayed them in 1567 RM, becoming the AUTOCRAT OF SAGITTARIA. He amassed a following of sycophantic sorcerers who governed and enacted laws in his stead. The prosperous inland SEA OF TROJA (1.) died under his rule as the Autocrat built monuments and palaces to himself. He was killed by a group known as the KNIGHTS-EXILE in 2163 RM, who went on to rule in his stead. His followers interred his body into a TECHNARCANE engine, where his spirit was allowed to live on in the independent city of Sogossa. There, he became known as the INTERMINABLE ONE and became the centre of a strong cult of personality that became a new religion that spread across Sagittaria.

The Interminable Ones' sorcerers were able to manipulate the Knights-exile after Sagittaria was weakened by a <u>PLAGUE</u> in 2758 RM, turning them into their puppets. Construction of an artificial body was commissioned in <u>KHALHAT</u> in 3582 RM, to which the spirit of the Interminable One was transferred. Reborn in flesh after nearly 1400-years of rule from within a machine, his rule became absolute, and none doubted his divinity – until his body was mortally wounded in 3612 RM. Seeing the body of their god destroyed, and his life taken, the people lost faith in him. The church and the sorcerers waned in strength after this, and Sagittaria entered a period of strife, fracturing into rival states, which were brought together again in 3751 RM.

The body was taken back to Sogassa and what remained of his consciousness was restored into the ancient technarcane engine that originally housed him. But his artificial body and mind were both greatly damaged, and he remained as a catatonic figure, only able to communicate to his sorcerers TELEPATHICALLY.

Sogassa remained independent throughout the ensuing fragmentation of Sagittaria, controlling the small peninsula to this day.

The city-state is largely inconsequential and, having few resources and little strategic importance has been ignored by its neighbours (Pop. c. 38,000). See Vol III: Extant Realms and Nations.

3. Mil. Str. Fortress east of the city of $Sogassa^{(2)}$ in the south east of SAGITTARIA.

<u>SOGHRALA</u>: Rvr. Major river in the c south west of <u>CHEIRA</u>, flowing east for 1,400-miles from sources in the <u>OBRAGHATUL</u> and <u>SINDHARRAN</u> Mountains, before meeting its parent, the river <u>YAGNOTH PHATHAN</u>.

<u>SOGIDIA</u>: *Ind. Set.* Mining settlement in the north west of <u>PARTHIS</u>, in the southern foothills of the <u>DUMACHA</u> Mountains (Pop. c. 7,000).

<u>SOGGORD</u>: Ser. CHORSAIR city in the south east of <u>TARTAK</u>. The city is home to sky chorsairs who raid settlements around the <u>SAHODOM</u> Mountains to the south and the <u>KELACHOT</u> Mountains in the east (Pop. c. 40,000).

<u>SOGOTHEKH, TOWER OF</u>: *Mil. Str.* Watchtower in the <u>ATHOLEITH</u> region of the <u>ARGENT</u> Mountains, in the north of <u>TETHYSIA</u>.

<u>SOHAEL</u>: *Geo.* Rocky region in the south of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, forming a border between the tribes of <u>ESSENIA</u> and <u>LINARIS</u>. The region is known to be rich in <u>ADAMANTINE</u>, and is home to many mines.

SOHBAL FERROLLI: lit. 'clean metal womb', also 'Steel Womb'. Sup. Med. Tec.

TECHNARCANE birthing vat, in which clones and UMBRANS are created, manipulated, gestated and born. They are very complex engines, requiring a large surrounding infrastructure and support staff, including SHAPERS and technarcanists, as well as DVERGAI and DEMIURNES, who are commonly overseers specific castes of technarcanists. Creatures born to steel wombs are commonly known as VAT-BORN.

<u>SOHEI</u>: *Mil. Rnk.* Conscripted troops in <u>VÂRR</u> common both during and after the <u>KORACHANI EMPIRE'S</u> presence there. Able-bodied men serve a compulsory term of 3-7 years in return for religious and social rights, the practice of which was maintained following the rise of the Korachani empire in Vârr, with citizenship granted after the full term is completed. Sohei are given the option to continue serving, which many do, as professional soldiers. ST. SOLUM is the patron of the Sohei.

<u>SOHMON</u>: *Rui*. Ruin in the west of <u>TARTAK</u>. Was troublesome and in 3707 RM broke away from Tartak, with much of the region north of the <u>KARAME</u>. <u>SLAVERS</u>, though by c. 3900 had died out.

SOHRAB: Set. Settlement in the c of VENTHIR (Pop. c. 6,600).

SOILURE, the: Sup. Geo. Major ATRAMENTAL WASTELAND in the far south east of SAMMAEA, in the south east of SHEZALIAH, extending off the coast into the SEA OF LERAMUGH. The region is characterised by a pulsing fleshy lattice-like growth of deep crimson that spreads over and beneath the land and floats on the surface of the Sea. Though made of flesh it is not considered to be alive in the typical sense. It does not reproduce or defend itself, but does grow, replacing 'dead' or damaged parts. It is largely responsible for the regions' development of biomechanics, which owes most of its early research to experimentations conducted in the region.

The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

SOINNUG: Set. Small city in the west of KASPIA (Pop. c. 17,300).

<u>SOJOURNERS</u>, the: *Org.* Sodality that travels the lands of <u>KHARKHARADONTIS</u> surrounding the <u>SHADOW MARCH</u>, looking for corpses of those that have died during their travels. They catalogue and mark the bodies, with metal rods to which they affix prayers. Little is known of this group and which deity, if any, their prayers are directed towards.

<u>SOJU</u>: Bev. Alcoholic beverage common in <u>ALMAGEST</u> and <u>SKAROS</u>, as well as the <u>HARÉSHK</u>. It is made from turnips, added with sugars, and allowed to ferment in the dark. It is popular in Venthir, though is largely imported there from the Haréshk. See Vol II: Beverages.

<u>SOKA RAM</u>: Set. Settlement in the c north of <u>CHEIRA</u>, close to the border with <u>PNESSA</u> (Pop. c. 6,000).

<u>SOKATTAR</u>: 1. *His. Soc.* One of many early <u>FIFTH AGE</u> cultures that emerged in the c north of the <u>PORPHYRI PENINSULA</u>, in what are now the south of <u>SERROK</u> and the north of <u>PORPHYR</u>, between c. -800 – 324 RM. The name of the river <u>SOCCATOROS</u> is thought to be etymologically-linked to this culture. See Vol III: Extinct States.

2. Rui. Ruin of the capital city of the eponymous early <u>FOURTH AGE</u> culture, in present-day <u>SERROK</u>. It was once situated along the banks of the river <u>BEREKODRA</u>, but is now some 15-miles from its course.

 $\underline{SOKHA}: \textit{Geo.}$ Mountain-range in the c west of $\underline{SARASTRO},$ to the north east of the $\underline{KHO\;HAGOR}$ Mountains.

<u>SOKHA PASS</u>: *Geo.* Pass in the west of <u>SARASTRO</u>, between the <u>KHO HAGOR</u> Mountains in the west and the <u>SOKHA</u> Mountain in the east.

SOKHARA: Dem. 'Sokharan'. Ntn. Ancient empire that dominated the area now largely-occupied by the UMBRA SOKHAR and the far west of RHINOCOLOURA, early in the FIFTH AGE OF MORTAL LIFE. The empire emerged from refugees fleeing north from the wastes of KHARKHARADONTIS, which were suffering under the increasing influence of the so-called SHADOW IN THE DESERT, which left the desert grotesquely tainted and inhospitable to civilised life.

These refugees and immigrants mingled with the native populace, which had gathered in small numbers in the fertile endorheic basin north of the <u>MOLOTH KHAMMOTHUL</u> Mountains. Eventually they would spread and found city-states, from which the empire of Sokhara would emerge in c. < 300 RM.

The empire prospered and grew until around 290 RM, when territorial clashes with <u>KARAKHAS</u>, then under <u>KORACHANI</u> rule, became common. This political pressure increased greatly until the expansionist policies of Korachan brought war to Sokhara by 300 RM. Simultaneously Sokhara saw another mass exodus of refugees from Kharkharadontis following an increase in <u>ATRAMENTAL-ACTIVITY</u> there turned it into the wasteland we now recognise today.

Sokhara took in what refugees it could, and put them to use in the war against Korachan, which had encompassed all life in Sokhara by 340 RM. By then its imperial household had grown decadent and tyrannical, ruling over a nation that was made up of slaves that knew nothing but war.

Amid the war with Korachan the slaves revolted, overrunning the palaces of the ruling dynasty. The empire crumbled in 348 RM, allowing Korachani armies to march south, expanding their territories. Unease in Karakhas however made this Korachani victory short-lived, and its new territories were lost over the next 100-years as its armies were forced into the heartland of Karakhas to quell unrest.

During this time different branches of the Sokharan dynastic family would vie for control as degenerates continued pouring into Sokhara from the south and freed slaves caused havoc, reducing once-proud cities to rubble even as the corruption of Kharkharadontis began to expand north into Sokhara itself. It is around this time that the Korachani empire began to refer to the region as the Umbra Sokhar - the Shadow over Sokhar.

In around 580 RM, the so-called <u>HORDE-KING</u> emerged, bringing together hundreds of disparate tribes under his banner. He rolled across the remnants of Sokhara from east to west, destroying all in his wake, wiping the last traces of civilisation from the basin before dying to aepathy a few years later. The power vacuum left by his death led to the fragmentation of the horde, which would consume itself over the next decades.

This allowed the remnants of the Sokharan people, most of which were the descendants of freed slaves, nobles, and refugees from the south, to rebuild. They scattered, founding what would later become the major cities of the Umbra Sokhar – <u>CATAFLAQUE</u>, <u>KADOTA</u>, and <u>TLATHAT</u>. See Vol III: Extant Nations and Realms.

SOKHARAN EMPIRE: see **SOKHARA**.

SOKHAREN DESERT: Sup. Geo. Unnatural desert in the north of the UMBRA SOKHAR, forming part of the ATRAMENTALLY TAINTED region of DEARTH. Until as recently as c. 2500 RM the southern-most reaches of the desert were occupied by lake NUMINIA, the endorheic terminus of the river SPICIA, though drying of sources and damming of the river in various areas led to the drying of the lake after which the Sokharen desert was allowed to expand. The ruins of cities that once hugged the shore of the lake remain in the region.

<u>SOKHON</u>: also 'the Temple City'. Set. Major coastal city in the c of the <u>CITIZENRY OF THALI</u>, famed for its many clashing temples and holy buildings, all from a plethora of different faiths and denominations. It is open to everyone, and is also known for its many hostels and caravanserai, and has become a melting pot of Thalian culture and religion, where people from across the Citizenry of Thali travel to in pursuit of enlightenment, be it spiritual, material, or otherwise (Pop. c. 72,000).

SOKON: Set. City in the north west of <u>RAHENG</u> (Pop. c. 58,500).

<u>SOLA VENKHÏR</u>: f. *Sup. Pol. Per.* (B. 3888 RM) <u>ARCHSHAPER</u> and current head of the <u>CONCLAVE OF TEN</u> – the ruling body of <u>ARCHAEDON</u>^(2.). she became head in 3991 RM and is known for her level-headedness and respect for the <u>DARESH</u> – the religious philosophy that unites the island-state.

<u>SOLACHAN</u>: Geo. Barren area in the south of <u>SARASTRO</u>, bordering <u>ANUBIA</u>. The region is known for its infertile land and low trench-like canyons made up of <u>DUSTSTONE</u> and compact dust, cracked earth and rocky pinnacles. The sun tends to shine brightly here, and the small <u>LODELITH</u> deposits in the far south west of the region, close to the region of <u>ELOTRAUSH</u>, indicate that the area is <u>FIRMAMENTALLY</u> sensitive.

Rare periods of rain change the landscape into a land of rivers and an endorheic wetland that disappear as quickly as they come to life, sustaining a short-lived ecosystem that's adapted to the burst of life.

<u>SOLANDER</u>: *Geo.* Wide low limestone valley in the east of <u>LYRIDIA</u>, covering 300-miles of the course of the river <u>BINI</u>. In certain regions, the rocks are of a honeycomb texture and brittle.

<u>SOLAKRA</u>: *Mil. Str.* Fortress in the c north west of <u>KORACHAN</u>, whose forces guard the <u>UMBRA</u> pipelines that pass close by as well as providing protection to those travelling the <u>RED ROUTE</u>.

SOLAR HIEROPHANT: see <u>HIEROPHANT</u>, SOLAR.

<u>SOLARAN</u>: 1. *Lan.* Language of the now-extinct <u>SOKHARAN EMPIRE</u> in the <u>UMBRA SOKHARAN</u> wastes in the north of <u>KHARKHARADONTIS</u>. The language is used to this day by the many settlements in the wastes, though is corrupted from its original form See Vol II: Languages.

2. *Cur.* Currency in the <u>UMBRA SOKHAR</u> in <u>SAMMAEA</u>. The currency is actually an ancient coinage leftover from the now-extinct empire of <u>SOKHARA</u>. Individual coins are recovered in ancient stashes uncovered by the <u>ETHERI</u> nomads during their wanderings of the wastes, and they are quite wealthy as a result. See Vol II: Currency and Coinage in Elyden.

<u>SOLATA</u>: *Mil. Str.* Highland fortress in the c <u>KORACHAN</u>, between the <u>AKAGHA</u> and <u>FATUACH</u> Mountains. It guards the main eastern traderoute into KHADON.

SOLAUZMYR VEINS: also 'Vein Tunnels'. Sup. Geo. Grotesque tunnel system in the west of KHARKHARADONTIS, to the east of the ACHARKHARAN Mountains. The tunnels look like gigantic veins or fleshy tubes, with deep acid-filled pits, churning sphincters, and aberrant vermin scuttling in the depths. They are considered wholly unnatural—either the result of a deep pervasive DREAMSCAPE or ATRAMENTAL CORRUPTION, and are shunned by most.

They were described only once by a team of <u>PARTHISAN</u> explorers, following a 2511 RM expedition that went into the depths of Kharkharadontis, and there has been no published attempts at returning to it since

<u>SOLDAT</u>: *Mil. Rnk.* Common term for rank-and-file soldiers in the PARTHISAN army.

SOLDRED FIELDS, the: Sup. Geo. Mildly ATRAMENTALLY TAINTED region in the north of SKAROS, to the south of east of the STRAIT OF ANEON. The fields are shallow coastal plains that are characterised by their muddy nature and soft stone, both of which are caused by the Atramenta. The region is named after the PATRICIAN who first observed and described the phenomenon in c. 2700 RM.

During that time the northernmost reaches of the Soldred Fields were submerged in the waters of the <u>APHOTIS</u> and people regularly dove for pearls. As the corruption of the area increased the pearls grew dark, increasing their value.

The oyster industry eventually died as the water receded, and the corruption of the region increased, after which people left the area. Around a millennium later, in c. 3640 RM travellers discovered that the oysters had changed significantly from exposure to the corruption, and had started burrowing in the soft earth of the region. They still produced pearls, which by then had become extremely sought after. The settlement of <u>VELAS</u> was founded soon after, becoming a centre of <u>SOLDRED OYSTER</u> cultivation.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}.$

SOLDRED OYSTER: Sup. Fau. Landlocked oysters native to the ATRAMENTALLY TAINTED SOLDRED FIELDS in the north of SKAROS. They originated as typical saltwater oysters that mortals of the region exploited for pearls.

The first traces of Atramental taint in the region were observed in c. 2700 RM, after which most nearby mortals moved away. After close to a millennium of Atramental influence and receding water levels, the oysters were rediscovered by mortals, who found them greatly changed, their once aquatic habitat traded for the mud flats of the Soldred Fields. They still produced pearls, which by then had become extremely sought after.

The settlement of <u>VELAS</u> was founded soon after, becoming a centre of soldred oyster cultivation. See Vol II: Classification and Taxonomy of Life.

<u>SOLEAS</u>: also 'City of Sights'. Set. City in the region of <u>IBLIS</u>, in c western <u>LYRIDIA</u>. It was the principal city of <u>LYRADEA</u> between 91 and 103 RM, before the <u>ABULIA</u> were moved to <u>MYRA</u>. Also known as the *City of Sights*, in honour of its loyalty to the Abulia and the <u>AUGUR'S</u> tradition (Pop. c. 23,800).

SOLEYN TERRITORIES, the: Dem. 'Soleyni'. Ntn. Nation in the north east of SAMMAEA, situated east of mountain clans of MULCIBER, south of ANUBIA and west of SUOR, overlooking the BRINE SEA. From the comfort of their homes thousands of miles away, the people of KORACHAN see the Soleyni as masochists who spend their days in PAIN-HOUSES in a stupor. The truth is far more subtle.

It is unknown to whose ancestry the Soleyni owe their heritage (be they human or some other race) though they are unlike any other people in ELYDEN; their tongue has no common root and has its own CUNEIFORM SCRIPT, their skin is covered in symmetrical achromatic patches, and their philosophy of KWEI teaches them to inflict pain upon themselves. The Soleyni are aloof, of an almost etheric nature, and foreigners often have

difficulties in understanding their mannerisms. Traditionally, they were very insular, living in large walled city-states with a number of vassal satellites, that formed a trade network with each other. This tradition has decreased with the nations advance to the modern age, though its people remain somewhat insular, though the region of MYRI in the south west retains this antiquated custom and maintains a close trade network to this day, with each settlement in the zone providing a service or resource to the greater part.

Soleyn was founded in 1329 RM following the deposing of a tyrannical otherworlder, the demon sultan <u>AMENABAST</u>, who had subjugated the area since c. 940 RM. The entirety of present-day Soleyn and parts of western Mulciber and eastern Suor were under his control. This included a large <u>SHIE</u> population in its south west, most of which was enslaved to the whims of the noble sycophants beneath Amenabast.

A resistance emerged in c. 1321 RM centred around the city of <u>ANSA</u> and led by the champion <u>RAHANKHEN</u>. It rapidly gained control of the surrounding area, deposing the local government there. This earned the attention of the sultan, whose rule in the city of <u>PAJUH</u> began to be questioned. The resistance grew, and skirmishes with Amenabast's armies became more common, though this only served to steel Rahankhen and his allies, who marched upon the capital, gaining followers as they went. Shie slaves rioted in response to this. Many were killed, but it signalled the end for sultan's tyranny. A 2-year siege of Pajuh followed this, ending only with the surrender of the demon sultan's armies, many of whom defected to the side of Rahankhen.

Eventually only Amenabast was left opposing the armies and he was executed by Rahankhen in 1328 RM. This marked the birth of the MAHANTKHAI dynasty, which survives to this day, and the birth of the Soleyn Territories. The eponymous territories are the regions into which the domains of Amenabast were divided. Though there were originally 18, their borders have changed greatly over the centuries, and much of the western reaches of Soleyn were lost to Mulciber, leaving it with 17 smaller territories.

The enslaved shie were freed and granted rights of citizenship, though the act caused the region's economy to suffer in the short-term. It took many years for Soleyn to recover, though the discovery of vast copper reserves in the south west saw the economy take a turn for the better by c. 1500 RM.

The freed shie looked to Rahankhen as a saviour and many of them would come to devote their lives to the protection of the Mahantkhaj, a calling that has since become an official state position, exclusive to shie.

The people of Soleyn are skilled pyrotechnicians and produce fine <u>POWDERGUNS</u> that command high process and are exported north and south at great profit. They are famed for their heavy hand cannons, which require expert training and have become a mainstay of their armies.

The $\underline{\text{KWEI}}$ philosophy that originated in the south west of Soleyn in c. 2400 RM became a dominant force in the region, and promotes the use of pain and physical suffering as a means of reaching enlightenment, particularly in rituals such as $\underline{\text{COMING-OF-AGE}}$ and wedding ceremonies. It is believed that these may stem from a form of suffering as a form of redemption or a means of seeking perfection. In a more pragmatic sense, Kwei takes the form of willing labour, though there are some who take the concept of redemption through pain to an extreme, which is where most outsider's view of Kwei and Soleyn originates.

Vitiligo is relatively common in Soleyn, with as many as 1 in 10 people have it to some degree. In ancient times such individuals were thought to be touched by the otherworld and though the superstition remains in some rural areas, it is now largely dead, though many Soleyni with vitiligo may become occultists in light of past prejudices. See Vol III: Extant Nations and Realms.

<u>SOLEYNI</u>: Lan. Language of the <u>SOLEYN TERRITORIES</u>, that emerged in the early <u>FIFTH AGE</u> from the more primitive <u>SOLEYNI CUNEIFORM</u>. See Vol II: Languages.

SOLEYNI CUNEIFORM: Soc. His. Lan. The ancient written script of the SOLEYNI people. Originally written on clay tablets and walls with variously shaped bone pens (the practice of scrimshawing is common amongst the Soleyni people), the script has thousands of characters, each of which can take on hundreds of different meanings given context and position. This cuneiform is said to displease the KWEIAN ideal

(personified in the <u>ANGEL OF KWEI</u>), and only certain basic cunes are allowed openly – all others must be used if the person writing also punishes himself after every use.

This is an ancient tradition that dates to the <u>FOURTH AGE</u> Aberanni age when literacy was rare and the Kwai philosophy was gaining much power, and though it is still the law, it is not (indeed, cannot be) enforced. The only time it is enforced is during the swearing-in of a new <u>MAHANTKHAI</u>, when he signs the <u>BOOK OF KINGS</u> and pierces his palm with a pointed thimble, allowing the blood to drop onto the paper. This form of writing went out of fashion long ago, and was replaced by the more modern Soleyni. See Vol II: Languages.

<u>SOLGA</u>: *Pol. Geo.* One of the nine kingdoms of <u>ELALLIA</u>, located in the east of the nation.

SOLID SEA, the: see HUSTHAT.

<u>SOLIFATIA</u>: *Mil. Str.* Fortress in the c south of <u>GNOTH</u>, close to the border with <u>AQUARIIA</u>. It is built atop an ancient <u>FOURTH AGE ILLIDRAEN</u> fort. It protects those travelling along <u>THE WAY</u> trade-route between the cities of <u>PLEROMA</u> in the north and <u>AZOTH</u> in the south.

<u>SOLIPSISM</u>: *Phil.* Philosophy that postulates that since an individual can only prove that what they know and experience is real, then everything outside of their own thoughts cannot be proven to be real, therefore making the rest of the world an illusion.

<u>SOLIPSIST</u>, the: A powerful <u>FIRMAMENTIST</u> <u>SOLIPSIST</u> exists in <u>BA'AKH</u>, wandering the deserts alone. The man has forsaken his name (reasoning that he does not need one if he is the only true being) though speaks with passers-by, believing that only by speaking with such illusions is he better capable of understanding his own mind.

<u>SOLLANDITH</u>: Geo. Hills and badlands in the south west of <u>LYRIDIA</u>, forming the northern part of the <u>ETTHI</u> Mountains.

<u>SOLMORRA</u>: Sea. Narrow sound in the west of the <u>SEA OF ERENEA</u>, in the south east of <u>SABAISA</u>.

SOLO: Cur. Currency used in the south west of SAMMAEA. It originated in the middle FIFTH AGE nation of SOLOGAMIA, better known as the CORAL KINGDOM, and the name continues to be used by its successor states, The CORAL BARONIES and FALLAROUR, which became distinct political entities relatively recently in 3889 RM, when Fallarour became an independent entity.

Since then, the currencies have also diverged somewhat, being distinguished by the newer Fallarouri Solo and the older coinage, which is remains known as the Solo. Both use relatively antiquated techniques in their manufacture with copper or tin planchets pressed between hammered steel presses. See Vol II: Currency and Coinage in Elyden.

<u>SOLOGAMIA</u>: also 'the Coral Kingdom'. His. Ntn. Official name for the historical <u>CORAL KINGDOM</u>, from which the extant states of <u>FALLAROUR</u> and the <u>CORAL BARONIES</u> emerged.

<u>SOLOM</u>: 1. *Geo.* Peninsula, around 65-miles long, in the south of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>, protruding south into lake <u>AKASM</u>.

2. Set. Fortified coastal city in the far north of the territories of ETHISTONITH in RHINOCOLOURA, situated along the eponymous peninsula in lake AKASM. It is home to military forces that patrol the lake and the waters of the river SHIBBOLETH⁽³⁾, as far north as the city of PARAETA (Pop. c. 13,000).

<u>SOLOCH</u>: *Ind. Set.* Settlement in the <u>PARTHISAN</u> colony of <u>VARTA</u>^(1.), almost 45-miles south west of the city. Its main industry is iron mining (Pop. c. 7,000).

SOLON: 1. founder of ancient laws and edicts in **SARASTRO**.

2. Geo. Highland region dominating central $\underline{MHAROKK}$, named after the ancient lawmaker in $\underline{SARASTRO}^{(1)}$.

<u>SOLON NU</u>: Geo. Pass through the west of the <u>SOLON HIGHLANDS</u>, linking the city of <u>ATHON</u> in the north with <u>FALUA</u> to the south.

<u>SOLONA</u>: Rvr. River dominating the north of <u>SARASTRO</u>, flowing west from the <u>JAELA</u> and <u>KHO INNOR</u> mountain that form Sarastro's present-

day eastern borders, its course flowing for over 1,500-miles, before emptying into the sea of $\underline{\text{TIAMA}}$. The river has been a cradle to life throughout the $\underline{\text{FIFTH AGE}}$, and likely served a similar purpose during the $\underline{\text{FOURTH AGE}}$, with many ruins scattered along its banks.

SOLONIA: Set. Ancient city in SARASTRO, centre of a large mortuary cult. In –92 RM became home of the SAOSHYANTS. With the coming of the KORACHANI EMPIRE in 339 RM, the Saoshyants lost most of their power and fragmented, breeding with the immigrant imperial nobility to remain of influence. Throughout its existence under imperial rule, Solonia retained its mortuary traditions and became a centre of learning for those practicing the art of EMBALMING and, after c. 1200 RM, BATIKS. In 1312 RM the MINASTERIA (2) of BATIKIN was constructed there, and it remains active to this day, though SUNDERING OF THE EMPIRE led to Korachan establishing a new Minasteria in the AZAZEMI capital of AGLAIA.

The city was besieged by Korachani forces during the <u>WAR OF SUNDERING</u>, and was taken in <u>ASHTALEN</u> of 3705 RM, allowing for the eventual <u>SIEGE OF ARGEA</u>.

As a result of its firmamental traditions, Solonia now forms part of both the <u>RED ROUTE</u> as well as the <u>SHADOW MARCH</u>, where pilgrims of the <u>CHURCH OF THE UNDYING MACHINE</u> stop there to honour the embalmed bodies of the city's most renowned religious figures (Pop. c. 205,000).

<u>SOLOUMAR</u>: *Rui*. The ruin of an ancient Korachani city in the south of <u>ROVAST</u> north east of <u>TARTAK</u>. It was once a great metropolis of around 800,000 bodies in c. 1600 RM, but as the surrounding lands continued to be exploited by the occupiers, the city was allowed to wane, until it was finally abandoned in c. 2720 RM.

SOLSTICE TEMPLE: Rel. Str. Ancient temple in the far north east of AETHIOS, just half a mile east of the SALT ROAD. It is occupied only seasonally, by NEGUSES of major settlements, who travel there with their most trusted cohorts to take part in a secretive ritual. The temple dates back to before the spread of the CHURCH OF THE UNDYING MACHINE to Aethios in c. 450 RM, and was abandoned following the construction of the TEMPLE OF THE MACHINE ASCENDANT in 589 RM. It was rebuilt after people of Aethios forsook the Church of the Undying Machine in the wake of KORACHANI attacks against them in c. 2950 RM, and remains in use to this day.

SOLSTICETIDE FESTIVAL: Soc. Cal. 2-day festival celebrated in TEMUJA marking the beginning of DEADHEAT (summer), usually coinciding with the closest full moon to the actual start of deadheat. The festival also coincides with the approximate death of the LEGEND MAGHORA, which is also celebrated during this time. Fire prayers are burnt at this time and the monks of THE SILENT WORD emerge from their monasteries and receive prayers from the common folk.

<u>SOLTA</u>: Cur. Currency of <u>EZASUH</u>^(2.), as well as the <u>PARNASIAN STATES</u>, which include its former colony of <u>ELAT</u> and its child states <u>AYAD</u> and <u>GYZHA</u>. See Vol II: Currency and Coinage in Elyden.

<u>SOLUM</u>: 1. *Geo.* Plains dominating the east of <u>VÂRR</u>, and comprising coastal lands revealed by the retreat of the <u>SEA OF PROPONTIS</u> and lands farther inland. The region is relatively dry and rough, though not without vegetation. The ruins of old settlements lie abandoned – wither due to the changed coastline or spent resources. Though some have since been resettled in the years following the rise to power of the <u>REGENT-KINGS</u> following the <u>INTERREGES</u> 'abandonment of Vârr in 3791 RM.

2. Rel. Dei. VÂRRAN deity and, under the subjugation of the KORACHANI EMPIRE, SAINT of the UNDYING MACHINE. The deity likely originated from the discovery in the early days of the FIFTH AGE of a great monument that became known as the SOLUM DISK. Under the rule of the ANAX-KINGS and the HIEROGOTHS, Solum became the dominant deity of Vârr and embodied a sun- and warrior-cult that survived throughout the rule of Korachan over Vârr, where it became a MYSTERY CULT amongst the INTELLIGENTSIA of the region.

Following its annexation of Vârr in 792 RM, Korachani propaganda had the deity declared a saint of the <u>UNDYING MACHINE</u> – falsely proclaimed to be one of <u>RACHANAEL'S'</u> <u>SCIONS</u>. This action was eventually reversed by the <u>REGENT-KINGS</u>, who rose to power in 3824 RM after decades of conflict in the wake of the <u>INTERREGES'</u> departure from Vârr in 3791 RM. Since then, worship of Solum as a deity has slowly begun to grow, replacing the <u>CHURCH OF THE UNDYING MACHINE</u> as the

dominant religion in Vârr, and strict measures have been made to remove Korachani bastardisation from its doctrine.

As a martial deity who values strength of mind, body and steel, Solum has a large military following, so much so that before and after the presence of the Korachani empire in Vârr, the church and military in that nation were a single entity, with many castes of warrior-monks existing (many of them surviving the imperial rule in remote monasteries), most-prominent amongst them the <u>Order of Heart, Mind and Blade</u>.

Religious tithes were paid not in money or goods but military service, which was and still is seen as an honour that few seek to shirk. Such people serving under Solum's armies are called the <u>SOHEI</u>. See Vol IV: Religions and Cults.

SOLUM DISK, the: Int. Ancient edifice that stands askew, half-buried in the plains of eastern SOLUM, some miles off the coast of the SEA OF PROPONTIS. The edifice was discovered in c. -750 RM by nomads who settled the area, becoming the descendants of the VÂRRAN people. The regions' religion and complex cosmogony is attributed to the Solum Disk, and its name is the same as its chief divinity. Though little is known of its history, it is believed to be a construct of the DEMIURGE VORROPOHAIAH; its untarnished solid metal body unlikely to be the result of mortal artifice.

SOLUM MA THAI: lit. 'Dawn Citadel'. Pol. Str. One of various retreats of the <u>LADY AEGIS</u> in the far east of the <u>HENDECARCHY</u> of <u>DERAEIA</u> in the east of <u>MALAN</u>, built in the <u>ARGENT</u> Mountains in c. 1000 RM, just above the <u>SHIMMERING CLIFFS</u> overlooking the <u>PANTHALASSA</u> desert in the north west of <u>TETHYSIA</u>.

Though rarely used, it is well-guarded by elite soldiers who are drafted from the family of the Deraeian HENDECARCH.

SOLUM'S CAVES: Geo. Caverns in VÂRR.

<u>SOLUN</u>: *Geo.* Expansive highland region in the north west of <u>WESTERN LLACHATUL</u>, serving as a border between central northern <u>GNOTH</u> and the east of <u>RAONGEN</u>⁽²⁾. The chain is known to be volcanically-active, including the very active <u>MT. AESHMESAREPH</u>.

SOMA RAS: also 'the Elixir of Life'. Leg. Geo. Legendary place believed by KORACHANI scholars to be in SAGITTARIA or EREBETH. Native legend claims the Soma Ras is a place where the MATERIAL and the FIRMAMENT overlap. Those who die here are often reborn as OTHERWORLDERS right away, their mortal bodies sloughing over the course of days or weeks, revealing the otherworlder beneath. This process is random, however, and the bodies of many reborn this way undergo a horrific degenerative process. Because of this only those truly desperate for eternal life seek out this place.

<u>SOMALAN</u>: *Rvr.* River in the east of <u>RHINOCOLOURA</u>, flowing north west for 270-miles from sources in the <u>UGOSTAUTH</u> plateau, before meeting l. <u>NOHEHUN</u>.

<u>SOMBRA</u>: Sup. Geo. Physically unstable region in the south of <u>QARALAM</u> in the south east of <u>SAMMAEA</u>, overlooking the <u>SEA OF ENTARI</u>. It is a desiccated place, where all surfaces peel and slough away falling upwards as though in defiance of the physical laws. This process is never-ending and the air is thick with scabrous flakes, often blown in the wind and carried to other lands. Very little life survives here.

Sombra is said to be located close to the tomb of a distant power (possibly a <u>DEMIURGE</u> or <u>SCION</u>) whose description is not comparable to any imperial accounts of the *Demiurges* or their kin, though which is probably responsible for the physical degradation of the area.

<u>SOMNIAL</u>: Sup. Geo. Drc. ATRAMENTALLY TAINTED region in the north of <u>ETUA</u>. It is considered a horrific <u>DREAMSCAPE</u> and is avoided by most, though there are some thrill seekers who seek it out for its grotesque sights.

The region is categorised as a <u>MODERATE THREAT</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

SOMNIAR SCRIBES: Dre. Mil. Rnk. Civil rank within the SOMNIARECHI ORDER of the SANCTIFIED INQUISITION, whose members are historians and archivists who bear testament to the lifecycle of DREAMSCAPES, keeping meticulous notes that may span millennia. Their work is invaluable in keeping the EPHIARACH KHARITA up to date with relevant information that can be accessed by the Order's agents.

<u>SOMNIARECHI ORDER</u>: Pol. Dre. Org. In the <u>KORACHANI EMPIRE</u>, one of the major <u>SANCTIFIED ORDERS OF THE INQUISITION</u>, whose primary goal is to keep its lands and peoples safe from <u>ONEIROMANCERS</u> and the <u>DREAMSCAPES</u> that mar its vast territories, as well as defending its people from the <u>ONEIRIC CREATURES</u> that are spawned in such places, which may at times escape into the natural world. Many members are accomplished Oneiromancers in their own right, or they may otherwise be <u>SHAPERS</u> with the ability to manipulate the thoughts of others.

The order was founded in 1189 RM, though various provincial forces had existed prior to this, dealing with localised dreamscapes and dream-related phenomena and shapers.

Its headquarters were originally located in LIDEA, though the SUNDERING of 3705 RM that saw the KORACHANI EMPIRE fractured in two found it cut off from the HIGH-EMPIRE OF KORACHAN, to which its loyalties remained, and it faced almost a decade of attacks by SARASTROAN forces that ended with the Order fleeing to the city of BAAYN in LAASKHA in 3710 RM, where it remains to this day. It maintains outposts across the empire, in regions known for dreamscapes or where the OVERLAY between the MATERIAL PLANE and the DREAMWORLD is particularly strong. There, its agents maintain a constant vigil, watching out for signs of changes to the area or the appearance of rogue ONEIROI. The Order maintains a large magickallydetailed globe in the courtyard of its LANGUE^(1.) that depicts in exacting details all the known dreamscapes in Elyden. The globe (known as the EPHIARACH KHARITA) is maintained by skilled SOMNIARIIN, who embellish it with dreamstuff to make it visible to any shaper with knowledge of its location though the <u>DREAMWORLD</u>.

The Order played a vital role in stymying the effects of the so-called $\underline{\text{ONEIRIC SCOURGE}}$ that wracked central $\underline{\text{VÅRR}}$ in 1305 RM. This led to the Order maintaining a heavy presence there for over 15 decades, during which various settlements were purged, including the great city of $\underline{\text{IBEDIA}}$. The operation was a resounding success and solidified the Order's reputation as an effective force against Oneiromantic threats. This led to the Order's development and deployment of $\underline{\text{TECHNARCANE}}$ structures known as $\underline{\text{LUCID BEACONS}}$, which work like $\underline{\text{SYPHON ENGINES}}$, safeguarding regions against the effects of dreamscapes and making dreamscapes less likely to emerge around them.

The order is unique amongst all the Sanctified Orders, in that it has no emblem or sigil, and its members do not carry a badge. Many of its members are recognised by the third eye tattoo that they bear on their foreheads, which is regarded by many outsiders as the Order's unofficial insignia.

Though known for its extensive use of Oneiromancers, most of the Order's agents are in fact non-shapers, serving not only in both menial roles; as clerks and administrators, or <u>SOMNIAR SCRIBES</u> – who bear testament to the lifecycle of dreamscapes, keeping meticulous notes that may span millennia; but also martial, as is the case with the <u>PROSELYTES</u> – legions of agents who cleanse inimical dreamscapes with specialist equipment. Despite this, the Order still maintains many ranks of well-trained shapers, including the famed <u>DREAMFORGED</u> and elite *Somniariin* agents.

The Order's present Grandmaster is **SAIGUS CHIMEON**.

SOMNIARII: Also 'Oneironaut', 'Oneiromancet', and 'Ephiarii'. Nou.
'Somniareat'. Plr. 'Somniariin'. Sup. Dre. Org. Mil. Rnk. Order of SHAPERS in the KORACHANI EMPIRE, whose MINASTERIA (2.) is shared with that of the SOMNIFERIIN, and has been based in the city of ERYX in SKAROS since 2981 RM. Members of the order are ATRAMENTAL shaper whose SPHERE allows them to interpret and manipulate DREAMS. They are perhaps the most ubiquitous shapers in the KORACHANI EMPIRE, and are interacted with by the most helots and work-slaves (save for perhaps OCCULTISTS, who are not regulated by any Minasteria).

They are most commonly found working as either dream interpreters, where they journey into their client's dreams and nightmares, interpreting them; or as exorcisers of dreams, where they destroy particular dreams or nightmares so that their client can no longer experience them. In this capacity they fulfil a role similar to that of a therapist. They can also create bespoke dreams upon request. These individuals are known as DREAM ARCHITECTS and can become notorious and/or wealthy from dealing with powerful and rich clients, for whom they delicately make

specific dreams which are often enjoyed through the use of a TECHNARCANE engine.

Some *Somniariin* are able to enter a trance-like state (not unlike <u>ASTRAL PROJECTION</u>) through which they can project themselves into the dreams of others by traversing a mystical land known as the <u>DREAMWORLD</u>. This is a difficult act of shaping to accomplish and today is largely achieved by using technarcana. Once projected into this dreamworld a *Somniarii* can track the dreams of a particular individual, where they can influence their subconscious. Talented *Somniariin* can attack an individual in this way, causing permanent physical or mental damage through the stress caused by these attacks. These acts are known as <u>ONEIROMACHY</u> and are often employed by military forces to attack sensitive targets.

Perhaps most important is their role in keeping Korachani territories safe from the chaotic influence of <u>DREAMSCAPES</u> and the <u>ONEIRIC</u> CREATURES that inhabit them. Often forced to work in groups due to the size and influence of dreamscapes, they explore them (wearing REALITY SUITS when able to), using their abilities to tame the most extreme of effects and, in some cases, are even able to completely destroy hostile or otherwise unwanted dreamscapes. They may also become attached to expeditionary forces or far-flung military outposts as a first line of defence against potential dreamscape outbreaks. A rare few are able to tame or otherwise manipulate ONEIROI - the creatures spawned in dreamscapes. Even rarer is the Somniarii who can create oneiroi or dreamscapes from scratch. These individuals are thankfully incredibly rare and can be dangerous individuals - often becoming rogue elements capable of destabilising governments and economies, constructing their own horrifying demesnes that are difficult to penetrate or defeat with the aid of similarly-skilled Somniariin. See Vol IV: Spheres and types of Shaping.

<u>SOMNIFERIF.</u> Nou. 'Somniferear'. PIr. 'Somniferiin'. Sup. Org. Mil. Rnk. Order of <u>SHAPERS</u> in the <u>KORACHANI EMPIRE</u>, whose <u>MINASTERIA</u> (2.) is shared with that of the <u>SOMNIARIIN</u>, and has been based in the city of <u>ERYX</u> in <u>SKAROS</u> since 2981 RM. Members of the order are <u>ATRAMENTAL</u> shapers whose <u>SPHERE</u> allows them to specialise in sleep and sedation, with individuals possessing different specific skills.

This sphere might include the ability to anesthetise individuals through the use of shaping, as well as putting them into a more traditional sleep. Some can induce a coma, with the possibility of waking individuals from comas (be they natural, medical, or MAGICKALLY-induced). Some are able tame or temporarily soothe enraged individuals and/or animals. Some are employed by the MACTIFIED ORDERS OF THE INQUISITION, assisting (or rising to the ranks of) torturers and INTERROGATORS, where they lull those being questioned into a state of near-trance, making them more likely to answer questions honestly.

Outside of organised institutions, *Somniferiin* may become entertainers, practising hypnotism; or they might set up practices where they help those with sleep disorders find sleep. *Somniferiin* can also be adept criminals, using their abilities to carry out burglaries after temporarily disabling guards.

The most potent of *Somniferiin* are purported to be able to lull the thoughts of their targets so thoroughly that they can implant suggestions into their thoughts, effectively hypnotising them to do as they will. This is only of any true effect ton those of weak will, but historical tales of a single *Somniferii* making an enemy ruler or general turn himself over with a simple suggestion.

There is a degree of overlap between the abilities of *Somniferiin* and *SOMNIARIIN* (ONEIROMANCERS), though typically those shapers who classify as the former have no access to or skill with altering dreams and thoughts. The two often work together, with one putting individuals to sleep so that the other can manipulate their dreams. *Somniferiin* can also aid in <u>ASTRAL PROJECTION</u>, helping the <u>ASTRAL TRAVELLER</u> relax, which aids in the process. See Vol IV: Spheres and types of Shaping.

SOMNOR: Mil. Str. Large fortress in the south of KASPIA, defending the northern-most reaches of the KASPIAN PASS that winds through the western ILLIGARHI into TEMUJA. It originated as an ancient tower, though has been rebuilt many times over its history to bring it in line with modern military architectural designs, though has not been updated since c. 3920 RM.

SOMORAH: Set. Major city in the c of ELAT (Pop. c. 180,000).

- **SOMRANG**: 1. *Pol. Geo.* Region in the c north east of <u>RAONGEN</u>.
 - 2. Set. Main city in the above region, in RAONGEN (Pop. c. 65,000).
- SON DYUN: Set. City in the c of CUTH. Its main industry is logging (Pop. c. 42,500).
- SON UMELARA: Int. Rui. Ancient obsidian tower, forming part of the UMELARA wall that once stretched for over 160-miles in the c north of AQUARIIA, located in the southern foothills of the NUNAKI MOUNTAINS.

The wall as well as the tower are now ruined. A second tower, <u>NUL UMELARA</u> exists on the southern reaches of the wall, in the <u>ATRAMENTAL WASTES</u> of <u>LAHOSHUR</u>. Little is known of the wall's origins or where the obsidian, which is otherwise unknown in all of Aquariia, was sourced

- SONALLIN: Mil. Str. Major coastal fortress in the south of KEPHUAAN, overlooking the entrance into the BAY OF COMMARA. It is controlled by the city of NAMMARA, and its fleet guards the surrounding waters.
- <u>SONATH</u>: Set. Settlement in the c north of the <u>SOLEYN TERRITORIES</u>, south of lake <u>PURRI</u> (Pop. c. 5,750).
- **SONDA:** Geo. Large fjord dominating the coastline of the prefecture of SONTADRIS⁽¹⁾ in the south of HOLOLACH⁽¹⁾.
- SONDREA: Rui. Ruin in the south of LYRIDIA, though originally part of northern NÁRTHEL. This was once a prosperous coastal city prior to the silting of the STRAIT OF NÁRTHEL, though once it was cut off from open water it was stricken by starvation and disease and was allowed to falter into nothingness by c. 3800 RM, though for many years it clung to life as a caravanserai.
- **SONG OF ACCAIA:** Arr. A threnody dating back to c. 450 RM in the south of <u>PELASGOS</u>. It remains popular today, and has been adapted to operas and plays across the <u>KORACHANI EMPIRE</u>.

The Song of Accaia details the lament of the maiden Accaia, who is beset by multiple tragedies before her death.

- SONG ISHACACH: *Geo.* Expansive cavern and sinkhole in the far east of <u>IACIO</u>. It is self-contained and does not link with <u>CARCERI</u> and is famed for its verdant mouth, which was formed when a major hollow collapsed, forming a sinkhole, that led to deeper reaches of the cave. The cavern is also believed to be home to sickly white <u>SERAPIS</u> that are thought to have lived there since the <u>FOURTH AGE</u>, in some form of exile.
- <u>SONG OF SUSHRA</u>: Wea. Common name in <u>ARERAQTH</u> for the common persistent drizzling rain that wracks the <u>YULIAN</u> Peninsula. It is named after the <u>SCION SUSHRA</u>, who is said to have died in the mountains.
- SONGAN: Set. Settlement in the east of CUTH (Pop. c. 6,200).
- <u>SONGIN</u>: Set. Settlement on the island of <u>HATAYOON</u> off the south western coast of CUTH.
- <u>SONI-VAPHRA</u>: (D. 142 RM) *Pol. War.* Tyrant from the ancient <u>FIFTH AGE</u> city of <u>THERASH</u>, who in four decades was able to subjugate dozens of states and peoples under his banner, creating the <u>THERASHIAN EMPIRE</u>.
- <u>SONKENG</u>: *Mil. Str.* Fortress in the c south west of <u>CUTH</u>, overlooking the entrance into the <u>SEA OF ERRA</u>. It is home to part of the Cuthi navy, which patrols the waters.
- <u>SONIM</u>: *Geo.* Cavern in the far north of the <u>KHARKHARADONTID WASTES</u>, just south of the border with the <u>UMBRA SOKHAR</u>, in the region of <u>HATHAMOTH</u>. The cavern leads to the so-called <u>CHAMBER OF STARS</u> in the <u>PRISON CARCERI</u>.
- <u>SONMEN</u>: Set. Settlement in the south east of <u>KREM</u>. It is known for its goat herds (Pop. c. 6,000).
- <u>SONN</u>: For. Woodland region comprising some 500-square-miles outside the settlement of <u>DESSA</u> in the south east of <u>KORACHAN</u>. It is popular amongst imperial patricians for hunting.
- <u>SONOEN</u>: Set. Major fortified coastal city in the north east of <u>MENISCEA</u>, located in an exclave of <u>ABARHAL</u> (3.) in the eponymous headland (2.). It is surrounded by the <u>PARTHISAN</u> colony of <u>IBANNEM</u> (1.) (Pop. c. 80,000).
- **SONOMRHIR**: Set. Small city in the c of <u>EZASUH</u>⁽²⁾, known for its college of the supranatural arts and for the <u>ATRAMENTAL</u> sinkhole located beneath the college vaults. Though a relatively recent city, it is steadily growing (Pop. c. 20,000).

- SONOT: 1. Geo. Hill 5-miles north west of the capital of HOLOLACH^(1.), in the prefecture of Hololach^(2.).
 - 2. Mil. Str. Fortress in the prefecture of HOLOLACH⁽²⁾ in the west of Hololach⁽¹⁾, 4-miles north west of the capital, overlooking the river HEMAVAR.
- SONS OF REJHELLE: Rel. Org. Male members of the SECT OF REJHELLIAN OBSERVANCE.
- <u>SONTADRIS</u>: 1. *Pol.* One of eight prefectures in <u>HOLOLACH</u>^(1.), controlling the south of the nation. Its controlling city is <u>SONTADRIS</u>.
- 2. Set. City in the south of <u>HOLOLACH</u>^(1,) in the <u>HOLIASOR</u> Mountains and centre of the eponymous prefecture. Through its harbour it makes regular contact with the east across <u>THE INNER SEA</u>, and its markets are filled with exotic goods from the <u>KORACHANI EMPIRE</u> and <u>PARTHIS</u> (Pop. c. 1,853,500).
- <u>SONTAS</u>: Set. Major city in the c of the tribe of <u>TATRAS</u>, in the c south of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is known for its skyport (Pop. c. 55,000).
- **SONTIMH:** Set. Coastal city in the north east of <u>EZASUH</u>⁽²⁾, in the headland of <u>CHODAH</u>, overlooking the island of <u>EUANAT</u>. It is the main link between the mainland and the island (Pop. c. 41,000).
- <u>SONUIAN</u>: Geo. Island off the northern coast of <u>KEPHUAAN</u>, which, alongside, <u>SAOKIAN</u>, are separated from the coast by the shallow sea known as the <u>VEREN ITRUSH</u>.
- <u>SOODOY</u>: Set. Settlement in the east of the <u>HENDECARCHY</u> of <u>CHLORIS</u> in the south of <u>MALAN</u>. Its main industry is the breeding of <u>MALANI</u> <u>MACAQUES</u>, which are exported around the <u>DARK SEA</u> and <u>INNER SEA</u> <u>REGIONS</u> as exotic pets (Pop. c. 6,800).
- <u>SOPARRA</u>: Set. City in the c-south east of <u>RHEA</u>. It was once famed for its <u>SHAPER</u> colleges, these were closed after the <u>HIEROMONARCHS</u> came to power in c. 3160 RM. The city was a hotbed of unrest, and alongside <u>IMMERIA</u> and <u>DHERBA</u>, was pivotal in supplanting the Hieromonarchs from Rhea, leading to the rise to power of the <u>COURT OF DREAMS</u>, which came to rule in 3242 RM.
 - It remains today as a significant city, its shaping history now remembered, though the old colleges are now in ruin (Pop. c. 82,000).
- <u>SOPATH</u>: 1. Sea. Bay in the far east of <u>ALTHA</u>^(2.), overlooking the north of the <u>SEA OF DANAEL</u>.
- 2. Set. Small coastal city in the far east of $\underline{ALTHA}^{(2)}$, overlooking the Bay of Sopath⁽¹⁾.
- SOPHAMYK: also 'the Fungal Forest'. Sup. For. Strange forest in the east of SAMMAEA, considered a part of the larger WAELMIGH tropical rainforest, within the nation of CHEIRA. It comprises gigantic chitinous plants that are more akin to giant fungi than anything else, and which are unknown elsewhere in ELYDEN. The forest covers an area of some 15,000-squaremiles and the air within is musty and close, retaining heat and moisture. The remnants of a previous natural forest can be seen here beneath the fungal mass, rotting at an unnaturally slow rate and held together by the subterranean 'roots' of the present-day forest. Some postulate that the entirety of Sophamyk is a single organism, though there is little proof behind this.
- The entire region is home to strange barely-glimpsed creatures that have adapted to life amongst the fungal forest. The region was explored once by a <u>KORACHANI</u> expedition in c. 2980 RM, bringing back wondrous examples of flora and fauna Though all other expeditions to Sophamyk were unsuccessful.
- **SOPHIA:** Set. City in the c east of **GNOTH**, along the **GNOTHI ROAD**. It had an ancient heritage, dating back to the **FOURTH AGE**, where it was known for its philosopher kings and their code of laws, some of which are still used in Gnoth to this day (Pop. c. 20,000).
- SOPHIC CONCLAVE: His. Pol. Sup. Org. A historic council that served as the government of <u>INGHULL</u> (present-day <u>KHULL</u>), between its founding in 1521 and its deposing in 2851 RM.
 - Founded by the self-styled <u>SORCERER-KINGS</u>^(3.) of Inghull in 1521 RM following their annulling of the <u>ROYAL LINE</u> and their demoting of the title of monarch into a ceremonial one that carried little power, the

Sophic Conclave was made up a handful of Sorcerers from within Inghull, whose members and roles rotated every few years to prevent stagnation of ideas and precepts.

The Sorcerer-kings themselves were descended from a line of advisors known as <u>SUPHETS</u>, who themselves originated within a religiophilosophical group known as the <u>ORDER OF EPISTEMIC ESOTERY</u>, whose monks valued knowledge and propagated the spread of information and news across <u>OLD THERASH</u>, including Inghull. Once the Sophic Conclave was established they began financing expeditions outside of Inghull, where monks could search for valuable books to add to their collections. This included magickal treatises and histories that the Sorcerer-kings valued.

The Sophic Conclave was responsible for expelling the <u>AELORAN</u> <u>CHURCH</u> from Inghull, and around six centuries after their rise to power they eventually ended the monarchy completely, though much of the old extended royal family remained as sycophantic followers and servants of the Sorcerer-kings.

In 2138 RM, 2-years after dissolving the <u>MONARCHY</u>, the Sophic Conclave relocated to a new capital, in <u>EMEK TA'</u>, from where they ruled until their eventual downfall at the hands of the KHULLAN INQUISITION.

Starting as an alliance of rebels in 2702 RM who opposed the harsh treatment of miners in the south east of Inghull, the Khullan Inquisition rapidly grew into a powerful foe, its members systematically hunting and slaying the Sorcerer-kings. They eventually gained a sizeable following and were able to amass an army with which they marched against Inghull, taking advantage of the chaos wrought by a <u>KORACHANI</u> invasion of the surrounding <u>EHRENISIAN COAST</u>. The war ended in 2809 RM with the defeat of Korachan, leaving Inghull in turmoil and divided in two. Over the next decades, the Khullan Inquisition continued in its attack on the Sorcerer-kings, succeeding in eradicating them in 2851 RM. The Sophic Conclave was dissolved and replaced 2-years later by the elected council that was christened the <u>ETERNAL ASSEMBLY</u>.

<u>SOPHIUSA</u>: *Pol. Set.* Ruling city in the tribe of <u>ILLPHAGOS</u> in the west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is a major trade centre along the <u>SALT ROAD</u>, and has contact with <u>RHINOCOLOURA</u> (Pop. c. 125,000).

 $\underline{\underline{SOPHRET}}$: For. Sparse woodland in the $\underline{\underline{OPRETI}}^{(1.)}$ scrublands in the c of \underline{OPHAR} .

<u>SOPORA</u>: 1. *Lak*. Lake in the c east of <u>PARAIYA</u>, along the course of the river <u>NOTHIYA</u>.

2. Set. City in the south east of <u>Paraiya</u>, founded in c. 2750 RM, when ancient ruins were resettled. The region was resettled by an emerging caste of people who moved there from <u>Beluan</u> in the north west and became the engineered city and capital of <u>Sultanate Paraiya</u>. It has since become the largest city in all of Paraiya and is shunned by the traditional nomadic castes who still wander the land. It forms a vital link in the <u>Salt Road</u>, and its upper classes enjoy buying exotic goods – be they food, jewellery, or object d'art – from merchants travelling the route (Pop. c. 821,000).

<u>SOPOYANG</u>: Set. Coastal city in the c south of <u>CUTH</u>, along the north western-face of the <u>HAMMINGHENG</u> Highlands (Pop. c. 28,500).

<u>SOPPORIA</u>: Set. Free-city the south east of <u>SAMMAEA</u>. It is an enclaved territory within the great nation of <u>QARALAM</u>. The city is known for little other than its <u>NECROMANTIC</u> culture, much of which is likely exaggerated by <u>KORACHANI</u> citizens obsessed with grotesque tales.

Those who die in Sopporia are said to be mummified with the special resins cultivated from the sap of a tumorous sacred tree and interred in home shrines where they remain as part of their families. Those whose families are of particularly long lineage live in sprawling sepulchres, their own living areas tiny compared with the space reserved for the dead, who are given far more importance than the living.

In part this culture may stem from the natural firmamental <u>LACUNA</u> that exists close-by, making contact with the otherworld relatively easy. shamen and mystics are a common sight in the city, with most families training at least one member in such arts so as to retain links with the dead.

It emerged from Qaralam, though broke away after its cultural beliefs drifted too far from what was acceptable in its parent state, though over the year it came to dominate a sizeable territory and many satellite towns around it. Despite the city's strange culture, it remains a powerful force in the region, controlling hundreds of square miles of land and dozens of vassal settlements (Pop. c. 420,000).

<u>SOR</u>: Ast. Common name used for <u>ELYDEN'S</u> star (sun) in the <u>KORACHANI</u> tongue. See vol II: the Heavens and the Empyrean.

SORABANDA: Art. Soc. Court dancers in the north of NORTHERN SAMMAEA who hide their entire bodies behind layers of crimson and black lace, wearing masks of brass coins over their faces. They train for many years to master a seamless style of movement that appears as though they are gliding. They are common in SARASTROAN lands, and can be found in most settlements as folk dancers, and in larger cities as professional dancers who perform for nobility.

<u>SORAME</u>: Lak. Long teardrop-shaped highland endorheic lake in the south east of the <u>HOGGOTHA ISZ</u> known for its high natron and alkaline content. Its water is corrosive to flesh and is known to calcify the bodies of any fauna that dies in the lake.

SORAYA VINDEX: f. Tec. Per. (B. 3928 RM) High-ranking member of the AIWAHAN ORDER of the SANCTIFIED INQUISITION. She is old, though her body is now hidden behind TECHNARCANE ORTHOSES that provide her with strength, stamina, and heightened intelligence, though at the expense of her humanity – her face is a patchwork of scars and sutures where it is visible beneath her augmentations.

Officially bearing the rank of Keeper of <u>ARCHAEOTECH</u>, she is responsible for safeguarding the most dangerous technarcane objects that are kept by the Order within the <u>VAULT OF VAURNOS</u>. Her vigilance in her duties prevented <u>PARTHISAN</u> spies from tampering with a powerful device known as the <u>GYRE CORE</u>, and she was responsible for hunting them down before they could flee to their homeland.

<u>SORIA KIEL</u>: Sup. Geo. <u>ATRAMENTALLY TAINTED</u> region in <u>BANAA</u>, in the far east of $\underline{ARKOS}^{(1)}$.

The region is categorised as a <u>MODERATE THREAT</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES</u>.

<u>SORAKHEI</u>: *Eth.* People of the areas of <u>KARAKHAS</u> and <u>KHURAUR</u>. See Vol II: Peoples and Races of Elyden.

<u>SORAKHAEL</u>: Org. Rel. Religious mystery cult of blood-worshippers based in the city of <u>SERKAN</u>, in <u>KARAKHAS</u>. Members come mostly from the nobility of <u>KORACHANI</u> descent.

SORCERY: 1. Nou. 'Sorcerer'. Mys. Voc. An innate ability to SHAPE that is possessed by few people. Though they do not require the training and discipline that normal shapers need, many will nevertheless go on to formally study at an institution of higher learning (such as the relevant MINASTERIA (2.) in the KORACHANI EMPIRE) to master their art and receive certification. It is believed that most sorcerers are descended from some form of being that controlled great powers, such as SCIONS, OTHERWORLDERS or HALFBLOODS.

The term is uncommon and unknown to most, and many of those that know the term mistakenly use it as a synonym for shaper. See Vol IV: Other Forms of Mysticism.

2. Rel. Rnk. The religion of <u>ALAM BETHYL</u>. Sorcerers are mystical figures who adopt an animal or ideal as their totem and strive to embody the ideal of their chosen totem throughout their lives, sometimes forsaking words and civilisation, exiling themselves from their own people to find enlightenment. Only after a long and arduous totem quest do they return to their settlements as spiritual leaders.

They once ruled Alam Bethyl but centuries of unopposed power led to their rule growing tyrannical. Eventually the people rose against them in c. 3450 RM, leading to a long civil war that ended in the betrayal of the Sorcerers by one of their own, eventually leading to their ousting and the formation of the FEDERAL ASSEMBLY, which rules to this day. Though sorcerers remain in Alam Bethyl, they do not wield the political and cultural power they once did, and the WARDERS caste, which once existed solely to protect the Sorcerers has been allowed to die out. In 3562 RM the Federal Assembly passed laws to limit the power and influence of sorcerers, and since then the tradition has waned.

Today they remain as occultists in more rural areas, and they are distrusted in the more urban cities, where industrialisation has seen people put less faith in them.

SORCERER-KINGS: 1. *Pol.* Rulers of the <u>PLAGI</u> city of <u>KHARAKHARA</u>, in KHARKHARADONTIS.

2. Pol. Rulers of CHERIA from 3337 RM, following the fall of the earlier WAELMIGHI DYNASTIES. Their rule is harsh, but through their expertise of the ATRAMENTAL arts they commanded great fear and respect, managing to unite Cheira with METAGRASH and the fractured lands of WAELMIGH in 3460 RM.

Their rule continued over the next 200-years, until the appearance of the new <u>Church of the Prophet of the Empyrean</u> in c. 3650 RM, which began to spread rapidly across Cheira and surrounding lands, centred around the city of <u>Menitab</u>. The Sorcerer-kings decried this growing cult of idolatry, punishing those found to be revering the <u>OTHERWORLDER</u>, though this only served to grow its spread. The city of Menitab eventually forsook the leadership of the Sorcerer-kings, seceding from the empire.

In 3679 RM the Sorcerer-kings moved against the city of Menitab and its allies, which included reinforcements from SERROK, which by then had absorbed the new religion and had become a close ally of Menitab. After a bloody war the armies of the Sorcerer-kings were no closer to defeating the heretical defence. Worship of the otherworlder became outlawed as a result of this, and all followers of the Church of the Prophet of the Empyrean were branded heretics, with those found to be practising the religion within Cheira executed.

In 3692 RM rumours emerged that individuals amongst the Sorcererkings were secretly worshipping the Prophet of the Empyrean, and that the religion was still alive, having become a secretive cult with roots across the empire. This led to a schism amongst the Sorcerer-kings in 3699 RM, with the followers of the Prophet of the Empyrean gaining the backing of the church itself and Serrok, giving them the upper hand, pushing the Sorcerer-kings out of power. Localised wars erupted in some regions of Cheira, and by the end of this period the Sorcerer-kings remained in power only in the city of Cheira and its immediate environs, with the rest of Cheira falling under the control of the Church.

In 3702 RM, following the appointment of the Church of the prophet of the Empyrean to state religion, the last vestige of the Sorcerer-kings was excited from the city of Cheira and the last 3 surviving members of the old ruling dynasty were exiled, moving north east into GIBEAH as refugees, ending their influence in Cheira.

3. Pol. His. Rulers of ancient INGHULL (present-day KHULL), who were eventually destroyed by the KHULLAN INQUISITION in a gruelling guerrilla campaign that lasted between 2702 and 2851 RM.

They rose to power in 1519 RM, after an ancient <u>Atramental Treatise</u> discovered by a <u>Suphet</u> on the isle of <u>Jiridun</u> in 1233 RM was translated following centuries of work in their stronghold in the city of <u>Qarin Ta'</u>. The suphets who studied the teachings of the Codex became sorcerers – masters of ancient Atramental arts that granted them great powers, with which they were able to overthrow the ruling <u>Inghullan Monarchy</u>, becoming known as Sorcerer-kings.

Each Sorcerer-king became the ruler of a city or territory within Inghull, and together they formed an overcouncil known as the <u>SOPHIC CONCLAVE</u>, which convened in the city of <u>EMEK TA'</u>, which became their capital in 2138 RM. They were ruthless rulers and turned Inghull into an isolationist state, where they erected monuments and palaces in their own name whilst ignoring their own people.

They were eventually overthrown by a force of guerrilla resistors that became known as the <u>KHULLAN INQUISITION</u>, who hunted them down and rallied the people to their cause, eventually slaying the last sorcererking in 2851 RM. It is believed that some Sorcerer-kings were able to flee their wrath, most notable of which was \underline{TAL} , who went on to establish the small state of $\underline{TAL}\,\underline{ZHAAN}^{(1)}$.

SORCERERS: also 'Sorcerer-lord. Pol. Sup. Rnk. Rulers of TAL ZHAAN^(I.) and governors of its satellite settlements, who continue the ALCHEMICAL tradition established by the state's founder, The Sorcerer-lord TAL, since his disappearance in 3312 RM. They continue the alchemical tradition that was established by Tal over a millennium ago. Most rule their respective prefectures with an iron fist. Their harsh laws are well-observed, keeping the region of Tal Zhaan as a relatively peaceful land.

<u>SORCEROUS CODEX</u>, the: Sup. Vol. An ancient <u>ATRAMENTAL</u> treatise written across three copper-bound tomes of vellum. It was discovered by

a <u>SUPHET</u> travelling to the island of <u>JIRIDUN</u> in 1233 RM and was studied for centuries in a monastery in <u>QARIN TA'</u> in an attempt to translate the writings. It was finally deciphered in 1519 RM, whereupon a select few suphets continued to study it, becoming <u>SHAPERS</u> of not inconsiderate power. Two years later they declared themselves as <u>SORCERER-KINGS</u>^(3.) and deposed the <u>INGHULLAN MONARCHY</u>, reducing the monarch to a ceremonial position that carried little power.

The *Codex* allowed the Sorcerer-kings to amass great power throughout their rule over Inghull, and it was highly-valued, never leaving their stronghold in <u>EMEKTA'</u>. Its whereabouts were lost following the fall of the Sorcerer-kings at the hands of the <u>KHULLAN INQUISITION</u>, though it is postulated that may have been taken by a Sorcerer-king before fleeing the Inquisitors' wrath.

SORCHAR: also 'Sorchari System'. Ast. KORACHANI name for the planetary system of which Elyden forms a part. Sorchar is comprised of a sun, SOR; and seven PLANETS: HAEL, ALGOL⁽²⁾, ELYDEN, CYKRANOSH⁽¹⁾, LIVIAD, GNIHLAS, and NIHAV. See Vol II: Planets and Satellites.

<u>SORDOR</u>: Int. Sup. Geo. Dumping site a few miles east of the city of <u>ZEPHANICHAN</u> in <u>KORACHAN</u>, where rubbish from the city and more specifically the waste product of <u>ATRAMENTALLY</u>-polluted water treated in the facilities of the <u>AGUEA</u> reservoir is dumped. The river <u>ICHORIA</u> flows just east of Zephanichan and its waters have been rendered sterile by the chemical runoff from the countless manufactories and industries in the city.

This water is treated to rid it of the worst of its pollutants, which are compacted into thick jelly-like bricks. Some of these are used in other industries, and what remains is dumped in Sordor.

Originally a small natural endorheic basin, Sordor has, over the centuries, been filled with these polluted blocks, with the lower-most layers becoming compacted over time into a glass-like substance. This is now extracted by slave miners who work under horrendous conditions, and the material is then shaped into jewellery and object d'art and sold to PATRICIANS.

The entire area of Sordor has become a hellish landscape, inimical to live, wretched and twisted by the sheer concentration of Atramental waste, betraying the bodies of any animals that are unfortunate-enough to wander into the region. Indeed, the only life that seems to thrive in the region are tiny winged insects that infest the air around it.

The region is categorised as $\underline{\text{HIGHLY DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}$.

<u>SORENIEN</u>: 1. Sea. Bay off the west coast of <u>CARNYNGA</u>, forming the north eastern-most extent of the <u>BAY OF NALN</u>.

2. Pol. Set. City and capital of <u>CARNYNGA</u>, located in the south of the nation, close to the coast.

It is part of the famed * line of fortifications and the original city was once entirely hidden behind thick bastion walls, though it has since overgrown its ancient boundaries. Of note is the fortified * gate, which is a tripe gate that controls all flow of traffic in and out of the city (Pop. unknown).

SORGIN: Set. City in the c of the HENDECARCHY of CYRENIA in the north of MALAN. It was once the capital of the Hendecarchy but the appearance of the oracle MANESKARKON ZARRÉ attracted many followers, leading to a new city — ENIGOST (2.) appearing in the north, which would become the new capital by c. 3280 RM. Sorgin dwindled following this, with many of its fine structures being repurposed or simply left to rot. Today the outskirts of the city still bear tell-tale signs of its previous size, with ancient foundations protruding from untended soil. Despite this, it remains a crossroads of trade in the Hendecarchy, along the course of the river LAKOSH (Pop. c. 23,000).

<u>SORKOR</u>: Sct. Coastal settlement in the east of <u>SAELEH</u>^(1.). its main industry is the production of <u>AHUREDH</u> wine (Pop. c. 18,000).

SORO RHEQ: Set. Small city in the c north of <u>CHEIRA</u>. Its main industry is coal quarrying (Pop. c. 12,000).

<u>SORO VOLATA</u>: Str. Final resting place of the first <u>VOLATA</u> in the prefecture of <u>SONTADRIS</u> in the south west of <u>HOLOLACH</u>^(1.). The mummified body of the Volata is guarded by a sect of <u>EVORADI</u> nomads and is a place of pilgrimage to the faithful.

- <u>SOROS PASS</u>: *Geo.* Mountain pass cutting across the c east of the <u>SANEM</u>
 Mountain in <u>SABIA</u>. The path is narrow and flanked in many regions by sharp slate-like protrusions in the rock.
- <u>SOROUDE</u>: 1. Lak. Narrow lake in the c north of <u>TZALLRACH</u>, just to the north of the eponymous city⁽²⁾. It is around 13-miles long, and forms a part of the course of the river <u>IZIAMI</u>.
- 2. Set. Major city in the c north of $\underline{TZALLRACH}$, located along the course of the river \underline{IZIAMI} . It is the kingdoms' largest city, and is also the capital of the northern-most state of $\underline{KHUN}^{(2)}$. It is surrounded by miles of fertile fields and pasture, where most of its food is produced. It is known for its great domed council hall, where representatives from across Khun travel to petition the Onarchs and their council. The city lies along the route of the $\underline{GREAT\ ROAD}$, and its tiered market, located east of the river Iziami, is filled with produce and trade goods from across $\underline{CENTRAL\ LLACHATUL}$ (Pop. c. 1,824,000).
- <u>SÖRR</u>: Also 'honeywood in <u>Temuja</u>, 'goldbark' in <u>KOLCHIS</u>, 'goldtree' in <u>VENTHIR</u> and <u>BELEGOR</u>'. Flo. All these names and others are derived from the beautiful gold-coloured bark that this tree possesses.

Sörrs are native to the east of <u>LLACHATUL</u> and north east of <u>SAMMAEA</u> and grow to around 50-ft. in height, though individuals rarely reach that height. The trunk is long and thick, and doesn't usually grow perpendicularly to the ground. A Sörr's bark ranges in colour from a deep gold to dark brown, and individual trees can have different shades of colour on their trunks. Sörr leaves are a golden brown almost year-round, though this colour slowly disappears in autumn, leaving pale, translucent leaves that are ghost-like in appearance. Sörr wood is a rich golden-beige colour and is highly prized for its decorative use and is often used for ornamental purposes in important buildings. The wood itself is soft and easily worked. See Vol II: Classification and Taxonomy of Life.

- <u>SORUL</u>: Set. Major city in the north east of <u>TULURKRYPH</u>⁽²⁾ in the south of <u>WESTERN MENISCEA</u>, known for its ancient <u>FIRMAMENTAL</u> traditions, and where acolytes are tested and undergo the <u>TEST OF INVESTITURE</u> (Pop. c. 135.800).
- <u>SORUMI</u>: *Mar. Rnk.* Caste of bounty hunters common in <u>SAUA</u>, who roam c <u>LLACHATUL</u> for fugitives.
- SORUS: Set. Major city in the north east of SARAGOS. It was besieged by VENTHIR in 3406 RM, though like other cities at the time, it survived relatively unscathed. Following the siege, it and other coastal cities had their defences upgraded, which has deterred other assaults. It was once coastal, though the slow retreat of the waters of the IAPETAN SEAS have left it around half-a-mile from the coast, with an intricate system of canals and levees linking it to the coast. It is one of the major smelters of meteoric iron in ELYDEN, which is a major export. The city has an expansive under-city water reservoir known as the Lake of Arches. So expansive is it that it is patrolled against illicit activities (Pop. c. 620,000).
- <u>SORUTO</u>: 1. Sea. Gulf in the west of <u>PARTHIS</u>, forming part of the <u>CAMARINAL SEA</u>.
 - 2. Set. Coastal city in the west of $\underline{PARTHIS}$, in the region of \underline{ERUTO} (Pop. c. 25,000).
- <u>SORVEA</u>: Set. Settlement in the prefecture of <u>HOLOLACH</u>^(2,) in the c of Hololach^(1,) (Pop. c. 3,800).
- <u>SOSHALI</u>: Rvr. River in the south of <u>RAONGEN</u>^(2.), flowing north for over 750-miles from sources in the <u>JIANNAN</u> Hills and the <u>JENEN</u> Mountains, before flowing into lake <u>TAHONG</u>.
- <u>SOSHOA</u>: Set. Small city in the north of <u>PNESSA</u>, at a fork where the river <u>DABBARA</u> meets the river <u>YAGNOTH PHTHAN</u> (Pop. c. 16,000).
- <u>SOSHRIS</u>: *Pol. Set.* Ruling city in the tribe of <u>NUNEA</u>, in the c east of <u>MULCIBER</u>, in the east of the <u>GROWING MOUNTAINS</u>. It is situated along the course of the river <u>NETH</u>, and its troops control the border with <u>OSRIS</u> (Pop. c. 70,000).
- <u>SOSNYX</u>: See. Small fortified city in the east of <u>RHINOCOLOURA</u> (Pop. c. 12,000).
- <u>SOSOL</u>: Set. City in <u>ACHRABAL</u>, known for its assassin college, where the political assassins known as <u>SHMALL</u> train (Pop. c. 50,000).
- <u>SOSPIRA</u>: Arc. Cistern and aqueduct in the north of <u>VÂRR</u>. None truly know where its waters come from, only that they originate beneath the feared mountain <u>VARRACHON</u>. The waters of Sospira flow east along

- aqueducts and, where the waterway has been damaged, river through most of Vârr before emptying into $\underline{PROPONTIS}$, and it waters many Vârran settlements.
- <u>SOSSNAR</u>: Set. highland settlement in the north east of the <u>HAMAIADON</u> Mountains, forming a part of the <u>ETURED PASS</u>. It is small and exists mostly to accommodate caravans and other travellers who cross the pass, which is closed for most of the year (Pop. c. 1,000).
- <u>SOSSOR</u>: Rvr. River in the south east of <u>ELAT</u>, flowing south west for 362-miles from sources in the <u>PARNASIAN</u> and the <u>MUSSOR</u> Mountains, before meeting the coast at the <u>SEA OF DAZHAT</u>.
- <u>SOSSOUL</u>: *Set.* City in the region of <u>SÛR GHATH</u> in the c south west of <u>THE SURRACH</u>. It is located along a bifurcation of the river <u>HATHURAN</u> known as the <u>AHATHRA</u>.
- <u>SOSTAKAUR</u>: 1. *Geo.* Island off the north western coast of <u>KORACHAN</u>, to the south west of the <u>BAY OF LALLEH</u>.
 - 2. *Mil. Str.* Fortified island city 57-miles south off the coast of northern <u>KORACHAN</u>. The city is a major source of fish and seafood for the coastal cities of western Korachan (Pop. c. 40,000).
- <u>SOSTIS</u>: Set. City in the south west of <u>SKAROS</u>. Though small, it forms part of <u>THE SHADOW MARCH</u>, where pilgrims are given trade options and respite from the rigours of the road (Pop. c. 35,000).
- <u>SOTANAR</u>: Sec. Small fortified coastal settlement in the south of the <u>MULL CITY-STATES</u>. It is known for its lobster fishing (Pop. c. 10,000).
- <u>SOTEP</u>: *Mil. Set.* Military city in the c of <u>KHAMID</u>, along the course of the river <u>ARAX</u> (Pop. c. 32,200).
- SOTERISTS: Org. Cult of salvation in VENTHIR.
- <u>SOTH, CULT OF</u>: Rel. Org. Religious cult in the far west of <u>THE SURRACH</u>, common in the city of <u>DAATH</u>. See Vol IV: Religions and Cults.
- SOTH DESOTA: also 'the Living Idol. Int. Geo. Art. A stone colossus carved from a rocky pinnacle in the west of the UPPER DANOSOTH Mountains in the south of the territories of ETHISTONITH in RHINOCOLOURA, not far from the shore of LAKASM. Local legend names the being the colossus depicts as Zsanacha Atthat, an OTHERWORLDER cursed to wander ELYDEN for eternity. The legend is linked to reports of strange DREAMS that haunt the sleep of those who rest close to the colossus, echoing with memories of a thousand different lives.
- SOTH HAMMOMAR HANIHIL: Geo. Ancient cleft in the north west of RHINOCOLOURA, in the north east of the duststone formation IMOROR. The place is said to have been made when the DEMIURGE RACHANAEL smote the body of an OTHERWORLDER to the ground during a battle in the THIRD AGE. The incorruptible body of the otherworlder is said be imprisoned in the area, where it is endlessly tortured by corrupted PLAGI and AEHARI.
- <u>SOTHAN</u>: *His. Lan.* Now-extinct early <u>FIFTH AGE</u> language spoken by the people of <u>ERON SOTH</u>. It emerged from the <u>FADING</u> of the <u>FOURTH AGE</u> from the earlier languages of <u>ERASHAN</u>, and would lead to the extant language of OPHAMI. See Vol II: Languages.
- <u>SOTHIS</u>: 1. also 'the Helix Stat'. Ast. Con. It is the brightest star in the <u>NORTHERN HEMISPHERE</u>, forming the part of the constellation of <u>ARAELL</u>. See Vol II: Constellations.
- 2. Set. Settlement in <u>SIRIPHAGOS</u>. The High-Aliheian exiled the <u>AUSPEXES</u> in 2631 RM, granting them the lands of <u>SOTHIS</u> in the south east of <u>BAULDOR</u> on condition that they never set foot in the city again. There they settled an ancient ruin that would in time grow to become the city of Sothis, which grew into a major city in the region, though the increasingly dry climate of the region allowed it to dwindle in size. It thrives today due to its <u>SARASTROAN</u> government putting funds into it and through its position along the <u>SALT ROAD</u> (Pop. c. 120,000).
- SOTHRA: 1. Set. A relatively isolated PARTHISAN colony located in the south of CENTRAL LLACHATUL, nestled between the south east of LYRIDIA and the west of TAMAR, along the northern coast of the ABYSS OF ENESH. Of temperate climate, it is a small region with largely insignificant resources, so is largely ignored by its neighbours.

The colony was founded in around 3698 RM to take advantage of the trade-route that crossed the <u>STRAIT OF NÁRTHEL</u>, and went on to found various settlements nearby, including the colony of <u>NISSA</u> in the south

east of the off the coast of $\underline{\text{CUTH}}$ in 3957 RM. However, the silting of the strait over the next century saw its intended purpose lost, and it instead became a diplomatic stronghold over 5,000-miles east of $\underline{\text{TETHRA}}$, where Parthis could maintain links with distant nations, such as $\underline{\text{VENTHIR}}$ and $\underline{\text{THE HARÉSHK}}$.

It remains a powerful, well-guarded region.

2. Main city and capital of the eponymous⁽¹⁾ PARTHISAN colony of SOTHRA⁽¹⁾. The city was originally a major port, handling shipping and commerce along the STRAIT OF NÁRTHEL, though as the strait silted up and eventually closed off entirely Sothra diminished, finding itself cut off from the coast. It was since reunited with the sea through a system of locks and canals, and is now home to many embassies and consulates, and is considered a hub of Parthisan diplomacy (Pop. c. 91,000).

<u>SOTHY</u>: also 'Tower of Sothy'. Rel. Str. Monastery-tower in the western foothills of <u>PERIEDAS</u> Mountains in the c east of <u>TETHYSIA</u>, dedicated to the art of <u>THAUMATURGY</u>.

SOTKETERU: Rui. Sunken ruins in the CARCASS in KHAMID. The ruins predate the ancient Khamidian culture and are thought to date back to the late THIRD AGE. The ruins are expansive and, in places, less than 20-ft. from the surface, which makes them popular with treasure hunters and tomb robbers.

SOTREA: Set. Hilltop settlement in the prefecture of HOLOLACH^(2.) in the west of Hololach^(1.) (Pop. c. 4,000).

<u>SOTRIS</u>: Set. Small city in the prefecture of <u>EROSENEA</u>^(1.) in the north of <u>HOLOLACH</u>^(1.). It is known for its red brick structures, and it is an industrial centre, with many manufactories and workshops flanking the very narrow fast-moving river <u>ALLAMAR</u>, which provides raw as well as electrical power to them in the form of various waterwheels (Pop. c. 14,000).

<u>SOTTHAGA</u>: Set. Settlement in the far north of the <u>UMBRA SOKHAR</u>, south of the <u>RIPHAEA</u> Mountains (Pop. c. 8,000).

<u>SOTTHEA</u>: Geo. Mountain-range forming a border between the <u>MULL CITY-STATES</u> in the west and <u>AHKA</u> in the east, which is itself an extension of the <u>TOLIASOR</u> Mountains.

<u>SOUAD</u>: *Ind. Soc. Org.* <u>PATRICIAN</u> <u>HOUSE</u> based in the north east of <u>LAASKHA</u>, famed for its production of the <u>REVOLVERS</u> known as <u>IRONBACKS</u>. The House's main manufactory is based in the city of <u>LAANA</u> in the east of Laaskha. See Vol II: Patrician Houses.

<u>SOUBA</u>: *Geo.* Mountain in the north west of <u>PARAIYA</u>, forming part of the <u>AGOUTRA</u> range.

<u>SOUBAHIEL</u>: Int. Art. His. Gigantic head in <u>LAMEDUA</u>, in the north of <u>VÂRR</u>. Though various attempts to ascertain its origins have been made, little is known about the head, and it is still debated whether it is an artificial construct or the remnants of a once-living creature. The head is captured in an agonising pose, screaming at the sky, its featured petrified and worn by the elements.

SOUDAL: 1. Geo. Plains in the north west of **RHINOCOLOURA**.

2. Set. Settlement in the north west of <u>RHINOCOLOURA</u>. It straddles the course of the river <u>APENA</u>, and operates a ferry that links the city of <u>PARAHADAI</u> with the rest of Rhinocoloura (Pop. c. 4,000).

SOUKOON: Set. Fortified settlement in the north east of CUTH (Pop. c. 7 000)

<u>SOUHON</u>: *Rvr.* River in the north of <u>LIDEA</u>, flowing north for 165-miles from sources in the <u>ORIAN</u> Mountains, before meeting its parent, the river OUISH.

SOUL: see Spirit (1.).

SOUL-COUNTERS: see YAMABUSHI.

<u>SOUL_ENGINE</u>: *Tec. Myt.* <u>TECHNARCANE</u> engine into which the soul of the dying <u>DEMIURGE NYARLOTH</u> is interred. Its creation was an archaic process, immeasurably costly and very difficult to achieve, requiring the toil of millions of his children, the <u>IROTHANI</u>.

Located beneath the city of Parymesia, in the north east of <u>ANANTHUL</u>. It was constructed late in the <u>THIRD AGE</u> as a last-ditch effort by Nyarloth to prolong his life or rid himself of the mysterious disease that wracked his body. Later called the <u>MEHARRAAT</u>, it is rumoured that other Soul-engines exist, but the truth is unknown.

Known as <u>PARYMESIA</u>, it was allowed to rot following the waning of the irothani and the fall of their kingdoms in the <u>FADING</u> between the Third and <u>FOURTH AGES</u>. It remains tended to by the <u>SEPTS</u> today, though whatever remains of the Demiurge Nyarloth is but a shadow of his former self.

Lesser simulacra of the Soul-Engine exist, known as <u>CANOPIC ENGINES</u>, which were crafted by the irothani and their descendants during the years of their long wane, as 'tombs' into which their leaders were interred after death

SOUL-PEARL: see SOULSTONE.

<u>SOULHAEK</u>: Rel. Arc. Twin-bull-headed altars that were used in rites of an ancient religion in the early <u>FIFTH AGE AMMASHI</u>^(1.) peninsula, in what are now <u>KEPHUAAN</u>, <u>TAAN AN</u> and <u>ADHERA</u>. Little else is known about the faith though it is believed to have revolved around sacrifice.

<u>SOULHAEK, TEMPLE OF THE</u>: *His. Rel. Str.* Ancient <u>FIFTH AGE</u> temple in the south east of <u>KEPHUAAN</u> with the largest and most intact example of a <u>SOULHAEK</u> altar in all of the <u>AMMASHI</u>^(1,1) peninsula. The temple is now surrounded by the <u>ATRAMENTALLY TAINTED</u> region known as <u>ZENEGE RES</u> and has been largely forgotten.

SOULS, SHRINE OF: For. Hidden copse outside the settlement of <u>BITHYN</u> in <u>ALMAGEST</u>, the largest tree of which is a shrine to the <u>SPIRITS</u> of the dead. Few know of it, and it is guarded by warriors of the <u>PANGAIA</u>.

SOULSEERS: Sup. Rnk. Caste of SHAPERS that emerged from the ADEPT caste in early FIFTH AGE TRISKETHIA, following the discovery of SOULSTONES in the area. They first appeared in c. 500 RM as specialists in soulstone research and lore, and became skilled at reading individual stones to learn of the MORTALS to whom they once belonged. They were also keen scholars of the OTHERWORLD, and their competence at manipulating soulstones made them experts at navigating the otherworld and communicating with SPIRITS (1.) therein. They were covetous of their lore and shared it with few outside their order and none outside of Triskethia.

They were pioneers of the <u>TECHNARCANE</u> industries and in 1908 RM they successfully married soulstones with engines, paving the way for the rapid industrialisation of the region.

The <u>SECOND TECHNARCANE REVOLUTION</u> saw them learn that the Adepts had been using young shapers to power technarcane engines, reducing them to little more than mortal batteries. Concerned of what lay in their futures, they petitioned the Adepts to change their ways. Unsuccessful, many fled the <u>TRISKETHIAN DOMAINS</u>, while others mounted an organised insurrection, fortifying their stronghold in <u>MINIUM</u> and abandoning the Adepts, who spent years trying to win back the Soulseers, without success.

In 2479 RM the Soulseers aided a widespread workers' uprising across most of the Triskethian Domains, leading the charge into <u>OBYRYTH</u>, destroying much of the city, and storming the Adepts' palaces. The Adepts were slain, and the Soulseers took their place as rulers of the Domains, moving the capital to Minium.

They led the defence of their home against religious CRUSADES and war with KORACHAN and PARTHIS, though saw their power diminish greatly over this time. Pirates and privateers preved on their soulstone shipments. wreaking havoc on their economy. The Soulseers turned to their study, seeking a way supranatural means of averting disaster. They became consumed by a secretive project that sapped all funds from the Domains' coffers, leaving it in a state little better than when under the rule of the Adepts. Their goal was to give birth to an artificial OTHERWORLDER, known now as a LHAUAPARAN, and what was to be the crown of Minium and the focus of their rule over Triskethia instead became its doom. The soul-creature was born to a life of agony, and it lashed out at the mortals surrounding it at the culmination of the birthing process. The Soulseers fought back, enraging it further. Surrounded, it roared in pain, unleashing a psychic blast that obliterated every mortal in Minium, including the lhauaparan itself. The Triskethian Domains were left leaderless and the Soulseers were all but wiped out.

The few who were spared could not hope to maintain law and order in the Domains, which saw cities breaking away amid the chaos brought about by the collapse of the government, and by 2863 RM the region had degenerated to a series of states, each warring over soulstone deposits, manufactories that can construct technarcane engines, and ports that allow their exportation.

The remnants of the Soulseers repopulated Minium, which remains now as a stronghold to their kind, albeit far reduced in influence.

SOULSTONE: also 'soul-pearl, and 'Illurcaul'. Myt. Oth. Phil. Said by some esoterics and mythologists to be the fossilised 'life spark' or SPIRIT^(1.) of those MORTALS who perished before THE SHAPER gave mortals spirits and bestowed upon them the gift of the OTHERLIFE in the SECOND AGE. They take the form of perfect spheres with the sheen of pearls, ranging from 2 to 5-feet across, usually embedded in stone akin to fossils. Rarely, they are found lying freely on the ground, sometimes with desiccated flesh stretched across them. Though the colour and sheen of soulstones does not tarnish over time, some are cloudy and others are of a dull black appearance – possibly mirroring the actions of the spirit when contained within a live body. They are incredibly heavy, around three times what an iron sphere of equitable size would weigh, making transportation and use difficult.

Though relatively rare, soulstones are mystical objects, revered by cultures throughout <u>ELYDEN'S</u> history. They echo with a sadness of a people tethered to the material in a way that mortals cannot know. <u>OTHERWORLDERS</u> who come across soulstones are overcome by a melancholy that few outside their pantheon can understand and they refuse to touch them or allow them to come to harm; for within is said to be the essence of life.

True to that belief, many cultures, not least amongst them the <u>KORACHANI EMPIRE</u>, have used soul-pearls as little more than resources; siphoning from them with malefic abandon the essence of life.

Though uncommon, it has been known for contemporary corpses to give rise to soulstones, and reports of this have increased over recent years. <u>IFIRMIANS</u> are unique amongst the mortal peoples, in that they still carry soulstones following an ill-guided ritual they undertook following the gift of the otherlife, now referred to as the <u>TAMING OF THE SPIRIT</u>.

SOULSUIT: Sup. Tec. Obj. Technarcane suit, bearing similarities to SOFTSUITS or HARDSUITS that has at the core of its construction a SOULSTONE. The suit extracts information from the soulstone, effectively turning it into a co-pilot that handles the complex technarcane computations that are performed by the suit. As a result, many soulsuits have the opportunity to be larger and more complex than other hardsuits.

Soulsuits are often worn by SHAPERS (particularly ANIMISTS, who are able to communicate with the soulstone to an extent, making them the most effective pairing) who benefit the most from the additional computations, having the effect of greatly enhancing their shaping, allowing their acts to be more potent, durable or simply easier to achieve. In this context soulsuits can perform a role similar to that of an IRON MANTLE, though the former remains a far more specific and expensive version of the already costly technarcane equipment.

Aside from shapers, soulsuits can be useful for <u>ASTRAL PROJECTING</u> and <u>DREAMWALKING</u>, granting their wearers heightened senses, enabling them to more easily navigate these often extreme environments, though <u>REALITY SUITS</u>, being tailor-made for the purpose, are more adequate.

Some have expressed concern over using soulstones – already a rare and expensive commodity – for such prosaic means, citing the exploitation of a <u>SOUL</u> for material purposes as unethical. In truth, the process of creating a soulsuit is so expensive and costly that only a few are believed to be manufactured in the <u>KORACHANI EMPIRE</u> every year. Indeed, few have seen soulsuits in action and they are typically employed by governments, military, or paramilitary forces for extreme projects.

<u>SOUMBA</u>: *Edu.* Small city in the north of <u>PARAIYA</u>. It is a centre of <u>ATRAMENTAL</u> research and study (Pop. c. 15,700).

SOUNAR: Geo. Mountain in the c of VENTHIR, and an extension of the larger SHANA Mountains.

SOUND OF LUTO, the: also LUTO (1.).

<u>SOUTH KINGDOM</u>: *His. Geo.* In ancient <u>KHAMID</u>, name given to its southern territories, as determined by the <u>SNIEMET</u> Mountains that divided the land in two.

The South Kingdom was characterised by its wealth and was the chosen home of most $\underline{PHAROANTS}$ and their families, as well as the merchant-lords that came to dominate ancient Khamid. The entire

region was almost completely destroyed in the <u>CATACLYSM</u> of 101 RM, resulting in the fragmentation of Khamid.

SOUTH TOWER, the: see ENEARHON.

SOUTHERN BRORI CURRENT: Sea. Warm surface ocean current in the north east of the SEA OF LERAMUGH that flows east along the southern coast of BROR (1.), before continuing east where it joins with the WEST WIND DRIFT.

<u>SOUTHERN HEMISPHERE</u>: Geo. The half of <u>ELYDEN</u> that is situates south of the equator, including all of the continent of <u>BROR</u>^(I,), a small part of southern <u>MENISCEA</u> and around half of <u>SAMMAEA</u>.

SOUTHERN PALADIN: see **NORTHERN AND SOUTHERN PALADIN.**

<u>SOUTHERN PELASGOS</u>: *Geo.* Common name for what is now the <u>FREE-ISLES OF PELASGOS</u>, before the region gained independence from <u>PELASGOS</u> in 3835 RM.

SOUTHERN REVENANT: see **REVENANT**, AZAZEMI.

SOUTHERN SAMMAEA: see SAMMAEA, SOUTHERN.

SOUTHERN SIMBARA: see SIMBARA, SOUTHERN.

SOUTHERN TROPIC: see TROPIC OF MAOCARHL.

<u>SOVOKON</u>: Set. Large city in the c east of <u>NOAVATUR</u>. It is a centre of industry, with many manufactories (Pop. c. 92,000).

SOVEREIGN-MILITANT: title of the ruler of OSSIEL, ILLATHUR.

SOVEREIGNS' ROAD, the: Com. Geo. Major trade route dominating the c of northern MENISCEA, passing through CEHOPHELA, IMEAL, and XYRPHAAT^(3,). The city of MEON in Imeal is considered the heart of the route, and is dominated by merchant houses, auction halls and great markets and caravanserais.

SOVEREIGNTY OF THAMUL: see **THUMAL**.

SOVROCHAN: His. Set. KORACHANI slaver colony established in NOAVATUR in c. 889 RM. It was the end of the infamous NOAVATRUI TRAIL, which stretched from the KARAKHASID city of KITHALOI across the UMBRA SOKHAR, linking the empire with its colonies on the far side of SAMMAEA. Today it is known as SOVROKA.

SOVROKA: Ind. Set. Following the abandonment of NOAVATUR by KORACHAN in c. 1200 RM, the colony of SOVRACHAN slowly became known as Sovroka. It would, over the coming millennia, find itself shorn from the coast, though it remained connected to the river SHIID and maintains a sizeable harbour. Today it is a centre of industry. (Pop. c. 398,000).

SOWN RACES, the: His. Myt. Mor. Ancient name for the Two-and-Twenty MORTAL TRIBES, and, more specifically, the seven individual mortals from each tribe born from the seeds sown upon the MATERIAL PLANE before the DEMIURGES were stripped of their powers of creation. See Vol IV: the Mythologia Elyden.

<u>SOYAN</u>: *Set.* Settlement in the far south west of <u>RAONGEN</u>^(2.). It is a major agricultural centre, with most of its produce going towards the upkeep of the capital. It is also known for its sheep rearing (Pop. c. 8,200).

<u>SPADARA</u>: Set. Coastal settlement in the far south west of <u>GNOTH</u> (Pop. c. 8,000).

SPAHIA: *Ind. Set.* Mining settlement in the c of <u>PARTHIS</u>, along the western-face of the <u>BALAUR</u>^(1.) Mountains (Pop. c. 9,000).

<u>SPASAR</u>: *Mil. Str.* Fortress in the <u>KORACHANI</u> colony of <u>MADOUR</u>, commanding an unobstructed view of the <u>SEA OF ACHSHI</u>.

SPATIAL GATEWAY: Int. Sup. Tec. A complex TECHNARCANE engine within the city of VRENA in PARTHIS. It takes advantage of a near-unique OVERLAY between the MATERIAL PLANE and the OTHERWORLD that affects temporal and spatial physical laws, allowing for the near-instantaneous transfer of matter from one area to another, with the aid of complex technarcane machinery operated by a constant CHOIR of SHAPERS, with it as either the origin or destination.

The overlay was officially documented in c. 3420 RM after centuries of accounts from <u>SHAPERS</u> and other sensitive to the <u>MATERIA OMNA</u>, and subsequently was extensively researched, with various technarcane equipment constructed over the site, attracting <u>COMMISSARIES</u> and other businesses, eventually leading to the appearance of the settlement of Vrena within the next century.

Studies into the nature of the overlay led technarcanists to speculate on its usage as a means of near-instantaneously moving objects to distant regions. Another technarcane complex was constructed outside <u>LIRAET</u> in <u>TARTAK</u> and over the next decades deep research was conducted, officially reaping rewards in 3772 RM, with the successful transference of inert matter. Eventually, organic matter transferred, leading to the first <u>MORTAL</u> test in 3781 RM, after which regular contact between the two complexes was established.

Construction of other complexes are rumoured to be underway in other Parthisan territories, but they have never been completed for a variety of reasons including high costs and limited resources, as well as distance from the primary complex in Vrena. The transference phenomenon is only possible through the overlay in Vrena, and as a result, the distance between it and the secondary complex (either destination or origin point, depending on the direction of transference) directly effects ease of transfer – the closer the two points, the easier the effect is accomplished, which is somewhat counter-productive to what the governments goals are – the near-instantaneous movement of goods and armies from one point to another.

SPECULOMANCY: Sup. Voc. Archaic now-forgotten form of SHAPING that was practiced by ancient CATACHIS. Expert mirror-makers, the catachis married this skill with the earliest form of SHAPING, resulting in the creation of mirrors with a surface so perfect ad unblemished that they were able to be used to trap a persons' essence. This was used by shapers to split their spirits^(1.) into various facets, or which were used to trap a dying person's spirit, allowing them to live on, to an extent, after the perishing of their mortal vessels. They also used this as a form of punishment, where the spirit was taken from a living person's body, effectively rendering the body comatose while the spirit was imprisoned.

This form of shaping died with the catachis millennia ago and the secrets to its execution are now thought dead, or forever lost. Artefacts related to speculomancy have occasionally been unearthed in the northern wastes of <u>WESTERN SAMMAEA</u>, including the <u>VESPERTINE LEAGUE</u>, <u>NASTAL</u>⁽²⁾, <u>KHULL</u>, and <u>KARGAMA</u>, leading to much speculation and excitement amongst historians and scholars of shaping. See Vol IV: Other Forms of Mysticism.

<u>SPEHISIS</u>: Sup. Geo. <u>DUSTSTONE</u> formation along the northern border between <u>ETUA</u> and the <u>DAENED SULRACH</u>. The formation takes the form of a branching canyon covering over 7,000 square miles, likely formed through the collapse of a subterranean river system centuries past. The entire formation is riddled with duststone caverns, some of which stretch into the bedrock for miles in all directions. Travellers from <u>THE SURRACH</u> claim that Deep Cults meet there.

SPHERE: Sup. Soc. In both <u>ATRAMENTISM</u> and <u>FIRMAMENTISM</u>, spheres pertain to the way an individual can <u>SHAPE</u> or influence his or her surroundings through the act of shaping, represented by many categories used in a widely recognised terminology, each of which is a sphere. An individual may be adept at healing or looking into the otherworld, for instance. Whatever the ability, that would be considered their sphere of influence.

Though the concept of spheres is widely recognised, different institutions or philosophies might have divergent interpretations as to what constitutes a particular sphere. In the <u>KORACHANI EMPIRE</u>, spheres are strictly codified and catalogued by the various <u>MINASTERIA</u>^(2.).

Not to be confused with $\underline{\text{SPHERES OF DISCIPLINE}}$, which are physical objects ($\underline{\text{FOCI}}^{(2,j)}$).

SPHERE OF DOMINION: Int. His. A beautifully ornate artefact depicting ELYDEN as a globe; the earliest-known object to do so. The item is old, and was discovered by the VENATHI EMPIRE in c. 300 RM in the GO BISAMMAM desert, after which it was moved north to heavily guarded repository for antiquities known as the HALL OF DOMINION. It is believed to date to FOURTH AGE and some have attributed its construction to the ILLIDRAEN.

SPHERE OF OTHMORDA: Int. Sup. Obj. A translucent crystalline sphere half-buried in the WHITE SHEET, at around 74° east 86° north. It is around 50-ft. in diameter and has thus far proven impervious to any harms at taking samples from it. Though largely transparent, parts of it have faint hints of blue, purple, pink, and violet. It glows fairly with an

inner power, and has been detected to be mildly <u>FIRMAMENTALLY</u>-active, though little else is known of it.

SPHERES OF CREATION: Int. Ast. Myr. Classical name for the PLANETS of the SORCHARI SYSTEM, as depicted in the MYTHOLOGIA ELYDEN, as created through the SHAPING of the DEMIURGES out of the MATERA OMNA. As of printing, seven such orbs are known, including Elyden herself.

In order of perceived distance from the sun <u>SOR</u>, they are: <u>HAEL</u>, <u>ALGOL</u>⁽²⁾, Elyden, <u>LIVIAD</u>, <u>GNIHLAS</u>, <u>CYKRANOSH</u>⁽¹⁾, and <u>NIHAV</u>.

There is speculation regarding the nature of the Spheres of Creation, such as whether the other Spheres also contain life, or if there are other Spheres outside the Sorchari System.

SPHERES OF DISCIPLINE: Sup. Obj. Spheres, about 1 – 2 inches across, made of different materials that are sensitive to either the <u>FIRMAMENT</u> or <u>ATRAMENTA</u>. They are used in many cultures to train young <u>SHAPERS</u>, to help determine which forms of shaping (known as a <u>SPHERE</u>) a prospective shaper is most gifted in, if any.

Traditionally, the spheres are employed following at least a few months of training, after a student has learnt the intricacies of FOCUSING (1.) and reaching ATTUNEMENT with the MATERIA OMNA. They are presented to the student and placed on a level surface within easy reach. The student then concentrates on moving the spheres. The first sphere to move is considered to be the discipline (or sphere) the student has the greatest affinity for. In some cases, no spheres may move or multiple spheres may move. This is not a hard rule, and students who fail to move spheres may go on to become successful shapers, and the opposite may also true. See Vol IV: The Materia Omna.

SPHINGIFORM STATUES: Soc. Arc. Following the independence of VENTHIR, the sphinx queen HETEPHERES embarked on a lengthy and costly project across Venthir, toppling monuments and statues dedicated to the ARCHPOTENTATE MALICHAR and the UNDYING MACHINE, replacing them instead with colossi and monuments in her image. Where before these structures were typically built either facing west to KHADON (the KORACHANI EMPIRE'S capital city) or south to the SEPULCHRAL PALACE (the throne of the Undying Machine), now they face her palace in HETEPHEROPOLIS and, more rarely, the east, and the rising sun.

Most famed of these Sphingiform Statues is the **IDOL OF KHREMOSI**.

SPHINX: 1. Fau. Children of the DEMIURGE ARIMASPI, not as loved by him as the GRIFFINS were, but known to have outlived their spoilt siblings, surviving as a race well into the FIFTH AGE, where ruins attributed to them have been unearthed in the jungles of WAELMIGH in the south west of CHEIRA. Some are thought to remain in MALAN, though for the most part they are believed to be all but extinct, save for the most famed example of their kind – the so-called 'Bitch-Queen' HETEPHERES THE STRANGLER, ruler of VENTHIR, who is commonly referred to as the last of her kind. They are thought to have shared a hive-mind consciousness, particularly with regards to their DREAMS, which are thought to have been shared across their kind as visions, and are possibly a contributing factor to their eventual demise. See Vol II: Classification and Taxonomy of Life.

2. Sup. Soc. Sphinxes are a common figure in symbology and appear in many DREAMS and DREAMSCAPES. Some believe that this is a remnant of the hive mind their kind once shared and that the last surviving sphinx, queen HETEPHERES constantly experiences these dreams, possibly explaining her madness.

SPHINX, CULT OF THE: Rel. Main religion of VENTHIR, appearing between -1 and 10 RM in the wake of the appearance of the SPHINX HETEPHERES in what would later become the city of HETEPHEROPOLIS. Following her cessation to the KORACHANI EMPIRE in 361 RM, her cult became assimilated by the CHURCH OF THE UNDYING MACHINE (it's leaders knowing that they could not quell the cult's fanatical worship in the region), and by c. 380 RM the cults tenets became corrupted, Hetepheres becoming known as a prophetess of the ARCHPOTENTATE MALICHAR.

In the years following the <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM, the Church of the Undying Machine lost much of its power in the region (though Venthir remained an ally to the <u>HIGH-EMPIRE</u>, even after its eventual independence in 3781 RM) and Hetepheres' cult re-

established itself as the major faith in the region, maintaining is headquarters in the <u>TEMPLE OF AEVITERNITY</u>, in Hetepheropolis. See Vol IV: Religions and Cults.

SPHINX, LEGION OF THE: Mil. Org. An order of elite FARASIDS based in VENTHIR, who are loyal to QUEEN HETEPHERES. Their clothing bears her colours and the VENTHIRI CROSS, and sphinx feathers are also a common motif, with some wearing cloaks of such feathers, which are very hard to come by. They are spies, informants, warriors, and agents working across ELYDEN on her behalf, and are indoctrinated at a young age into the CULT OF THE SPHINX, and are often blind to the true ways of the world, instead believing that Hetepheres and Venthir are the pinnacle of truth.

The order originated millennia ago before the presence of the <u>KORACHANI EMPIRE</u> was ever felt in Venthir, and has undergone various changes over the years, even dying out entirely between c. 2100 – 3600 RM. In its earliest incarnation its members were knights entrusted with protecting the queen and her lands. The latest incarnation emerged following the independence of Venthir in 3781 RM and now forms part of a secret police beholden to Queen Hetepheres.

SPHINX OF LZARAKPA, the: Arc. Colossus in the nation of NOAVATUR, on the peninsula of land guarding entrance into the capital city. It dates back to 1321 RM and was built following the naval battle and great tsunami of 1303 RM that led to the official independence of Noavatur from KORACHAN.

SPHINX, PILLAR OF THE: Int. Rel. Arc. Natural red column in the Chapel of the Holy Sword, which is located on a steep hilltop outside the city of MENIAASOS in LAASKHA. It was taken from an ancient temple in the TEMPLAR STATES by knights returning to Laaskha from the EHRENISIAN CRUSADES in c. 2720 RM.

Legends say that the pillar was taken from was a Third AGE temple-complex, and that it carries the memory of SPHINX DREAMS from ancient rituals that were conducted there. The site of the original temple has long since been lost, though some people have reported having visions while standing close to the pillar.

SPHINXES GAZE, the: Soc. A COMING-OF-AGE RITUAL in VENTHIR that takes place in summer where those who turned 16 in the previous year publicly prostrate themselves before a statue of QUEEN HETEPHERES, whose gaze is said to bestow upon them the wisdom that makes them adults. This ritual is binding by law, and those who take part in it are considered adults, with all the responsibilities and expectations that come with it. Very rarely, Queen Hetepheres herself would oversee the ritual in HETEPHEROPOLIS, where the children of powerful nobility would pledge their allegiance to her personally. This has lessened over the years with her growing reclusiveness, and has not been the case for many centuries now.

SPHYNIA: Pol. Arc. One of many ancient basaltic sea forts within the CORAL BARONIES, located on the island of CYNCER just outside the city of CYNCER in the far south west of SOUTHERN SAMMAEA. It is the repository of the old CORAL CROWN, that was encased in glass following the fragmentation of the CORAL KINGDOMS.

<u>SPHYNIA ITRUSH</u>: Sea. Shallow sea in the <u>CORAL BARONIES</u>, off the south western coats of <u>SAMMAEA</u>.

SPHYRNIDONTIS: also 'the Inner Wastes'. Sup. Geo. Expansive arid wasteland dominating the interior of WESTERN SAMMAEA, encompassing some 4,000,000-square miles west of the SAMMAEAN TRIAD mountain-ranges, along the borders between the south of the VESPERTINE LEAGUE and NASTAL (2.), and the north east of BELEGOR, the north of SYNCHTHONITHA, and the north of GRARNEÂST. The region is a counterpart, of sorts, to KHARKHARADONTIS in the east, and is a nightmarish place of harsh winds, caustic dusts and stifling climates – hot and arid in summer and cold and dry in winter. Natural rainfall is uncommon as the majority of the region rests within the rain shadow of the monolithic mountain-ranges of the Sammaean Triad.

SPICE ISLES: Geo. Series of islands off the southern coast of SURUTUR, the largest being HATUR⁽¹⁾. They are famed for their cinnamon production. Most of the islands have had their jungles and forests cut down to make way for cinnamon production, and room where peeled bark can be laid out and dried.

SPICIA: Rvr. Major endorheic river once dominating the <u>NUMINIAN</u> plains in the c of the <u>UMBRA SOKHAR</u> wastes. The river once flowed east for a combined length of 2,800-miles from sources in the north west of the <u>MOLOTH KHAMMOTHUL</u> Mountains before ending in the endorheic lake <u>NUMINIA</u>⁽²⁾ in the north east of the Umbra Sokhar, to the east of the RIPHAEA Mountains.

The river has diminished greatly since c. 2000 RM, due to the drying and redirection of various sources, though it remains in a lesser form in the west of the Umbra Sokhar, where it flows for just under 1,000-miles before reaching its end at the city of <u>KADOTA</u>, where it is dammed.

SPIDER FINGERS: see <u>ARACHNODACTYLY</u>.

<u>SPIDERHAUNT DEPTHS</u>: Geo. System of labyrinthine caves in the lower levels of the <u>PRISON CARCERI</u>. The caverns in this region are known for their thick tangle of web-like growths and gigantic white eyeless spiders that dwell here.

SPINE, BASILICA OF THE: Rel. Str. BASILICA of the CHURCH OF THE UNDYING MACHINE in the city of AGLAIA (2) in c north western Azazem. It is named after the SCEPTRE OF ST. DAGH, an almost 4,000-year-old relic that is made from the spine of one the ARCHPOTENTATE MALICHAR'S most trusted disciples, which has been kept there since 723 RM. It forms a stop along the SHADOW MARCH and is visited by many pilgrims to this day.

<u>SPINE OF FANAGO</u>: *Int.* Gigantic fossilised serpentine skeleton in the south of <u>IACIO</u>, north of the coast with the <u>SEA OF MIROVEA</u>. Exposed through the waning of the sea, the stone-like bones of the unidentified creature are thought to be some 300-ft. long and have been the source of legends and tales in the region for some centuries.

<u>SPINE OF GERDRUN</u>: *Geo.* Large escarpment running north to south in the nation of <u>MAENMIST</u>, from the <u>SATAQ</u> Mountains.

<u>SPINE OF MHUADDIZ, the</u>: *Int.* Ancient fossilised backbone in the c north west of <u>KHARKHARADONTIS</u>, in the territories of the <u>MARKED PALL</u>.

SPINE OF PELASGOS, the: see TEREKOIN.

SPINE OF YISHAKHALL, the: Int. Gigantic fossilised backbone forming a major ridge in the northern face of the HAAGEN Mountains in the west of ANUBIA. The spine measures some 100-miles in length. The only creature that could possibly have possessed a spine that size is a MESOCHTHON.

<u>SPINNERS' TALES</u>: *Leg.* Folk tales told by women spinning flax into yarn to pass the time in <u>CENTRAL LLACHATUL</u>, particularly <u>AZAZEM</u>, <u>LAASKHA</u>, and <u>SKAROS</u>. These tales were the source of many folk tales that survive to this day in Central Llachatul and the <u>KORACHANI EMPIRE</u>.

SPIRAFIR: Geo. Sup. Str. Floating fortifications in the far east of DANU, overlooking the SEA OF IPERIA. The fortification takes the form of dozens of large octahedron monoliths, colloquially known as GEOLITHS, that float in the air along LEYLINES, around 100-ft. from the surface. They are held together by runes and are of ancient design, possibly dating back to the THIRD AGE.

For miles around the fortifications, the ground is littered with the debris of fallen geoliths from days gone by. The fortress is manned by SHAPER-knights who are able to levitate from geolith to geolith while patrolling the eastern border of their homeland.

SPIRE OF ALLIANCES, the: see AMAR ELET.

SPIRE CITY, the: see **SATHAII**^(2.).

<u>SPIRE ENGINE, the</u>: *His. Tec. Sup.* An ancient <u>Technarcane</u> engine rediscovered in the jungles of <u>GIBEAH</u> in 3986 RM by <u>HYRAM ZOARCH</u>, High-<u>Technoclast</u> of the <u>AIWAHAN ORDER</u> of the <u>SANCTIFIED INQUISITION</u>.

Taking the form of a 60-ft. high inverted funnel-shaped tower of near-calcified intricate machinery, the edifice was relocated to <u>DEOCHAN</u> at great cost, where its secrets – likely dating back to an ancient <u>FOURTH AGE IROTHANI</u> culture – were slowly unravelled over the next decade, granting the Aiwahan Order access to many forbidden technologies that remain out of the hands of the other Orders, and which might be considered heretical to some more fundamentalist thinkers within the EMPIRE.

The Spire was moved to the Order's <u>LANGUE</u>^(1.) in <u>MALICHARICHAN</u> in 3999 RM, and it is believed to remain there to this day, though the Order is incredibly secretive when it comes to the object.

SPIRIT: 1. Int. Myt. Phil. Rel. In the study of mythology and spirituality, the spirit is a divine mote imparted upon MORTALS by THE SHAPER that forms part of the SPIRIT CYCLE. Upon death, the vessel separates from the spirit; the former of which rots, its purpose complete; and the latter of which dwells on in the OTHERWORLD, gestating amongst other spirits of mortals dead and as yet unborn. Through it, morals are able to ascend to an otherworldly state following their death, in which they are reborn upon the MATERIAL PLANE as OTHERWORLDERS – aloof enigmatic beings that have for ages fascinated mortals.

The history of mortals and their relationship with spirits is a long one. The Mortal peoples are corruptions of IMMORTALS(1.) — beings intended to inherit a perfect realm once the DEMIURGES completed their SHAPING OF CREATION. The Demiurge's hubris and continued Shaping after the perfect realm was attained, corrupted the IMMORTAL SEEDS from which the Immortals would eventually be born, ultimately gave birth to MORTALS — imperfect simulacra of what the Immortals were intended to be.

Originally bereft of a spirit, the early mortals struggled to survive in Elyden – their nascent senses assaulted by a chaotic cacophony of stimuli. The Shaper gave them a spirit to help them navigate the imperfect world of Elyden. Originally, this was a physical object that would grow like a large pearl after the death of their mortal vessels – the first SOULSTONES. These soulstones are found today in fossilised form and they are extremely valuable to shapers, acting as unimaginably potent $\underline{FOCI}^{(2)}$ for rituals, or in the construction of potent $\underline{TECHNARCANE}$ engines.

In the <u>SECOND AGE</u>, The Shaper made the soulstones incorporeal, and for the first time a spirit was allowed to transmigrate to the otherworld, whereupon it may one day be reborn as an otherworlder. Those who had died before this great change would not have the opportunity to be reborn. Even after this edict, there have been a few documented cases where the spirit of a dead mortal remains attached to the vessel, growing into a soulstone. These individuals are not thought to be able to reborn as otherworlders, as their spirit is shackled to the Material Plane in the form of a soulstone. This is extremely rare and affect maybe 1 in 5,000,000 souls, though some maintain that it has become more numerous over the past few decades.

It is unknown what criteria, if any, are required for a spirit to be reborn as an otherworlder, though the amount of time following death and rebirth is arbitrary (possibly due to time flowing differently in the otherworld than on the Material Plane), and some otherworlder may be born almost instantaneously after their mortal death, and others may gestate for millennia before being reborn as otherworlder, if at all. See Vol IV: the Afterlife and the Spirit.

All other interpretations of spirits and souls are based on memories of this, corrupted through time and tempered by cultural tendencies into something else. The concept of the spirit has attained differing meanings and values in different cultures:

- 2. *Phil. Rel. Soc.* In some societies, the spirits of familiar figures (often called ancestral spirits) are revered with a respect and zeal that other cultures would reserve for a deity. This practice also extends to the worship of animals as spirits, where individual animals represent particular ideals. In <u>Temuja</u>, the worship of <u>TUTELARY SPIRITS</u> is common, for instance.
- 3. Phil. Rel. Soc. In other cultures, inanimate objects like stones, mountains, trees and rivers, have been attributed with spirits. This practice is common in <u>SAUA</u>, where all objects, places and creatures are said to have spirits. See Vol IV: the Mythologia Elyden.

SPIRIT CYCLE: Int. Myt. Phil Rel. The cycle of birth, life, death, rebirth and final death that most MORTALS go through, often taking centuries or millennia. The cycle encompasses the entirety of mortal life, and follows the transmigration of its SPIRIT, its gestation within the OTHERWORLD, its eventual rebirth as an OTHERWORLDER, and finally, the otherworlder's fading from existence.

SPIRITDANCING: Mys. Form of MYSTICISM once common across the east of MENISCEA, though which has dwindled over the past centuries with the rise of TECHNARCANA. Today, the practice remains in some rural

areas of <u>EIKARTHYEA</u> and <u>CYAE</u>. It is unique in that it allows the performer to establish contact with the <u>OTHERWORLD</u> and <u>SPIRITS</u>^(1.) through the movements of their intricate dance, which is often aided through the use of hallucinogenic drugs. See Vol IV: Other Forms of **Mysticism**.

<u>SPIRITDANCER</u>: *Mys. Rnk.* One who practices the mystic tradition of <u>SPIRITDANCING</u>.

SPIRITS' DAY: Rel. Cal. Religious feast celebrated in TEMUJA and, to a lesser extent in SAUA, Spirits' day is the day on which an individual celebrates the day of his patron spirit. Most spirit in the eastern Temujan cultures are associated with a particular day in which special veneration is offered. People born on the day of such a feast celebrate the day every year. This is the closest thing to a birthday in Temuja and Saua.

SPIRITHOLME: Lan. Slang term in the KORACHANI EMPIRE for the nation of SAUA.

SPIRITHOST: Soc. Tec. Longstanding LAASKHAN and VAALKAN practice in which the SPIRIT^(1.) of a felled warrior is trapped on the MATERIAL PLANE, usually within TECHNARCANE armour. When worn and married to a SHAPER sensitive to spirits (such as an ANIMIST), the spirit of the dead warrior possesses them, guiding them to unrivalled feats of bravery in battle.

Other troops would rally around spirithosts, like banner bearers of old, and their deeds would inspire others.

Ancient <u>LAASKHAN</u> warfare revolved around spirithosts, who would serve as champions who performed ritual combat before the opposing armies as a means of settling disputes. The tradition was assimilated by <u>KORACHANI</u> occupiers and incorporated into the empire's military in c. 25 RM, though at this time the practice was incredibly archaic, with no technarcana and simple shaping being used to trap the spirit.

SPIRITHOSTS, TEMPLE OF THE: Rel. Str. Great hall in the east of LAASKHA, about 15-miles north of the capital in BAAYN. The so-called temple is where SPIRITHOSTS are decommissioned and lain to rest, in sepulchre-like warehouses, when they are either too old or damaged. The temple is not a religious place, but is revered by those who maintain the old martial traditions of those who reverse ST. SETHENYN.

<u>SPIRITALKER</u>: Sup. Rnk. Colloquial name for <u>SHAPERS</u> who are able to <u>ASTRALLY PROJECT</u> to the <u>OTHERWORLD</u> and communicate, through various means, with <u>SPIRITS</u> and unborn <u>OTHERWORLDERS</u>.

SPLENDOR SOLIS: Mys. Arc. Transcendental monolithic statue in the c north east of GNOTH, to the east of the DOLMEN Mountains. It shows the mythic ideals of GNOTHI MYSTICISM, with Beta killing Alpha. It is a place of pilgrimage where Gnothi scholars, mystics and contemplatives travel to in order to meditate.

Many historians and architects claim it should be listed as one of the WONDERS OF THE ANCIENT WORLD.

SPLINTERED FOREST, the: see **DHERKAZ**^(1.).

SPONDYLA: also 'Dragon's Spine'. Geo. Mountainous region in the c of the HARÉSHKI CITY-KINGDOM of SYRTIS⁽¹⁾. Renowned for its jagged ridges and the so-called <u>Drakemount</u> peak, it acts as a border between the City-kingdoms of <u>ALAMUT</u> and Syrtis.

SPRAWL, the: Lan. KORACHANI slang, referring to its largest cities.

SPRING OF RACHANAEL, the: Soc. Pol. Rel. Term used to refer to the ARCHPOTENTATE MALICHAR'S ritual of indoctrination of close followers (offspring, lieutenants etc) within his cult of personality in the early centuries of the KORACHANI EMPIRE, which included many of his CHOSEN ONES.

It is thought that the 'spring' mentioned in the ritual's is a reference to a specific <u>ATRAMENTAL LEY</u> or <u>LACUNA</u> where the ritual took place. The location is now unknown, forgotten centuries ago after the last of Malichar's Chosen was indoctrinated.

<u>SPURIA</u>: Sec. Small city in the c of <u>RHAMIA</u>, forming a part of the <u>GREY ROAD</u> (Pop. 15,500).

SPURINA: (D. 2866 RM) Rel. VÂRRAN heretic executed by the CHURCH OF THE UNDYING MACHINE for publishing a series of blasphemous and treasonous pamphlets between 2854 – 2866 RM that secretly became known as the GOSPELS OF SPURINA. This heretical propaganda espoused the history of the DEMIURGES and sought to disseminate it to the laity. They were banned and every instance of one found was burnt, with the person in possession of it tortured and killed. Despite the efforts of the church, the pamphlets were responsible for bringing knowledge of the Demiurges to the masses, which took centuries to nullify.

SRA DHAP: Set. Coastal settlement in the east of CHEIRA. It is known for its catamaran manufacture (Pop. c. 10,000).

SRAHASHAR: Set. City in the west of <u>TARTAK</u> (Pop. c. 18,000).

<u>SRIAKIA</u>: Set. Conurbation made up of six <u>SOULSTONE</u> mines surrounding a fortified settlement in the east of the <u>TEMPLAR STATES</u>, in the c north of the region of <u>TRISKETHIA</u> (Pop. c. 5,800).

<u>SRIQDA</u>: Set. Major inland city in the c south of <u>ARERAQTH</u> (Pop. c. 1,050,000).

<u>SSAPHA</u>: Rvr. Tributary of the river <u>BOSTA</u> in the east of <u>KORACHAN</u>, giving its name to the city of <u>SSAPHACHAN</u>.

<u>SSAPHACHAN</u>: Set. City that arose around the <u>BASILICA OF THE SNAKE</u> in <u>KORACHAN</u> in the latter days of the <u>FIFTH AGE</u> (Pop. c. 35,400).

<u>SSAT YOD</u>: Geo. Strange hollow conical mounds in the <u>TOMB OF THE GODS</u>, most broken, their shattered shells littering the ground. A few shards float above the structures. Within, the mounds are filled with corpses of humanoid creatures.

SSAV: Geo. Region in Hoggotha Isz known for its many reptiles.

ST. AALISSA: f. Rel. Per. (B. 1274 – D. 1201 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. Born in a small town in LAASKHA, she was canonised in 1533 RM. She is the patron saint of the martyred and the unjustly accused.

ST. ACHETUNA: f. Rel. Per. (B. 1903 – D. 1955) Saint of the Three Churches of the Undying Machine. Born in Karakhas, she was instrumental in rallying many civilians and work-slaves to the defence of the city of Sangatta in 1955 RM against attacks from barbarians from the south. She was martyred and was canonised in 2156 RM. She is now a patron saint to warriors and especially conscripts.

ST. ADEREN: see BISHOP ADEREN ON BASSORAN.

ST. AGAR: m. Rel. Per. (D. 792 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. He is remembered today as dying under the ARCH OF THE BLESSED along the MARTYR'S ROAD during a PILGRIMAGE to the SEPULCHRAL PALACE. He was canonised in 1103 RM and has since become a patron to those suffering from ATRAMENTAL AILMENTS.

ST. AGAR'S ROT: Sup. Med. Debilitating ATRAMENTAL AILMENT that may be contracted by prolonged exposure to fecund regions of ATRAMENTAL CORRUPTION, resulting in a rapid deterioration of the body. The ailment is characterised by a progression of symptoms, usually beginning with a loss of sense of touch, followed by a tingling of extremities. The ailment can be treated whilst symptoms are in these two stages, though further progression is difficult to cure, usually leading to death within a few months. If allowed to progress, the next symptom is a loss of strength in hands, arms and legs, with the eventual inability to walk or manipulate objects. Lesions then appear on the affected limbs, worsening into open wounds that emanate a foul smell. These wounds are resistant to treatment and continue to fester, attracting parasites such as flies and mosquitoes. The latter stage of infection results in black puslike substance accumulating around the wound that indicates organ failure. The appearance of this pus typically signals death within 48-hours and is highly infectious through touch or ingestion.

The disease is named after a <u>PILGRIM</u> who died in 792 RM while undertaking the <u>SHADOW MARCH</u>, whose death was one of the first widely-recorded instances of the rot, which led to further study and eventually a treatment. See Vol II: Diseases and Illnesses.

ST. AGYNES: 1. f. Rel. Per. (D. c. 620 RM) Saint of the THREE CHURCHES

OF THE UNDYING MACHINE. Born in AZAZEM, she was canonised in 792

RM, after which she became patron to its people. Her apparently incorruptible body is lain to rest in the crypt of the THREEFOLD CHURCH in SAPROCHAN, her original home.

2. Set. Major city in south east of <u>AZAZEM</u>. It is a major industrial centre in the region, with many manufactories and warehouses lining the southern banks of lake <u>ZEMEN</u> (Pop. c. 420,000).

ST. AGYNES'S CLOCK: Alc. Obj. Str. Tower clock in the city of ST. AGYNES(2) in the east of AZAZEM, known for its intricate mechanism and five disparate dials, the purpose of which remain unknown to this day, over 1,100 years after it was made. It is named after its purported creator, the so-called ALCHEMIST OF ST. AGYNES, an ancient polymath of local infamy, who was killed in 2877 as a heretic. Opinions as to the purpose of the clock are varied ranging wildly from the outrageous (a countdown to the rebirth of ancient deities), the mundane (an astronomical clock) and everything in between.

ST. ALIT: f. Rel. Per. (B. 2981 – D. 3013 RM) Saint of the ALMAGESTI TEMPLE. She fought against KORACHAN in the WAR OF THE ARTIFEXES, and died in battle in the city of ETUN. She was one of the first saints canonised by the Almagesti Temple after ALMAGEST gained independence. She is now the patron saint of Almagest.

ST. AMALINDA: f. Rel. Per. (B. 1091 – D. 1134 RM) Saint of the CHURCH OF THE VOLUTE. Born in NAARETH, she became a preacher, and was canonised in 1973 RM by the Church of the Volute. She wrote the BOOK OF LAMENTATIONS, describing her visions, which have since become important parts of the Church of the Volute.

ST. AND: 1. m. Rel. Per. (D. c. 550 RM) Saint of the Three Churches of The Undying Machine. He is a Venthiri saint, and patron of ascetics.

2. Mil. Str. Fortified port established by the Church of the Undying Machine on the island of Rohdin in the south of the Sea of Orrida in 2535 RM as part of the Ehrenisian Crusades. The port was used well into the attempted Korachani colonisation of the Ehrenisian Coast following the crusade, and was finally abandoned in 2782 RM. It remains today, ruined, some miles from the present coastline.

<u>ST. AND'S PEAK</u>: *Geo.* Highest peak of the <u>SHANA</u> Highlands^(2,) in the east of <u>VENTHIR</u>.

ST. ANESTAN: m. Rel. Per. (D. c. 1420 RM) Saint of the THREE CHURCHES
OF THE UNDYING MACHINE. A mercenary beholden to the state of
KORACHAN, he performed many good deeds, spreading the word of the
CHURCH OF THE UNDYING MACHINE and establishing martial traditions
rooted in Korachani tradition in distant lands, many of which remain in
place to this day. He is a patron to students of martial arts and soldiers.

ST. ANESTAN'S INSTITUTE OF MARTIAL STUDIES: Mar. Org. Martial training academy in the city of KORACHAN, located within an old star fort that once formed part of the old city's outer wall, but which has since become enveloped by buildings.

The institute teaches various styles of fighting – practical, combat, archaic, and ritual, amongst others. Trainees include <u>PATRICIANS</u>, <u>FREEMEN</u>, and members of the military. It is named after <u>ST. ANESTAN</u>, a patron to soldiers, mercenaries and others of a martial bent.

ST. AREVIK: m. Rel. Per. (D. 1113 RM) Saint of the ALMAGESTI TEMPLE, and earlier, the CHURCH OF THE UNDYING MACHINE. He was known as a lover of the sun and decried the empire's singular use of the ATRAMENTA and distrust of the FIRMAMENT. He was adopted in c. 3000 RM as the figurehead of a short-lived KORACHANI sun-cult that originated in ALMAGEST.

Following the <u>WAR OF THE ARTIFEXES</u>, the saint was excommunicated from the Church of the Undying Machine, though remained a part of the Almagesti Temple. His followers were persecuted in the empire and many fled into Almagest, settling in Almagesti-held <u>SKAROS</u>.

He was re-canonised in Korachan in 3307 RM following fears that a resurgence in underground cults dedicated to him might sway people from the church.

ST. ASPIRIA: 1. f. Rel. Per. (D. 3612 RM) Saint of the CHURCH OF THE UNDYING MACHINE, and the REFORMED CHURCH OF SARASTRO. VENTHIRI PATRICIAN, saint and patron of Nobles in VENTHIR. In 3601 RM she gave birth to conjoined twins (named Rimmon and Mammon), who died soon after birth. Their body is now located in the TEMPLE OF PERGAMOS in PELASGOS, and is known as the RELIC OF ST. ASPIRA.

2. Geo. Island forming a part of the <u>LABASHI</u>^(2.) chain, off the coast of <u>SABAEA</u>. It is the largest island in the chain and was the first to be 'discovered' and named by the explorer <u>BOHMIUS</u> in 1525 RM.

ST. ASSUAN: m. Rel. Per. (D. c. 1810 RM) Saint of the CHURCH OF THE UNDYING MACHINE, the REFORMED CHURCH OF SARASTRO, and the

<u>ALMAGESTI TEMPLE</u>. He was an early <u>EXOCRINE</u> who travelled far east into <u>MENISCEA</u>, spreading the word of the <u>CHURCH OF THE UNDYING MACHINE</u>. Though he had little permanent successes he is remembered now as the patron saint of Meniscea.

- ST. ASTREG: m. Rel. Per. (D. 2945 RM) Saint of the Three Churches OF THE UNDYING MACHINE. He is a patron saint of HOUSE MELANA.
- ST. ATHANAS: m. Rel. Per. (D. 1783 RM) Saint of the THREE CHURCHES

 OF THE UNDYING MACHINE. He is now a patron saint of the MORTUARY
 CULT, where he is venerated with near-heretical passion by the cultists.
- ST. AZSALAS: f. Rel. Per. (D. 1933 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. She was an EXOCRINE who spent her days travelling with PETITIONERS OF THE MACHINE, and collecting religious texts during her travels. She died of AEPATHY, and was canonised in 2136 RM. She is now the patron saint of librarians.
- ST. BAEL: m. Rel. Per. (B. 2905 D. 2964 RM) Saint of the CHURCH OF THE UNDYING MACHINE, and the REFORMED CHURCH OF SARASTRO. Known colloquially as 'the Exorcist', St. Bael was a IONIC ENDOCRINE born in ETHRA who travelled across SAMMAEAN KORACHAN, EXORCISING demons. He died in UGOT during an exorcism of a young girl and was canonised in 3121 RM. He has since become a patron to exorcists.
- ST. BARBAS: m. Rel. Per. (D. 3288 RM) Saint of the CHURCH OF THE UNDYING MACHINE and the REFORMED CHURCH OF SARASTRO, and patron saint of the city of KAIROR, NÁRTHEL.
- ST. BATHYRTUS: m. Rel. Per. (D. 251 RM) Saint of the THREE CHURCHES

 OF THE UNDYING MACHINE and one of the FOURTEEN APOSTLES of the

 ARCHPOTENTATE MALICHAR. Famed for his longevity (he was
 supposedly over 300-years old when he died), he became a missionary in

 85 RM following Malichar's disappearance, and worked tirelessly to
 spread word of the nascent CHURCH OF THE UNDYING MACHINE. He
 outlived many of his fellow CHOSEN (the so-called SEVEN CHAMPIONS,
 Fourteen Apostles, and SEVEN-AND-FORTY DISCIPLES of the
 Archpotentate) and visited their bodies as they lay in state, ensuring their
 safe return to their homes or final resting places, oftentimes taking parts
 of them as relics.

Despite his unnaturally-long life (which theologians now believe was due to a miracle performed by Malichar following an injury sustained in Laaskha in 14 RM, at which point he likely already 60) he died in PARAIYA before Malichar was reborn as an OTHERWORLDER. His body was embalmed and taken north, where it travelled extensively as a relic carried by pilgrims along the SHADOW MARCH before ending in DEOCHAN, where it was laid to rest in a shrine within a church that was RENAMED IN HIS HONOUR.

Over the years, many of the relics he had collected were re-discovered from around the <u>INNER SEA REGION</u> and taken back to the Church of Bathyrtus, where they now form part of its famed Bronze wall of Lipsanothecae (relics).

ST. BATHYRTUS, CHURCH OF: Int. Rel. Str. Church in the city of DEOCHAN famed across the EMPIRE and wherever the UNDYING MACHINE is worshipped. The interior is gloomy and of lavish opulent design, with dark marble, gold and time-darkened frescoes and paintings covering its walls. The main church is flanked by four side chapels, and one of these in particular (nicknamed the Chapel of the Chosen) is the reason for the church's fame.

The Chapel of the Chosen terminates in a single solid wall of cast bronze, divided into small shrines known as lipsanothecae – nine vertical, by eight horizontal, with only 4 in the lowest row, leaving an empty space between them, in which stands an altar. There are 68 lipsanothecae in all, one for each of the <u>SEVEN CHAMPIONS</u>, <u>FOURTEEN APOSTLES</u>, and <u>SEVEN-AND-FORTY DISCIPLES</u> of the <u>ARCHPOTENTATE MALICHAR</u>.

Darkened by millennia of verdigris, the details in the wall may not be immediately apparent but a quick inspection reveals each of the 68 shrines to be a bust surrounded by ornate detailing. Within each bust is a glass space with room for a relic of the corresponding <u>CHOSEN</u>. Many of the lipsanothecae are empty and are unlikely to ever be filled, for the fates of some of the Chosen remain unknown, and of those whose fates are recorded, not all of their bodies were pillaged for relics. Others, such as the incorruptible body of <u>ST. VALENS</u>, are kept elsewhere. Many members

of the Church of the Undying Machine have made it their responsibility to retrieve as many of these relics of the Chosen as they can to complete the shrine as much as possible.

The Church is visited by pilgrims, many of whom are members of the clergy, who know the histories of all the men and women represented by the Chapel, and it has even been visited by the Archpotentate himself on various occasions, usually under the cover of darkness, where he can be alone with the relics of his ancient companions.

- ST. BELUS: m. Rel. Per. (D. 777 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. He is a patron of Astronomers.
- ST. BERREA: 1. m. Rel. Per. (D. 2811 RM) Saint of the THREE CHURCHES

 OF THE UNDYING MACHINE. He is an incorruptible saint buried in the

 TEMPLE OF FILADELFIA martyred in an attack by GODSLAYERS in 2811

 RM.
- 2. fortified port established by the <u>Church of the Undying Machine</u> on the island of <u>Reddin</u> in the south of the <u>Sea of Orrida</u> in 2534 RM in preparation for the <u>Ehrenisian Crusades</u>. The port was used well into the attempted <u>Korachani</u> colonisation of the <u>Ehrenisian Coast</u> following the crusade, and was finally abandoned in 2809 RM. It remains today, ruined, some miles from the present coastline.
- <u>ST. BHEMAH</u>: 1. m. *Rel. Per.* (D. c. 1070 RM) Saint of the <u>THREE CHURCHES</u>
 <u>OF THE UNDYING MACHINE</u>. He is a patron saint of <u>VENTHIR</u>, interred in the shrine of <u>HAILIAR</u> in the north west of Venthir.
 - 2. Sea. Bay in the south east of $\underline{\text{VENTHIR}}$, in the south west of the $\underline{\text{SEA OF}}$ VENTHA.
 - 3. Rel. Str. Org. Monastery in the c north of <u>VENTHIR</u>, in the <u>SOUNAR</u> Mountains. Its nuns are devoted to the <u>CULT OF THE SPHINX</u>, and revere the preserved bones of ancient <u>SPHINXES</u> said to be the ancestors of HETEPHERES.
- ST. CARO: m. Rel. Per. (D. c. 950 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. He is a patron saint of surgeons and butchers.
- ST. CARO'S CHARNEL HOUSE: Ind. Str. The largest DROSS production plant in the KORACHANI PENINSULA, it is used to provide dross to the BASTION OF STEEL in KHADON. The bodies of all clerks and menial staff who work in the Bastion are processed and used in the manufacture of the dross, amongst other ingredients.
- ST. CELYDDIA: f. Rel. Per. (B. 2821 D. 2911) Saint of the ALMAGESTI TEMPLE. ALMAGESTI flagellant who was canonized by the Almagesti Temple in 3014 RM and is now a patron to flagellants and self-mutilators across the various different sects of the Church of the Undying Machine around the INNER SEA.
- ST. CHARISSA OF KHADON: f. Rel. Per. (D. 2255 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. A KORACHANI saint from KHADON, she had visions of the UNDYING MACHINE'S plan in 2238 RM and went insane, spending the rest of her life babbling nonsense, though some theosophists interpreted her words as divinely-influenced. She is the patron saint of the insane.
- ST. CHARISSA, SHRINE OF: Rel. Str. Large shrine 7-miles north of KHADON, across the river KHAR. The shrine forms part of the SHADOW MARCH and is the resting place of ST. CHARISSA, a patron to the city of Khadon and the insane. Many who travel the Shadow March seek out the shrine to pray to St. Charissa for their sick.
- ST. CYRA OF THE FLAGELLUM: f. Rel. Per. (D. 1798 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. She was a flagellant who in 1797 undertook the SHADOW MARCH and became a leader of sorts, defending the pilgrims against slaver raids in SAMMAEA, dying when she was betrayed during a parley with the enemy. She was canonised in 2136 RM and became a patron of flagellants and pilgrims.
- ST. CYRAX: 1. (11,370-ft.) Geo. Peak in the north east of ACHERA, in the west of the CHACTHORNYS Mountains.
- 2. f. Rel. Per. (D. 3011 RM) Saint of the <u>Church of the Undying Machine</u> and the <u>Reformed Church of Sarastro</u>. She was martyred in 3011 RM during the <u>War of the Artifexes</u> in the settlement of <u>Racha</u>, in what would later become the small nation of <u>Achera</u> (1.). She was canonised in 3117 RM and would go on to become the patron saint of Achera.

ST. DAGH: m. Rel. Per. (D. 31 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. He was an ONEIROMANCER known for his visions, and in -2 RM he became one of the SEVEN-AND-FORTY DISCIPLES of the ARCHPOTENTATE MALICHAR.

His spine, alongside his <u>FARAMON'S NODE</u>, were preserved and encased in resinous substance and turned into a sceptre that was carried by the <u>ARCHBISHOP</u> of <u>AZAZEM</u> for centuries, though in 723 RM the Church recognised it as more vital as a relic, and had the cathedral of <u>AGLAIA</u>⁽²⁾ converted to a <u>BASILICA</u>, where it remains to this day.

Dagh was canonised soon after his death and became a venerated figure in Azazemi worship.

ST. DAGH, SCEPTRE OF: Rel. Obj. Relic of the Three Churches OF THE UNDYING MACHINE housed in the BASILICA OF THE SPINE in AGLAIA⁽²⁾, AZAZEM. It is the preserved spine of ST. DAGH – one of the ARCHPOTENTATE MALICHAR'S SEVEN-AND-FORTY DISCIPLES – who was noted as a powerful ONEIROMANCER.

The object was declared a relic by the Church in 723 RM, and the cathedral of Aglaia was converted to a <u>BASILICA</u> to contain the relic, which remains there to this day, attracting many pilgrims from the <u>SHADOW MARCH</u> to this day.

- ST. DELKA: f. Rel. Per. (D. 2510 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. She was canonised in 2731 RM and has since become a patron to mothers and midwives, and is the patron saint of the city of NEKODA.
- ST. DUCAS: see ARCHBISHOP MAGNUS VAMAS MICHAELLOS DUCAS.
- ST. DEMATER: m. Rel. Per. (D. 661 RM) Saint of the <u>THREE CHURCHES OF</u> THE <u>UNDYING MACHINE</u>. Originally from <u>PELASGOS</u>, he is now the patron of the dead.
- ST. DUMIA: 1. m. Rel. Per. (D. c. 336 RM) Saint of the THREE CHURCHES
 OF THE UNDYING MACHINE. Born in AZAZEM, he is now a patron of ropers and caulkers.
 - 2. Geo. Island, part of the <u>LABASHI</u>^(1.) chain, off the coast of <u>SABAEA</u>, 'discovered' and named by the explorer <u>BOHMIUS</u> in 1525 RM.
- ST. DUORA: m. Rel. Per. (D. 2306 RM) Saint of the <u>THREE CHURCHES OF</u> THE <u>UNDYING MACHINE</u>. <u>KORACHANI</u> priest who was drowned. He later became a patron of rivers.
- ST. DYAD: m. Rel. Per. (D. c. 1200 RM) Saint of the <u>THREE CHURCHES OF</u> THE <u>UNDYING MACHINE</u>. He is a patron saint of weaponsmiths and, more recently, gunsmiths.
- ST. EARTA: f. Rel. Per. (D. 999 RM) Saint of the <u>THREE CHURCHES OF THE UNDYING MACHINE</u>. Martyr who died in <u>ASOKA</u> in <u>SKAROS</u> and whose tomb is still visited to this day as part of <u>THE SHADOW MARCH</u>. She was immortalised by the sculpture <u>THE LAMENT OF ST. EARTA</u>, by the artist <u>AUXITUS BARADAS</u>, following her canonisation in 1333 RM.
- ST. EIONA: f. Rel. Per. (D. c. 1200 RM) Saint of the <u>CHILD-PRINCE</u> in <u>AHRISHEN</u>. She received a vision near a lake of the Child-prince decades before his birth. The <u>LAKE</u> was later named after her.
- ST. ELMAR: 1. m. Rel. Per. (D. 1293 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. He was canonised in 1533 RM and has since become the patron saint of scapegoats, and those falsely attacked.
- 2. Set. Settlement in the north east of \underline{AZAZEM} , in the backwards $\underline{NARAMISH\ TERRITORIES}$. Its main industry is agriculture (Pop. c. 6,300).
- ST. ERASHUL: m. Rel. Per. (D. 999 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. SHAPER who prophesized the rebirth of the DEMIURGE RACHANAEL a century before the ARCHPOTENTATE MALICHAR found him. He is now the patron saint of prophets.
- ST. ESPERION: m. Rel. Per. (D. 819 RM) Saint of the <u>THREE CHURCHES OF</u>
 <u>THE UNDYING MACHINE</u>. He was an <u>EXOCRINE</u> and travelled extensively, spreading word of the <u>KORACHANI</u> church, while extensively cataloguing his discoveries.

His writings formed the basis of the first official edition of the <u>ENCYCLOPAEDIA ELYDEN</u>, which was released in 848 RM, and he has since become a patron to scholars and researchers. He was canonised in 1022 RM.

ST. FALLASCHI: m. Rel. Per. (D. c. 900 RM) Saint of the THREE CHURCHES
OF THE UNDYING MACHINE. Born in RHAMIA to KORACHANI parents,

he was canonised in 1022 RM, and has since become a patron to hunters and those born in foreign lands.

- ST. FATUH: 1. m. Rel. Per. (D. 1203 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. Born in the nation of KORACHAN, he was a sailor who worked closely with exocrines, spreading work of the CHURCH OF THE UNDYING MACHINE to distant lands. He was canonised in 1333 RM, and has since become a patron of sailmakers.
- 2. Geo. Island in the <u>KRYMEAN SEA</u>, discovered and named by the explorer <u>BOHMIUS</u> in 1524 RM.
- ST. FELLVALD: m. Rel. Per. (D. 23 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. He was a missionary assigned to KORACHANI forces marching west against the nation of SKAROS. He died to a rogue rifle shot in the battlefield outside the city of SKAROSIA after the ceasefire was announced following the victory against Skarosian troops. He was later canonised and became a patron to the unlucky and Skaros.
- ST. FELLVALD'S FOREST: For. Small woodland in the far north west of SKAROS, north of the STRAIT OF SKAROS, along the border with CISNERIA. Its trees have, since before the coming of mortals to the region in the early FIFTH AGE, been crooked and grey, their leaves sickly, their fruit bitter. It is named after ST. FELLVALD, the patron saint of Skaros, who never set foot in the region.
- ST. FIRDAUS: m. Rel. Per. (D. 3227 RM) Saint of the CHURCH OF THE UNDYING MACHINE, and the REFORMED CHURCH OF SARASTRO. He was a lover of the natural world and pitied its death at the hands of industry. He has since become a patron to those who similarly love ELYDEN, though his followers have come to include loggers and AGISTERS, pray to him as a saint of the UNDYING MACHINE, for safe work within the industry. His birthplace is thought to be somewhere in the south of AZAZEM, and his remains are kept in the shrine of SUAMASANCT.

Though his origins are thought to lie in the pagan myths of lands west and north of $\underline{KORACHAN}$, there is a historical figure who bore the name and was canonised in 3513 RM.

- ST. FURCAS: f. Rel. Per. (D. 2881 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. She was killed by KARAKHASID nationals while working as a missionary of the CHURCH OF THE UNDYING MACHINE in the rural south. Her body was quartered at a crossroads, with the parts scattered unceremoniously across the nation. As KORACHANI influence in the nation grew she became a patron to followers of the UNDYING MACHINE in of the nation, later spreading throughout the empire as a patron of crossroads and travellers. She was canonised in 3121 RM.
- ST. GAEAL: m. Rel. Per. Saint of the Three Churches of the Undying Machine. He originated as the Eponymous Scion who was worshipped in corrupted form by late Fourth Age and early Fifth Age people, who worshipped him as an avatar of the savage aspect of the natural world. His worship was slowly culled following the growth of the Korachani Empire, and his image was also appropriated by the Church of the Undying Machine, which turned him into an imperial saint by c. 150 RM

Today he is a patron saint of animals and those who live in the wild.

- ST. GERBAH: m. Rel. Per. (D. c. 940 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. Born in LAASKHA, he spent his early years as a sailor who eventually became an explorer in c. 920 RM, leading expeditions west, beyond the SEA OF SERPENTS, bringing word of the UNDYING MACHINE to foreign lands. Today he is a patron saint of cartographers.
- ST. GOBHAN: m. Rel. Per. (D. c. 1720 RM) Saint of the THREE CHURCHES
 OF THE UNDYING MACHINE. A SKAROSIAN inventor, he was persecuted
 by church radicals, and killed for his futurist beliefs. He was later
 canonised in 2136 RM, and is now a patron of technologists.
- ST. GODRUH: m. Rel. Per. (D. 2783 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. He spent the first 20-years of his life as a HELOT in a work house in northern AZAZEM, and bought his freedom, before going to seminary. Within 10 years he was a bishop in Azazem and rose to rank of ARCHBISHOP by 2769 RM. He was canonised for his work in spreading the word of the CHURCH OF THE UNDYING MACHINE to the masses in a manner everyone can understand, and later became patron to helots.

- ST. GUTHEN: m. Rel. Per. (D. c. 1720 RM) Saint of the THREE CHURCHES
 OF THE UNDYING MACHINE. Created as an act of propaganda by the
 CHURCH OF THE UNDYING MACHINE to help eradicate the influence of
 the deity GUTHEN from lands subjugated in MHAROKK, between c. 920
 1000 RM. He has since become a patron saint of the weak.
- ST. HALECHEN: m. Mus. Rel. Per. (B. 680 D. 723 RM) Saint of the Three Churches of the Undying Machine. Born in Pelasgos, he was a campanologist, becoming the most prestigious Bell-ringer in the Korachani empire, mobbing to Khadon in 699 RM. He was a famed bellringer and campanologist of the Bastion of Steel and was killed defending the bastion from an infiltration attempt by what may have been an assassin. He was later Canonised, becoming a patron of bell-ringers and campanologists.

There is rivalry between his followers and those of <u>ST. MARAD OF THE BRONZE</u>, with bell-ringing contests taking place on imperial feasts between rival churches.

- <u>ST. HARMACHIS</u>: 1. *Geo.* Island in the east of the <u>SEA OF NARAMOR</u>, off the western coast of the <u>PREPOTENCY OF THREPHO</u>. It was 'discovered' and named by the explorer <u>SIPARIS</u> in 1435 RM.
 - 2. m. *Rel. Per.* (D. c. 650 RM) Saint of the <u>THREE CHURCHES OF THE UNDYING MACHINE</u>. He is a patron saint of seafarers.
- ST. HERODEUS: m. Rel. Per. (D. 2995 RM) Saint of the THREE CHURCHES
 OF THE UNDYING MACHINE. KORACHANI cenobite canonised in 3326
 RM for his work in spreading the word of the CHURCH OF THE UNDYING
 MACHINE. He is the patron saint to CENOBITES, and many cenobite
 chapels across the empire are named in his honour.
- ST. HERODEUS, CHURCH OF: Rel. Str. Small church and accompanying priory of the CHURCH OF THE UNDYING MACHINE situated in an area of the HOLY PRECINCT that is dense with places of worship. The priory acts as a hostel and place of study to CENOBITES, who train there, and who also convalesce there following their return from ATRAMENTALLY CORRUPTED lands. It is also home to newly-discovered UNTOUCHABLES, who are indoctrinated into the ways of the cenobites and INCORRUPTIBLES prior to their dissemination across lands where the Church of the Undying Machine holds sway.
- ST. HEZEDIA: f. Rel. Per. (D. 1258 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. Born in VÂRR and discarded by her mother into an ORPHANAGE, she spent her life helping orphans to grow up in a system that cared little for them. She was canonised in 1333 RM and went on to become a saint of orphans.
- ST. HOVIK: 1. m. Rel. Per. (B. 3462 3494 RM) Saint of the CHURCH OF THE UNDYING MACHINE and the REFORMED CHURCH OF SARASTRO. He was a fervent worshipper of the Undying Machine who spent his adult life in the crusading in the EGRET CRUSADES, where he died. He was canonised in 3575 RM and became a saint of crusaders.
 - 2. Mil. Str. Fort on the island of MALETH.
- ST. ICASITHEA: (D. 1117 RM) Rel. Saint of the THREE CHURCHES OF THE UNDYING MACHINE. INDENTURED WORKER who spent her days in a MANUFACTORY. She received visions of the UNDYING MACHINE in 1113 RM and became regarded as a prophet, later being canonised, and becoming a patron to manufactory workers.
- ST. IDEAS: (D. 3144 RM) Rel. Saint of the <u>CHURCH OF THE UNDYING MACHINE</u>, and the <u>REFORMED CHURCH OF SARASTRO</u>. He is buried in the city of <u>ESEA</u> in the southern <u>LIDEA</u>.
- ST. ILLID: (D. 2281 RM) Rel. Saint of the THREE CHURCHES OF THE UNDYING MACHINE. Born in the CITY OF ALMAGEST, he was a devout worshipper of the CHURCH OF THE UNDYING MACHINE and died of AEPATHY. He is now a patron of businessmen and PATRICIANS.
- ST. INDACHAL: (B. 2073 D. 2118 RM) Rel. Saint of the THREE CHURCHES OF THE UNDYING MACHINE. Born in NYARDOR, he became a SECTARIAN at a young age and spent his life working with the CHURCH OF THE UNDYING MACHINE, eventually founding the Nyardor Almshouse in 2107 RM, which cared for HELOTS and SLAVES whose bodies were broken after years of work in the city's manufactories of the city.

During his life, he was accused by various manufactories of promoting apathy amongst their workers. He was eventually killed by accident during an argument with such a manufactory manager. He was mourned by most helots in the city and the almshouse he had founded was renamed in his honour in in 2120 RM, and he was canonised in 2136 RM, after which his remains were moved to a reliquery within a new chapel that was constructed beside the almshouse in 2173 RM. He has since become a patron to helots, and AZAZEMI helots in particular consider him as a patron.

The reliquary was removed from the chapel in 3821 RM amid fears of imminent flooding, which unfortunately realised months later, destroying the chapel and badly damaging the almshouse. Three years later the reliquary was fitted to a decommissioned military landship that was sanctified for use as a mobile chapel known as the <u>TABERNACLE OF ST.</u> INDACHAL.

- ST. ININAR: (D. c. 400 RM) Rel. Saint of the <u>THREE CHURCHES OF THE UNDYING MACHINE</u>. <u>KORACHANI</u> polymath and patron saint of monks and scholars.
- ST. ISADARA: (D. 3644 RM) *Rel.* Saint of the CHURCH OF THE UNDYING MACHINE, and the REFORMED CHURCH OF SARASTRO. A Laaskhan warrior who was martyred during a CRUSADE against the east. Her body, deemed incorruptible by the CHURCH OF THE UNDYING MACHINE in a council held in 3728 RM, is interred within the TEMPLE OF ST. ISADARA in the c-south east of SKAROS.
- ST. ISADARA, TEMPLE OF: Rel. Str. Temple in the c-south east SKAROS dedicated to the imperial ST. ISADARA, whose incorruptible body is interred within. It forms a part of THE SHADOW MARCH.
- ST. JAGGANAUTH: 1. Rel. Saint of the THREE CHURCHES OF THE UNDYING MACHINE. Born in SARASTRO, he is now a patron saint of merchants.
- 2. Rel. Str. Org. Religious monastery in the far north of <u>SARASTRO</u>, in the southern-face of the <u>JAHAL</u> Mountains. Dedicated to the <u>REFORMED CHURCH OF SARASTRO</u>. It keeps two cannonballs in its reliquaries trophies from a siege against <u>VENTHIRI</u> troops that it withstood for months.
- ST. JERUSH: 1. M. Rel. Per. (D. 3151 RM) Saint of the CHURCH OF THE UNDYING MACHINE. Born in LYRIDIA to KORACHANI parents, he travelled extensively across the KORACHANI EMPIRE as a preacher and was responsible for the Miracle of ASSITISI, which took place in the north west of Korachan in 3137 RM, where he healed three of his followers of AEPATHY simply by washing their lesions with water from the nearby river RHAE. He was canonised in c. 3210 RM following an investigation by the Church of the Undying Machine and a SANCTUARY established on the site that now attracts pilgrims.

He is now a patron of healers and of <u>LYRIDIA DHAI</u>.

- 2. Sea. Bay forming the north eastern part of the <u>SEA OF PROPONTIS</u>, along northern <u>LYRIDIA DHAI</u> and south western <u>AHRISHEN</u>.
- ST. JOSTAN: m. (D. c. 1320 RM) Rel. Saint of the THREE CHURCHES OF THE UNDYING MACHINE. He was an ALMAGESTI missionary who died in the OLTHARUN Mountains in the north of what is today VALBAR. while proselytising the word of the Undying Machine to the KEVERAN natives. He was canonised in 1333 RM, though is largely forgotten outside of Almagest.
- ST. KATHAREN: Rel. Per. Saint of the CHURCH OF THE UNDYING MACHINE. An unidentified saint mentioned by name on a bronze inscription on an ANCIENT MACHINE half-buried in the ZOHELETHI BASIN in the east of PARTHIS.
- ST. KEMAL: m. Rel. Per. (D. 627 RM) A NAARETHI native who joined the party of the explorer NAVAH BERDEN when he reached Naareth in 597 RM. She soon converted from her native faith to the CHURCH OF THE UNDYING MACHINE and became an EXOCRINE, spreading word of the UNDYING MACHINE to foreign lands. She remained in KZANADEM, establishing a small church dedicated to the Undying Machine, which preceded the establishment of the Korachani colony of Noavatur there centuries later.
- ST. KENTEON: m. Rel. Per. (D. c. 1200 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. He is the patron saint of LLACHATUL.
- ST. KINFAR: m. Rel. Per. (D. 944 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. Kinfar was a KORACHANI EXOCRINE who in

- 925 RM brought the <u>Church of the Undying Machine</u> to the city of <u>Pachomia</u>. The city would in 1862 RM become the centre of the imperial faith in the continent of <u>Sammaea</u>. He was canonised in 1103 RM following his death, his tomb in the cathedral of Pachomia becoming a place of pilgrimage to those undertaking <u>The Shadow March</u>.
- ST. KIREA: f. Rel. Per. (D. 351 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. She was an abbess in HIALIA when the ARCHPOTENTATE MALICHAR returned to Korachan following his ITINERARY, and she founded the order of the BRIDES OF MALICHAR in 330 RM after receiving prophetic visions of the Archpotentate's return to life. She was canonised in 792 RM and is now a patron saint of nuns and other women serving in the Three Churches of the Undying Machine.
- ST. KYTHIA: 1. f. Rel. Per. (B. c. 600 D. c. 630 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. KORACHANI saint, and patron of healers and nurses, originating in the city of PELASGOS as a young woman who could heal the sick without recourse to shaping. She was canonised in the COUNCIL OF OCTIRA in 1136 RM.
- 2. Med. Str. Naval hospital on the isle of MALETH in the INNER SEA. It is known for its Great Ward a half-mile-long ward with high vaulted ceilings and large open windows to encourage the movement of clean air to help with convalescing patients. Its operating theatres and testing rooms are located deep underground, with all manner of ESSENTIAL SALTS and mortal fleshmatter stored in its deep freezers.
- <u>ST. LAMETER</u>: 1. Geo. Island in the east of the <u>SEA OF NARAMOR</u>, off the western coast of the <u>PREPOTENCY OF THREPHO</u>. It was 'discovered' and named by the explorer SIPARON in 1435 RM.
- 2. m. *Rel. Per.* (D. 932 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. Patron saint of Pelasgos, whose reverence is most common around the island south to the BROWN SEA. He became a missionary in c. 550 RM, spreading work of the machine around the islands of THE INNER SEA, before dying on the isle of MALETH in 932 RM, the Atramental afflictions slowly acquired through years of travel finally getting the better of him. His missionary work served to bring the CHURCH OF THE UNDYING MACHINE to many Pelasgosi islands around the BROWN WATERS. He was canonized in 1111 RM.
- ST. LAQUAN: 1. Set. Small city in the c north west of <u>AHRISHEN</u>, controlling the <u>DOIDAN</u> canal^(2,) (Pop. c. 13,000).
 - 2. m. Rel. Per. Saint of the SKY LORD, revered in AHRISHEN.
- ST. LEKUINA: 1. Lak. Lake in the north of <u>VÂRR</u>, along the confluence of the river <u>LEKUINA</u> and <u>ICHORIA</u>, south of the <u>VARRACHON</u> Mountain.
 2. f. Rel. Per. (b. 2431 d. 2459 RM) Saint of the <u>THREE CHURCHES OF THE UNDYING MACHINE</u>. She was martyred in <u>VÂRR</u> in 2459 MR and is now the patron of those travelling over water or those drowned.
- ST. LIVYATHAN: x. Rel. Per. (D. 1876 RM) Saint of the THREE CHURCHES
 OF THE UNDYING MACHINE. They were born in PELASGOS and did. *
- ST. LUCIA: 1. m. Rel. Per. (D. 1374 RM) Rel. Saint of the THREE CHURCHES
 OF THE UNDYING MACHINE. KORACHANI saint, and patron of ropers.
- 2. Sea. Bay in the west of KORACHAN.
- 3. Set. Settlement in the east of <u>KORACHAN</u>. It is considered a place of healing by the <u>CHURCH OF THE UNDYING MACHINE</u>, which controls a cave with healing spring waters that many pilgrims visit.

The water is bottled and sold by the church across the empire to those who would pay the price (Pop. c. 10,000).

ST. LURAC OF ONORTI: m. Rel. Per. (D. 3152 RM) Saint of the ALMAGESTI TEMPLE. Born the second son of a PATRICIAN HOUSE (its details now lost) in the city of ONORTI, he was sent to military school, where he trained for a role as a commanding officer. He was stationed in the far north east of the MARMARA Massif, where he also served as spiritual guide to his troops. He died in action defending the fortress against native dissidents, where he kept his men's spirits up during the siege. He was the last to fall, defending a chapel dying in action during a last stand in which the fortress was lost.

He was canonised in 3221 RM and is now a patron to soldiers and other professional warriors in <u>ALMAGEST</u>.

ST. LURAC'S BASTIONS: Arc. Flo. Part of the expansive lines of fortifications that cradle the city of ALMAGEST, named ST. LURAC of

- ONORTI. The bastions are now home to the MESANIN GOLIATH, a millennia-old GIANT FICUS that has become a part of the city's heritage.
- ST. MADDOCK: m. Rel. Per. (D. 2256 RM) Saint of the THREE CHURCHES
 OF THE UNDYING MACHINE. Archbishop of ALMAGEST between 2201 –
 2256 RM, who was canonised in 2319 RM. He is now the patron saint of Almagest.
- ST. MALICHAR: m. Rel. Per. (B. -41 D. 133 rB 231 RM) Saint of the Three Churches of the Undying Machine. Following his rebirth as an Otherworlder and subsequent unification of the nations around the Inner Sea, the Archpotentate Malichar was canonised in 331 RM, becoming a saint of the church he was already a figurehead of. Since the fracturing of the Korachani empire, his status within the Reformed Church of Sarastro, and the Almagesti Temple has changed, though he remains an important figure.
- ST. MALICHAR, BELL OF: Rel. Obj. Large bell located in the main belfry of the CATHEDRAL OF ST. MALICHAR in KHADON. The bell was blessed by the ARCHPOTENTATE MALICHAR in 341 RM and since then various miraculous events and properties have been attributed to it, most well-known of which is the deep echoing sound that it makes when it is rung. The sound was not evident until the blessing of the bell and it can be heard for miles around, across the entirety of the city and beyond, acting as a beacon of sorts. Other miracles attributed to the bell include The Bell's Lament: where the bell rings of its own accord, creating an eerie, mournful melody that echoes through the city, foretelling significant events across the empire; and the Bell's Judgment: where the bell is said to toll louder and more thunderously in the presence of deceit or malevolence, as if passing judgment on the intentions of those nearby.
- ST. MALICHAR, CATHEDRAL OF: Rel. Str. CATHEDRAL of the CHURCH OF THE UNDYING MACHINE, located in the city of KORACHAN. It is home to the BELL OF ST. MALICHAR, which has been attributed with miraculous properties since it was blessed by the ARCHPOTENTATE MALICHAR in 341 RM.
- ST. MALICHAR RELINQUISHED: Art. Obj. Famed statue of the ARCHPOTENTATE MALICHAR in white marble. He stands around 20-ft tall and is sculpted in meticulous detail, so-much so that those who witness it are mesmerised by the authenticity of its form. It depicting as a classical warrior, standing triumphant over the bodies of his foes. In one hand he holds the sword TARTARUCH in its scabbard, and is presenting it to the people, while his right arm reaches for the SCEPTRE OF INCHION, as it is presented to him by a nameless patrician.

It was commissioned following his return to KHADON in 331 RM as an OTHERWORLDER and was completed in 339 RM and has since become famous across the empire, attracting visitors to this day. The gesture symbolised his return to power (and life) and an end to his crusading (the presenting of the sword to the people), indicating his readiness to rule as Archpotentate (accepting the sceptre) – the Archpotentate is returned!

The statue was originally placed in a plaza outside the <u>BASTION OF STEEL</u> in Khadon, but was later moved within the edifice in 864 RM. Following public outcry at the removal of the beloved statue from public access it was later moved within an open shrine that was tailor-made to house it in 903 RM where it has remained ever since.

- ST. MALICHAR RESURRECTED, BASILICA OF: Rel. Str. BASILICA of the CHURCH OF THE UNDYING MACHINE in AGLAIA (2-), in AZAZEM. It was the home of the RHODANNE HEART relic between 822 and 1004 RM, when it went missing for many years.
- ST. MARUT: m. Rel. Phil. Per. (D. 3298 RM) A prominent member of the WAY OF MEGILLAR, who received a vision of a cavern, and in 3298 RM descended into it, knowing it would be his end. He was canonised as a martyr of the philosophy and the cavern would later go on to be known as the PIT OF ST. MARUT.
- ST. MELARHUR: m. Rel. Per. (D. 211 RM) Saint of the THREE CHURCHES
 OF THE UNDYING MACHINE. Mighty VAALKAN warrior, whose skeleton
 is displayed in open plate armour within a temple in the now-ruined city
 of ASTH along THE SHADOW MARCH, east of BELL OF OMENS. He was a
 mighty warrior who fought against CALEGLAASI barbarians alongside
 church troops. He is considered a patron of the dead, especially martyrs.

- ST. MARAD OF THE BRONZE: m. Rel. Per. (D. 211 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE from PELASGOS. He is a patron of campanologists and church caretakers, and there is rivalry between his followers and those of St. Halechen, with bell-ringing contests taking place on imperial feasts between rival churches.
- <u>ST. MARAD'S CALL</u>: Soc. Common term in the <u>HIGH</u> and <u>LOW-EMPIRES</u> for a particular morning peal sounded from church towers across the <u>TWIN EMPIRES</u> calling the faithful to prayer.
- ST. MASTEMA: 1. m. Rel. Phil. Per. (D. 3471 RM) Saint of the CHURCH OF THE UNDYING MACHINE. She was a church missionary spent many years doing work in the WOLD region of WESTERN SAMMAEA before being killed by hostile natives. She was quartered and her limbs were tossed into the SEA OF ABRAXA^(1,1), while her head and torso were displayed outside the fortified gateway into the city of SORENIEN as a deterrent to others. She was canonised in 3513 RM and became a patron to those who are unjust targets of hostility and scapegoats.
 - 2. Mil. Str. Heptagonal island sea fort 105-miles off the western coast of KORACHAN. It was constructed in c. 3800 RM on a tiny rock that was revealed by waning sea levels, and is known for its 20-ft. thick reinforced concrete iron-clad walls. It is shaped like a seven-sided ring with a circular interior courtyard in which stands a low tower with viewing ports that command an unparalleled view of the surrounding waters.

The outer ring of walls has some rooms built within it, but most of the structures are within the tower or deep below the sea level, and accessed by ladders and spiral stairs. These lower rooms include ammo depots and other stores. The tower houses a 13.7" battery gun, identical to the primary weapons on a PATRIARCH^(2.) class KORACHANI WARSHIP, and the outer donut has various smaller artillery on it.

It was the pet project of one of the members of <u>THE SEVEN</u> and, despite being envisioned as a vital fortification, its guns have thus far never been fired in anger, though it remains garrisoned to this day.

- ST. MITRA: Rel. Saint of the THREE CHURCHES OF THE UNDYING MACHINE, created by ICONOCLASTS^(1,) early in the vassalage of PELASGOS to KORACHAN as a form of propaganda designed to weaken the hold of the MITRAN faith that was practices by Pelasgosi people in the early years of IMPERIAL subjugation there. The Church deemed St. Mitra a companion of the ARCHPOTENTATE MALICHAR in his earlier travels and a chosen disciple of the UNDYING MACHINE.
- ST. NAGGATH: m. Rel. Per. (D. 2323 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. He is the patron saint of colliers.
- ST. NANAEL: m. Rel. Art. Per. (B. 2712 D. 2754) Rel. Saint of the THREE CHURCHES OF THE UNDYING MACHINE. Born in the city of DEOCHAN, he spent much of his life saving pieces of art, eventually founding a repository and library in lower Deochan where damaged pieces of art paintings, statues, manuscripts could be preserved, restored, or simply safely kept the city. He is now a patron saint to the arts and culture, and is also one of several well-regarded saints in the city.
- ST. NEMESIS: Rel. Saint of the Three Churches of the Undying Machine. Living saint with a long history in the Korachan Empire. Originating in the early decades of the rise of the empire, Nemesis was an appropriated Pre-IMPERIAL legend who was turned by propagandists into an ally of the Archpotentate Malichar who helped him unite the seven tribes under his banner.

The title was adopted by one of Malichar's true lieutenants in 37 RM until his death in 62 RM, after which he was elevated to a saint.

It is believed by imperial <u>ASTROLOGERS</u> that he was reborn as an <u>OTHERWORLDER</u> in 666 RM whose identity was finally confirmed and traced in 687 RM. After this, the otherworlder was used in imperial propaganda as a living saint, and remains a powerful tool of the <u>CHURCH OF THE UNDYING MACHINE</u> to this day.

- ST. NETHROR: m. Rel. Per. (D. 889 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. An ancient PELASGOSI theosophist whose beliefs popularised and eventually led to the assimilation of the ancient pagan religious being TOPHAMAEL within the CHURCH OF THE UNDYING MACHINE. He was canonised in 1333 RM.
- ST. NOMELA: 1. Geo. Valley in c west of <u>ALMAGEST</u>, along the course of the river <u>DANUR</u>, named after St. Nomela, who wandered there in c. 3455 RM.

- 2. m. *Rel. Per.* (B. 3428 D. 3469 RM) Saint of the <u>ALMAGESTI TEMPLE</u>. <u>ALMAGESTI</u> saint from the city of <u>MARKAS</u>, spent ten years wandering the <u>ARTUL AKAEL</u>, contracting <u>AEPATHY</u> before dying. She was canonised in 3560 RM, and the area of her wandering was named after her. He has since become the patron of wanderers and itinerants.
- ST. OPILLIO: m. Rel. Per. (B. 1704 D. 1802 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. He was archbishop of LIDEA between 1744 1802 RM and is now the patron of Lidea.
- ST. ORROD OF THE MARCH: m. Rel. Per. (D. c. 440 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. He was one of the first pilgrims to undertake THE SHADOW MARCH in its current form, and remained on the March until his death, having travelled the entirety of the course at least three times. He is now the patron saint of pilgrims.
- ST. ORSORA: 1. Med. Str. Insane asylum outside of the city of KORACHAN, named after the eponymous saint⁽²⁾. It was built on a small island that had previously been used as a prison for lepers and plague victims.

It was abandoned in 3352 RM, after the island became landlocked due to waning sea levels, and the site remains shunned to this day, claimed by occultists and shapers to be haunted by the tortured <u>SPIRITS</u>^(2.) of the thousands of victims to have died there.

- 2. f. Rel. Per. (D. 997 RM) Saint of the Three Churches of the Undying Machine. Born in Korachani, she contracted leprosy and spent the last of her days travelling along the Shadow March. She is now a patron of the saint of lepers and the insane, and a knightly order (known as the Paladins of St. Orsora) was founded in 1336 RM in her name.
- ST. ORSORA, PALADINS OF: Rel. Mar. Org. Knightly order founded in 1336 RM devoted to caring for sufferers of leprosy and those with mental disorders, particularly those undertaking the <u>SHADOW MARCH</u>. The order is named after its patron, <u>ST. ORSORA</u>, who devoted her life to the Shadow March after she contracted leprosy.

The order is based in the city of <u>ATLEAS</u> in <u>KHARKHARADONTIS</u>, and are characterised by their armoured <u>ACERGENIC SOFTSUITS</u> and can often be found helping <u>PILGRIMS</u>.

ST. OTTALOT: f. Rel. Per. (D. 1581 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. She spent her last year's walking up and down the 103 stairs outside the BASILICA OF KHADON, garnering quite the following amidst penitents who followed her. She died on the stairs in 1581 RM and was canonised in 1973 RM, becoming a patron saint of stairs and those who continued her tradition.

The stairs were built over in 1723 RM, becoming a chapel of the Basilica. The body of St. Ottalot was moved to a crypt there in 1974 RM after her canonisation, and she is revered there as a Saint of the <u>UNDYING MACHINE</u> to this day, with her followers ascending the stairs on their knees to reach the chancel where they can pray before the altar.

- ST. PHITHIOT: m. Rel. Per. (B. 1295 D. 1351 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. KORACHANI saint and EXOCRINE, who died in THE SURRACH. His body was embalmed and brought back by a SHADOW MARCH travelling north and laid to rest in his birthplace, in KALLAVARA. His body remains on display in a large shrine that is still visited by those undergoing THE SHADOW MARCH to this day.
- ST. PRIMASA: 1. Rel. Set. Fortified city in the <u>LAEUSCA</u> region of the south of <u>SKAROS</u>. It lies along a commonly-used route of the <u>SHADOW MARCH</u> (Pop. c. 38,200).
- 2. m. Rel. Per. (B. 1319 D. 1391 RM) Saint of the Three Churches of the Undying Machine. Archbishop of SKAROS between 1344 1391 RM. He was canonised in 1513 RM and is now the patron saint of Skaros.
- ST. PSALLIA: f. Rel. Per. (D. c. 450 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. Born to wealthy PATRICIANS in the south of KORACHAN, though she renounced her wealth and became an itinerant, contracting AEPATHY that crippled her, though she continued helping the poor until her death. She is the patron saint of those suffering from skin diseases.
- ST. QORILIE: f. Rel. Per. (D. 738 RM) Saint of the ALMAGESTI TEMPLE, and earlier, the CHURCH OF THE UNDYING MACHINE. In 713 RM she received visions of the RHODANNE HEART and gained a massed following. Later that year she made a short pilgrimage to the church

where it was held, where she began proselytising. The CHURCH OF THE UNDYING MACHINE got wind of this and saw her growing popularity, and made her a figurehead of the church in KHADON. She travelled across KORACHAN with the Heart and in 715 RM undertook the SHADOW MARCH, attracting thousands of followers. She received new, violent, visions throughout her five years on the road and returned to Khadon a changed woman, hardened by what she had seen during the pilgrimage, her memories tempered by the visions.

As she grew older her visions became more vivid and violet, and she continued to be used by the Church in its propaganda, returning to the March twice before her death. Her relative health in her later years saw many referring to her as an INCORRUPTIBLE, which elevated her to new heights within the church.

She was canonised just 1 year after her death, in 739 RM and is a patron to <u>PETITIONERS OF THE MACHINE</u>. A statue dedicated to her was erected along the <u>MARTYR'S ROAD</u> soon after her death, and it remains a touchstone to pilgrims to this day.

ST. RAHANA: f. Rel. Per. (D. c. 320 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. She was a SARASTROAN convert to the Church of the UNDYING MACHINE, who was flagellated by ARGEAN troops and hung from the city walls as a symbol to Korachani attackers. Following the ARCHPOTENTATE MALICHAR'S victory in Sarastro in 339 RM, she was canonised as a saint of the Undying Machine, though fell into obscurity. Despite this, her name was adopted by two separate religions many years later – one in IPANAH (2.), and another farther away, in the Six Cities region of THE SURRACH.

ST. REEDRA, CHAINED: f. Rel. Per. (D. -1 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. She was an early adopter of the CHURCH OF THE UNDYING MACHINE in the city of KORACHAN, soon after the ARCHPOTENTATE MALICHAR'S toppling of the TEMPLE OF LIFE AND DEATH in -2 RM, during a time of religious upheaval in the KORACHANI PENINSULA when the teachings of Malichar and the SCRIPTURE OF SHADOW are not yet accepted by all. She was vocal of her belief in the Archpotentate's words and followed him during his early sermons, becoming one of his SEVEN-AND-FORTY DISCIPLES. She was killed less than a year after her conversion, when she was accosted by a group of worshippers of the CULT OF LIFE AND DEATH and chained viciously up to the ruins of an old temple outside the city and left for dead.

She was canonised soon after, becoming a patron to followers and the faithful alike. Today the chain that killed her is a relic in the CHAINED.

ST. SAAR ADI: m. Rel. Per. (D. 2767 RM) Saint of the <u>THREE CHURCHES</u> OF THE UNDYING MACHINE. He died in <u>ZHEMILACH</u> in the west of <u>LIDEA</u> during the <u>SAMMAEAN PLAGUE</u> and was canonised in 3513 RM and soon became a patron to plague victims.

People turned to him in their millions during the time of the <u>Great Contagion</u>, with some churches even elevating him above the <u>Undying Machine</u> and the <u>Archpotentate Malichar</u>, causing the <u>Church of the Undying Machine</u> to decanonise him out of fear of a religious schism. He was canonised in 3701 RM.

ST. SAASTA: f. Rel. Per. (D. 1728 RM) Saint of the Three Churches of The Undying Machine. Once-incorruptible body of a saint that was interred in the sepulchre of the Black Cathedral in the town of Hacat in the north of Almagest. The cathedral was a popular site along the pilgrimage of The Shadow March, however, in 2653 RM, the body began to show signs of Atramental Corruption, making the site lose favour with the Church of the Undying Machine, which withdrew funding and troops from area, allowing the town to fall to SCAVEN. She has since become a patron of those whose bodies have been corrupted by the Atramenta.

<u>ST. SABUSH</u>: 1. *Mil. Str.* Fortress in the north west of <u>VENTHIR</u>, housing the main garrison defending its western border against <u>SARASTRO</u>.

2. m. *Rel. Per.* (D. 2116 RM) Saint of the <u>Three Churches of the Undying Machine</u>. <u>Sarastroan</u> military general, who was canonised in 2287 RM for his work within the <u>Church of the Undying Machine</u>.

ST. SACAIDA: 1. Int. Geo. Phantom isle, supposedly located far off the south western coast of <u>AEONAS</u> in <u>WESTERN MENISCEA</u>, in the <u>SEA OF</u> <u>MERCUVIA</u>. The location was included in many historical maps designed by cartographers based in the <u>INNER SEA REGION</u>, though it is now known to be imaginary, possibly a form of fictitious entry that was often employed by cartographers to protect their works from possible plagiarism.

Interestingly, belief in the island has become so popularised over the centuries that natives of the <u>ISLAND STATES OF IRY</u> largely believe that the island was a real location, explaining its disappearance on an ancient nature deity having destroyed it in a fit of retributive anger.

2. f. Rel. Per. (D. 1487 RM) Saint of the <u>Three Churches Of the Undying Machine</u>. She was an <u>Exocrine</u> who travelled far east on a merchant exploratory vessel operating off the western coast of <u>Western Meniscea</u>. She was killed by natives alongside most of her crew, though was responsible for spreading knowledge of the <u>Undying Machine</u> to various peoples and cultures. She was canonised in 1533 RM and is now a patron to exocrines, and missionaries, as well as cenobites.

ST. SAMACHA: m. Rel. Per. (D. 2871 RM) Saint of the THREE CHURCHES

OF THE UNDYING MACHINE. Legendary KORACHANI figure, claimed by legend to be the ARCHPOTENTATE MALICHAR'S wet nurse. She is now the patron saint of midwives and wet nurses.

ST. SAMIHULA: x. Rel. Per. (D. 1622 – rB. 2866 RM) Saint of the Three Churches of the Undying Machine. Saint and Otherworlder, whose incorruptible body is kept under the aegis of Church-funded troops in a large reliquary in the north east of Nárthel. The structure forms part of The Shadow March.

ST. SANSA: f. Rel. Per. (D. 2594 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. She is a patron of women and female martyrs.

ST. SAUAEL THE PEACEMAKER: m. Rel. Per. (B. 3010 – D. 3076 RM)

Saint of the ALMAGESTI TEMPLE. He was born in the city of PALLATI amid the chaos of a newly-independent Almagest and became a diplomat, whose skills at mediation earnt him accolades. He travelled far and wide, using his skills to resolve conflicts and promote unity among nations. He was killed in SKAROS while mediating a dispute between warring PATRICIAN houses factions, becoming a martyr for peace.

He was canonised in 3103 RM, becoming a patron to diplomats, negotiators, and those seeking reconciliation. In 3187 RM a church of the Almagesti Temple dedicated to him was built in the Skarosian city of ETUN in honour of his deeds in the nation, making it the only church of the Almagesti Temple to be built in the Korachani empire.

ST. SAUAEL THE PEACEMAKER, CHURCH OF: Rel. Str. Church in the city if ETUN in the north of SKAROS, built in 3187 RM and dedicated to ST. SAUAEL of the ALMAGESTI TEMPLE. It is the only church of that religion in all of the KORACHANI EMPIRE, and it exists solely through the goodwill of the people of Etun, where Sauael was killed during a diplomatic mission in 3076 RM. It is kept open at great effort by volunteers, donations, and guards from Almagest and Etun alike, and its parishioners have clashed with those of the CHURCH OF THE UNDYING MACHINE on many occasions.

ST. SETHENYN: m. Rel. Per. (D. 973 RM) Saint of the THREE CHURCHES
OF THE UNDYING MACHINE. KORACHANI saint and ONCE-DEITY of
LAASKHA, now considered patron of Laaskhans.

ST. SHIBBOLETH: Rel. Saint of the Three Churches of the Undying Machine. Saint of the Korachani empire, canonised in 503 RM as a means of propaganda to quell resistance to the religious conversion of Aethiosi locals to the Church of the Undying Machine by imperial missionaries sent there.

St. Shibboleth would become the patron saint of Aethios, but with the death of the Church of the Undying Machine as a religion in the region following Korachani declaration of war against Aethios after the construction of the dam of <u>AESAPIA</u> in 2943 RM, the St. was largely forgotten.

ST. SIMEOL: 1. Str. Major dam in the SOCIALIST REPUBLIC OF ALMAGEST, crossing the narrow strait dividing the SEA OF SAECULA from the ALMAGESTI CHANNEL. The dam divided in two, with an island as its centre-point. The western-most portion is some 5-miles long, with the east part just under 3-miles, and there is a large copper statue of St. Simeol crowning the island, looking towards vessels approaching from the south. Its construction was a major undertaking, between 3522 – 3758 RM, costing untold coin and thousands of lives. Today it controls the waning of the SEA OF SEKHEM, allowing the CITY OF ALMAGEST to

maintain the same water-level despite the slow but consistent lowering of FLYDEN'S seas.

A series of large lift locks allow the raising and lowering of ships between the waters of the Sekhem, and the natural lower waters beyond, which can between 80-100-ft. lower at times, averaging 90-ft. The dam generates hydroelectric power for the city of Almagest as well as others in the region and is heavily guarded.

- 2. f. Rel. Per. (D. 2832 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. Martyr who drowned in defence of her hometown against invading forces and later became the patron saint to those travelling across waterways within the KORACHANI EMPIRE and the SOCIALIST REPUBLIC OF ALMAGEST. She was canonised in 3100 RM.
- ST. SISTINA: 1. m. Rel. Per. (D. 1082 RM) Saint of the THREE CHURCHES

 OF THE UNDYING MACHINE. Polymath martyred during the

 RENAISSANCE CRUSADES. He is the patron saint of artists.
 - 2. Soc. Str. Large <u>FUNERARY TOWER</u> located in the heart of <u>KHADON</u>. Thought to be the largest such tower in <u>KORACHAN</u>, it is said to contain the skulls of 100,000 dead.
- ST. SITTIHON: m. Rel. Per. (D. 1337 RM) Saint of the <u>THREE CHURCHES</u>
 OF THE <u>UNDYING MACHINE</u>. He was a mariner who explored parts of the north western coast of <u>BROR</u>^(1.), to which he is now a patron.
- ST. SOLUM: Rel. Saint of the THREE CHURCHES OF THE UNDYING MACHINE. Patron saint and once-deity of VÂRR, though after the KORACHANI conquest of NOUVAR in 792 RM and the arrival of its EXOCRINES and ICONOCLASTS⁽²⁾, imperial propaganda had the deity declared a saint of the UNDYING MACHINE falsely proclaimed to be one of RACHANAEL'S SCIONS.

Though <u>SOLUM</u> was originally a deity of the sun and martial strength, its domains were corrupted to represent the strength of steel embodied in the sun orb. The blade with the solar disk behind it became a common symbol of St. Solum and following the rise of the <u>REGENT-KINGS</u> in 3824 RM it became the official flag of Vârr.

The regent-kings annulled the ancient decree of the imperial church and have elevated Solum to a deity once more, whose worship is slowly usurping that of the CHURCH OF THE UNDYING MACHINE as the main religion in Vârr.

- ST. TAHLOSH: see TAHLOSH.
- ST. TAHLOSH'S GARDEN: see FLAESCUS.
- ST. TARATA: f. Rel. Mus. Per. (D. 1172 RM) Saint of the Three Churches
 OF THE UNDYING MACHINE. She is a patron saint of musicians.
- ST. TATHARAH: m. Rel. Per. (D. c. 300 RM) MHAROKKIN martyr who went on to become an unofficial saint to slaves across the INNER SEA. He led a SLAVE revolt that led to the emancipation of thousands of slaves, whose descendants still pay respect to him as a patron.
- <u>ST. TEMMAL</u>: f. *Rel. Per.* (D. 1023 RM) Saint of the <u>THRE CHURCHES OF</u>
 <u>THE UNDYING MACHINE</u>. Exocrine martyred while travelling in the south of <u>ETHISTONITH</u>. She is the patron saint of <u>SAMMAEA</u>.
- ST. THEFARIA: m. Rel. Per. (D. c. 821 RM) Saint of the THREE CHURCHES
 OF THE UNDYING MACHINE. Born in the south of KORACHAN, he was a
 fisherman and devout follow of the UNDYING MACHINE. He died
 defending his fellow workers from a chorsair attack, and was canonised in
 999 RM. Today he is a patron saint of fishermen.
- ST. TORASZMA: m. Rel. Art. Per. (B. 2684 RM 2722 RM) Famed KORACHANI composer, born in KHADON to imperial clerks. His ASCENSION OF THE ARCHPOTENTATE IN G MINOR is considered one of the most powerful pieces of music ever written, earning him a place in the imperial annals as a cultural hero. His tomb in the countryside outside Khadon is topped by a 100-ft high marble eidolon that is visited by patrons of the arts to this day. He was CANONISED in 2913 RM, becoming a patron saint of music.
- ST. TURQUAN: m. Rel. Per. (B. RM 899 1000 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. Archbishop of MHAROKK between 923 and 1000 RM. He is now the patron saint of Mharokk.
- ST. UALLAR: 1. Geo. Small island 450-miles off the south eastern coast of SAMMAEA, between the SEA OF ENTARI and the LERAMUGH. Discovered by the KORACHANI EMPIRE in 2815 RM, the island is noted for the many merills noted swimming near atolls to its east.

- Though their numbers have dwindled of late they remain common to the region.
- 2. Rel. Saint of the Three Churches of the Undying Machine. Originally a Gerician deity known as Hadon, he was appropriated by Korachani Iconoclasts and turned into a saint off the Church of the Undying Machine after years of propaganda. The Korachani saint took on the psychopomp aspect of the original deity, and became a patron saint of the dead, and travellers. Images of St. Uallar adorn many FUNERARY TOWERS across the empire.
- ST. URBICUS OF DAEKYN: m. Rel. Per. (D. 383 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. He was the first known CENOBITE to travel DAEKYN and return to KHADON, completing the journey in c. 380 RM. He died of AEPATHY he contracted during his pilgrimage and remains associated with the SHADOW MARCH to this day, even though the March did not appear until around 20-years after his death. He was canonised in 503 RM and has since become a patron to PETITIONERS OF THE MACHINE and cenobites.
- ST. URBICUS MARTYRED, CHURCH OF: Int. Rel. Str. Temple constructed in the ill-fated KINGDOM OF THE HOLY LAND OF KHARKHARADONTIS in c. 2930 RM, dedicated to ST. URBICUS, patron of pilgrims undergoing the SHADOW MARCH. After the Kingdom's collapse in c. 3060 RM the church was attacked by beast-featured DEGENERATES and sacked. It was later dismantled by the KNIGHTS OF THE MARCH and carried north and eventually reconstructed in 3121 RM outside the city of BAAYN in LAASKHA (the city has since grown, enveloping the church), where it is still visited by PETITIONERS OF THE MACHINE, before beginning their voyage south across the INNER SEA.
- ST. VAHER: 1. m. Rel. Per. (D 1231 RM) Saint of the <u>THREE CHURCHES OF</u> THE <u>UNDYING MACHINE</u>. <u>KORACHANI</u> saint and patron of leaders.
- 2. *Geo.* Island in the east of the <u>SEA OF NARAMOR</u>, off the western coast of the <u>PREPOTENCY OF THREPHO</u>. It was 'discovered' and named by the explorer <u>SIPARON</u> in 1435 RM.
- <u>ST. VALENS</u>: also 'Valens of Korachan'. m. Mil. Rel. Per. (D. 82 RM) Saint of the <u>THREE CHURCHES OF THE UNDYING MACHINE</u>. He was a trusted lieutenant of the <u>ARCHPOTENTATE MALICHAR</u> and became one of his SEVEN CHAMPIONS.

He died in 82 RM from injuries sustained during the siege of <u>NÁRTHEL</u> in 82 RM, and his body was visited by Malichar prior to his burial, where it is said that he blessed him, rendering his body incorruptible. He was canonised soon after his death, and is body was moved to a chapel in Nekir, which was later rebuilt into the <u>BASILICA OF ST. VALENS</u>, becoming a shrine where his body, encased in a glass coffin, became a relic, visited by thousands of pilgrims every year.

Indeed, St. Valens' body looks little different today to the day of his death, over 39 centuries ago. Today he is a patron of Nárthel and is considered a cultural hero, despite the political changes that the nation has seen in the intervening years, including becoming a protectorate to VENTHIR.

- ST. VALENS, BASILICA OF: Rel. Str. BASILICA of the CHURCH OF THE UNDYING MACHINE in NEKIR, NÁRTHEL. It is home to the incorruptible body of ST. VALENS, who was one of the SEVEN CHAMPIONS of the ARCHPOTENTATE MALICHAR, who died during the siege of Nárthel. His body is kept in view in a chapel within the basilica, where it is visited by thousands of pilgrims every year.
- ST. VAREA: 1. Geo. Small island 58-miles off the north western coast of PELASGOS, in the SEA OF LISASSA. The only significant structure on the island is a Pelasgosi prison to those who practice the FIRMAMENTAL arts.
 2. f. Rel. Per. (D 1622 RM) Saint of the THREE CHURCHES OF THE UNDYING MACHINE. Wrongly imprisoned for decades and executed, she was later canonised in 2822 RM, becoming a patron to prisoners.
- ST. ZARNOTHUA: m. Rel. Per. (D. c. 120 RM) Saint of the <u>THREE CHURCHES OF THE UNDYING MACHINE</u>. He is a patron saint of <u>AZAZEM and was a revered general in the early days of the <u>KORACHANI EMPIRE</u>.</u>
- <u>ST. ZIGURA</u>: 2. Mil. Str. Fortress in the c south of the <u>SARASTROAN</u> colony of <u>IPSISSIMA</u>^(1.).
 - 1. m. Rel. Per. (D. c. 3260 RM) Saint of the $\underline{\text{THREE CHURCHES OF THE}}$ $\underline{\text{UNDYING MACHINE}}$. He was born in Sarastro, where he is most popular, and is a patron saint of travellers and frontiersmen.

- <u>STACHMLER REVOLVER</u>: *Tec. Obj. 7-s*hot <u>REVOLVER</u> common amongst the forces of the <u>CHURCH OF THE UNDYING MACHINE</u> (due to its belief that the number 7 is sacred to the <u>UNDYING MACHINE</u>).
- <u>STACK</u>: Lan. <u>IMPERIAL</u> (mostly urban) slang, used mostly in reference to large high-rising buildings common in the larger of <u>IMPERIAL</u> cities, equitable to the word cage.
- STADA: Int. Rui. Ghost-town in the northern hinterlands of MHAROKK.

 Apocryphal scrolls from a 1st millennium sect of the CHURCH OF THE UNDYING MACHINE were unearthed here in c 2230 RM, detailing the true lineages of the MORTAL PEOPLES.

Following the scrolls' discovery, the outside world lost contact with the town. When merchants next travelled there weeks later, they found a ghost town, its every last resident slain, with no trace of the scrolls. Some postulate that the <u>KORACHANI</u> government was responsible for their deaths, covering up whatever truths were contained on the scrolls.

What we do know comes from second hand accounts of merchants and travellers who passed on the information to neighbouring towns whose words were not silenced by whoever made the town disappear.

- STADIUM OF THALLA: Rui. Amphitheatre dominating the ruin of CONTH in the north east of LIDEA. Following the sacking and razing of the central Conthian city in 193 RM by NAAHI armies, its buildings were allowed to fall into ruin, slowly bleaching under an unforgiving sun as the coastline retreated with the slow yet inexorable drying of ELYDEN'S seas. Most of its buildings crumbled over the years, leaving only the Thallan Stadium standing, which became refuge to the remnants of LACER SLAVES that escaped captivity following the city's sacking. The lacer slowly increased in number, making the stadium their nest and as the centuries passed, they became a nuisance in the region, harrying travellers and merchants, leading to a CRUSADE against them by the recently occupying KORACHANI EMPIRE, which by c. 940 RM had nullified the threat of the THALLAN lacer completely.
- STADIUM OF TULO: Rui. Ancient rock-hewn amphitheatre in the south of SAMMAEA, now acting as a border marker along the borders between CENGUISSE, ELALLIA, and the SYCHTAN PREFECTURES. It is heavily damaged from earthquakes and centuries of neglect, though has been used as a highland meeting place and a refuge at various times in history. Most famously, it served as a base to a secretive mystery cult that had been exiled from Cenguisse in the 33rd century.
- <u>STADTIA</u>: Set. Fortified settlement in the south west of <u>SARAGOS</u>. It is famed for its <u>MONITOR</u>⁽²⁾ trainers (Pop. c. 10,000).
- STAELOLOGY: 1. Ast. Historical form of astronomy practiced along the western coast of <u>SKAROS</u>, prevalent in <u>ALMAGEST</u>, where it originated.
 2. north. 'Staelear'. Ast. Sup. Also, in <u>ALMAGEST</u>, used to denote a form of <u>ATRAMENTISM</u>.
- STAFF OF THE FLAME-KIN: Myr. His. Obj. Stone-like staff used by AZER champions, and believed to have been constructed by the SCION MENILEK. Ancient accounts describe it as a powerful FIRMAMENTAL artefact, amplifying the abilities of its wielder so as to make them nigh-on unstoppable. Today it is inert, on display in the MUSEUM OF ANCIENT ARTEFACTS, in TETHRA, PARTHIS.
- <u>STAGOIS</u>: 1. Geo. Region in the south east of the <u>FREE-ISLES OF PELASGOS</u>, known for its idyllic weather. Though once famed for its arable farmland it is now a centre of industry.
 - 2. Set. City in the south east of the $\underline{\text{FREE-ISLES OF PELASGOS}}$ (Pop. c. 38,000).
- STAIRS OF ARTUT: Int. Rui. Ancient hewn stairs ascending the 11,050-ft. miles in the southern peak of the NGHALLEAL Mountains. Little is known of their origins, though they are thought to date to the late FOURTH AGE or early FIFTH AGE and are unlikely to be directly related to a DEMIURGE. They are in surprisingly good condition, though are worn in places, and are designed for a gait larger than a normal HUMAN, indicating GIGANRI design.
- STAIRS OF IMPILET: Int. Rui. Solitary stone staircase in the middle of the woods in the west of the FOREST OF PSALMS in the c of KORACHAN. There are no records owing an origin to the stairs, they are first mentioned in local legend in c. 1250 RM, after which claims have increased, often placing the stairs in different locations within the forest and elsewhere.

Since c. 2000 RM the stairs have become ubiquitous in the folklore of northern Korachan, commonly being attributed to <u>FAE</u> or other unexplained phenomena.

The stairs are named after the first popularised account of their discovery, from a small settlement south of <u>MAKHARA</u>. See Vol II: Legends and Folk Tales.

- <u>STAL</u>: *Lak*. Lake in the south of the <u>HENDECARCHY</u> of <u>DERAEIA</u> in the east of MALAN, forming a part of the river ENDULLI.
- STALLATH: Sup. Geo. ATRAMENTAL WASTELAND in the north west of ANUBIA. It was used By the KORACHANI EMPIRE as a testing ground for artillery and experimental ATRAMENTAL weapons, including large bombs, between c. 2850 3080 RM. Originally dry plains, the region has been reduced to a grotesque land of charred glass craters and warped landforms peppered by unnatural Atramental terrain. Mutated creatures haunt these wastes, posing a danger to nearby settlements. Anubia, VENTHIR and SARASTRO all mount sporadic expeditions into the peripheries of Stallath to cleanse them of threats, but it is never enough.

The region is categorised as $\underline{\text{HIGHLY DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}$.

- <u>STAMMUN</u>: 1. *Rvr.* River in the south of the <u>PARTHISAN</u> colony of <u>EZHIRAYA</u>^(2.), flowing south for 260-miles from sources in the <u>ARATHAMMOS</u> Highlands before meeting the coast at the <u>BAY OF KARSUS</u>^(1.).
- 2. Rvr. Wetlands in the midspan of the above river^(1,) in the <u>PARTHISAN</u> colony of <u>EZHIRAYA</u>^(2,).
- STAMP: Rel. Obj. Colloquial term in regions where the THREE CHURCHES OF THE UNDYING MACHINE hold sway. Stamps are simple tin press-stamped portraits of saints that are made in CATHADEMACHI that are popular amongst the faithful, and which are worn as necklaces by many. Many devout followers of the church are compelled to purchase every variant pressing, and dedicate a room in their house to the hundreds, if not thousands of individual stamps they collect.
- STANDING ROAD, the: Geo. Road in c western GNOTH, around 85-miles long, built over the <u>AEARN</u> wetlands. It is named after its elevated road, in placed 20-feet above the surface of the wetlands.
- STANDING STONES OF ARAK: Rui. Ancient FOURTH AGE standing stones in the jungles of BERDERA in the north west of GIBEAH. They were rediscovered in the early Fourth Age and became the basis around which the religion of Arak was established. By the time of the appearance of the ASTERI the standing stones had lost most associations with the religion and had been abandoned to the elements.
- STAORA: Int. Fau. Mor. Corrupted creatures common in KHARKHARADONTIS and surrounding areas. They have imperfect bodies that borrow features from AUROCHS and humans, their features are commonly misshapen and grotesque. In their lowest form they are barely sentient, though many are capable of manipulating tools. Such creatures often congregate in tribal herds, living pseudo-civilised lives. Rare individuals. See Vol II: Classification and Taxonomy of Life.
- <u>STAR</u>: Luminous dot of light appearing in the night sky. The term star can refer to one of two things:
 - 1. also 'True Stars'. Ast. Distant suns, galaxies or $\underline{\text{PLANETS}}$ visible in the night sky.
 - 2. also 'Soul Star'. Myr. Oth. The gestating SPIRITS of dead and unborn MORTALS. After death, the SPIRITS of most mortals transmigrate from the mortal bodies into the OTHERWORLD, where they are believed to appear as stars in the night sky. These are distinct from astronomical stars and when viewed through a telescope appear as glowing energy or vitality in the sky.

The birth of a new <u>OTHERWORLDER</u> on the <u>MORTAL PLANE</u> is heralded by the extinguishing of such a star, and it thought that the stars' energy is transferred into the creation of the physical body of the otherworlder. See Vol IV: the Afterlife and the Spirit.

STAR AIELLN, the: Soc. An eleven-pointed star with a blue eye or circle in its centre that is a common symbol across the <u>FOREST KINGDOMS</u> of <u>MALAN</u>. Many people, particularly members of the courts of the <u>HENDECARCHS</u> themselves, have tattoos on their foreheads in faint white ink depicting the star. They symbol features prominently in the kingdoms' heraldry, including their flag.

STAR, MAJOR: Int. Ast. Myt. In the study of the otherworld, Major Stars are CELESTIAL OBJECTS⁽²⁾ that shine with a particular brilliance, whose eventual death presages the birth of an OTHERWORLDER of great influence or power, or which will otherwise reshape the politics or history of ELYDEN in some significant way.

The death of a Major Star is seen as a portentous event, and scholars of the otherworld and mythographers will study the event in detail in the hopes of establishing any knowledge of what may follow. Such dabblings in astrology are looked down upon by modern scholars and scientists, who increasingly disparage them as foolish mysticism with no basis in facts. Despite this many states and peoples still adhere to these old traditions, appointing committees to study the sky and otherworld for clues as to what may follow the death of a Major Star. See Vol IV: the Afterlife and the Spirit.

STAR JELLY: Int. Sup. Alc. Oth. Phen. Strange gelatinous substance that is sometimes found in early morning outside, usually on rocks, the ground, or sometimes in the branches of trees or roofs of buildings. It is translucent with colours ranging from pink, purple, red or sometimes blue, but universally faint and clear.

The jelly is believed to be secreted by the <u>OTHERWORLD</u> and falls to <u>ELYDEN</u> at night. It is thought to be related to the gestation or birth of <u>OTHERWORLDERS</u> and has value in <u>OCCULT</u> rituals, and is used by <u>ALCHEMISTS</u> as well as the <u>CLONING</u> industry, though its rarity means the substance has not found widespread use, despite its varied applications. It is most commonly found in the region of <u>MAATHYL</u> in the c of <u>ALAM BETHYL</u>, and its cultivation has become a niche industry there. It is similar to the more common <u>IELLY RAIN</u>, though the two are unrelated.

STAR-FATED BIRTHS, the: Leg. ALMAGESTI myth that details the origins of three cultural heroes, whose births were presaged by a falling star. Together they went on to found the CITY OF ALMAGEST. It is thought by many to be an analogy of the three settlements (Almagest, AZZII, and EPHEMERIS) whose growth would go on to form present metropolis of Almagest.

<u>STAR OF HAZAL</u>: Ast. His. Comet that was sighted across <u>LLACHATUL</u> in 2936 RM. It was named after the <u>DEOCHANI</u> astronomer who first observed it.

<u>STARGAZERS</u>, the: Int. Myt. Oth. An ancient <u>PARAIYAN</u> legend, remembered now only in a few settlements in the south of <u>BELLN</u> and amongst the <u>ETHERI</u> nomads of the <u>UMBRA SOKHAR</u>;

The Stargazers are gigantic spidery-limbed <u>OTHERWORLDERS</u> that dwell in the badlands in the north of the Umbra Sokhar wastes. Each finds a solitary butte and makes it its own, and begins its life's work.

Each stargazer finds a bright soul amongst billions and attunes itself to the mortal in possession of that soul, and spends every moment psychically corrupting it. This dramatic act influences the mortal's actions in life, and when it finally dies, its soul becomes a new star in the night sky. It is this star that the stargazer sits silently watching, sometimes for days, sometimes for centuries, until it finally disappears, after which a new stargazer is 'born'. Old stargazers eventually die, their bodies mummifying and remaining empty until eventually the death of a star gives them life once anew.

Paraiyan legend identifies a particular domain of the sky as the target of these 'stargazers' vigilance; so-called <u>ORTLU</u>.

STARS, THE ORDERS OF THE: Org. Order of VIRAGI in the HARÉSHK, who eschew their material wealth for a life of devotion to ASHKERON. They view death as a part of life and their role was warriors overlaps that of priest

<u>STARWOMB</u>: *Med. Sup.* Temporary organ that grows in the abdomen of a male <u>MORTAL</u> impregnated by an <u>OTHERWORLDER</u>, allowing them to carry a <u>HALFBLOODED</u> child to term.

The starwomb is expelled following the birth, though the birth itself is rarely straightforward, leading to complications that can result in the death of the parent or child due to the male body not being adapted to childbirth. Of all the mortal people, male SHIE and KERATIN are the most likely carry a pregnancy to full term.

STASIL: Set. Colosseum-city in the c north of the UMBRA SOKHAR. The city is built within the ruin of an ancient amphitheatre that is today half-buried. The dwellings are built in the old structures beneath the seating of the ancient amphitheatre, on top of which is a large market. The exterior of the colosseum is now half-buried beneath the accumulated debris of the land outside (Pop. c. 18,200).

STASIM: Ind. Set. Dre. Settlement in the c north east of VALBAR⁽²⁾, in the region of PIL AUSH⁽¹⁾. The settlement emerged as a boomtown in the wake of silver being unearthed in the DREAMSCAPE of Pil Aush⁽²⁾ and grew from then. Miners work in 'simple' REALITY SUITS to counter the illeffects of the dreamscape, and the mines are overseen by ONEIROMANCERS who work hard to aid in the extraction of the silver (Pop. c. 3,200).

<u>STAT</u>: Law. Soc. Code of laws established by the ancient <u>FIFTH AGE</u> nation of <u>VESPER^(2,)</u>. Today, the <u>VESPERTINE LEAGUE</u> uses an updated version of the stat, which is enforced by a hereditary policing caste known as <u>STATORS</u>.

STATOR: Law. Rnk. Caste in the <u>VESPERTINE LEAGUE</u> that serves as a policing force. The title is hereditary and after three years of training, upon the reaching the age of 18, an individual is given a <u>KAITT</u> tattoo to symbolise their lifelong duty to the post.

Though originally envisioned as a force of order and good, today there is no small amount of corruption within the caste, which has attained a position of power across the Vespertine League, with some individuals becoming regional rulers or governors. In some areas multiple <u>ASONAS</u> are connected by dynastic families of stators who rule as tyrants, enforcing their own version of the <u>STAT</u> – the code of laws established by the ancient state of KETHAR.

STATE COUNCIL: Pol. Org. Government ministries in the LOW-EMPIRE OF SARASTRO, and the equivalent of the government MINASTERIA (1.) of the HIGH-EMPIRE OF KORACHAN.

STATUTE OF RIGHTS: Pol. Law. Law created in 1455 RM following the massacre of KORACHANI pilgrims undertaking THE SHADOW MARCH in the south west of VENTHIR 2-years earlier. The law was intended to protect followers of the UNDYING MACHINE, regardless of their nationality, during their pilgrimage to and from the SEPULCHRAL PALACE.

The Knights of the March became a pivotal role in upholding the laws of the Statute of Rights, safeguarding the passage of those undergoing the Shadow March, to the best of their abilities.

<u>STEAM CANNON</u>: Wea. Tec. Obsolete weapon that relied on pressure generated by a steam boiler to launch projectiles. They were boosted by <u>SHAPERS</u> (known as <u>ESTMANIIN</u> in the <u>KORACHANI EMPIRE</u>) who could manipulate heat and steam, who were able to increase pressure or accuracy as needed, making the cannons far more effective than they otherwise would have been.

Steam cannons were very popular in the armies of the middle <u>FIFTH AGE</u> though were largely superseded by more modern artillery and gunpowder weapons.

STEEL BLIGHT, the: also 'Rlarut'. Rui. Ancient idol in the west of Ahrishen, close to the border with Rhamia. The idol is made of pitted steel and is thought to date back to the late Third Age. It is shunned and the land around it is blighted. For many years it was thought to be Atramentally Tainted, though this is seemingly untrue, though the cause of the lands' waning around it remains unknown.

STEEL CATARACT, the: Rvr. Str. The largest dam in the KORACHANI EMPIRE, located in the c north east of VÂRR, in the region of LAMEDUA. It stems the flow of the river ICHORIA south, generating large quantities of electricity for the east of KORACHAN. Though the region of Vârr was abandoned by the INTERREGES in 3791 RM the city of ARGOLIA just south of the dam remains in Korachani control.

<u>STEEL CITADEL</u>: *Mil. Str.* Fortress in the south west of present-day <u>ALMAGEST</u>. Its roots date back to the late <u>FOURTH AGE</u>, but by the time <u>HUMANS</u> were starting to repopulate the region in the first centuries of the <u>FIFTH AGE</u>, all that was left was a large mound, its once-expansive foundations crumbled beyond recognition.

The site of the old fortress remained a prime spot, commanding good views of the surrounding area, and over the years various structures were built atop it. The Steel Citadel was erected in c. 1500 RM to guard what was then the border between SKAROS and Almagest, though following the WAROFTHE ARTIFEXES, the border moved south. Today the fortress is home to highway guards, who oversee the south western roads of Almagest.

STEEL DRUM: Mus. Obj. Percussion musical instrument made from a steel sheet beaten into the shape of a drum. The instrument is common in the VESPERTINE LEAGUE, where each state has its own beat, which traditionally was used to inspire troops in battle, but which today is more often used during festivals or political activities.

STEEL LEGIONNAIRE: Mil. Med. Tec. CLONE employed within the elite STEEL LEGIONS of the KORACHANI military.

Steel Legionnaires were the epitome of what the <u>TECHNARCANE</u> arts of the Korachani empire were capable of and were on the forefront of the field for the centuries of their creation, from the creation of the primitive first inception in 2304 RM, until the disbanding of the Legions in c. 3890 RM.

They were giants amongst the stunted malnourished helots and slaves that made up the bulk of Korachani cities, and commonly stood between 6' and 6'6", weighing up to 240-280 lbs. with black featureless eyes and hairless bodies with pale alabaster-like skin.

They were equipped to the best of the empire's capabilities and were rightfully feared in battle, but the cost to create and maintain the legions proved to be their undoing and starting in 3845 RM the legions began to be culled, in what became known as the MANUMISSION OF THE CLONES. Many were simply killed, and others were freed. Those who were freed struggled to adjust to life as freemen after what may have been centuries in active service. Many ended their own lives, and those who remained sank into jobs that suited their physical capabilities.

STEEL LEGIONS, the: Mil. Tec. Rnk. Elite arm of the KORACHANI military, comprised of VAT-BORN CLONES INCEPTED through the most advanced TECHNARCANE techniques known to the empire. They were a natural successor to ancient forms of artificially-created life, such as HAEMONCULI.

Grown in <u>VATS</u>, augmented with <u>ORTHOSES</u> and <u>OCCLUSIONS</u>, equipped with the best the empire could provide them with, the Steel Legions were the best organised fighting force of the <u>FIFTH AGE</u>. Led by the most well-educated of the Empire's <u>ARCHPATRICIANS</u> (themselves enhanced and clad in <u>HARDSUITS</u>), the Steel Legions were superior in all ways to their contemporaries and formed the stoic backbone of the Imperial Armies, which were otherwise filled with conscripts, slaves, Atramental-dead, unruly mercenaries, flagellants and fanatics. The first <u>CLONED STEEL LEGIONNAIRES</u> appeared in 2304 RM following innovative research in the region of <u>YAGGUTH</u> in the north of the <u>KHARKHARADONTID</u> desert, though an elite fighting force made of <u>ATRAMENTALLY</u> manipulated <u>HUMANS</u> had existed for centuries prior to that. Despite the same name being used, the two had nothing in common,

The <u>SUNDERING OF THE EMPIRE</u> brought about great changes to the fracturing of its forces, with some defecting to the <u>REFORMED EMPIRE OF SARASTRO</u>. Soon after this, the empire experienced political reforms in the shape of the <u>DISSOLUTION OF THE MINASTERIA</u>, which saw all government offices disbanded and reformed as new <u>ORDERS OF THE SANCTIFIED INQUISITION</u>. This included the imperial armies and the Steel Legions, which were replaced by the ill-fated <u>ELAIMAN ORDER</u>, which was disbanded in 3779 RM and replaced with the old military structures after years of struggles, decreased effectiveness, and spiralling costs.

It was during this time that the high costs of incepting, training and equipping vast armies of Legionnaires were brought to the fore, leading to a marked decrease in the number of new Legionnaires incepted (partially to offset the costs incurred by the Dissolution of the old military structure). Beginning in 3845 RM, the empire was not only producing a fraction of the numbers of Legionnaires it once was, but it had also begun culling existing clones in a bid to cut costs.

Thousands of Steel Legionnaires were slain and many others were MANUMITTED, forced to register in MANUMISSION OFFICES across the empire. This lasted until c. 3890 RM, though new Legionnaires were

eventually <u>INCEPTED</u> after this, though they never again reached the numbers of previous years, and were used as elite troops rather than a mainstay of imperial armies.

STEEL OGHUR: Mil. Med. Tec. In post-industrial regions (including the SOCIALIST REPUBLIC OF ALMAGEST, the KORACHANI EMPIRE, the SECULAR REPUBLIC OF PARTHIS, and the REFORMED EMPIRE OF SARASTRO) where TECHNARCANA is a common tool, steel oghurs are a form of TECHNACHI; an unholy blend of ATRAMENTAL artifice, technology and BIOMECHANICAL arts. Constructed around an oghur-like core, usually a LARVA, that, upon its INCEPTION is grafted to ORTHOSES or grafts of varying complexity that will dictate its role thereafter.

Due to the difficulty and cost inherent in creating them, they are used sparingly in warfare as shock troops inured to pain and gross injury, though they can be found as individuals attached to the private forces of incredibly wealthy and influential individuals. Their metallic shells and the strength granted by their construction make them potent shocktroops. They are similar in concept to GOLEMS(I.), though are far less sophisticated.

<u>STEEL PALACE</u>: Mil. Str. Solitary citadel in the south of <u>ALMAGEST</u>. It stands watch over trade-routes and abandoned open-diamond mines which were once owned by <u>PATRICIAN HOUSE SATINA</u>. The citadel is overseen by general-patricians and small contingent of <u>STEEL LEGIONNAIRES</u>.

STEEL STAFF: Flo. Herb indigenous to the island of BROKEZS off the eastern coast of NOAVATUR. It is highly prized for its purported aphrodisiacal qualities, though does not thrive off the island so it can only be acquired by those willing to go to the island as the island cannot be sullied by any permanent structures, as per decree of the ruling council of Noavatur.

STEEL WOMB: also SOHBAL FERROLLI.

<u>STEEL BUTTERFLY</u>: Soc. Mar. Assassin based in <u>ENDUI</u> who uses <u>FIRMAMENTAL</u> treatments to remain physically young. Though she appears like a young woman of 18, she is in fact close to 200-years old. She trained in the <u>STEEL GARDENS OF SHUON</u> and remains its most infamous alumnus.

<u>STEEL GARDENS OF SHUON</u>: *Mar. Str.* Assassin academy in <u>ENDUI</u>. Its most infamous alumnus is the <u>STEEL BUTTERFLY</u>, a 200-year-old woman with the appearance of a child, who has carious out assassinations across <u>ELYDEN</u>.

<u>STEELSAGE</u>: Rel. Rnk. Erudites in <u>TETHYSIA</u> who spend their lives in the <u>IRON FIELDS</u>, serving as priests and guardians there. They consider themselves the most accomplished steel cultivators and workers of the fields, and their work is prized throughout the <u>GODSHOME</u> as the finest. Most metalworkers in Tethysia study under the tutelage of the Steelsages.

<u>STEELWRIGHT</u>: Ind. Rnk. Hinterland metalworkers and machinists who specialise in repairing broken <u>AMBULANTS</u> and <u>CONVEYORS</u>, and carrying out general mechanical repairs. They are scattered along well-travelled roads throughout civilised areas around the Inner Sea and other industrialised regions, often alongside inns or caravanserais, serving travellers who need their services.

Most steelwrights have an unspoken agreement amongst their own kind, where individuals work in typical radius of around 25 – 30-miles, avoiding others. Should two steelwrights meet, tradition dictates that they share resources and reach an amicable arrangement delineating their respective territories.

STEEPLEJACK: Voc. One who works in tall structures such as spires, chimneys, towers, cupolas, domes, etc. to carry out repairs. They are common in large cities, particularly in the vertical peninsula of the city of <u>ALMAGEST</u>.

<u>STEFANIA</u>: Pol. Soc. Bus. <u>PATRICIAN HOUSE</u> in the <u>KORACHANI EMPIRE</u> known for being a member of the <u>ATROPI HOUSES</u>. Its ancestral home was the manufactory city of <u>LARATHA</u>, which is now abandoned, and the house is based in the <u>CAMASSIAN STRONGHOLD</u>, though it controls various farmsteads across lands surrounding <u>ATROPHY</u>.

Its main role within the cooperative lies in the protection of pipelines, both in the form of building and towers and fortresses, as well as manning them with privately-controlled troops. These troops also guard the

various distribution points and pumping stations and constitute one of the largest private forces in Korachan. Due to its size the allegiance of the forces is divided between the other members of the Atropi Houses, and its jurisdiction lies solely within the administration and logistics of the military arm of the Atropos. See Vol II: Patrician Houses.

STER: Set. Settlement in the north of the <u>TEMPLAR STATES</u>, in the region of <u>AVVIRAM</u>. Agriculture forms its main industry, specifically the growing of the <u>TSAMMA</u> plant (Pop. c. 6,400).

STEL: Soc. Voc. Stilt-walkers of <u>AHRISHEN</u>. In order to traverse the oftenwater-logged areas of Ahrishen, its people have adopted the use of stilts, which usually take the form of 2-4-feet-high wooden stilts.

STELLARIUM MAGNA: Pol. Org. Secretive group based in ALMAGEST, with cells in various cities and nations across the INNER SEA. The group originated as a fraternity of astronomers in c. 2100 RM, and has existed continuously since then, though its goals have shifted over time to influencing matters of high society and politics. Some claim that they played a role in the WAR OF THE ARTIFEXES and the eventual independence of Almagest in 3014 RM, though there is little direct evidence of this.

STELLARIUM OF IARUS: see IARUS, STELLARIUM OF.

<u>STEMMA</u>: Set. City in the south east of \underline{SABIA} , in the northern face of the \underline{FARIS} Mountains. The city is known for its cliff-face college (Pop. c. 20,000).

STERBHEL: Geo. Area in BA'AKH dominated by jagged iron growth, not unlike rusted blades protruding from the ground. The iron is oxidised and useless for industry, so is ignored by locals. The earth of Sterbhel is dry and without life, shunned by flora and fauna alike.

STERIA: also 'the Grey Wastes'. Geo. Colourless and lifeless desert in the north west of the VESPERTINE LEAGUE. The only trace of life remains now in the desiccated skeletal remains of centuries-dead trees. It is utterly devoid of vibrancy and, and objects brought into it from without will slowly be drained of colour. Similarly, anyone spending any amount of time within its barrenness will find themselves sapped of emotion until they die, withered and thought or will. Needless to say, it is shunned and has never been explored in full.

STERKEM: Ast. Major constellation in the **SABIAN** religion.

STERLNG SOCIETY, the: Int. Org. Secretive institution based in the city of ALMAGEST. It operates in the shadows of many metropolises across ELYDEN, recruiting what it would refer to as 'sterling individuals' to further its purposes – though what that purpose might be is unknown to those outside the society.

STESHA EMANSSA: (B. 3918 RM) Pol. Current governess of the NAARETHI vassal KHITAI. She is rumoured to be a HALFBLOOD or SCION, and does little to quell such stories.

STETECH: *Ind. Set.* Small fortified mining city in the west of EREBETH. The city and the entire region are known for their rubies (Pop. c. 15,500).

STEWARD, THE: Oth. Ancient OTHERWORLDER believed to have originated in the ERASHAN empire, making it at least 4,000-years old. The being appeared in the ancient nation of OPHAM in 608 RM, becoming a charismatic figure there, its anecdotes and ancient parables gaining a massive following in the region. Within the span of a few years the Steward became a figurehead of the nation and surrounding lands, bringing a resurgence in old Erashan legends and myths.

Fearing its rising popularity and the threat it posed to the ruling councils' influence, the creature was exiled in 611 RM following a farcical trial. Its teachings were slowly abolished and the region tried to steer itself away from its Erashan ancestry, gaining cultural influences from neighbouring PARTHIA instead. Followed by a few hundred of its closest devotees, the Steward wandered the lands of ESCYSIUM for over a hundred years, returning to Opham when the shadow of war with CYHLAGHARRI OGHURS threatened it in c. 750 RM. None know what happened to the otherworlder during its itinerary of those wastelands, and it refuses to speak of such things when asked. Pardoned and granted control of several auxiliary armies, the Steward aided in the defence of the region, and an earlier plea for aid sent to Parthia was answered, leading to Parthia taking control of Opham in 757 RM.

Despite its vassalage, Opham welcomed back the Steward and its teachings rapidly swept aside what cults had appeared in his absence. By c. 800 a religion known as the <u>CHILD'S ADVENTISM</u> appeared, after the strongest legend and supposed prophecy the Steward recounted, detailing the arrival of a child emperor who on the passing of its 7th year would unite Opham and surrounding lands as one glorious empire. Its followers became powerful members of the church and with passing years, some became members of the ruling council of Opham, with the Steward itself becoming head of the council in 835 RM. This saw Opham totally embracing the religion, and the nation itself was renamed the Kingdom of Opham following the abolition of the council and the election of the Steward as regent in the child emperors' absence.

Under the Steward's leadership the region prospered. The abandonment of <u>PARTHIS</u> by the ruling <u>INTERREGES</u> in 967 RM left Opham free for the first time in close to 2-centuries. Its territories grew even as prospective children were selected from the populace and placed on the throne, removed on their 8th birthday if the prophecy hadn't been fulfilled, replaced by another child, with the Steward overseeing as head of church and state.

The Kingdom of Opham ended in 1465 RM, after the neighbouring states of $\underline{\text{OLNNAD}}^{(1.)}$ and $\underline{\text{HOLOTHAN}}^{(1.)}$ usurped its trade-routes. What was once Opham became known as the $\underline{\text{CHILD'S REALM OF OPHRAM}}$, and the traditions of the Child's Adventism continued to be honoured throughout tumultuous times and the rise and fall of surrounding city-states.

In 2856 RM the Steward received the <u>ARCHPOTENTATE MALICHAR</u> and the two spoke at length, before the Archpotentate returned back to Korachan. Whatever they spoke of remains unknown to this day.

Finally, in 3119 RM, all conditions of the prophecy were fulfilled. Word of this spread across the land, reaching a far east as the <u>SEA OF BYSSOS</u>. There was much rejoicing, and the Steward oversaw a great ceremony in which it took the child into an ancient temple that had been awaiting just this day for millennia. Though two entered, only one emerged – the child emperor, its body bearing traits of the Steward, its eyes filled with all the wisdom and experience of the otherworlder. None know fully what happened in the temple, but since that day, the <u>CHILD EMPEROR</u> has ruled a united Ophram, which is now known as the <u>CHILD'S REALM OF OPHAR</u>.

STEWARD'S SHRINE, the: Rel. Str. Large shrine in the city of OPRET⁽³⁾ in OPHAR, dedicated to the STEWARD who in 3119 RM sacrificed itself to elevate the CHILD EMPEROR to divinity, granting him the gift of unageing eternal life and great wisdom and insight.

<u>STEZA</u>: 1. Geo. Major island and surrounding archipelago to the south west of <u>TZALLRACH</u>, covering less than 500-square-miles and forming the western-most region of the <u>PARAI DEIS</u>.

2. Sea. Bay in the south west of the <u>PARAI DEIS</u> and parent of the river <u>NATHER</u>^(1.).

3. Sec. Only major settlement on the eponymous island. Its culture is little different to that of <u>TZALLRACHI</u> classical civilization and nobility is noted for paint the upper half of their faces in red ochre to symbolise their link with nature (Pop. c. 20,000).

STHAMAN: Pol. Second of the HENDECARCHIES of the FOREST KINGDOMS, located in the south of MALAN. Its capital is the city of ATHELIAT, and it is ruled by the HENDECARCH Queen LYSERITH ONÉSIMUS.

It is <u>FIRMAMENTALLY-AFFLICTED</u>, and is known for its lush humid forests, giant flora, and relatively large walled cities, most notable of which are <u>TOBOSK</u> and <u>IMALDAN</u>. Though there is a capital, <u>ATHELIAT</u>, the kingdom is known for its ever-moving ruler, the halfblood-queen Lyserith Bator, whose government is known as the <u>FLOATING COURT</u>.

<u>STIBIA</u>: Set. Settlement in the c south of <u>GNOTH</u>. It is known for its antimony mines (Pop. c. 4,400).

STIGHO WALL, the: Geo. Treacherous basalt rock formation in the DAARI peninsula of NÁRTHEL), extending some 50-miles into the mainland. Little flora or fauna exists in the lands, and what does has adapted to life in the niche environment. A staircase known as the AISLE OF STIGHO leads to its crown, where an ancient platform is found.

<u>STIKH</u>: Set. Settlement in the c of <u>VALBAR</u>⁽²⁾. It serves as a stopping point for travellers and merchants moving from the <u>PIL AUSH</u> in the east and the city of <u>ELMIAD</u> in the west (Pop. c. 5,800).

STILT CRICKET: see STRIDER.

STIPA: PIr. 'stipas'. Mor. Artificial race created by the LHAUS in c. -1200 RM. Dull-witted and lanky, they were little more than brute labourers to be abused in construction projects around their territories. Little is known of their fate, though titbits of knowledge indicate that the lhaus were overthrown by the Stipas, leading to their near extinction. Without leaders, the stipas dwindled, though they remain in various territories in the north of SAMMAEA. See Vol II: Classification and Taxonomy of Life: Asicthai.

<u>STIVAR</u>: *Ind. Set.* Mining settlement to the north east of the city-state of <u>GÂTHA</u> in the south east of the <u>DESOLATION OF ASTUDAN</u>. The settlement mines iron as well as <u>VIRGIN STONE</u> thought to be unchanged since the creation of <u>ELYDEN</u>. The stone is valuable in sculpture and architecture and is used in religious icons throughout Gâtha (Pop. c. 6,000).

STIZEU: Dem. 'Stizeua'. Mys. A discipline prevalent in the free lands of the east, particularly in TEMUIA and parts of north western MALAN. At its core, it is a school of thought concerned with the mysticism of thought and perfection of the self. Tattoos and other forms of scarification form an important part of this belief, for words and symbols inscribed on the flesh are believed to affect the body and mind of a stizeu, though such rituals are not common and are usually associated with a symbolic ascension to a new spiritual tier.

STOA OF TRATHIS: Arc. An ancient covered portico on the island of VIKUL. It is thought to date back to the early FOURTH AGE, when the island was much smaller and the stoa was its dominant feature. Its original purpose is unknown, though it was likely a meeting place, possibly for mariners.

STOGHRA: Set. Coastal settlement in the west of METHUMN, in the HENAKARAIAN peninsula. Its main industry is agriculture (Pop. c. 3,750).

STOLACHTOL: Geo. Rocky desert in the south of the <u>DESOLATION OF</u> <u>ASTUDAN</u>. It receives very little rain (perhaps a few times a decade), and when it does, it floods, collecting into the course of the river ADHUTASH.

STOLA: Geo. Stone wasteland in the south west of the <u>DESOLATION OF</u> <u>ASTUDAN</u>. Its name is believed to be linked to the region of <u>STOLAS</u>, to the north west.

STOLAS: Dem. 'Stolast'. Ntn. Native name for the TOMBS OF THE GODS, in the c north of <u>LLACHATUL</u>, to the north of the <u>OLD FOREST</u> is home to wretched aviform mortals, known as <u>ALAKHI</u>, who owe their roots to the <u>DEMIURGE MALACHAI</u>, whose torpid body is said to lie buried beneath their lands, likely giving the region its common name.

The al akhi are a debased offshoot of a nobler race of bird-like mortals known as the <u>AIKLAHS</u>, which were driven to near-extinction years ago. Restricted to the region of Stolas, the al akhi are pathetic twisted beings whose culture revolves solely around the worship of a monolithic totem in the middle of Stolas that depicts their deity <u>MERKABH</u>, which scholars believe to be a corrupted form of the demiurge Malachai or possibly one of its scions.

The region is a grey wasteland with little known resources and the al akhi have few relations with their neighbours and maintain little contact with them outside of sporadic trade for essential items, which is done in temporary camps outside their territories, which is where the little we know about the region comes from.

Though they have no desire for expansion, they guard their land fiercely and guard their borders against outside attention, though their technology is primitive at best – were another industrialised nation want to invade their lands, the al akhi would be unable to resist. However, there exists a great deal of superstition and dread around their lands, leading most outsiders to shun the place. See Vol III: Extant Nations and Realms.

<u>STOLAS VALLEYS</u>: Geo. Region in the c south of <u>STOLAS</u> renowned for the <u>DUSTSTONE</u> formations and canyons.

STOMMA: Set. Coastal city in the south west of <u>HABOT</u>, overlooking the west of the <u>BAY OF ESSIA</u> (Pop. c. 41,000).

STOMARA: Set. City in the c south east of <u>HABOT</u>, along the course of the river <u>VAIAUANTI</u> (Pop. c. 44,000).

STON: Set. Major settlement in the c north east of KEPHUAAN, in a shallow valley to the south west of the TAOGHLIN Mountains. It is one of the largest industrial centres in Kephuaan and is known for its sprawling maze-like manufactories and the narrow alleys dividing buildings (Pop. c. 220,000).

STONE BONES: see STONE MAN'S DISEASE.

STONE CHILDREN: Sup. Med. Common condition in MENISCEA where the foetuses of pregnant women calcify in utero. In the majority of cases the foetus is killed before birth – in some instances remaining in the body indefinitely, and in others being expelled. In rare instances the foetus is not killed and is born with an unchanging variant of STONE MAN'S DISEASE, more commonly known as STONE BONES. It is more common in nations closer to the MENISCUS, and has its highest recorded occurrence outside of the Meniscus in the nation of DANU.

STONE CORRIDOR: Com. Geo. Trade-route in the north east of SAMMAEA, forming a part of the larger SALT ROAD. The signing of the RECKONING OF PEACE in c. 2950 RM between SIRIPHAGOS and the tribes of MULCIBER, fostered an uneasy friendship and increased trade along the Salt Road.

A well-guarded trade-route emerged between $\underline{ARKOS}^{(1)}$ in the north to $\underline{NOAVATUR}$ in the south, which came to be known as the Stone Corridor due to the rough terrain through which it passed. Overseen by Siriphagan merchant lords, this trade-route brought renewed security to a dozen different nations, and lasted until 3103 RM — the year of the $\underline{SARASTROAN}$ $\underline{SANCTION}$, where the $\underline{KORACHANI}$ \underline{EMPIRE} granted autonomy to $\underline{SARASTRO}$ and its ruler, and attacks on nations involved began en masse. This led to the fragmentation of the road and the forces that had once been drafted to defend it, and land trade south to Noavatur dwindled following this. See Vol II: Major Trade Routes.

STONE FOREST, the: see NITTHAL.

STONE JELLYFISH: see GOMAZOA.

STONE MAN'S DISEASE: Sup. Med. FIRMAMENTAL malady centralised in scattered regions that are FIRMAMENTALLY TAINTED, such as the immediate area surrounding the TRUE MENISCUS, in which the flesh of those subjected to it slowly calcifies. The process takes between 1 and 2 weeks to complete though most die well before that time as organs begin to fail and bodily functions surrender. Brief exposure usually brings little more than aching joints and headaches, though constant exposure exceeding 6-hours normally brings irreversible damage.

Some $\underline{\text{OTHERWORLDERS}}$, $\underline{\text{HALFBLOODS}}$ and other $\underline{\text{SCIONIC CREATURES}}$ are immune or less susceptible to the disease.

STONE, ORDER OF THE: Rel. Org. Order of individuals that emerged on the island of GEMARIS in 2189 RM following the disappearance of the SABRIYAN STONE in ASSEER and the resultant fragmentation of its government. Members of the Order referred to themselves as SEEKERS OF THE STONE (which over time was simply abbreviated to Seekers), and tasked themselves with searching for the lost GODSTONE. Its members lived off donations from the laity and hundreds took up the call to arms, searching far and wide for the Stone. The Seekers founded the settlement of AGAIR at the base of their monastery home, and it became a stable base to members of the Order, which by c. 2382 has established chapters in most cities across Asseer, from which they were able to fight organised crime and re-establish the courts of CANON LAW.

By c. 2300 RM the Order of the Stone had largely curtailed regional crime and helped to unite the disparate city states with a thriving trade network, allowing Agair to become a capital to a newly united region. Their Seekers provided protection along the frequently-travelled traderoutes, helping keep the land safe, and were reorganised into regional policing forces, with chapters in most major cities. The link with the Seekers of the Stone was sundered in this time, though the Seekers continued the tradition of searching for the Sabriyan Stone for many centuries, until their eventual disbanding in 3202 RM.

STONE REALM, the: see SYNCHTHONITHA.

STONE OF RENOUNCEMENT, the: Rel. Str. Altar in 10 dating from c. -120 RM, towards end of the LITHIC PERIOD. The Stone of

Renouncement was a sacrificial altar dedicate to THE VOID, bas carvings of bull on its sides (symbolic of the ancient Io Custom of sacrificing bulls). Willing laypersons would lay down on the stone, becoming ascetics, refusing food and drink until their bodies withered and died. In 217 RM it was emptied by the KORACHANI occupiers, sanctified in the name of the MACHINE, becoming a chapel to the CHURCH OF THE UNDYING MACHINE, after which it became known as the Temple of the Renouncement. A HEART ENGINE was installed in its heart, and it became a centre for mechanical communion with the UNDYING MACHINE.

STONE STACKING: Soc. A common pastime in GNOTH and amongst various giganri cultures across ELYDEN, the stacking of stones to form a freestanding tower. Most settlements have a designated area - either a square within the settlement or a field outside its borders - where individuals can go to practise their hobby. Similar to stone stacking is stone arranging, where individuals arrange stones and pebbles into geometric patterns and freestanding arches. See Vol II: Games and Pastimes of Elyden.

STONE TREE, the: see AGGACTHAR.

STONE WINDOW, the: see SKELERIELL.

STONNARA: Rvr. The deepest point of the ACCA HOAL endorheic basin, in the north of TAAN AN, in the south west of SAMMAEA. It was once a large lake that was fed by runoff from damaged parts of the great CREPHITHISS aqueduct, though following its repairing by the AMMASHI⁽³⁾ people in the mid FIFTH AGE it slowly dried up, leading to the present depression, which at its deepest is 125-ft. Below sea level.

Some seasonal rivers, the largest of which is the river <u>MERREANTI</u>, do flow into it, though they rarely collect enough water to form any sizeable lakes for any considerable amount of time.

- STORAGH: 1. Rvr. River in the c north of VAALK, flowing for 150-miles from sources in the <u>TRAAL</u> Mountains and the <u>KAULSA</u> highlands before meeting the <u>BAY OF SALTRA</u>. For most of its course the river flows through the steep-sided valley known as the <u>RUPTURE</u>.
 - 2. Geo. Natural limestone bridge crossing the river Storagh⁽¹⁾ about 25-miles from the coast. The formation is used as an actual bridge, helping to link north western and eastern <u>VAALK</u>. The bridge was once located close to the old coast, though the retreat of <u>THE INNER SEA</u> has seen it move steadily inland over the past centuries.
- <u>STRABIA</u>: *Set.* Small city in c of the plains of <u>BEHISHIA</u> in the c of <u>PARTHIS</u>, known for its vast plains and cattle manufactories. It also forms part of the <u>RED ROUTE</u>, and is a source of food to those travelling along the trade-route (Pop. c. 20,000).
- STORACHAN: Set. Fortified city in MARACHA, in the far north west of THE SURRACH. It is known for its well-made forts and horse ranches (Pop. c. 20,000).
- STRAIT OF ALMAGEST: Sea. Narrow strait, 180-miles long, dividing the SEA OF SEKHEM from the SEA OF APHOTIS. It is named after the city of ALMAGEST, which lies along its mid-span. Its waters are relatively fertile, though do not receive much circulation, on account of the narrowness of the strait.

STRAIT OF GATH: sea GATH, STRAIT OF.

- <u>STRAIT OF KHADRA</u>: Sea. Narrow strait dividing the <u>GHOUL ISLES</u> from <u>THE SURRACHI</u> mainland. The strait is some 100-miles long and at its narrowest, is around 7-miles wide.
- STRAIT OF NÁRTHEL: 1. *His. Sea. Geo.* A historical strait, 700-miles long, linking the east of THE INNER SEA (in the form of the SEA OF SPIRES) with the west of the DARK SEA (in the ABYSS OF ENESH). The strait was, during its height, a well-travelled passage, linking west with east, facilitating trade and helping move exotic items across LLACHATUL and SAMMAEA.

Its diminishing was first documented in c. 2800 RM, and cartographers and geographers continued noticing its narrowing over the years, even as coastlines across <u>ELYDEN</u> slowly contracted as sea-levels gradually diminished. First evidence of silting was recorded in c. 3400 RM, 85-miles west of the settlement of <u>DETH</u> in south eastern <u>LYRIDIA</u>.

The <u>KORACHANI EMPIRE</u>, at the time still a major power, spent a great deal of effort and money in keeping the strait open, though these efforts were abandoned following the <u>SUNDERING OF THE EMPIRE</u> in 3705 RM,

after which the <u>LOW-EMPIRE OF SARASTRO</u> tried for decades to maintain the route, but such efforts were eventually abandoned in 3757 RM, leading to its permanent silting. Until that point the strait was only closed seasonally, when tides and waters from contributing river dried.

The closing of the Strait of Nárthel had potent repercussions on trade and diplomacy across Llachatul and Sammaea. It crippled trade east with MENISCEA. The nation of VENTHIR broke away from Korachan following the closing of the strait, and political tensions only rose in the area, particularly as the diminished trade and travel between west and east led to a converse increase in contact between north and south, leading to tensions with NÁRTHEL and LYRIDIA.

Many cities that until then had been small coastal settlements on either side of the strait grew in the following decades, becoming harbours of note, passing sea trade from west and east between them overland. Of note were the cities of KAELRATH and PHENESH in Nárthel, which became metropolises, bringing wealth to the region.

It is now thought that <u>QUEEN HETEPHERES</u> of Venthir wants to reopen the strait so that her vassal Nárthel can monopolise its sea routes, yet she is a fickle queen and is as likely to change her mind as she is to order the beginning of the massive undertaking.

2. narrow bay, 425-miles long, and only remnant of the true Strait of Nárthel $^{(L)}$, in its west, following its closing in 3757 RM.

STRAIT OF SAOR: Sea. Strait separating the <u>DARK SEA</u> from the <u>SEA OF VENTHA</u>. It was once the only pass between the two seas, though following the <u>CATACLYSM OF KHAMID</u> in 101 RM, the Sea of Ventha grew to the north east, giving rise to the BOILING SEA.

The strait is contested between the two warring regions of $\underline{\text{LALAUN}}$ and $\underline{\text{BAOST}}$, forcing vessel to head north through the more dangerous Boiling Sea.

STRAIT OF SHIBBOLETH: Rvr. Mouth of the river SHIBBOLETH (3.), dividing MHAROKK in the north from LIDEA in the south.

<u>STRAMINEA</u>: Geo. Expansive Mountain forming the southern-most border of <u>THE SURRACH</u> in the north west of <u>SAMMAEA</u>. The range is known for its pale straw-like colour and stretches west-to-east for close to 2,000-miles, from the <u>SEA OF ESCHATA</u> in the west to the tower of <u>SACHLOAL</u> in the east.

<u>STRATAMAL</u>: Sec. Small city in the north east of <u>THUMAL</u>. Its main industry is iron mining. It is surrounded by spend <u>KORACHANI</u> strip mines, though still manages to maintain operations of what iron reserves are left. It forms a part of the <u>RED ROUTE</u> (Pop. c. 20,000).

STREET PROPHET, the: m. Per. Political agitator and demagogue who is active in the forums and markets of KHADON who had gained notoriety since her first documented appearance in 4004 RM. She is wanted by the authorities for her heretical beliefs and has gained a sizeable following of people over the years, who follow her every word. She is deeply critical of KORACHANI policies and the way its workers, particularly SLAVES, are treated.

<u>STREGACHA</u>: *Rui.* Ancient stone tombs, in the south west of the <u>HENDECARCHY</u> of <u>CYRENIA</u>, in the north of <u>MALAN</u>.

 $\underline{STREGOSS}\!{:}$ Set. City in the c of $\underline{OPHIUSSA}$ (Pop. c. 29,400).

STRENGTH OF AMMASH: Art. Arc. Rui. Gigantic stone and metal monument now located in the c south of KEPHUAAN, but built in the nation of AMMASH⁽³⁾ through forced labour in 2217 RM. Even the plinth on which the statue stands is a monolithic thick stone, and it is riddled with deep tunnel-like corridors and rooms. The statue itself is hollow and covered in a skin of sheet metal, and is made in the form of a winged woman, hands held high as though in reverence of the sky. In fact, the hands are angled towards the old capital of Ammash, HAMMA, and represent loyalty to the state.

The monument was abandoned following the collapse of Ammash and now lies in ruin, parts of its skin peeled off, its internal framework rusting and bowed. It has been occupied at various times by bandits, brigands and other groups.

<u>STRENK</u>: Flo. Poi. Twisted succulent that is similar to a vine, common in N'RAKH and other parts of external <u>KHARKHARADONTIS</u>. The trees are influenced by the <u>ATRAMENTA</u> and are a few of the only trees that seem to thrive in its presence. They have a wide stumpy central trunk about

which fan hundreds of supple water-filled vines covered in poisonous thorns that are attracted to vibrations in the ground near them. The bones of past prey litter the ground at their feet like trophies. See Vol II: Classification and Taxonomy of Life.

STREPOR: Ser. Coastal city in the far west of the region of <u>SÛR GHATH</u> in the west of <u>THE SURRACH</u>. Its harbours are quite busy and the sounds of ships are known to reverberate across the crater-like bay (Pop. c. 50,000).

STRIBOS: Str. Palace of the WHITE ANGEL TAHIRA in HRIMA, KASPIA.

STRIDER: also 'Stilt Cricket'. Fau. Gigantic cricket-like vermin, around the size of a horse, relatively common to otherwise-inhospitable inland regions of SAMMAEA. They are well-adapted to both the dry climate as well as the ATRAMENTAL TAINT common to the KHARKHARADONTID area, and are amongst the most common living creature there. They are lobotomised by mahouts and trained to act as mounts – the most hardy and reliable to those foolish or desperate-enough that need to cross the inland deserts.

Unburdened, they are naturally accomplished jumpers, though this ability is stymied when they are laden with provisions and saddles. See Vol II: Classification and Taxonomy of Life.

STRIGO: Com. Set. City in the c of AHRISHEN, along the north westernmost reaches of lake RANAGA. Like most settlements in the c of Ahrishen, it is linked to the AHRISHENI WATERWAYS by canals and a series of locks that allow travel between lake NAIDA in the west and lake Ranaga in the east along the river ARESH⁽²⁾ (Pop. c. 28,000).

STRIGOI: M 'moroi'. Sup. Rnk. Feared ATRAMENTISTS said to have transcended death, their spirits hollow, yet bound to their bodies, preventing death, yet denying them full life. The name is thought to have derived from a sect of female Atramentists. that once operated from the city of STRIGOIA, MALAN.

STRIGOIA: Set. Large fortified city in the south of the HENDECARCHY of CYRENIA, in MALAN. It is renowned throughout the east for its PENUMBRIST tradition, somewhat of an oddity in Malan, whose people favour Firmamental traditions. The city trades ATRAMENTAL goods with AONIA and, less commonly, TEMUJA.

Following the civil war of 3682 RM, in which the combined armies of <u>AONIA</u>, <u>HATON</u> and <u>NHORA</u> marched against the Cyrenian <u>HENDECARCH</u>, Strigoia was fortified, becoming the centre of a series of defensive in the south of Cyrenia, remaining so to this day (Pop. c. 73,400).

<u>STRIX</u>: Fau. Giant owl, up to 3-ft. long, with an 8-ft. wingspan. They are common in the north of <u>CENTRAL LLACHATUL</u>, and are nocturnal predators, preying on small animals. See Vol II: Classification and Taxonomy of Life.

<u>STROBIA</u>: Set. Fortified settlement in the north west of <u>TERION</u>, overlooking the <u>SEA OF SYRTASH</u>^(1.) (Pop. c. 10,000).

STROBILIA: Geo. Slag wastes in the c of <u>KORACHAN</u>, just north of the mining conurbation of <u>KALLAVARA</u>.

STUD OF SERVITUDE: also 'stud' or 'stud of citizenship'. Soc. Small metal stud embedded in the forehead of FREEMEN that work within the bureaucracy of the HIGH-EMPIRE OF KORACHAN to mark them apart from others, be they other freemen, slaves, or HELOTS.

Though far from fool proof, such studs are easily used by censors and the iron guards of cities to identify and segregate those who make up the imperial bureaucracy, who in many cases have leave of access to areas or buildings where others (slave, helot or freemen alike) may not have access to. As a rule, work-slaves are restricted to only certain wards or districts, while those of higher castes, including freemen and helots, are somewhat freer in their movements. Because of this, an underground market in false studs existed, though their implementation is neither cheap nor safe – the penalty for those found brandishing such marks is death.

Studs can be made from a variety of substances and can take various forms or shapes, which together form a record of their place of manufacture and use. For instance, a brass 5-pointed star in Khadon may indicate a specific year of manufacture and, making identification and safeguarding against counterfeiting easier for law-enforcement. The PASSPORTS of freemen with a stud of servitude would indicate so. It is possible for individuals to have more than one stud, with each referring to a specific workplace or honour.

The studs were introduced in c. 3800 RM in Khadon and rapidly spread to other large cities around the empire, where they became an everyday part of life by c. 3830 RM.

<u>STUL</u>: Geo. Massif comprising the northern-most reaches of the <u>NGHALLEAL</u> Mountains and is around 7,000-square-miles.

STUMP OF SHUREIU, the: see SHUREIU, THE ONCE-GREAT.

<u>STURAS</u>: *Geo.* Mountain in the south east of <u>NAARETH</u>, overlooking the <u>GULF OF VEGATETH</u>.

<u>STYAYAT</u>: *Mil. Str.* Fortress in the c south of <u>KASPIA</u>, guarding isolated settlements within the <u>LILTHAOST</u> Forest against <u>IBHAH</u> attacks. It is built from ancient runic <u>LODESTONES</u> and its maintenance is overseen by skilled <u>AIMANTS</u>^(1.).

STYGA: Set. City in upper CARCERI, beneath the south east of the DESOLATION OF ASTUDAN. The settlement appeared after major flooding of upper Carceri in 3600 RM and grew with the influx of refugees from the eruption of ANTILLIA in 3706 RM. The city is unique in that it forms part of Carceri though is situated partially above the surface. It is a rare place of trade along the GÂTHAN ROAD between the upper world and Carceri, and it trades west with SHAMALAN and north east with GÂTHA (Pop. c. 32,000).

STYGAS: Sca. Small sea in the east of SAMMAEA, located between NOAVATUR and PNESSA. It once led into the SEA OF SUPPA, though lowering sea levels in the 4th Millennium RM saw it cut off, with the Stygas becoming northern-most part of the SEA OF LETHEA, leading to the GULF OF SAURIAR (which replaced the now dry Sea of Suppa) via a narrow strait across the FAMMIN wetlands.

<u>STYGEON</u>: Set. Settlement in the c north of <u>GIBEAH</u>. It is thought to have links with the <u>ABYSSAL TEMPLARS</u>, tough little is really known of it (Pop. unknown).

STYGIAN LYNX: Fau. Furtive felid that lives in the liminal area of near-surface caves between the PRISON CARCERI and lands that lie above it, including KORACHAN, AZAZEM, PELASGOS, VÂRR, and the OLD FOREST. They are around 4-ft. long (including their tail) and have ashgrey fur with pale faces and large black eyes, with tufted ears and long whiskers that aid them in navigating the darkness. They can often be seen on the surface, where they sometimes venture in search of food. See Vol II: Classification and Taxonomy of Life.

<u>STYLGIA</u>: Geo. Island off the coast of <u>PELASGOS</u>, created through ancient volcanic activity — its dark, angular volcanic formations stand like columns, rising sheerly from the <u>BROWN WATERS</u>. Vents of gas pepper the area, constantly burning.

<u>STYLIA</u>: Set. City in the c south west of <u>SAMMAEA</u>, in the far west of the <u>ACHARKHARAN</u> Mountains in the north east of <u>MAENMIST</u> (Pop. c. 15,000).

STYLITE: also 'Pillar Monk'. Rel. Rnk. Radical monastic order within the REFORMED CHURCH OF SARASTRO, most common in IO, and BA'AKH, whose adherents live lives of asceticism atop stone pillars, praying and fasting in honour of the UNDYING MACHINE. The first Stylite was Malhilla, an Ionic monk who was cast out from his order for unknown reasons in c. 800 RM and who became a hermit, living on a small monolith outside a small town in the west of Io. He became infamous and people brought him food and clothing, enabling him to live the rest of his days in solitude, praying to the Undying Machine. People also came to him with requests and he would pray for their health and safety. Upon his death others continued the tradition, and it slowly spread west across the SEA OF ETHA to Ba'akh.

STYLITH: also 'Stylith Forest'. Geo. Ancient expansive karst formation running for over 125-miles between the KHO HAGAR and the EHBOT Mountains, forming a border between SARASTRO, IO and ARKOS (1.). The region was once a flat plateau, though water and wind erosion have carved narrow channels which over time became pillars and walls of natural stone. In c. 2320 RM the region became the battleground in a war fought between Sarastro and Arkos, which left large swathes of the region toppled, which are now shattered across the landscape amidst the unwanted relics of war.

<u>STYMEN</u>: lit. 'steam room' or 'chamber'. Soc. Str. Communal bathing houses in <u>PARAIYA</u> built from mud bricks and woven reed frames over naturally

occurring steam-vents that occur across the west of the nation. They serve as meeting places for the otherwise nomadic people. Some stymens have grown over the years into caravanserais, becoming settlements of sorts, with few permanent inhabitants.

STYRGE: Fau. Large dark-furred bats native to CENTRAL LLACHATUL.

Common to coastal cliffs and cities, they are most numerous around the SEA OF APHOTIS, and particularly the spires of the city of Almagest. They have small bodies and comparatively large wings, and are carnivorous, feeding on small insects and other vermin, as well as scavenging on the blood and fluids of carcasses. In rare cases they can swarm much larger creatures, causing them to suffocate. See Vol II: Classification and Taxonomy of Life.

<u>SUAMASANCT</u>: *Rel. Str.* Shrine in the south of <u>AZAZEM</u> where the remains of <u>ST. FIRDAUS</u> are buried.

<u>SUAMORM</u>: Set. Small city in the north west of <u>PORPHYR</u>, to the south west of the <u>RYKK</u> Mountains (Pop. c. 17,000).

<u>SUARA</u>: Rvr. River in the north west of <u>KORACHAN</u>. Though its waters gave birth to the city of <u>NORACHAN</u>, it only flows seasonally now.

<u>SUARHEN</u>: Set. Settlement in the c west of <u>AHRISHEN</u>. It was once a thriving port, though it saw an exodus of industry and trade following the retreat of the <u>SEA OF PYREA</u>. Its main industries are now sheep herding and salt collecting from the <u>KORAYEN</u> salt flats to the north (Pop. c. 2,000).

<u>SUATHU</u>: Bev. Herbal drink common in <u>TEMUJA</u> and <u>SAUA</u>. It is little more than water flavoured with herbs. It is commonly drunk in winter months around a fire pit as elders tell stories. It can be mildly alcoholic, depending on the way it is made and what plants are used to brew it. Vagabonds and travelling soldiers are known to drink this.

<u>SUBA</u>: *Ind. Set.* Mining settlement in the region of <u>DAAR</u> in the north east of <u>VENTHIR</u> (Pop. c. 4,200).

 \underline{SUBAAT} : Set. Small city in the island of \underline{KHEMET} , in \underline{KHAMID} (Pop. c. 16,000).

<u>SUBADIA</u>: Set. Major city in the c north east of <u>ATARAXIA</u>. Its main industry is the mining and refining of iron, much of which is sold to merchants travelling the <u>RED ROUTE</u> which passes through its territories (Pop. c. 162,000).

<u>SUBAHASS II</u>: (B. 3909 RM) *Pol.* Current emperor of <u>Trakia</u>. He is a known <u>UMBRAPHAGE</u> who prolongs his life through arcane methods.

<u>SUBBAR</u>: *Lak*. Lake in the tribe of <u>JACITTA</u> in the c west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>, along the course of the river <u>DAKHAN</u>.

SUBBEAH: Set. Settlement in the c north of GIBEAH (Pop. unknown).

SUBBOREA: Set. Small city in the c-south east of KASPIA (Pop. c. 12,750).

<u>SUBÉ</u>: also 'the North Tower'. Mil. Str. One of two towers in the west of <u>TEMUJA</u> (the other being the <u>ENEARHON</u>) that flank the pass of the <u>TAHNOL MAER</u>, guarding the entrance into Temuja from the <u>DESOLATION OF ASTUDAN</u>.

<u>SUBRA</u>: *Ind. Set.* Coal mining settlement in the prefecture of <u>HOLICHRIS</u> in <u>HOLOLACH</u>^(1,). The settlement arose to serve the many coal-quarries that emerged in the region in the first centuries of the 4th millennium RM and now finds itself a part of <u>THE WAY</u> trade-route, selling its coal to passing merchants (Pop. c. 2,500).

<u>SUDEUBA</u>: *Ind. Set.* Settlement in the south of <u>TZALLRACH</u>. Its main industry is iron-mining (Pop. c. 7,200).

<u>SUDI</u>: *Mil. Str.* Fortress in the far south east of <u>KHAMID</u>, along the border with <u>MALAN</u>. The fort guards heavily trafficked trade-routes linking the two nations

SUERES' BRIDGE: Arc. Large wrought iron bridge in the city of ALMAGEST linking two disparate peninsula districts with each other, crossing over the harbour beneath. It became famous in 1779 RM for a duel between two PATRICIAN princelings, and since then has maintained a reputation for duelling and gang wars. Increased guard presence starting in c. 3970 RM led to a decline in such activities, though night-time challenges and quarrels are still associated with the bridge.

SUBDAR: 1. Sea. Bay in the north of GIBEAH.

2. Set. Coastal settlement in the north of GIBEAH (Pop. Unknown).

<u>SUBRANA</u>: Set. Settlement in the south of <u>KARAKHAS</u>, north of the <u>KELACHOT</u> Mountains. The city is ruled by a supposedly undying <u>PATRICIAN</u>, the last surviving member of a <u>HOUSE</u> whose name has been lost to records and whose origins are known to lie in <u>VÂRR</u> (Pop. c. 10,000).

<u>SUBRESA</u>: *Ind. Set.* Fortified mining settlement in the west of <u>EREBETH</u>. The settlement and the entire region are known for their rubies (Pop. c. 4,800).

SUCCEDEA: Rui. Early FIFTH AGE SOULSTONE quarry in the north east of the present-day TEMPLAR STATES. It was the first major open caste soulstone quarry in ancient TRISKETHIA and was operational for close to a millennium, from c. -25 RM to its abandonment in 863 RM. It remains now as an expansive tiered pit on the side of the cliffs between UPPER and Lower Triskethia, and is visible from miles around, as are the vast mounds of overburden and tailings that were excavated by hand during the quarries' life, now overgrown and largely naturalised.

<u>SUCCESSOR-KING</u>, the: (B. unknown) *Pol.* Ruler of <u>OPHIUSSA</u> from 3752 RM. His origins are unknown, though he is believed to be a <u>HALFBLOOD</u> or <u>SCION</u> of some kind.

The Successor-king was a young <u>SHAPER</u> who emerged as part of the Ophiussan resistance in the years following the <u>SUNDERING OF THE KORACHANI EMPIRE</u>. The Ophiussan autocracy had a close relationship with Korachan and it suffered amid the chaos of the empires sundering and many Ophiussans took it as a symbol to begin resisting the autocracy.

He rose in the ranks of the revolution, coming in control of a cell within the capital in <u>DRAK LON</u>⁽¹⁾, and was eventually directly responsible for the assassination of the autocrat.

Having nurtured relations with many allies over the years, the young shaper assumed leadership of Ophiussa and took on the mantle of Successor-king. He abolished laws and customs that oppressed the common people, gaining their trust, and made efforts to foment relations with neutral parties, avoiding the favouritism that eventually led to the collapse of the previous regime. Relations were forged with <u>PARTHIS</u> and <u>ALMAGEST</u> though, Ophiussa remains neutral in military matters.

Of long life from his mysterious heritage, he rules the nation to this day from the fortress of Drak Lon^(2,).

SUCCORATOR: Pol. Rak. Rank within the SANCTIFIED ORDERS OF THE INQUISITION, whose members are charged with providing aid to those who most need it, similar to hospices and charities. They are most common amongst the ARÂTHUAHI ORDER.

<u>SUCCOTH</u>: Set. Major city in the north of <u>ATARAXIA</u>, along the course of the river <u>TARIA</u> (Pop. c. 90,000).

SUCCUBUS: see ONEIROI.

SUCCUL, THE RAVEN: Mys. Rel. In Temujan Spiritualism, the TUTELARY SPIRIT of the dead. She is seen as the guardian of spirits. It is believed that each spirit, upon passing from this world to the next, is guarded by a raven, which protects it for all time. The killing of a raven is seen as an evil act – representing not only death of a sacred animal, but the eternal quenching of a spirit. Ravens gather near corpses and funerals to see off the spirit and accept in into the new world. See Vol IV: Religions and Cults.

<u>SUCHARIIT</u>: Dem. 'Suchariit'. Ntn. An autonomous nation situated on the island of <u>NERITA</u> in the far west of the <u>INNER SEA</u>, guarding the <u>GATE OF ERBETH</u>. The population of Suchariit is concentrated in the many harbours and ports, which are home to <u>ORDER OF THE GATE</u> – the mighty navy that, since the signing of the <u>ACCORD OF THE GATE</u> signed in 2824 RM between the major nations of the Inner Sea, has guarded the merchant fleets of accord members passing across the Gate of Erebeth.

The city of Suchariit emerged in 3342 RM after the diminishing of the Inner Sea gave rise to the island of Nerita along the midspan of the strait between the nations of <u>TAHALL</u> and <u>SAGITTARIA</u>. From humble beginnings it rapidly grew to ensure that no single entity or nation would monopolise trade across the Gate, in accordance with the signing of the Accord, though the nation of Tahall was given the right to tax westward trade across the Gate, through the toll city of <u>BARATALL</u>. Since then, the city has grown to accommodate the increase in trade across the Gate, with tits harbours housing great storage yards, caravanserais and auction houses where trade crossing the Gate could be sold, taxed or stored.

Since then, it has established sizeable shipyard facilities that cater to the needs of all forms of vessels and its drydocks are famed across the Inner Sea and the <u>SEA OF ORRIDA</u>. (Pop. c. 175,000). See Vol II: Extant Nations and Realms of Elyden.

<u>SUCHLAN</u>: Set. Settlement in c of <u>THE OLD FOREST</u>, along the shores of lake <u>IAGANNATH</u>, and south of the <u>EPITRACHON</u> Mountains.

<u>SUDA</u>: Set. City situated in the region of <u>JAZKIA</u> in <u>THE SURRACH</u>, in the north west of <u>NORTHERN SAMMAEA</u>. The city is sizeable and possesses a renowned mercenary force that is well-recognised along the length of the <u>GAUL</u> trench (Pop. c. 92,000).

<u>SUDANN</u>: Set. Coastal settlement in the south east of <u>GIBEAH</u> (Pop. c. 5,000).

<u>SUDARA</u>: Set. City in the north east of <u>HABOT</u>, in the foothills of the <u>MAR SAHIGH</u> Mountains (Pop. c. 6,300).

<u>SUDD</u>: 1. Rvr. Major wetlands in the west of <u>AHRISHEN</u>, covering 5,000 square-miles around the river <u>ARESH</u>⁽²⁾, south east of the city of TAHIREN.

2. Mil. Str. Major fortress in the c east of <u>THE SURRACH</u>, under the control of the city of <u>SURDA</u>.

<u>SUDDUKA</u>: Mil. Str. Major fortress in the c south west of <u>SAUA</u>, in the southern-most expanse of the <u>BLUE</u> Mountains along the course of the river <u>DANILLI</u>. It is located close to the border with <u>THE HARÉSHK</u>, and guards <u>GREAT ROAD</u> trade-route, that passes through the region.

<u>SUDEK</u>: Fau. In <u>SUZIVIAN TAXONOMY</u> of life, creatures that are capable of flight. See Vol II: Classification and Taxonomy of Life.

SUDERA: f. His. Per. Dissident MHAROKKIN PATRICIAN who was exiled into the wilderness in c. 950 RM. Close to starvation, she was rescued by a kindred of YARAOMIC PEOPLES who nursed her back to health and accepted her as one of their own. She spent over 50-years with them and throughout that time was shown secrets that no outsiders had ever been privy too, which she collected in detailed journals. They were mistakenly unearthed by Yaraomic lorekeepers known as IARAOM GRABBA in a cave outside TAKUH in 1340 RM.

They were the oldest and most complete second-hand accounts of their customs and myths ever discovered and were used to reconstruct many lost and fragmented aspects of their ancestor's lives, and remain an important part of Yaraomic culture to this day. Foremost amongst the writings was the tale of the KING-WHO-WASN'T, a prophesised champion and direct descendant of the ancient SHEPHERD KING of MHARAKA, who will one day reunite the Yaraomic People, resettling the city of KEKELIB, giving them back their home.

This legend remains one of the most persistent aspects of Yaraomic culture and unifies its people across vast distances.

<u>SUDESAAN</u>: Set. Small fortified coastal city in the west of <u>KAZZAR</u>⁽²⁾, in the region of <u>TASALOTT</u>. It is known for its trophy hunting, the spoils of which are trades south, where they find their way on the market along the <u>IVORY ROAD</u> (Pop. c. 15,000).

<u>SUDHA</u>: Set. eastern-most of the <u>TETRARCHY</u> capitals in <u>JURRAS</u>⁽²⁾. It is a major stop along the <u>RED ROUTE</u> (Pop. c. 338,200).

<u>SUDIA</u>: Ser. Small settlement in the c of <u>KORACHAN</u>, some 20-miles of the wastes of <u>UCHOS</u>. It also forms part of the <u>RED ROUTE</u> (Pop. c. 2,800).

<u>SUDIVA</u>: Set. Fortified city in the north of <u>CISNERIA</u>, in the <u>DIVUMMA</u>
Mountains, and forms the backbone of the holdings of <u>CLAN GYSTAR</u>. It was once at the heart of the <u>UMBRA</u> industry in Cisneria, after reserves were first discovered there in c. 3630 RM. The region around the city was exploited for the next centuries, with any other cities and siphon engines appearing around it, all vassals to Sudiva, which became very powerful and influential.

Over time the production of umbra decreased, leading to the slow abandonment of its vassal towns, and all that remains of them today are the rusting engines and ghost towns, echoing a past prosperity. The descendants of these deserted mining communities moved south and most are now guards of the pipeline that runs south to <u>Velverda</u> and east to <u>Essevera</u>.

Sudiva continues to operate despite waning umbra reserves in the area, mostly due to it being the centre of clan Gystars industries and a great source of income. 'Hardy like a Sudivan' is a common saying in Cisneria,

denoting the perseverance and hard work of the people of this city (Pop. c. 50,000).

SUDLATU: Set. Coastal highland region in the west of KORACHAN.

<u>SUDON</u>: *Rui. Arc.* Large stone throne in the hinterlands of the south of <u>GNOTH</u>, just north of the border with <u>OPHIUSSA</u>. The throne is ancient, dating back some millennia to the early centuries of the <u>FIFTH AGE</u>, and is large – certainly too large for a present-day <u>GIGANRI</u>, indicating it was created for something larger, though it is speculated that the first giganri were larger than their present-day descendants.

The throne is ruined, covered in lichen and moss, the nickel arch that once crowned its back now broken, its inscriptions now marred and illegible. There are few ruins in the surrounding region to corroborate its origins and its source remains a mystery to this day.

<u>SUDOR IFAH</u>: also 'the Crying Forest'. For. Tropical forest dominating the c of <u>BANT</u>, in the <u>CARCHEMISHI PENINSULA</u>^(1.), in the east of <u>SAMMAEA</u>. It is known for its incredibly humid air and is known to locals as the crying forest on account of this.

<u>SUDRAH</u>: *Mil. Str.* Fort in the south of <u>EZASUH</u>^(2,), guarding the delta of the river EZASH.

<u>SUDROHIR</u>: Rvr. Coastal wetlands along the north eastern coast of <u>EZASUH</u>⁽²⁾, overlooking the <u>SEA OF LIAKARRA</u>.

<u>SUDRUM</u>: 1. *Geo.* Small island off the northern coast of <u>KHULL</u>. The island was revealed in c. 3380 RM and has slowly grown in size since then, following the lowering of ELYDEN'S seas.

2. See. City and harbour in the north west of \underline{KHULL} , overlooking the above island (1.) (Pop. c. 120,000).

<u>SUDUKI</u>: Set. Settlement in the far north of <u>PORPHYR</u>. It is located in the region of <u>BASHINDA</u>, which is noted for its rich ore reserves. Its main industry is mining (Pop. c. 5,500).

<u>SUDUNIR</u>: Sea. Sea dividing the north west of <u>LLACHATUL</u> from the north east of <u>MENISCEA</u>. The name has fallen out of fashion over the past centuries, and has now largely been replaced by the <u>SEA OF ERTHYDEA</u>.

SUDUNIR BASIN, the: Geo. Drainage basin formed by various continental divides in the continents of <u>LLACHATUL</u> and MENISCEA, including parts of the <u>LLACHATULI DIVIDE</u>. The basin comprises part of the north west of Llachatul and the east of Meniscea and all rivers within it drain directly into the <u>SEA OF SUDUNIR</u>.

Nations and territories that are at least partially within the Sudunir Basin include: <u>ELAT</u>, <u>RAONGEN</u>⁽²⁾, and <u>THE VORANDINE</u>, amongst others.

<u>SUDYN</u>: *Set.* Farming settlement in the c south of <u>LAASKHA</u>, in the region of <u>KAARAFFAR</u> (Pop. c. 3,700).

<u>SUEATI</u>: Rui. Abandoned fortress in the c of <u>KHARKHARADONTIS</u>, that once guarded the eastern-most lands of the <u>KINGDOM OF THE HOLY LAND OF KHARKHARADONTIS</u>. It was abandoned alongside the Holy Land in c. 3060 RM, and remains today, an expansive crumbling ruin thought to be populated by <u>DEGENERATES</u> and outcasts.

<u>SUECTUNA</u>: *Rvr.* River in the c north of <u>OPHAR</u>, flowing north west for over 350-miles from sources in the <u>NEGUAR</u> Mountains and the plains of <u>OPRET</u>^(1.).

<u>SUED</u>: Set. One of 5 isolated self-sufficient city-states in the south of <u>DURCHAA</u>^(1,) whose people revere the so-called Gibbering serpent – an entity believed to dwell in the darkest reaches of the <u>MAW OF DORMORRO</u>. They clash with rival cults, each of which is based in another city-state near the Maw, and has its own beliefs surrounding the Maw (Pop. c. 2,800).

 $\underline{SUESSUD}; \ \mathit{Set.}\ Major\ city\ in\ the\ \underline{ZOHELETHI\ BASIN}\ in\ the\ c\ east\ of\ \underline{PARTHIS}\ (Pop.\ c.\ 133,000).$

<u>SUEVRA</u>: Set. Coastal settlement in the north of <u>KORACHAN</u>, near the mouth of the river <u>ENDRACH</u>. The settlement is a source of fish and other seafood, most of which is transported to <u>TANTAL</u> and <u>DEOCHAN</u> (Pop. c. 2,500).

<u>SUEVRAN BASIN</u>: Geo. Large basin in the north west of <u>KORACHAN</u>, bordered by the <u>OTHACHA</u>, <u>RHAECHA</u>, <u>RUTHUNODA</u> and <u>SUDLATU</u> Mountains.

<u>SUEZHUNI ISLANDS</u>: Geo. Island-chain off the northern coast of the <u>SULTANATE OF ABACARDAT</u>, made up of six major island the largest of which is <u>AZZANA</u>. The islands are uninhabited and of little value to Abacardat, which largely ignores them. Rumours of a chorsair base somewhere in the island-chain have been ignored until now.

<u>SUFFRAGANEUS</u>: Plr. 'Suffraganeuses'. Rel. Rnk. Amongst worshippers of the <u>ASSEERI PANTHEON</u> in <u>ESHIR</u>^(2.), keepers of temples where idols of the various patron saints (Demigods) are located. They maintain the temples and organise the yearly festivals that take place, where members of the laity take the idol and carry it throughout the streets of the city. In the past, when the Pantheon was overseen by a single organised institution that help much more power, the Suffraganeuses were also more powerful, and they wielded great power across their cities.

 $\underline{\text{SUFRA}}$: Geo. Region in the south west of $\underline{\text{LYRIDIA}}$, rich in gold, but contested between $\underline{\text{LYRIDIA}}$ and the free state of $\underline{\text{DACIA}}$.

<u>SUGGAN</u>: Set. Coastal city in the north east of the <u>BARRIER LANDS</u>, overlooking the south of the <u>SEA OF ESCHATA</u> (Pop. c. 43,000).

<u>SUGHRA</u>: *Lak.* Highland lake in the c west of the <u>MULL CITY-STATES</u> in the TOLIASOR Mountain-chain.

<u>SUGUNDA</u>: *Geo.* Grassland in the c north of <u>SAGITTARIA</u> and home to most of its wildlife.

<u>SUGUNIA</u>: Set. Major city in the south east of <u>SURUTUR</u>. It is a hub of logging and other woodland industries (Pop. c. 750,200).

<u>SUHA</u>: 1. also 'THE NEGLECTED ONE'. m. Myt. His. Per. In the mythology and ancient history of <u>ELYDEN</u>, a <u>SCION</u> of the <u>DEMIURGE ASHTERATH</u>, named after his abandonment upon birth. He was a scourge upon the ancient landscape, a calamity given mortal form. He hunted in the hinterlands of civilisation, becoming a legendary figure until his defeat at the hands of <u>OSSELDOR</u> (a scion of <u>RACHANAEL</u>). See Vol IV: Scions, Children of the Gods.

2. Set. Coastal settlement in the far south east of $\underline{ATARAXIA}$ (Pop. c. 5,200).

<u>SUHE</u>: Dem. 'Suhish'. His. Ntm. Now-extinct culture that occupied the <u>EZASUHI PENINSULA</u> between c. -900 and 109 RM, in what is present-day <u>EZASUH</u>⁽²⁾. <u>SAGITTARRI</u> exiles landed on the peninsula in c. 17 RM following their persecution in Korachan. They established their own settlements, but over the coming decades they subjugated the native Suhe people, and by 109 RM the region had become known as Ezasuh, the Korachani name for the land. See Vol III: Extinct States.

<u>SUHISHI</u>: *His. Lan.* Now-extinct language that was spoken by the people of <u>SUHE</u>, an early Fifth Age culture that existed on the <u>EZASUHI PENINSULA</u>, who were overthrown and absorbed by <u>SAGITTAARI immigrants</u>. See Vol II: Languages.

 $\underline{\underline{SUHLKERA}}\!:$ Mil. Rnk. Warrior-caste in \underline{TAHALL} trained in the college of DASALL.

<u>SUHRSIP</u>: (B. 2743 – D. 2902 RM) <u>NOAVATURI</u> explorer who first fully charted the <u>SAMMAIDAN OCEAN</u>. In 2802 RM he witnessed a powerful <u>FIRMAMENTAL</u> eruption off the southern coast of <u>BROR</u>^(1.) that crippled the economy of the island-nation of <u>ARCHAEDON</u>^(2.) In 2812 RM he documented and studied the people of the <u>CORAL BARONIES</u>.

<u>SUHUVAR</u>: *Ind.* Expansive network of open cast iron mines in the c of <u>PERGOST</u>, abandoned towards the end of the <u>ELDRIAN</u> empire. Now derelict, they are ignored and have been largely reclaimed by nature.

SUIT, ACERGENE: see ACERGENE SUIT.

SUIT, DIVINIFUGUE: see **DIVINIFUGUE SUIT**.

SUIT, HARD: see <u>HARDSUIT</u>

SUIT, REALITY: see **REALITY SUIT**.

SUIT, SOFT: see **SOFTSUIT**.

SUIT, SOUL: see SOULSUIT.

<u>SUKA</u>: Mil. Str. Fortress in the far north of <u>ROMOREA</u>⁽²⁾, in the southern face of the <u>STRAMINEA</u> Mountains, guarding one of two sources of the

BARAQ AQUEDUCT, which provides water to the capital, <u>IONOL</u>, over 54-miles away.

<u>SUKETH</u>: Set. Major city in the south of <u>THETIS</u>, in the <u>PETEHAROTHIS</u> region. Like many other cities in the region, it is fortified against the harsh winter sandstorms that wrack the Peteharothis, and opens its doors to the nemis nomads in winter as they seek shelter. It is also a major religious city, with various temple and shrines to the diverse pantheon of <u>KATHISIS</u>, as well as a great cathedral to <u>KATHISIS</u> himself (Pop. c. 117.000).

<u>SUKH, GULF OF</u>: Sea. Gulf forming the southern-most part of the <u>SEA OF</u> DEKANA in north western KARAKHAS.

<u>SUKKALMAD</u>: *Pol. Soc.* For many centuries between c. 900 – 1800 RM, the most powerful <u>PATRICIAN HOUSE</u> in <u>VENTHIR</u>, dominating trade around the <u>ARID TRIPTYCH</u>. It remains today, and is a major operator of sea shipping and transportation across the <u>DARK SEA</u> and to the east. See Vol II: Patrician Houses.

<u>SUKKOTH</u>: m. Myt. His. Per. In the mythology and ancient history of <u>ELYDEN</u>, a <u>SCION</u> of the <u>DEMIURGE ALLAISHADA</u> who is mentioned in the <u>MYTHOLOGIA ELYDEN</u> for having gone on a long redemption quest after having becoming corrupted by an ancient <u>MESOCHTHON</u> and being castigated by his father.

He spent his last centuries as an itinerant, helping those he came across. He is said to have died in the early <u>FIFTH AGE</u> in what is now <u>THE SURRACH</u>, in a pre-<u>CHEGRINTISH</u> city that is now ruined, and was buried within a stone temple whose location has since been lost. See Vol IV: Scions, Children of the Gods.

<u>SUKRAHIR</u>: Set. Coastal settlement in the north east of <u>EZASUH</u>⁽²⁾ (Pop. c. 10,000).

Sett. 1. Settlement in the south west of LYRIDIA DHAI (Pop. c. 3,800).
 Settlement in the c south west of ALMAGEST, overlooking lake BITHYN^(1.). The settlement lies along the course of the RED ROUTE and is known for its hard savoury pastries, which are sold to merchants as trail food (Pop. c. 5,400).

<u>SULAD</u>: Sec. Coastal settlement on the island of <u>SONUIAN</u> off the northern coast of <u>KEPHUAAN</u> (Pop. c. 4,400).

SULAEN: 1. Geo. Hills in the north of MECHABET, running for over 200-miles west-to-east overlooking the coast of <u>DHAN</u> and <u>ERUISA</u>.

2. *Mil. Str.* Fortified bulwarks along the <u>DHAN</u> coast in the north of <u>MECHABET</u>, <u>PARTHIS</u>. Though mostly in decline, parts of the wall remain intact – a series of high bulwarks jutting out of the cliffs, facing the once-submerged coastal shelf of Sulaen.

<u>SULALACH</u>: *Rui*. Ruined city in the prefecture of <u>ERESENEA</u>, in the west of <u>HOLOLACH</u>^(L). The city was abandoned in c. 3480 RM as the retreat of the <u>SEA OF LIAKARRA</u> became too costly to maintain. At its height in c. 3120 RM the city boasted a population of no less than 25,000.

<u>SULAMIA</u>: Set. Fortified settlement in the west of <u>ZHARIAH</u>^(2.) in the <u>SHAROOK</u> Highlands. It originated in 2941 RM as a base to exiled members of the House of <u>HINOL</u> who would later march into Qaralam to found a new sultanate. It was abandoned after that, though people eventually gravitated to the region, becoming trappers and hunters, selling pelts and hides to the east (Pop. c. 8,000).

<u>SULAR</u>: Lak. Lake in the east of <u>LAASKHA</u>, in the east hills of the <u>ARCANTHEA</u> Mountain along the course of the river <u>PARRAN</u>.

<u>SULATH</u>: Set. Town in the far south of <u>ALMAGEST</u>, surrounding a high walled citadel; an old <u>MANUFACTORY</u>. Though disused for centuries, lights can occasionally be seen shining in the upper levels of the fort (Pop. c. 6,000).

<u>SULCA</u>: Set. Small city in the c of <u>ERET</u>⁽²⁾. It was the location of an ancient legend involving the persecution of a divine-born monster which was eventually slain there. Few now remember this tale as it belonged to a predecessor culture that was destroyed long ago (Pop. c. 17,200).

<u>SULESIA</u>: Rui. Ancient coastal city in present-day <u>OPHIUSSA</u>. It was once a major polity in the region but found its influence waning as the coastline slowly retreated. It waned throughout the first millennium RM and was abandoned in c. 1020 RM.

<u>SULESIAN</u>: His. Lan. Now-extinct language in present-day <u>OPHIUSSA</u>, common around the city of <u>SULESIA</u>. As the <u>OPHIUSSAN LEAGUE</u> began

to consolidate the cities of the region, their many languages began to coalesce into what today is known as <u>NALENI</u>. See Vol II: Languages.

<u>SULHAFAT</u>: Set. Fortified city in the far south east of <u>THE SURRACH</u>, positioned 10-miles north of the <u>TROPIC OF RAH</u>, guarding a wide valley that leads into <u>ETUA</u>. The Sulhafati people are insular and hardened by years of war with the <u>ETUANI</u> nomads (Pop. c. 11,750).

<u>SULLAR</u>: Rvr. River in the c south of <u>NAARETH</u>, flowing south for 400miles from sources in the <u>IROTHA</u> and <u>CEPHAS</u> Mountains. It is one of two major tributaries of the river <u>ABASHERA</u>, the other being the <u>TULAR</u>.

<u>SULLUHIR</u>: Set. Small city in the west of <u>EZASUH</u>^(2.). Its main industry is logging (Pop. c. 13,500).

<u>SULLUKUR</u>: Geo. Badlands in the south west of <u>KHULL</u>, close to the border with the VESPERTINE LEAGUE.

<u>SULPHUR ROAD</u>, the: Com. Geo. Trade-route between <u>KORACHAN</u> and <u>VÂRR</u>, named after the sulphur trade that once moved west into Korachan from Vârr. Though the sulphur trade is now dead, the name remains, denoting the over 600-mile stretch of road linking <u>HERESI</u> in the west with <u>NOUVATAI</u> in the east. See Vol II: Major Trade Routes.

<u>SULRACH</u>: 1. Oth. Lan. <u>KORACHANI</u> word for the <u>OTHERWORLD</u>.

2. Geo. Wasteland.

SULRACHARII: also 'animist', 'Astral Projector'. Nou. 'Sulracharear'. Plr.
'Sulrachariin'. Sup. Org. Mil. Rnk. Order of SHAPERS in the KORACHANI
EMPIRE, whose MINASTERIA (2.) has been based in the city of LARACE in
the region of SO'ULDUR in the c of SKAROS since 3058 RM. Members of
the order are ATRAMENTAL shapers whose SPHERE allows them to
communicate with SPIRITS (1.) and interact with the OTHERWORLD,
perhaps most famously being capable of ASTRAL PROJECTION.

Most *Sulrachariin* turn to roles of guidance, offering their services to people who seek to contact the otherworld. This is usually relatives seeking closure with the spirits of dead relatives, though they are often called upon by law enforcement to look for evidence or clues directly from the dead. This is hardly a science and the shaper will be the first person to admit that communication with spirits can be quite oblique, with them rarely providing straight answers, and often leading to more questions being asked. They can also be <u>EXORCISTS</u>, often working for the <u>MINASTERIA OF EXORCISMS</u>, where they cleanse places and people of malevolent spirits.

Sulrachariin often find themselves working in symbolic roles within the CHURCH OF THE UNDYING MACHINE, using their closeness with spirits and the otherworld in a theological capacity. Some become ordained as priests and become popular speakers and demagogues, using their abilities to gain the support of their congregation.

They can sometimes serve as psychopomps to the spirits of the recently dead, helping them find their way to the otherworld and navigate through it. Other *Sulrachariin* are capable of Astrally Projecting their thoughts into the otherworld, where they undertake astral travels, exploring the otherworld and its denizens. The more accomplished of these shapers can even do this to other willing MORTALS, a difficult process that can be facilitated through the use of drugs or TECHNARCANE machinery. Some unfortunate *Sulrachariin* may be interred in HEART ENGINES, where they are lobotomised to destroy their individuality, forced to spend their lives in misery, working until their bodies eventually give out. This is often used as punishment by the Minasteria for *Sulrachariin* who break the laws of their kind.

Those of a more martial inclination may become guardians to or from regions where the <u>OVERLAY</u> between the otherworld and the <u>MATERIAL PLANE</u> is strong, making it dangerous for mortals to be close by.

Some *Sulrachariin* are able to <u>TELEPATHICALLY</u> converse with <u>OTHERWORLDERS</u>, who typically become more aloof the longer they spend on the Material Plane, making communication with mortals difficult. It is normally difficult to penetrate the thoughts of otherworlders and these *Sulrachariin* may be able to retrieve memories and fragments from their mortal lives even if they are unable to communicate with them. See Vol IV: Spheres and types of Shaping.

<u>SULSUN</u>: Set. Settlement in the south east of <u>KREM</u>. It is known for its goat herds (Pop. c. 6,000).

SULTA: Sea. Bay in the east of LAASKHA, its waters largely still.

<u>SULTANATE</u>: *Pol. Rnk.* A state of country ruled by a Sultan. The nations of <u>ABACARDAT</u>, <u>PARAIYA</u>, <u>QARALAM</u>, <u>SABAISA</u>, <u>SHAZGIN</u>, and the <u>SOLEYN TERRITORIES</u>, are currently all sultanates.

<u>SULTANATTE</u>, <u>JAHINN</u>: *Pol. Org.* The government of <u>ABACARDAT</u>, which is ruled by the <u>JAHINN</u>⁽²⁾ caste.

<u>SULTANATE</u>, <u>PARAIYAN</u>: Pol. The ruling government of <u>PARAIYA</u> since 3821 RM. *

<u>SULTAN'S TRAIL</u>, the: Rel. Soc. Pilgrimage in <u>ABACARDAT</u>. It follows places of importance to the <u>IAHINN</u> caste⁽²⁾. Every new Sultan must undertake the trail alone (with their entourage within safe distance observing them, but not interacting with them). Once the Sultan completes the trail, pilgrims are free follow in their footsteps. Some Sultans have either failed or refused to undertake the trail, meaning that pilgrims are forbidden by law from doing it, though some stubborn ones still undertake it. Those caught doing so are brought before the Sultan, who decides on their fate.

<u>SULUS</u>: lit. 'fresh water'. Set. Fortified city in the far east of the tribe of <u>ILLPHAGOS</u>, along the border with Jacitta in the west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. Once-capital of Illphagos, it was left ruined by an earthquake in 3599 RM and was abandoned following an outbreak of <u>ATRAMENTAL PLAGUE</u> 100 years later. The capital was then moved to <u>SOPHIUSA</u>. Today Sulus is a major city along the <u>SALT ROAD</u> (Pop. c. 30,000).

<u>SULUSKHA</u>: *Rui*. Abandoned city in the south of <u>LAASKHA</u>. The city was a thriving port, and a stop along <u>THE SHADOW MARCH</u>, with a population of 300,000 at its height in c. 3100 RM, though it began to dwindle by c. 3200 RM, when the <u>SEA OF DUULAA</u> dried up, leaving behind a salt-filled basin. The city was abandoned by c. 3350 RM and decays to this day.

<u>SUMA'YA</u>: 1. Dem. '*Suma'yan*'. *Ntn.* Situated in the north of <u>SAMMAEA</u>, just west of the <u>DAARKEN GULE</u>, Suma'ya is a dry land whose history has been marred by <u>ATRAMENTAL TAINT</u>. It is of a semi-arid climate with hot dry summers and mild winters.

It emerged to occupy the political void left by the departure of <u>KORACHAN</u> from the south of <u>BA'AKH</u> in 3103 RM after 3-centuries of stewardship under the <u>DOMNITORS</u>. While the north of Ba'akh was handed over to <u>SATHEP THE RISEN</u> during the <u>SARASTROAN SANCTION</u>, the south was allowed to rot, with only <u>SARASTROAN</u> slavers paying it any attention.

Political strife engulfed the region following its abandonment as a leaderless populace squabbled amongst the degenerate-filled ruins of their occupiers' old cities to claim the few working siphon engines that would keep them safe from the growing <u>ATRAMENTAL TAINT</u> that was slowly engulfing their lands. The land fractured into rival warring cities that attacked their neighbours even as they struggled to survive, and by around 3310 RM a nameless <u>ATRAMENTIST</u> emerged as dominant in the city of Suma'ya⁽¹⁾, having subjugated his neighbours and driven all degenerates out of populated areas, where they were left to wander the wilderness between cities as their industries were restored.

A form of stability returned to the region in the decades that followed, by which time the Atramentist had become known as the <u>TYRANT OF SUMA'YA</u>. A cult of personality developed around the Tyrant, developed into a crude religion that by 3416 RM had become known as the <u>CULT OF SACRIFICE</u>.

Prior to its independence, the region had advanced <u>SIPHON ENGINE</u> technology, developing a method where sufferers of <u>AEPATHY</u> and <u>LARVAL SIPHONS</u> were interred within the engines to control the leaching of <u>ATRAMENTAL</u> energies from the ambient. Before long people were willingly sacrificing themselves to the process, bringing prestige to their families and instilling a hierarchy of class based on the number of sacrifices a family made to keep the Atramenta at bay.

The Tyrant preached insularity and xenophobia, and after his death and deification as the <u>PROPHET OF THE RAVENOUS HEART</u> in c. 3900 RM, the nation continued to withdraw from the international platform, avoiding the attentions of its larger neighbours where possible. It maintains a presence amongst other nations via the <u>SALT ROAD</u>, though it is very selective with who it allows within its borders, and foreign merchants are only allowed into the cities of <u>THRAYA</u> in the south and

<u>ERU'YA</u> in the north. Between those two cities, it only allows its own merchants to travel and trade. See Vol III: Extant Nations and Realms.

2. Pol. Set. City and capital of the eponymous nation, occupying the southern territories of Suma'ya⁽¹⁾. The city was founded millennia ago by DHAMATEANS during a massive outbreak of ATRAMENTAL TAINT that had left much of their lands ruined. With the city of AGUR filled to bursting point with refugees, those who could not enter its walls were left to wander the wastes of DHAMATEA, until in -451 RM they found the relatively safe region around the river AGA. Though the inimical advance of the Atramenta left the region heavily scarred, abandoned, by c. -100 RM

Following the rise of the Telraasi Atramentists who restored Dhamatea and Dhea, renaming them Ba'akh in -29 RM, Suma'ya was taken by Telraasi lieutenant Ateth, who set about rebuilding the city. The city slowly recovered, though never became more than a moderately-sized settlement, serving the larger Thraya in the south, which had become a large caravanserai. With the handing over of Ba'akh to the DOMNITORS in 2732 RM, Suma'ya was effectively abandoned, allowed to govern itself. It grew somewhat in this period, though without imperial patronage, the rise was only ephemeral, and the city had diminished into a frontier town by c. 2900.

The full imperial abandonment of the region in 3097 RM saw the city diminish further, with a succession of warlords and tyrants taking control of its fraught people, until in c. 3265 RM a charismatic orator emerged. A cult of personality emerged around the figure, and by c. 3300 RM he had elevated the city to greatness, subjugating surrounding nations, taking their populace to Suma'ya, where the city prospered greatly.

The city grew east to the banks of the river Aga from the original settlement founded in .451 RM, abandoning the hewn escarpment district to erosion and weathering. It grew over the next centuries to the point that it was able to counter the sporadic <u>SARASTROAN</u> forays into the region. It remains now as the safest city and capital of southern Ba'akh, which was in 3502 RM renamed Suma'ya (Pop. c. 298,000).

<u>SUMAAR</u>: Sct. Coastal city in the south east of <u>NAARETH</u>, overlooking the <u>GULF OF VEGATETH</u> (Pop. c. 50,000).

<u>SUMANDA</u>: Geo. Crescent-shaped cliffs around 115-miles long, overlooking the <u>SEA OF URADA</u> in the <u>KORACHANI</u> colony of <u>AMONDOR</u>, south of the <u>TOLIASOR</u> Mountains.

<u>SUMARRA</u>: Sea. Bay forming the western-most part of the <u>SEA OF</u> <u>LIAKARRA</u> in north western <u>EZASUH</u>⁽²⁾.

<u>SUMASSA</u>: Set. Conurbation in the north of <u>AHKA</u>, controlling dozens of rural hamlets in a 20-miles radius. The region surrounding the main city of Sumassa is fertile and known for its varied crops (Pop. c. 20,000).

<u>SUMAT</u>: also 'the Half City'. Set. Sumat lies across the border between <u>KHURAUR</u> and <u>KARAKHAS</u> and is partially controlled by both governments. It is a vital part of the <u>SALT ROAD</u> and taxes trade that passes across its gates, growing wealthy as a result (Pop. c. 33,000).

<u>SUMBRAT</u>: Set. Coastal settlement in the north of <u>EZASUH</u>^(2,). Its primary industry is crab farming (Pop. c. 8,000).

<u>SUMEA</u>: Set. Settlement in the c north west of <u>LIDEA</u>, known for its coal production. It forms a part of the <u>SALT ROAD</u>, and much of its coal is sold off to merchants (Pop. c. 6,200)

<u>SUMERA</u>: *Set.* Settlement in the <u>PARTHISAN</u> colony of <u>NISSA</u> in the far south of <u>CUTH</u>. Its main industry is the mining of <u>BLOODSTONES</u> (Pop. c. 3,400).

<u>SUMESI</u>: Sct. City in the c west of <u>AHOPAH</u>. It is home to the fabled <u>CRUCIBLE OF THE ACCORD</u> and the birthplace of the religion of <u>ISTAR</u>^(2.) It forms a part of the <u>VAEVECTAN TRAIL</u> and is a major economic centre (Pop. c. 80,000).

SUMI: Lan. Geo. KNAESSI word meaning river.

<u>SUMMANDER VALTARIS</u>: (B. 3941 RM) *Pol.* Ruling Oligarch of the island-nation of OD MEGINNAS^(1.).

<u>SUMMANDI</u>: Set. Small city in the north of <u>METHUMN</u>, along the course of the river <u>HELAGHILRA</u> (Pop. c. 13,750).

SUMMAR, the TEMPLE-CITY OF: Set. Free-city in LLACHATUL, to the north of ATARAXIA, and in the far west of CISNERIA, in the BLACK MOUNTAINS. It exists outside of the political structures of the clans of

Cisneria, though is considered part of the holy-Kingdom nevertheless. Little is known of the temples after which it is named or what divinities they revere (Pop. c. 50,000).

<u>SUMMER FLOWER</u>: Bev. Wine produced in the region and city of <u>ABEBE</u> in the north west of <u>TZALLRACH</u>. See Vol II: Beverages.

<u>SUMMER WARS</u>: period in the history of <u>KOLCHIS</u>, between 1325 and 1513 RM, characterised by civil strife and insurgent groups that stood against the ruling regime. It is so-named for the relative inactivity in the dark winter months, and the sudden burst of activity in summer, with warlords campaigning and armies marching and fighting before retreating for the winter. The period is also known for the many <u>ALMAGEST</u> incursions into the land, characterised by coastal pirate raids.

SUMMON: Lake in the east of KORACHAN, along the path of the river ICHORIA.

<u>SUMMOTIA</u>: Set. Small city in the region of <u>TUSENTAL</u> in the c of <u>THE SURRACH</u>. Summotia is known for the cave-dwelling hermits who live outside the city proper – a tradition dating back centuries (Pop. c. 20,000).

<u>SUMNETH</u>: Set. Fortified settlement in the far north of <u>AETHIOS</u>. It is located in the region of <u>DAGESARETH</u> and its main industry is the quarrying of <u>SOULSTONES</u> on an industrial level (Pop. c. 10,000).

<u>SUMOCHADEA</u>: Set. Major city in the far east of <u>EREBETH</u>, presently at the border of contested territories with <u>CYHLAGHARR</u>. The city was once a hub for the noble families and households in Erebeth and was known for its fine food and art. Today it is a changed city, diminished, its eastwards deserted and bombed to ruin, with much of the Erebethian military recruited from there (Pop. c. 48,000).

SUMPTUARY DECREE, the: Int. Law. His. Decree enacted by the COUNCIL OF SEVEN in the KORACHANI EMPIRE in 3715 RM as a part of austerity measures introduced in the wake of the SUNDERING OF THE EMPIRE that limits spending on personal items by all its people, from HELOTS to PATRICIANS, though there are differences based on class, with patricians granted far more leniency. The Decree was never truly enforced, though some who disregarded the law found themselves used as examples to others.

Various loopholes have been found and exploited by <u>KORACHANI</u> people over the years, with most patricians fully disregarding it.

<u>SUMRAH</u>: Set. Farming region in the north west of <u>BASSORAH</u>⁽²⁾, comprised of many individual villages under the protection of a larger central town, close to the border with <u>SKAROS</u> (Pop. c. 6,200).

<u>SUMRAMRU</u>: *Rvr.* River in the south west of <u>TAHALL</u>, flowing for 330-miles from sources in the <u>HARKONNA</u> Mountains before emptying in the SEA OF SERPENTS.

<u>SUN JESOON</u>: *Ind. Sct.* Mining settlement in the east of <u>KREM</u>. Like most settlements in the region, it is a major source of <u>AIMANT</u> (Pop. c. 6,500).

<u>SUN KOWAN</u>: *Ind. Set.* Mining settlement in the east of <u>KREM</u>. Like most settlements in the region, it is a major source of <u>AIMANT</u> (Pop. c. 7,200).

<u>SUN TACA</u>: Set. City in the west of <u>SURUTUR</u>. It is a hub of military activity, and its forces patrol the border with <u>RHEA</u> (Pop. c. 40,000).

<u>SÛN</u>: *Sea*. Sea to the east of the <u>SHADOW SEA</u> forming the first part of the <u>SEA OF TIAMA</u> and dividing the nation of <u>SCYTHEA</u>.

<u>SUNAESS</u>: 1. Geo. Small island 11-miles off the <u>SATHERI</u> peninsula, along the north western coast of <u>PELASGOS</u>.

2. Set. Settlement on the above island in PELASGOS (Pop. c. 3,000).

SUNBULB: Sup. Flo. Woody vine-like tree with gnarly bark and tough twisting branches that is common to the east of MENISCEA, particularly rocky regions of EIKARTHYEA, CYAE, TAHOMIA, and ENDUI. Its branches form a cradle around which grow large orange fruit known as bulbs that grow to around 18" ide and are semitranslucent, with soft nectar-like pulp that is considered a bitter-sweet delicacy.

Its fruit are an incredible source of nutrients and are considered a panacea by those who eat them, claiming that they contribute to their longevity, though overconsumption has the side-effect of turning ones' eyes and hair orange, and creates calcium that accumulates in the body, causing bones to deform over many decades.

As a result, communities of people that eat sunbulbs as part of their regular diets have pale skin, orange hair and eyes and their elderly have strange hunches and misshapen bodies.

Modern <u>ALCHEMICAL</u> medicine can extract the benefits of the fruit and nullifies most of the ill side-effects, producing an expensive medicine that grants long life to those that consume it regularly. The production of this medicine has become a lucrative business and it is rare to find wild sunbulbs in inhabited areas as their cultivation is now privatised. This is particularly the case in Ednui, where it has become its main industry. See Vol II: Classification and Taxonomy of Life.

SUNBASKER: Fau. Large SYNAPSIDS native to arid regions of the south of SAMMAEA, notably the wastes of MAENMIST, PHYRR, and HOGGOTHA ISZ. They are massive, growing up to 25-ft. in length, with disproportionately-small heads. They are omnivorous, eating anything they come across, and are named after their sedentary lifestyle, in which they spend most of every day basking in the sun. some scholars have postulated whether they draw sustenance in this way, though this is asyet unconfirmed. See Vol II: Classification and Taxonomy of Life.

<u>SUNDALA</u>: *Ind. Set.* Mining settlement in the east of <u>Krem</u>. Like most settlements in the region, it is a major source of AIMANT (Pop. c. 6,500).

<u>SUNDERED BELL</u>, the: *His. Obj.* A historic bronze <u>BELL</u> now in a museum in the <u>GREATTOWN</u> of <u>DUARIAHAHN</u> in <u>TEMUJA</u>. The bell was the first one cast after the unification of the disparate tribes of Temuja by the <u>LEGEND MAGHORA</u>, being used for centuries within Duariahahn.

It was struck by lightning in 3152 RM and was severely damaged, though remains a beloved artefact of the founding days of Temuja.

<u>SUNDERED EARTH</u>: also 'the Separation'. Geo. Region in the west of <u>TZALLRACH</u>, directly south of the <u>BROKEN LANDS</u>. The land in this region is broken into clefts; remnants of the <u>CATACLYSM OF KHAMID</u>. Earthquakes are common, as are collapses of coastal shelves into the sea, which are rebuilt by occasional volcanic outbursts along the coast.

<u>SUNDERED</u> <u>STATES</u> <u>OF</u> <u>FARAVAR</u>, <u>the</u>: *His. Ntn.* Short-lived independent region that appeared in the south of present-day <u>SARASTRO</u> (then known as <u>SAOSTANA</u>).

As Saostana fell under the rule of the <u>SAOSHYANTS</u> in -172 RM, many regions who had recognised the sovereignty of the <u>SAOSTANAN DYNASTIES</u> opposed this change in leadership. In the south, the city of <u>FARAVAR</u> and its closest allies, <u>HAGRADEA</u> and <u>MORULAURGO</u>, failed to honour the Saoshyants, and in -138 RM joined with the newly risen Dynast Sakhon Re, declaring their independence from Saostana, leading to the birth of the 'Sundered States of Faravar'. Sakhon Re was welcomed in Faravar as a symbolic leader, particularly as the line of <u>ARGDUNS</u> following Oracai had grown weak since her death. Despite Sakhon Re's assassination in -132 RM, Faravar remained independent from Saostana, the capital of the so-called Sundered States.

The fragmentation of the <u>NATHI KINGDOM</u> to the east led to Saostana growing more confident, reclaiming many of its lost territories by -90 RM. Within a few decades the Saoshyants had made clear their intentions and in -51 RM they declared full war on the Sundered States, eventually occupying Faravar in -37 RM, bringing the rule of the Sundered States to an end after little more than a century of independence. See Vol III: Extinct States.

SUNDERING OF THE KORACHANI EMPIRE, the: Pol. Rel. Com. His.

Major political, social, religious and economic event that saw the KORACHANI EMPIRE fracture into two separate entities on the 23rd of NIHAVALEN 3705 RM – THE HIGH EMPIRE OF KORACHAN dominating the south of CENTRAL LLACHATUL, and the REFORMED EMPIRE OF SARASTRO, in the north of SAMMAEA, south of the INNER SEA – following the WAR OF SUNDERING, that broke out in 3703 RM following the VENTHIRI declaration of war on Sarastro.

This sundering took place after a lengthy period of unease that began in c. 3562 RM, when the <u>ARCHPOTENTATE MALICHAR</u> withdrew from public life. Various events are now believed to have contributed to the war, including:

– the foundation in <u>ARGEA</u> of the blasphemous <u>SARASTROAN</u> <u>ORTHODOXY</u> late in the 37th century RM. Its main tenet was a refuting of the divinity of the <u>ARCHPOTENTATE MALICHAR</u>. This caused a schism within the <u>CHURCH OF THE UNDYING MACHINE</u>,

leading to a widespread internal conflict within the Church that led to fighting within the <u>HOLY PRECINCT</u>. The matter was resolved on the 21st of <u>ALGOLEN</u> 3704 RM, with the <u>CONCLAVE OF KHADON</u>, which ratified the existence of the Orthodoxy, which was formally established in Argea.

- the declaration of war by <u>Queen Hetepheres</u> of <u>Venthir</u> on <u>Sarastro</u> on the $11^{\rm th}$ of <u>Cykranalen</u> 3703 RM, that cascaded into the <u>War of Sundering</u>.
- most of the territory of \underline{JURRAS} is taken as a vassal of $\underline{PARTHIS}$ on the 6^{th} of \underline{MURDAD} 3703 RM after years of independence.
- the <u>BA'AKHI</u> proclamation of freedom in 3704 RM as a direct consequence of the chaos that followed the War of Sundering. It was able to fully break free from Sarastroan vassalage in early in 3705 RM, months before Sarastro itself broke away from Korachan.
 the possible actions of the group known as the <u>PATERNOVA</u>. Now believed to have had a hand in shaping certain events that together contributed to the state of unease around the Inner Sea at the time
- over a century of corruption and mismanagement by <u>THE SEVEN</u>, who squandered much of imperial riches on mercenaries and extravagances they could not afford.

SUNDERING OF TONGUES: Lan. Myt. His. In the mythology and ancient history of ELYDEN, the punishment the MORTAL RACES suffered after the dream of the DEMIURGES to reach THE SHAPER using the BRIDGE OF ETERNITIES was destroyed. As punishment the Demiurges were shorn of their powers of creation, and the mortals were scattered throughout Elyden, their tongue – but one language at that time, known as the UR-TONGUE – sundered into dozens of different languages, robbing the mortals of the boon of communication amongst each other. See Vol IV: the Mythologia Elyden.

<u>SUNDOR</u>: Set. City in <u>SHOTHA</u>, in the c. north of <u>LLACHATUL</u> and until c. 3810 RM its capital (after which the capital was moved to <u>FAEAMUN</u>). It was built by refugees of the many wars and conquests of the region and was a stronghold of the <u>DESOLATI</u> and remains a centre for their mercenaries to this day (Pop. c. 40,000).

SUNKEN CITADEL, the: see AMOTHIL.

of the war.

SUNKEN CITY, the: see also KITHAMAR.

<u>SUNKEN GARDENS OF STENNIA</u>: Soc. Flo. Str. Public gardens in the city of <u>DEOCHAN</u> that run for a straight 2-mile stretch, allowing citizens a respite from the harsh realities of work.

 $\underline{SUNNAD}\!\!:$ Set. Settlement in the south west of \underline{SERROK} (Pop. c. 3,800).

<u>SUNNANA</u>: Rvr. Small river flowing west for 60-miles from the <u>TISTAR</u> hills, forming a border between south eastern <u>LYRIDIA</u> and north western <u>TAMAR</u>. It is a tributary of the river <u>KORNA</u>.

<u>SUNNIFERÉ</u>: Set. Fortified coastal city in the east of the <u>BARRIER LANDS</u>, along the course of the <u>IVORY ROAD</u>. It is known for its militant caste, whose members take protection money from merchants travelling along the road. They are known to clash with the <u>KNIGHTS AENEOUS</u> (Pop. c. 48,000).

<u>SUNOTHA</u>: Set. Conurbation in the c of <u>KORACHAN</u>, in the region of <u>RUTHUNODA</u>, and last major remnant of the farmlands of what is now the plain of <u>TUL l'GHMIH</u>. Major producer of livestock, mostly for consumption in the larger cities around the peninsula (Pop. c. 32,000).

<u>SUNSEEKER</u>: *His. Obj.* Shield belonging to the eastern hero <u>ARIOCH OF</u> MOETIA.

SUNSTONE: Ele. Rare metamorphic rocks that are common in FIRMAMENTALLY TAINTED areas. They possess an innate energy that causes them to heat up and produce their own light. Though named for the latter property, their most important use is the former, which allows them to power engines, typically by immersing them in water, which produces steam, which, when pressurised, can power turbines, producing electricity. The steam is cooled, collected and reused as water in a process known as the DANDRAXAN CYCLE.

Sunstones are incredibly valuable but are likewise very dangerous, and emit highly concentrated Firmamental taint, which is inimical to living creatures causing them great physical and mental harm and also death

via prolonged or concentrated exposure. See Vol IV: the Materia Omna.

<u>SUNSTONE ENGINE</u>: *Sup. Tec.* Mechanical engine or power station that produces energy through the use of one or more <u>SUNSTONES</u> via the <u>DANDRAXAN CYCLE</u>.

SUNT: Geo. Hilly region in the west of NORTHERN SIMBARA.

<u>SUNTANA</u>: Set. Small coastal city in <u>MARACHA</u> in the far north west of <u>THE SURRACH</u> (Pop. c. 18,400).

<u>SUNTARA</u>: *Mus. Obj. Soc.* Handheld sting musical instrument that is common in <u>LIDEA</u>, <u>MHAROKK</u>, and <u>HARAPPA</u>⁽³⁾. Bands made up of up to two dozen performers are a common sight in squares and markets in these regions, and their sounds carry across most of their cities.

SUNTOS: Rui. Abandoned city in the c of PELASGOS.

<u>SUNÛNA</u>: Set. Rural conurbation in the west of <u>KORACHAN</u>, supplying food to the city of <u>NEKODA</u>, which lies 17-miles to the south (Pop. c. 2,800).

SUOR: Dem. 'Suori'. Ntm. Located to the south of ANUBIA and west of NAARETH in the north east of SAMMAEA, Suor is a subtropical nation that lies south of the Tropic of Rah. The north is dry, and the south is dominated by verdant savannahs. Weather varies little throughout the year, with the north having a rainy season that lasts around 2 months, with this increasing to 4 months.

Suor was founded in 3496 RM, following close to thirteen decades of chaos and persecution at the hands of the genocidal EGRET CRUSADES that were perpetrated by the KORACHANI EMPIRE against so-called 'heathen' peoples. Ironically the region had been observing a corrupted form of the CHURCH OF THE UNDYING MACHINE, which had been introduced there by the imperial explorer NAVAH BERDEN millennia earlier, in 598 RM. He brought with him many imperial customs, some of which persist to this day, including the reverence for crossroads, which has resulted in a long-standing caste of road guardians known as BASSORANS^(1.).

The Crusades decimated the region around the <u>SEA OF ORMA</u>, leaving little in the form of a unifying government as opposing groups vied for power. The <u>OTHERWORLDER ARHARNAZHA I</u> emerged from this period with a dedicated following and a brood of <u>HALFBLOOD</u> offspring, which still form the ruling caste of the Suori theocracy to this day.

The Theocracy is recognised as an authoritarianism by outside nations, and its power is concentrated in a few large coastal cities, where the majority of the nation's population is found. Smaller rural settlements exist outside of the main influence of the otherworlder's regime, or otherwise to provide its major cities, such as <u>KIASH</u> and <u>MEGARA</u> with resources.

Suori settlements are traditionally built on hilltops, which are entirely covered in stone buildings, at the centre of which is a large church dedicated to the Suori Church of the Machine. The hearts of these hilltops are filled with catacombs, where the dead are buried. The people of Suor are expert glassmakers and ironworkers and their large greenhouses and conservatories are famed throughout Sammaea, most famed of which is the conservatory-city of Kapurra, which is grows tropical plants that would otherwise not survive in this climate. See Vol III: Extant Realm and Nations.

SUPHET: Pol. Rnk. Regional advisors common in the VESPERTINE LEAGUE and KHULL.

Their origins lie in the persecution of the <u>ORDER OF EPISTEMIC ESOTERY</u> by the <u>AELORAN CHURCH</u> in the $12^{\rm th}$ century RM. Some monasteries escaped judgement due to their isolated locations, largely in the state of <u>INGHULL</u> (later Khull), where members became itinerants, traveling from town to town teaching science and bringing news to isolated people. Some settled down, becoming advisors to regional rulers, with the name suphet first being used late in the $11^{\rm th}$ century.

of Most are elected, though they have been known to be appointed by their superiors, often as repayment for a favour or in particularly corrupt times or areas.

<u>SUPHLATUS</u>: Geo. 1. Common name in <u>KORACHANI</u>-speaking lands given to regions that are barren, often as a result of industry. It may also refer to specific regions:

2. dusty region in the north of <u>SAMMAEA</u>, bordering the north west of <u>HARAPPA</u>(^{3,)} and <u>HOAMMI</u> territories south of <u>SKEIN</u>. The region was a major agricultural centre for many centuries though abuse and mismanagement left the place barren, the farmlands abandoned.

3. wastes in the c of <u>Almagest</u>, surrounding the <u>City of Almagest</u>, to the south east of the <u>Sea of Sekhem</u> and the north east of the <u>Strait of Saecula</u>. The region is noted its many the ruins, detritus and <u>Duststone</u> formations that fill it, all attributable to millennia of pollution from manufactories and industrialised cities, most of which are now in ruins.

The region was so popular with past industrialists due to the geothermal activity in the nearby region of $\underline{CATHULSO}$ that made the region much warmer than its latitude would otherwise have allowed. Indeed, much of the coastline is blanketed in steam that issues from the myriad vents to the north and south of the $\underline{CITYOFALMAGEST}$.

<u>SUPPA</u>: Geo. Sea. Now-dried shallow sea in the east of <u>SAMMAEA</u> that once formed the northern-most expanse of the <u>SEA OF LETHEA</u> that divided the nations of <u>NOAVATUR</u> from <u>PNESSA</u>. Today all that remains of the sea is the <u>GULF OF SAURIAR</u>, which snakes its way into south western Pnessa.

The sea was once a much larger body of water that was home to many coastal settlements with harbours, ports and docks, with a decent fishing trade, though signs of its diminishing were first felt just before 3000 RM, Within 200-years much new land was exposed, including the once-submerged ruins on which the fortress and later capital of <u>IRUT MARKA</u> later appeared.

This diminishing led to a bottleneck appearing between Noavatur and Pnessa that became known as the Gulf of Sauriar, which is now the only link between what remains of the Suppa and the Sea of Lethea, via the STYGAS and the FAMMIN wetlands. north of the bottleneck are many lagoons, salt flats, and salty lakes as a testament to the old sea. Around these geographical features are the many abandoned ruins of ancient coastal cities, many of which were abandoned in the wake of the sea's retreat.

<u>SUPPAR</u>: Set. Settlement in the c west of <u>ALMAGEST</u>, overlooking the <u>SEA OF SAECULA</u>. It pipes raw <u>UMBRA</u> from the north to the capital in Almagest (Pop. c. 4,000).

<u>SUPPLICANTS OF THE LEVIATHAN</u>: Org. Apocalyptic cult that has gained popularity in the north east of <u>BROR</u>^(1.), particularly in <u>RASTAN</u>, <u>KASHAAL</u> and <u>AKHELIZ</u>. The cult has attempted to resurrect, through various means, a <u>MESOCHTHON</u>.

<u>SUPPLICATION OF THE SHADOW</u>: Rel. Seven prayers uttered by priests during the midnight prayers to the <u>UNDYING MACHINE</u>, within the <u>THREE CHURCHES OF THE UNDYING MACHINE</u>. The faithful were called to prayer by the tolling of church <u>BELLS</u>.

SUPRANATURAL: Sup. Abilities which are considered rare or near-impossible to achieve through mundane means. Typically, the acts of SHAPERS are referred to as being supranatural as they call upon the MATERIA OMNA to achieve them. See Vol IV: the Materia Omna.

SUPRAVISA: Set. Major city in the east of EPHATTA, in the south west of SAMMAEA. It was once coastal, its streets dominated by canals, but has been permanently landlocked since c. 3400 RM, is now landlocked, though it remains connected to the coast by a large manmade watercourse, with only a small part of the city still using its old canals. (Pop. c. 150,000).

<u>SUPREME LEADER</u>: *Pol. Rnk.* Elected ruler of <u>LIMOTH</u>⁽¹⁾, chosen by an electoral college made up of the <u>EMIRS</u>⁽⁴⁾ of its five federal districts. The present Supreme Leader is <u>DEOTOTH MUAKKAR</u>.

<u>SUPREME OLIGARCH</u>: *His. Pol. Rnk.* Historical ruling title of the empire of <u>MEDHAMANN</u>, beneath which were various sycophantic magnates and plutocrats who controlled their own demesnes – each an industrial wasteland populated on one end of the spectrum by exploited <u>SLAVES</u> and decadent plutocrats on the other, with little in between.

<u>SUPREME REVOLUTIONARY ARMY</u>: Pol. Mil. Org. One of many political bodies that is currently vying for control of the failed state of <u>ENITH</u> in the north west of <u>SAMMAEA</u>. It is considered a monarchist faction that supports a return to power of the old monarchy that was

ousted in 3984 RM. Though most of the royal family was slain in the violent coup of the government, there remain a few individuals with a claim to the throne, whose supporters founded the Supreme Revolutionary Army.

SUQ: Com. Sprawling marketplaces that dominate city thoroughfares in nations across the north of Sammaea, from THE SURRACH to VENTHIR, including in LIDEA and MHAROKK, amongst others. Despite regulation and law enforcement, the trade of contraband and illegal items remains rampant in most sugs.

SUQ DRANA: Set. City in the north east of CHEIRA (Pop. unknown).

<u>SUQAL</u>: Set. Settlement in the north east of <u>LIDEA</u>, known for its tea production (Pop. c. 6,000).

<u>SUR</u>: 1. *Rvr*. River and tributary of the river <u>CHANI</u> in the east of KORACHAN.

2. Rui. Ruin in the north west of <u>LAASKHA</u>, abandoned following the change in coastlines in the first centuries of the fourth millennium RM.

<u>SÛR GHATH</u>: 1. Geo. Region in the south west of <u>THE SURRACH</u>, known for its multicultural cities, populated largely by <u>MULLS</u>, <u>DVERGAI</u> and <u>HUMANS</u>, with humans commonly forming a lower caste.

2. Pol. Set. Fortress-city and capital of the eponymous region⁽¹⁾ in <u>THE SURRACH</u>. Much of the city is built in a cliff face and it is renowned for its hewn vaults, some of which go very deep beneath the surface. Most famous are the so-called <u>HAMMER DEEPS</u>. (Pop. c. 67,000).

SUR'ACH: Rui. Deserted city in the west of SUMA'YA, within the ATRAMENTALLY TAINTED region of RUATHA. Once a major umbra extraction centre, it city was abandoned following the KORACHANI retreat from BA'AKH after three centuries of wane under the custody of the DOMNITORS.

<u>SURABOSK</u>: Set. Fortified city in the north east of the <u>MALANI</u>

<u>HENDECARCHY</u> of <u>CHLORIS</u>. It forms a part of the <u>GREAT ROAD</u> (Pop. c. 49 200)

<u>SURACHAN</u>: Rui. Abandoned city in the far east of <u>LAASKHA</u>, 20-miles from the border with <u>AZAZEM</u>. Prior to the <u>RENAISSANCE CRUSADES</u>, the city was prosperous and home to an influential university. The city was attacked by <u>KORACHANI</u> forces in 1091 RM and razed, its scholars and <u>ATRAMENTISTS</u> burnt as an example to others. The bodies of the slain – numbering in the hundreds of thousands – litter the land around the ruin for miles around.

SURASEA: Rvr. River in the c north of SAGITTARIA, flowing for 475-miles from the north eastern foothills of the KARAKATHARI Mountains before emptying in the SEA OF EBORRA. It has been known to run dry on rare occasions.

<u>SURATT</u>: Lak. Endorheic lake in the north east of <u>ALMAGEST</u>, fed by various rivers.

SURDA: 1. Geo. Region in the c east of THE SURRACH.

2. Set. City-state in the eponymous region in c east of THE SURRACH. Historically, it was known for its tanning industry (Pop. c. 37,000).

<u>SUREN</u>: *Ind. Set.* Mining settlement in the far south east of <u>TEMUJA</u>, to the west of the <u>SWORD HILLS</u>. It is known for its copper production (Pop. c. 6,200).

<u>SURHET</u>: f. Sup. Pol. His. Rel. Per. (B. 3855 – D. 3931 RM) Historical <u>TETHYSIAN DEMIGODESS</u> (Daughter of the incumbent <u>GOD-KING</u>) who married prince <u>LLYIM</u> of <u>KOMMEA</u> in 3871 RM. Her marriage into Kommean royalty exempted her from the ritualistic slayings that accompany other demigods upon the execution of their parent (the Godking) when a new God-king is chosen, and she lived her days as the royal consort of king Llyim until her death.

Her marriage into the Kommean royal family solidified ties with Tethysia, and the ascension of Llyim to king in 3883 RM became the final step in a political union decades in the making that saw Kommea become a vassal of Tethysia, which it remains to this day.

<u>SURINA</u>: Set. Major city in the north of <u>LAASKHA</u> along a wide pass between the <u>EKALSCA</u> Mountains in the west and <u>EHRANDEA</u> in the east. It is a part of the <u>RED ROUTE</u>, leading to the south east of <u>SKAROS</u> (Pop. c. 84,000).

<u>SURMAS</u>: *Myt. His.* in the mythology of northern <u>KHARKHARADONTIS</u>, a famed <u>DIALLACH</u>^(1.).

<u>SURNA</u>: Rui. Tec. Abandoned <u>SIPHON ENGINES</u> in the far north of <u>CISNERIA</u>, in the <u>DIVUMMA</u> Mountains. The settlement was abandoned in c. 3850 RM after dwindling umbra reserves made the upkeep untenable.

SURRACH, the: lit. 'many lands'. Dem. 'Surrachi'. Ntn. KORACHANI name for the land of SAVIUD, which occupies an expansive 4,000,000-square-mile area of the north west of SAMMAEA, bordering IZABAL⁽¹⁾, EREBETH, CYHLAGHARR, KHALHAT, and the DAENED SULRACH, some 6,000-miles away from the politicking of the INNER SEA area, though it is still not entirely outside its sphere of influence. The region is known for its many disparate states, city-states, and small demesnes of loosely allied people who share many cultural and ethnic similarities.

Around 2–millennia ago, Korachan was exploring the world outside the <u>INNER SEA REGION</u>, funding colonisation efforts in many regions, including the Surrach. Major efforts at colonisation were made in c. 2300 - 2400 RM, but due to more pressing matters at home as well as difficulties in area the empire was attempting to exploit led to the abandonment of the colonisation effort, though many groups chose to remain there. Some ruins and relics of this original century of colonisation efforts remain, largely in ancient fortresses and harbours, some of which are still in use to this day. Elsewhere, various imperial ruins can be seen.

Until c. 2760 RM the region was a single entity, known as the empire of SELAHIM, that sprawled from the western-coast to the SURRACHI PLAINS in the east. The suicide of emperor Drakugh in 2761 RM after the region was sundered by a great earthquake and volcanic eruption in 2759 RM left the empire leaderless and without direction. The thirteen Ankhs, his closest confidantes, could not elect a leader and their squabbles and power grabbing rapidly descended into a civil war which gripped the region for 13 years, at the end of which the land was divided between the 7 surviving Ankhs and the coalitions of states that had formed during the war. A state of uneasy truce emerged though political backstabbing remained common, leaving borders in a state of constant flux and the emergence of new states commonplace.

By c. 3000 RM the region had become known as Saviud, which means 'conflict' in the native tongue. It was during this time that the region became characterised by its many disparate charismatic leaders, whose ideals shaped the cultures of their respective domains. Though now regarded as tyrants and despots, records show that they were mostly revered (though the verity of our sources is debatable, at best) by their subjects. By c. 3400 RM, the region of Saviud had taken on a cadence little different to that of today, though many city-states and demesnes have come and gone since then.

The region is most characterised to outsiders by its fragmented nature, though this is in no way an indication of an unhealthy culture. The Inner Sea, with its many rivers feeding it and (originally) better climate, was more conductive to the formation of larger nations. THE SURRACH in general, and the western-coast in particular, are in a drier climate with scattered resources. This has made it more difficult for settlements to unite as nations as they have elsewhere. As a result, most settlements in the Surrach appear over places that are rich in a particular resource. This means that most cities tend to have a particular character where most industries and exports revolve around that particular resource. Many cities are dominated by high towers that are built by rich families and dynasties as status symbols as much as they are for defence. Others are known for their street-orchards, with fruit harvested by appointed officials from across the city. Its western coast is known for its high number of ancient merill ruins, exposed in the last centuries by receding waters.

Trade between city-states has become a vital part of life, and merchant caravans are a common sight, snaking across the many territories, trading important commodities and exotic items across the <u>IVORY ROAD</u>. These merchants are an important source of news and lore, and they are famed for their tall tales, otherwise known as <u>SURRACHI TALES</u>. Both sea trade along the western-coast and land trade east into <u>PARTHIS</u>, via its colony in <u>VARTA</u>⁽¹⁾, are also common.

Though each region has its own language, and in many cases each individual city having its own dialect, there is a common root, <u>SAVIUDI</u>,

dating back to the original language of <u>CHEGRINT</u>, though divergent evolution has led some areas to now be very different to each other. There exists a pidgin tongue that is commonly employed by merchants and travellers, that uses the simpler words from ancient <u>CHEGRINTISH</u>, that are used to facilitate trade and communication. It is this language that has allowed the region to thrive, even as each territory maintains its own identity.

The south of the Surrach is known for its somewhat disparate culture, including the custom of binding the skulls of new-borns to create elongated skulls, and the chthonic deity they worship in rock-hewn temples known as hypogea. See Vol III: Extant Nations and Realms.

<u>SURRACHI CROWN, the</u>: *Gam.* Prestigious endurance mounted race that takes place across <u>THE SURRACH</u> once every five years. Competitors from any of the Surrachi city states ae welcome, as well as those from the <u>BAKHRAN STATES</u>, <u>MARACHA</u>, <u>ERET</u>⁽²⁾, the <u>SIX CITIES</u>, <u>TERION</u>, <u>ENNAIAH</u>, and <u>KEKHEMM</u>.

Any mount is allowed, though horses are most common, with riders valuing their speed. Riders must make the 6,000-mile circuit alone, without changing mounts, and with specific supplies. They are not allowed to make contact with any outsiders, and any found breaking these rules are disqualified.

The prize is the ubiquitous Surrachi Crown – a replica of an ancient crown of unknown provenance with dozens if not hundreds of legends tied to it. A replica of the crown is made every five years specifically for the contest

<u>SURRACHI PLAINS</u>: Geo. Plains forming the centre-most part of the territories of <u>THE SURRACH</u>, characterised by dry grasses, shrubland and sparse woodlands in the north. It is populated by <u>DERREN</u> nomads and many disparate settlements, much like the greater region. The plains are peppered with ruined towers that once belonged to the empire of SELAHIM that crumbled in 2774 RM.

SURRACHI TALE: Soc. People in THE SURRACH are known for their tall tales, a cultural trait that is accepted there but which outsiders do not often understand. Caravans and travel between cities are a part of everyday life in the Surrach and travellers have grown up telling campfire tales, which are typically filled with embellishments and obvious falsities. This is par for the course in the Surrach and people take these stories with a pinch of salt, knowing that the journey of the tale or the emotion it elicits in those that hear it is more important that the truth of the words. This often leaves foreigners hearing such tales flummoxed at the obvious lies and wonder why the Surrachi people are so gullible.

<u>SURRAN</u>: *Geo.* Hilly grasslands in the north of <u>TEMUJA</u>, to the west of the <u>ALLIS</u> Mountains. The region is noted for its farmlands and fields.

<u>SURRASTA</u>: *Eth.* A desert people in the south of <u>SAMEKON</u>. They are known as falconers, and are long-range hunters.

<u>SURRAT</u>: Set Settlement in the north of the region of <u>HANNASTRA</u> in the c east of <u>THE SURRACH</u>. It is known for its game-hunters, who are guardians of the settlement, protecting it from the predation of scavengers and carnivores (Pop. c. 10,000).

SURRIN: Rvr. River in the west of BASSORAH^(2.).

SURROGATE MOPPETS: also 'silent dolls', and 'grim manikins'. Int. Soc. Obj.

Despite advances in medicine, child mortality rates remain tragically-high in the polluted industrial lands of the KORACHANI EMPIRE. Infertility is more rampant than it has ever been in the empire's history, and while PATRICIANS have the means to circumvent this (through surgery, the use of ATRAMENTAL methods and other methods), HELOTS, SLAVES and even most FREEMEN must resort to other ways to cope with the premature death of a child or their umpteenth failed attempt to conceive.

This has led to the developed a strange and unsettling tradition, where real children are substituted with dolls and similar objects such as marionettes or small manikins. These dolls, which range from finely crafted works of art to crude effigies barely resembling children, serve as emotional stand-ins for infants who have died in childbirth, succumbed to illness at a young age, or that simply never were.

As a result, dolls are important objects across <u>KORACHANI</u> culture, to the point where they are more commonly identified with grieving parents than playing children. They are dressed, cared for, and even cradled in public, much like real infants. This practice is so deeply ingrained that in some cases, families never have another child, preferring instead to pour their maternal and paternal instincts into these lifeless forms. Though the <u>COUNCIL OF SEVEN</u> and the <u>LEAGUE OF PATRICIANS</u> look upon the practice with scorn (knowing that the empire requires a fresh supply of children to keep its military and religious industrial complex working), but the practice has become so pervasive that it persists regardless of any past attempts to eradicating it.

In certain regions, entire cemeteries are dedicated not to actual graves, but to spent dolls that have been discarded after decades of service. These morbid sanctuaries, filled with rows upon rows of dolls, are sacred places of mourning. Locals often visit these cemeteries to honour the memories of their lost children, leaving offerings and gifts to the dolls, hoping to keep the spirits of the departed at peace.

A darker aspect of this tradition lies in the belief that the spirits of dead children, particularly those who passed under tragic circumstances, sometimes POSSESS the dolls meant to represent them. These possessed dolls are said to move on their own, weep in the night, or display eerie signs of life that may at times require EXORCISMS. However, instead of fearing this, many of the parents see these haunted dolls as a gift from the UNDYING MACHINE providing them a final connection to their lost children. Some parents may speak to and care for the possessed dolls as if they are actual children, keeping them close for years, or even generations.

For outsiders or foreigners, this entire tradition is seen as grotesque, unsettling, and macabre – a disturbing manifestation of grief in an already bleak and poisoned landscape. However, in Korachani culture, this practice is deeply tied to familial love, loss, and the soul's fragile connection to the living world.

The practice is most common in nations that have been a part of the empire for a long time, including industrial or high-population areas in <u>AZAZEM</u>, <u>LAASKHA</u>, <u>SKAROS</u>, <u>PELASGOS</u>, and Korachan itself.

<u>SURRUR</u>: 1. *Geo.* Island off the southern coast of the <u>PANTHEON ISLES</u>. <u>SURUAZA</u>: *Set.* Small coastal city in the far north west of <u>TZALLRACH</u>

(Pop. c. 20,000). <u>SURUHIR</u>: *Set.* City in the c north west of <u>ELAT</u> (Pop. c. 39,300).

<u>SURUMBRA</u>: Sup. in the <u>ATRAMENTAL</u> arts, <u>UMBRA</u> that has been granted a semblance of life through the actions of <u>ATRAMENTISTS</u>, specifically <u>PENUMBRISTS</u>. The practice is rare and particularly difficult, and is used to imbue host mortals with certain traits granted by the *surumbra*. If the host is of a weak enough will, the Penumbrist can control his thoughts through the actions of the *surumbra*. Typically, the host is a slave or prisoner who is of a weak will, and rarely, a willing volunteer. Traditionally, the <u>POSSESSION</u> of the <u>VESSEL</u> was accomplished through shaping alone, though today it is likely done through <u>TECHNARCANE</u> means.

<u>SURUNTA VIS</u>: Geo. Grasslands and sparse woodlands in the west of OPHIUSSA dominating the west of the river MARAGA. The region extends 120-miles east from the NAJAFRET labyrinth to the river. It was once thought to be old growth, though was largely cut down in the FOURTH AGE, though has slowly started to recover.

<u>SURUTUR</u>: Dem. 'Suruturi'. Ntn. Nation in the far south east of <u>LLACHATUL</u>, to the south east of <u>RHEA</u>. It is typified by high rugged hills to the west and south and vast flat coastal plains that until c. 1000 - 2000 RM were mostly beneath sea level. Originally a territory of <u>ARRETOY</u>, Surutur became a kingdom in 2934 RM, with the rise to power of the <u>YALOLIAC REGIME</u>, a tyranny in which albinos are seen as having been granted divine right to rule.

An insular nation, Surutur is located to the far south east of the continent of Llachatul, overlooking the equatorial waters of the $\underline{\text{SEA OF}}$ Krymea. It is a land typified by high rugged hills to the west and south, and vast flat coastal plains that were revealed between 1000 - 2500 RM by waning sea levels. Jungles rapidly overtook these areas, and they now make up the most plentiful habitat in Surutur.

Originally a territory of Arretoy, Surutur became a kingdom in 2934 RM with the rise to power of the Yaloliac Regime, whose tyrannical ruling house reveres albinos. In-breeding is common amongst the royal house, and children born into the house who are not albinos are drafted into an elite army known as the <u>BOTHA NTIGHA</u>.

The kingdom is xenophobic, known mostly to outsiders through its cultivation and production of cinnamon, which is enjoyed by many cultures in MENISCEA as well as the east of Llachatul and SAMMAEA, where the spice can fetch handsome prices. Otherwise very little is known of it, and few individuals outside of trusted merchants are allowed in its cities. See Vol III: Extant Nations and Realms.

SUSADA: 1. Lak. Lake in the c east of TZALLRACH. It is noted for the large island at its centre^(2,).

2. Geo. Island in the above lake^(1.), in the c east of TZALLRACH.

SUSHRA: f. Myr. His. In the mythologies and ancient histories of ELYDEN, a SCION of the DEMIURGE SYBARIS with AVRAHAM. She is said to have fallen deeply in love with the beauty of ELYDEN and spent her days travelling across the unexplored wildernesses that her parents and their siblings had shaped, cataloguing areas of rugged primal beauty that were untouched by mortal step. She had an ethereal voice and was famed for her singing, which was the tool through which she SHAPED.

Her fate is unknown but legends from <u>EASTERN MENISCEA</u> say that she fell so in love with the <u>YULIAN</u> Mountains that she lay down and fell asleep, becoming a part of the land.

Had a child with a powerful otherworlder *. See Vol IV: Scions, Children of the Gods.

<u>SUSIATH</u>: Sea. Long narrow bay in the north of <u>ARERAQTH</u>, to the south of the <u>SEA OF POLARIS</u>.

<u>SUSRA</u>: Geo. Scrub plains in the north west of <u>SAMMAEA</u>, in the territories of the city-state of <u>CADERE</u>.

<u>SUSSA</u>: Set. Small city in the east of <u>SARASTRO</u>, along the course of the river <u>SEMARAH</u> (Pop. c. 15,000).

<u>SUSSEA</u>: 1. *Geo.* Small island 85-miles north west off the <u>SATHERI</u> peninsula, in the north west of <u>PELASGOS</u>, between the <u>SEA OF LISASSA</u> and the BAY OF LEMAS.

2. Set. Settlement on the above island. It is the western-most settlement in Pelasgos (Pop. c. 6,000).

<u>SUSSURA</u>: Set. Settlement in the far south of the <u>BAKHRAN STATES</u> in the north west of <u>THE SURRACH</u>, in the foothills of the <u>THISATHON</u> Mountains. Its southern borders are guarded by a deep fissure that is known for its murmuring winds (Pop. c. 8,200).

SUSSUTIEL: Sct. City in the north west of OSSIEL, in the west of MENISCEA, some 70-miles from the SEA OF MIRA. The settlements' roots lie in c. 2100 RM, where it served as a small support-settlement serving nearby quarrying operations, which slowly increased in scope. Within decades the town had become a large city populated by miners, metallurgists, merchants and those supported their business. As the quarries and mines grew into a vast open-cast pit, the city came to be situated at its edge, overlooking the great tiered maw.

By c. 2450 RM the pit had become so large that the city, though still thriving and boasting a population of perhaps 50,000, was deemed too distant from the mine's deepest reaches, over a mile below, and many municipal structures were moved down to abandoned tiers of the pit. Many followed, constructing their homes within the bedrock itself, leaving only the antiquated nobility living in the old city, which became a ghost town. Over the years the old city became a necropolis with old stone houses serving as mausoleums for the lower classes and what remained of the (by then) inbred noble castes. Others were buried closer to the heart of the pit; something that became ingrained in their religion and culture, which diverged from the customs of its parent nation *Ossiel*.

By c. 2730 RM the pit had become one of the largest such structures in Elyden, rivalled only by those in <u>VÂRR</u>, and excavations turned to shaft mining, which bore platinum in great quantities. Eventually the mines struck a great hollow (believed by some chroniclers to be the depths of <u>CARCERI</u>) from which emanated a sickening stench. Mining stopped and the city lost contact with the outside world. Merchants arriving there three years later found a deserted place, mummified bodies drained of fluids. The place was ignored by Ossiel and its ruler <u>ILLATHUR</u>, though decades later the ruins were repopulated by daring opportunists who risked cave-ins in new mines. A new settlement appeared taking the new name Sussutiel.

Some exploration of the depths has taken place, with word of monolithic hollows in which lay forgotten idols half-buried in dust and ash. The strange material from which such idols are built have drawn some miners deeper into the pit where small settlements appeared. Little is known of them or their fates (Pop. c. 16,000).

<u>SUSURIA</u>: Set. Major port and city in northern <u>SAGITTARIA</u>, at the mouth of the river <u>SURASEA</u>. It is a major stop along the course of the <u>IVORY ROAD</u> (Pop. c. 1,020,000).

<u>SUT NOGHAR</u>: *Set.* City in the south east of the <u>MULL CITY-STATES</u> (Pop. c. 32,000).

SUT TAMA: Lake in the west of TAMAR, fed by the river KORNA.

<u>SUTALLEKA</u>: Set. Settlement in the c south west of <u>JURRAS</u>⁽²⁾. Its main industry is agriculture, and it forms a part of the <u>RED ROUTE</u> (Pop. c. 6,000).

<u>SUTAR</u>: Set. Coastal settlement in the south east of $\underline{\text{HARAPPA}}^{(3)}$ (Pop. c. 9,000).

<u>SUTTARICH</u>: Set. Coastal settlement in the south west of <u>TARTAK</u> (Pop. c. 4,800).

<u>SUTARR</u>: Set. Island-settlement 11-miles off the eastern coast of <u>VAALK</u> (Pop. c. 2,200).

<u>SUTH</u>: Set. City in the c north of <u>BA'AKH</u>, built atop the ruin of a far older city, which was the birthplace (or repository, in the form of a great library) of the <u>SUTHI</u> language (Pop, c, 12,000).

<u>SUTHI</u>: Lan. Language once common in the north of <u>SAMMAEA</u>, including <u>MHAROKK</u>, and <u>LIDEA</u>, that originated in the <u>ANCIENT SUTHI</u> that was spoken by the <u>FOURTH AGE</u> nation of <u>MOGADDA</u>.

Today it has largely been supplanted by the languages of their respective oppressor states, though it remains spoken by minorities and isolated areas despite attempts from controlling governments to suppress it. In <u>BA'AKH</u> it has evolved further into the <u>BA'AKHI</u> language that is spoken today. See Vol II: Languages.

<u>SUTHI, ANCIENT</u>: *His. Lan.* Now-extinct language in the north of <u>SAMMAEA</u>, including <u>MHAROKK</u>, and <u>LIDEA</u>, that gave rise to modern Suthi. See Vol II: Languages.

<u>SUR</u>: Sea. Bay to the west of <u>CARNYNGA</u>, forming a northern extension of the larger <u>BAY OF NALN</u>. The <u>FIRMAMENTAL</u> college of <u>ETIZOR</u> is located to its west.

<u>SUTARA</u>: Set. Coastal city in the north east of <u>KHULL</u>, overlooking the <u>MAZARINE SEA</u>. It is popular amongst treasure hunters who explore the sea in search of wrecks, many of which are the subject of legends of sunken treasure, who are based in its port (Pop. c..33,000).

<u>SUTRACHRIS</u>: Set. Coastal city in the south west of <u>HOLOLACH</u>⁽¹⁾, just west of the <u>HOLIASOR</u> Mountain-range. Its cave-like harbour is famed for its vaulted architecture, with individual covered piers with streets running above with warehouses, stores and offices. It is known for its organised crime, with roots as deep as the prefecture of <u>SONTADRIS</u> (Pop. c. 39,400).

<u>SUTR</u>: Set. Fortified <u>MULL</u> city in the far north of the <u>MULL CITY-STATES</u>, in the <u>TOLIASOR</u> Mountains (Pop. c. 17,800).

<u>SUTRAD</u>: Set. Small coastal settlement in the prefecture of <u>EROSENEA^(L)</u> in the north west of <u>HOLOLACH^(L)</u>, known for its large salt pans (Pop. c. 2,200).

<u>SUTT</u>: Sea. Sea to the south of <u>AHKA</u> and the <u>MULL CITY-STATES</u>, characterised by many islands and shallows. Its waters have recently been site to many naval battles and blockades between the <u>KORACHANI EMPIRE</u> and the <u>REPUBLIC OF PARTHIS</u>.

<u>SUTTAN</u>: *Mil. Str.* Fort in the prefecture of <u>ALITENEA</u>⁽¹⁾ in the north east of <u>HOLOLACH</u>⁽¹⁾ in the <u>SABASSOR</u> Mountains along the course of the river <u>SABAAR</u>.

<u>SUTTRA</u>: Set. Coastal settlement in the south of <u>PARTHIS</u>, in the region of <u>GATH</u>. The settlement appeared in c. 3250 RM following the abandonment of the larger city of <u>BACATRA</u> due to retreating coastline and changing climate (Pop. c. 20,000).

<u>SUTURA</u>: Set. Settlement in the c north east of <u>OPHAR</u>, at the east of the <u>UIDASH</u> wetlands (Pop. c. 2,300).

<u>SUUR'KA</u>: 1. also 'the Shelf. Geo. Geographical region in the east of the eponymous tribe⁽²⁾, in the east of the <u>GROWING MOUNTAINS</u> of

MULCIBER, bordering the west of ANUBIA. The area is a badlands valley filled with wide-brimmed flat-topped plateaus, table Mountains and rugged buttes. There is much more locked within the formations of the region, though arid conditions of the area have made their exploitation difficult. The ruins of many KORACHANI colonies dating back to c. 400 – 410 RM dot the region, their mining operations seemingly abandoned midway around 505 RM.

2. Pol. Soc. Tribe in the north west of MULCIBER, in the GROWING MOUNTAINS, in the north east of SAMMAEA. Many of its present-day cities and forts are built atop the ruin of KORACHANI colonies dating to c. 400 – 420 RM. The region was exploited heavily by Korachani industries, and the land is dotted with the ruin of FREESTONE and SOULSTONE open cast mines and quarries that have since been reclaimed by nature. Of note is the ruin of CHEGOL, where a gigantic soulstone was once excavated. The remaining pit has since been the target of opportunistic mining in the centuries since its abandonment in c. 900 RM, largely due to the persistent rumour that it is the final resting of a SCION.

3. *Eth.* One of the indigenous people of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. They are once the most feral of the tribes, known for their jade war paint. Though they have outgrown that barbaric heritage, the memory remains as a stigma.

<u>SUURANT</u>: Set. Settlement in the far north of the region of <u>KURDA</u> in the <u>GRONT</u> Mountains in the east of <u>THE SURRACH</u> (Pop. c. 10,000).

<u>SUURD</u>: *Mil. Str.* Major fortress in the east of <u>ROMOREA</u>^(2,) overlooking the border east with <u>KHARKHARADONTIS</u>.

<u>SUUTA</u>: 1. Geo. Island around 45-miles off the south western coast of KORACHANI PENINSULA.

2. Set. Coastal city on the above island $^{(1)}$ off the south western coast of $\underline{HOAMM}^{(1)}$ and belonging to $\underline{KORACHAN}$. It is situated along the north-south shipping lane between Korachan and $\underline{NUTHACHAN}$, forming a vital part of the trade-route (Pop. c. 32,500).

<u>SUUTRA</u>: *Geo.* Expansive wooded rocky hills in the c north of <u>LAASKHA</u>, forming an extension of the <u>EHRANDEAN</u> Massif that lies to the north.

<u>SUVAYA</u>: Rui. Ancient harbour city in the c of <u>BISBUT</u>, in the north east of the <u>PARTHISAN PENINSULA</u>, though it was ruined and abandoned by the dwindling coastlines of <u>ELYDEN</u> and the eventual disappearance of the inland sea of <u>ABRAS</u>⁽²⁾, which remains now as a lake to the south of the ruined city.

In its golden age in c. 1500 - 1700 RM, it was a gigantic harbour city, well-defended, its shipyards the envy of most nations around <u>THE INNER SEA</u>, with a large hilltop citadel that remains today as a hollow shell, overlooking the river valley to the east. It was abandoned in c. 2400 RM after centuries of waning.

<u>SUZHASHAL ID</u>: *Geo.* Great plains dominating the interior of <u>NOAVATUR</u>. It was once a lush jungle, though extensive logging by <u>KORACHANI</u> colonies and their successor state Noavatur between 1000 – 2500 RM saw the region dwindle in size. The region is now made up of shrubland and plains, though the forests and great trees that once thrived there never recovered from the massed industries.

The region is largely uninhabited today, and abandoned ruins of old logging works can still be found there, as do the remains of ancient quarries pepper the region, as do rows upon rows of desiccated treestumps, which are the only reminder to most of what once existed in the area.

<u>SUZEN</u>: Set. Settlement in the north west of <u>VIRAHAN</u>, just 30-miles from <u>MT. AITHNA</u>. The settlement, like others in the region, is known for its fertile soils and is one of few areas in Virahan known to produce wine (Pop. c. 4,800).

SUZIV: (B. NÁRTHEL 2963 – 3384 RM) polymath: painter, sculptor, ATRAMENTIST, locumn, TECHNARCANIST, inventor, botanist and writer. He devised, amongst other things, a standardised system of categorising and naming lifeforms, which became known as the system of SUZIVIAN TAXONOMY once it found universal approval in 3254 RM. He also devised greater implementation of the Atramenta in the application of technarcana and theorised many machines (such as steam cannons, clockwork engines, ornithopters) that later became realities.

He augmented his body with technarcane <u>ORTHOSES</u> throughout his life, allowing his body to endure far beyond its natural span. Suziv claimed that his old body died in 3012 RM, when so little flesh remained that could barely be called human any longer.

<u>SUZIVIAN TAXONOMY</u>: classification of taxonomy of life devised by the polymath <u>SUZIV</u>, which found universal approval in 3254 RM. The system categorizes animals in the following orders * . See Vol II: Classification and Taxonomy of Life.

SVA: also 'the Barricaded City'. His. Set. In antiquity, one of the five major cities of the CITADEL MOUNTS. One of the three high-towers constructed by UHLSAATI survivors of a war against AUERENI barbarians in c. -1150 RM, Sva was the southern-most settlement, overlooking the river THAUR, facing south. The city was fortified, its many towers and citadels ready for further Auereni attentions, though (for the time, at least) the city was safe. Being the city closest to the devastation left after the Auereni wars, the city attracted more refugees than any other settlement, and grew rapidly, becoming the largest Citadel Mount by -800 RM, the great city at its base rapidly outgrowing any walls constructed for it, earning the city the moniker of 'the Barricaded City' in c. -750 after all the old walls that proliferated its streets as districts continued growing. As the city continued to grow south it came to encompass an estuary of the river Thaur; and a great river harbour was constructed, its canals and tiers helping it become attract trade and commerce. This led to the LORDS OF THE MOUNTS bestowing upon the city the epithet of DUN SVA in -513 RM, in honour of its accomplishments in the region.

The arrival of <u>KORACHAN</u> to the region in 352 RM saw the city renamed <u>DUN SVARR</u> (after its imperial name), and it was heavily fortified by imperial engineers in the years following imperial subjugation of the region.

SVATH: Plr. 'Svathi. Eth. Ethincity and ancestors of the people of LYRIDIA and NÁRTHEL. The name originates from ancient SVATHI culture and ethnic group that dominated the region in antiquity. Following KORACHANI domination of the area in 84 RM, their descendants were largely suppressed where they survived as the lower classes and slaves, with many groups pushed outside of the settled areas where they became known in Lyridia as the TROGLODYTES. In Nárthel, they became an itinerant people who travelled the hinterlands of the Nárthel, the west of VENTHIR and the south of Lyridia, where they grew slowly in numbers as Korachani presence lessened in the north and north eastern areas c. 2500 RM. See Vol II: Peoples and Races of Elyden: Ethnicities.

SVATHI: Lan. Language spoken by the SVATHI people, which is still spoken in corrupted form (through many KORACHANI loanwords and influence) in NÁRTHEL and Dacia, where it is officially known as KORACHA-SVATHI, though most people just call it Svathi. See Vol II: Languages.

<u>SVATHI</u>, <u>ANCIENT</u>: *His. Lan.* Now-extinct language that was spoken by the people of the late <u>FOURTH AGE SVATHI DOMAINS</u>. It has since been corrupted by the long presence of <u>KORACHANI</u> in the region into modern Svathi. See Vol II: Languages.

SVATHI DOMAINS: His. Ntn. Early FIFTH AGE culture that emerged in the south east of CENTRAL LLACHATUL, in what are today dominated by LYRIDIA, LYRIDIA DHAI, and the south west of AHRISHEN. The culture was quashed during the early centuries of the KORACHANI EMPIRE, and their descendants went on to populate much of LYRADEA. See Vol III: Extinct States.

SVETEA: Geo. Expansive region of near-permanent permafrost in the west of <u>VALBAR</u>⁽²⁾. There are few settlements in the region, and it is mostly given over to fortresses and garrisons guarding the western border with RAONGEN⁽²⁾.

<u>SVETT</u>: Rvr. Wetlands in the c east of <u>VALBAR</u>^(2.), at the shallow confluence where the river <u>ULLIOGOT</u> meets the <u>ENGOROT</u>. The region is rich in wildlife and is sparsely populated.

SVIZIA OF THE CARALL, ELEVENTH OF THE ELEVEN: also 'the Many-armed Queen'. f. Pol. Sup. Per. (B. 3921 RM) Eleventh of the HENDECARCHS of MALAN and ruler of the HENDECARCHY of ATALLUA. She is famed, revered, and feared for her appearance. Though HUMAN, she was born with two sets of arms, giving her a striking appearance. Clearly the result of ATRAMENTAL TAINT, she nevertheless overcame the

challenges posed by her twisted form (for not only does she have extra limbs, but her torso is twisted and disproportionate) to rise to the rank of ONÉSIMUS, and later governor, eventually being chosen to replace her predecessor as Hendecarch in 3987 RM.

Like all the Hendecarchs, she is unnaturally long-lived though remains one of the youngest rulers of the <u>FOREST KINGDOMS</u>. Though her physical condition limits her mobility, it has not stymied her ambition. Since becoming Hendecarch she has founded an order of militant <u>SHAPERS</u> known as the <u>ENDRIAN ORDER</u>, who follow her studies, who act as elite palace and bodyguards.

SWERTHA, WITCH OF BLADES: also 'the Hag Witch'. (B. 3974 TZALLRACH) Sup. A powerful FIRMAMENTAL adept in SPHERES aiamancy and PAHHURISM, with fair martial skills. Born Ia Pahaelan, the only child of a regional ANARCH who encouraged her Firmamental abilities, she was orphaned in 3990 RM when her father was assassinated and his rule overthrown by rivals. Cast out in the deserts of eastern Tzallrach, she wandered for years, an opportunistic mendicant nursing a thirst for what was rightfully hers. Her powers matured, her resolve tempered by a harsh life, she returned to her home in AREL in 3999 RM, slaying those who deposed her family (who she learnt were of VENTHIRI blood), blanketing the stairs of her ancestral palace with their flayed skin. She ruled Arel for 3 years, a short reign of fear, ended by her wanderlust.

In 4002 RM she travelled to Venthir, adopting the moniker witch to instil fear in the people of that land, preying on those who would oppose Firmamentists

<u>SWEVEN</u>: Pol. Set. Dre. Administrative capital of <u>TAES</u>. Its ruler, the <u>ONEIRODYNIC EMPRESS</u>, does not rule from Sweven, but rather resides in the <u>DREAMSCAPE</u> fortress of <u>CODUS CEVIR</u>, where she is the only 'living' creature, issuing her commands via oneiromancy, which are interpreted and acted upon by her government in Sweven. It forms a part of the <u>VAEVECTAN TRAIL</u> and is the southern-most stop along the route, where it is a major stop for merchants travelling in the region (Pop. c. 118,000).

SWIRLING CITADEL, the: see PURULOSH VAGHAR.

SWORD, the: Rel. Soc. Common symbol within the THREE CHURCHES OF THE UNDYING MACHINE, and particularly the KORACHANI EMPIRE. The symbol is perceived to be a protective ward against evil spirits and harm, and it is commonly referred to as the ARCHPOTENTATE'S Blade. The CATHADEMACHS of the CHURCH OF THE UNDYING MACHINE make a healthy trade making and selling the items.

The symbol is likely derived from the <u>SWORD TARTARUCH</u>, that was wielded to great effect by the Archpotentate Malichar during his unification of the empire.

SWORD HILLS, the: Geo. Hills that act as natural border between the south east of TEMUJA and the west of MALAN. The hills rise just north east of the eastern-most reaches of the SCHISM and head north for around 180-miles. They are relatively treacherous close to the Schism, though become less rough farther north.

They are named after the copper reserves located in its western foothills, from which most ancient Temujan weapons were made.

SWORD OF AGES, the: Myr. Leg. Obj. Legendary blade of unknown origin and age, currently in the possession of KING CITHAERON of the HARÉSHKI CITY-KINGDOM of SYRTIS^(1.). The sword, a broadsword of archaic design, was instrumental in Cithaeron's rise to power and the 'unification' of the HARÉSHK region in the last three decades of the FIFTH AGE.

SWORD DANCER: see ARA KHIN.

SWORD OF JUDGEMENT: Obj. Sword made in the city of TANTAL in KORACHAN in 1341 RM as a weapon for the IRON ANGEL to wield. It was crafted from the finest SHADOWSTEEL from the western-most reaches of the KHARKHARADONTID DESERT and imbued with Atramental properties (not unlike a powerful ATRAMENTAL FOCUS), which, when wielded by a SHAPER or a creature close to the Atramenta (such as the Iron Angel) acts as an Atramental conduit.

SWORD OF PREPOTENCY: His. Pol. Obj. Symbolic sword that lies on a table in middle of the parliament chambers of the nation of YSACYITHAIA. It belonged to the first uniter of its predecessor state, ILIMNILL and remains a powerful cultural and political object to this day. It is historically wielded by the <u>LORD OF THE ACCORD</u>, but this honour is largely symbolic now. It is used during induction ceremonies, but otherwise remains on the parliament table, untouched. There are instances when the sword was used – it was taken by a parliamentarian in anger and swung against another during a heated argument, inflicting a terrible wound, for instance. It was also once stolen, but was retrieved over 100-years later then a dead nobleman was going to be buried with it, before it was identified and returned to the parliament chambers.

SWORD-TREE, the: see FAERTH^(2.).

SYASHAN: Rvr. Major river in the east of SAMMAEA, flowing north for 1,740-miles from sources in the UHBATAQI Mountains⁽⁴⁾ and surrounding ranges, including the ZANBAURI Ridge, the ENWATIQ Mountains, and the MIDIAN SABIQ, before emptying in the BAY OF MARD, in the south west of the SEA OF LETHEA. It flows through the JAHADAT STATES and the SULTANATE OF ABACARDAT on its way to the coast, and many of its tributaries are seasonal, flowing either due to snowmelt and floods from short but intense winter storms.

SYBARIC COAST: Sea. Coastal waters in the north of SKAROS, north east of the STRAIT OF ANEON and the city of SYBARIS^(2.). The waters are characterised by their shallowness and relative fertility and the coast is peppered with many small villages that subsist on the creatures that dwell in it.

SYBARIS: 1. Also 'the Queen in Heaven', 'Shitharish', 'Xie Varriz', 'Shid'thawi', and 'Ashi Ariss'. f. Myt. His. In the mythology and ancient history of ELYDEN, fifteenth of the Two-and-Twenty DEMIURGES, whose children were the SHIE.

Though little is known of her specific exploits, she is believed to have left her mark across various cultures in disparate ages, whether through her own actions or the travels and actions of her many <u>SCIONS</u>, and came to be worshipped under varying guises. She appears, in corrupted form, as a consort to the primary gods of other cultures and pantheons, which invertedly allowed her to prosper as other Demiurges dwindled to be replaced by the false gods that now proliferate.

Her known <u>SCIONS</u> are: <u>BELPHETAR</u>, <u>DEMEVEDARAS</u>, <u>HEUXERES</u>, <u>SIN</u>, <u>SUSHRA</u>, <u>SYTRY</u>, and <u>VOLUPIS</u>. **See Vol IV:** the Two-and-Twenty Demiurges.

- Geo. Island in the <u>DRAGON ISLES</u> chain off the western-coast of SAMMAEA.
- 3. Set. Main city on the above island^(2.), off the western-coast of <u>SAMMAEA</u>, belonging to <u>DHA NAR</u> (Pop. c. 16,000).
- 4. Set. City in SKAROS. Founded in 571 RM as a coastal caravanserai that served barges travelling along the eastern Skarosian coast. It began taxing Skarosian waterways in 1111 RM, through PATRICIAN decrees, which filled the Empire's coffers. A percentage of the income overflowed into the city, and by 1261 RM Sybaris was officially recognised as one of the wealthiest Imperial cities along the coast. The city descended into decadence, forsaking its trade roots; becoming instead a refuge for Machiavellian exiles, debauched HALFBLOODS, libertine rulers, escapist patricians, nihilists, and hedonists alike. Its businesses catered to their expensive tastes and were renowned amongst patrician circles throughout the INNER SEA REGION (Pop. c. 112,000).

SYBARITE: 1. person who lives in, or is native to **SYBARIS**^(2.).

- 2. Rel. Rnk. Worshipper or priest of the Demiurge SYBARIS^(1.).
- 3. Soc. Rnk. specifically, courtesans based in the city of <u>SYBARIS</u>⁽²⁾. Though outwardly, they are little more than high-class prostitutes, some of them from part of an informal guild, where they act as spies, assassins and informants that act across THE INNER SEA.

SYBARR, CULT OF: Rel. Main religion in the PRINCIPALITY OF SEPAHAUNAT in the north west of SAMMAEA. The religion makes copious use of OPIATES in its rituals, and it's holy figures, called IDOLONS, living saints who are revered like reliquaries, are kept in a trance-state through intravenous feeding of opiates. The church was founded in 3444 RM following a meteorite impact destroyed the city QAM RON. A single survivor would go on to fund the church and become its first idolon. See Vol IV: Religions and Cults.

<u>SYCHTA</u>: 1. *His. Nm.* Precursor state to the <u>SYCHTAN PREFECTURES</u>. The name Sychta is often used interchangeably with Sychtan Prefectures to this day.

- 2. Set. City and once capital of the <u>SYCHTAN PREFECTURE</u> (Pop. c. 155.300).
- SYCHTAN PREFECTURES: also 'Sychta'. Dem. 'Sychtan'. Ntn. Empire dominating the south west of SOUTHERN SAMMAEA, north of the SEA OF SAMMAIDU, ruled since 3711 RM by the ALGHATE SOVEREIGNTY and divided into 107 prefectures.

In c. 3180 RM the north of what was until then a united nation encompassing extant northern territories of the Sychtan Prefectures and CEGANE (the current south of Cegane was another nation that was later absorbed by the prefectures) was gripped by a bloody civil war between three opposed parties that left its lands devastated and entire ethnic groups slaughtered. Many fled to the north eastern coast, establishing allied polities that were able to drive out the war, later solidifying into the so-called Sanctuary States, which would later become known as Cegane.

Its culture is distrustful of the <u>ATRAMENTA</u> and <u>SHAPERS</u> in general, though it not averse to using them when needed. The c of the Prefectures' territories is dominated by a large void in the Arcane Tempers, that renders much of the area similar in effect to the <u>NULLAMBIT</u>. See Vol III: Extant Nations and Realms.

- SYCHR: Set. Fortified city in the c south of <u>KOLCHIS</u>, along the mouth of the river <u>DOERIA</u>. It is one of few major settlements in the region and is heavily fortified against attack from the south (Pop. c. 36,400).
- SYCHRE: Set. Small fortified city in the west of KASPIA, in the eastern foothills of the ERESHKIGAL Mountain. It is known for its mountain men who dwell in the Ereshkigal, trapping and hunting. In winter they descend from their mountain homes to sell pelts and musk to the settlement, which are in turn traded with GÂTHAN merchants travelling through the settlement along their circuit of the GÂTHAN ROAD. Furs fins their way across the INNER SEA REGION via these merchants (Pop. c. 12,000).
- <u>SYCHRITE</u>: Mar. Rnk. Warrior-caste common in the <u>DESOLATION OF</u> <u>ASTUDAN</u>, the east of <u>ALMAGEST</u>, and part of the <u>OLD FOREST</u>.
- <u>SYDHA</u>: *Com. Set.* Trade-settlement in c western <u>JURRAS</u>⁽²⁾, located to the west of <u>SYNHODOS</u> Mountains. The settlement appeared originally as a caravanserai where merchants travelling the <u>SYDHAN PASS</u> could safely rest, and the settlement emerged from there and remains primarily as a safe haven to those travelling across the Mountains (Pop. c. 4,700).
- SYDHAN PASS: Geo. Long Mountain pass connecting the north west and the south west of JURRAS^(2,) across the c western reaches of the SYNHODOS Mountains.
- $\underline{SYDIA} : \mathit{Set.}$ Settlement in c-south east of $\underline{SAGITTARIA}$ (Pop. c. 4,000).
- SYDRIC: Set. Small city in the c of LOEGRESS^(1.) (Pop. c. 13,750).
- SYDYK: Set. City in the far north west of VAALK, built on the ruins of an ancient city-state. According to legend it is home to divine septuplets, and the number seven and seven-fold saint are common motifs here. The city is built along a narrow strip of land that separates a lake from the coast. Channels and lochs link the lake to the coast, and it serves as an effective harbour (Pop. c. 27,000).
- **SYH**: Set. Coastal settlement in the south of the emirate of LIMOTH⁽²⁾ in the c south of Limoth⁽¹⁾. Its main industry is fishing (Pop. c. 4,900).
- $\underline{\text{SYLAMIN}}$: Mil. Str. Major fortress in the east of $\underline{\text{ALAM BETHYL}}$, in the western foothills of the $\underline{\text{BAND}}^{(2.)}$ Mountains.
- <u>SYLLAN</u>: lit. 'vendor'. His. Com. Rnk. Old <u>KORACHANI</u> term for small-time vendors and merchants found in most small settlements. They once formed a subcaste that stood between the <u>HELOTS</u> and <u>FREEMEN</u>, though have since become freemen. Many of them acted as middlemen between the consumers and vendors, selling objects they did not own, taking a small wage in return for their services.
- <u>SYLOR TA</u>: Set. Small city in the north of <u>KHULL</u>, in the eastern foothills of the <u>DRITT</u> Highlands (Pop. c. 14,200).
- <u>SYLVARA</u>: *Rui.* Spent open cast copper mine in the c north west of <u>OD</u> MEGINNAS.
- SYMARI: Int. Str. Monolithic steel monument in the c of south western VENTHIR. Construction began in 361 RM as the nation was handed over to the KORACHANI EMPIRE by QUEEN HETEPHERES, and was completed in 372 RM. The statue depicts a gigantic cowled form, stylistically

common in many imperial lands, its arms outstretched, facing north west towards Korachan; centre of the empire.

Though now little more than a tarnished figure, more rust than metal, it remains a place of importance to imperial history and religion, where it is visited by those undertaking <u>THE SHADOW MARCH</u>, though it has little religious significance other than the commonly held belief that the statue depicts the <u>ARCHPOTENTATE MALICHAR</u>, which it does not. In truth the figure depicted is symbolic of Venthir, looking towards its new parent state.

The statue remains visible even following the independence of Venthir in 3781 RM and many scholars and historians believe it should be listed amongst the $\underline{\text{WONDERS OF THE ANCIENT WORLD}}$.

- <u>SYMENIA</u>: 1. Geo. Flat plains comprising the peninsula that comprises most of the territories of <u>SALOROC</u> and the north east of <u>IO</u>.
- 2. *Rui*. Ruins in the north west of <u>SALOROC</u>, thought to be the most intact remnant of an ancient <u>FOURTH AGE</u> civilisation known as <u>LOMATHAA</u>. The <u>IONIC</u> peninsula is commonly named after these ruins.
- <u>SYMETE</u>: Geo. Ancient word for what is now thought to be the <u>SYMENIAN</u>^(1,1) peninsula. The region is noted as being home to the <u>LOMATHAAN</u> people from which the <u>HAAGENI</u> culture that predated <u>IO</u> were descended.
- <u>SYMHERO</u>: 1. Lak. Shallow lake in the south east of <u>KAZZAR</u>⁽²⁾, along the course of the river <u>VETAGAME</u>.
 - 2. Rvr. Wetlands in the south east of $\underline{\text{KAZZAR}}^{(2)}$, surrounding the eponymous lake⁽¹⁾.
- SYMOLEA: Set. Cliff-top fortified coastal city in the south east of <u>LYRIDIA</u> <u>DHAI</u>, overlooking the <u>STRAIT OF NÁRTHEL</u> (Pop. c. 20,000).
- SYMPHONY OF SKYFIRE: Soc. Rel. Cal. A large cultural FIREWORK festival celebrated across LAASKHA during the two solstice holidays, where rival church clubs and their followers compete for the loudest and most impressive display of pyrotechnics. Such events can last for days and are accompanied by feasting and revelry and often escalate into fights between rival gangs.
- <u>SYNAPSID</u>: Fau. Form of archaic <u>THEROPSIN</u> that were prevalent in ancient epochs. Though many examples remain today, they are considered to be primitive creatures by many scholars. See Vol II: Classification and Taxonomy of Life.
- SYNASTRA: Rui. Ruins in the south east of GNOTH, 60-miles from the coast of the SEA OF LIAKARRA. In c. 2400 RM it was a major philosophical school, though was destroyed in a sudden earthquake which left it flooded. Hundreds of years later it re-emerged as the sea-levels around ELYDEN diminished. Much of its knowledge was lost and is now destroyed beyond hope of recovery, though many Gnothi archaeologists have explored its ruins in the hopes of finding something of value.
- SYNASTRIA: Set. Small city in the east of KULIGALA, in the east of the CARCHEMISHI PENINSULA (1.) in the east of SAMMAEA. It is known for its ancient astronomical tradition and it today home to a college where many Kuligalan KINGROUPS send a member of their KINTOWER to study (Pop. c. 19.200).
- <u>SYNCHTHONITH</u>: f. Myt. His. In the mythology and ancient history of <u>ELYDEN</u>, fifth of the Two-and-Twenty <u>DEMIURGES</u>, whose children were the <u>DVERGAI</u>.

Her known \underline{SCIONS} are: $\underline{BUKAVAH}$, $\underline{DREJIKAH}^{(2.)}$, $\underline{GOROLAVARTUR}$. See Vol IV: the Two-and-Twenty Demiurges.

- SYNCHTHONITH, SECTS OF: Rel. Sole known religion practiced in <u>CHTHYRID</u>. The <u>DVERG</u> that practice this religion are very secretive, and have revealed little of it. What is known is that temples are subterranean, and that each settlement has its own sect, with its own rituals and doctrine, which may differ from the <u>MOTHER'S AXIOM</u>, the holy text on which all the sects are based. See Vol IV: Religions and Cults.
- SYNCHTHONITH'S ATLAS: Int. Car. Str. Gigantic subterranean chamber seemingly-hewn from the ancient roots of the UMBRALA Mountain in the south east of THE chamber is mostly collapsed now, the movements of the mountain over the eons having destroyed its most beauteous wonders, however a series of collapsed tunnels lead to a chamber that remains largely untouched, but for the

dust and ruin of ages that mar its skin within the chamber is an archaic fossilised machine that is believed to be an orrery of the <u>IMMATERIA</u> within which <u>ELYDEN</u> is placed. Few have seen this chamber, given the area's location deep within <u>ATTORAN</u> territory, though the few scholars who have returned claim that if they could have more time to study the machine their understanding of the Immateria and the nature of Elyden and the material and immaterial planes would be increased irrevocably.

SYNCHTHNITH'S CHOIR: Sup. Org. Largest permanent assembly of DVERGAI in ELYDEN. It is believed that the CHOIR has existed, uninterrupted, since the first days of the MORTAL PEOPLES and that the current iteration of the choir is composed of the most direct descendants of the original seven dvergai.

The choir is composed of hundreds of individual dverg <u>SHAPERS</u>, chanting unendingly in their guttural tone in hewn halls beneath the <u>BRMYIRID</u> mountain in <u>CHTHYRID</u>. It is said that their chanting makes the caverns tremble and that it can be felt in the depths of <u>CARCERI</u>. Members of the choir know no life outside their vocation and their work only ends in death, their bodies emaciated from their devoted dirges. Few outside their race have had the privilege of experiencing this phenomenon, and its true purpose is not fully understood.

SYNCHTHONITH'S FOUNDRY: Sup. Geo. Vast subterranean hollows and lava tubes (the remnants of ancient underground lava flows) beneath the nations of SYNCHTHONITHA and ADHERA, crossing the SEA OF ASDU Though largely extinct, the region is known for its occasional lava flows and the far rarer flows of molten metal. Attempts have been made to exploit these flows, and though no large-scale operations have been successful in the long-term, there have been various smaller operations that have succeeded, most prominent amongst them the subterranean foundry of SIKHOGUM.

There are hundreds of square miles of tunnels, and though most are now dry, new flows of so-called <u>QUICKSTEEL</u> can sometimes erupt from deep within <u>ELYDEN</u>, streaming sluggishly before they dry up.

SYNCHTHONITHA: also 'the Stone Realm'. Ntn. Nation in the south of WESTERN SAMMAEA, situated between the realms of EPHATTA, LIEVTHRA, BELEGOR, NASTAL^(2.), and GRARNEÂST. It overlooks the SEA OF ASDU and is of a tropical to semi-arid climate.

The region is named after the <u>DEMIURGE SYNCHTHONITH</u> due to the geometric, regular formations that the canyons and mesas that dominate various parts of Synchthonitha. Though evidence strongly suggests that a Demiurge's hand lies behind its shaping, there is no known link between the two.

The area covers no less than 700,000-square miles (and possibly far more, stretching inland) and is covered in all manner of geological features, all of which are angular and artificial-looking, as though hewn and largely untouched by the passage of time. The region is also noted for its many gigantic bass carvings and undecipherable glyphs, many of which are located in hewn caverns and crypts, which mirror the geometric forms of the terrain itself.

Further strengthening the hypothesis that the Demiurge Synchthonith is responsible for the region are the numerous <u>DVERG</u> settlements that are found there; mostly independent of one another. Little is known of the place, as it has not been heavily documented by <u>KORACHANI</u> explorers, though it is known that a precursor state was in control of an artefact known as the <u>SKY CROWN</u>, which was worn by its regent for close to a millennium, until 1370 RM, after which it was lost following the unfortunate destruction of its capital in an earthquake.

Geographically, much of the west of <u>SYNCHTHONITHA</u> as well as the east of Ephatta are dominated by water-carved canyons, from seasonal floods, some of which are gigantic and greatly impressive. See Vol III: Extant Realms and Nations.

<u>SYNCRA</u>: Geo. Region in the north of <u>THE SURRACH</u>. Its controlling city is SYNCRASIA.

<u>SYNCRASIA</u>: Set. Large city in the north west of <u>THE SURRACH</u>. It is known for its metropolitan culture, large towers, subterranean districts and fortifications (Pop. c. 87,500).

<u>SYNCRETIA</u>: Set. City in the c east of <u>GNOTH</u>, along the eastern shore of lake <u>KETER</u>. It is known for its study of world religions and their evolution from possible sources in the <u>MYTHOLOGIA ELYDEN</u>. Its relative proximity to the border with <u>AQUARIIA</u> sees some trade pass across the border along

THE WAY trade-route between the two nations, and as a result its markets are rich with produce from the east. It is one of few cities in Gnoth that is open to foreign merchants (the other being OPUSCULA in the west), and as a result the Gnothi stretch of the Way is largely undertaken by GIGANRI merchants (Pop. c. 19,000).

SYNCRETIC TEXTS, the: *Phil. Rel. Vol.* The holy texts of the <u>SEVEN SYNCRETISMS</u>, penned by various monks and holy figures between c. 2610 – 2700 RM in <u>AETHIOS</u>. They contain the basic principles on which the philosophy is based and remain an integral part of the Sven Syncretisms to this day.

They advocate peace and respect for nature and other mortals, and challenge less-accepting religions (particularly those over which the <u>UNDYING MACHINE</u> resides as chief divinity) and their followers.

SYNCRETISMS, the SEVEN: Phil. Rel. A major religion practiced in free lands in the c north east of SAMMAEA, having appeared in AETHIOS in c. 2620 RM and later spreading to neighbouring lands, including ARKOS (1.), BARATHEA, J'THANA, MULCIBER, and SIRIPHAGOS, amongst others, in smaller numbers.

It is a nontheistic (godless) religion that is better described as a philosophical tradition that has adapted many spiritual teachings from the across Sammaea throughout the <u>FIFTH AGE</u>, espousing peace and freedom of thought without persecution. It is named after the disparate philosophical and religious beliefs on which it is based, many of which have since died out elsewhere, and its main holy manual is the so-called <u>SYNCRETIC TEXTS</u>.

The tenets of the Seven Syncretisms have spread from Aethios rapidly along the <u>SALT ROAD</u> via free trade (for instance, the <u>SIRIPHAGAN ALLIANCE</u>, whose caravans often travel with <u>SYNCRETIST</u> monks), bringing knowledge of this enlightened faith to people that have known only centuries of subjugation and thankless dogma.

This in turn has brought about new conflicts as established religions, including the <u>Church of the Undying Machine</u>, and the <u>Reformed Church of Sarastro</u>, amongst others, have made great efforts to stall its continued spread, ultimately only serving to strengthen it and its beliefs amongst its followers. See Vol IV: Religions and Cults.

<u>SYNCRETIST</u>: *Rel.* Common name given to followers of the <u>SEVEN</u> <u>SYNCRETISMS</u>, including its monks, as well as laity.

SYNCRIS: Set. City in the south of the <u>BAKHRAN STATES</u> at the edge of the <u>MEGGROLL</u> forest the north west of <u>THE SURRACH</u>. Its main industry is logging. Since the Bakhran States moved south against the region of Saggar the city has been fortified and is a major recruiting and training centre for its armies (Pop. c. 35,500).

SYNDHAS FALLS: (14,200-ft.) *Rvr.* Series of waterfalls in the SYNHODOS Mountains in the c of <u>JURRAS</u>^(2.). The highest fall has a recorded height of almost 5,000 ft.

SYNHAPT: Fau. Bat-faced SYNAPSID animal native to the ARID TRIPTYCH region of EASTERN SAMMAEA and the south and east of KHARKHARADONTIS. It is a heavy, carnivorous creature, its body the size of a horse's, though bulkier. Is well-adapted to harsh conditions, and its body is particularly resilient to the ATRAMENTA, and some scholars postulate that its present form may be due to exposure to the Atramenta. See Vol II: Classification and Taxonomy of Life.

SYNHOD: Rel. Dominant religious caste in <u>JURRAS</u>⁽²⁾, in charge of the worship of the <u>SIMULAEKA</u>. Originating from teachings based on ancient metal tablets unearthed in ruined temple of <u>CALLOVIA</u> in the <u>SYNHODOS</u> <u>PLATEAU</u>⁽²⁾ in 3121 RM, a few decades before the departure of <u>KORACHAN</u> from the region.

The teachings spread across Jurras via trade networks, and it became a strong MYSTERY CULT that served no small part in the eventual overthrowing of the INTERREGES in 3167 RM, becoming public in the years following the creation of the Tetrarchy, and being elevated to a state religion soon after. GODSTONES^(2.), which are commonly-found in the Synhodos Massif^(1.), are important relics of the church, which devotes considerable resources to excavating the artifacts.

The figureheads of the Synhod developed into a religious dynasty by c. 3200 RM that persists even under <u>PARTHISAN</u> rule. To most foreigners this is structurally indistinguishable from a monarchy, and most outsiders mistakenly regard the Synhod as the governing body of Jurras, rather than

the Tetrarchy. In many ways, they could be right, as the Synhod wields great political influence and has the power to force the Tetrarchy into a vote to oust one of its members, if so desired.

To avoid inbreeding, Synhodic patriarchs breed with hierodules, who upon giving birth were sacrificed to KHAR'ILLAE, which is a demigod to most Jurrasi people. See Vol IV: Religions and Cults.

- SYNHODOS: 1. Geo. Massif dominating the c of JURRAS^(2.) and forming a large part of the region's culture and religion due to the many GODSTONES found there.
 - 2. Geo. Plateau in the c of <u>JURRAS</u>^(2.), to the south west of the Synhodos Massif, and north of the <u>GAP OF HURA</u>.
 - 3. see GODSTONES (2.).
- <u>SYNOCHAS</u>: Mys. Rel. In <u>KORACHANI</u> mysticism, one of the three intelligences of the <u>EMPYREAN</u>. See Vol IV: Other Forms of Mysticism.
- SYNOD: 1. Rel. Org. Within the ecclesiastic organisation of the <u>THREE CHURCHES OF THE UNDYING MACHINE</u>; an assembly of the churches highest-ranking officials ecclesiasts and <u>PRIMATES</u> to decide church matters.
 - 2. Pol. Soc. Bus. PATRICIAN HOUSE based in the city of EPHUTAS in JURRAS⁽²⁾, controlling many lands across the ALMANA PLAINS in which it grows saffron and cultivates grapes for the production of wines. See Vol II: Patrician Houses.
- <u>SYNORIS</u>: Set. Coastal settlement in the south east of <u>OPHIUSSA</u> (Pop. c. 4.000).
- <u>SYRAKASH</u>: Set. City in the west of <u>VENTHIR</u>, slowly settled by refugees following the eventual disappearance of the city of <u>KITHAMAR</u> beneath the sands of the <u>GO BISAMMAM</u> desert in c. 2821 RM (Pop. c. 18,700).
- SYRK TA': Set. Settlement in the c north east of KHULL. It originated as a crossroads tavern, and grew steadily with trade from the TEMPLAR STATES. It still caters to travellers and merchants to this day (Pop. c. 5.500).
- **SYRMA**: Set. Small city in the c of <u>J'THANA</u>, along the course of the river <u>J'DRA'AT</u>. Its main industry is the cultivation of <u>ALOE</u> (Pop. c. 20,000).
- SYRON: Set. Coastal settlement in the west of THE VORANDINE, on the island of KEYUSH^(1.), overlooking the SEA OF BYRIS. Its main industry is the harvesting of EVOLAM kelp that is vital to various modern ATRAMENTAL industries, including CLONING and FLESHWRIGHTING (Pop. c. 4,800).
- SYRTA: Rui. Abandoned in the west of <u>THE SURRACH</u>, in the <u>KNAGHTA BRINE FLATS</u>. It was consumed by silt following the retreat of the <u>BAY OF KNAGHTA</u> centuries ago.
- **SYRTASH:** 1. Sea. Sea in the west of <u>THE SURRACH</u>, forming a division between <u>CHATOYANT</u>, <u>FLAVESCA</u>, and <u>TERION</u>.
 - 2. Set. City and harbour overlooking the eponymous sea in the region of <u>FLAVESCA</u> in the west of <u>THE SURRACH</u> (Pop. c. 40,000).
- **SYRTIS**: 1. *Pol.* One of the eight <u>HARÉSHKI CITY-KINGDOMS</u>, known for its backbone-like ridges in its landscape.
- 2. *Pol.* Duchy in the <u>HARÉSHKI CITY-KINGDOM</u> of Syrtis⁽²⁾. Despite its idyllic reputation it had recently been beset by growing <u>ATRAMENTAL</u> TAINT.
- 3. Pol. Set. Capital of the <u>HARÉSHKI CITY-KINGDOM</u> of the same name (L) and home of king <u>CITHAERON</u> and the <u>ARCHCLERIC MOSTOS</u>, who now carries <u>ALLIAH'S HOURGLASS</u>. It forms a major stop along the <u>GREAT ROAD</u>, where goods from across the <u>INNER SEA REGION</u> are bought and sold (Pop. c. 480,000).
- SYRYSA: Set. City in the south east of TATAR, in the west of SAMMAEA.
 It is a major stop along the IVORY ROAD and is one of few cities in the area to still trade in ivory.
 - It was a major independent city throughout the rule of the <u>ALCHIARAN DYNASTY</u>, and many key figures who were instrumental in the dethroning of the dynasty emerged there. Since then, it has remained a powerful political, economic and industrial centre (Pop. c. 263,400).
- <u>SYSHALLIH</u>: *Geo.* Stepped plains in the south east of <u>LYRIDIA</u>, where many cavern-settlements can be found. Some of them are thought to date back thousands of years, and have been home to hundreds of generations of <u>LYRIDIAN TROGLODYTES</u>.

- <u>SYTNA</u>: *Lak*. Lake in the north of <u>ALMAGEST</u>, created by the damming of the <u>ATRAMENTALLY TAINTED</u> river <u>KETTCHA</u> in 3721 RM. Its waters remain tainted but the city is able to refine and process the water so that it is usable.
- <u>SYTRY</u>: m. Myr. His. Per. In the mythologies and ancient histories of <u>ELYDEN</u>, a <u>SCION</u> of the <u>DEMIURGE SYBARIS</u> and possibly now an <u>OTHERWORLDER</u>, said to have inherited the Demiurge's yearning for worship. In many <u>KHARKHARADONTID</u> cultures (<u>BA'AKH</u> and <u>IO</u> in particular), he is said to control the affairs of lovers. Though descriptions of his form are widely varying, most accounts show him as a winged man with a bestial head. He is said to have created the <u>MIRROR OF SYTRY</u>, a potent artefact that reveals him to anyone looking into the mirror. See Vol IV: Scions, Children of the Gods.
- <u>SZALLA</u>: *Pol. Set.* Capital city of <u>SABIA</u>. It is home to the court of the <u>VITYAZ-THANE</u> and is known for its nobles and foreign embassies. It is also the termination of the northern-most leg of the <u>GÂTHAN ROAD</u>, and sees much trade from the south (Pop. c. 391,400).
- <u>SZALLOST</u>: Sea. Narrow gulf to the south of the <u>SEA OF BIELOST</u> in the east of SABIA.
- <u>SZAMAR</u>: Rvr. Wetlands in the c north west of <u>ARKOS</u>⁽¹⁾, forming the delta of the river <u>FALX</u> as it meets the <u>SEA OF ERIA</u>.
- <u>SZANDOR</u>: (B. 3951 RM) Pol. Present Hegemon of the <u>ELLIADHAN LEAGUE</u> of KASPIA.
- SZAR: Cur. Main currency in SABIA, KASPIA, and the inhabited regions of PERGOST, dating back to the height of the ELDRIAN empire, when its territories extended far to the north in what is now Pergost. See Vol II: Currency and Coinage in Elyden.
- SZAS: Mil. Str. One of the high-towers of the CITADEL MOUNTS, built following the fragmentation of the UHLSAATI people and the rise of the Citadel Mounts in c. -1150 RM. During the time of the Citadel Mounts, the city became somewhat of a buffer between the predations of the west and the safety of the people. Growing wealthy from taxation of traffic travelling along the river FALX, the city was neither a hub of trade nor a metropolis; though was renowned for the arches and natural land-bridges that linked the spires and mesas on which it was built. Revenue from its taxation went almost exclusively into defence of the region, particularly the Atramentally-induced exodus that had been taking place from KHARKHARADONTIS since the days of the Uhlsaati people. Originally little to worry about, the number of refugees increased greatly in c. -550 RM, as did their maladies and deformities. Every decade they would move closer to Szas, their diseases affecting more locals. In c. -490 RM its doors were closed to the things and towers were erected to defend its lands, with the MISSHAPEN THINGS shambling from the south west shot on sight, their bodies burnt. By -400 RM the refugees were no longer recognised as human, their movements more hostile. Travel around the ARAAHT became dangerous and a caste of knights had appeared in Szas specifically to help the region against that dark exodus. With orphans and volunteers making up their ranks, the KNIGHTS OF SZAS would sally out from Szas helping outlying settlements under its jurisdiction, hunting the foul creatures. Over the years hundreds of knights fell to ATRAMENTAL disease and the claws of those beast, but their actions were paramount in keeping the Araaht free of taint. The beast, once slain, were piled into great mounds and burnt, with the largest such mound becoming infamous for the 20,000-bodies it was said to contain and is remembered now as Chonum.

The actions of the Knights of Szas earnt the city the epithet of Dun Szas in -382 RM and the knightly tradition in the city became its pride, with a great granite fortress being built outside its walls in -352 RM. The people of Szas maintained a distrust of the Atramenta, a belief which by c. -300 RM would give rise to the CHURCH OF CLEANSING, a fundamentalist cult that required strict dietary laws and prayer. Under this religion the city grew a reputation for dour souls and cheerless festivals, though the city thrived as trade with the recently-founded city of THRAYA to the north west took-off.

Despite this trade, the city slowly dwindled (in no small part due to the trade activities of the mount of <u>DUN KANACH</u>), becoming misanthropic and distrustful of outsiders. As the Atramenta took hold of the nation of <u>DHAMATEA</u> to the north west, contact with Thraya was severed, and the Citadel Mounts lost contact with foreign nations to the west. The Knights

of Szas became mythical figures, figureheads of the church and gaining much influence and by c. 55 RM they had risen to control the city and its environs, effectively sundering Dun Szas from the Citadel Mounts. It would remain independent until the arrival to the region of the KORACHANI EMPIRE in 352 RM, after which it would be renamed DUN SZASS, becoming part of the colonies of EHBOT.

<u>SZENYA PASS</u>: Com. Geo. Trade-route passing through the west of <u>ERESHKIGAL</u>, linking eastern <u>SABIA</u> to the western <u>KASPIAN</u> provinces. Two towers (the <u>TYRS BERGEN</u>) protect a narrow switchback on the western face.

<u>SZIKAL</u>: *Rel.* Founder of the order of the <u>SZIKALIAN HERMITS</u> in the east of THE SURRACH in c. 3400 RM.

<u>SZIKALIAN HERMITS</u>: Org. Order of monks in the east of <u>THE SURRACH</u>, with scattered monasteries in Mountain regions.

SZIZIH: *Law. Str. Ind.* Desert prison in the c south west of the <u>VESPERTINE</u> <u>LEAGUE</u>. Its prisoners here hail from across the Vorandine and are serving life sentences for heinous crimes. They spend their time mining <u>METEORE</u> by hand, which is used in construction projects around the League.

<u>SZMEJNA</u>: 1. *Geo.* Coastal region in the north of <u>SABIA</u>, which stretches for over 250-miles from the city of Szmejna^(2.) in the north to the <u>SANEM</u> Mountains in the south. Most settlements along its shore subsist on fishing and whaling, and are a source oil and <u>AMBERGRIS</u>.

2. Set. Coastal city in the north of <u>SABIA</u> in the far north of the <u>SEA OF BIELOST</u>. The city is known for its whaling fleet, which specialises in whale- and rahab-hunting (Pop. c. 35,200).

<u>SZNJALLA</u>: *Set.* Small city in the c of <u>SABIA</u>. It is home to a religious order dedicated to the <u>FROSTBLOOD</u> (Pop. c. 15,000).

<u>SZUL</u>: Set. Coastal settlement in the c of <u>SABIA</u>, overlooking the <u>BAY OF OTROST</u>. Its main industry is fishing (Pop. c. 4,600).

T

<u>T'FASA</u>: Set. settlement in the c north of <u>N'RAKH</u> (Pop. c. 6,000).

<u>T'GETTA</u>: Geo. Rocky region in the south of <u>N'RAKH</u>. It is one of the more arid regions in the nation and is characterised by boulder-fields, and scattered <u>ALOE</u> and <u>CENTURY PLANT</u> growth with fauna adapted to the hot climate.

<u>T'GISSA</u>: Ind. Set. Pumice mines in the west of <u>N'RAKH</u> (Pop. c. 6,600).

<u>T'ILLU</u>: (8,250-ft.) Geo. 1. Rugged Mountains running south east just west of the border between <u>N'RAKH</u> and the <u>UMBRA SOKHAR</u> wastes. The formation is grey and dusty, and much of it crumbles under the influence of the <u>ATRAMENTA</u>. The waters flowing from the hills are dark and shunned by living creatures, though those that thrive on the Atramenta, such as <u>UMBRAPHAGI</u>, seek out its waters.

The western reaches of the Mountains are composed of pumice, which is used in engineering works throughout N'rakh.

2. (8,250-ft.) Volcano in the eponymous Mountain-range.

<u>T'TSADA</u>: Set. Settlement in the c north of <u>N'RAKH</u>. Its main industry is the mining of <u>ADAMANTINE</u>, an ancient industry that dates back to the days of the ancient <u>THYMI</u> empire that once dominated the region (Pop. unknown).

<u>T*TSIKA</u>: Set. Settlement in the c north of <u>N*RAKH</u>. Its main industry is the mining of <u>ADAMANTINE</u>, an ancient industry that dates back to the days of the ancient <u>THYMI</u> empire that once dominated the region (Pop. unknown).

TA OMA, the: lit. 'the Regents' Towers'. Set. City in the c of AHRISHEN, covering both sides of the river ARESH^(2.), just north of lake IPHIADA. The name originates from two ancient towers that formed the foundation of the city. Each tower is made up of six linked buttresses, which rise some 300-feet, before coming together in a large central citadel that rises another 100-feet. They were repaired over the course of the FIFTH AGE, starting during the reign of the Regent Tauam in c. -200 RM, after which a settlement appeared at their base.

The settlement slowly grew until it reached its peak in c. 2900 RM. It has since diminished, though remains a major presence in the area, with both the <u>GREAT ROAD</u> and the <u>GREY ROAD</u> trade-routes passing through it (Pop. c. 71,500).

TA'HALU: His. Set. Ancient FIFTH AGE city-state located in present-day ELAT, deep in the LINA shelf. Little remains of the city-state but what fragments of history populate other nations' records. It is perhaps most famous for its metallurgical schools, from which the technique of forging cold steel is said to stem millennia past.

It also appears in some legends as the place-of-origin of the so-called IDOL OF RIDERA.

<u>TAA KRI</u>: Rel. Str. Monastery of the <u>ORDER OF LORE</u> on the island of <u>SAEMDIS</u> in the <u>BROKEN LANDS</u>.

<u>TAAL</u>: 1. 2. Set. Settlement in the east of <u>OPHAR</u>, noted for the ancient ruined temple once dedicated to the <u>AZOSAOTHI</u>^(1.) pantheon. Its main industry is feldspar mining (Pop. c. 3,000).

<u>TAAMARAS</u>: Geo. Ice sheet in the north of <u>LLACHATUL</u>, in the north east of RAONGEN^(2.).

<u>TAANAL</u>: His. Ntn. Historical league of cities in the <u>AMMASHI</u>^(1.) peninsula in the south west of <u>SAMMAEA</u>, in what is now the nation of <u>TAAN AN</u>. The league formed in c. 2790 RM in response to the solidifying of various surrounding states and unions in the peninsula, not all of which were friendly to its cities.

Its cities remained strong throughout the period now known as the $\underline{\text{AMMASHI STRUGGLE}}$ whilst under the mutual protection of the league, and they fended off periodic attacks and incursions from surrounding lands, primarily $\underline{\text{KAPHAAR}}$ in the south west, and $\underline{\text{RAMERRI}}$ in the south east.

The signing of the <u>AMMASHI TREATY</u> in 3594 RM brought renewed stability to the region, under which the League of Taanali cities prospered, leading to its fusing as a single political entity in 3633 RM, after which it became known as Taan An. See Vol III: Extinct States.

TAAN AN: Dem. 'Taan Anan'. His. Ntn. Nation in the AMMASHI^(1.) peninsula in the south west of SAMMAEA, along the TOPIC OF MAOCARHL. Its climate varies from arid in the north to savannah in the south, and is of dry hot summers and cool winters, with a short intense wet season.

The region is dominated by the dry endorheic basin of <u>ACCA HOAL</u> in which is found an expansive aqueduct system. It is mostly dry and is well-known in <u>KORACHAN</u> for the vast <u>ATRAMENTALLY TAINTED</u> region that dominates its easternmost territories, which collectively are known as <u>ZENEGE RES</u>, the Umbra Veil. Zenege Res is extensively mined for <u>UMBRA</u>, and is the nations' main industry.

It emerged from the earlier $\underline{TAANALI}$ leagues, which unified into an $\underline{IMPERIAL\ MONARCHY}^{(1.)}$ in 3633 RM after the signing of the $\underline{AMMASHI}$ \underline{TREATY} decades earlier brought stability to the region after a millennium of conflict. It has since maintained close links with the $\underline{MARSHALLS}^{(2.)}$ of \underline{RAMINA} , who revere the $\underline{MONSTRANCE\ OF\ FEALTY}$ as a powerful political and cultural relic that was instrumental in leading to the signing of the Treaty.

A parliament was founded in 3782 RM, though the title of emperor remained as a ceremonial role. It is organised into twenty-two <u>PRAEFECTURES</u>, each of which is led by a <u>PRAEFECT</u>. Together, the twenty-two Praefects form the parliamentary cabinet that rules Taan An, at the head of which is an Arch-praefect who is nominated from amongst the praefects every 7-years to act as a chair.

The nation is famed across <u>ELYDEN</u> for its ancient monolithic waterways, collectively known as the <u>AQUEDUCT OF CREPHITHISS</u>, whose waterways from a network dominating most of the settled lands of Taan An. The aqueduct is a relic from a past age and was restored at great cost by the people of Ammash to full working order over many centuries in

the 2nd millennium RM. It collects spring water and snowmelt from surrounding mountains and ancient artificial aquifers known as <u>KIRATU</u>, and feeds it through gravity to the arid north, in the Acca Hoal Basin, where it supplies dozens of cities, including the capital <u>CUR APON</u>, with clean water for drinking and irrigation. The many years of maintenance have moulded its people into competent hydraulic engineers, who have since constructed many reservoirs, cisterns and grand steam-operated pumps. Of note are the <u>SADROS</u>, a widespread volunteer corps who perform maintenance on the aqueduct and protect it from natural damage, as well as mortal threat. The Sadros are well-regarded across Taan An and veteran members are highly respected, becoming citizens, and often rising to prominent roles within their respective Prefectures.

Taan Anan cities are also known for their busy facades, with intricate stone balconies, patterned hide and canvas shutters, and electrical cables criss-crossing its streets, which are typically narrow and constructed diagonally to the passage of the sun to provide more shade, particularly in the north.

The assassination of the Emperor by unknown forces in 3889 RM led to the nation becoming more insular, cutting ties with distant allies and trade-partners, relying instead on ancient alliances with its neighbouring states within the Ammashi peninsula. This led to it entered into a landmark agreement with KEPHUAAN in 3915 RM where the neighbouring states collaborated on TECHNARCANE research and infrastructure projects, which helped to bring it into the modern age, the benefits of which it continues to reap today. See Vol III: Extant Realms and Nations.

<u>TAANA</u>: also 'the Red Minaret'. Set. Stronghold in the <u>PEREIDAS</u> Mountains in the south east of <u>TETHYSIA</u>, overlooking the north east of <u>LIMOTH</u>^(1.), ruled over by a hereditary position that has overseen the defence of the region since c.2200 RM (Pop. c. 2,100).

<u>TAANHA</u>: Sea. Bay in the far north west of <u>LAASKHA</u>, along the border with <u>SKAROS</u>. In the bay, at the mouth of the river <u>LLORTHA</u> is the city of <u>IKATHIA</u>. The sea's waters are largely sterile due to the large amounts of lose soil and sediment that fall into it due to the barren slopes of the <u>IKATHIAN HEADLAND</u>.

TAAR AL: His. Set. Ancient city in what was the north of NAARTH. The city was conquered by NATH in -540 RM and became the western-most city of its kingdom for many years, until its fall in c. -170 RM. Following the fall of Nath, Taar Al survived as a singular city-state along the border between what would later become VENATH. It became very powerful through an ancient mystical tradition, of which little is known today and expanded between c. -150 and -50 RM as Nath crumbled. The CULT OF THE SPHINX spread there by c. 60 RM, becoming the primary religion. By 161 RM Tarr Al, was partially responsible for fomenting unrest in NAARETH, which led to war between Naareth and Venath, leading to independence the next year.

It was later abandoned under mysterious circumstances, though was later resettled in c. 1000 RM as $\underline{\text{TAAROM}}$.

TAARAN VALA: Mar. Martial art practiced in VAALK. It emerged in the years following the ARCHPOTENTATE MALICHAR'S attack on the city of MEKENA in 2309 RM following decades of mismanagement by the ruling government, known as the HEPTARCHY, led to uncontrolled organised crime in the east of Vaalk. The attacks brought order to the nation though left the populace feeling distrustful of the CHURCH OF THE UNDYING MACHINE, which also had a hand in the attacks, leading to the deaths of thousands of innocents in their CRUSADE against the wrong-

As a result, many lost faith in the church and turned instead to martial disciplines. Vaalk had always been a nation where martial prowess was valued, and many found it easier to put their faith in their own bodies than distant uncaring deities. By c. 2315 RM the practice of Taaran Vala had emerged in the city of <u>UDSSER</u> as a force of self-discipline and meditation, and rapidly spread across Vaalk. Though not a religion, many came to regarding it as a substitute to the Church of the Undying Machine, which continued to wane throughout the Korachani empire's continued tenure in Vaalk. And despite measures to quell its spread, it continued to be practiced in underground cells, though it became public once more with the arrival of the <u>SARASTRO</u> as is occupier in 3736 RM.

<u>TAAREN</u>: Geo. Rocky hills in the west of <u>TATAR</u>, in the north of <u>SAMMAEA</u>. The hills from the western-most part of the <u>BOSPAR</u> Mountains.

TAARFA: Rvr. River in the south of SARAGOS, flowing north for 290-miles before reaching its estuary, the BAY OF NADA. The flow of the river is dictated by the rainfall throughout the year, and it is not uncommon for its flow to diminish.

TAAROM: Set. City founded in c. 1000 RM in what is now the south of SARAGOS. It was constructed over the ruins of the far older city of TAAR AL; an ancient NAARTHI city, whose demise is shrouded in mystery. Taarom remained an independent state, controlling surrounding settlements for some miles around, and remained close with VENTHIR, its neighbour to the north. The appearance of the nation of SARAGOS to its north saw it distanced from Venthir, and by c. 2400 RM the two had become close allies. This partnership culminated in 2702 RM, where Taarom became a part of Saragos, and grew to become its largest southern city at the time.

Today it is the main Saragosi manufacturer of <u>AIRSHIPS</u>, and is a major link between Saragos and <u>PORPHYR</u>, operating sky-routes to <u>BETYL</u> and beyond (Pop. c. 347,500).

TAASH: Lak. Endorheic lake in the c east of <u>VAALK</u> fed by seasonal rivers that flow north east from the <u>AVARANI</u> hills. In times of great flooding the lake has been known to overflow, resulting in a temporary river that flows north west towards the coast, rarely reaching it, however.

TAAT: 1. Geo. Island in the AMAARI WATERS, south of PERGOST.
2. Set. Small city on the above island. It is a major outpost of the TURAAN people of the MAADAN ISLES (Pop. c. 12,800).

TABA ATEL: Set. Small city in the c south of NÁRTHEL (Pop. c. 20,000).

TABA NU: Geo. Pass across the UEFIR Highlands in the c of NÁRTHEL.

TABANID: Str. Ancient fortress in the c of KORACHAN, in the foothills of the FATUACH Mountains. The fortress was abandoned in c. 2300 RM, and was restored by HOUSE USHAR, who controls surrounding lands and villages to this day.

TABERCIL: 1. Geo. Rocky foothills of the western BAND⁽²⁾ Mountains.
 Pol. Geo. One of nine political territories in the far south east of ALAM BETHYL.

TABELLIA: Set. Coastal city in far east of ANDILUTH, in the BAY OF KANAT. It is known for its drydocks and safe harbour and is rapidly growing, becoming one of the mains cities in Andiluth (Pop. c. 20,000).

<u>TABERNA</u>: 1. *Pol.* Duchy of <u>PALUS</u>^(1.), in the <u>CITY-KINGDOMS OF THE HARÉSHK</u>. The duchy is locally known as the wooded realm, after the wooded lands (the <u>IRORIEL</u> to the north and <u>IRSALLIEL</u> to the south) that flank its borders.

2. also 'the White city'. Set. City in the HARÉSHKI CITY-KINGDOM of PALUS^(1.). Crowned by an ancient hilltop fortress that is now abandoned, the city slowly grew outwards to encompass the hill in its entirety and now stands proudly as a tiered landmark with bright whitewashed walls and red tiled roofs, beyond which are miles of farmland. It also a link along the GREAT ROAD trade-route (Pop. c. 38,100).

TABERNACEA: 1. Geo. Ancient shallow sea dominating AQUARIIA before c. 3000 RM. The waning of the sea became noticeable in c. 2500 RM and continued to 3100 RM, after which it dwindled and disappeared, leaving behind brine pools and salt flats. It was once home to many harbours and ports, most of which are now deserted, reclaimed by the land.

2. Geo. Region in the south of <u>AQUARIIA</u> once occupied by the eponymous sea, but now reduced to brine pools and salt flats. It is shunned by most and few settlements can be found there.

TABERNACLE OF ARBESUH: Rel. Str. Subterranean temple in the PRISON CARCERI, said to be located somewhere beneath AHRISHEN. It is known for the size of the natural chamber in which it was built, which is comparable to a small continent, as well as the fossilized-like surface of the structure. Its ceiling is covered in thousands of needle-like stalactites, from which water drips constantly. The chamber is said to be inhabited by bat-like creatures with wings that can envelop their prey.

TABERNACLE OF DAPHEILLA: Rel. Str. Ancient stone-carved temple in the south of the OZZARUN Mountains, thought to date back to an

unknown late <u>FOURTH AGE</u> culture. It is noted for its grotesque architecture and monstrous caryatid columns, and once had expansive catacombs beneath it, though it is now thought that most of these were destroyed in a series of earthquakes in the 29th century.

TABERNACLE OF HELITHTIS: Rel. Rui. Expansive religious complex dating back to the days of the <u>UALLA MIGHAN</u> empire, in what is now the south of <u>CHEIRA</u>. Most of the complex is now ruined, wither reclaimed by the <u>WAELMIGH</u>^(1.) rainforest, or collapsed beyond recognition. Its present name comes from the most intact part of the ancient complex – a vast multi-chambered tabernacle that remains largely undisturbed to this day, and which is said to be infested with <u>NAGA</u>.

TABERNACLE OF IASTANITHE: Rui. Ancient temple-complex on the island of <u>VEADRA</u> in the <u>ROILING SEA</u>. Little is known of the culture responsible for its construction, but it is thought to date back to a time of conflict in the region during the <u>THIRD AGE</u>.

TABERNACLE OF SHABAT ASHUAT: Rui. Ancient FOURTH AGE tabernacle contained within a temple in the western-face of the KHO INNOR Mountains in the east of SARASTRO. The tabernacle forms part of the route of the SHADOW MARCH and is venerated by pilgrims. The tabernacle is said to have been created by the last PLAGI to worship the DEMIURGE RACHANAEL before his total abandonment of them in favour of HUMANS.

TABERNACLE OF ST. INDACHAL: Int. Rel. Str. Veh. Large landship that served as a mobile shrine dedicated to ST. INDACHAL, and that contains a large reliquary in which his mummified body is interred. The reliquary was rescued in 3821 RM from a chapel just outside NYARDOR in AZAZEM that was threatened (and later destroyed) by flooding. Three years later, it was fitted to a decommissioned military landship that was sanctified for use as a mobile chapel (often referred to as TABERNACLES^(2,)).

It has spent the last 180 years traveling in a wide circuit around Azazem, visiting settlements and churches, bringing the shrine to <u>HELOTS</u> who revere St. Indachal as a patron.

<u>TABIT</u>: Geo. Mountain-range in the far west of <u>ATARAXIA</u>, forming an extension of the BLACK MOUNTAINS.

<u>TABLET OF ESHUROD</u>: Str. Stone platform in the c of <u>GNOTH</u>, in the forest of <u>OFANIMAH</u>. The tablet was constructed by the famed conjoined twin philosophers <u>BOHAL AND TRISIMON</u> and the place remains popular amongst their followers.

TABOR ALEN III: f. Pol. Per. (B. 3972 RM) Present QUEEN-REGENT of ALLASAN.

<u>TABORS</u>: Set. Major city in the east of <u>AETHIOS</u>, along the course of the river <u>NARRATI</u>. It is a major industrial centre, and is well known for its multi-tiered public baths and hanging gardens (Pop. c. 180,000).

<u>TABRAATI</u>: Sct. Fortified city in the south of the tribe of <u>KANAATI</u>, in the c north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 32,000).

TABRIS: Pol. Set. Capital of ISESETH (Pop. c. 338,900).

<u>TACAR</u>: *Set.* Small city in the c south of <u>HARAPPA</u>⁽³⁾. It is a part of the <u>RED ROUTE</u> (Pop. c. 40,000).

<u>TACENT</u>: Set. Independent city in the c of <u>THE SURRACH</u>. Almost all citizens of the city have taken a vow of silence, but music plays a vital role in life there. Its people are so skilled that many find themselves far from the Surrach as performers, the vows of their old lives forgotten (Pop. c. 13,800).

TACHA: Rvr. River in the west of <u>KORACHAN</u>, flowing 100-miles west from the <u>FATUACH</u> Mountains.

<u>TACHIKON</u>: Rui. Ruined metallic tower in the north west of <u>LYRIDIA</u>

<u>DHAI</u>. The tower is rusted to oblivion and is thought to date back to the third century RM, though <u>ATRAMENTAL CORRUPTION</u> in the area south of the tower has stopped large-scale exploration attempts.

TACZHHEAL: Set. Settlement in the c of OKKHAM (Pop. c. 10,000).

TADAREH: Set. Coastal settlement in the north west of the mainland PANTHEON ISLES. It is twinned with the settlement of <u>UKYANDUR</u>⁽²⁾, and the two maintain a ferry service across the narrow strait that divides them (Pop. c. 8,000).

<u>TADARIDA</u>: Pol. One of five districts of the <u>TARAHID ANNEXES</u>, and seat of power.

<u>TADASA</u>: *Ind. Set.* Fortified tin-mining settlement in the c east of <u>TZALLRACH</u>, along the course of the river <u>LIATHAR</u> (Pop. c. 6,800).

<u>TADAT</u>: Set. Settlement in the north east of <u>RHINOCOLOURA</u>. It is known for its ochre production (Pop. c. 6,000).

<u>TADDA</u>: Set. Settlement in the east of <u>NOAVATUR</u>, along the western edge of the <u>SAURIAR</u> jungles (Pop. c. 6,000).

<u>TADDATRA</u>: Mil. Str. Major fortress in the north east of <u>ATARAXIA</u>, in a wide valley in the southern-face of the <u>BLACK MOUNTAINS</u> guarding the border with <u>CISNERIA</u>. It works alongside <u>SCIDDA</u>, and their rangers are experts at patrolling the wooded hills and mountains of the north of Ataraxia.

TADDISA: Set. Small city in the east of RHEA (Pop. c. 31,700).

TADEROOKH: Set. Ancient ruined citadel perched atop a rocky expanse of the TELKHUM ridge in the c of the BARRIER LANDS. It dates back to the late CHIWENOOL kingdom, and was built in c. 400 RM to serve as a bastion, overlooking its southern borders. It remains now, in remarkably good condition, as a stark reminder of the region's bleak history. In c. 1500 RM KORACHANI explorers found a series of lead plates dating back to the last days of the Chiwenool kingdom that recorded the many depravities perpetrated by its shapers against the lower classes.

TADESSA: Rvr. Seasonal river in the c east of THE SURRACH, flowing south west for 340-miles from sources in the GAMIGAHUA massif before emptying in lake AMATAN. The river is seasonal, flowing intensely for a few months, and has been known to not flow in particularly dry years. Over the past centuries the frequency in which it has flown as decreased, with it running dry for as many as 3 years between rains.

TAELRIS: Soc. Pol. PARTHISAN PATRICIAN HOUSE that in c. 3480 RM colonised the island of JIRIDUN (now OD MEGINNAS (1.)) alongside Houses of CAELMONT, SELVARSHI, TENDARI, and VALTARIS. Together, those Houses formed trade arrangements with the local government of Jiridun, marrying into each other and with local nobles to secure power. This allowed the Houses to settle the land, taking over overlooked industries that were of importance to Parthis.

In 3597 RM House Valtaris orchestrated a ruthless culling of its household, including House Taelris, where many ancillary parts of the House were either sent to Parthis or other far-flung corners of Elyden, effectively castrating them of power and denying the House the privilege of inheriting any of the holdings of the family. This was a damning act that earned the PATERFAMILIA of House Valtaris the enmity of House Selvarshi and the other Houses, and it is thought that he was responsible for many mysterious deaths and disappearances, but it ultimately paid off and by 3630 RM the family tree had been sheared down to size, consolidating the power amongst a handful of individuals, and ultimately serving a death knell to the House Taelris and the other Houses with which it had once been allied. See Vol II: Patrician Houses.

<u>TAELL DAN</u>: Rel. Str. Shrine in the c east of <u>LOEGRESS</u>⁽¹⁾. It was built following king <u>TORRVAN'S</u> death in 2657 RM and takes the form of a large open-topped rotunda with a wide loggia in the centre of which lies the king's ornate marble sarcophagus.

The shrine was once a place of devotion and pilgrimage and a small town appeared around it, but it had begun to wane by c. 3800 RM as his memory was replaced by that of more recent monarchs. It remains intact today but is in disrepair, the sarcophagus cracked and covered in moss and vines.

It was once guarded by four royal guards, but this tradition ended when then monarchy was abolished following the rebirth of the Taellannir centuries later.

<u>TAELLA</u>: *Geo.* Mountain-range in the north east of <u>TAMAR</u>, forming an extension of the <u>CATRIGA</u> Mountains.

TAELLANNIR, the: f. Int. Myr. His. Oth. Pol. Per. (B. 3091 – Rb. 3139 RM)

OTHERWORLDER and ruler of LOEGRESS^(1.) in the north east of EASTERN

LLACHATUL.

Born close to a millennium ago, she was an <u>ARCHSHAPER</u> and main advisor to king <u>TRIDUAN</u>. Respected and feared in equal measure, many

believed she was the true power behind the throne, with most laws and edicts seemingly coming from her.

In 3139 RM, during a session of petition, when the royal was filled with people awaiting their turn to petition the king, she fell violently ill and was taken to her quarters where she was examined by a court physician who could not explain what was befalling her. Her body underwent a horrific change overnight, moulting violently into a brilliant alien creature of glass-like form that levitated above her bed. Her visage had been cast off to reveal a featureless mask-like face with three white eyes that exuded brilliant chromatic light. Those present were awestricken and prostrated themselves before her, knowing full well what a momentous change they had seen.

Amongst them was Triduan, who knew right away that his days as king were numbered. He knew, as he saw the otherworldly reincarnation of his advisor floating out of the castle, her form illuminating the sky, beckoning the people from their slumber, that they would flock to her. He made an address the next day, saying that Taellannir had transmutation herself to help the people of Loegress. Almost immediately, a cult of personality emerged around her, centred around the castle of Caer Sidi. He became her shepherd and spokesperson and spent his time trying to understand the purpose behind her transmutation, though she was enigmatic at best, of few words, and what words she did utter were seemingly without meaning. Triduan's remaining advisors tried to unravel her words, and they would go on to become the forebears of the present-day HIEROPHANTS of the ORDER OF THE TAELLANNIR - caretakers of her mortal form and proselytisers of her transcribed words and whisperings. As the cult of personality rapidly evolve into a religion, the public lost all vestige of interest in the monarchy and Triduan, despite his wellintentions, became vilified amongst the faithful, until in 3142 RM he went into self-imposed exile, leaving the kingdom to the Taellannir and her Hierophants, who ruled on her behalf for the next 750-years, interpreting her word as divine will.

In 3177 RM she spoke to her Hierophants, who after weeks of deliberation Interpreted her words, concluding that she had set before them a quest in the highlands of the HOLLOW COASTLINE. Three months later they found the glass-and-marble AETHERIAL THRONE and hauled it back to Caer Sidi where it remains to this day.

On the 777^{th} year of the Loegrean calendar (3919 RM) she abandoned her duties and floated northeast across the <u>SEA OF AKRY</u>, never to be seen again. Her final words to her court were 'guide my people until the coming of the pale sun' – a phrase that remains controversial to this day, with theologists debating the significance unsuccessfully.

Loegress is now ruled by elected Hierophants, who serve as stewards in her absence. See Vol IV: Deities and Pantheons.

TAELLANNIR, ORDER OF THE: Rel. Org. The main organised religion in LOEGRESS⁽¹⁾, in the north east of EASTERN LLACHATUL. It emerged in c. 3140 RM following the miraculous rebirth of the OTHERWORLDER TAELLANNIR, who emerged fully-formed from the yet-living body of the eponymous ARCHSHAPER and advisor to king TRIDUAN, in 3139 RM.

A caste of Hierophants rapidly emerged from the remaining courtly advisors, to tend to the glass-like body of the otherworlder and proselytise in her name, interpreting her vague and sparse words for the people.

The religion grew rapidly over the next decades, quickly spreading across Loegress as well as some neighbouring lands, including western Kommea and parts of <u>ABATTUR</u> and <u>MEHITIEL</u>. In Loegress, the waxing influence of the Hierophants led to the monarchy losing favour and king Triduan saw the inevitable and of the monarchy and decided to pre-empt a possibly-violent transfer of power, so in 3142 RM he signed over his bloodline's claim to the throne in exchange for a civil changeover of power that saw him and his direct family exiled to the east, alongside their followers and possessions. This gave the Order of the Taellannir full political and religious control of Loegress, which remains in place to this day. See Vol IV: Religions and Cults.

<u>TAENIA</u>: Set. Coastal settlement in the west of <u>THE SURRACH</u>, in the region of <u>ADASICH</u> (Pop. c. 8,000).

TAERIN: 1. One of the seven <u>INDUSTRIES</u> of <u>RAONGEN</u>⁽²⁾, located in the south west of the empire. It is homes to the few <u>UMBRA</u> mines in the empire, and is also a major agricultural centre.

2. Set. Major city in the c of south west of RAONGEN⁽²⁾ on the south westernmost shore of lake <u>TAHONG</u>. It is a major industrial centre and is home to the largest <u>OMNATITE</u> refinery in Raongen. (Pop. c. 2,400,000).

<u>TAERON</u>: Mor. Bestial humanoids, afflicted by the shadow, native to the northern ice-wastes of <u>TETHYSIA</u>. See Vol II: Classification and Taxonomy of Life.

<u>TAERTH</u>: *Int. Arc.* Ancient granite monuments on the southern face of the <u>HETHA</u> Mountain in <u>TARTAK</u>.

TAES: Dem. 'Taes'. Ntn. Small equatorial nation in the south east of MENISCEA, along the equator. It is of a tropical climate, though the many DREAMSCAPES present within its territories mean that the climate here varies wildly, depending on the effects of independent dreamscapes.

It adopted the <u>Church of the Undying Machine</u> in c. 1535 RM following imperial missionaries and <u>SOULSTONE</u> miners travelling there, which slowly became more popular than its ancient deity, known as the <u>GOD ADRIFT</u>.

It has since come to be ruled by the <u>ONEIRODYNIC EMPRESS</u>, a timeless figure of child-like features unrivalled powers of <u>ONEIROMANCY</u>, whose presence has diminished the influence of the Church of the Undying Machine in Taes.

Its main industry is the mining of <u>DREAMSTONES</u> – supranatural ores that are reactive to <u>DREAMS</u> and sought after by <u>ONEIROMANCERS</u>. The substance is mined from a few of the major dreamscapes in the region, including \ast and \ast .

The region was stuck by plague in c. 3720 RM, which left it isolationist and sparsely populated. See Vol III: Extant Realms and Nations.

TAFAZA: Sea. Bay in the south east of NOAVATUR, to the north of the SEA OF RTHAS.

TAGAGNACH: Set. KORACHANI enclave in the far north west of the UMBRA SOKHAR wastes, 65-miles south of the border with KARAKHAS. The enclave is home to the MINASTERIA of AEHAROCKEAR, which was forced out of their old headquarters in KITHALOI in the south of KARAKHAS in 3706 RM following the SUNDERING OF THE EMPIRE.

It is an influential force in the study of the <u>ATRAMENTA</u> and mounts many expeditions into the Umbra Sokhar and <u>KHARKHARADONTIS</u> to perform experiments. Its members often accompany the <u>SHADOW MARCH</u> south as experts to help against Atramental <u>DISEASE</u> that may befall pilgrims along the route south. It is also a centre of research into the development of Atramental weaponry, particularly <u>ATRAMENTAL BOMBS</u> (Pop. c. 18,500).

TAGAN: Mil Str. Fortress in the KORACHANI colony of AMONDOR (1.). It forms a part of the RED ROUTE, and its soldiers guard the short part of the route that passes through the colony's territories before veering north to the MULL CITY-STATES.

<u>TAGANAL</u>: Set. Small city in the c of <u>ALAM BETHYL</u>, along the course of the river <u>KEGHOK</u> (Pop. c. 12,000).

TAGANAL, SANCTUARY OF: Phil. Str. Monastery of the <u>UNION OF</u>
THE FIERY HAND, situated in the south of the <u>VUZUNGI</u> Mountains in the c of <u>ALAM BETHYL</u>. It is relatively close to the settlement of <u>TAGANAL</u>, which maintains a seasonal route to the monastery.

<u>TAGASTA</u>: Set. City in the c north west of <u>LIDEA</u>. It is a centre of trade, linking the industrial west with the more rural east via the <u>SALT ROAD</u> and the <u>RED ROUTE</u>, both of which cross its borders (Pop. c. 41,000).

TAGGET: 1. Pol. Geo. One of the nine kingdoms of ELALLIA, located in the far north east of the nation, dominated by the plateau of ARANAULL.
2. Pol. Set. Large city and capital of the kingdom of Tagget^(1.) in the north east of ELALLIA. It is a major mercantile centre and forms a part of the NACRE ROAD (Pop. c. 95,400).

<u>TAGHA</u>: Rui. Abandoned tin mine in the north of present-day <u>VENTHIR</u>, though it part of KORACHANI-controlled NÁRTHEL when it was in use.

<u>TAGHABAND</u>: Set. Coastal city in the c south west of <u>NOAVATUR</u>. Its main industry is logging, and it it's known for its large harbour, which is situated along the course of river <u>VERESAMIID</u> (Pop. c. 40,000).

<u>TAGHAIRM</u>: Geo. Expansive plains dominating the north of <u>KASPIA</u>. They are noted for their many lakes and winding slow moving waterways that often freeze in winter and make up its north western-most reaches.

<u>TAGOTH</u>: *Set.* Settlement in the east of <u>TETHYSIA</u>, built within a gigantic fossilised ribcage (Pop. c. 10,000).

TAGRAB: 1. Geo. Island in the SEA OF BALIMAN, belonging to GIBEAH.

2. Set. Main settlement on the eponymous island (Pop. c. 12,000).

TAGRII: Set. Settlement in the c east of <u>ELEKHID</u> in the <u>NARAVASH</u>
Mountains. It forms a part of the main trade-route snaking across the east of Elekhid, connecting the capital of Eneph with the harbour of ADALOMM (Pop. unknown).

TAHALL: Dem. 'Tahallan'. Ntm. Located in the south of LLACHATUL, overlooking the GATE OF EREBETH, Tahall is positioned in a headland that enjoys an ideal temperate climate and various resources and, perhaps most importantly, many deep natural harbours that over the years have protected its ships and settlements from the elements and outside interference.

Like <u>EZASUH</u>^(2.) and <u>SAGITTARIA</u>, Tahall is descended from the <u>SAGITTAARI</u> people of the <u>KORACHANI PENINSULA</u>, who became persecuted by the followers of the <u>ARCHPOTENTATE MALICHAR</u> and his <u>CHURCH</u>. They fled and scattered across the west of the <u>INNER SEA</u>, with most settling around the Gate of Erebeth. Those who settled north of the Gate would mingle with the pastoral natives, focusing on agriculture and fishing, eventually controlling trade across the Gate of Erebeth, making them wealthy; while those who settled the south became more warlike, sending privateers against merchant ships of other nations. The lands north of the gate opposed this and became embroiled in a war of ideals against the south in 76 RM. This led to their separating into the nations of Tahall and Sagittaria.

The centuries after the schism saw Tahall expand, settling the many natural harbours of its coastline, giving birth to a nation of navigators, fishermen, sea merchants and privateers. Prisoners from their sea raids were taken back home and trained as an elite corps of marines who became infamous. It secured the Gate of Erebeth taxing passing vessels and attacking those who did not pay the toll. Other nations grew weary of this and eventually, in 2781 the ORDER OF THE GATE was founded by various nations and magnates to safeguard passage across the Gate and to defend merchant ships from the predations of Tahall, weakening Tahall's position. Their ships clashed with those of the Order for many decades, leading to the signing of the ACCORD OF THE GATE in 2824 RM, ending Tahalli monopoly of trade across the Gate in exchange for the legal right to tax certain items heading west across it.

In 3647 RM Emperor Vardyan I of <u>PARTHIS</u> established a partnership with Tahall, giving it <u>TECHNARCANE</u> machinery and other technologies that Tahall could not manufacture alone, in return for a stake in the levies accrued from trade crossing the Gate of Erebeth. The agreement brought Tahall into the modern age and saw it become a more powerful presence in the west of the Inner Sea – its navy was bolstered with new technologies and its cities enjoyed economic and physical growth following this.

Tahall has since become a major economic power in the Inner Sea and the <u>SEA OF ORRIDA</u> and all vessels and it named one of the richest nations in the near world by many in the Inner Sea – though the truth of this is disputed. See Vol III: Extant Nations and Realms.

<u>TAHALLIAN</u>: Lan. Language spoken in <u>TAHALL</u> that, alongside modern <u>SAGITTARIAN</u>, shares its roots with <u>EZASUHI</u> and, before that, the <u>SAGITTAARIAN</u> dialect of early <u>KORACHANI</u> tongue spoken by the <u>SAGITTAARI</u> people. See Vol II: Languages.

<u>TAHARA</u>: Set. Small settlement in the south of the <u>TARAHID ANNEXES</u>, along the course of the river <u>DHOTA</u> (Pop. c. 8,200).

<u>TAHARDAR</u>: Geo. Island in the c-south east of the <u>PANTHEON ISLES</u> archipelago, in the east of <u>LLACHATUL</u>.

<u>TAHARDUR</u>: Set. Coastal city on the island of <u>TAHARDAR</u>, in the c-south east of the <u>PANTHEON ISLES</u> (Pop. c. 45,000).

<u>TAHET</u>: Ind. Set. Mining settlement in the c of <u>ALMAGEST</u>, in the north of the <u>GAEFANG</u> Mountain It is one of few mines in the area that are still operational.

TAHIEL: For. Forest in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>ALAMUT</u>^(1.).

TAHIL: Set. Fortified city in VAALK, home to the GRIGORIAN SANCTIFIED ORDER OF THE INQUISITION until 1263 RM, where it was moved east to

KYDONIA. The city is known for its many infirmaries and a large hospice that serves PETITIONERS OF THE MACHINE returning from THE SHADOW MARCH. The city has a long-standing tradition of gladiatorial fighting, dating back to before the age of the KORACHANI EMPIRE, and it is thought that the ARCHPOTENTATE MALICHAR fought here, earning his freedom in -7 RM(Pop. c. 92,500).

TAHIRA: Rel. Dei. See TAHIRA, THE WHITE ANGEL.

TAHIRA, CULT OF: Rel. Main religion in KASPIA, devoted to the worship of its deity, the WHITE ANGEL TAHIRA, who was discovered in c. 1500 RM by the ELDRIAN peasant girl HULDAH at the ANGELS' LAKE. Members of the cult have an austere outlook on life, likely derived from the harsh weather and climate. Hard work is celebrated with drink and feasts, and funerals are celebrations of the deceased ones' life. Other otherworlders are viewed with suspicion and religious that worship them

otherworlders are viewed with suspicion and religions that worship them are reviled. Its priests are referred to as wings, as in wings of the angel, and they are high-ranking and respected members of Kaspian society. See Vol IV: Religions and Cults.

TAHIRA, THE WHITE ANGEL: also 'the White Angel'. Rel. Dei. Divine being that is worshipped as the head of the CULT OF TAHIRA in KASPIA. She was discovered in c. 1500 RM in ELDRIA by the peasant girl HULDAH at the ANGELS' LAKE, bringing about a religious renaissance that remains to this day in Kaspia.

The White Angel is thought to be an OTHERWORLDER, though little is known of her origins. She is reclusive, living in the cold halls of the palace of STRIBOS on the HRIMA Mountains, which is a place of pilgrimage to her worshippers. What purpose or motive lies behind her return to ELYDEN is unknown, and scholars of the OTHERWORLD doubt that even she remembers. Her early rule was noteworthy for her many parables, including that of how she came to lose her wings, which have been incorporated into the culture of Kaspia and are visible in art and architecture of the Hegemony, and are known as the WINGS OF TAHIRA. Her word is enacted through the will of the Prophetess Huldah and the Cult of Tahira. See Vol IV: Deities and Pantheons.

TAHIREN: Set. Major city in the far west of AHRISHEN, along the mouth of the river ARESH^(2.), close to the delta. The city is the only major harbour and shipyard in all of Ahrishen since the retreat of the SEA OF PYREA. The city appeared in c. 3400 RM at the then mouth of the river Aresh though deposition from the river has led to the rapid growth of the delta (Pop. c. 1,170,000).

TAHKI: Rvr. River in the south west of SAMMAEA, flowing west from the SHAKHURAN Mountains and the SASTAKAUR MASSIF until it meets the BAY OF LRITHA in the far east of the SEA OF MERCUVIA.

TAHLIB: Mil. Law. Org. A policing force in the HENDECARCHY of CYRENIA, whose members are diviners, following in the footsteps of their ruler MANESKARKON ZARRÉ. Originally a force of law, they used their powers to predict crimes and make Cyrenia one of the safest regions of MALAN, but their purpose seemed to change over the years, much as the character Zarré had, and they became a force of tyranny, using their powers to extort people for crimes that they had not (and would not) commit.

Their headquarters are in the <u>TEMPLE OF THE TAHLIB</u> in <u>ENIGOST</u>^(2.), though they have a major presence in most cities in the Hendecarchy, also maintaining a small presence in the capitals of other Hendecarchies to extradite those who have fled Cyrenia.

TAHLIB, TEMPLE OF THE: Rel. Pol. Str. Major administrative complex and palace of the HENDECARCH in the city of ENIGOST (2.) in the north of the HENDECARCHY of CYRENIA. It originated as a temple where the OTHERWORLDER ZARRÉ could live, though grew into a large complex, particularly following their elevation to Hendecarch. The founding of the TAHLIB saw a new annex added where the new policing force could train in the FIRMAMENTAL arts of divination. It was slowly added to over time, required the demolition of large swathes of the city on no less than three separate occasions, with statues and new annexes added and larger more lavish quarters constructed for the Hendecarch, who became more reclusive over time.

In 3682 RM it became the last line of defence for Zarré and their forces when the armies of \underline{AONIA} , \underline{HATON} and \underline{NHORA} marched against Cyrenia in a bid to put Zarré in their place. For whatever reason, the

<u>LADY AEGIS</u> intervened and forced the besieging armies to retreat, leaving the Temple of the Tahlib untouched.

TAHLOSH: m. Per. (D. 329 RM) KORACHANI explorer who was instrumental in gathering founding and leading the first major expedition into central KHARKHARADONTIS and who is remembered for discovering the FLAESCUS, which is still known to many as ST. TAHLOSH'S GARDEN.

He was canonised in 792 RM and has since become a patron to those studying the Atramenta and travelling in <u>ATRAMENTALLY TAINTED</u>

TAHMAL: 1. His. Rel. one of the ancient major regions of the AMNATHI KINGDOM, which dissolved into nine separate states in -589 RM; of which Tahmal and the surrounding towns was one. The southern-most state, it became heavily influenced by the rising SAOSTANAN power to the south east, to which many of its people would later migrate. A close alliance formed between the peoples c. -500 - -300 RM, at which point Tahmal had largely forsaken its SVATHI roots, where it became the home of the Saostanan Ziggurat—culture, starting in c. -450 RM. Following this time, its culture took on more of the Saostanan influences that it encountered, its people mingling with the natives until c. -200 RM, when their coalescing had led to the appearance of the SAOSHYANTS, who would in turn rise to power by -172 RM.

2. Set. Major city in the far north west of <u>SARASTRO</u>, along the course of the river <u>SOLONA</u>. It is one of the longest constantly-populated cities in the <u>ARID TRIPTYCH</u>. It was originally a coastal city, though the slow retreat of <u>ELYDEN'S</u> seas and the expansion of the river's delta eventually found it some 35-miles from the coast, and the river's course was engineered to remain within the bounds of the city, keeping it connected to the coast.

In c. -200 RM it was the birth-place of the merchant-class known as the <u>SAOSHYANTS</u>, who would unite the lands around Tahmal^(1,) into Sarastro, though they later moved their halls upstream to the city of <u>SOLONIA</u>, in -92 RM. In 114 RM the burgeoning <u>VENATHIEMPIRE</u> won Sarastro through the conquests of the <u>ASANATE DYNASTIES</u>, though the death of the fanatical <u>LABAISINGH</u> in 151 RM led to the fracturing of the empire, and Sarastro broke free in 157 RM, where it remained an independent nation until the return of the <u>ARCHPOTENTATE MALICHAR</u> almost 2-centuries later.

The city was captured by <u>KORACHANI</u> armies in 328 RM during its <u>SIEGE OF SARASTRO</u>, but the city slipped from imperial grasp two years later due to the strength of rule of the Saoshyants. In 339 RM it was taken, along all of Sarastro, by the risen Archpotentate Malichar and his <u>DEMIURNE</u> and <u>PLAGI</u> forces in a single night, after which it was rapidly converted to imperial culture, with an influx of imperial patricians and freemen arriving until c. 500 RM.

It was the site of a protracted siege during the <u>WAR OF SUNDERING</u>, with combined <u>VENTHIRI</u> and Korachani forces attacking it, eventually taking it on the 9th of <u>KORAHALEN</u> 3795 RM, though it is eventually returned to Sarastro as part of the <u>SARASTROAN TREATY</u>.

Today it is a major trade city in the north west of Sarastro, its port filled with trade ships and merchant caravans that cross it as part of their circuit of the <u>Red Route</u> (Pop. c. 208,000).

3. Str. Also, the name of a great minaret in the city of the same name^(2.), built in c. -150 RM under the supervision of the first <u>SAOSHYANTS</u>, where their lords were buried until their migration to <u>SOLONIA</u> in -92 RM.

<u>TAHNOL MAER</u>: Geo. Gap between the <u>ILLIGARHI</u> and <u>ENEÁRHI</u>
Mountains, called 'the Gateway to the West' in the common tongue of the east.

<u>TAHOM</u>: 1. Geo. Mid <u>FIFTH AGE</u> culture in the east of <u>EASTERN MENISCEA</u>, in what is today the north of <u>TAHOMIA</u>. In c. 3100 RM it annexed the southern state of <u>MEDINEA</u>⁽²⁾, and later <u>YDONTA</u> in c. 3250 RM

Its southern territories were targeted by <u>KORACHANI</u> colonisation attempts beginning in 3776 RM, with the establishment of the settlement of <u>VIARACHAN</u>. The colony faltered a few decades after initial landfall was made, with the remnants of the Korachani immigrants becoming assimilated by local culture over the coming years with their own culture slowly growing weaker. The region later became known as <u>TAHOMIA</u>, after the Korachani name for the region.

2. *Int. Rui.* Ancient geometric ruin in the c north east of <u>TAHOMIA</u>, thought by <u>KORACHANI</u> explorers who saw it to have been the work of a <u>DEMIURGE</u>. The ruin is thought to date back to the <u>THIRD AGE</u> and is of stark shape and form, now covered in vegetation, its once lustrous surface oxidised, but otherwise undamaged. It is shunned by surrounding people.

TAHOMIA: Also 'MEDINEA'. Dem. 'Tahomite'. Ntn. Kingdom in the east of <u>EASTERN MENISCEA</u>, made up of seven states. Its people emerged from a <u>KORACHANI</u> colonisation attempt made in <u>TAHOM</u>^(L) in 3776 RM, which was abandoned within decades, with many Korachani natives remining behind, adapting their culture to that of the local Tahom people. Over time the region became known as Tahomia, which was the Korachani name for the colony.

Some aspects of Korachani culture do remain, particularly the tradition of burying the dead in <u>FUNERARY TOWERS</u>, which has developed into a major part of their religion and culture. The north west of the nation is known for its reserves of crystalline <u>FIRMATITE</u>, which are used in <u>TECHNARCANE</u> industries and exported at great profit. See Vol III: Extant Realms and Nations.

<u>TAHON XAN</u>: *Geo.* Expansive region of escarpments and rocky outcrops in the north east of <u>THE OLD FOREST</u> covering some 50,000 square-miles.

<u>TAHONG</u>: Lak. Endorheic lake in the c. of <u>WESTERN LLACHATUL</u>, along the border between <u>THE VORANDINE</u> in the west and <u>RAONGEN</u>⁽²⁾.

The lake exists solely due to the presence of the <u>WHITE SHEET</u>, which dams the flow of the river <u>CARMILI</u> north, stopping its flow into the <u>SEA</u> OF IGRASIA.

TAHOURA: Ind. Set. Small coastal city in the west of <u>PARAIYA</u>, overlooking the great lake <u>ALANCARAC</u>. Its main industry is the mining of <u>SOULSTONES</u>. Some of the stones are taken north east and studied in the city of <u>SOUMBA</u> (Pop. c. 14,000).

<u>TAHRAT</u>: Set. Large conurbation in the north of <u>MHAROKK</u>, along the course of the river <u>NUTHA</u>, comprised of 5 separate settlements whose main role is that of food production for the larger cities of northern Mharokk, as well as providing provisions to merchants passing through the city while travelling along the <u>RED ROUTE</u> (Pop. c. 4,200).

TAHUDUN: also 'the Hidden River'. Rvr. River in the north east of EASTERN LLACHATUL, flowing for over 450-miles through eastern ABATTUR into western LOEGRESS from sources in the VOULLOR Mountains before disappearing down a sinkhole in Loegress, where it continues to flow for hundreds of miles, disappearing into yet deeper inaccessible hollows. The river is believed to have once led to the coast, as a valley with notable signs of river erosion winds its way to the coast.

The river partially flows through the <u>Atramentally tainted</u> region of <u>Aehkaurolor</u> for an approximate 5-miles stretch, though this does little corrupt its waters.

<u>**TAHUON**</u>: *Pol. Geo.* One of the seven <u>INDUSTRIES</u> of <u>RAONGEN</u>^(2.), located in the west of the empire.

TAIDA: Set. Settlement in the south east of AMMESH (Pop. c. 8,000).

<u>TAIHA</u>: *Rvr.* River in the west of <u>TISARA</u>, flowing some 1,175-miles from its most direct source in the <u>LAESHU</u> Massif. The river empties at the end of the <u>USEAN GULE</u>, where the capital of <u>USEA</u> is located.

<u>TAION</u>: Set. Settlement in the c of <u>IO</u>, along the course of the river TANOSH (Pop. c. 5,000).

<u>TAIPOETH</u>: For. Rainforest in the south east of <u>ELEKHID</u>. It is one of few areas where the <u>MANNA</u> tree now grows naturally, and many settlements in the region have come to grow it for its resin, which is a valuable trade item.

<u>TAIROKO</u>: For. Wetland forest in the c north west of <u>SAUA</u>. The region is very humid and in the wet season floods, leading to many structures being constructed on stilts.

TAISALAN: Set. Settlement in the c of <u>HABOT</u>, in the southern foothills of the <u>EKAGHI</u> Mountains. It is a centre <u>LAZANIST</u> teachings, and offers refuge to priests from across the <u>AMMASHI</u>^(1.) peninsula who travel there to study (Pop. c. 8,000).

TAISHIGH: Geo. Mountains in the south of AMMESH.

TAISLEMMAT: Set. Settlement in the c of METHUMN. It is known for its stone craftsmanship, with local masons producing intricate carvings and robust structures that reflect the region's ancient heritage (Pop. c. 8,000).

<u>TAISLER</u>: Set. Coastal settlement on the north east of the island of <u>CAMARA</u> in the north east of the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u> (Pop. c. 4,800).

TAISLERA: Set. Major city in the c south east of TAAN AN, at an important junction along the AQUEDUCT OF CREPHITHISS. It is home to a large contingent of SADROS, whose expertise is key to maintaining the aqueduct (Pop. c. 118,000).

 $\underline{\text{TAISLET}}$: Set. Small city on the island of $\underline{\text{SAOKIAN}}$, off the northern coast of $\underline{\text{KEPHUAAN}}$ (Pop. c. 13,250).

<u>TÁIWA</u>: Sea. Lagoon in the west of the Maiden Isles, between the major islands of <u>VOIRIN</u>, <u>LETRIHET</u>, and <u>EPEHET</u>. It is known for its crystal-clear waters and bountiful flora and fauna.

<u>TAK RETH</u>: Set. Small fortified city in the east of <u>KOLCHIS</u>. Its citizen levy is amongst the best-trained in all of Kolchis, and its conscripts patrol the nations' eastern border against the attentions of <u>ALMAGEST</u> (Pop. c. 16,200).

<u>TAKALLUM</u>: Set. City in the west of the <u>JAHADAT STATES</u>, under the control of the city of <u>HAYSHAB</u> (Pop. c. 40,000).

TAKANA: Sup. Geo. ATRAMENTALLY- and geologically-active region dominating the northern foothills of the MOLOTH KHAMMOTHUL Mountains in the south of the UMBRA SOKHAR wastes. Earthquakes are common here, as are landslides. Where the terrain levels out it is dominated by rends and cracks and otherwise uneven terrain from previous quakes. Thin strands of SHADOWISPS float from these fissures and float on prevailing winds across the Umbra Sokhar and beyond, poisoning whatever they touch. Very little life survives in the region, and what does is unlike that found elsewhere, having learnt to survive in the otherwise inimical landscape.

TAKENA: Mil. Str.

TAKHI: Geo. Ancient canyon system in the south of KHAMID, in present-day island-chains to the south of the RED ISLES and the PHARANX. Before the CATACLYSM OF KHAMID in 101 RM, the canyon stretched for no less than 400-miles, though remains now in scattered remains dotting a few dozen islands.

<u>TAKIN</u>: Set. Settlement in the west of <u>THE SURRACH</u>, known for its large horned goats (Pop c. 4,000).

TAKIYAH: (B. ? – D. 2693 RM) Pol. <u>DESPOSYNI</u> and first ruler of the <u>KORACHANI ROYALTY</u>, who rose to power in 2517 RM following <u>THE CONSULITE'S</u> counsel with <u>THE DREAMER</u> in the wake of the <u>ARCHPOTENTATE MALICHAR'S</u> disappearance in 2503 RM. His rule was to begin close to 500-years of Desposyni royalty, in a period that would later become known as the <u>RULE OF THE DESPOSYNI</u>.

<u>TAKRAJA</u>: Set. Small city in the c of <u>TEMUJA</u>, situated along the course of the river <u>AIHANE</u>, forming part of the <u>GÂTHAN ROAD</u> (Pop. c. 12,800).

<u>TAKRE</u>: Rvr. Major river in <u>CENTRAL LLACHATUL</u>, forming a border between the east of <u>SAUA</u> and the west of <u>MALAN</u>. It flows for 1,220—miles from sources in the <u>MEMNIDS</u>, <u>MERA</u> and <u>KARPAROS</u> Mountains before emptying into the <u>BAY OF GITHKA</u>. It is one of the main drainage basins in SAUA.

<u>TAKUH</u>: *Pol. Set.* Capital city of <u>MHAROKK</u> since its fall to <u>SARASTRO</u> in 3728 RM, remaining so following its later return to being a <u>KORACHANI</u> vassal in 3930 RM.

Its location along the western bank of the river <u>SHIBBOLETH</u>^(3,) means that it sees trade from deep in <u>SAMMAEA</u>, though conflict with <u>SARASTRO</u> since the nations' later capitulation to Korachan has seen the strait of Shibboleth at the mouth of the river become a target to Sarastroan privateers.

The city formed the centre of the <u>MHAROKKIN CAMPAIGN</u> – a part of the greater <u>WAR OF SUNDERING</u> that saw <u>LIDEAN</u> forces (under the command of dissident Sarastroan generals known as <u>SARAKASHARS</u>) moving across the Shibboleth into Mharokk. It was taken by Lidean forces on the 16th of <u>ALGOLEN</u> 3705 RM, remaining under Sarastroan control until the rest of Mharokk fell to Sarastro in 3728 RM.

The surrounding region remains heavily patrolled and fortified to this day (it is home to one of the four fabled 150-ton cannons known as the FOUR ANGELS), ensuring that merchant caravans travelling along the

RED ROUTE can reach the city intact. The city also operates busy ferries that cross the Shibboleth to LIDEA (Pop. c. 1,152,000).

TAKUH, BATTLE FOR: *His. War.* Major battle that took place around the city of <u>TAKUH</u> in the south east of <u>MHAROKK</u>, along the western bank of the river <u>SHIBBOLETH</u>⁽³⁾, between the 17th – 28th <u>ALGOLEN</u> 3705 RM within the larger <u>MHAROKKIN CAMPAIGN</u>, which was itself a part of the <u>WAR OF SUNDERING</u>.

Following months of escalating conflicts within the Mharokkin Campaign, an invasion fleet from LIDEA crossed the Shibboleth on the $17^{\rm th}$, leading to over a week of intense fighting around the metropolis, which suffered under heavy bombardments and repeated assaults, falling finally to allied dissident forces on the $26^{\rm th}$. The next two days were characterised by desperate fighting, with allied imperial forces trying desperately to take back the city, but ultimately failing, and losing the city of <u>KENEARTH</u> on the $28^{\rm th}$.

The victory at Takuh allowed Sarastroan forces to form a beachhead, and more troops poured into Mharokk as a result, and they were able to march as far west as <u>DASSK</u>, which they took on the 5th <u>CYKRANALEN</u> though, they were ultimately pushed back. The later <u>BATTLE OF NATJAL</u> saw <u>SARASTROAN</u> forces defeated and ultimately pushed back east.

<u>TAKWIN</u>: Med. Alc. Tec. Sup. A form of early <u>FIFTH AGE ALCHEMY</u> that was practiced in various areas in <u>NORTHERN SAMMAEA</u>, possibly inspired by the art of <u>KLADOS</u> that is practiced today in <u>KHALHAT</u>. It was most common in <u>MHAROKK</u>, though has since been supplanted by more modern forms of <u>CLONING</u> and <u>FLESHWRIGHTING</u>.

TAL: (D. 3312 RM) Sup. Pol. Ancient KHULLAN sorcerer-lord who in c. 2830 RM was persecuted by the KHULLAN INQUISITION alongside the rest of his kin. He fled east, settling in the IALO ABGAN region, which at the time was largely empty following decades of a vacuum left by the collapse of the KORACHANI colony of INDERACHANI. There he built the tower of TAL ZHAAN over a KORACHANI ruin, as a palace where he could continue his research. Over the ensuing years he was able to rally the local populace to his cause, adding to his tower and establishing a trading post at its foot, where he could buy and sell alchemical items.

In 2875 RM he learnt of the Idol of EZROKAHAELL through traders. Intrigued, he visited the temple-city of DERAUC, where he was denied access to the idol, which by law could only be worshipped by locals. Enraged, he vowed that he would possess the idol. Two years later he declared war on the city and following a gruelling 2-year siege, finally succeeded in defeating the city's inhabitants, claiming the idol as his own. Late in 2891 RM, he had the idol taken to Tal Zhaan, where he encouraged its widespread worship, and founded an order of monks and missionaries whose purpose was to spread the word of the idol and the RELIGION that revolved around it, while aggrandising his own name and accomplishments.

He was successful in his endeavour, and over the coming decades was able to attract more people to his burgeoning city, with new satellite settlements appearing around it. In c. 3220 RM he established a permanent army and government and annexed territories from neighbouring Khull and TEMPLAR STATES, formalising the state of Tal Zhaan, which remains to this day.

Little is known of his later life, as he retreated into obscurity within his great tower, which by the date of his formal declaration of disappearance in 3312 RM, had grown to encompass surrounding fortifications and expansive labyrinthine catacombs and tunnels, thought by some to cover the entirety of the larger city area. He was unnaturally-long-lived, adding further fuel to unfounded speculation regarding his death, which persists to this day. He left in his wake a well-ordered land with a rigid hierarchical government at the head of which are the <u>SORCERERS</u> — alchemist-governors who now rule Tal Zhaan.

<u>TAL ZHAAN</u>: 1. Dem. '*Zhaani'*. Ntn. Small independent landlocked state in the north west of <u>SAMMAEA</u>, nestled between <u>KHULL</u> in the west and the <u>TEMPLAR STATES</u> in the east. It is of a dry temperate climate, with long hot summers and mild winters.

It was formally declared an independent entity by the Sorcerer-lord <u>TAL</u> in c. 3220 RM following the annexation of surrounding territories and the establishment of true borders and the raising of a permanent army in the political vacuum that had been left in the region following the collapse of the failed Korachani colony of <u>INDERACHAN</u> centuries earlier.

It remains an independent region today thanks to the rule of its <u>SORCERERS</u>, and the ruler of the city of Tal Zhaan^(2,) is the ruler of the entire region by default.

The region is famed for being the home of the ancient soulstone idol of EZROKAHAELL, which was moved there in 2891 RM following a short war with its home city of DERAUC. It is the only recognised religion in Tal Zhaan today, and is also worshipped in smaller numbers in the Templar States and parts of eastern Khull. See Vol III: Extant Realms and Nations.

- 2. Set. Primary city and capital of the above state^(1.), in the north of <u>SAMMAEA</u>. The city became prominent following the rediscovery of the ancient idol of <u>EZROKAHAELL</u>, which led to a religious revolution in the region. The city predates the appearance of the eponymous state and is thought to date back to c. 2830 RM, when it was founded as a solitary tower by a rogue sorcerer-lord from <u>KHULL</u> (Pop. c. 250,000).
- TALAGLIA: Set. Major coastal city in the far north of CHAUTULA, along a narrow isthmus in a long peninsula protruding north into the SEA OF PANOTIA. It is famed for its canal that bisects the isthmus, granting access to the larger SEA OF SIPARIA (Pop. c. 462,000).
- **TALAKAIR**: Sec. Small city in the south east of <u>ESHIR</u>⁽²⁾, relatively close to the border with the <u>VESPERTINE LEAGUE</u>. It is known for its advanced manufactory, though little is known about what it produces, with even locals being left in the dark as to its primary purpose (Pop. c. 13,000).
- <u>TALAL</u>: *Geo.* Mountains in the south west of <u>LLACHATUL</u>, dominating the north of <u>ELAT</u> and forming part of the border with <u>AYAD</u>.
- <u>TALAMU</u>: Set. Fortified settlement in the c east of the <u>BARRIER LANDS</u> (Pop. c. 6,000).
- TALANESS: Set. Small city in the east of the tribe of INDAAR, in the east of the GROWING MOUNTAINS of MULCIBER (Pop. c. 13,000).
- <u>TALANTAHUT</u>: also 'the Shunned One'. f. Myt. His. In the mythology and ancient history of <u>ELYDEN</u>, fourth of the Two-and-Twenty <u>DEMIURGES</u>, whose children were the <u>VALTHAS</u>.

She was a major Demiurge in the <u>MYTHOLOGIA ELYDEN</u>, whose actions were instrumental in the history of the Demiurges and their eventual fall into obscurity. She, alongside <u>ARIMASPI</u>, opposed the construction of the <u>BRIDGE OF ETERNITIES</u>.

She is worshipped in corrupted form by the <u>CYNOTHROPI</u> of <u>ANUBIA</u>, and also forms an important part of the beliefs of the <u>ORDER OF THE</u> FLAMING ROSE.

Her known <u>SCIONS</u> are: <u>AIU</u>, <u>DALAK HOTHABBIR</u>, and <u>PATHEA</u>. See Vol IV: the Two-and-Twenty Demiurges.

- <u>TALASOK</u>: Set. Small coastal city in the east of <u>NOAVATUR</u>, known for its drydocks, which specialise in breaking apart and scrapping old transport ships (Pop. c. 20,000).
- <u>TALASOMED</u>: Fau. form of gigantic octopus common in the tropical waters of the east of <u>LLACHATUL</u>. Classification and <u>Taxonomy</u> of Life.
- TALATT: Mil. Str. Major fortress in the south east of the PRINCIPALITY OF SEPAHAUNAT. The fort is the base for the western armies of Sepahaunat and guards its western border from foreign attentions.
- <u>TALEGATH</u>: Geo. Expansive karst massif in the c of <u>SERROK</u>. It is labyrinthine and covered in dense vegetation, making it very difficult to navigate. Indeed, it remains largely unexplored to this day. The jungle of <u>UNGORORO</u> dominates its northern border, making exploration of this region even more difficult for mortals.
- TALENTARI: Geo. Mountain-range in the west of SAMMAEA, to the south of the more impressive and expansive SANTOREAN Mountain. Its eastern face is renowned for its rolling red hills and water-carved canyons, reaching slowly east and south.
- TALGENN: Myt. His. In the mythology of northern KHARKHARADONTIS, a famed DIALLACH.
- TALL: Set. Settlement in the c of the HARÉSHKI CITY-KINGDOM of EDICULE^(1.). It was once a grand harbour, but the retreat of the SEA OF EDALA, as well as the movements of the river EDICA north, have left it diminished over the past centuries. It is now known for its saltpans, and it sells salt cultivated to merchants travelling along the GREAT ROAD trade-route (Pop. c. 2,000).

- TALIS: Set. Settlement in the far south of the HARÉSHKI CITY-KINGDOM of NICADA(1.). The settlement appeared following the increased effects of the diminishing of the SEA OF URAN evidenced around 3800 3900 RM, as is largely populated by the descendants of those who fled newlylandlocked coastal towns abandoned in that time. It has since become a wealthy trade settlement (Pop. c. 30,000).
- <u>TALISKAFAR</u>: Set. Coastal settlement in the east of <u>NOAVATUR</u>. It is a major producer of reeds (Pop. c. 6,000).
- <u>TALITH</u>: Rui. Abandoned city in c south west of <u>AQUARIIA</u>, 50-miles from the present coast. It was once a coastal city, though became landlocked following the retreat of the <u>SEA OF LIAKARRA</u>.
- <u>TALLA</u>: *Set.* Settlement in the south of the <u>BARRIER LANDS</u>, in the west of the <u>HOUSHNAM</u> region. It is a major producer of rubies and is surrounded by small mines (Pop. c. 6,000).
- <u>TALLAHAN</u>: Geo. For. Vast region of sparse woodlands in the north east of <u>MALAN</u>, crossing the south east of the <u>HENDECARCHY</u> of <u>HATON</u> into the north of <u>DERAEIA</u> and the south west of <u>NHORA</u>. It is home to an ancient nomadic people who travel in large caravans hauled by <u>TALLATHERES</u>. Each caravan is a house to an extended family that when still can expand to comfortably accommodate all members of the family. It is believed that these nomads, known as the <u>SHUIH</u>, are descendants of unions between ancient <u>SEITHIN</u> and <u>HUMANS</u>.
- TALLATHERE: Fau. Large therops native to the region of TALLAHAN in MALAN. They are characterised by their tough hides and backs that slope from large powerful shoulders to small hind legs. Their forelimbs move on their knuckles, and they have powerful necks that support squarish heads that are famed for their large bony protuberances. They are difficult to tame but the SHUIHAR nomads domesticated a small number of the animals centuries ago, which now form an integral part of their nomadic lifestyles. They are related to nandi bears though are larger, potentially able to carry mortals. See Vol II: Classification and Taxonomy of Life.
- TALLAR: Com. Set. Major mercantile city in the north east of the HENDECARCHY of CHLORIS, in the south east of MALAN. It is a major stop along the GREAT ROAD trade-route and is known for its trade yards and warehouses (Pop. c. 120,200).
- TALLAS: 1. Myt. Lan. The sun in CUTHI mythology and language.
- 2. m. Myt. His. Per. In the mythologies and ancient histories of <u>ELYDEN</u>, Tallas was a <u>SCION</u> of the <u>DEMIURGE NERGAAL</u>. He was evil and took pleasure in inflicting <u>PLAGUES</u> upon mortals. He was eventually cast down by the mortal champion <u>AHEFAK</u>.

Though it is undeniable that the two are etymologically linked, it is unknown how the sun in Cuthi myth took on the name of Tallas. See Vol IV: Scions, Children of the Gods.

- <u>TALLAS</u>, <u>TEMPLE OF</u>: Rui. Ruined ancient temple in the <u>RAOGON</u> forest in the c east of <u>CUTH</u>. It is named after the scion <u>TALLAS</u>⁽²⁾ and was the resting place of the <u>CANTICLE OF WORMS</u>.
- <u>TALLUH</u>: 1. *Lak.* Lake In the c of <u>AQUARIIA</u>, along the course of the river ISARRA.
 - 2. Rvr. Wetlands surrounding the above lake in the c. of AQUARIIA.
 - 3. Set. Settlement in the c of <u>AQUARIIA</u>, along the course of the river <u>ISARRA</u>. It is known for its cultivation of rice (Pop. c. 8,000).
- TALMESH: also 'Bearer of Dawn'. m. Myt. His. Per. In the mythologies and ancient histories of <u>ELYDEN</u>, a <u>SCION</u> and son of the <u>DEMIURGE AVRAHAM</u> and <u>ALLAISHADA</u>. The <u>MYTHOLOGIA ELYDEN</u> depicts him as a roguish figure who ultimately becomes honourable and a champion of <u>MORTALKIND</u>.

He and the Demiurge <u>ASHTERATH</u> clashed po many occasions, and the two eventually became bitter rivals. Talmesh is said to have been the only person to infiltrate the great fortress <u>HINDESSEL</u>, where he wounded Ashterath after fighting his minions for a day and a night, taking the fabled <u>DAWN CROWN</u> as his prize. In later passages of the *Mythologia* he is much changed and is depicted as a radiant figure who brought knowledge of agriculture and craftsmanship to various mortals. See Vol IV: Scions, Children of the Gods.

TALONUH: Set. City in the c of EZASUH(2.) (Pop. c. 29,000).

TALOS: Mil. Rnk. Elite unit in the PELASGOSI military. They are VATBORN, like STEEL LEGIONNAIRES, though are more akin to the

<u>SICTHAINEN TECHNA</u>. They stand around 7-feet tall and are the most expensive and elite units in the Pelasgosi army, and are often mistakenly compared with golems^(L).

<u>TALOU</u>: *Set.* Settlement in the far north east of <u>PARAIYA</u>, along the border with <u>LIDEA</u>, along the banks of the river <u>SHIBBOLETH</u>⁽³⁾. Its main industry is the cultivation of cotton (Pop. c. 8,000).

<u>TALTRA</u>: Set. Small city in the c north east of <u>JURRAS</u>^(2.) in the south eastern hills of the <u>BERRAN</u> Mountains (Pop. c. 12,000).

<u>TALUS</u>: 1. *Geo.* Scree-filled hills in the west of <u>THE SURRACH</u>, forming the western-most part of the <u>THISATHON</u> Mountains.

2. *Mil. Str.* Fortress in the far north east of <u>RHAMIA</u>, guarding the <u>GREY</u> ROAD north into the OLD FOREST.

<u>TALV</u>: Set. Settlement in the c of <u>SURUTUR</u>. It is a centre of mastodon breeding, many of which are used in industries in the area, and in the capital in <u>BUTO</u> (Pop. c. 8,000).

<u>TAMAAS</u>: Set. Large city in the far south of <u>LANTUA</u>, in the south east of <u>WESTERN MENISCEA</u>. It is known for its hunting grounds where nobility from miles around spend their days chasing game (Pop. c. 75,000).

<u>TAMAH</u>: 1. Lak. Lake in the east of <u>AZAZEM</u>, along the path of the river UGONEM.

2. *Mil. Str.* Fort in western <u>AZAZEM</u> guarding the region of <u>ATROPHY</u>, which is a major producer of dross. Its forces protect the south western routes of the region.

TAMAM SHUD: Law. Str. Expansive prison in the c of VENTHIR. Unlike prisons in KORACHAN, where people are put to work, in Venthir prisons are based on pure apathy, with lack of activity forced upon prisoners to make their stays (which are commonly until death) as tedious and boring as possible. Recordings of litanies and mantras proclaiming the power and brilliance of QUEEN HETEPHERES play all day and night, slowly brainwashing inmates, further adding to the tedium.

TAMANNAN: Set. City in the south west of METHUMN. It was the founding city of the order of VODARCHS in c. 3050 RM (Pop. c. 40,000).

TAMANTI: Rvr. River in the AMMASHI^(1.) peninsula in the south west of SAMMAEA. It flows south west through the CAMOTHUR Basin for 560-miles from sources in the URARAGHI and the MAO SAGHI Mountains. It serves as a border between KEPHUAAN in the north and AMMESH in the south, and the fork where the river VERTANDI meets it is home to the mercantile city of EHBREDA, which is shared between the aforementioned pations

<u>TAMAR</u>: 1. Rr. Main river and source of water to many cities in the eponymous nation. The river flows south east from the <u>KYTHI</u> Mountains emptying in the <u>HARMACHIS</u>.

2. Dem. 'Tamaran'. Ntn. Nation located in the south east of c <u>LLACHATUL</u>, overlooking the <u>DARK SEA</u>. Tamar is a land of idyllic climate and terrain, making it perfect for agriculture, and it is famed for the quality of its food produce, including vegetables, fruit, meat and alcohols, which find their way on dinner-tables across Llachatul and SAMMAEA.

Tamar emerged from the ruin of the tyranny of THAMAR, which had been ruled for centuries by a ruthless caste of FIRMAMENTISTS called CAZHANS who rose to power in 843 RM after discovering ancient Firmamental texts in around 750 RM. They ruled until 1319 RM, when the last of the Cazhans was killed after decades of strife. The decades following their overthrowing saw the noble house ELYRIA, their ancient ties to the KORACHANI EMPIRE long-forgotten, grow in prominence, becoming its rulers in 1354 RM, with the region taking on the name of Tamar. The Elyrian Dynasty saw Tamar become an economic power, exploiting its resources to fuel the growing industries of powers in the west. Tamar became a political and economic ally to many major nations in the late 3rd and early 4th millennia RM, with wealth flowing towards it even as its resources began to wane. Instead, it returned to its ancient traditions of agriculture, becoming a major supplier of food to Korachan.

Tamar grew confident in this time, taking the isle of Berek from THE HARÉSHK in 3563 RM, though it was later returned in 3741 RM as part of new trade and defence agreements, though the Haréshk failed to honour these when SARASTRO attacked Tamar in 3754 RM, leading to their alliance breaking down.

Tamar was eventually taken by Sarastro in 3760 RM, and it remains a vassal to this day, with the Elyrian Dynasty ruling as regents in the name of <u>SATHEP THE RISEN</u>, though many believe that they retain affiliations with the Korachani empire, secretly feeding it Sarastroan secrets.

The people of Tamar are hardy and of dark olive skin, inherited from the ancient <u>GOETHAN</u>⁽²⁾ people from whom they are descended, and make fierce soldiers, hard-workers and stubborn politicians, whose characters are renowned across the Dark Sea. See Vol III: Extant Nations and Realms.

TAMARA: Ser. City and capital of TAMAR. The city's roots can be traced to at least -800 RM, possibly longer, and it is one of the longest permanently-settled cities in ELYDEN, with necropolises and ancient rock-cut tombs from varying periods of history now scattered throughout its districts, many of which are now converted to other more mundane uses, though it is not uncommon for workers digging wells and cisterns to break into previously-forgotten tombs.

Today it is a metropolitan hub and forms a vital link along the \underline{GREAT} \underline{ROAD} , with trade shipped up and down the river $\underline{MESISA}^{(1.)}$ (Pop. c. 1,430,800).

<u>TAMARACHIS</u>: Geo. Vast plains dominating the nation of <u>TAMAR</u>, stretching from its south western coast to its eastern reaches for almost 400-miles.

TAMARAN: 1. Lan. Main language spoken in TAMAR⁽²⁾ prior to its subjugation by SARASTRO. Today the official language of Tamar is SARASTROAN, which is spoken in all official capacities, though Tamaran is still spoken at street-level, including markets, and most common vocations. See Vol II: Languages.

2. Set. Small city in the c of $\underline{MHAROKK}$. The city is the centre of the cult of $\underline{UMBRAPHILIA}$ that's prevalent in the region and was its birthplace in c. 3824 RM (Pop. c. 20,000).

<u>TAMARAT</u>: Set. Fortified settlement in the north east of <u>TZALLRACH</u>, along the course of the river <u>SEYADI</u> (Pop. c. 10,000).

TAMAR ILLIDU: 1. Geo. large pass in the south east of N'RAKH, dividing the STERHBEL and AGRABU Mountains. The pass is the only reliable passage between the plains of ARAAHT in the south east of N'rakh and the nation proper. The lands east of the pass become a contested region during a lengthy war between N'rakh and ARKOSIA after an expedition in 995 RM revealed the region to HUMANS, though by c. 1100 RM the humans were pushed east, the AANTHA territories following them.

2. *Int. Soc.* <u>AANTH</u> birthing pits in <u>N'RAKH</u>, beneath the pass of the same name. The region is riddled with deep labyrinthine caverns, each guarded by an aanth gossamer fort. The passages converge in a large pit known as <u>MAALKAT</u> in which lives their kinds' eponymous birthing goddess Maalkat.

<u>TAMARIS</u>: *Set.* Settlement in the c south of <u>JURRAS</u>^(2.), in the south of the <u>INNORDOS</u> Mountains (Pop. c. 6,500).

<u>TAMASSA</u>: 1. Set. Fortified city in the south west of <u>METHUMN</u>. It is a major centre of the <u>AUREATE FELLOWSHIP</u>, and <u>SOLAR HIEROPHANTS</u> come here to study and teach, spreading knowledge amongst their peers (Pop. c. 28,000).

2. Rui. Ruined city in the $\underline{ELLSALEN}^{(3)}$ basin. It was abandoned following the waning of the Ellsalen $Sea^{(1)}$, which disappeared altogether by c. 3400 RM

TAMESIS: Set. Following the dissolution of the AMNATHI KINGDOMS in 589 RM, Tamesis would eventually rise alongside NICATH, and ENESH into the confederacy and, later, nation of NÁRTHEL. Tamesis grew into a powerful coastal city, controlling fishing and much trade along the eastern coast of the SHADOW SEA, though overfishing and pollution (largely from the profusion of manufactories appearing in the PROPONTIS) would reduce the influence of the city. Tamesis was the first Nártheli city to fall to the armies of KORACHAN, in 83 RM and it became one of the most imperialised of Nártheli cities.

Though the city proper finds itself about a mile from the coast, a port has been built allowing it to trade west with <u>PELASGOS</u> (Pop. c. 37,000).

<u>TAMIGINIA</u>: *Int. Str.* Metal pillar in the c of <u>GNOTH</u>. Little of the object's history is known to outsiders, though it is understood to be an ancient structure that is without corrosion or impurity. Some <u>GIGANRI</u> scholars attribute it to the DEMIURGE URAKABARAMEEL.

TAMING OF THE SPIRIT: Int. Mor. Sup. Myr. His. One of many tragedies surrounding the MORTAL peoples of ELYDEN. For many millennia following the dawn of the mortal peoples, the cycle of life and death amongst mortals was well established – the death of any mortal saw a solid mass known as a SOULSTONE slowly grow in the decomposing vessel.

In the middle of the <u>SECOND AGE</u> this changed. <u>THE SHAPER</u> intrinsically altered the nature of mortal life, granting every mortal a <u>SPIRIT</u> (1.) that upon death left the mortal vessel, eventually to become an OTHERWORLDER.

A large part of <u>IFIRMIAN</u> culture revolved around soulstones, and this fundamentally change to their beings was seen as the end of their culture.

Desperate, they undertook a major ritual, gathering hundreds of SHAPERS who sacrificed themselves in a CHOIR the likes of which had never been attempted. Through it they were able to tame these new spirits, transmogrifying them back into physical matter – small soulstones embedded in their chests.

The main difference occurred upon death. Where before the soulstone would grow within their rotting body, devoid of personality or life, now it contained the totality of their consciousness, giving life and essence to the expired body. Though to all intents and purposes the body was dead (with cessation of the circulatory and nervous systems, and no need for food, or rest), all effects of death and decay were altogether nullified through the influence of the soulstone.

The stone continued to grow within the chest, sometimes breaking the surface of the skin, becoming visible in the solar plexus. In this manner the individual could remain 'alive' for centuries, if not millennia after death, earning the ifirmians the nickname IMMORTALS that persists to this day, though few alive know the story behind it.

The pearl, despite its influence on the body, was unable to heal grievous wounds, and could be damaged, leading to sudden death of the individual. Over time though, the bodies of these undead ifirmians would eventually become unusable, leading to a slow fading of the self and consequent catatonia. Following this, decay speed up until, within a few years, the body withered and decayed like any mortal body, leaving a pearl in the chest cavity.

Perhaps as many as three quarters of those ifirmians alive during the time of the ritual were affected by it, and of those only half gained its full effects, with the others either living for less time or with the link between stone and body bearing some hindrance. Almost all of those ifirmians born after the ritual were subject to its effects with only very few each generation unaffected by it, marking them out as oddities.

The Taming of the Spirit did have other effects, including difficulty in conceiving and a much-prolonged gestation, which ultimately led to their downfall. Also, living ifirmians became ravenous, requiring calorie intakes roughly four times that of the average HUMAN, with this hunger abating upon death. Despite this, they required very little sleep, surviving on no more than a few hours every day, during which they were rendered effectively catatonic until wakefulness claimed them, trait that continued after the expiry of their mortal bodies. They also stopped dreaming, and lost the ability to become ONEIROMANCERS, perhaps their most defining trait to this day. Most ifirmians whose mortal bodies have expired bear their pearls proudly, though others, particularly those in human lands, hide them out of fear of fear or judgement.

 $\underline{TAMIRA}\!:$ Rvr. River in the c of $\underline{TAMAR}\!,$ and child of the river $\underline{TAMAR}\!.$

<u>TAMMAKIR</u>: 1. Geo. Dry grasslands in the c west of <u>METHUMN</u> that appeared with the waning of the <u>BAY OF LRITHA</u> in the 4th millennium RM. It is named after a major city^(2.) that was abandoned following the sea' retreat.

2. Rui. Ruined city in the west of <u>METHUMN</u> that was abandoned in the 4^{th} millennium RM with the waning of the <u>BAY OF LRITHA</u> crippled its economy, which until then had been based around shipbuilding, repairing, and breaking. The rusted hulls of many ships lie on their sides outside the uninhabited ruin.

TAMMAN: Set. Small city in the south west of the PRINCIPALITY OF SEPAHAUNAT. Its primary industry is copper mining (Pop. c. 20,000).

<u>TAMMANA</u>: Set. City in the south west of <u>AMMESH</u> in the south west of <u>SAMMAEA</u> along the north western shore of lake <u>COL</u>. It was once the capital of the state of <u>AMMASH</u>⁽³⁾, and was stormed 2550 RM, leading to

the collapse of Ammash soon after. It waned after this, its many lavish government buildings falling into ruin, many of which were plundered for newer construction projects. Though it is now only a shadow of its previous self, it remains today, an important city and centre of agriculture in Ammesh, with terraced fields surrounding the city, peppered with old ruins and forgotten monuments (Pop. c. 47,000).

<u>TAMMAPAR</u>: Set. Settlement in the c north of <u>PHYRR</u> in the region known as the <u>DISHKAR MAZE</u> (Pop. c. 8,000).

<u>TAMMARA</u>: Set. Coastal settlement in the c south west of <u>HABOT</u>, overlooking the far north west of the <u>BAY OF ESSIA</u>, just east of the mouth of the river <u>MEDDERANDI</u>. It is a major agricultural centre (Pop. c. 7,000).

TAMMASA: Set. Small coastal city in the south east of KEPHUAAN, overlooking the <u>BAY OF COMMARA</u>^(1.) (Pop. c. 16, 000).

<u>TAMMASUN</u>: Ind. Set. Settlement in the south east of <u>TEMUJA</u>. Its main industry is the quarrying of quartz crystal, which is considered to be amongst the finest and abundant on <u>LLACHATUL</u>, and which finds its way across the <u>INNER SEA</u> and <u>DARK SEA REGIONS</u> as object d'art (Pop. c. 8.500).

<u>TAMMEN</u>: Set. Settlement in the c N of the <u>BARREN LANDS</u> (Pop. c. 7,000).

<u>TAMMLET</u>: Set. Coastal settlement in the south of <u>KEPHUAAN</u>, overlooking the <u>BAY OF LEPHAINA</u>. Its main industry is fishing (Pop. c. 7.200).

<u>TAMRANT</u>: Set. Settlement in the region of <u>HAPANTHA</u> in the c east of <u>THE SURRACH</u> (Pop. c. 8,000).

TAMREF: Pol. Set. Capital city of <u>DHA NAR</u>, situated along the south western coast of the nation. It is the south eastern-most stop along the <u>BROKERS' ROAD</u> trade route and its terminus. The loot of pirates and privateers are sold here before making their way north along the trade route (Pop. c. 100,000).

TAMSRAH: Dem. 'Tamsrahi'. For. Thickly wooded region in the south west of the OLD FOREST.

<u>TAMURA</u>: Set. Coastal city in the north east of the <u>PARTHISAN</u> colony of <u>EZHIRAYA</u>^(2.), in the east of <u>MENISCEA</u> (Pop. c. 27,500).

TAMURATH: Geo. 1. 80-mile-long Escarpment in the north of SAMMAEA, along the border between NÁRTHEL and SALOROC.

2. pass roughly in the middle of the above escarpment that links the $\underline{NARTHEL}$ city of \underline{TRETA} and the $\underline{SALOROCAN}$ city of \underline{MYTDAR} in a short trade-route.

TAMUZ ION: Rui. Veh. Sunken ship in the <u>UMHABBHI</u> Reef in the c of the MAIDEN ISLES, in the BATHASHAL OCEAN.

<u>TANA</u>: Ast. Only known moon of the <u>PLANET LIVIAD</u>. See Vol II: Planets and Satellites.

<u>TANADOU</u>: Set. City in the south of <u>PARAIYA</u>, surrounded by large tracts of arable farmlands (Pop. c. 29,000).

TANAMSARAT: 1. Geo. Expansive shallow canyon system in the south west of ETUA that is believed to have been a large river system as recently as the late FOURTH AGE. The ruins of various small settlements dot its borders, echoing a once-thriving culture that is believed to have ended before the FADING of the Fourth Age.

2. Set. Settlement in the south east of Etua, overlooking the above canyon^(1.). Little is known of the city but it is believed to be a centre to the priesthood of the <u>CULT OF THE GIBBERING WORM</u> (Pop. unknown).

TANARET: *Geo.* Geometric basaltic formation dominating the coast of the far north west of the <u>VESPERTINE LEAGUE</u> between the cities of <u>VERMIS</u> and <u>FOSSAL</u>. It was once the site of an ancient pirate fortress though no trace remains of it today.

TANASS: Set. City in the SIX CITIES region in the west of THE SURRACH in the north west of SAMMAEA. It is fed by the river APINE. Founded by ATRAMENTISTS and FIRMAMENTISTS exiled in ancient AHINA, Tanass continues the traditions of its founders, promoting their use as a means of bettering life. Perhaps fittingly, given its obsession with otherworldly forces, it is ruled by an elective magocracy, though the last elected official seized power 7-years ago, revealing himself to be an otherworlder. Since then, the region has become antagonistic and insular (Pop. c. 32,500 [c. 18,000 excluding slaves]).

TANAT: Rui. Ruined manufactory about 55-miles south west of <u>DEKANA</u> in the c north of <u>KARAKHAS</u>. The manufactory was once a major iron refinery, but it was destroyed during an uprising in 3704 RM, during events that culminated in the short-lived independence of the nation the next year, before it was reclaimed by <u>SARASTRO</u> in 3707 RM.

The manufactory is now a ruin, and has been a haven to bandits and other lawless groups since then, with some even making use of its machinery to create weapons and equipment over the years.

<u>TANAX</u>: *Geo.* Massive cave-system in the north of <u>ATARAXIA</u>, to the south of the <u>HARAHI RIDGE</u> in the <u>BLACK MOUNTAINS</u>. The caverns are gigantic, filled with many varieties of endemic flora and fauna.

TANDENDER: Rui. Ruin in the c of VIRAHAN. Once the capital of the UNITED KINGDOMS OF EBUSHEN. When the Kingdoms were subjugated by King OSHORN I of AHRISHEN in 2612 RM the capital was sacked, and was later abandoned, allowed to fall into ruin. Few alive in Virahan today know the history of the region.

<u>TANERA</u>: Set. City in the c of <u>LYRIDIA DHAI</u>, in the territory of <u>TERARA</u>. The city is known for its gangs, which have recently been clashing over control of a major cemetery (Pop. c. 17,500).

TANGLELEAF: Flo. Poi. Hardy plant found in arid-temperate regions throughout ELYDEN, most notably VÂRR, northern PELASGOS, LYRIDIA, NÁRTHEL, SARASTRO and VENTHIR. Very long-lived, the plant is characterised by its low height and sprawled growth that is dominated by two often frayed and tangled leaves and the fleshy interior and edible taproot. Though difficult to cultivate due to its slow growing process, the plants' leaves provide a fibre suitable for weaving coarse textiles and the taproot is edible, though difficult to extract. Its fruit – berries that grows around its fleshy core – are mildly poisonous. See Vol II: Classification and Taxonomy of Life.

TANGLEWEED: Geo. Area in the north east of VIRAHAN and western BAATAN around southern foothills of the DUIÁRHI, composed of a dense thicket of briars, stretching perhaps a hundred and 50-miles long and a dozen deep. At its densest, the Tangleweed is an impenetrable mass of DRAGONSHEDGE, reaching in places a hundred feet high, where it has wrapped itself around ruined towers holding the crumbling structures together. At its sparsest its fruit are harvested by the AHRISHENI.

<u>TANIA</u>: Sea. Bay off the eastern coast of <u>EASTERN LARISH</u>. Its waters form part of the larger SEA OF LYNNAE.

<u>TANID</u>: Set. Settlement in the c of <u>KORACHAN</u>, in the region of <u>RUTHUNODA</u>. It is a major producer of livestock and poultry, mostly for consumption in the larger cities around the peninsula (Pop. c. 8.200).

<u>TANIH</u>: Set. Settlement in the c south of <u>AQUARIIA</u>, abandoned in 2756 RM following the retreat of the <u>SEA OF TABERNACEA</u>.

TANITH: Set. City in the c east of <u>TETHYSIA</u>. It is known as a crossroad city, and has become a hub of trade over the past centuries, with many markets and caravanserais appearing to cater to the merchant caravans that pass through it. It has come to link the north, south, west and east of Tethysia and is known for its melt of Tethysian cultures and cuisines (Pop. c. 44,000).

<u>TANITH OF THE TWOWORLDS</u>: Oth. A near-timeless <u>HALFBLOOD</u> who wanders the saltlands of <u>NÁRTHEL</u> and <u>SARASTRO</u>, who is known to make a pilgrimage to the <u>AISLE OF STIGHO</u> every nine years. His first documented appearance was in c. 2800 RM, and his pilgrimages have remained relatively consistent since then, missing few years.

His last such endeavour attracted a cadre of historiographers and annalists in his wake, all eager to learn more of the place's history. Their postulations indicate that the place is a temple, the halfblood a relic of a now-extinct priestly caste responsible for it, though the halfblood refused to offer any insight into the endeavour.

<u>TANNUS</u>: 1. *Lak*. Lake in the c north east of <u>TISARA</u>, forming a part of the course of the river <u>ACIONNA</u>. The farthest part of the lake downstream leads to the Tannus⁽²⁾ waterfall.

2. Rvr. (1,100-ft.) waterfall in the c north east of <u>TISARA</u>, along the course of the river <u>ACIONNA</u> the fall is near vertical and

<u>TANOSH</u>: *Rvr.* River in the west of <u>IO</u>, flowing west for 140-miles from sources in the south of the <u>GHOLA</u> Mountains before emptying into the GULF OF DAARKEN.

<u>TANTA</u>: Set. Coastal settlement in the south east of <u>OPHIUSSA</u> (Pop. c. 12,000).

TANTAL: Set. City in the north west of KORACHAN, dating back to c. 905 RM where it began as a caravanserai for travellers and pilgrims en route to AZAZEM. Tantal grew from humble beginnings into a relatively wealthy trade centre where it survived outside the burgeoning administrative buildings of the Empire, an entity almost unto its own. In 1235 RM it was attacked by dissidents in league with oghurs, where it was plundered before Korachan could mount an adequate defence. It was greatly reduced in size and strength, though continued to be visited by daring caravans.

In c. 1560 RM large deposits of an extremely tough metal (christened <u>TANTALUM</u>^(1.)) were unearthed there, precipitating a metal-rush that saw the city reborn. It had become a major industrial centre by the end of 2000 RM, and it was famed for its mines and metal foundries.

By c. 2600 RM its mines began to yield smaller bounties, and it saw itself transformed into a mercantile hub once more, linking <u>ALMAGEST</u>, Azazem, <u>LAASKHA</u> and <u>SKAROS</u> in the west, with <u>PELASGOS</u> and Korachan in the east via the <u>RED ROUTE</u>, though as true sea-routes were established, making trade quicker, it lost its foothold in the west and fell back to its industrial identity, with dozens of foundries and manufactories dominating its skyline and day-to-day life there. Today, it still forms a vital link in the Red Route, with its industry supporting the columns of <u>AMBULANTS</u> that crawl into its territories (Pop. c. 158,000).

<u>TANTALAN</u>: His. Lan. Now-extinct language spoken by the late <u>FOURTH</u>
<u>AGE</u> people of <u>TENTAEL</u>. The present-day language of <u>TARAHAN</u> is descended from it. See Vol II: Languages.

TANTALUM: 1. Ele. Dense metal used to make tough alloys.

2. Set. Originally known as Tentalet, Tantalum was the capital city of Taraha from 423 – 1932 RM, whereupon the ruling pentarchy moved the capital to UTRERIA due to the encroaching HOGHSOTHAMON region and the closeness of the latter to Parthis. A disastrous earthquake that crippled most of the east of Taraha in 2002 RM forced the capital to be moved back to Tantalum, which was renowned for its centuries-old rigid hierarchal caste structure, solid power-base and harsh laws. Those traits, coupled with its central position and trade-holdings made it easy candidate for capital.

Tantalum became the centre of the <u>TARAHID</u> pentarchy where representatives from other city-states would convene. The city is known for the large siphon engines outside its south western walls, which toil to prevent the corrupted region of Hoghsothamon from encroaching further (Pop. c. 452,000).

TANTALUSS: Set. Settlement in the c west of <u>THE SURRACH</u>. It is known for its distilleries, where the most famed, <u>ALABANDA</u>, (triple-distilled goat's milk) is made (Pop. c. 10,000).

<u>TANTATHAN</u>: Flo. One of many ancient gigantic tree stumps, situated in the south east of <u>CISNERIA</u>. The stump has a circumference of some 300-ft. and once formed part of an ancient forest that is thought to have been cut down by ancient industries in the <u>FOURTH AGE</u>.

Early in the <u>FIFTH AGE</u> the stump was hollowed out, and dwellings were built within it, forming the basis of a short-lived culture that died out by around 400 RM. The culture left no written records so little is known of it but is thought to have ranged from the north of present-day <u>ATARAXIA</u> into <u>ALAM BETHYL</u> and is known amongst <u>KORACHANI</u> historians only as the <u>TREE-DWELLERS</u>.

<u>TANTH</u>: Rui. <u>TARTAKHID</u> ruin a few miles south of <u>KARAKOR</u>, across the <u>BAY OF BITAN</u>. Once a thriving port the region fell following the retreat of <u>ELYDEN'S</u> Seas. And remains now as a ruin.

<u>TANTHA</u>: Set. Settlement in the c of the emirate of <u>OTHOTEL</u>^(1.), in the west of <u>LIMOTH</u>^(1.). It is the sole major remaining copper mine in Limoth and is a remnant of the ancient industrial centre of <u>ULUDIR</u>, which lies abandoned and wasted to the north east (Pop. c. 6,800).

<u>TANTUR</u>: *Geo.* Island off the south eastern coast of <u>SURUTUR</u> forming a part of the <u>SPICE ISLES</u>.

- TANUIT: Pol. Influential noble family in the HENDECARCHY of AONIA in western MALAN. For many centuries a minor house, with minor generational wealth, and a large palace in a tranquil part of lake SEHUTH, the family grew to prominence with the elevation of then grandson PHARANDEAL to HENDECARCH of Aonia. With this, came never before considered heights of social importance, and in the decades since the appointment, the family has grown in power and influence, with many members having been given positions of authority
- <u>TANZ</u>: Set. Village in the c of <u>AZAZEM</u>, on the southern foothills of the <u>AAORA</u> Mountains. It is known for its <u>ALOARE</u> distilleries. (Pop. c. 1,200).
- TAOGH: Set. Small coastal city in the west of <u>METHUMN</u>, in the <u>HENAKARAIAN</u> peninsula. Its main industry is fishing and agriculture (Pop. c. 14,000).
- <u>TAOGHLIN</u>: Geo. Mountain in the south west of <u>SAMMAEA</u>, in the <u>AMMASHI</u>^(1.) peninsula. It serves as a border between <u>KEPHUAAN</u> in the south west and TAAN AN in the north east.
- <u>TAOUR</u>: Set. Cotton-growing region in the north east of <u>MADOUR</u>, dominating the lower course of the river <u>AVARADA</u> (Pop. c. 4,500).
- **TAPH:** Set. Small city in the east of the <u>PRINCIPALITY OF SEPAHAUNAT</u>, in the delta of the river <u>NEPHILA</u>. Its main industry is the cultivation of rice (Pop. c. 14,500).
- TAPHET: Lan. Myt. Leg. Ntn. Common name in PARTHIS for the legendary buried city that is known in KORACHANI lands as SEPELITIA.
- <u>TAPOB</u>: Set. Settlement in the north of <u>OKKHAM</u>, in the far north west of the Okkhami Mountains. Its main industry is sericulture the production of silk from caterpillars of the giant <u>ORUNA</u> moth that is endemic to the lower mountains of Okkham (Pop. c. 8,000).
- <u>TAPRUL SOCZHDAE</u>: Set. Settlement in the c of OKKHAM (Pop. c. 8,000).
- TAPUR: Set. City in the c south of <u>Parthis</u>, along the confluence of the river <u>ESHMUN</u> and <u>DEDEIMUN</u>. It is a major trade hub and forms a part of both the <u>Parthisan Road</u> and the <u>Red Route</u> (Pop. c. 18,000).
- TAQUELLANE EMPEROR: m. (D. c. 1900 RM) *His. Per.* Ancient ruler of CEHOPHELA who rose to power in c. 1050 RM, uniting the various peoples of Cehophela under his banner. He was responsible for the construction of the famed HALLOWED CITY in 1272 RM, which remains the administrative capital of Cehophela to this day, and it is rumoured that he was a powerful SHAPER, though if that is the case, he was very careful to keep those powers secret. Many attributed his unnaturally long life to these powers, though others claimed he was a SCIONIC CREATURE.

 His death in c. 1900 RM led to the fragmentation of his empire, which

His death in c. 1900 RM led to the fragmentation of his empire, which collapsed into nine defrauding states that were later reunited by the OTHERWORLDER SAPHAHAKH.

TAR DAGGALLEOCH, the: Sup. Geo. Dre. ATRAMENTALLY TAINTED DREAMSCAPE in the south of SAMMAEA in the driest region of SHEDAMMA, that is famed across ELYDEN for its unique spacio-temporal distortion.

It is an aberration in the film between the <u>MATERIA OMNA</u> and the <u>MORTAL PLANE</u>, not identifiable with any other known phenomena such as a <u>LACUNAE</u>, <u>LEYS</u> or otherwise, where times and space are thought to expand from a fixed point in space and time, known to most as the eye. It is impossible for one to venture into it and survive, due it's expanding nature – anyone who finds their way inside it cannot move away from it more quickly than the rate at which it is thought to be expanding itself.

The phenomenon has only been documented by a handful of <u>ONEIROMANCERS</u> and <u>SHAPERS</u> whose talents fall with the rare <u>SPHERES</u> of time and space, through observing negative space and the effects of surrounding lands, for the entire cursed region falls beyond other methods of detection. Indeed, it is only known due to the blind spot it creates to those sensitive to the Materia Omna.

Despite this, the region has been recognised by natives of the lands since at least the early <u>FIFTH AGE</u>, where it appears as a manifestation of the realm of the dead, where bodies were once disposed of.

Little is otherwise known about its origins, or indeed if it's even natural or a product of the <u>DEMIURGES</u> ancient artifice.

- <u>TAR YO- DHAI</u>: also 'the Old Forest'. For. KORACHANI name for THE OLD FOREST, which once covered most of the lands of <u>CENTRAL LLACHATUL</u>. The <u>KORACHANI EMPIRE</u>, in its 4000 years of rule, destroyed most of *Tar yo- Dhai*, and what remains of it is restricted to the north west in what is now the Old Forest, and the far west in the <u>FOREST KINGDOMS</u> of <u>MALAN</u>.
- <u>TARAB</u>: Set. City in the north of the <u>CITIZENRY OF THALI</u>, and cultural twin to <u>LASAR</u> (Pop. c. 50,000).
- TARACEH: Set. Fortified settlement in the region of <u>DACHRATU</u> in the north east of <u>THE SURRACH</u>. Its main industry is coal-mining, and it is known, alongside its neighbouring states <u>TULLANT</u> and <u>KURDA</u>, for its albinism, which affects 1 in 500 individuals born there. (Pop. c. 50,000).
- TARACHA: Rui. Abandoned port in the c-south east of ARKOS^(1.), in the far east of the SEA OF ERIA and once a major shipyard to imperial-controlled Arkos. Today the rusted ruins of dozens of ships litter the sand and crumbling docks, 4-miles from the present-day coast.
- <u>TARACHAR</u>: *Rvr.* River In the prefecture of <u>TERECHANT</u>^(1.) in the c of <u>HOLOLACH</u>^(1.), flowing for 270-miles from its source in the south of the TOLIASOR Mountains.
- <u>TARACHUN</u>: Rui. Abandoned <u>SIPHON ENGINES</u> in the far north of <u>CISNERIA</u>, in the <u>DIVUMMA</u> Mountains. The settlement was abandoned in c. 3840 RM after dwindling <u>UMBRA</u> reserves made the upkeep untenable.
- TARAGEA: major river dominating KASPIA, in the north of LLACHATUL.
 It flows for around 1,200-miles from sources in the ILLIGARHI and ERESHKIGAL Mountains, before meeting the coast at the SEA OF BIELOST.
 Its delta is expansive and often freezes in harsh winter months.
- **TARAH**: Set. City in the c south west of <u>AQUARIIA</u>, along the course of the river <u>ISARRA</u>. It is known for its rice production, and it provides food and provisions to merchants passing through the city while travelling along THE WAY trade-route (Pop. c. 28,000).
- <u>TARAHA</u>: *His. Ntn.* Predecessor nation to <u>TARAHID</u>, lasting from 423 1932 RM. It was founded by a <u>SCION</u> in the city of <u>TANTALUM</u>, who united various people who inhabited the ruin of a far earlier <u>FIFTH AGE</u> tyranny.

Taraha became a powerful region, defending itself against foreign predations, including the attentions of <u>KORACHAN</u>, <u>PARTHIA</u>, <u>OPHRA</u>, as well as roving <u>OGHURS</u>. A flux in <u>ATRAMENTAL</u> activity brought unease to the region and a change in regime in 1932 RM saw the capital moved to <u>UTRERIA</u>, and the establishment of a <u>PENTARCHY</u> to better rule its disparate states, which by then had become known as the <u>TARAHID STATES</u>. See Vol III: Extinct States.

TARAHAN: Lan. Language spoken in the TARAHID ANNEXES, the INTERURBAN STATES, and TRAKIA. In the former two cases it has been largely supplanted by PARTHISAN, though it is still spoken in an unofficial capacity, largely amongst the lower classes.

Trakian dialects, particularly around the city of <u>HOLOTHAN</u>, include traces of ancient <u>BAKORAN</u>. See Languages of Elyden.

- TARAHID STATES: Dem. 'Tarahan'. Ntn. Successor nation to TARAHA in the north of SAMMAEA, made up of five states, each ruled by a PENTARCH. Appearing in 1932 RM, it lasted until 2417 RM, when the Pentarchy was brought to an end with the assassination of four members by the fifth, who retained absolute power. He ruled for four years as a puppet of KORACHAN, and in 2421 RM he allowed the empire to enter Tarahid as conqueror. See Vol III: Extinct States.
- TARAHID ANNEXES, the: Dem. 'Tarahan'. Ntm. Known informally as TARAHA, the Tarahid Annexes are located at the base of the PARTHISAN PENINSULA in the north of SAMMAEA. They are of a dry temperate climate with rugged hills, sparse yet densely clumped woodlands, and great manufactories that are famed for their baroque HARDSUITS and Atramentally-bred horses.

Originally called the Tarahid Annexes in 3323 RM, the region is steeped in blood, and the very landscape was forged in countless battles over many millennia. The <u>SADIATTHAN</u> plains were the site of battles during the <u>WAR OF SCOURGING</u> and bones can still be found there to this day. After the <u>FADING</u> of the <u>FOURTH AGE</u>, an <u>OTHERWORLDER</u> subjugated disparate people around the <u>LOTHAL</u> hills, and the present-

day city of \underline{BADH} is built near the ruins of this 5,000-year-old fortress. The otherworlder's eventual death led to a long period of strife as its scions squabbled over its territories. This period lasted until 423 RM, when one scion was able to unite the disparate lands under the banner of \underline{TARAHA} , based in the city of $\underline{TANTALUM}$.

Taraha became a powerful region, defending itself against foreign predations, including the attentions of <u>KORACHAN</u>, <u>PARTHIA</u>, <u>OPHRA</u>, as well as roving <u>OGHURS</u>. A flux in <u>ATRAMENTAL</u> activity brought unease to the region and a change in regime in 1932 RM saw the capital moved to <u>UTRERIA</u>, and the establishment of a <u>PENTARCHY</u> to better rule its disparate states, which by then had become known as the <u>TARAHID STATES</u>. A devastating earthquake toppled much of the new capital and surrounding regions in 2000 RM forcing the Pentarchy to move back to Tantalum, beginning a period of decline that saw corruption dominate the government and the elections of new Pentarchs.

In 2417 RM the Pentarchy was brought to an end with the assassination of four members by the fifth, who retained absolute power. He ruled for four years as a puppet of Korachan and in 2421 RM allowed the empire to enter Tarahid as conqueror.

This subjugation lasted until 2974 RM, at which point Korachan left the INTERREGES in control of Taraha to manage a populace that had grown unruly. In the tumult leading up to its abandonment, a large portion broke away, founding the so-called INTERURBAN STATES in 2895 RM, while the WHITE LEAGUE became a large presence in the Tarahid States, claiming the city of YULKA as a stronghold.

Following the departure of the Interreges in 3047 TM, it fractured into multiple states, remaining in a state of flux for close to a century. By c. 3112 RM its southern-most expanse had stabilised and spread farther south over the coming decades, eventually becoming known as TRAKIA by 3155 RM.

The remaining states of Trakia stabilised into three states, with their rulers calling themselves Pentarch, after the old rulers of the Tarahid States, which was the cause of some confusion to foreign dignitaries. In 3136 RM the three states were united after years of political marriages and in 3323 RM Annexed by PARTHIS, coming to be known as the Tarahid Annexes

Aside from its skill in cloning and breeding enhanced horses, Taraha is also known for its <u>AKHSI</u> caste of merchants which are drawn from <u>CYCLOCEPHALIC</u> foundlings and which command great respect despite their physical frailties. See Vol III: Extant Nations and Realms.

<u>TARAIA</u>: Set. Major coastal city in the north west of <u>SAGITTARIA</u> (Pop. c. 63.000).

TARAKESH: Set. Major city in the c of MHAROKK. It was, prior to the nations' defection to SARASTRO in 3728 RM the capital, though this was later moved to TAKUH, where it remains to this day. Tarakesh dwindled in size and influence after the capital was moved, though it remains a thriving city, known for its libraries and repositories of ancient oral traditions, some of which date back to the FOURTH AGE (Pop. c. 232,000).

<u>TARAKH</u>: Sea. Bay to the north of <u>KARAKHAS</u>, south of the highlands of <u>ENEKH</u>.

<u>TARAKTA</u>: Rvr. River in the north east of <u>ATARAXIA</u>, flowing south from the <u>BLACK MOUNTAINS</u> for 200-miles before emptying in the <u>STRAIT OF</u> SKAROS.

<u>TARAL</u>: Set. Rice-producing settlement in the region of <u>HYRCANIA</u> in the south of <u>PARTHIS</u>. Most of the rice is shipped to other regions of <u>PARTHIS</u> due to the difficulty of land-transportation in the region (Pop. c. 6,500).

<u>TARALT</u>: Set. Small coastal city in the far north of the <u>KAZZARAN</u> peninsula^(1,) in the north of the nation of the same name⁽²⁾. It is a major producer of Thyme and other herbs (Pop. c. 12,800).

<u>TARAMAR</u>: Sea. Relatively shallow sea in the south of the <u>INNER SEA</u>, between <u>PARTHIS</u> and <u>JURRAS</u>^(2.). Its waters are characteristically of a brown tint and quite salty.

<u>TARAMUN</u>: *Rvr.* River in the c south west of <u>PARTHIS</u>, flowing for 145-miles south west from the southern-face of the <u>SIPYLANA</u> Mountains before meeting with its parent, the river <u>MENTHAS</u>.

<u>TARANAN</u>: Rvr. River in the east of <u>SARASTRO</u>, flowing west from sources in the north west of the <u>KHO INNOR</u> Mountains for 225-miles, before meeting its parent, the river <u>BOSRAN</u>, itself a parent of the river <u>SOLONA</u>.

<u>TARANIS</u>: Geo. Expansive frozen region of coastal fjords in the far north of <u>PERGOST</u>, overlooking the <u>SEA OF POLARIS</u>. It is estimated that this region occupies over 115,000 square-miles, and it is largely uninhabited by mortals.

Its shores are known for their violent tempests and lightning storms, and are locked beneath sea ice for most of the year, being revealed in summer months when the sea ice retreats to the north. Despite this, hundreds of glaciers can be found in the region.

TARANTEH: Rui. Ruined metropolis in the c-south east of SAMMAEA, in the north east of HANNAH. The city is vast, though largely buried beneath the ash of the region, and is attributed to ancient VALTHAS – the children of the DEMIURGE TALANTEHUT, before their decline.

<u>TARANTO</u>: Set. Administrative centre of the north west of <u>PARTHIS</u> (Pop. c. 180,000).

<u>TARARA</u>: Set. Settlement in the c of <u>TAAN AN</u>. It is unremarkable, though serves as a link between the western and eastern <u>PRAEFECTURES</u>, and ha many inns and caravanserais (Pop. c. 7,000).

TARARNDR: Wea. South western wind common in the west of the INNER SEA that blows from NORTHERN SAMMAEA over the DANAEL and CAMARINAL.

<u>TARASI</u>: Set. Settlement in the south west of <u>THUMAL</u>. Its main industry is copper mining (Pop. c. 6,400).

<u>TARASSI</u>: *Rvr.* River in the north east of <u>ATARAXIA</u>, flowing south from the <u>BLACK MOUNTAINS</u> for 170-miles before emptying in the <u>BAY OF</u> OSRAZ.

TARATI: 1. Dem. 'Taratian'. Ntn. Prosperous state and vassal to VENTHIR situated between the far north of ANUBIA and the north west of Venthir, controlling an area just under 50,000 square-miles. Tarati is dominated by rocky highlands to the north west and the east, with only two major passes leading out – one to the north into Venthir, and another to the south west, leading to the city of ANUBIS. Within its borders Tarati is a rich city-state surrounded by endemic spice plantations and mines, the produce of which are exported at great profit to neighbouring nations.

The city has its roots in the <u>FADING</u> after the <u>FOURTH AGE</u>, when it was settled by survivors of the <u>WAR OF SCOURGING</u> who lived simple pastoral lives until 116 RM, when the dominant <u>VENATHI EMPIRE</u> settled surrounding lands. This culminated in minor skirmishes between the vastly superior Venathi military and the peaceful Taratians, ending in Tarati's occupation by Venathi forces after which its resources were exploited.

Bloody unrest in $\underline{SARASTROAN}$ cities in 157 RM forced the occupying empire to reconsider its Taratian colony, abandoning it in 159 RM after further defeats in $\underline{NAARETH}$ crippled its resources. Following this the Taratian people returned to their pastoral lives and began trading with the $\underline{KORACHANIEMPIRE}$ after its arrival in the area in c. 350 RM.

Tarati continued trading with the Korachani empire over the next centuries following its dominance in the area, though diplomatic manipulation of its ruling classes ensured that by 1100 RM the Imperial PATRICIAN HOUSES of KYDOR, LYCTUS, MELIA and HIMERAN had secretly gained control of the city-state's major commercial and governing bodies. Unrest in 1305 RM saw the four ruling houses (by then united and known as the TETRAN) challenged by a caste of HALFBLOODS calling themselves THE AVATARS who had been steadily growing in influence over the past years. In 1308 RM Korachan abandoned support of the Tetran, who remained there as custodians, fighting against the Avatars over the next centuries. This left Tarati weakened and without tradepartners, forcing the Tetran into an alliance with the Avatars.

By 2210 RM trade was beginning to recover, though the Tetran (by then a decadent dynasty almost a millennium old), like most of the city's population, was filled with halfbloods. All links with the Tetran's original four houses had been lost, though dialogues with the Korachani empire were rekindled in 2913 RM, allowing the empire to use Taratian territories as a base for its troops in return for new trade rights. Descendants of the Avatars opposed this and rose against the Tetran, demolishing its palace in 3013 RM and executing its leaders in a bloody

coup that cost the lives of thousands of civilians and militants. The Avatars instated their own ruler; the self-styled <u>AVATAR ENCARR</u> who rebuilt the fallen palace, appointing four halfblood lords to oversee the running of the city in a mockery of the deposed Tetran.

The Avatar Encarr was assassinated in 3421 RM, and Venthir occupied it soon later, remaining as a parent state to this day, though the tradition of four lords remains, and they are still called the Tetran. See Vol III: Extant Nations and Realms.

- 2. also 'City of Avatars'. City and capital of Tarati^(1.), and home to its ruling body, known as the <u>TETRAN</u> throughout its various incarnations, since c. 900 RM. It forms a major stop along the Red Route, and links <u>VENTHIR</u> in the north with <u>ANUBIA</u> in the south (Pop. c. 250,000).
- TARATIAN: His. Lan. Now-extinct language once spoken by the people of TARATI. It emerged from ancient FOURTH AGE NATHI, though by c. 2000 RM it had taken on many traits from the KORACHANI following years of close contact with the EMPIRE.

It was outlawed following the <u>VENTHIRI</u> occupation in 3421 RM, out of fear of loyalty to the <u>AVATAR ENCARR</u>, and was quelled over the next decades, until it was declared a dead language in c. 3550 RM. See Vol II: Languages.

- **TAREEHA**: Set. Major fortified coastal city in the east of <u>ELEKHID</u>, at the mouth of the <u>NUBBIOR</u>. It is now a major producer of food (Pop. c. 250,000).
- TAREFI, PLENIPOTENTIARTY TO THE MINARET: Sup. Pol. Rnk. Fourth <u>PLENIPOTENTIARY</u> of the <u>MINARET OF LIGHT</u>, whose spheres are associate with earth, sand, dryness.
- <u>TAREQ I OF FATIMAR</u>: m. Per. (B. 3766 D. 3859 RM) Pol. His. The first sultan of the <u>TAREQIAN DYNASTY</u>, which is named after him. The current ruler is the Sultana <u>ZARIFIRA II</u>.
- TAREQIAN DYNASTY: see DYNASTY, TAREQIAN.
- TAREQIAN SULTANATE: see DYNASTY, TAREQIAN.
- TAREST: Set. Settlement in the north of ALMAGEST. It is a major producer of musk ox wool, which is highly valued (Pop. c. 6,000).
- TARETAL: Mil. Set. Militant city in the c south of RHAMIA (Pop. c. 36 400)
- TARETHI: Geo. Lowland coastal region in the north east of LIDEA.

 Originally forming the coastal shelf of the INNER SEA, the past few millennia have seen the sea shrinking in size, seeing the Lidean coastline marching slowly north. The region is dry and flat, relatively featureless save the fossils of ancient oddities brought to the surface by the seas' inexorable retreat.
- <u>TAREZEAT</u>: Set. Fortified settlement in the south west of <u>GIBEAH</u>. Its main industry is nickel mining (Pop. unknown).
- TAREZIA: Set. Small city in the north of the island-state of ARCHAEDON^(2.). It was once the capital of the state, though the FIRMAMENTAL disaster now known as the CONFLAGRATION OF LIGHT left its magocracy dead or crippled, leading to the collapse of the government and the region descending into conflict for the better part of two centuries. It remains today, though it greatly diminished from its former self, with many of its once proud minarets and domes now ruined and crumbling (Pop. c. 17,000).
- TARFAN: Geo. Region in VENTHIR, to the east of the GO BISAMMAM desert, noted for its crawling dunes of fine sand that in wet seasons capture moisture and rains, leading to the formation of thousands of small pools of fresh water. These promote spontaneous growth of flora and entice otherwise dormant fauna to them, though they do not last for long.
- <u>TARHA</u>: Lak. Lake in the c of <u>THE HARÉSHK</u>, forming a border between the City-kingdoms of <u>PALUS</u> and <u>ALAMUT</u>.
- <u>TARHAR</u>: Set. <u>Greattown</u> in <u>Temuja</u> situated along the route of the <u>Great Road</u> (Pop. c. 25,000).
- <u>TARHUNNAM</u>: Geo. Collapsed cave in the wilderness of the south east of the <u>OLD FOREST</u> near the border with <u>AHRISHEN</u>. It is now a huge sinkhole, covering some 100 square-miles, with small tunnels leading into deeper caverns below, which link to the <u>PRISON CARCERI</u>.

- <u>TARIA</u>: *Rvr.* River in <u>ATARAXIA</u> flowing south for 306-miles from sources in the south of the <u>BLACK MOUNTAINS</u>, before meeting its parent, the river <u>ASTAHKH</u>.
- TARIAN: Geo. Island off the south western coast of the <u>AMMASHI</u>^(L) peninsula, forming a part of the <u>AMMASHI FREE-ISLES</u>.
- <u>TARIFAN</u>: Pol. Soc. Small <u>PATRICIAN HOUSE</u> based in the north of <u>SKAROS</u>. It is a generational landowner in the region and employs many helots and slaves in its lands. Its people are superstitious and most of its estates contain multiple shrines dedicated to patron saints, whom they revere fanatically. See Vol II: Patrician Houses.
- <u>TARILLA</u>: Set. Settlement in the c of MHAROKK, south of the SOLON HIGHLANDS. It is known for its quality limestone mines (Pop. c. 8,750).
- <u>TARIMO</u>: Set. Small city in the c of <u>SAUA</u>, in the c of the <u>FARAVARI</u> Forest (Pop. c. 17,000).
- <u>TARIMOR</u>: *His. Soc.* One of the kindreds of ancient <u>ASSEER</u>, in what is now present-day <u>ESHIR</u>^(2.).
- <u>TARISA</u>: 1. Sea. Small bay in the north of <u>SALOROC</u>, south west of the wetlands of <u>NAGAMOTH</u>.
- 2. See. Large coastal city in the north of <u>SALOROC</u>. It is a major industrial centre, and its peripheries are dominated by large manufactories, whilst its interior is characterised by open spaces where caravans passing through it while travelling the <u>RED ROUTE</u> can pause to trade goods. Its ports are busy with merchant vessels that cross the <u>SHADOW SEA</u>, linking the Red Route with <u>LABASHI</u> (Pop. c. 280,000).
- TARIZII: Set. Settlement in the west of PNESSA (Pop. c. 3,400).
- <u>TARJUMAN</u>: Pol. Rnk. Diplomatic position within the <u>HIGH</u>- and <u>LOW-EMPIRES</u>. They are trained in dedicated <u>LYCEUMS</u> across and serve as interpreters, where they are often found in embassies or within the retinues of <u>INQUISITORS</u> of the <u>SANCTIFIED ORDERS OF THE INQUISITION</u>.
- <u>TARKA</u>: *Rvr.* River in the south of <u>AZAZEM</u>, flowing for 180-mile from the <u>AAORA</u> Mountains, before emptying into the <u>BAY OF TARKUSH</u>.
- <u>TARKUSH</u>: 1. Sea. Bay in the south of <u>AZAZEM</u>, named after the city of Tarkush^(2,).
- 2. Set. Major coastal city and port in the south west of <u>AZAZEM</u> built close to the neolithic ruins of an ancient race. Historically, it was a hub of trade, linking the western <u>KORACHANI</u> states to these in the east.

It is home to a large armoury, known as the <u>GRAND ARMOURY</u>, which provided many of the heavier pieces of artillery used by the imperial army during the <u>WAR OF SUNDERING</u>. It was destroyed during the war, leaving half the city toppled and hundreds of people dead. The city had largely recovered by c. 3810 RM (Pop. c, 72,000).

- TARMAAN: Set. Settlement in the east of HARAPPA(3.). It is part of the RED ROUTE and has many hostels and inns where travellers can stay (Pop. c. 10,000).
- <u>TARMES</u>: Set. Settlement in the west of <u>KARAKHAS</u> known for its cattle, which is bred for food and their hides, which are sent to <u>KERMES</u>, 10-miles east (Pop. c. 4,000).
- TARN: Set. Settlement in the north west of KARGAMA, along the course of the river WOLMASH. It was once famed for its many tailors and designers who had a royal warrant of appointment, producing ceremonial outfits and costumes for the KARGEMMAN DYNASTIES, bringing a great degree of fame and wealth to the region, though the abolition of the monarchy in 2809 RM saw the city wane, with hundreds of craftsmen suddenly without a job. The settlement is still known for its fine tailors to this day (Pop. c. 3,350).
- <u>TARNAGOR</u>: Set. City in the north of <u>LOEGRESS</u>^(1,), along the course of the river <u>DRUITHAL</u>. It is a bustling port city and its westernmost reaches are also known for their farmlands persimmon orchards (Pop. c. 35,000).
- <u>TARNAH</u>: *Ind. Set.* Granite mining settlement 9-miles south east of the city of <u>MENIAASOS</u> in the south west of <u>LIDEA</u> (Pop. c. 2,100).
- <u>TARNAIA</u>: Set. Small city in the c north west of <u>PNESSA</u>, along the course of the river <u>BESYL</u> (Pop. c. 12,500).
- TARNDRIA: Com. Set. Major coastal city in the north of KARGAMA, overlooking the BAY OF JERIDA. It is the largest port in Kargama and is

busy with merchant ships, many of which sell trade across the <u>SEA OF ORRIDA</u> (Pop. c. 110,300).

<u>TARO</u>: Set. Coastal settlement in the east of <u>HARAPPA</u>(3.). Its economy revolves around its natural harbour, which is well-protected from the harsh winters of the <u>INNER SEA</u>. (Pop. c. 6,000).

TAROKA: Sup. Rnk. One who reads the TAROKKA, often an OCCULTIST.

TAROKKA, the: also 'Tarok', 'Teruk', and 'Teroch'. Sup. Soc. Gam. Obj. A pack of 64 playing cards, common around the INNER SEA, particularly in AZAZEM, KORACHAN, PELASGOS, and, SKAROS, where they are used in various card games and in mystical traditions.

Their roots are thought to date back to the early <u>FIFTH AGE KORACHANI PENINSULA</u>, where they were used as pictographic representations of ancient holy texts of the <u>CULT OF LIFE AND DEATH</u>. These aids were soon banned by followers of the nascent <u>IRON DEITY</u> (who would later become known as the <u>UNDYING MACHINE</u>), though they remained in use in <u>HOAMM</u>, where the religion flourished. The use of the cards in mystical traditions in Hoamm diminished with the rise of its monarchy and by c. 1300 RM they were being used by sailors as playing cards, with hundreds of variants appearing in different regions across the Inner Sea.

The Patrician mystic <u>MANTEGNA</u>, who had studied the Cult of Life and Death and the tarokka's use in its ceremonies, revived their use in mystical traditions in Korachan in c. 1740 RM, and they have since become a staple of occultists and mystics across the Inner Sea.

Increasingly, the tarokka is used by mystics and occultists, usually in urban areas, as a means of divination or spiritual exploration. For the most part this is considered charlatanism, though a few genuine SHAPERS have been known to use the Tarokka in their divinations.

The tarokka is comprised of sixty-four cards divided into suit and face cards. There are fourteen different suits; each suit made up of three numbered cards - one to three. The suits vary from region to region though are most commonly: crowns, cubes, moons, pyramids, septacles, shadows, shields, spheres, stars, suns, swords, temples, towers, and wands. Variants include books, coins, mirrors, masks and scrolls. There are twenty-two face cards, commonly called the untouchables. In most versions of the deck, the untouchable cards are the same, though regional variants occasionally replace a few face cards with more appropriate figures. The face cards are (alongside common alternatives to some cards, in parenthesis): The Deity (the Lord), the Hierophant (the Angel), the Dragon (the Sycophant), the Shadow, the Helix, the Ivory Moon (the Mystic), the Blood Moon (the Berserker), the Beast, the Shaper (the Heathen), the machinist, the Bomolochus (the Slave), the pawn (the gaol), the Tree, the Traitor, the Doppelganger, the Harlot, the Corpse (the Scales), the Artisan, the Ascetic (the Automaton), the Itinerant (the Flood), the Sun (the Plague) and the Flame (the Tower). The Bomolochus is sometimes used as a triumph (a card with elevated value) in some variants of the game. See Vol II: the Tarokka.

<u>TARON</u>: Set. Settlement in the west of <u>AYAD</u>. Its main industry is marble quarrying (Pop. c. 4,200).

<u>TAROS</u>: Geo. Massif forming a border between the north east of <u>BASSORAH</u>⁽²⁾ and the south west of <u>THE OLD FOREST</u>.

<u>TAROUONGONA</u>: Set. Settlement in the east of <u>NOAVATUR</u>. It is a major caravanserai, with large timber yards (Pop. c. 10,000).

<u>TARPETH</u>: Set. Fortified city in the south east of <u>GNOTH</u>, overlooking the <u>BAY OF SUMARRA</u>. It was once coastal, maintaining links with <u>EZASUH</u>⁽²⁾ and <u>AQUARIIA</u>, though the slow wane of <u>ELYDEN'S</u> seas saw it landlocked in c. 3700 RM. Today it forms a link in <u>THE WAY</u> trade-route, leading north to <u>SYNCRETIA</u> (Pop. c. 43,000).

TARRA: 1. *Rui*. Ruined city in the east of JURRAS^(2.), in the region of <u>HURA</u>. The settlement is thought to date back to c. -1000 RM and the remnants of a large temple complex can still be observed, half-buried.

2. Set. Settlement in the c south of <u>CISNERIA</u>, in the foothills of the <u>BLACK MOUNTAINS</u> (Pop. c. 2,000).

TARRAGA: Geo. Region in the east of <u>SARASTRO</u>. It was once known for <u>TARRAGONS</u>, which formed a large part of local mythologies.

Following the rise of the <u>KORACHANI EMPIRE</u> and the culling of the beasts, its notoriety for the creatures fell, though a few still remain.

TARRAGON: 1. Fau. Large reptilian carnivores common in arid regions in the north and north east of Sammaea, including NÁRTHEL, NAARETH, SARASTRO, and VENTHIR, as well as the more habitable parts of KHARKHARADONTIS. They are bipedal, reaching a height of 20-ft. when stood upright, though they can gallop on all fours. They are related to the PHYLACTERS and are of a foul disposition and temperament, and cannot be domesticated. Over the years various people have attempts to tame them, with few successes. Of note is Sarastro, which has had a small tradition of tarragon tamers since the days of SAOSTANA, and its military is famed for its tarragon-riders, who are largely ceremonial in role today.

They are the apex predators of their environments, though the encroachment of mortal lands and the slow death of the natural world has seen them become increasingly rare over the last centuries. See Vol II: Classification and Taxonomy of Life.

2. also 'the Desert Beast'. Ast. Con. Constellation along the equator. See Vol II: Constellations.

TARRAS: Geo. Island in lake C'DATA, in the west of ARKOS(1.).

<u>TARPEIA</u>: 1. Rel. Geo. Ancient religious site in the north of the tribal territories of <u>DATHOA</u>, in the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>.

2. Set. Settlement in the far north of the tribe of <u>DATHOA</u>, in the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. The settlement is part of the <u>SALT ROAD</u> and is known for its caravanserais (Pop. c. 3,000).

TARPHAS: Set. Dominant city in the south east of SAMMAEA, forming part of the LEAGUE OF XETEAN STATES. It was once a metropolis famed throughout ELYDEN for its affluence and for a populace that, at its peak in c. 3120 RM was said to be over 1,500,000. Contact between Tarphas and the north dwindled as the STRAIT OF NÁRTHEL began to silt up, and by c. 3800 contact with the Inner Sea had effectively ended. Its waning population is unlikely to be related to this, as relation with its immediate neighbours remains strong, though many of its ancient structures have been converted to necropolises to house the unnumbered hundreds of thousands of bodies of the dead.

Tarphas is now a ruled by a powerful lich, who surrounds himself with an influential entropic cult that looks to the world's decay with a morbid fascination, advocating its advance and philosophies such as enforced euthanasia and nihilism (Pop. c. 32,000).

<u>TARRI</u>: Set. Settlement in the c of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>CARIA</u>⁽⁴⁾. It is famed in Caria for the ancient ruined arch that lies outside its peripheries, likely dating back to the days of <u>GOETHA</u> (Pop. c. 4,600).

TARRISETTA: Sec. Small fortified city in the south of CISNERIA, serving as a link between the south west of Cisneria and the south east (Pop. c. 13.600).

TARRIT: Set. Fortified settlement in the far south of PHYRR, overlooking the BAY OF PELLARIG^(1.). It originated as a fortified port that was home to naval vessels that patrolled the entrance into the bay, though as the sea levels receded its location lost strategic importance and it was eventually abandoned in c. 3500 RM. Its ruin was later repopulated, becoming the nucleus of a new settlement. Once a centre of fishing, the industry died out as pollution in surrounding waters increased, and the settlement has been dwindling over the past century. Indeed, it was only the influx of refugees fleeing east since the outbreak of the NACRE WAR that has seen Tarrit survive in any form to this day, and it is now a refuge to the homeless and a place of convalescence (Pop. c. 4,000).

<u>TARRO</u>: Sea. Bay in the east of <u>VÂRR</u>, along the northern coast of the <u>SEA</u> OF PROPONTIS.

TARROKO: *Rvr.* River in the c north of <u>SAUA</u>.

<u>TARRUGO</u>: Str. Cui. Communal ovens that are common across <u>THE SURRACH</u>. Most households have a large amphora-like pot (known as a <u>BEKA</u>) that they use for daily meals. The <u>Beka</u> is taken to a market, where it is filled with meat and fat (or hard dross substitute), grains or legumes, spices, herbs, and seasoning, before being taken to the <u>Tarrugo</u>, where it is sealed and slow-cooked for half a day before being taken back home.

These gigantic ovens dominate most settlements in the Surrach and there can be multiple ones in larger settlements, with dozens in larger cities, and are as much a focal point as temples or churches are in other regions. <u>TARSIEL</u>: For. Sparse forest and grasslands in the west of <u>THE HARÉSHK</u>, notably the city-kingdom of <u>NICAEA</u>.

TARSING: Soc. Med. Process in <u>SARASTROAN</u> culture where the small finger of the left hand is removed. This is done for aesthetic value and cultural mores where it is seen as a sign of dedication and noble character. It is also seen as a sign of affluence as few manual workers are able to afford the cost or recovery of the procedure.

<u>TARSUS</u>: Set. City in the north of <u>SARASTRO</u>, noted for its soapstone and tale production; and its holy sepulchres, which for part of <u>THE SHADOW MARCH</u>. It is also home to the <u>ASCETIC ORDER OF STYLITES</u>, an extremist order of the <u>REFORMED CHURCH OF SARASTRO</u> that starve themselves atop pillars (Pop. c. 152,000).

TARTACHA: Ind. Set. City in the c of TARTAK. Its main industry is the mining of cinnabar and the extraction of mercury. The area surrounding the city is heavily polluted and covered in tailings ponds, which are toxic (Pop. c. 41,000).

<u>TARTAK</u>: 1. Dem. '*Tartakasid*'. Ntn. Nation located in the north of <u>SAMMAEA</u>, to the south east of the <u>SEA OF BYSSOS</u> in a temperate-hot region to the north of the CAMMOREAN Mountains.

Tartak emerged from the militocratic state of <u>HETHA</u>, which in -87 RM fractured into two following the assassination of its elder council by its general, who became an autocrat, allowing the region to fragment – the north was scoured and its rulers exiled, fleeing farther north, eventually founding the nation of <u>JURRAS</u>⁽²⁾. The autocracy expanded, raiding surrounding lands savagely, taking treasures and knowledge with them to the capital of <u>AHSHER</u> (later Tartak), which became renowned for its riches and artefacts.

The city of Tartak⁽²⁾ was besieged by the <u>KORACHANI EMPIRE</u> and destroyed in 419 RM, beginning over five centuries of subjugation, which ended with its ceding of governance to the <u>INTERREGES</u> in 923 RM and their eventual abandonment of it altogether in 967 RM. During its tenure over Tartak, Korachani industries spread across its lands, with mining, logging and fishing operations reducing its territories to wastes.

The withdrawal of the Interreges and Korachani PATRICIANS from the state brought an influx of immigrants, including the so-called EXILED KING, who claimed direct ancestry from PRE-IMPERIAL PARTHISAN Royalty. A SHAPER of unmitigated power, he soon inserted himself as ruler of Tartak, viciously culling his opponents whenever they would rise against him. In 2053 RM he poisoned the wells of the city of SHER, effectively turning it into a ghost town. Chaos reigned for the next decade, before Korachan reclaimed power and later moved the capital to LIRAET in 2064 RM.

Parthis besieged Tartak in 2123 RM, taking Liraet in 2131 RM. Following years of war, a treaty was signed between Parthis and Korachan in 2132 RM, which saw Tartak become a vassal to the former, though Korachan kept the territory of <u>AIORACH</u> for 2,000 years. Parthis would spend the next centuries eradicating all remnants of the <u>CHURCH OF THE UNDYING MACHINE</u> that had reappeared during the empires' latest tenure there. Some of the remaining religious leaders fled south, disappearing into the <u>UMBRA SOKHAR</u> region.

Tartak has remained under Parthisan rule since then, becoming a major source of <u>UMBRA</u> for the power. The exploitation of resources continued, and following introduction of Parthisan law in 2127 RM, the <u>WHITE LEAGUE</u> established many fortresses in Tartak, as did the <u>GODSLAYERS</u>, whose frequent forays into the Umbra Sokhar and <u>KARAKHAS</u> became the basis of many local legends and customs.

The signing of the <u>COVENANT OF KHURAUR</u> in 3478 RM left the city-state of <u>KHURAUR</u>, which borders the east of Tartak, independent. Parthis immediately established links with Khuraur, trading part of its eastern border in Tartak in exchange for trade exclusivity and other privileges. In c. 3600 RM attempts were made to unite the two lands under a singular government but people from both states resisted for decades before the plans were abandoned. See Vol III: Extant Nations and Realms

2. Rui. Ancient city founded in <u>HETHA</u> in c. -20 RM. The city became a hub of culture and literature, where spoils of warfare were taken to be studied and displayed. It was largely responsible for the change in culture that overtook Hetha around the dawn of the first millennium. The city

was besieged by <u>KORACHAN</u> in 417 RM and was destroyed, where it remains, abandoned.

TARTAKASID REGENTS, the: His. Pol. Line of ancient TARTAKASID rulers who were renowned to be of gigantic stature. The present ruler of Tartak, <u>SANAKHA</u>, is distantly related to the Tartakasid Regents, and is referred to as the *Giant-king* and stands 7-ft. tall.

TARTARUCH: also 'the Sword Tartaruch'. His. Leg. Ohj. Ancient sword crafted c. –3000 RM in the height of the FOURTH AGE. Conceived in the dreams of the Savant-king of CEEROPIA (now Sabia), the broadsword was forged of METEORE mined beneath the north east of THE OLD FOREST, and ATRAMENTALLY-enchanted, making it incorruptible, near-indestructible, and capable of channelling and amplifying the SHAPING of its wielder. It became the subject of many tales and legends in the ancient world, with whoever went on to wield it invariably becoming a powerful figure.

The sword was lost in c. -800 RM by the champion <u>HEDERO OF YIIMA</u>, who was undertaking an atonement quest. It was eventually found by the <u>ARCHPOTENTATE MALICHAR</u> in -6 RM in <u>VAALK</u>, and it remains in his possession to this day.

Today, the Sword Tartaruch is a potent religious <u>SYMBOL</u>, adopted by the <u>CHURCH OF THE UNDYING MACHINE</u> as a symbol of the strength of the Archpotentate Malichar and it is seen as an icon across nations where the Church of the Undying Machine is the dominant religion, where it is more commonly referred to as the <u>HOLY SWORD</u>, or simply *the Sword*. It is also considered a sign of virility in the empire, and many wear a pewter sword necklace which is said to garner the protection of Malichar.

A 3,000-year old replica of the sword, incredibly valuable and a fine artefact in its own right, is kept as a relic within the <u>ORATORY OF SWORD</u>, in the <u>HOLY PRECINCT</u> in <u>KHADON</u>, with some claiming that it is indeed the original sword. See Vol II: Legends and Folk Tales.

<u>TARTISEI</u>: Geo. Shallow plains in the south of <u>WESTERN THANO</u> that was once a river delta. Waning sea levels saw the <u>BAY OF SJIT</u> retreat, leading to the delta moving east, leaving a fertile plain in their wake. Though south of the northern <u>POLAR CIRCLE</u>, the northern lights are still quite noticeable here.

TARUDHA: Set. Settlement in the region of <u>ILLASAN</u>, in the south of <u>JURRAS</u>^(2.), whose primary industry is the growing and spinning of cotton (Pop. c. 7,900).

TARUSTAN III: (B. 3847 – D. 3889 RM) Pol. Last king of the CORAL KINGDOM, after whose inexplicable death in 3889 RM the region was thrown into chaos for years from which an accord was struck between the 118 barons to rule together, which they do to this day. His death was never explained and many still believe that he was assassinated.

The symbol of the king's power – the <u>CORAL CROWN</u> – remains unused, preserved in a glass case behind what would have been the kings' seat in the Baron's Council Chambers.

TARUULA HAAL: Sup. Geo. Small yet highly ATRAMENTALLY TAINTED region in the north east of SAMMAEA, around the border between the far east of KHARKHARADONTIS and the west of the territories of ETHISTONITH in RHINOCOLOURA. The region was once dry scrubland, though what flora once lived here have become warped by the presence of the ATRAMENTA.

The region is categorised as <u>EXTREMELY DANGEROUS</u> by the <u>KORACHANI INSTITUTE OF ATRAMENTAL STUDIES</u>.

<u>TARVAA SORHEI</u>: *His. Sup.* Last documented witch to suffer the <u>THREE</u> <u>DEATHS</u> before the <u>WITCH WARS</u> subsided.

<u>TASAFEL</u>: Set. Fortified settlement in the south of <u>NARTHEL</u>, along the route of <u>THE SHADOW MARCH</u>. It is known for its many hostels and for its military caste that can be hired as guards for the March (Pop. c. 7,500).

<u>TASAGAN</u>: Set. Settlement in the south east of <u>CUTH</u>, on the eastern face of the peninsula of <u>HAMMINGHENG</u>. It is one of many producers of <u>EMBALMING</u> resins in the region (Pop. c. 7,000).

TASAII: Set. Large group of rural settlements in the south east of KHALHAT, 25-miles east of the capital in KHARAT. The region produces most of the food consumed in the capital (Pop. c. 4,800).

TASALAGOR: see WHITE FORTRESS, THE.

TASALOTT: Geo. Peninsula in the c of the KAZZARAN peninsula^(1.) in the west of Kazzar^(1.). It is sparsely forested and noted for rough terrain along its west and south eastern coasts. Most settlements found in Tasalott are known for hunting, particularly NARTINA, and the sale of trophies such as horns and ivory, most of which are moved south to be sold east along the IVORY ROAD.

<u>TASAMMA</u>: *Ind. Set.* City in the south west of <u>HABOT</u>, along the southern foothills of the <u>SETHIGH</u> Mountains. It is an industrial centre, with many manufactories (Pop. c. 41,000).

<u>TASAN</u>: Set. Settlement in the south east of <u>HABOT</u>. Its main industry is the quarrying of fossils that are found in the foothills of the <u>MOROSIGHI</u> Mountains, which are then sold south and traded along the <u>NACRE ROAD</u> (Pop. c. 6,800).

TASARACH: Ind. Set. Mining settlement in the north of the KORACHANI colony of CRASSULA, in the far north east of MENISCEA. It is a major producer of gold (Pop. c.8,500).

<u>TASDARQ</u>: Set. Settlement in the region of <u>FURAKISH</u> in the south east of <u>KHARKHARADONTIS</u>.

TASEM: Set. Fortified trade settlement in the north east of SARASTRO, leading to a route north into NÁRTHEL known as the TASEMIN GATE. The city has grown rapidly following the silting of the STRAIT OF NÁRTHEL, as it has become a major link in the trade-route east to the city of PHENESH⁽²⁾ and sea trade beyond (Pop. c. 32,000).

<u>TASEMIN GATE</u>: Com. Geo. Trade-route linking the south of <u>NÁRTHEL</u> with the north of <u>SARASTRO</u>, specifically the city of <u>TASEM</u>. It is not a physical gate, though it is thought that a large keep once stood in the general area now referred to as the Tasemin Gate.

<u>TASH</u>: Rui. Ancient <u>HARAN</u> colony in the lands of <u>GOETHA</u>, appearing in c. -560 RM, rising to become a powerful coastal trade-city within less than

The city was destroyed by <u>MELAYAN</u> raiders and their <u>FIRMAMENTIST</u> leaders in 991 RM, part of its eastern walls liquefied, allowing their armies entry and sack it. The now-solidified ruins of the wall still remain to this day, in the north west of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>EDICULE</u>^(L), as testament to the abilities of those raiders.

TASHATARAS: 1. Sup. Geo. An ATRAMENTALLY CORRUPTED area covering some 1,500-square miles in the north east of SUMA'YA, forming the south eastern reaches of the badlands of BAAL DAGON. Most of the area south of here was, as far as records and lore indicate, an Atramentally-active region (most evident around the area known as RUATHA) dating back to at least the FOURTH AGE, possibly earlier.

The region once fell across a well-travelled trade-route that linked the then nations of DHEA and DHAMATEA, though in around -800 RM merchants and travellers began noting strange activity and the withering of the terrain in the region, particularly 50-miles south of the caravanserai of ECHA. The mesas and buttes that had characterised the badlands crumbled under the influence of the ATRAMENTA, their rock growing brittle, taking on the appearance of dull pumice. UMBREKHA (gossamer like threads of UMBRA that are carried on winds and updrafts, slowly corrupting whatever terrain or life they finally settle upon) was ejected from freshly-formed vents in the ground, the strands carpeting the region in insipient umbra, attacking life.

In -793 RM Dhean <u>ATRAMENTISTS</u> explored the region, finding a large schism in the earth, to which the corruption was traced. No life was found around it for around half-a-mile, and what trees remained were dead, their skeletal trunks twisted and corrupted into grotesque forms. The region became synonymous with the parable of the tempter-demon Tashataras⁽²⁾, a primeval chthonic being that was punished by the <u>SCION TERATHA</u>.

The region's corruption reached a crux for some time, though another outburst of activity in -491 RM led to the widening of the schism and an increase in corruption, leading to the abandonment of the city of <u>ECHA</u> in -463 RM. Another active period in c. -110 RM left Dhea crippled and Dhamatea was effectively destroyed; its people fleeing to the north and south, where they became refugees. Following the unification of the two nations as <u>BA'AKH</u> in -29 RM and their perfection of the construction of <u>SIPHON ENGINES</u> in c. 320 RM, a large facility was approved for construction in c. 450 RM, with hopes of reducing the taint and restoring

the region to normalcy. However, the digging of foundations for the siphon engines resulted in a large earthquake, which destroyed their attempts and further widened the fissure, revealing a wretched creature, antediluvian and grotesque, buried there, chained in place, FIRMAMENTAL bonds restraining it. It was the same Tashataras that was mentioned in the MYTHOLOGIA ELYDEN.

The region is categorised as <u>HIGHLY DANGEROUS</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

2. also 'the Dweller in the Pit'. Myt. His. A primeval chthonic being that was punished by the <u>SCION TERATHA</u> in the <u>MYTHOLOGIA ELYDEN</u>. The name was eventually used for a region (1.) of <u>ATRAMENTAL CORRUPTION</u> in the south east of <u>SUMA'YA</u>, in which the chthonic being had been buried and imprisoned.

Discovered in c. 450 RM, it was found, chained in a deep hollow, held in place by Firmamental enchantments. In their fear, the people of Ba'akh called upon their most potent <u>ADUMBRAESKI</u>, who done their utmost to strengthen the seals on the place. Concrete was poured into the hole and it was sealed, forsaken, its name and memory stricken from records.

And so was the region forgotten, but in 714 RM, following the arrival of the KORACHANIEMPIRE to the region and its ceaseless need for umbra, the region was broken into and the creature, thought now to be a MESOCHTHON of the antediluvian world, was awoken. The being rampaged throughout Ba'akh for weeks, destroying (or ignoring) entire regiments of the imperial armies, its footfalls causing the earth to weaken and shrivel, umbra pouring from the prints like blood. It was finally destroyed by a ATRAMENTAL CHOIR of 343 Set, all of which were consumed by the deed. The being was slain atop an ancient ruin remembered only as INTH, its body fused with the plains of southern Ba'akh, becoming an unholy wretched feature that remains to this day shunned by sane beings.

TASHI: Sea. Bay in the north of the Sea of <u>SEA OF ORRIDA</u>, to the north of the Sea of Serpents. It is bordered by the states of <u>SEDISIA</u>, <u>GNOTH</u> and <u>OPHIUSSA</u>, to the north west, north, and north east, respectively.

TASMETUM: Pir. 'tasmetae'. Tec. Mil. Military HARDSUITS common in the REFORMED EMPIRE OF SARASTRO. They originated in VAALK (originally VAALTHA) at the tail-end of the WAR OF SUNDERING, and their use spread from there. Where most other hardsuit-clad troops in the INNER SEA REGION are used as shock troops and in siege environments, the tasmetae serve as elite forces, often working far from friendly support, or behind enemy lines.

<u>TASLACH</u>: Plr. 'Taslai'. Oth. <u>KORACHANI</u> word for doppelgangers, who are thought to be a rare form of <u>HALFBLOOD</u>. See Vol II: Classification and Taxonomy of Life.

TASSAH: 1. Lak. Lake along the border between BASSORAH^(2.) and THE OLD FOREST.

2. Set. Trade city in the far east of <u>BASSORAH</u>⁽²⁾, along the shores of lake Tassah⁽¹⁾. The city trades east with <u>THE OLD FOREST</u> (Pop. c. 89,000).

TASSAR: Lake on the border between north western BASSORAH⁽²⁾ and south eastern SKAROS, along the course of the river <u>ULAARA</u>.

TATAOL: Geo. Isolated island in the middle of the BHATHASHAL Ocean. Interestingly, the island is a near–perfect antipode to the city of KORACHAN.

TATAR: Dem. 'Tataran'. Ntn. Geo. A small independent nation in the c north west of SAMMAEA, in the peninsula of KAZZAR^(1.), east of the GULF OF ESHIRON. Its climate varies from hot and dry in the south, to more temperate in the north, though its coastal areas are known for mist as moist sea air meets the dry air moving west from the land.

Its people are descended from an early <u>FIFTH AGE</u> culture known as the <u>CHIWENOOL</u>, which fragmented in c. 500 RM, paving the way for a more prudent meticulous culture of traders, stone-masons and engineers known as the <u>SETTARS</u>, who, despite the dryness of its climate, managed to water their civilisation through ingenious aqueducts and great wells. The Settars eventually gave way to a sovereignty in c. 1150 RM, which saw dynasties of fickle kings and emperors who ruled to varied effect over the next millennium.

The <u>ALCHIARAN DYNASTY</u> came to power in 2417 RM, managing to bring a level of unity to a people that had been fractured since the rule of the Settars. In 2643 RM they became trusted allies to <u>OTINTH</u>, aiding the

nation in a war against the <u>Church of the Chained God</u> and <u>Sedisia</u>, bringing a degree of new wealth to the kingdom that further solidified its prosperity.

The discovery in 2995 RM of the plant <u>ASHHAR'S CROWN</u> and its life-prolonging properties led to a change in hierarchy in Tatar, with the Alchiaran Dynasty becoming renowned for their artificially-long lives. They grew incredibly rich and powerful by creating artificial scarcity and selling sterile cultivars to the highest bidders. The newfound wealth of the Dynasty did not filter down to the common people, whose lives became increasingly difficult.

The arrival of the <u>GODSLAYERS</u> in the neighbouring nation of <u>KAZZAR</u>^(2.) in 3148 RM brought a degree of uncertainty to Tatar, with intermittent <u>CRUSADES</u> launched against the followers of its ancient <u>CHIWENAN RELIGION</u>. These attacks were responsible for annexing large swathes of Tataran territories, leading to a lasting enmity between the two nations.

With their newfound longevity the Alchiaran Dynasty fomented a cult of personality that threatened to overthrow the millennia-old religion of the region, and by c. 3250 RM worship of the Dynasty had overthrown that of Isiratuanism. This garnered the attentions of the neighbouring Godslayers, who renewed their crusades against the nation, infiltrating its cities and spreading heretical thoughts amongst its people. They gained a sizeable following in the independent region of <u>SYRYSA</u>, whose people became vocal detractors of the Dynasty and its members' deification.

This escalated into a civil war in 3363 that dragged on for years and led to the near-destruction of Syrysan lands, but by 3372 RM they were able to amass a loyal following who late in autumn of the same year stormed the palace in <u>ASHHAR</u>, slaying the royal family. The fields where Ashhar's Crown was grown were razed, with only a tiny plot escaping their scrutiny, from which all extant Ashhar's crowns are grown today.

In place of the Alchiarans, the Syrysan resistance instated a republic drafted from all cates and classes, with an emphasis made restoring the voices of the common folk. They severed ties with the Godslayers, who proved unable to quell their fervent devotion to their nameless deity.

The republic remains in control to this day, though abuse of Ashhar's Crown is rampant among the upper-classes who now control the senate as a gerontocracy, with most senators being a full century older and far richer than the people they represent.

The people of Tatar are seen by outsiders as sinister – a generalisation warranted by their fervent worship of an eldritch unknowable deity, which dominates many aspects of their lives at home, and which many Tatarans living abroad are quick to share with others. Its people remain notable engineers and architects, and their palaces and manufactories have a distinctive art deco style that resonates across Elyden. See Vol III: Extant Nations and Realms.

TATAROS: Ind. Set. Manufactory-city in the west of <u>SARAGOS</u>, along the banks of the river <u>ISRAFA</u> between the mountains of <u>AGGOSHETH</u> and the <u>IROT</u> (Pop. c. 38,000).

TATAROSH: Ser. Settlement in the west of RHAMIA. Its main industry is lead mining (Pop. c. 6,000).

<u>TATARYA</u>: Set. Fortified settlement in the far south of the <u>TOGARMAH</u> region in <u>TEMUJA</u> (Pop. c. 16,500).

TATHARA: Lake in the east of THETIS. As recently as 2,000 years ago the lake formed part of the inlet of KATENNA, though its slow demise with the waning of Elyden's seas left a small part of it behind, forming lake Tathara, which now lies along the course of the river TSAMETITH.

<u>TATHASHETH</u>: *Leg.* Demon of <u>KORACHANI</u> legend, commonly identified with <u>TEVISHPHET</u> of <u>SAMMAEAN</u> myth.

<u>TATRAL</u>: 1. Geo. Island in the prefecture of <u>SONTADRIS</u> in the south west of <u>HOLOLACH</u>^(L).

2. Set. Settlement on the eponymous island in the prefecture of <u>SONTADRIS</u> in the south west of <u>HOLOLACH</u>^(1.) (Pop. c. 1,200).

TATRAS: Pol. Soc. Tribe in the c south west of MULCIBER, in the GROWING MOUNTAINS, in the north east of SAMMAEA. It is one of the flatter territories in Mulciber, and is bordered by the SAROD Mountains to the north west, and the ORUSOT Mountains in the east. Its southern border is dominated by lake THAIOT, which also serves as a border with OURANASSA. It is known for its five ancient monuments, which date

back to the <u>FOURTH AGE</u> and are believed to have been constructed by an ancient aiklah civilisation that once ruled the region.

<u>TATRASAN</u>: Geo. Mountain-range in the south east of the territories of <u>ETHISTONITH</u> in <u>RHINOCOLOURA</u>, forming part of the natural border with <u>PNESSA</u>. It forms part of the expansive <u>ETHISTONI HIGHLANDS</u>.

 $\underline{\text{TATRIS}}$: 1. *Lak.* Fjord in the prefecture of $\underline{\text{SONTADRIS}}$, in the far south of $\underline{\text{HOLOLACH}}^{(1.)}$.

2. Set. Small settlement in the prefecture of <u>SONTADRIS</u>, in the far south of <u>HOLOLACH</u>^(1.) overlooking the eponymous fjord. The settlement is known for its strong red wines, which are popular in the region (Pop. c. 5.300).

<u>TATRUSH</u>: Set. Fortified city in the south of <u>JURRAS</u>⁽²⁾, 15-miles from the border with <u>TARTAK</u> (Pop. c. 20,000).

TATTRAMANAH: Sup. Geo. Major ATRAMENTALLY TAINTED desert in the south of KHARKHARADONTIS, south east of the SEPULCHRAL PALACE. It was explored in c. 1200 RM by KORACHANI explorers, but proved to be impenetrable and remains largely uncatalogued to this day. The KHARKHARADONTID SCRIPTURES were discovered here and taken to KHADON.

<u>TATTURA</u>: Set. Major cotton growing region in the south east of <u>JURRAS</u>^(2.). At its nucleus is an old walled city, which is surrounded by dozens of miles of cotton fields and farmsteads (Pop. c. 33,500).

<u>TAU ISIS</u>: See. City in the far east of <u>KHAMID</u>, on the headland of <u>KHARR</u> (Pop. c. 20,000).

<u>TAULEN</u>: Set. Major city in the c south of <u>SEDISIA</u>, in the <u>ATRAMENTALLY TAINTED</u> region of <u>EGUAOT</u>. It is a major producer of raw <u>UMBRA</u>, with thousands of mines and siphon engines within its territories (Pop. c. 150,000).

TAULLEO: 1. Lak. Lake in the west of CHEIRA.

2. Set. Settlement in the north west of CHEIRA (Pop. c. 6,000).

<u>TAUREL</u>: Mil. Str. Coastal fortress in the south west of <u>TZALLRACH</u>, guarding entry into the <u>BAY OF ATTAS</u>.

<u>TAURIAK</u>: Set. Small city and <u>UMBRA</u> extraction facility in the far south of <u>TARTAK</u> (Pop. c. 15,500).

TAURU: Geo. Large region of dry plains in the north west of <u>TARTAK</u>. Like many regions that were subjugated by <u>KORACHAN</u>, the scrub plains of today are but a shallow echo of the thriving landscape that once existed here. Exploited for its resources and abandoned when they were spent, small pockets of virginal landscape still remain, hidden in valleys, where they act as a reminder of what was taken from this land.

TAVVADRA: 1. Pol. KORACHANI colony off the western coast of SAMMAEA, just south of the metropolis-state of CADERE. It is largely independent and serves as a link between Korachan and equatorial Sammaea. The island of IRREDIVIVA, 550-miles north west of Tavvadra, and its neighbours, were used extensively in the testing of ATRAMENTAL weapons, including bombs.

2. Set. Main city in the above colony, belonging to the <u>KORACHANI EMPIRE</u>. Founded in c. 2420 RM, it was once coastal, though has since become landlocked. Its link to the sea is now the city of <u>EROCHAN</u>.

It is home to one of the three <u>LANGUES</u>⁽¹⁾ of the <u>GRIGORIAN ORDER</u> of the <u>SANCTIFIED INQUISITION</u> (Pop. c. 80,000).

<u>TAYAMAR</u>: 1. Geo. Rocky peninsula in the north west of Venthir, between the <u>BAY OF BEÁR</u> in the north and the <u>BAY OF DAVKA</u> in the south

2. Set. Small coastal city in the south east of the above peninsula $^{(L)}$ in the north west of <u>VENTHIR</u>. It was once a major harbour, shipping tin and copper from mines in the west, though as the industry waned, so too did its harbours (Pop. c. 3,400).

TAYARU: Sct. Settlement in the north of the TEMPLAR STATES, in the region of AVVIRAM. Its main industry is agriculture, specifically the growing of the TSAMMA plant. The settlement originated in c. 1600 RM as a large coastal watchtower that overlooked the BAY OF SHERUSALL, which when the settlement was founded was far larger than today. The slow retreat of the sea and the diminishing of the bay saw the need for watchtower diminish, though the settlement remained active, with the

tower being converted into the governors' palaces in c. 2900 RM, for which it is still used today (Pop. c. 8,700).

TAZAAR: Set. Settlement in the c of <u>VAALK</u>, north of the <u>MALL VORAKAN</u>, 5-miles from the coast of the <u>SEA OF BASSANDER</u>. The settlement is known for its limestone quarries, which are still used to this day (Pop. c. 2,900).

TAZAM: Lan. Language that originated in c. 2000 RM from the earlier VESPERTINE language, during the apex of the of the pirate-city of TAZAYIL, in the north west of SAMMAEA. It remains today as the main language of the PRINCIPALITY OF SEPAHAUNAT. See Vol II: Languages.

TAZARANT: Set. Independent settlement in the south of THE SURRACH, between the deserts of THAMAAZ in the west and CARNETABAEL in the east. It is known for its MONITOR (2) paddocks and its mounted monitor knights (Pop. c. 20,000).

TAZAYIL: Set. City in the east of the <u>PRINCIPALITY OF SEPAHAUNAT</u>, in the north west of <u>SAMMAEA</u>. Once an independent pirate stronghold that terrorised the coast of north western Sammaea, the city and its outposts became landlocked by c. 2500 RM, by which time it had diminished in power and influence, leaving a power-vacuum in the area.

In c. 3130 RM the warlord SHEMAYAK united the various kindreds and warring groups that had emerged from its ruin. Within a century, the city had been repopulated, and the surrounding LEHLAV region was brought under his control. The influence of Tazayil grew from there and its armies brought the entire Sepahaunati peninsula together under its banner. In 3259 the name of Sepahaunat was officially recognised as the name of the nation. For the first time, and Tazayil became its capital (Pop. c. 1,100,000).

<u>TCZHEEAE</u>: Set. Fortified settlement in the west of <u>OKKHAM</u>, along the <u>RASURE COAST</u>. It is a producer of the drug <u>LETH</u> (Pop. c. 8,000).

<u>TEAAMA</u>: Geo. Massif in the west of <u>THE OLD FOREST</u>, close to the border with <u>BASSORAH</u>^(2.), and forming part of the <u>TAROS</u> massif. The region is rocky and covered in ancient water-formed canyons. Vegetation covers the area in intermittent zones that are dense and difficult to traverse.

TEACUP SOUP: Cui. Bev. Leftover meat cooked in a broth of onions, garlic, herbs and spices, served in spare teacups with flatbread. The broth is constantly left on heat with new ingredients added to it as the volume decreases.

The dish is common in tea/coffee shops across the southern coast of the INNER SEA REGION, particularly in MHAROKK and LIDEA.

TEARS OF ELEND: see UGOLOTH.

TEARS OF ZAQQIM: see ZAQQIM, TEARS OF.

TEBAQAFAIKON: Sec. Small city in the c south west of NOAVATUR (Pop. c. 15,500).

TEBENIT: Set. Settlement in the c-south east of GIBEAH (Pop. c. 7,200).

TEBERCHAA: Set. Settlement in the c of the nation of <u>DURCHAA</u>^(1.), some 9-miles south east of the capital. It is a major producer of food for the capital (Pop. c. 7,200).

<u>TECHNA</u>: also 'the Engine'. Ast. Con. Constellation in the <u>SOUTHERN HEMISPHERE</u>. See Vol II: Constellations.

<u>TECHISA</u>: *Mys. Rnk.* Mystic caste thought to originate in the <u>ANUBIAN</u>
Desert, who in c. 3840 RM arrived in the ruin of <u>DUN SVARR</u> in <u>EHBOT</u>
and resettled it with their followers, naming it <u>TECHISUN</u>.

TECHISUN: Set. City in the c of ARKOS^(1.), built over the abandoned remains of <u>DUN SVARR</u>, which was left largely deserted following raids by <u>SARASTROAN</u> slavers culminating in c. 3522 RM.

The city remained empty until c. 3840 RM, when a caste of mystics calling themselves $\underline{\text{TECHISA}}$ travelled there from the north, settling the ruins of Sun Svarr. There, they founded the religious city of $\underline{\text{TECHISUN}}$, which has become a dominant force in the region by c. 3960 RM, and which now forms a part of the $\underline{\text{SALT ROAD}}$ (Pop. c. 28,000).

<u>TECHNA SOUBIED</u>: lit. 'matriarch engine'. Sup. Med. Tec. A rare and complex <u>HEART ENGINE</u> designed to provide mobile access to <u>CLONING</u> and <u>INCEPTING</u>, usually used on military campaigns, to provide instant access to the manufacture of organ replacements and even clones whilst in the field.

At the pinnacle of <u>ATRAMENTAL</u> and <u>TECHNARCANE</u>, these engines are time-consuming and incredibly expensive to manufacture, and their maintenance is also resource-intensive. The first one was constructed in 3374 RM in <u>PELASGOS</u> and since then less than a dozen have been manufactured, and as of 4007 RM only four remain in use – two in <u>PARTHIS</u>, one in the <u>HIGH-EMPIRE OF KORACHAN</u>, and one in the <u>LOW-EMPIRE OF SARASTRO</u> – and it is unlikely that new ones will be constructed in the near-future due to limited resources and the cost of their upkeep.

In the core of the matriarch engine is an <u>ATRAMENTALLY</u>-sensitive <u>LARVA</u> that is highly attuned to sphere involving bodily manipulation and healing, which, when coupled with the advanced orthoses and technarcane machinery in which it is interred, is capable of manufacturing replacement organs or limbs in a matter of days using donated blood, marrow and flesh from the recipient. They are also equipped with <u>BIRTHING VATS</u> that are capable of incepting clones or <u>HAGHOUERS</u> in a matter of weeks, though each matriarch engine is unique and details may vary from one to another.

While in the field each such engine is accompanied by a veritable army of <u>TECHNARCANISTS</u>, technologists, <u>ATRAMENTISTS</u>, <u>DEMIURNES</u> and others, who work to maintain the engine and ensuring that the output is uncorrupted and of perfect working order. They are also typically guarded by well-trained and often augmented or vat-born elites.

TECHNACHI. lit. 'Technological beast'. Also 'Technachi'. Sup. Med. Tec. A construct of the TECHNARCANE arts common throughout the industrialised world (including the SOCIALIST REPUBLIC OF ALMAGEST, the KORACHANI EMPIRE, the SECULAR REPUBLIC OF PARTHIS, and the REFORMED EMPIRE OF SARASTRO, amongst others), that melds flesh and machine.

A technachi is a TECHNARCANE machine constructed around a mindless <u>VAT-BORN</u> core, usually a <u>LARVA</u>, that, upon its <u>INCEPTION</u> is grafted to <u>ORTHOSES</u> or grafts of varying complexity that will dictate its role forevermore. The resultant creatures, best described as mechanical constructs with a fleshy core, fulfil various roles; often as cogitators. A rare few carry a great presence within the <u>ATRAMENTA</u> (their base flesh formed from a basis made up from the brains of sacrificial <u>SHAPERS</u>) with abilities greater than the most powerful womb-born shapers, though most are little more than automaton brutes. A common example of a *technachi* within the Korachani empire is the <u>MONITOR</u>⁽¹⁾. Though costly to produce, once incepted their upkeep is relatively easy.

Though similar, a *technachi*, <u>HEART ENGINE</u>, and <u>IRON MANTLE</u>^(2.) can be distinguished in a few ways that are commonly understood within the technarcane fields:

A *technachi* is generally a series of orthoses or grafts based around a vat-born creature or a clone of artificial origin, bred and incepted specifically for the task at hand, and will, more often than not, perform like an automaton with little personality or individual characteristics.

An *iron mantle* normally takes the form of orthoses or technarcane grafts or a harness or <u>HARDSUIT</u> applied to a sapient womb-born mortal with an individual personality and full mobility.

A *heart engine* is a more extreme form of technachi, often encasing a mortal body (be it vat- or womb-born) within a technarcane engine that can at times encompass entire rooms and, which by default, is immobile and commonly catatonic. See Vol II: Technarcana.

<u>TECHNAGI</u>: Rnk. Tec. The lowest of skilled ranks within the <u>TECHNARCANE</u> vocation, performing line duties on <u>MANUFACTORY</u> floors. Their main roles are studying and implementing uses of technarcane knowledge.

TECHNARCANA: Sup. Tec. A marriage of classical SHAPING traditions (usually ATRAMENTISM) and knowledge of the MATERIA OMNA with technological techniques that provide an automation of processed that previously required much effort on the part of the SHAPER, and which may augment or otherwise enhance the acts of shaping of an individual shaper.

Most commonly found throughout the industrialised world (including the <u>SOCIALIST REPUBLIC OF ALMAGEST</u>, the <u>KORACHANI EMPIRE</u>, the <u>SECULAR REPUBLIC OF PARTHIS</u>, and the <u>REFORMED EMPIRE OF SARASTRO</u>, amongst others), this usually takes the form of engines and

machines that are powered by supranatural elements, which are fuelled by electricity and/or $\underline{\text{UMBRAEUM}}$ or $\underline{\text{UMBRISKA GAS}}.$

More complex engines, though not necessarily less common, are engines that tap into the forces of the Materia Omna to produce results that may mimic the feats that only <u>SHAPERS</u> would otherwise be capable of. Indeed, such machines may at times have in their core the body of a shaper or other creature (such as a <u>LARVA</u>) that is otherwise sensitive to either the <u>ATRAMENTA</u> or the <u>FIRMAMENT</u>. Such machines can take the form of <u>IRON MANTLES</u>⁽²⁾, which are <u>ORTHOSES</u> or suits worn by shapers to enhance their abilities; or <u>HEART ENGINES</u>, where often unwilling shapers are surgically grafted to engines.

Technarcana is responsible for many otherwise ubiquitous aspects of life around the Inner Sea, including the manufacture and distribution of DROSS, purification of air, CLONING techniques, the construction and maintenance of AMBULANTS, the application of advanced orthoses (including softsuits and HARDSUITS), and the construction of SIPHON ENGINES, amongst many others.

The origins of technarcana lie with the teachings of the DEMIURGE NYARLOTH, whose passion was in mechanics and crafting automatons, and who was a keen student of both the Atramenta and the Firmament, particularly interested on their implementations with his constructs. In 331 RM the ARCHPOTENTATE MALICHAR SOJOURNED in PORPHYR (a land with many links to Nyarloth's ancient creations and his domains) with DEMIURNES he gathered in DAEKYN, and learnt many technarcane secrets from TELEANYARA APEXEIDE, taking them with him to KORACHAN. Those secrets were rapidly disseminated throughout the empire, from which they soon spread and began to evolve to match the different cultures around the INNER SEA REGION and beyond. This is accepted as the reason why technarcana and the generally high-level of technology are concentrated around that area of Elyden today. See Vol II: Technarcana.

TECHNARCANE ELEVATION: His. Cultural and technical regression (though deemed by some to be a revolution) that followed the TECHNARCANE RESCISSION. It was typified by a stagnation of technological progression, and a descent into irrational attitudes towards technology, particularly TECHNARCANA, with the idolisation of archaic technologies that most had lost the secrets to making, which only served to further their deification.

The centuries following the decline of the <u>RESCISSIONISM</u> movement saw many of the demiurnes and technologists across the <u>INNER SEA</u> falling into a cycle of revering the machinery they operated, which in turn caused them to further defy the engines, making them revere them yet further. This became known as the Technarcane Elevation, a status quo that remains true to this day around the <u>INNER SEA REGION</u>, particularly in the KORACHANI EMPIRE.

The <u>Church of the Undying Machine</u> and its many sects and offshoots were quick to monopolise on this, 'discovering' new scriptures that overstated the title of <u>Rachanael</u> as the <u>Undying Machine</u>, linking him to the new movement, strengthening the tenets of the church.

Indeed, some think that the Church of the Undying Machine was responsible for sowing the seeds of discord that originally led to the rise of the Rescission movement, though if this is the case, the subsequent benefits were unlikely to be their end goal.

Over the centuries, the Church of the Undying Machine has doubled down on this stance, leading to the present situation where mortals are beholden to archaic technology, unwilling through indoctrination to step out of its shadow. Some nations have slowly moved away from this mentality to embrace progress, though others, such as <u>KORACHAN</u> and its dependencies, still cling to these archaic beliefs. Even nations that are otherwise advanced may harbour isolationist settlements that cling to extreme versions of this draconian custom.

TECHNARCANE RESCISSION: His. A regressive movement that gripped the INNER SEA REGION early in the 4th millennium RM, where people from a wide range of cultures, and social backgrounds came to decry technological innovation, believing that it was causing more harm to society than good.

The movement emerged in the north of <u>SKAROS</u> in c. 3019 RM in response to the economic recession that hit the region in the wake of the

<u>WAR OF THE ARTIFEXES</u>. It spread rapidly from there, reaching the capital in the <u>KORACHANI EMPIRE</u> in <u>KHADON</u> by 3021 RM, where it caught on amongst many lawmakers and patricians, from where it spread across the <u>INNER SEA</u>. It reached a climax in 3026 RM, with large mobs gathering in industrial centres, destroying machinery, in particular technarcane engines, many of which were relics that have not been replicated since.

Thousands of TECHNOLOGISTS, TECHNARCANISTS, DVERG, and DEMIURNES were slain in the widespread conflict, and the imperial army was required to quell unrest in many regions, with a horde of rioters slaughtered outside the BASTION OF STEEL in the summer of 3026 RM. The movement died down after the massacre, which saw many of its leaders killed, though many of its tenets had by then become ingrained in the collective consciousness of the Inner Sea Region, leading to a decline in technological advancement and a reliance on existing technologies. Over the ensuing decades this led to a growing irrationalism towards technology, particularly technarcana, and the near-idolisation of many technologies. This brought about a decline in knowledge of the workings of such engines as their deification increased. The centuries following the decline of the RESCISSIONISM movement saw many of the demiurnes and technologists across the Inner Sea falling into a cycle of revering the machinery they operated, which in turn caused them to further defy the engines, making them revere them yet further. This became known as the TECHNARCANE ELEVATION, a status quo that remains true to this day around the Inner Sea Region, particularly in the Korachani empire.

Parthis and its dependencies emerged largely unscathed from this time of conflict, and today these lands are amongst the most-forward thinking in terms of technology and their attitudes towards innovation.

TECHNARCANE STATION III: Int. Ind. Sup. Str. An isolated TECHNARCANE manufactory or facility in the c north of <u>SKAROS</u>. Of stark brutalist design it is known for its concrete walls that contain row upon row of slats hiding intricate technarcane engines, above which can be seen corroded metal pipes and smokestacks.

The structure was constructed in 3616 RM and began working the next year, after which the surrounding woodlands began to wither, their trees turning a sickly yellow. Today the woodlands are known as the $\underline{\text{YELLOW}}$ $\underline{\text{FOREST}}$, their original name forgotten.

The true function of the facility remains shrouded in mystery to this day. Its <u>SLAVE</u> workers are kept segregated and know little other than what they interact with directly, leading to more speculation and rumours.

There are no major settlements in the area and few people even know of the building's existence. It remains unknown why the facility was built in this area in particular.

TECHNARCANII: Nou. 'Technarcanear'. PIr. 'Technarcaniin'. Sup. Org. Rnk. An order of SHAPERS in the KORACHANI EMPIRE whose MINASTERIA⁽²⁾ has been based in the city of ZEPHANICHAN in eastern KORACHAN since 1409 RM Its members are ATRAMENTAL shapers whose SPHERE of influence involves technology and TECHNARCANA, and they are experts at interfacing with machines and communicating with HEART ENGINES and LARVAE interred within them. They are amongst the most widespread and far-reaching shapers in the Korachani empire and can be found working within the government, various industries, the military, and anywhere else machinery and technarcana are utilised.

In their most mundane application, they act as supervisors in manufactories and other industrial areas, using their abilities to calibrate the delicate technarcane machinery, delegating instructions to larvae, and soling malfunctions and glitches.

In the military they might be trained in combat, piloting <u>RIGS</u> or other engines of war. Alternatively, they may, with the aid of <u>IRON MANTLES</u> and other equipment designed to enhance their powers, be used to deal in long-range espionage or sabotage. They can also control in real time the many biomechanical shock troops employed by the army, including <u>STEEL OGHURS</u> and other forms of <u>TECHNACHI</u>.

In a more civic background, they may serve as information brokers; or might collaborate with <u>FLESHWRIGHTS</u> grafting orthoses and other enhancements onto people. The more unscrupulous examples may take part in illegal bodyjacking, whereby they take control of other people's orthoses and equipment.

Individual *Technarcanii* are typically augmented with <u>OCCLUSIONS</u> through which they interface with machinery, including rigs, by using <u>UMBILICALS</u>. Often, they will leave umbilicals of different registers or gauges attached to their occlusions (particularly the base of the neck), ready for use, though this is considered reckless by many technologists. See Vol IV: Spheres and types of Shaping.

TECHNARCANIST: Tec. Rnk. One who is involved in the field of technarcana. The term is generic and not a specific rank, though different states and organisations may use it as an official rank. For the most part, technarcanists are minor Atramentists, giving them a small suite of abilities related to their work. More accomplishes technarcanists might receive more dedicated shaping training, though would likely fill more senior ranks to most other technarcanists. See Vol II: Technarcana.

TECHNARCH: Soc. Pol. Ind. Rnk. Governors and overseers of the great fortress-manufactories and city-manufactories of PHYRR who answer only to the IMPERIARCH. Much like the Imperiarch they have slowly altered their bodies with IECHNARCANE grafts and ORTHOSES, which have prolonged their lives at the expense of their humanity, making them alien figures that evoke fear and awe in their subjects. No two are alike, though all take delight in the unique gifts and traits and that their enhancements provide them with.

TECHNARCHY: also 'technocracy'. Pol. Org. 1. form of government where rulers are technologists or members of the scientific community, or otherwise learned individuals. Examples include PORPHYR and SARAGOS.

2. Specifically, the government in <u>PORPHYR</u>. It is an absolutist monarchy, though has only ever had one ruler – <u>TELEANYARA APEXEIDE</u>, a <u>SCION</u> of <u>NYARLOTH</u>, and ancestor of the <u>SEPTS</u> of ancient <u>EHLBEZUN</u>.

TECHNO CUSTODIAN: Tec. Rnk. A civilian rank within the AIWAHAN ORDER of the SANCTIFIED INQUISITION. Members are often technologists or engineers and are tasked with protecting and restoring important pieces of technology and TECHNARCANA, many of which pre-date the rise of the KORACHANI EMPIRE and are considered relics of a past age. Though it is not typical, they do sometimes carry out field work, travelling with agents in the search of ARCHAEOTECH where their skills often prove invaluable. As a result, some individuals do have field or combat experience, though this remains uncommon.

TECHNOCLAST: Pol. Rnk. Rank within the <u>AIWAHAN ORDER</u> of the <u>SANCTIFIED INQUISITION</u>, concerned with destroying heretical technologies and removing <u>TECHNARCANA</u> from the hands of the <u>KORACHANI EMPIRE'S</u> enemies.

TECHNOCRATIC OATH: Soc. The tenets of the AIWAHAN ORDER of the SANCTIFIED INQUISITION, introduced by the Grandmaster MACHAEUS ZIDEON in 3971 RM. Neophytes must memorise them and swear by them upon their indoctrination, and they dictate the actions of the Order as a whole, pushing its agents to turn to the use of TECHNARCANE ORTHOSES – an act that seems to be on the rise over recent decades.

TECHNOCRATIC REPUBLIC OF SARAGOS: Dem. 'Saragost'. Ntn. See SARAGOS, TECHNICAL REPUBLIC OF.

<u>TECHNOLOGIST</u>: *Tec. Rnk.* One who is involved in one of various disparate fields of technology, usually the manufacture of technical equipment or involved in practical work. Many technologists are involved in the maintenance of <u>TECHNARCANE</u> machinery and the many heart engines employed in technologically-advanced cultures.

<u>TEDEA</u>: Sea. Reef 1,000-miles off the coast of eastern <u>GIBEAH</u>, just north of the island of ZAKKAR.

TEDRATEA: *Mil. Pol. Str.* Bastion on the northern shore of lake <u>INGES</u> in the c of <u>IMELKOT</u>, constructed by the <u>IMELKAN DYNASTY</u> between 1371 – 1423 RM.

TEGNO GIEVI: (B. 3974 RM) Pol. Present Knight-governor of SHOTHA.

<u>TEHDU</u>: (15,200-ft.) *Geo.* One of ten peaks (colloquially known as the <u>TEN PRINCES</u>) of the south eastern <u>A SAVI</u> Mountains, in the north of <u>AHRISHEN</u>, named after an ancient prince.

TEHEAH: Set. Settlement in the c west of GIBEAH (Pop. unknown).

<u>TEHEN</u>: Set. Settlement in the east of <u>AHRISHEN</u> with a road leading east into <u>VIRAHAN</u> (Pop. c. 10,000).

TEHETH: Geo. Presently the north western shoreline of the BITTER SEA, in the east of SAMMAEA, forming the north eastern coastline of ABACARDAT. Prior to the retreat of ELYDEN'S seas the region was part of the main sea, but today it has been left as a salty coastline, bearing the echoes of its previous incarnation. The wrecks of abandoned ships litter the region, serving as a memory of the life that once flourished there.

TEIRA: Pol. Set. One of two capitals of VENTHIR (with duties shared with the city of HETEPHEROPOLIS, fulfils a more ceremonial role and is the residence of the regent QUEEN HETEPHERES, while Teira is a more administrative centre). Teira rose from the ruin of the NATHI KINGDOM to challenge the city of VENATH in c. -50 RM, which had rallied many other settlements together. Though Venath emerged as the true city of the region (granting its name to the nascent VENATHI EMPIRE), Teira remained a powerful city and with the appearance of the sphinx Hetepheres there in -3 RM, it became the centre of a powerful personality cult by -1 RM, of which she was the head. Her worshippers travelled throughout Venath, spreading word of the cult, though in 8 RM the armies of Venath marched against Teira, exiling her and her followers to the ruins of ENAATH.

Hetepheres' disappearance in 57 RM left Teira the centre of her cult, which by then had spread throughout the cities of the region. The <u>CATACLYSM OF KHAMID</u> brought chaos to Venath in 101 RM, though Teira was luckily spared from harm due to the intruding <u>LATUARAN</u> peninsula. That, and the death of king <u>LABAISINGH</u> in 151 RM had left the city of Venath in chaos, which allowed Teira to wrest control of the empire in 154 RM, though by then it was crippled beyond repair, and the return of Hetepheres in 194 RM led to the coalescing of the sundered empire and the funding of a new capital in Hetepheropolis in 201 RM. Teira became a separate entity, outside of the new Venthiri state.

By then <u>KORACHANI</u> culture had slowly made its way into Venthir and Teira found itself as one of the most imperialised of its cities, a caste of imperial patricians known as the <u>ASHURA</u> rising in power, eventually being corrupted into a monarchy that became the cities' governing body following Hetepheres' abdication to Korachan in 361 RM and Teira's eventual assimilation into the nation. The city was almost destroyed by <u>PLAGUE</u> in 1002 RM, after which it closed its gates to the outside world, though trade was restored exactly 20-years later in 1022 RM and the city began its slow recovery.

The rise of a <u>TECHNOCRACY</u> in <u>MIDAL</u> in 1293 RM left the Ashura powerless and the house had all but disappeared by c. 1300 RM. The technocracy was moved to Teira in 1402 RM at the behest of Hetepheres following a bloody civil conflict, though was later abolished by her in 1906 RM due to paranoia.

Though the golden-age of Venthir had ended by then and the surrounding lands were in decline due to the rise of the Atramenta, Teira (alongside Hetepheropolis and MYRMICA) enjoyed a time of growth, after which it would emerge as the largest of imperial cities, boasting a population at its height in c. 2800 of 12,000,000 bodies, the greatest of the so-called GEMS of imperial lore at the time.

That number declined with the loss of Venthir's <u>UMBRA</u> processing plants and the death of <u>KITHAMAR</u> in 2821, though it remained a metropolis of various cultures, surviving relatively unchanged through the turmoil of the <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM, after which it would later slowly regain its technarcane identity, becoming one of the Venthir's few industrial cities (Pop. c. 2,830,000).

TEIRAN NECROPOLIS: Rel. Str. An expansive subterranean necropolis situated beneath the city of TEIRA in VENTHIR. It is winding, with many long tunnels across multiple different levels. The corridors are flanked by floor to ceiling ledges on which rest bodies on open display. Though not mummified, they are drained of fluids and rubbed with a salty paste before being clothed in death robes and being interred, and most naturally mummify. As they get older and fall apart, they are moved to charnel houses – deep hewn rooms – where bones are simply placed atop of each other. Any riches they were buried with are technically returned to their families at this point, but curiously very few of them are ever returned.

The crypts are expansive and stretch beneath most of the city, and construction works often break into its tunnels. The large population and ever-increasing number of dead mean that old chambers are constantly being repurposed with new extensions being built almost constantly. Its

oldest reaches are around over 4000 years old and some private crypts still include remains in them to this day.

TEIRIS: Rvr. River in the north of VENTHIR.

TEITIAN: Geo. Coastal hills and rocky area in the south east of HABOT. Prior to the waning of ELYDEN'S seas in the 4th millennium RM and the disappearance of the SEA OF ELLSALEN(1.), the hills were a chain of islands stretching west to east for over 200-miles. The islands were once inhabited by fishing communities, many of which have since disappeared. Those that remain that have adapted over the years to a landlocked life.

TEIURAH: Mil. Str. Major fortress and bastion in the south of ZHARIAH^(1.).

Constructed between c. 3505 – 3540 RM to form the backbone of a southern defence against the twin threats of QARALAM and SHEZALIAH, though it was never used for its intended purpose. Most of the bastion is now ruined, though part of the fortress remains manned, serving as the gateway through which the NACRE ROAD trade-route passes from Zhariah into Shezaliah. It has a large vaulted market and many of its old stores have been converted into storerooms and yards for merchants.

<u>TEKRACHT</u>: geo. Rocky escarpment in the east of <u>PELASGOS</u>, close to the border with <u>KORACHAN</u>.

TEL BARA: Set. City in the c south of LYRIDIA, along the course of the river HELISSOS (Pop. c. 14,500).

TEL GAMON: Ind Set. Fortified gold-mining settlement in the c-south east of LYRIDIA (Pop. c. 2,700).

TEL HALA: Ind. Set. Fortified gold-mining settlement in c LYRIDIA, along the northern face of the KYTHI Mountains (Pop. c. 3,200).

TELA: Soc. COMING-OF-AGE RITUAL in RHEA that is undertaken by all youths (known as prospects) on the first summer solstice of their 17th year. All eligible individuals undertake three tasks. The first is a task of thanksgiving, where the individual speaks before their family and community leaders, showing gratitude for what they may otherwise take for granted. The second task is one of fortitude and self-sufficiency, where individuals are taken to the wilderness no closer than 50-miles from their home at dusk, and left there to make their own way home. The third task is one of aptitude, with individuals asked to interpret a passage from the holy book of SAEWAL in a manner that is true to their character.

Upon completion of all three tasks that year's prospects are invited to a feast where they eat mastodon meat for the first time. Signifying their ascent to adulthood.

The three tasks are not contests and there is no measure of 'best' or 'worst' – all participants are invited to the feast, even if they do not complete all three tasks, though many do find their futures shaped by exemplary performances. Those who do well in the task or fortitude are invited to train to become MENHITA, elite border guards.

TELAKA: Set. Major city in the east of AHKA, along the delta of the river AMALTHEA. It is best known for 'THE ORDEALS', an ancient epic that has shaped the lives of its people for many years.

The city has been attacked by <u>KORACHANI</u> forces many times over the past decade, leading to a significant loss of population. At its peak in c. 3780 RM, it boasted a population of near 100,000, today it has decreased to a third of that (Pop. c. 78,000).

TELATH: Set. Settlement in the c of <u>ALTHA</u>. Its main industry is tinmining (Pop. c. 8,000).

TELEANYARA APEXEIDE, DIVINE MAKHANATE AND PRAEDICATE OF NYARLOTH: f. Myt. Pol. Per. (B. unknown) in the mythologies and ancient histories of ELYDEN, a SCION of the DEMIURGE NYARLOTH born in the THIRD AGE, making her amongst the oldest continuously living beings in present-day ELYDEN. She is the ruler and founder of the nation of PORPHYR and continues to rule it to this day.

She stands taller than any human, and her pale body is covered in all manner of archaic <u>ORTHOSES</u>, many of which would be considered fine relics and artefacts by other nations, with technologies that cannot be replicated today. She is aloof and reclusive, and rarely emerges from her palace, which was built at her behest above an ancient <u>SOUL-ENGINE</u>⁽²⁾ in 1635 RM. The <u>MAKHANATE</u> rules on her behalf.

She is considered one of the most powerful beings in <u>ELYDEN</u>, having been born to the <u>SEPT</u> caste of the <u>IROTHANI</u> kingdoms of <u>KATHAT</u> <u>BYAAT</u>, who ritually mated with the Demiurge Nyarloth. Not only is she

a scion, but dozens of generations before her are also direct scions of the Demiurge, making her genetically extremely close to the Demiurge, with more of his blood coursing through her veins than she has mortal blood. It is well in her power to conquer as many nations as the <u>ARCHPOTENTATE MALICHAR</u> had during the peak of the <u>KORACHANI EMPIRE</u>, if not more-so, if only she was of a more aggressive personality.

In Porphyr she is synonymous with the phoenix, which is a heraldic creature representing strength and wisdom. The design features on the national flag of Porphyr in duplicate – one representing Teleanyara, and the other representing Porphyr itself.

Children? * yes. but traits of father were not strong in her bloodline and within a few generations they were like mortals. See Vol IV: Scions, Children of the Gods.

TELEGRAPHY: *Tec.* Generally, telegraphy is the transmission of messages using codes, but more specifically it has become a shorthand term for electronic telegraphy, which is common in all developed nations in Elyden, particular around the INNER SEA REGION.

Electronic telegraphy uses electrical signals to rapidly transmit text messages through the use of telegraphy machines. Cities are connected with each other in an intricate wired network, allowing messages to be sent amongst each other against a fee per letter used, which has led to many abbreviated terms and shorthand becoming popular to save money.

Areas that have not yet been connected to a telegraphy network can still make use of the service, which is operated by shapers who are able to relay messages to others of their kind until they reach a telegraphy office. In the <u>KORACHANI EMPIRE</u> these are known as <u>COGNITARIIN</u>.

Electronic telegraphy grew in popularity in c. 3720 RM in <u>PARTHIS</u>, though within a decade it had spread across the Inner Sea Region.

TELELITH: (5,150-ft.) *Geo.* Massive crater in the <u>UHBATAQI</u> peninsula in the east of <u>SAMMAEA</u>. Over 50-miles wide at its widest point, little is known of the origins of the crater, though it is thought to be extraterrestrial in origin and immeasurably old, possibly dating back to the <u>FIRST AGE</u>.

TELEPATHY: Sup. Form of SHAPING in which an individual can read the thoughts of others. Some telepaths are able to plant thoughts or communicate with others at a distance, though specific abilities vary wildly from individual to individual. In the KORACHANIEMPIRE telepaths are known as COGNITARIIN.

TELEMA: Rui. Ancient stone colossus in the west of THE SURRACH, in the south west of the THISAMON Mountains. The settlement of TELEMON is situated within the great colossus, which is said to date to the THIRD AGE and has crypts and hewn caverns that reach deep into the earth.

<u>TELEMON</u>: Set. Settlement in the west of <u>THE SURRACH</u>, in the south west of the <u>THISAMON</u> Mountains. It is notable for being mostly contained within a colossus carved from an ancient peak of the range (Pop. c. 4,300).

TELIAN: Set. City in the c west of VIRAHAN (Pop. c. 42,400).

TELILASH: Rvr. River flowing north through the tainted regions of the TARAHID ANNEXES. Its origins can be traced to the southern face of the ASOGHAQUA Mountains, where it flows east and then north for some 400-miles, before emptying in the CAMARINAL SEA. The river was once a source of life and water to dozens of settlements along its stretch, the greatest amongst them being the cities of TENTAEL (later TANTALUM) and AKHAR, though by c. 2500 RM the increased corruption of the land – most noticeable in the expansive region known now as the HOGHSOTHAMON, caused the river to run foul, leaving most settlements along its banks deserted by c. 3000 RM.

<u>TELITA</u>: Set. Coastal settlement in the far south west of <u>ELAT</u>. Its people practice an ancient form of stilt fishing – with fishermen standing on poles in shallow waters, waiting for hours at a time to fill their quota (Pop. c. 4,000).

<u>TELKHUM</u>: *Geo.* Long rocky ridge in the c of the <u>BARRIER LANDS</u>. It once formed the southernmost extent of the <u>CHIWENOOL</u> kingdom.

<u>TELLASH</u>: 1. Rui. Abandoned city in the contested region between the south east of <u>EREBETH</u> and western <u>CYHLAGHARR</u>.

2. Set. Major fortress 30-miles north west of the ruined city.

TELLIC: Set. City in the c west of SABIA. The city is the centre of its law enforcement and military (Pop. c. 17,800).

<u>TELLORS</u>: Set. Small city and surrounding rural area in the c of <u>AETHIOS</u>, in the south of the <u>LIDONUSAN PLAINS</u>. The regions' main industries are agriculture and cattle ranching (Pop. c. 15,000).

TELLURARII. Also 'Lascharii'. Nou. 'Tellurarear'. Plr. 'Tellurariin'. Sup. Org. Mil.

Rnk. An order of SHAPERS in the KORACHANI EMPIRE, whose MINASTERIA (2.) has been based in the city of PALA (3.) in KORACHAN since 1845 RM. Its members are ATRAMENTAL shapers whose SPHERE of influence involves the stone and the earth, and they are experts are locating and manipulating it. Superficially similar to FERRIMIN, who have control over metal, the two fulfil distinct roles in Korachani industry and culture.

They are most commonly found working in the mining and quarrying industries, where they first locate specific stones and minerals, and then guide mining operations, ensuring that all available resources are located and extracted. They also play a role in the refining of these resources, where they are capable of removing impurities and altering the appearance of stones to be more aesthetically-pleasing, or to possess desirable traits for use in industry.

They are invaluable in the construction industry and military, where they are able to clear rubble or form rudimentary structures or hollows. Many trenches and simple fortifications owe their origins to the frenetic work of teams of *Tellurariin* who are often forced to work under enemy fire. The most powerful *Tellurariin* are capable of rapidly disrupting stone from the ground, interrupting enemy movements. They may also be able to use small stones as projectiles, though only the most legendary of *Tellurariin* are capable of lifting boulders in the way depicted in pulp novels and legends.

They make fine sculptors and stonemasons, shaping block of stone into sculptures or masonry for use in architecture. They can also restore old blocks, cleaning them, and returning sharp angles to stones that have become weathered. They are also of use in agriculture, where they can identify the chemical makeup of soil, advising farmers on what supplements they can use to make the best out of their farms. See Vol IV: Spheres and types of Shaping.

TELLURIA: 1. Sup. Geo. <u>DUSTSTONE</u> formation in the c of <u>AZAZEM</u>, riddled with black jagged rocks and the ruins of old quarries and opencast mines. The region is dominated by a gigantic sinkhole – the remnant of collapsed caverns beneath the feature.

2. Sup. Geo. <u>Atramentally Tainted</u> region in the c south of the <u>Umbra Sokhar</u>. The corruption has left the earth of the entire region brittle, like duststone, and the terrain is unstable, filled with sinkholes, buttes and honeycomb formations that are avoided due to their danger.

The region is categorised as a <u>MODERATE THREAT</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.

3. Geo. Vast cavern network in the above <u>Atramentally Tainted</u> region⁽²⁾, formed by ancient water carving through stone rendered brittle by the taint.

TELLURIC: Geo. Basin in the south of ALMAGEST between the cities of PALLATI and PERGAMON. It was once covered in fields, though there were abandoned centuries ago and have been reclaimed by nature, though the soil had degraded to such an extent that little grows there naturally now other than weeds and the hardiest of plants.

<u>TELLURION</u>, the: Oth. Winged <u>OTHERWORLDER</u> who guards the <u>ORERRY OF CANOLLEGH</u>. Living as an aesthete, the Tellurion converses with those who know his archaic tongue and display an intelligence it deems worthy of discourse. The creature is largely passive, though attacks those who touch the orerry it guards.

<u>TELON</u>: *Rvr.* River in the c north east of <u>AETHIOS</u>, flowing south west for 200-miles from sources in the <u>AKHET</u> and <u>SESAM</u> Mountains before meeting its parent, the river <u>SHIBBOLETH</u>⁽³⁾.

TELQATEAH: Set. Major coastal city in the c north of GIBEAH, founded in 1474 RM following the birth of the septuplet OTHERWORLDERS known as the ASTERI in MOUNT ASTER (4.) in the c of Gibeah in 1348 RM. the city was founded specifically to serve as a home to the Asteri, for whom a monolithic palace was constructed with seven annex spires - one for each of the Asteri.

The city was instrumental in the eventual independence of Gibeah from <u>UALLA MIGHA</u> in 1727 RM through the cultural schism that the Asteri engendered there. It became the capital of independent Gibeah and remains so to this day, a major political and religious centre (Pop. c. 820,000).

TELRAAS: lit. 'the Waning Shadow'. His. Rnk. Also ADUMBRAESK. In the ancient nation of DHEA (the predecessor of BA'AKH and SUMA'YA), an order of ATRAMENTAL wardens and scholars whose efforts to understand the ATRAMENTA as a means of combatting it led to various innovations, such as hermetically sealed leather suits worn in Atramentally-active regions to protect the wearer (later known as SOFTSUITS) and, perhaps their greatest legacy; the construction of the first rudimentary SIPHON ENGINES in ALBA in -92 RM.

Records gleaned from the fortress of TELRAASA in the east of LIDEA, place the origin of the Telraas in c. -470 RM, in the city of ECHA in response to a massive swell in ATRAMENTAL ACTIVITY around 80-miles south of there. That rise in the Atramenta left the region scarred, renamed TASHATARAS, after a hellish region in the nations' religion The Dheans became distrustful of anything related to the Atramenta, especially SHAPERS. Shapers came to be persecuted, forcing the newlyformed Telraas into secrecy. From the catacombs of Echa they studied the Atramenta and its domains, occasionally moving south in crude softsuits to study the region, recording the grotesqueries and misshapen flora and fauna. They remained there, using their knowledge to implement changes upon the ruin of Echa, which was abandoned in -463 RM, dabbling in true Penumbrism and rudimentary technarcana as a means to combat the spread of taint. Elsewhere in Dhea, spurred by fundamentalist priests, Atramentists continued to be demonised.

It was after another a series of severe Atramental surges that culminated in c. -110 RM, devastating southern Dhea as well as most of Dhamatea, that the Telraas revealed themselves to a beleaguered people in -103 RM, where they spread across the region, helping its cities. They helped those suffering from Atramental afflictions, giving them ALCHEMICALLY-treated unguents and poultices to mitigate symptoms and stall the spread of further disease. In -92 RM they successfully erected the first siphon engine in ALBA; a crude animal-pumped machine that slowly siphoned umbra from the immediate vicinity and collected it as UMBRISKA, which was dumped in lead-lined pits some miles outside the city. By -73 RM the city was habitable and the Telraas adopted it as their home and stronghold.

From there the order gained a massive following and much influence, and by -30 RM it had become a ruling force in Dhea and much of Dhamatea, with the champion AKH rising to full power. His martyrdom the next year to advanced Atramental taint led to the unification of Dhea and Dhamatea into Ba'akh (named in his honour), though as his death brought a new semblance of government to the region, so did it lead to its fragmentation. Its charismatic and much-loved leader gone, Ba'akh was divided amongst his 17 lieutenants, and remained so until 318 RM. Throughout this time Ba'akh was ruled by the Telraasi council, though their power began to wane by the end of the 4th century RM, where they were superseded in 408 RM by a mercantile caste that had grown powerful following the ratification of trade with HOAMM and the beginning of exportation of umbriska produced by the many siphon engines that had appeared across Ba'akh in the ensuing centuries.

In 446 RM descendants of those last ruling Telraasi founded the <u>ORDER OF BAALBETH</u>, a knightly order that would for the next centuries harass the action of the <u>MERCHANT-KINGS</u> and disrupt trade of umbra and umbriska from their fortress in the <u>LION'S MAW</u>.

When the <u>KORACHANI EMPIRE</u> conquered Ba'akh in 634 RM, the Telraasi were finally sundered, with those claiming loyalty to Korachan becoming the <u>ADUMBRAESKI</u> and those failing to renounce their old views being executed, effectively ending the Telraasi order.

TELRAASA: Mil. Str. Fort in LIDEA, on a plateau in the north of the SHIBOTHA Mountain, built in c. 675 RM following the persecution of members of the TELRAAS and the ORDER OF BAALBETH in BA'AKH following its conquest by the KORACHANI EMPIRE in 634 RM. Originally, the fortress became a base where members continued their covert war against imperial trade and use of umbra, though such activities waned

over following centuries, partially due to the rapid rise of Atramental-based industries.

Though the <u>ORDER OF BAALBETH</u> had largely disappeared by c. 1450 RM, the fortress remained the home to <u>FIRMAMENTAL</u> scholars, though fell into disuse by around 1800 RM, where it became sporadically home to various ephemeral groups and bands, though is now ruined.

TELTAHET: Geo. Island in the north west of the <u>MAIDEN ISLES</u>, off the south eastern coast of <u>MENISCEA</u>.

TEMA: Rvr. River in the prefecture of <u>TERECHANT</u>^(1.) in the c north of <u>HOLOLACH</u>^(1.). The river flows for 45-miles north from the <u>NAS SOR</u> peaks before meeting with its parent, the much larger river <u>RUAVAR</u>.

<u>TEMAKK</u>: *Ind. Set.* Major coastal city in the far south east of <u>MHAROKK</u>, overlooking the <u>STRAIT OF SHIBBOLETH</u>. It is an industrial centre, producing machinery that is used across the nation and also forms a part of the <u>RED ROUTE</u> (Pop. c. 130,600).

TEMANAT: Sup. Sea. Tainted waters off the north eastern coast of BA'AKH. The region was once known for its offshore ATRAMENTAL rigs, which now lie in ruins, rusted in the diminishing SEA OF ETHA, looming like ghosts in the misty waters.

The region is categorised as a <u>MODERATE THREAT</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES</u>.

TEMBEK: Set. Small coastal city in the south west of <u>SEDISIA</u> (Pop. c. 6,750).

TEMELACH: Set. Twin city in the prefecture of TERECHANT^(1.) in the c east of HOLOLACH^(1.). The cities straddle the banks of the river TEMA and are known for their large chalk quarries (Pop. c. 12,400).

TEMELEUCH: see <u>HERO OF A THOUSAND BATTLES</u>.

TEMELUCHON: Oth. Type of HALFBLOOD HOUSE traditionally found in PELASGOS, whose traits make them natural fighters. Many such halfbloods are warriors and mercenaries. See Vol II: Classification and Taxonomy of Life.

TEMERACHAN: Set. Independent KORACHANI colony in the far north of LLACHATUL, along the border between the nations of DURCHAA^(1,1) and ALMAGEST, and the lands of VALBAR. It is a remnant of imperial colonialism, and dates back to c. 2800 RM, before the WAR OF THE ARTIFEXES led to Almagest's independence from the Korachani empire. after the war, the empire was unable to hold on to Durchaa, which by 3101 RM would break away and become an independent nation of its

Despite this, the city of Temerachan, which until then was a refinery for the umbra pipelines that fed raw <u>UMBRA</u> south to the heart of the empire. The umbra pipelines have long since fallen into disuse, but the city remains under tentative Korachani rule, though its purpose, of which there must be, is unknown. For there must be a reason for a city to remain under Korachani rule, with no apparent resources of note, so far from the <u>HEARTLAND</u>.

Temerachan is heavily fortified and is one of few present-day regions with a standing force of <u>STEEL LEGIONNAIRES</u> (Pop. c. 40,000).

TEMMA: Sec. City in the south of <u>TZALLRACH</u>, along the course of the river <u>CHIEN</u>. It is a major agricultural centre in the region, with fields stretching up and downstream for a dozen miles (Pop. c. 29,800).

TEMMIGOR: Rui. Ancient city buried in the sands of the far north west of the <u>Dune Sea</u>, in the east of <u>ETUA</u>. Very little is known about the city, and it is believed to date back to the <u>FOURTH</u> or possibly <u>THIRD AGE</u>. It is thought to be well-preserved beneath the dunes though has not been well-explored.

TEMPESTARII: PIr. 'Tempestariin'. Sup. Org. Mil. Rnk. An order of SHAPERS in the KORACHANI EMPIRE, whose MINASTERIA (2.) has been based in the city of AGLAIA (2.) in AZAZEM since 2036 RM. Its members are ATRAMENTAL shapers whose SPHERE of influence involves the weather, and they are experts are manipulating it and predicting it, and they are amongst the most common and widespread shapers in the Korachani empire. The Minasteria is named after a caste of storm-callers who served amongst the armies of ancient SKAROS and ALMAGEST. The term is seen as roughly analogous with the firmamental sphere of CELUREISM.

Most *Tempestariin* are either employed by the <u>MINASTERIA OF</u> <u>AGRICULTURE</u>, where they manipulate the weather to aid in the growth

of crops, as well as keeping them safe from the elements; or aboard ships as maritime meteorologists, who aid in plotting safe passage and producing wind to aid in navigation, lessening the effects of storms.

They are also employed in cities across the <u>INNER SEA REGION</u>, where they help to keep streets clear of fog, smog and rain. Others continue the tradition of the ancient storm-callers, and summon great tempests that they unleash against their enemies in battle.

Many *Tempestariin*, particularly those in the military, find themselves overseeing <u>TECHNARCANE</u> <u>HEART ENGINES</u>, guiding and assisting the <u>LARVAE</u> interred within them. See Vol IV: Spheres and types of Shaping.

TEMPLAR: generic term for a knight sworn to defend a temple. The word may have a more specific meaning, based on region or organisation:

- 1. Rel. Mar. Rnk. Guardians of <u>PARISHES</u> in nations in which the <u>CHURCH</u> <u>OF THE UNDYING MACHINE</u> is the dominant religion.
- 2. Tomb-guardians in <u>AHRISHEN</u>, charged with performing cavern burial rituals and guarding the tombs of the dead.
- 3. Rnk. Descendants of imperial-commissioned guardians of the TEMPLE OF THE OLD ONES in VAALK, who, following the SUNDERING OF THE KORACHANI EMPIRE, remained there, their descendants making their home in the ruins. It is believed that they worship an ancient idol in the area, though they are fiercely insular and xenophobic, guarding the place without abandon.

TEMPLAR KNIGHT: 1. Rel. Org. Rnk. Elite troops of the CHURCH OF THE UNDYING MACHINE, that emerged as a result of its many CRUSADES into heathen lands. The Templars were responsible for rapidly erecting fortified churches in heathen lands, which would become the centre of future colonies. They were also charged with defending the churches and protecting those who lived nearby, as well as conducting missions into deeper native territory, where they would proselytise the word of the UNDYING MACHINE.

2. Pol. Rnk. More specifically, the guardians of the Shrine Of the Shadow Triumphant in the north west of the extant Templar States, where they are rulers. They emerged following the retreat of Korachani colonisation attempts in the Ehrenisian Coast in c. 2810 RM, when they willingly stayed behind to protect the Shrine and the nearby settlement of Inderachan^(2.) from desecration.

Over the years, they would continue proselytising the word of the <u>UNDYING MACHINE</u>, putting influence on certain holy texts while ignoring major aspects of the holy doctrine of the <u>CHURCH OF THE UNDYING MACHINE</u>. Eventually, this led to them being declared as heretics by the parent church in a conclave that was held in 3073 RM. Just over half a century later, in 3128 RM, they formally established the <u>CHURCH OF THE SHADOW TRIUMPHANT</u>, which remains the main religion of the Templar States and which also has a small presence in surrounding lands.

Their influence continued to increase after this time, when various surrounding settlements came under their control, and by c. 3400 RM they were in control of a few dozen cities, which collectively become officially known as the Templar States in 3402 RM, following the Council of Inderachan ratified its claim amongst the neighbouring states of KHULL and KARGAMA.

TEMPLAR, PARISH: Rel. Mar. Rnk. Every parish in the KORACHANI EMPIRE has a standing guardian whose duty is to protect the parish and its priest from harm. These Templars are typically noble-blooded, and wear traditional knightly garb — considered outdated by any other measure, but which they wear proudly, wielding large swords or gunblades in defence of their parish.

TEMPLAR STATES, the: Pol. A coalition of states to the south west of the SEA OF ORRIDA, in the north west of SAMMAEA. It is of a warm temperate climate, and has short winters with light rain, though its climate has gradually changed over the past centuries with the dwindling of the BAY OF DORRA as sea levels have dropped.

The region is named after the <u>TEMPLAR KNIGHTS</u>^(1.) that accompanied early Korachani colonisation attempts of the region, whose presence is inextricably linked with the history of the Templar States. The Templar knights were part of a <u>CRUSADE</u> initiated by the <u>CHURCH OF THE UNDYING MACHINE</u> that in 2534 RM targeted the <u>EHRENISIAN COAST</u>. As was common amongst the knightly order, their first action upon

making landfall was organising the construction of a fortified church in the north west of the extant Templar States (then under the control of KHULL). Completed in 2563 RM, it was named the SHRINE OF THE SHADOW TRIUMPHANT and became the rallying point to the crusading forces, with the burgeoning settlement of INDERACHAN^(2.) appearing around it in the following years.

The crusade pushed deep into Khullan and $\overline{\text{TRISKETHIAN}}$ territories for many years though was ultimately unsuccessful. The crusading armies fled, though the Templar knights⁽²⁾ chose to remain behind to guard the Shrine in c. 2595 RM, and were eventually responsible for the slow spread of the imperial religion to native lands accomplishing in centuries what the crusading armies had failed to do in decades.

Korachan returned to the Ehrenisian Coast a century later with more armies, hoping to colonise the region, in particular TRISKETHIA, which was rich in SOULSTONE deposits. For years its fleets blockaded ports, with troops attacking coastal targets, but the people of the Ehrenisian Coast were able to mount a unified defence. The unforeseen arrival of PARTHISAN troops in 2752 RM, brought chaos to the conflict, and they attacked Korachani and native forces alike. In 2771 RM Parthis withdrew from the war, but by then the defence had fortified its coast, and was able to counter the remaining Korachani offensives, leading to Korachan withdrawing in c. 2810 RM.

Again, the Templar knights choose to remain behind, and in 2809 RM a treaty was signed between them and the surrounding natives, with a promise that their continued presence in the enclave of Inderachan would be tolerated so long as they make no offensive actions against their neighbours. Inderachan became a haven to itinerant monks who began proselytising the word of the <u>UNDYING MACHINE</u> in surrounding cities. The annihilation of the ruling <u>SOULSEER</u> caste in the Triskethian Domains in 2852 RM created a power vacuum to the east of the Templar knights' territories, allowing their influence to spread farther, resulting in more cities turning to their faith and accepting them as leadership figures.

Over the years, their interpretation of holy texts began to diverge from those of the Church of the Undying Machine, leading to a distancing from the mother church. By c. 2900 RM the Knights templar had begun to clash with the heathen worshippers of a new deity in the region that was known as EZROKAHAELL. Neither faith was able to fully dominate the region and the two came to coexist despite the Templars' sect being branded as heretical by the Church of the Undying Machine in 3073 RM. This led to the official founding in 3128 RM of the CHURCH OF THE SHADOW TRIUMPHANT.

By c. 3400 RM, the Templar knights had become rulers of a substantial tract of land, spreading far east of the capital of Inderachan, and their territories had unofficially become known as the Templar States, a name that was ratified two year later during a council with neighbouring peoples. In 3746 RM the Templar States annexed the remnants of the Triskethian Domains, farther increasing their territories and securing the lucrative soulstone industry that had caused the latter states' collapse years earlier. In 3782 the capital of the Templar States was moved to the metropolis of OBYRYTH.

The people of the Templar States have been tempered into religious and cultural acceptance thanks to the diverse cultures surrounding them, and share little with their Korachani ancestors. Their language, known as SIADRAN, owes more to their EHRENI ancestors than it does the LANGUAGE of the first Templar knights.

The region remains one of the, if not the, largest exporters of soulstones in <u>ELYDEN</u>, and its Soulseers are unrivalled in their expertise on the subject, and their soulstone-based <u>TECHNARCANA</u> is coveted around the world.

Rumours abound in Korachan that the people of the Templar States secretly worship one of the craven deities of neighbouring <u>KARGAMA</u>, though this is refuted the Knights themselves. See Vol III: Extant Nations and Realms.

TEMPLARS OF THE MACHINE: Org. Militant branch of the CHURCH OF THE UNDYING MACHINE in the HOLY LAND OF RACHANAEL, once based in the city of SATACHAN, prior to the Church's abandonment of the region in 1241 RM following the sacking of Satachan. The templars fled east into KORACHAN with thousands of refugees.

Some of the templars remained in the south west of <u>LLACHATUL</u>, roaming the area as mercenaries, spreading their belief in the <u>UNDYING MACHINE</u> to lands where the Korachani empire never reached. Despite this, a particular sect amongst them turned to the worship of a corrupted depiction of the Undying Machine in their desperation. By c. 1500 this corrupted idol, which they carried with them in their travels, became known as the <u>CHAINED GOD</u>, and worship of it spread to <u>VETHRANDA</u> and, later, <u>OTINTH</u> and <u>SEDISIA</u>, where it remains the major religion.

The templars can still be found, spreading word of the Undying Machine, across the west of Llachatul, though they offer no fealty to the Korachani empire.

TEMPERANCE, SANCTUARY OF: Rel. Str. Ancient temple located in the east of RAONGEN⁽²⁾, in the region of YASH UYUN. It dates back to the FOURTH AGE, when the region was inhabited by the empire of HELMINTH. A caste of ascetic GIGANRI wardens from GNOTH has guarded the temple since before the FADING of the Fourth Age, as per the words of an ancient philosophical text. When their vigil began the temple was but a solitary structure, yet today, it is surrounded by the city of TIRO which first appeared in c. 2230 RM. the giganri were allowed to remain and the tradition continues to this day, with official treaties existing between Raongen and Gnoth specifically due to this.

The temple is now enveloped by <u>TECHNARCANE</u> machinery related to the <u>UMBRA</u> industry of Tiro, and is all but forgotten by the local populace, though it is still respected by the giganri who guard it. Heat generated from the machinery surrounding it keep the temperature around it to a tolerable level, and the giganri have constructed a small garden around it within the machinery.

Little is known of the philosophical text that the giganri guarding the temple follow and they do not speak with outsiders.

TEMPLE OF THE ABYSS: see ABYSS, TEMPLE OF THE.

TEMPLE OF APHRAS: see APHRAS, TEMPLE OF.

TEMPLE OF AEVITERNITY: see AEVITERNITY, TEMPLE OF.

TEMPLE OF AL GHUL: see AL GHUL, TEMPLE OF.

TEMPLE OF ANAHITA: see ANAHITA, TEMPLE OF.

 $\underline{\textbf{TEMPLE OF ARTIFICE}}\text{: see }\underline{\textbf{ARTIFICE}}, \underline{\textbf{TEMPLE OF}}.$

TEMPLE OF BETUL OLIA: see BETUL OLIA, TEMPLE OF.

TEMPLE OF BHARSHAET MAGOS, TEMPLE OF.

TEMPLE OF BLOOD: see BLOOD, TEMPLE OF.

TEMPLE OF THE BOIL: see BOIL, TEMPLE OF THE.

TEMPLE OF THE CHIEN DA: see CHIEN DA, TEMPLE OF THE.

TEMPLE CITY, the: see SOKHON.

TEMPLE OF THE CRADLE: see CRADLE, TEMPLE OF THE.

TEMPLE OF DARHAM: see DARHAM, TEMPLE OF.

TEMPLE OF THE DEMIURGES: see DEMIURGES, TEMPLE OF THE.

TEMPLE OF DIS: see DIS, TEMPLE OF.

TEMPLE OF THE ELEMENTS: see ELEMENTS, TEMPLE OF THE.

TEMPLE OF THE ELEVEN KINGDOMS: see ELEVEN KINGDOMS, TEMPLE OF THE.

TEMPLE OF EMREZEN: see EMREZEN, TEMPLE OF.

TEMPLE OF THE EMPYREAN, NEW: see EMPYREAN, NEW TEMPLE OF THE.

TEMPLE OF FAZAUT: see FAZAUT, TEMPLE OF.

TEMPLE OF THE FEAST OF THE SOLSTICE: see FEAST OF THE SOLSTICE, TEMPLE OF.

TEMPLE OF THE FORGOTTEN GODS: see FORGOTTEN GODS, TEMPLE OF THE.

TEMPLE OF GINENDEL: see GINENDEL, TEMPLE OF.

TEMPLE OF THE ICE PRINCESS: see ISATZ, TEMPLE OF.

TEMPLE OF THE IDOL OF BAPHOMET: see IDOL OF BAPHOMET, TEMPLE OF THE.

TEMPLE OF ILLATH: see ILLATH, TEMPLE OF.

TEMPLE OF ISATZ: see ISATZ, TEMPLE OF.

TEMPLE OF THE JAHINN: see JAHINN, TEMPLE OF THE.

TEMPLE OF THE JANISAARS: see JANISAARS, TEMPLE OF THE.

TEMPLE OF KETHREDHI: see KETHREDHI, TEMPLE OF.

TEMPLE OF KHAR'ILLAE: see KHAR'ILLAE, TEMPLE OF.

TEMPLE OF KIHOTA: see KIHOTA, TEMPLE OF.

TEMPLE OF THE KHANATE: see KHANATE, TEMPLE OF THE.

TEMPLE OF KYTHEA: see KYTHEA, TEMPLE OF.

TEMPLE OF THE LADY: see LADY, TEMPLE OF THE.

TEMPLE OF LACEAISCARRA: see LACEAISCARRA, TEMPLE OF.

TEMPLE OF LIGHT AND DEATH: see LIFE AND DEATH, TEMPLE OF.

TEMPLE OF THE LIGHT: see LIGHT, TEMPLE OF THE.

TEMPLE OF THE MACHINE ASCENDANT: see MACHINE ASCENDANT, TEMPLE OF THE.

TEMPLE OF METISOLLA: see METISOLLA, TEMPLE OF.

TEMPLE OF MITHRAR: see MITHRAR, TEMPLE OF.

TEMPLE OF NEMESIS: see NEMESIS, TEMPLE OF.

TEMPLE OF THE NEPHILIM: see NEPHILIM, TEMPLE OF THE.

TEMPLE OF THE NEVERDYING: see NEVERDYING, TEMPLE OF THE.

TEMPLE OF THE OLD ONES: see OLD ONES, TEMPLE OF THE.

TEMPLE OF THE PANTHEON: see PANTHEON, TEMPLE OF THE.

TEMPLE OF PARTHIA ATEX: see PARTHIA ATEX, TEMPLE OF.

TEMPLE OF THE PATRICIANS: see PATRICIANS, TEMPLE OF THE.

TEMPLE OF RENOUNCEMENT: see RENOUNCEMENT, TEMPLE OF.

TEMPLE SEA: see ESH NEMES.

TEMPLE OF THE SEED: see SEED, TEMPLE OF THE.

TEMPLE OF SHADOWS: see SHADOWS, TEMPLE OF.

TEMPLE OF THE SHATTERED ROCK: see SHATTERED ROCK, TEMPLE OF THE.

TEMPLE OF SHIBB: see SHIBB, TEMPLE OF.

TEMPLE OF SIELLA: see SIELLA, TEMPLE OF.

TEMPLE SLEEP: Soc. Rel. Religious practice common in the Neolithic phase (c. -600 – -300 RM) of <u>AHRISHENI</u> history. Holy-men would select inspired youths, subject them to rituals that would render them catatonic, before burying them in hypogea alone, where their dreams would be interpreted as omens. It is believed that this practice originated in <u>LYRIDIA</u> with the worship of the <u>ABULIA</u> and was later introduced to Ahrishen by merchants and travellers.

 $\underline{\textbf{TEMPLE OF THE SOULHAEK}}\text{: see }\underline{\textbf{SOULHAEK}}, \\ \underline{\textbf{TEMPLE OF THE}}.$

TEMPLE OF THE SPIRITHOSTS: see SPIRITHOSTS, TEMPLE OF THE.

TEMPLE OF ST. ISADARA: see St. ISADARA, TEMPLE OF.

TEMPLE OF TALLAS: see TALLAS, TEMPLE OF.

TEMPLE OF THE TREE: see TREE, TEMPLE OF THE.

TEMPLE OF THE THRICE-BORN PROPHET: see THRICE-BORN PROPHET, TEMPLE OF THE.

TEMPLE OF THE TWO-AND-TWENTY: see TWO-AND-TWENTY, TEMPLE OF THE.

TEMPLE OF UNDARRA: see UNDARRA, TEMPLE OF.

TEMPLE OF THE VARPULIS: see VARPULIS, TEMPLE OF THE.

TEMPLE OF THE VOLATA: see VOLATA, TEMPLE OF THE.

TEMPLE OF ZAR NISHUBHAL, the: see ZAR NISHUBHAL, TEMPLE OF THE.

TEMPOR: Set. Coastal settlement in the south of emirate of LIMOTH⁽²⁾ in Limoth⁽¹⁾. Its main industry is fishing (Pop. c. 4,700).

TEMPORAL KINGDOM: Phil. Common term used by members of the LEGIO EPHEMERA to represent the many civilisations of the MATERIAL PLANE, that despite their politicking, wrangling, and preening, are all doomed to collapse so that the next generation of nations and states can rise in their place. The term is specifically used in reference to the many cultures and nations that have come and gone in the FIFTH AGE.

TEMSAN: Rel. Str. City in the c of MHAROKK, south of the SOLON HIGHLANDS. It is known for its gold mines, though production is greatly

diminished from its peak in 3360 RM. It lies along the main northern route of the <u>SALT ROAD</u> (Pop. c. 20,000).

TEMUJA: Dem. 'Temujan'. Ntn. Free nation located in the c north east of CENTRAL LLACHATUL, known in KORACHAN as TEMUR, Temuja is a highland landlocked nation bordered by mountains to all sides apart from its south eastern-most borders, which it shares with MALAN. Its climate is continental, with long wet winters and short dry summers. There are few trees within its borders, but it is famed for its fertile plains and steppes on which a multitude of wildlife thrives, most notably the horses for which its people are known.

Where other nations, including heathen lands such as nearby <u>AHRISHEN</u> and even <u>SAUA</u>, have embraced the industrialisation of our times, Temuja struggles to abandon its heathen spirit-worship and largely pastoral ways.

Given its formidable natural protection from the world beyond its borders, Temuja has withstood scrutiny from afar, including various attempted <u>CRUSADES</u> that have otherwise successfully penetrated into other heathen lands. Its people are insular, at least where the Korachani empire is concerned, though are thought to enjoy economic and cultural relations with its neighbours, particularly <u>BAATAN</u>, Malan, Saua, and VIRAHAN.

Due to this, little is known to us about its politics, military and culture, though a few titbits have made their way to the HEARTLAND.

It is ruled by a <u>KHAN</u> (a tradition inherited from its ancient founder), who oversees a representative council known as the <u>PLAINSLEAGUE</u>. Its cities, known as <u>GREATTOWNS</u>, send representatives to the capital, who sit in a council to vote on matters of state and to put forth petitions to the Khan and his advisors. Its military favours defensive and evasive tactics, with great fortresses situated in the mountains surrounding its lands, looking beyond its borders, outside, particularly to the west onto the <u>DESOLATION OF ASTUDAN</u>, from which various incursions have come in the past. Traditionally, it was known for its expert horse-archers, though today many have traded bows for crude single-shot

Rifles that would be considered antique curios by imperial quartermasters. Its people practice a heathen form of animism, where the spirits of the dead are revered. Above these familiar spirits are the so-called <u>TUTELARY SPIRITS</u> – each with the traits of a particular animal with which it shares a visage, to which prayers are directed in times of need. See Vol III: Extant Nations and Realms.

TEMUJAN CALENDAR: see CALENDAR, TEMUJAN.

TEMUJAN DEATH WORM: see HARHAI.

TEMUJAN SPIRITUALISM: Mys. Rel. Religion practiced by the people of TEMUJA, which venerates a pantheon of spirits (known as TUTELARY SPIRITS), each of which holds dominion over a particular aspect of life. These spirits are prayed to in times of need, though every person chooses a tutelary spirit when they come of age to serve as a guardian spirit. See Vol IV: Religion and Cults.

TEMUJIN: *Lan.* Language of <u>TEMUJA</u>. The alphabet forms the basis of three distinct tongues: courttongue; an official language spoken by nobility and officials. All records are kept in courttongue; Low Temujin: the common tongue, spoken by everyone. The written form is somewhat crude, especially as many who speak it cannot write; and <u>TRADETONGUE</u>: a language common throughout the east (as well as other lands, including <u>GÂTHA</u>). See Vol II: Languages.

TEMUR: Lan. KORACHANI name for TEMUJA.

TEN PRINCES, the: Geo. Mountain-range in the north west of AHRISHEN forming the south eastern-most expanse of the larger A SAVI range. The name is more specifically used in relation to the ten largest peaks of the range, which are named after princes from Ahrisheni history. The peaks, from north to south, are: TEHDU, LEHANN, DAHEN, SANGEN, EDENNA, RENGAR, EHSHUL, RASHA, ENNU, & SHALAN.

TENASAAR: *Rvr.* River in <u>LLACHATUL</u>, to the north of <u>THE INNER SEA</u>, acting as a border between the east of <u>HOLOLACH</u>⁽¹⁾ and the west of the <u>MULL CITY-STATES</u>. The river flows for 450-miles from its source in the south east of the <u>TOLIASOR</u> Mountains before reaching its mouth at the <u>BAY OF BOKKA</u>. The southern-most 120-miles of its course are flanked by low cliffs, forming a canyon system up to 10-miles wide at its widest.

TENDARI: Soc. Pol. PARTHISAN PATRICIAN HOUSE that in c. 3480 RM colonised the island of JIRIDUN (now OD MEGINNAS) alongside Houses of CAELMONT, SELVARSHI, TAELIS, and VALTARIS. Together, those Houses formed trade arrangements with the local government of Jiridun, marrying into each other and with local nobles to secure power. This allowed the Houses to settle the land, taking over overlooked industries that were of importance to Parthis.

In 3597 RM House Valtaris orchestrated a ruthless culling of its household, including House Selvarshi, where many ancillary parts of the House were either sent to Parthis or other far-flung corners of Elyden, effectively castrating them of power and denying the House the privilege of inheriting any of the holdings of the family. This was a damning act that earned the PATERFAMILIA of House Valtaris the enmity of House Tendari and the other Houses, and it is thought that he was responsible for many mysterious deaths and disappearances, but it ultimately paid off and by 3630 RM the family tree had been sheared down to size, consolidating the power amongst a handful of individuals, and ultimately serving a death knell to the House Tendari and the other Houses with which it had once been allied. See Vol II: Patrician Houses.

<u>TENDAT ITRUSH</u>: Sea. Small coastal sea off the west coast of <u>TAAN AN</u>, in the south west of <u>SAMMAEA</u>, flanked to the west by the islands of <u>VARIAN</u> and <u>CYDARIA</u>.

TENDUT: Com. Set. Small fortified city in the south west of TEMUJA. It forms part of the GREAT ROAD trade-route that links the nation with BAATAN^(1,), VIRAHAN and AHRISHEN beyond. As recently as c. 3750 RM it was little more than a loose collection of villages and goatherder huts that developed into a caravanserai, which continues to grow today as caravans and merchants pass by, bringing money and trade to the region (Pop. c. 18,200).

TENEJU: Set. Coastal settlement in the far south east of <u>RAONGEN</u>^(2.), overlooking the island of <u>COII</u> in the <u>BAY OF ORAT</u>. Its main industry is the cultivation of <u>EVOLAM KELP</u> (Pop. c. 4,300).

<u>TENEROSA</u>: *Set.* Settlement in the c of <u>IZABAL</u>^(1.). It is a major course of iron to the nation (Pop. c. 7,500).

<u>TENERRA</u>: Geo. Flat plains in the north of <u>HARAPPA</u>(3.), which are prone to flooding.

<u>TENE</u>: Rvr. River in the north of <u>HARAPPA</u>(3.), flowing north following a bifurcation from the river <u>TOTHA</u> 7-miles west of the city of <u>TOTH</u>. It has a sizeable delta that is used for farming.

<u>TENEAT</u>: Set. Coastal settlement in the south east of <u>GIBEAH</u> (Pop. c. 4.000).

TENELLA: Rvr. River in the north of WESTERN SAMMAEA, flowing south east across the north of <u>KARGAMA</u> for 600-miles, before meeting with its parent, the river <u>WOLMASH</u>.

TENELOCH: Set. southern-most of the three major LACER ENCLAVES in NORTHERN SAMMAEA, between LIDEA and SUMA'YA. Though the other two are in eastern Lidea, Teneloch lies in lands contested between Lidea and N'RAKH in the western face of the SHIBOTHA Mountain, overlooking the GASHAN valley.

Tenelochi lacer are the most outgoing of their kind in the region, bringing conflict to Gashan traders and pilgrims undertaking THE SHADOW MARCH to ASOA. They are also protective of their lands and have been known to ally with the LIDEANS in defence of AANTHA raids, though deals made with SIRIPHAGAN merchant lords have allowed an offshoot of the SALT ROAD to access its territories to reach the south east of Lidea (Pop. c. 4,400).

TENGAR: Geo. Roughland region in the west of TEMUJA, between the LONELY MOUNTAIN of EROCH MAER, and the southern-most reaches of the ENEARHI Mountains. The region is known for its rounded volcanic plugs that diminish to the north as they meet the VALAR PRINCIPALITIES.

<u>**TENIM**</u>: 1. Sea. Bay in the south of <u>LIMOTH</u>^(1.), in the west of <u>THE CONSTELLATIONS</u> island chain.

2. *Mil. Str.* Major coastal fortress in the south of <u>LIMOTH</u>^(1.), guarding the entrance into the <u>BAY OF LIMOTHEA</u>^(2.).

TENON: 1. Set. Major harbour and city overlooking the <u>SEA OF YMEA</u> in the north west of the <u>CITIZENRY OF THALI</u>. It forms a part of the region of SIBBION^(2.)(Pop. c. 124,000).

2. Ind. Set. Mining settlement in the c of SABIA (Pop. c. 4,100).

TENRA: (5,300-ft.) *Geo.* Peak in the <u>EROCH MAER</u> in <u>TEMUJA</u>. It is home to the High-temple of <u>DHU TENRA</u> and the <u>BELL</u> of <u>DASTAN</u>.

TENRA, THE GOOSE: Mys. Rel. In the spiritualism of TEMUIA, the tutelary spirit of the sky, representing freedom.

TENTAEL: Mil. Str. Fort constructed in the north of SAMMAEA by the FOURTH AGE culture of ERASHA, later becoming the city of ERON SOTH, with the old citadel becoming a dwelling to the ruling family with the city growing around it. It became capital of OPHAM in 757 RM.

In 1462 RM the <u>CHILD'S COURT</u> was relocated to <u>HOLOTHAN</u> (by then known as <u>OPHRAM</u>), leaving Tentael a shadow of its former self. It would re-emerge years later as the city of <u>TANTALUM</u>.

<u>TENOU</u>: Set. Settlement in the south of <u>PARAIYA</u>, in the region of <u>GOUSON</u>. Its main industry is herding and animal husbandry (Pop. c. 2.000).

TENTH: Set. Settlement in the c north of <u>GIBEAH</u>. It has major links with the <u>CHURCH OF ARAK</u>, and was one of the first settlements to be affected by the birth of the <u>ASTERI</u> otherworlders in 1384 RM (Pop. c. 8,000).

TEOMAH: Com. Set. Trade town in the north west of MOAH. The settlement trades north west with DHAR in KHALHAT (Pop. c. 7,800).

TEORU: Geo. Region in c north east of <u>KHARKHARADONTIS</u> known for its many tar-pits. Local legend claims the pits are bottomless, and creatures that lose their lives in them are transported to the underworld where they are granted a semblance of life and haunt the lands above.

TEPHRA: Set. Settlement, known for its arable farming, in the c west of THE SURRACH, in the HATHURAN valley between the THISATHON and MISHANOS Mountains. Its soil is known to be fertile, possibly from ash deposits and lava from the nearby MT. DRAR (Pop. c. 10,000).

TERA: Lake in the c of <u>ALMAGEST</u>, forming part of the flow of river DANUR.

TERAMA UNA: Str. Major fortress in the c-south east of JURRAS^(2.), in the northern foothills of the INNORADOS Mountains. It is the headquarters of PATRICIAN HOUSE OTTUSARA and is considered one of the most heavily fortified and well-defended non-military structures in ELYDEN today. It is home to REVAHAZ OTTUSARA VIII, the present-day paterfamilia of the House, who rarely leaves the safety of his citadel.

TERAMAPHIA: 1. lit. 'Angel's Lake'. Lak. Lake in the north of the HARÉSHKI CITY-KINGDOM of PALUS. Its name is derived from angelic visions experienced by a girl there in 2287 RM, prophesising the death of the king and end of the monarchy eight years later. The name emerged in 2295 RM.

2. *Oth.* Name given to the <u>OTHERWORLDER</u> that is said to have appeared before a young girl at the edge of the eponymous lake^(1.) in 2287 RM. The cult of <u>TERAMAPHIANISM</u> became responsible for various hospices around the <u>HARÉSHK</u> as well as surrounding lands, such as the south of AHRISHEN and TAMAR.

3. Set. City in the north of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>PALUS</u>. It was a major city in the Haréshk, its growth fuelled by pilgrims who sought out the lake^(1.) where an otherworlder appeared^(2.) in 2287 RM.

It has since begun to recover and, after the ruination of <u>SAUL</u> during the same conflict (the duchy's former capital), Teramaphia has found itself on the way to becoming the region's new centre.

4. *Rel. Str.* Temple erected on the edge of lake Teramaphia^(1.) in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>PALUS</u>, around which a settlement later appeared^(3.), growing slowly into one of the region's larger cities (Pop. c. 15,500).

TERAMAPHIANISM: Rel. MYSTERY CULT prevalent in the HARÉSHK that is observed by women, in which the OTHERWORLDER TERAMAPHIA^(2.) is worshipped. The cult is responsible for operating hospices throughout the Haréshk, as well as in parts of Ahrishen and Tamar. See Vol IV: Religions and Cults.

TERAPH: 1. Geo. Island inside lake KETER in the c of GNOTH.

2. Rui. Ancient gnostic temple on the above island in the c of GNOTH.

TERARA: 1. Pol. One of three prefectures that make up LYRIDIA DHAI, which was became a free nation following the disappearance of it

tyrannical ruler disappeared in 3742 RM, following years of subjugation before which it had been a KORACHANI INTERREGNUM since 1704 RM. 2. Pol. Set. City in the south west of LYRIDIA DHAI, and one of the few cities to remain under the control of the INTERREGES, effectively acting as the regions' capital, serving pilgrims undertaking THE SHADOW MARCH. The city is also renowned for the hall of reliquaries behind its main cathedral, which is visited by many pilgrims. The city was famed in antiquity (under the LYRADEAN government at the dawn of the first Millennium) for its fishing fleet; a trait that remained true throughout the first millennium of KORACHANI dominance, after which overfishing and the pollution of the sea saw its trawling diminished.

Following the departure of the last of the Interreges in 3742 RM, Terara became one of three major cities in Lyridia Dhai and by 3892 RM its territories had become firmly established around the idol of $\underline{\text{MALICHAR}}$ $\underline{\text{OZHA}}$, with $\underline{\text{VEPAR}}$ taking the north and $\underline{\text{COTHON}}$ the south east. Today it forms a vital link in the $\underline{\text{RED ROUTE}}$ (Pop. c. 331,400).

<u>TERARINE</u>: Set. Settlement coastal city in the north west of <u>THE VORANDINE</u>, at the mouth of the river <u>GALK</u>. Its main industry is the harvesting of <u>EVOLAM</u> kelp that is vital to various modern <u>ATRAMENTAL</u> industries, including <u>CLONING</u> and <u>FLESHWRIGHTING</u>.

Like many other coastal settlements in the north west of the Vorandine, Terarine has recently reported increased cases of people going missing at sea, with merill abductions blamed by an increasingly distraught populace (Pop. c. 7,400).

<u>TERATHA</u>: f. Myr. His. In the mythologies and ancient histories of <u>ELYDEN</u>, a <u>SCION</u> of the <u>DEMIURGE</u> <u>NEITH</u>^(1.), and was considered amongst one of the purest and most beautiful of the scions.

She was a deity to various regions, including, most recently, <u>PRE-IMPERIAL BA'AKH</u> in the form of the religion known as THE TERATHA.

She was considered the favoured of her mother's children and many of her siblings resented her for it. Many contemporary accounts depict her as vacuous and blind to the darkness of <u>ELYDEN</u>, having lived a sheltered light under the cosseting light of Neith. See Vol IV: Scions, Children of the Gods.

TERATHA, the: Also 'Cult of the White Moon'. Rel. Religion of DHEA and, until the dominance of the KORACHANI EMPIRE in the region, BA'AKH. The religion's roots lie in the early FIFTH AGE in c. -1400 RM, when the predecessor of Dhea, ASADEA, uncovered the remnants of an ancient temple in the SIELLAN HIGHLANDS some 85-miles west of the DAARKEN coast. Believed to be dedicated to the DEMIURGE NEITH(1.1), the temple was explored and its carvings interpreted as divine will (indeed, the carvings would go on form the basis of the Asadean language and even gave the highlands in the vicinity their name – Siella being the name for the IVORY MOON), with a religion of sorts emerging from them and the astronomical observations that had become common in the region. observations of the Ivory moon were central to the growing faith, which promoted purity and martyrdom.

The appearance of <u>SVATHI</u> migrants and their appropriation of Dhea and their founding of new settlements there in c. -1250 brought much chaos to the region. Their subjugation of the Asadean natives, who became the lower classes of the rising Dhean culture, saw the cult of Siella becoming ever-more popular, to the extent that it filtered across the region, finding a home in many of the new cities, where it developed into disparate sects, each developing past its original roots. This led to a diglossia of the religion, with various cities rivalling one another and the purest form remaining alive through the lower-classes – the descendants of the original Asadeans.

It was to this religious climate that the HARA emerged. She penned the now-legendary BOOK OF TERATHA in -943 RM, following three years of visions under the light of the full Ivory Moon. Through her work was the original Cult of the White Moon reestablished and the various false sects abolished, with the HIGH-TEMPLE OF TERATHA built in c. -905 in the city of QRA(3), which became the home of an emergent religion; the Teratha. The new religion helped unify the disparate cities of Dhea. Ora grew powerful through the religion and Lara's leadership, whose death in -831 RM led to a year of mourning there. Her body was buried beneath in the temple, and the Book of Teratha is kept above her tomb. Both became potent relics of the faith, the faith prospered through Lara's passing.

Ora was attacked by <u>CONTH</u> in -813 RM. The siege was short and bloody, ending in the sacking of the city and the looting of the temple, during which the body of Lara and the *Book of Teratha* were lost, alongside other treasures and relics. The Teratha, much like the city of Ora, never truly recovered, though it lingered through the coming centuries, finding strength through the regions' hatred of the <u>ATRAMENTA</u> and its effects. As Dhea and its southern neighbour <u>DHAMATEA</u> found themselves assailed by the Atramenta in c. -190 RM, the Teratha found a following once more amongst those affected by its corruption, turning once more to the writings of Lara in search of solace. Dhea and Dhamatea emerged from that time as the nation of Ba'akh, which adopted the Teratha as its faith.

The appearance of Korachan in Ba'akh in 633 RM left the worshippers of Teratha devastated – over 600,000 innocent followers of the Teratha were taken from settlements across Ba'akh to the platform of HADAAL where they were sermonised by the ARCHPOTENTATE MALICHAR before they were taken north as slaves to imperial cities. That day signalled the end of the Teratha as an organised religion – EXOCRINES and ICONOCLASTS (2) scoured Ba'akh, obliterating all sign of the religion, slaying its faithful and destroying its holy places, until some centuries after the first appearance of Korachan in the region, it was destroyed.

Despite its obliteration in Ba'akh, the Teratha survived through the thousands of slaves that were sent across the empire. They took the religion with them and spread it amongst the slave-caste of the empire's cities, becoming a secretive cult. The cut was unearthed by iconoclasts and various cells destroyed between 750-1000~RM and though its main adherents were destroyed it is thought that the cult remains to this day. See Vol II: Religions and Cults.

TERATHA AND VOLUPIS: Myt. His. The tale of TERATHA and VOLUPIS is one of immense age, dating back to the FIRST AGE OF MORAL LIFE. Somehow it is still told in regions of northern SAMMAEA, particularly in AETHIOS, though to what degree time has corrupted it is unknown. What follows is a transcript of the tale as told by an Aethiosi DIELOT:

When the world was new, its skin only freshly shaped; the harsh caress of time still unfelt, there were the <u>FATHERS AND MOTHERS</u>. Seven mortal children were gifted to each of the Fathers and Mother by the Sire, but they were lesser offspring of greater parents. The true scions of the Fathers and Mothers were those born of a union between the mortals and Fathers and Mothers. Two such scions were Teratha and Volupis. Volupis was lustful and while he could lay with any woman he wanted, he desired only Teratha, whose vestal beauty was second only to her Mother's. Teratha refused Volupis seven times before he took her forcibly. Teratha was distraught and cried herself into an early grave, where her eyes became the spring of a great river. In the river was born the unwanted child <u>SCIDRA</u>, who forsook his father's line and wandered the land, spreading iov and merriment.

The Aethiosi tale differs from other, more reliable accounts of the story, in a few notable instances. The river mentioned in the story is almost certainly the <u>SHIBBOLETH</u>, which is commonly attributed to the <u>DEMIURGE</u> of the same name. The story seems to overemphasise the wanderings of Scidra, perhaps in homage to the djelot; himself a person who spreads joy through his tales. See Vol IV: Scions, Children of the Gods.

TERATOMA: Set. City-state in the east of SAMMAEA, just north west of the FLAMING SEA. The city is located on a natural ATRAMENTAL LACUNA, thought to link directly to the BLACK FOUNTAIN, lending both the land around it as well as the flora and fauna that inhabit its environs a tainted appearance. Its people, tainted humans, are ATRAMENTISTS of the highest-degree and devote their lives to collating its effects. It is located close to the rift valley of HUAEZON (Pop. c. 43,000).

TERATOPHILIA: Soc. Sexual attraction to those <u>DEGENERATES</u> and <u>WRITHENS</u> commonly attributed to those of the <u>HIGH-</u> and <u>LOW-EMPIRES</u> and other regions where such creatures are common. In the majority of cultures, it is considered a sexual aberrancy, though in others it may be tolerated or even encouraged.

TERATORN: Fau. Large vulture-like bird, common along the north eastern coast of SAMMAEA, from NÁRTHEL in the west all the way to GIBEAH in the east, where it is most common.

At their largest, individuals have been recorded as having wingspans of up to 18-ft. See Vol II: Classification and Taxonomy of Life.

<u>TEREA</u>: Sea. Sea off the north western coast of <u>WESTERN SAMMAEA</u>, to the north west of SATHAII.

<u>TEREBBA</u>: Set. Small city in the north east of <u>SARASTRO</u>. Its main industry is the distilling of turpentine from its vast terebba pine groves, which have been in use for millennia (Pop. c. 12,000).

<u>TEREBBA PINE</u>: *Flo.* Trees common to the north east of <u>SARASTRO</u> and north western <u>VENTHIR</u> that are used in the production of turpentine.

TEREBINTH, ORDER OF: Org. Ascetic order in GNOTH, founded in the city of TIPHARET in c. 900 RM. The order is still based in the city, though has temples across Gnoth and beyond, including AQUARIIA, OPHIUSSA, eastern RAONGEN^(2.), and SEDISIA. The order maintains the forest and other natural regions in Gnoth, particularly close to settled areas.

TERECHANT: 1. *Pol.* One of eight prefectures in <u>HOLOLACH</u>^(1.), controlling its south east, around the plains of <u>EGRISS</u>. Its controlling city is Terechant^(1.).

2. Set. City in the c-south east of $\underline{HOLOLACH}^{(1)}$, along the course of the river \underline{RUAVAR} . It forms a vital link in $\underline{THE\ WAY}$ trade-route, providing lodging to merchants and large auction houses where they can trade (Pop. c. 52,500).

TEREEN: Rvr. River in c CUTH, flowing south west for around 275-miles from sources in the MO-ORASSIM and CUTHADDUAM Mountains before reaching the SEA OF BALIMAN.

<u>TEREJA</u>: Set. Cluster of as many as two dozen settlements in close proximity to each other in the c north of <u>TEMUJA</u>. It is a major agricultural centre, with miles of fields surrounding it (Pop. c. 17,500).

<u>TEREKION</u>: also 'the Spine of Pelasgos'. Geo. Large rocky mountain, stretching for 500-miles down most of <u>PELASGOS</u>. The name Terekion is a corruption of ancient old Pelasgosi earth deity, from the early <u>FIFTH</u> AGE.

TEREKON: Set. Major coastal fortified city in PELASGOS, named after the slag mountain TEREKION at the foot of which it is found. The VÁMAN SANCTIFIED ORDER OF THE INQUISITION was founded here and its presence was responsible for the growth of the city. Today it forms a vital link in the course of the RED ROUTE and it has also been home to the IMPERIAL COLLEGE OF FABRICATED INCEPTION since 3718 RM, before which it was located in the MHAROKKIN city of EBERUK.

It was a major military harbour during the <u>WAR OF SUNDERING</u>, and suffered against <u>SARASTROAN</u> naval harassment throughout the conflict, though tis military institutions later moved elsewhere (Pop. c. 480,000).

<u>TEREO</u>: Set. Small city in the south east of the tribe of <u>LEGEO</u>, in the c south of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is known for its secretive <u>SHAPERS</u>, and its government is thought by some to be puppets of powerful <u>ATRAMENTISTS</u> (Pop. c. 12,000).

TERESIC: Rvr. River in the c of OKKHAM, flowing 250-miles west from sources in the Nesae and Okkhami Mountains, before emptying into the BAY OF REHNOSS.

TERESTA: Set. Settlement in the c south of TAHALL (Pop. c. 8,500). *

<u>TEREVAS</u>: Soc. Org. One of the 17 <u>Grand Houses</u> of the <u>Nacre League</u>. The House is based in the nation of <u>Phyrr</u>, though has over the years found its ranks 'infiltrated' by various <u>Technarch</u> bloodlines that have united with it in marriages of convenience designed to increase the reach of the Phyrran <u>IMPERIARCH</u>.

House Terevas specializes in the arms trade, dealing in weapons, armour, military supplies, and <u>TECHNARCANA</u>, and is known for producing some of the finest weapons in <u>SOUTHERN SAMMAEA</u>. It is very selective of its trade partners, being careful not to arm potential enemies. As a result, its brokers are shrewd negotiators and have a notable black list of individuals and entities, many of them third or fourth parties acting on behalf of other Houses, that they do not trade with. The house is a key arms dealer to the forces of the Nacre League and its closest allies, particularly in the ongoing <u>NACRE WAR</u> with <u>MAENMIST</u>, which has made the House (and its defacto controller, the Imperiarch of Phyrr) very wealthy.

<u>TERIA</u>: 1. Set. Main city in the region of <u>TERION</u>, in <u>THE SURRACH</u> (Pop. c.55,000).

2. Lan. Saviudi dialect spoken in TERION. See Vol II: Languages.

TERION: Dem. 'Terion'. Ntn. Autonomous region to the west of THE SURRACH in the north west of SAMMAEA. A series of insular rulers between 1800 – 2100 RM led to it declaring its independence from the Surrach, which it maintains to this day. There is little land travel in and out of Terion, barring merchant caravans trading essential goods. See Vol III: Extant Realms and Nations.

TERMADA: Set. City in the c west of SABAISA. It is located along the course of a river and has a small yet thriving harbour (Pop. c. 38,000).

TERMAGANT OF BELDAM, the: Oth OTHERWORLDER born of the star WORMWOOD, which was extinguished on the night of the 3rd KAIONAL of ASHTALEN. The date of her rebirth is unknown, but is commonly thought to be uncharacteristically close to the death of the star that presaged her rebirth.

TERMITE WORM: Sup. Fau. Gigantic vermin found in the east of the HOGGOTHA ISZ that have evolved over millennia of exposure to ATRAMENTAL forces, likely originating far to the north in KHARKHARADONTIS. They can grow to 30 – 50-ft. long and are named after their appearance, with heads and mandibles echoing termites and their long worm-like bodies. They are fearsome hunters, spending their days half-buried in scree, dust or soil, pouncing upon prey (which includes MORTALS), that they detect through sound and vibrations.

Tales abound in <u>AKANTHRA</u> and <u>KHAR NADUL</u> of denizens of the Hoggotha Isz breaking these abominations and riding them like steeds. See Vol II: Classification and Taxonomy of Life.

<u>TERN</u>: 1. Lake in the c of <u>KASPIA</u> along the course of the river TARAGEA.

2. Set. Settlement in the c of $\underline{\text{KASPIA}}$ at the edge of the above lake (Pop. c. 4,000).

TEROMAXIA: Set. Major city in the south of <u>ATARAXIA</u>, along the course of the river <u>TEROSH</u>. The city is an industrial centre and is dominated by manufactories. The waters of the river downstream of the city are tainted by the many industries that pump waste into it (Pop. c. 390,000).

TERONUH: Set. Small fortified city in the east of <u>ELAT</u>. It is a military centre and thought to be a hub of Elatin espionage in the east (Pop. c. 20,000).

TEROSH: Rvr. River in the south of <u>ATARAXIA</u>, flowing east for 450-miles from sources in the <u>KATTAR</u> and <u>AGNOS MOUNTAINS</u> before meeting its parent, the river <u>MALAKAH</u>.

TERRACE OF THE SYBARITE: Rui. Ruin along the border between the south of PARAIYA and the north of the UMBRA SOKHAR wastes. The ruin takes the form of a half-crumbled platform with granite tiles set in an intricate pattern that can only be appreciated fully from above. It is the site of a sporadic pilgrimage of SHIE and other related individuals that takes place every six years, at the time of the closest full BLOOD MOON to the Summer Solstice. Occasions when the full moon falls on the night of the solstice attract the most pilgrims. This event was last documented in 4007 RM, when both moons were full on the night of the Summer Solstice and the howls of the revels could be heard from miles away and lasted for days.

<u>TERRESH</u>: *Geo.* dry canyon system in the south of <u>KARGAMA</u>, forming its southern border with the <u>VESPERTINE LEAGUE</u>. It was once a tributary of the river Wolmash, though its course ran dry millennia ago. Signs of the old river remain to be seen to this day.

TERRION: Fau. Flying lizard common in MENISCEA. Around the size of a wild cat, they are able to fly through lift generated by their oversized fore limbs, which bear webbed skin between their elongated fingers, which stretches to their abdomens. They have long tails, which they use for stabilisation while in flight, and for balance while on the ground. Their hind limbs are atrophied and bear a single large claw that is used to attack prey, defend themselves as well as to perch on branches and cliffsides. They are common in relatively arid areas and subsist on blood - they attach onto larger animals using the claw on the hind limbs to produce blood and to hold on to the target while they drink the blood. See Vol II: Classification and Taxonomy of Life.

TERRIS: Set. Largest city in the prefecture of SONTADRIS in the south of HOLOLACH^(1.). The city is famed in the region for its 2.5-mile lock, connecting lake LO HAIVAN with lake LO FARRAVAN. (Pop. c. 50,000).

TERRITORIES OF OPHAM: Dem. 'Ophamt'. His. Ntm. Emerging from the nation of ERON SOTH following the signing of the SEVERANCE TREATY of 592 RM that saw the nation sundered in two (the other half becoming the PRINCIPALITY OF OPRET). Harsh taxes initially saw the region grow powerful, its borders to the west and north strengthened against CYHLAGHARR and PARTHIA, respectively. An OTHERWORLDER appeared in 608 RM, spreading belief in a new cult that would change the region's history forever. The cult was based around an ancient ERASHAN legend of a line of child emperors who would unite all neighbouring nations as one. In 611 RM the being was exiled by the ruling council of Opham, fearful of its growing influence.

The early 8th century RM brought with it increased hostilities with the <u>OGHURS</u> of Cyhlagharr, who in 723 RM attacked <u>OPRET</u>, laying waste to the vast majority of its cities by 740 RM, allowing the oghurs to march against Opham. Forced to seek the aid of <u>PARTHIA</u> (at the time under <u>KORACHANI</u> control), Opham was able to counter the oghur invasion, though at a cost; it became vassal to Korachani-occupied Parthia in 757 RM. The war also saw the return of the prophetic otherworlder, who by now was calling himself <u>THE STEWARD</u>, whose influences and prophecies spread once more

Opham found its lands exploited under Korachani rule and its people were heavily taxed. A new capital was established in the city of <u>TENTAEL</u>. The old legends spread by the Steward over fifteen decades prior took root in the city-state of <u>NAAL</u>, attracting imperial attentions. Legions of censors were sent there in 851 RM to quell the rising religion, though by then the cult, known as the <u>CHILD'S ADVENTISM</u>, had already spread to Opham. By 853 RM the cult has become the official religion of Opham, with the Steward regent to the child's throne following the abolition of the ruling council. The region was renamed the <u>KINGDOM OF OPHAM</u>. See Vol III: Extinct States.

TERROT: Set. Settlement in the c south of AYAD (Pop. c. 5,000).

TERRSHARRIKON: also 'Obelisk of Terrsharrikon'. Int. Str. Ancient black obelisk in the WAELMIGH jungles in the east of PNESSA. The obelisk is 300-ft. high and of flawless smooth glass-like surface that allows light to pass through it. The obelisk is translucent despite its dark colour, and looking through it will reveal a kaleidoscope of reflections of the surrounding area. Little is known of its origins, though it is thought to date to the THIRD AGE.

TERSER: 1. Geo. Region in the north of THE SURRACH, in the north west of the NGHALLEAL Mountains. It is rocky and of a relatively high elevation, though is fertile, and is 18,500-square-miles in area.

2. Pol. Set. Controlling city in the eponymous region in the north of <u>THE SURRACH</u>, east of the <u>STUL</u> massif.

It is known for its hardy highland people and their precarious arable farms, and its genealogists, and its 36 familial lines (Pop. c. 20,000).

TERTULIA: Rui. Ancient GELHANAN ruin in the far south of ARKOS^(1.), comprising an acolyte village and a funerary complex where the dead were prepared before being taken to the valley of Gelhana for their final repose. Little remains now of the ruin save the crumbling temple, its once bright interior faded.

TERZIA: Str. Ancestral estate of an ancient <u>PATRICIAN HOUSE</u> of <u>VELIT</u> located in the east of <u>AZAZEM</u>, amid sparse woodlands. The estate and its mansion have belonged to the house for over a millennium and is now decrepit, with the members of the House wearing centuries-old clothes, clinging to their ancestral wealth as it slowly bleeds away.

A small settlement exists at the base of the hill, and its inhabitants have their own legends that revolve around the Velit family, whose members have always been reclusive, collecting what taxes they are owed through intermediaries who themselves have little contact with the family (Pop. c. 2,000).

<u>TESAHUN</u>: *Geo.* Major coastal fort in the north east of <u>KHITAI</u>, guarding the sea of <u>KOURIA</u> from piracy.

TESCORA: Geo. Desert in the south of <u>KARAKHAS</u> that has close links to the <u>ATRAMENTA</u>. This closeness manifests itself as static-rich air and thick corruption that lays heavily across the land, intensifying the deeper one moves into the region. <u>Technarcane</u> engines, erected in c. 3250 RM, gather this electricity, storing it in massive pylons, for distribution around <u>Kharkharadontis</u>. The largest such engine, known as <u>Tosleth</u> is located in c southern Tescora.

The region was host to a rebellion in 3452 RM where a powerful magnate, together with his allies, forsook the empire. The act led to a short, but bloody military campaign, which ended in imperial forces securing the region, defeating the magnate and his troops.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}$.

<u>TESE</u>: Set. In the south east of the tribe of <u>TATRAS</u>, in the c south of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is known for its goat herds (Pop. c. 2.500).

TESEKH: Set. GREATTOWN in the south east of TEMUJA, located along the course of the GREAT ROAD trade-route and is known for its great domed caravanserais and open markets. It has many embassies and representatives, mostly occupied by diplomats from MALAN. As a result, the city is one of the most rapidly growing in Temuja (Pop. c. 150,000).

TESHALA: *Geo.* Long peninsula dominating the south western coast of <u>IAISHA</u>. It is around 400-miles long and serves as a breakwater, protecting the mainland from cold sea currents and winds.

TESIA: Set. Northern-most major city in the CEHOPHELAN EMPIRE, located along the coast in the north west. The city is dominated by a gigantic SIPHON ENGINE that is maintained at great cost and effort to the Cehophelan people, guarding it from the FIRMAMENTAL region of LADDHER, just north of the city's environs. The city is of religious and cultural importance to the Cehophelan people as it is where, many years ago, the nine tribes of the Cehophela were brough together by the messiah SAPHAHAKH (Pop. c. 77,500).

TESSERACT MAZE, the: see PHROESTHOTH.

TESSIA: Rel. In many NORTHERN SAMMAEAN myths and legends, a manyarmed weaver-god of the ancient days. It is thought that Tessia may be a corruption of ancient worship of the DEMIURGE SYBARIS, who may once have been worshipped as an aspect of creation. Though no-longer worshipped, knowledge of Tessia is widespread amongst many northern Sammaean societies, and she is considered a patron of weavers and potters. See Vol IV: Gods and Pantheons.

TEST OF INVESTITURE, the: Sup. Soc. Ritual that trainee FIRMAMENTISTS undertake in the east, where SPHERES OF DISCIPLINE are placed in front of the shaper, who is then encouraged to manipulate them through SHAPING. The spheres that the shaper is able to move with the least expenditure of energy or effort are regarded as being spheres that the shaper has an affinity to, which will likely influence the SPHERE that the shaper will eventually choose as their discipline.

TESTERA: also 'City of Canopies'. Set. Major caravan city in MHAROKK, serving the land trains and caravans that travel through it along THE RED ROUTE. Once a humble caravanserai, the place is now filled with caravan yards, land train repair workshops and other businesses and warehouses that cater to the trade business. The city's name comes from the many red canopies that stretch from street to street in the main thoroughfares, shielding traders and merchants from the sun below. (Pop. c. 18,000).

TESZAN ORDER: His. Pol. Org. A historical minor ORDER OF THE SANCTIFIED INQUISITION in the KORACHANI EMPIRE whose original tenets were based in education of the masses, though this slowly became corrupted over time into suppression of information and the dissemination of propagandist teachings to better keep the populace under control.

It was founded in <u>MAKHARA</u>, <u>KORACHAN</u> in 2002 RM, though was eventually absorbed by the <u>CONCORDANTIST ORDER</u> in 3523 RM when its priorities shifted and the far larger major Order was better able to continue its propagandist role.

<u>TET</u>: *Lak.* Lake in the west of <u>BANT</u>, in the east of <u>SAMMAEA</u>, forming part of the course of the river <u>MELATUT</u>.

<u>TETANY</u>: 1. *Med.* Disease causing uncontrollable muscle spasms and later stiffening, especially in the jaw, due to unknown reasons. Very common

in the larger cities across the Inner Sea, particularly the $\underline{\text{KORACHANI}}$ EMPIRE.

2. north. 'tetenear'. Sup. Rnk. Secretive SPHERE of ATRAMENTISM that manipulated bodies to cure or inflict diseases.

<u>TETHIRTA</u>: *Ind. Set.* Major city in the c north east of <u>KHULL</u>. It emerged following the collapse of the <u>THERASHIAN EMPIRE</u> and become one of the major cities of <u>INGHULL</u>, where it was known for its toll tower that taxed passage across the river <u>UPINIS</u>. Though the old toll tower remains intact today – one of the oldest structures in the city – it is no longer used for this purpose and is in private hands. The city is a major industrial centre and is one of the larger pigment producers in the nation (Pop. c. 88,600).

TETHRA: Dem. 'Tethran'. Pol. Set. Capital city in <u>PARTHIS</u>. It is a metropolis, and the centre of most Parthisan <u>CLONING</u> industries and home to its <u>TECHNARCANE</u> knowledge. The heart of Tethra is a gigantic municipal structure known as the <u>PARTHIA APEX</u>, which has five sides and has many tiers and a hollow centre; in which all governmental and many industrial departments are located. It is built atop a far older city, once known as <u>TETAN</u>, which in turn is built atop the ruins of an ancient megalithic city.

It is a major cultural and economic centre, and forms the termination of the <u>PARTHISAN ROAD</u>, and is also a part of the larger <u>RED ROUTE</u>, and as such sees traffic from all across the <u>INNER SEA REGION</u>. It is divided into 22 administrative districts, known as <u>ARROUNDINGS</u>, and is also home to the headquarters of the <u>OFFICES OF THE OCCULTARIUM</u> – the primary law enforcement over <u>SHAPERS</u> in Parthis (Pop. c. 2,800,000).

TETHRAN CODEX, the: His. Vol. Parchment notebooks written by the polymath AGIUS between 2018 – 2023 RM, concerning a wide variety of subjects, including optics, history, mathematics, ATRAMENTISM, astronomy, and biology, amongst others. It has been in private hands since 2077 RM and has changed hands various times over the years, and its current name comes from its last known location – the city of TETHRA – where it was bought by a private collector in 3964 RM. It is believed to remain under lock and key to this day.

TETHRAN MUSEUM OF ZOOLOGY: Edu. Str. Famed institution located in TETHRA, the capital city of PARTHIS. Famed across the INNER SEA for its impressive mounted displays of extinct and exotic beasts from across ELYDEN, as well as its many formaldehyde displays of dissected bodies, many of which are tainted or otherwise mutated.

<u>TETHRAN PROJECTION</u>: Car. Cartographic <u>PROJECTION</u> originating in the city of <u>TETHRA</u> in <u>PARTHIS</u>, used to depict the globe in a continuous ovoid shape.

<u>TETHYS</u>: *Rui*. The original city in <u>TETHYSIA</u>, settled in 1572 RM by the <u>PROPHET KATHISIS</u>. The city has since been abandoned and is now a ruin, with the capital later moved to <u>LYSITEAS</u>.

TETHYSIA: Dem. 'Tethysi'. Ntn. Native name for the lands in the far east of LLACHATUL (known as ISURAS in the KORACHANI EMPIRE). It is a nation of immigrants and is today one of the largest states in EASTERN LLACHATUL. Tethysia covers 2,500-miles from northern subarctic climes to the semi-arid deserts of the south; and 2,800-miles west, from the ARGENT Mountains to the coast with the MYMEREAN OCEAN. All-told, the nation covers some 7,500,000 square-miles, including large expanses of desert and otherwise uninhabited regions.

It was originally settled in 1572 RM by the <u>PROPHET KATHISIS</u>, a <u>RHEAN</u> spiritual leader whose vision of a single god during a time of great turmoil in his homeland attracted thousands of supporters who followed him out of Rhea in 1552 RM in a pilgrimage to a new promised land, founding the city of <u>TETHYS</u> twenty years later.

At the time of Kathisis' arrival, Tethysia was a discordant land, populated by nomads and dozens scattered micro states and city-states that had emerged in the wake of the collapse of an early FIFTH AGE empire (known as PHOL EGEDDA) that is thought to have collapsed following a devastating PLAGUE in c. 900 RM. These states were in a constant state of war with each other, and made the settlement of the region difficult, but as the founding city of Tethys grew more powerful, it was able to make alliances with some of the existing states, with which it was able to subjugate other, and by c. 1650 RM most of these states had either been absorbed by Tethys, or had been destroyed.

Ironically, despite Kathisis's dreams of a monotheism, Tethysia adopted a thriving polytheism (the pantheon of <u>KATHIA</u>, which evolved from the <u>AURADIAN</u>^(2.) religion) by 2000 RM, at the centre of which Kathisis himself, who by then had become deified as the chief god of the pantheon. By c. 3500 worship of Kathisis had far outstripped that of the Kathia (its deities now little more than saints or tutelaries), to the point of almost becoming the god of the monotheism that he so-desired. The religion has spread to much of Eastern Llachatul since then, and is now practiced the <u>PANTHEON ISLES</u>, <u>THETIS</u>, and other neighbouring lands.

Today, the state is populated by a mix of ethnicities – the native descendants of Phol Egadda, who are of lighter skin and largely nomads living on the fringes of civilised areas; descendants of the Rhean immigrants, who are of darker skin, tend to fill out the middle-classes and higher positions in society (though this is far from absolute); and a mix of the two filling out most other classes. Such racial segregation has become blurred over the years and is less prevalent now than it once was, with perhaps as many as half of Tethysian people being of mixed blood.

Tethysia is ruled by the <u>GOD-KING</u> – a mortal who acts as a proxy to for Kathisis himself, whose spirit is said to possess the vessel of a new God-king upon his appointment, with a new vessel chosen once every generation. Tethysia is currently ruled by the 57th God-king, and the children of God-kings are known by the epithet <u>DEMIGOD</u> and live lives luxury and often decadence, though most dedicate their lives to the Kathisis, becoming missionaries, generals and diplomats of renown. Their lives tragic, for they are slain with their divine father the God-king upon the appointment of a new God-king.

Between 2632 and 2819 RM the kingdom became more militaristic, expanding its borders, and in 2655 RM found itself at war with <u>SURUTUR</u> and the <u>PANTHEON ISLES</u>. It also became embroiled in a long military conflict with <u>CUTH</u> and Rhea in c. 2680 RM. By 2820 RM a change in regime found Tethysia become more diplomatic in its relations, withdrawing from conflict. In 2831 RM a new alliance was made with the Pantheon Isles, which lasts to this day.

The MYMEREAN ACCORDS were signed in 2996 RM, which saw many coastal nations of Eastern Llachatul form an alliance against the increased threat of piracy, though Tethysia left in 3523 RM following years of internal pressures as its north eastern-most cities began demanding religious and political freedoms.

This schism culminated in c. 3570 RM with war embroiling the city of <u>THELIS</u> and surrounding regions. Its people were persecuted by the Tethysian armies, fleeing farther north across the wetlands of <u>HARITH</u>⁽¹⁾ where they consolidated their forces and sought the aid of <u>HALEDONIA</u>. The war culminated with a Tethysian religious crusade that saw both sides suffer great losses, that forced Tethysia into signing a peace treaty, known as the <u>COVENANT OF PEACE</u>, in 3592 RM, which saw the dissidents break off into their own nation – Harith⁽¹⁾ – which remains to this day.

Culturally, its people are seen as backwards by those of the Inner Sea. This is largely due to the slow trickle of innovations and trade from the west since the silting of the <u>STRAIT OF NARTHEL</u> around 250-years ago. Though there is a more intrinsic distrust of technological advancement, which in many cases is considered as innovation simply for the sake of it. As a result, many technological innovations that are considered ubiquitous elsewhere – such as technarcana and firearms are used with great caution in Tethysia. It is by no means a primitive state, and manufactories and modern technology are found there, but they are not employed with the carelessness of other states. It clings to a more classical ideal of shaping, for instance, and though cannons and other military technological innovations can be found in its armies, its people are, in general, distrustful of firearms and favour melee combat.

Much of the Tethysian workforce is made up of INDENTURED WORKERS and SLAVES, though slaves are treated much better than around the Inner Sea – they are paid and, while not citizens, they are generally treated with respect. This likely follows slave revolts in c. 3580 RM which left the region devastated. Such slaves are considered property, and are usually forced to live in compounds on their owners' property, though they enjoy certain freedoms and rights that other slaves do not have, including freedom of movement. See Vol III: Extant Nations and Realms.

<u>TETHYSIAN</u>: Lan. Language spoken in <u>TETHYSIA</u>, which is a meld of <u>ANCIENT RHEAN</u>, and the ancient tongue spoken by <u>NATIVES</u> of the region. See Vol II: Languages.

TETHYSIAN LLACHATUL: see EASTERN LLACHATUL.

TETRACYTYS: Set. Coastal city in the west of THE VORANDINE, overlooking the STRAIT OF ABYR. The city is ruled by RACTYON, an ATRAMENTIST that survives in a vegetative state through a technarcane engine leased from PARTHIS. Like most coastal settlements in the Vorandine, its main industry is the harvesting and drying of EVOLAM kelp (Pop. c. 28,000).

TETRARCHY: Pol. Government in JURRAS[^{2,}], since its independence following the overthrowing of the INTERREGES in 3167 RM. Following its vassalage to PARTHIS in 3703 RM, the nation was allowed to self-govern.

It is divided into four regions – SUDHA in the west, EPHUTAS in the north, CACHARIA in the east, and ABJURA in the south – each ruled by a monarch, which together form the Tetrarchy, with the JURRASI SYNHOD serving is advisors in the capital of KETHRA, which exists apart from the four regions, as a neutral city.

TETRAN: Pol. 1. Ruling power in TARATI (1.) in c. 1100 RM, composed of four KORACHANI PATRICIAN HOUSES (KYDOR, LYCTUS, MELIA, HIMERAN) that rose to power through manipulation and marriage with local nobility and merchant-lords. Though power rested with the Tetran, the Tetran itself was answerable to the Imperial HIGH CONSULITE who served as a figurehead by proxy of the ARCHPOTENTATE MALICHAR. Following a long period of regional unrest, the High Consulite bestowed autonomy upon the Tetran in 1308 RM, who fought relentlessly for the next centuries against HALFBLOODED dissidents called THE AVATARS. In 2913 RM, descendants of the Avatars renewed their efforts against the Tetran, beginning a long period of war that ended almost a century later with the demolishing of their palace in 3009 RM and the EXECUTION of its leaders and their direct families, ending the line fully in 3013 RM.

2. Following the EXECUTION of the Tetran^(1.) in 3013 RM, THE AVATARS took over the government of $\overline{\text{TARATI}}^{(1.)}$, with four amongst their numbers placed in positions of power by their ruler, the $\underline{\text{AVATAR ENCARR}}$. Following the Avatar Encarr's death in 3721 RM the Tetran became the sole power in Tarati^(1.).

<u>TETRISH</u>: *Mil. Str.* Coastal fortress in the south of the emirate of <u>LIMOTH</u>⁽²⁾ in the c of Limoth⁽¹⁾. It guards the entrance into the <u>BAY OF</u> <u>LIMOTHEA</u>, which itself is the only sea access to the capital, Limothea⁽²⁾.

<u>TEUMAN</u>: *Eth.* The people of <u>TEMUJA</u> and <u>SAUA</u>, descended from <u>GOETHAN</u>^(2.) and <u>NAHORIAN</u> people from the <u>FOURTH AGE</u>. **See Vol II:** Peoples and Races of Elyden.

<u>TEUTAR</u>: Mar. Rnk. Knight who is a member of the <u>ORDER OF TEUTAR</u>.

TEUTARS: Also 'Order of Teutar'. Org. A knightly order in that originated in territories south of the INNER SEA in pre-SUNDERING KORACHAN. Descended from PRE-IMPERIAL feudal military structures, the order emerged from an older system in c. 950 RM after decades of Korachani control in LIDEA.

Originally mercenaries, the Teutars would evolve into a knightly order of the Church of the Undying Machine by c. 1400 RM. By c. 2,800 RM they had in turn evolved into a policing force across Lidea, Mharokk and Vaalk, remaining so until the SUNDERING OF THE KORACHANI EMPIRE in 3705 RM. They were used to good effect in Vaalk (then Vaaltha) to quell unrest between cultists of the ORDER OF THE BLOODY HAND and Church troops. While no-longer a religious order, the Teutars remained devout members of the Church of The Undying Machine, forsaking the Reformed Church of Sarastro.

Most of them willingly returned to the HIGH-EMPIRE, within a few years of the Sundering, with the others being exiled by c. 3720 RM. Those who returned to Korachan were rewarded for their loyalty and put to work in various institutions, which effectively ended the order. Those who were expelled from SARASTRO would fragment into small bands of mercenaries, most of which would dissolve by the present age. A notable exception to this is the PRAETORIANS OF TEUTAR, a private security organisation that provides guards and escorts to wealthy PATRICIAN HOUSES across SAMMAEA.

Today, descendants of the Teutars remain in contact with oneanother, and maintain various lodges in coastal cities across the Inner Sea, where they frequently meet.

<u>**TEVEA**</u>: Set. Coastal settlement in the south west of $\underline{\text{ULLMECH}}^{(1.)}$ (Pop. c. 10,000).

<u>TEVINOR</u>: *Rvt.* River in the north of <u>LOEGRESS</u>⁽¹⁾, flowing south for 320-miles from sources in the <u>VOULLOR</u> and <u>TREBAURA</u> Mountains before meeting the coast at the <u>SEA OF AKRY</u>.

TEVISHPHET: 1. Leg. Ancient dragon of <u>SAMMAEAN</u> myth. The name is often identified with the demon of <u>KORACHANI</u> legend, known as TATHASHETH.

2. Geo. Strange rock formations in the east of <u>ELEKHID</u> that resemble the ribcage and bones of a gigantic petrified creature. It is unknown whether the myth predated the discovery of the region or if the latter influences local legend.

TEVON: Set. Fortified city in the north of ESHIR⁽²⁾. It forms a major stop along the national overland trade route, and also serves as a link to the densely-populated area to the north of the Bay of Eshir⁽¹⁾, where it sells natural resources from the north to merchants along the trade-route, and supplies the north with much-needed goods brought by merchants from elsewhere. Due to the heat, most trading is done in the city's many night markets, which are busy throughout the night (Pop. c. 46,200).

THAARHA: Ind. Set. Major coastal city in the c south west of THETIS, in the PETEHAROTHIS region, to the south east of the KOTHA TYRAL Mountains. Like most large settlements in Thetis, it opens its doors to the NEMIS nomads in winter. The population explodes in winter, seeing an influx of tens of thousands of nomads from across Thetis, bringing their skilled workers, raw materials gathered in the summer months and produce with them. The city is renowned for its VIZIER school, where chosen tribal members are sent to study to be viziers (proxy rulers) to the LACARCHS (Pop. c. 50,000, or c. 200,000 in winter).

<u>THAATA</u>: Sea. Gulf filled with picturesque islands in the far south of <u>TZALLRACH</u>, to the east of the <u>SEA OF NÛN</u>. Its waters are shallow, and will likely disappear entirely within decades, as the seas of <u>ELYDEN</u> continue to withdraw.

<u>THABAT</u>: Dem. '*Thabatian'*. Geo. 1. Large peninsula, around 750-miles long, making up the nation of <u>EZASUH</u>^(2.), separating the <u>SEA OF LIAKARRA</u> from the <u>SEA OF MARDEN</u>.

2. Mountain-range dominating the above peninsula, stretching for 660 ft. from the $\underline{ZARABAT}$ Mountains to the south eastern coast, overlooking the island of \underline{TARUH} .

 $\underline{\text{THADDEA}}\text{: }\mathit{Set.}$ Major city in the $\underline{\text{BAKHRAN STATES}},$ built on $\underline{\text{LAETIAN}}$ ruins (Pop. c. 62,000).

THAE: Pol. Set. Capital city of <u>KASPIA</u>, located along the course of the river <u>TARAGEA</u>. The city is a cultural one, seeing little foreign trade or military action, though has become a hub to its nobility, and is famed for its epic operas and concerts, and has a long history, going back to the days of Eldrian rule (Pop. c. 280,000).

THAELIN: Rui. Ancient gigantic double-pylon temple in the far north of WESTERN THANO, over 750-miles north of the northern POLAR CIRCLE, about 500-miles north west of the SEA OF AKRY. In its shadow stands a more recent fortress, dating back to the latter days of the FOURTH AGE, the people who built it long gone, only a multitude of gibbets and frozen corpses remaining in their wake.

THAENILLA: also 'the Cave of Crystals'. Geo. Expansive cavern system beneath the HENDECARCHIES of ATALLUA and STHAMAN, in MALAN, most noted for the gigantic crystals that can be found in its deep chambers. Many of the crystal monuments scattered around Malan originated in these caves.

THAERSHA: Geo. Hilly region in the c of KASPIA.

THAGGUA, THE BEAST: x. Myr. His. In the mythologies and ancient myths of the PANDAEMONIA, a SCION of the DEMIURGE VORROPOHAIAH said to be slumbering beneath the prone body of the Demiurge. See Vol IV: Scions, Children of the Gods.

THAGOT: *Rui*. Abandoned lighthouse in the west of <u>ANDILUTH</u>. Once guarding the passage into the harbours of <u>LHARKA</u>, the lighthouse is now abandoned, around 110-miles from the present coastline.

THAGRINN: For. Forest in the north east of CYHLAGHARR. The forest is ancient and is largely virginal, or at least it is untouched in the FIFTH AGE, save its peripheries that have been cut down. The OGHURS of Cyhlagharr, like the people of KORACHAN, are largely superstitious of forests and tend to give them a wide berth, which has allowed the Thagrinn to survive largely untouched.

<u>THAIKIN</u>: Set. Small city in the c north of the tribe of <u>HAVATH</u> in the far south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 12,000).

THAIOT: Lake in the south west of the GROWING MOUNTAINS of MULCIBER, serving as a border between the tribes of TATRAS and OURANASSA.

<u>THAJAII</u>: Set. Settlement in the north east of <u>ELEKHID</u>. Its main industry is the mining of lapis for the use in paint and dye manufacture (Pop. c. 4.800).

THAL: Sea. Bay and estuary in the larger NÛN bay.

THALAL: Lake in the north west of the HENDECARCHY of ATALLUA, in the south east of MALAN. It forms a part of the course of the river NENA, itself a tributary of the larger river SIELL NA.

THALAN: Set. Settlement in the HARÉSHKI CITY-KINGDOM of PALUS, known for its horse ranches (Pop. c. 6,800).

THALARA: Rel. Arc. Religious monument in the north east of TAHALL.

THALASA: Pol. Soc. PATRICIAN HOUSE based in PELASGOS. The family gained its wealth following the rise of the KORACHANI EMPIRE as a mercantile house, trading across the SEA OF LISASSA, later rising to power in the 2nd millennium RM, after it established manufactories in the west of Pelasgos, which brought it much influence and power. Today its head is Archpatrician ORATON PERTHENIUS, who is also governor of Pelasgos, under appointment of THE SEVEN. See Vol II: Patrician Houses.

THALASSA: Set. Settlement in <u>TETHYSIA</u> to the south east of the <u>PANTHALASSA</u> desert. It is known for its deep wells that draw water from natural reservoirs (Pop. c. 8,000).

THALAT: *Ind. Set.* Mining settlement in the north west of the tribe of ESSENIA, in the GROWING MOUNTAINS of MULCIBER. The city is a major source of iron in the region, making it a valuable city (Pop. c. 6,000).

THALEN ORIUS: m. Per. (B. 3948 RM) High-ranking member of the ARÂTHUAHI ORDER of the SANCTIFIED INQUISITION, where he serves as a preserver of purity, overseeing the protection of historical sites and their preservation from ATRAMENTAL CORRUPTION. Thalen is renowned for his fierce work in preventing the Atramenta from claiming places of cultural and historical value.

THALI: also 'the City Undying'. Leg. Set. Mythic metropolis and capital of the CITIZERY OF THALI. The city forms part of KORACHANI myth and is mentioned in various forms in the SCRIPTURE OF SHADOW as the oldest and most magnificent city in the world, and is thought by theologians and historians to date back to the earliest days of mortal dominance in ELYDEN, and is attributable to the DEMIURGE NEITH (1.) and her children, though their influence there dwindled millennia past to be replaced by human dominance long before the rise of the Citizenry.

Little is known of the city, though it remains a thriving metropolis that commands one of the largest empires in extant Elyden (Pop. unknown).

THALL: Geo. Region in the north west of the JURRASI (2.) coast, north of the ATRAMENTALLY TAINTED region of ZOPISSA, characterised by the exposed metallic deposits, pitted and worn by the salty TARAMAR on whose shore they rest. By contrast, some miles off the coast are the untarnished metallic cap-stones of submerged pyramids, their sources unknown, though believed to date back to the THIRD AGE, possibly earlier.

Prior to the retreat of Elyden's seas the region was an island 8-miles off the coast of Jurras.

<u>THALLEI</u>: 1. Geo. Long shallow mountains in the north of <u>SAMMAEA</u> spreading across the border from the east of KHULL into the west of the

<u>TEMPLAR STATES</u>. The region is known for its unstable ground and scree, which is indicative of an ancient age.

2. Geo. Mountain pass along the midspan of the above mountains $^{(L)}$ in the west of the TEMPLAR STATES.

THALN: Set. Small coastal city in the north of KARGAMA, overlooking the BAY OF JERIDA (Pop. c. 12,300).

<u>THALOS PASS</u>: Geo. Wide pass along the c of the <u>SKAR</u> Mountains in the east of <u>SKAROS</u>.

THALWAIN: Set. City in the east of Kommea (Pop. c. 38,000).

<u>THAM</u>: 1. Rvr. Delta of the river <u>SEBBADDI</u>, in the far west of <u>KREM</u>, in the south east of <u>LLACHATUL</u>.

2. Set. City in the c south of RAHENG (Pop. c. 63,800).

THAMAAZ: 1. Geo. Expansive plains dominating the south of THE SURRACH, in the north west of SAMMAEA, ranging from savannah in the north to desert in the south. It is known for its relatively dry climate, and the many small independent cities that pepper its lands, under the aegis of the city of Thamaaz⁽³⁾. In antiquity this entire area was a part of LHAUS domains, and some lhaus can still be found here, and some of their ancient ruins have even served as the foundations of settlements. The region is united by common worship of a mummified idol referred to as HIQARAST, roughly translated as 'Bearer of the Keys', and is thought to have been a missionary from the north. The IVORY MOON also features in the regions' culture and myths.

2. Pol. Political region in the south of <u>THE SURRACH</u>. Its controlling city is Thamaaz $^{(3)}$.

3. Sec. Dominant city in the eponymous region. It is one of the largest cities in THE SURRACH and controls trade in the immediate surroundings. Its existence is made possible in the arid region through the use of regulated wells (Pop. c. 141,000).

THAMAR: His. Pol. Tyranny that predates the present-day nation of TAMAR. Ruled for centuries by a ruthless caste of FIRMAMENTISTS called CAZHANS who rose to power in 843 RM after discovering ancient FIRMAMENTAL texts in around 750 RM. They ruled until 1319 RM, when the last of the Cazhans was killed after decades of strife. The decades following their overthrowing saw the noble house ELYRIA, their ancient ties to the KORACHANI EMPIRE long-forgotten, grow in prominence, becoming its rulers in 1354 RM, with the region taking on the name of

THAMARAHA, PIT OF: Int. Myt. Geo. Pit in c north west of CUTH known for a hideous sound that emanates from it. Largely unexplored, it is thought to date back to the early days of mortal life, as featured in the MYTHOLOGIA ELYDEN, when the DEMIURGE NERGAAL was said to have imprisoned a CHTHONITHON in such a pit, in the territories of his tribe. Though unfounded, it is thought that Thamaraha is that pit.

<u>THAMIN</u>: Set. Major city in the c north of <u>MHAROKK</u>. It forms a vital link in the <u>RED ROUTE</u> and is known for its caravanserais and great markets (Pop. c. 7,000).

THAMO: Set. City in the south east of AEONAS. Its main industry is the smelting of iron that is mined in the CRITHON region. Ruins in the vicinity of the city attest to a late FOURTH AGE founding and middle FIFTH AGE writings claim that a GODSTONE^(1.) was once found here. If this is true, it has disappeared without a trace (Pop. c. 35,000).

<u>THAMONO</u>: Set. Coastal settlement in the south east of <u>OPHIUSSA</u> (Pop. c. 33,000).

THAMOS: Pol. Soc. Org. PATRICIAN HOUSE based in the city of KHADON, in KORACHAN. It has a political history, and its members are schooled in the intricacies of politics and diplomacy, with most going on the have healthy careers as diplomats, ambassadors, or in the LEAGUE OF PATRICIANS. See Vol II: Patrician Houses.

 $\overline{\text{THAN}}$: 1. Geo. Large mesa in the c north east of $\overline{\text{THETIS}}$, on which stands an ancient pylon-fort⁽²⁾.

2. *Mil. Str.* Ancient pylon-fort located at the top of the eponymous mesa⁽¹⁾ in the ⁽²⁾. Its ruined halls were once home to a garrison until c. 1030 RM, when it was abandoned following an earthquake that toppled a large portion of the mesa, the rubble of which now rests at its base.

<u>THANA</u>: Cui. Cured fatty meat jerky that is rubbery and chewed for long periods of time. It is common in the <u>BLOOD STATES</u> in northern <u>SAMMAEA</u>, as well as <u>JURRAS</u>^(2.) and <u>TARTAK</u> amongst farmhands, cowboys, shepherds and workers, who chew on them, with one piece typically lasting them a working day.

THANAK: Set. Fortified coastal city in the north of LIDEA. It is built atop the ruin of a KORACHANI fortress, erected there when settlers first arrived there in 911 RM. It is now a centre of manufacturing, and is known for its drydocks (Pop. c. 42,000).

THANATOLOGICAL GARDENS: Int. Flo. Geo. Str. Private park within the noble's district of the city of Khadon, in Korachan. It is a cemetery and garden that is open daily to those (typically wealthy FREEMEN, PATRICIANS, and others with the means to afford it) with direct family buried within it. It is a means of bypassing the legal requirement within the Korachani empire of the body of any corpse to be donated to the manufacture of dross, and families pay the Mortuary Cult handsomely for the privilege of burying their dead here, and continue to do so for 100-year after the burial. The gardens are well-maintained by the Mortuary Cult through the interment payments and families are responsible for the upkeep of private crypts and mausoleums, many of which house many generations of dead.

THANATOS: also 'the Black Wastes'. Geo. Stony region in the south west of EREBETH that receives very little rain. It is a known repository of SOULSTONES, most of which are shattered or too old to be of interest.

<u>THANAUR</u>: Rvr. River in the north east of <u>ARKOS</u>⁽¹⁾, flowing north west for 280-miles from largely seasonal sources in the <u>EHBOT</u> and <u>STYLITH</u> Mountains.

THANDAPH: Set. Small city in the c south of the <u>PRINCIPALITY OF</u> <u>SEPAHAUNAT</u> (Pop. c. 17,500).

THANE: 1. Pol. Ruling title of in FARIS.

2. *Rnk. Mil.* High-ranking military rank in <u>SABIA</u>, not to be confused with the ruling title of <u>FARIS</u>.

THANICA'S GUIDE TO HORRORS: also 'Thanica-I' Ephiaxin'. Vol.

Ancient treatise on the nature of HORRORS and ONEIRIC CREATURES that can be found within DREAMSCAPES across ELYDEN, written by the historian Thanica The work was compiled across decades of work and travel around the INNER SEA REGION and published in 999 RM to much scholarly acclaim, though the work was eventually banned by the MORÉHAN SANCTIFIED ORDER OF THE INQUISITION, with most copies seized and burnt by the BUREAU OF CENSORS.

Few copies survive publicly today, though it is believed that a handful may still be in private possession.

THANIT: Set. Fortified coastal city in the far west of the <u>BARRIER LANDS</u>, overlooking the <u>GULF OF ESHIRON</u>. Its port is a major exporter of rubies, most of which are sold to the west (Pop. c. 45,000).

THANJAR: Set. Settlement in the c north of the SOLEYN TERRITORIES (Pop. c. 8,000).

THANO: Dem. 'Thano'. Ntn. Nation in the north west of the continent of MENISCEA, east of the GULF OF VALUS, much of which is above the northern POLAR CIRCLE. The nation is divided into two distinct geographical portions that are divided by the <u>SEA OF INGALAT</u>, and are colloquially known as <u>WESTERN</u> and <u>EASTERN THANO</u>.

Its culture is noted for favouring the wearing of masks amongst all classes, with the nobility in particular wearing lavish headdresses and masks. Identity is a very private matter and to have ones mask removed in public is tantamount to someone in KORACHAN being stripped naked in public. See Vol III: Extant Nations and Realms.

<u>THANO</u>, <u>EASTERN</u>: Pol. The nation of <u>THANO</u> is separated into two by the <u>SEA OF INGALAT</u>, with the portion located to the west of the sea being commonly known as Eastern Thano.

<u>THANO</u>, <u>WESTERN</u>: Pol. The nation of <u>THANO</u> is separated into two by the <u>SEA OF INGALAT</u>, with the portion located to the west of the sea being commonly known as Western Thano.

THANOSANT: Rel. Rnl. Priests of the religion of LAX PORAR, that is worshipped in ANANTHUL.

<u>THANT BALAUR</u>: also 'the Hidden Forest'. For. Geo. Large expanse of caverns and sinkholes in c north of the <u>OLD FOREST</u>, known to those who have seen it as the Hidden Forest, after the heavy vegetation that grows where light strikes its many shafts and cavities. Some of its hollows are said to lead to the depths of the <u>PRISON CARCERI</u>.

THAO: Pol. Set. Capital city of BANT since 1305 RM (Pop. c. 186,750).

<u>THAPAN</u>: *Int. Rui.* Mummified sarcophagi on the northern face of the <u>HETHA</u> massif in the c of <u>TARTAK</u>. The sarcophagi are carved into niche high along the cliffs of the region and are thought to date back to the <u>FOURTH AGE</u>.

THAR: also 'the Tharran Road. Com. Geo. A relatively safe stretch of the SALT ROAD that runs for about 140-miles and links together the trade city of THRAYA in SUMA'YA with the city of DUN SZASS in ARKOS (1.). That takes the form of a long gully-like formation, passing through the rockier regions of northern ARAAHT, though it has been known to attract bandits, it is the safest passage between Suma'ya and the Arkosian cities, due to its distance from the aanth that dominate western Araaht and the ATRAMENTAL influences that profligate in other areas of the plains, leaving the pass of Thar relatively safe.

<u>THARA</u>: Set. Settlement in the south west of <u>AZAZEM</u>, in the plains of <u>KARAFFAR</u>. The settlement is one of many producers of <u>ALOARE</u> in the region (Pop. c. 2,800).

<u>THARACASSA</u>: Sea. Sea in the east of <u>LLACHATUL</u>, to the south of <u>LIMOTH</u>^(I.) and the <u>PANTHEON ISLES</u>. Its waters are known for their many atolls and shallows that make navigation very difficult. Indeed, the sea is a graveyard of sea vessels from various ages, their brave explorers claimed by the rough seas.

THARACHAN: Geo. Region of large menhir-like boulders flanking the river TARKA some miles north of the city of TARKUSH. The region is believed by some scholars to be the remnants of an ancient culture that once thrived in the coastal region of south western AZAZEM.

THARANT: Set. Settlement in the c west of VAALK, in the hills of APHAALK, known for its expansive brick yards (Pop. c. 7,200).

THARAPHOTA: Set. Major city in the west of AKANTHRA situated along the route of the NACRE ROAD. It is one of the main strongholds of the NACRE LEAGUE, and is known for its vast warehouses and storage yards, where landships restock before continuing their journeys (Pop. c. 350,000).

THARASHE: Set. Small city in the c south of KARGAMA. Its main industry is the training of falcons, which are used across Kargama to keep its city squares free of vermin (Pop. c. 11,900).

<u>THARDAIA</u>: *Pol.* District in the <u>CITY OF ALMAGEST</u>. It is home to the REPUBLIC COLLEGE OF ASTRONOMY.

<u>THARIA</u>: *Ind. Set.* Mining region in the south of the <u>SKAR</u> Mountains, in the east of <u>SKAROS</u>, known for its iron and copper reserves (Pop. c. 2,600).

THARN: Dem. 'Tharnian'. His. Ntn. Ancient culture that occupied what is now the far east of <u>VAALK</u> and the north west of <u>MHAROKK</u>, of said to have crumbled in –1250 RM, in the early <u>FIFTH AGE</u>.

THARNITT: Set. City-manufactory in the south east of PHYRR, in the southern face of the MOROSIGHI Mountains. The city is a labyrinth of dark, soot-covered structures that cling precariously to the mountainside, connected by a network of winding paths and rickety walkways. Its economy is centred around the extraction and processing of iron, which is used in the IMPERIARCH'S war machines.

The city is caked in a thick smog, which has led to a unique culture where the absence of natural light serves as both a symbol of oppression and a source of pride, though whispers of rebellion occasionally echo through the tunnels, but the presence of the Imperiarch's enforcers ensures that such sentiments are swiftly crushed (Pop. c. 18,000).

<u>THARORAT</u>: Geo. Expansive mountain-range dominating the central expanse of the <u>MALANI HENDECARCHY</u> of <u>NHORA</u>, stretching across the border east into the far west of <u>TISARA</u>. It is known for its fantastical rock formations, particularly in its north eastern face.

The tell-tale signs of ancient stone carvings and pictograms can be seen, but these are weathered and decayed by the passing of time, indicating their extreme age.

THARRAN ROAD, THE: see THAR.

- <u>THASTARO</u>: Set. Shanty settlement in the far south of <u>VENTHIR</u>, close to the border with <u>SARAGOS</u> (Pop. c. 8,800).
- <u>THAT</u>: Sup. Geo. <u>ATRAMENTAL</u> feature in the north of <u>MHAROKK</u>, 20-miles from the southern hills of the <u>SICHAAL</u> Mountain. The feature is around 2,500 square-miles and is known for electrical storms and for twisted glass formations that emerge from blackened ground.

The region is categorised as a <u>MODERATE THREAT</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES</u>.

- <u>'THAT WHICH CAN BE TOPPLED BY THE TRUTH SHOULD</u>
 <u>BE</u>: Soc. Lan. Common saying in <u>KHULL</u>, often attributed to its <u>INQUISITORS</u>, but which is commonly spoken across its territories by all its people.
- THATALAN: Rui. Colossi in the north west of AZAZEM, in the southern foothills of the CHACTHORNYS Mountains. They are relics of the short-lived nation of HRIDAN and were carved from grey granite, shaped to elicit memories of the DEMIURGES. They are now ignored, their faces destroyed by IMPERIAL ICONOCLAST centuries ago.
- THATHAREA: Set. City in the c south of <u>KASPIA</u>. It is a mercantile centre, and trades south with the <u>TEMUJAN</u> enclave of <u>KEILA</u> (Pop. c. 45,000).
- THATHURSHOLL: 1. also 'the Shattered Citadel'. Rui. Bastion in the south west of the TARAHID ANNEXES, built in 455 RM. The bastion was built to guard against the unknown wastes to the south west, though its use was unwarranted and it was abandoned to rot in c. 1500 RM.
 - 2. Set. City in the south west of the <u>TARAHID ANNEXES</u>, that arose around the ruin of the so-called *Shattered Citadel*⁽¹⁾. Many of its structures are built from the recycled materials from the bastion (Pop. c. 60,300).
- <u>THAUMAS</u>: *Geo.* One of two ridges, the other being <u>RHAECAS</u>, forming a crater around lake <u>ATHOS</u> in the west of <u>PELASGOS</u>. The ridge is 210-miles wide and forms the southern-most part of the <u>CALDERAN</u> Mountains with the <u>ISSOS</u> valley between the two.
- THAUMATURGE-KINGS: Pol. Rulers of the TETHYSIAN island-colony of SAUL (1.) and its namesake city-state (2.). They rose to power c. 2100 RM, where they eventually led Saul to independence, which lasted until 3532 RM, after which they joined with the mainland once more, becoming regents of the island-colony of Saul.

They are powerful <u>FIRMAMENTISTS</u>, working closely with <u>SPIRITS</u> and the <u>OTHERWORLD</u>. In Saul, they and their guards are the only ones allowed to ride horses, depictions of which are also used in their iconography.

THAUMATURGY: Sup. Rnk. A particular SPHERE of FIRMAMENTAL SHAPING with ill-defined properties similar to those of generic OCCULTISM or SHAMANISM. It is commonly practiced in tribal societies or cultures in which priests who are able to accomplish feats of thaumaturgy hold positions of power. It is not considered a sphere within the KORACHANI EMPIRE, and there is no corresponding MINASTERIA (2.).

The Firmamental phenomenon known as the <u>LIGHT UNDYING</u> is most commonly manifested by thaumaturges. See Vol IV: Spheres of Shaping.

- THAUN: Set. Coastal city in the north west of ALLASAN, overlooking the SEA OF AZAM (Pop. c. 31,000).
- THAUR: 1. Rvr. Wide river in ARKOS^(L) and the north of the GROWING MOUNTAINS of MULCIBER that flows north west for over 750-miles from hundreds of sources in Arkos, Mulciber and the HAAGEN Mountains before emptying into the SEA OF ERIA.
 - 2. also 'the Riverlands'. Geo. A region in the c of ARKOS⁽¹⁾, dominated by the river Thaur^(1,1) and fertile steep valleys. Between c. 490 and 534 RM it was home to occupying <u>AUERENI</u> forces and their allies, most of the settlements and structures in the region either destroyed or taken by the invaders. By c. 1400 RM the region had become heavily settled, with many small towns appearing there, feeding the larger <u>CITADEL MOUNTS</u>.
- THAURIR: Geo. Mountain-chain dominating the north west of ALMAGEST, south of the MARMARA Massif, its sheer granite peaks partially responsible for lack of contact with KOLCHIS.
- THAUTH: Int. Str. Ancient idol in the region of HAVATH in the GROWING MOUNTAINS of MULCIBER.

- THAVANA: 1. Geo. Region in the c north west of the TEMPLAR STATES famed for its clothing and textiles industries.
 - 2. Set. Small city in the c north west of the <u>TEMPLAR STATES</u>, in the region of the same name^(1.) along the course of the river <u>GALLIMORA</u> (Pop. c. 12,800).
- <u>THAVAR</u>: Sct. City in the south east of <u>GYZHA</u>, along the course of the river <u>DITHAN</u> (Pop. c. 42,000).
- THAZAKHA: Geo. Plains in c north west of LAASKHA, dominated by subterranean <u>DUSTSTONE</u> formations, which have resulted in many sinkholes leading to caverns beneath. The region was once the most populous in Laaskha, and <u>LLACHATULI KORACHAN</u> overall, though many of the settlements have collapsed into the shallow tunnels after collapsing.
- THAZAR: Set. Small city in the c south west of VALBAR^(2.). Its people are skilled hunters and trappers (Pop. c. 18,000).
- THEAFASS: Sec. Small city in the west of <u>OPHIUSSA</u>. It was once coastal, though fortuitously, with the retreat of <u>ELYDEN'S</u> seas, it found itself along the course of the river <u>NUSISI</u> (Pop. c. 17,600).
- <u>THEAN</u>: Soc. Arc. Amphitheatres in <u>LYRIDIA</u> where the <u>SIBYL</u> and her <u>AUGURS</u> 'perform', receiving drug-induced visions while <u>ASTRALLY PROJECTING</u>.
- <u>THEBAER</u>: ancient historian and author of *Retreat of the Ice*, which documents an ancient time (possibly encompassing the end of the <u>SECOND AGE</u>, the subsequent <u>FADING</u>, and the dawn of the <u>THIRD AGE</u>.
- <u>THEDDEN</u>: Rui. Abandoned settlement in contested lands to the c west of the tribe of <u>AUEREN</u>, in the far north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>.
- <u>THEIA</u>: Set. Small city in the c west of <u>TETHYSIA</u>. It was once a major source of iron, with iron mining dating back to at least -1000 RM. However, the onset of the <u>IRON CATASTROPHIES</u> in c. 1030 RM saw its sources of iron corrupted beyond use, and the settlement waned as a result (Pop. c. 13,400).
- <u>THEIBE</u>: Geo. Once-coastal cliffs and pillars in the east of <u>TETHYSIA</u> that are now landlocked, surrounded by coastal savannah where the bleached remnants of coral reefs lead to sea.
- <u>THEL</u>: *Rui.* City in the north west of <u>PNESSA</u>, close to the border with <u>MULCIBER</u>. It was abandoned in c. 3800 RM after an increase in <u>ATRAMENTAL ACTIVITY</u> in the region of <u>PURULEA</u>.
- <u>THELEMA</u>: Edu. Str. Largest college of <u>GNOTH</u>, located just outside <u>BISMUTH</u>.
- THELER: Com. Set. Trade city in the c of BASSORAH^(2.). It forms part of the RED ROUTE (Pop. c. 34,800).
- THELIS: Pol. Set. Capital city of HARITH, located in the c south of the nation (Pop. c. 120,700).
- <u>THELLS</u>: Set. Settlement in the south of the <u>HENDECARCHY</u> of Haton in the c of \underline{MALAN} . (Pop. c. 9,000).
- <u>THELODIL</u>: 1. Sea. Lagoon off the northern coast of the island-nation of <u>OD MEGINNAS</u>. It is around 100-miles wide, and is bordered by various islands, the largest of which is also known as <u>THELODIL</u>⁽²⁾.
- 2. Geo. Island off the northern coast of OD MEGINNAS (1.).
- 3. Mil. Str. Large coastal fortress in the far north of $\underline{OD\ MEGINNAS}^{(L)}$, on the island of the same name. It guards various coastal settlements in the region.
- THEMANA: also 'the Queencity'. Set. Major city in the south west of IMEAL.

 The name 'Queencity' is an ancient moniker, from a time before the rise of the IMPERATORS, when it was an independent city ruled by a hereditary queen (Pop. c. 250,000).
- THEMAS: mining settlement in <u>J'THANA</u> (Pop. c. 6,200).
- THEMISTARCHUS GATTAR: (B. 2783 D. 2839 RM) famed KORACHANI archaeologist from the city of HERESI. He travelled far, and became famous for the ancient tombs and temples that he explored across the KORACHANI PENINSULA, as well PLAGI ruins in the UMBRA SOKHAR and the north of KHARKHARADONTIS. He died rich and beloved by the people of Korachan for his daring exploits, which were fictionalised in small serials that were popular across the middle and upper classes in the empire.

THEODOLITE OF ILONA: His. Obj. An ancient theodolite (a surveying instrument used to measure vertical and horizontal angles) that was assembled in the city of ILONA (2-), PELASGOS.

It is now believed to be the oldest known surviving theodolite in the Korachani empire, and is now kept on display in the <u>MUSEUM OF CURIOSITIES</u> in <u>DEOCHAN</u>, <u>KORACHAN</u>.

THEODOMUS ARALLOCH: Pol. His. Famed historical ARCHNEGUS of AETHIOS, after which most subsequent rulers were measured.

THEOLOGIAN: Rnk. Scholars of the <u>UNDYING MACHINE</u> and myths and history surrounding him. During the early days of the <u>CHURCH OF THE UNDYING MACHINE</u> (c. 1 – 200 RM) they fulfilled more of a philosopherrole, probing into the nature of the Undying Machine and the <u>DEMIURGES</u>, but as knowledge of the Demiurges was buried, they became more scholarly, absorbed into the Church to act on behalf of its propaganda, acting as loremasters and historians.

THEOMACHY: Myt. His. In the ancient history and mythology of ELYDEN, a phrase used to signify a conflict between the <u>DEMIURGES</u> within the <u>MYTHOLOGIA ELYDEN</u>. This is not a specific time or period but used in general whenever two or more Demiurges were in conflict with each other, such as the chaos that surrounded the construction and eventual destruction of the <u>BRIDGE OF ETERNITIES</u>. See Vol IV: the Mythologia Elyden.

<u>THEOPA</u>: Set. Settlement in the region of <u>HAPANTHA</u> in the c east of <u>THE SURRACH</u> (Pop. c. 5,700).

<u>THEPHARAPH</u>: Set. Small coastal city on the island of <u>HAR FARRASH</u> in the north of <u>SEPAHAUNAT</u> (Pop. c. 11,400).

THEPISRA: Set. Settlement in the east of KHAMID, close to the coast and south of lake AKHOUS. Its ancient history is now remembered for the great acts of philanthropy its people did following the CATACLYSM OF KHAMID. Its main industry is BLOODSTONE mining and it is surrounded by the giant pillars of ancient aqueducts which have been converted to watch towers (Pop. c. 10,000).

THERASH: 1. See THERASHIAN EMPIRE.

2. His. Set. Ancient city in the north west of SAMMAEA, in the far east of extant SATHAII, and capital of the THERASHIAN EMPIRE. It was abandoned in 902 RM following devastating volcanic eruptions in the south of the empire and is remains ruined and buried to this day.

THERASHIAN EMPIRE: Dem. 'Therashian'. His. Ntn. Ancient FIFTH AGE empire that existed in the north west of SAMMAEA between c. 120 – 900 RM. It originated in the city of THERASH in present-day SATHAII beginning in c. 120 RM and spread rapidly east over the next decades into what are today the north east of the CITIZENRY OF THALI, the north west of the VESPERTINE LEAGUE, the south of SEPAHAUNAT, and reaching as far east as present-day KHULL (then the nation of LIN GOOL). In 338 RM many of its vassal states and territories were officially dissolved in a major political restructuring of the empire that saw it divided into dozens of separate jurisdictions. This saw many native cultures eventually go extinct as they were overtaken by Therashian customs.

It enjoyed its peak in c. 750 RM, though collapsed to its own excesses and a series of volcanic eruptions that devasted its central cities. Various members of ruling council were killed in 902 RM during massed riots in the capital, which eventually led to the fragmentation of the government amid various military coups that left the remnants of the empire divided amongst five warlords and tyrants, whose territories would eventually become known as KETHAR, SATÍ, AELOR, INGHULL, and VESPER.

Throughout all this time, the religion of Therash, known as <u>AELORANISM</u>, remains strong, continuing to be worshipped by the disparate people that emerged from the collapse of the Therashian empire, particularly those in Aelor (After which it is named), and Inghull.

It was founded by the tyrant <u>SONI-VAPHRA</u>, whose mounted shock troops swept east across the Coast of north western Sammaea, subjugating various peoples during four decades of carnage, until the death of Soni in extant Khull. His death led to the foundation of the <u>VAPHRAN DYNASTY</u>, which ruled unopposed until 901 RM, when the death of his heirless descendent left the empire in chaos. See Vol III: Extinct States.

THEREON: 1. m. Myt. His. Per. In the mythologies and ancient histories of ELYDEN, a SCION of the DEMIURGE ARIMASPI, commonly said to be a

sadistic hunter and cannibal of other scions and influential mortals in the ancient world. In most accounts he is said to have been killed and eaten by Arimaspi himself as punishment for his savage hunting and consuming of other scions.

He is worshipped in Cisneria in corrupted form^(2,) See Vol IV: Scions, Children of the Gods.

2. Rel. Dei. Deity in the present-day region of CISNERIA, worshipped as a twisted version of the above SCION⁽¹⁾. The people of Cisneria claim to be descended from Thereon and worship him in a corrupted form, in which he is portrayed in seven different aspects, each represented by an animal that is common in the region. These animals are: BERMION the sabretoothed deer, DISLMA the white owl, GYSTAR the bear, HOMMAL the polar fox, KRAKYR the white wolf, KRISLOR the hog, and SKULFUR the giant elk, with each embodying different characteristics. Each of them major CLANS of Cisneria has as its emblem one of these different aspects, influencing its deeds and beliefs.

The worshippers of Thereon are known for their practice of sacramental cannibalism in his name, where people, often from troubled backgrounds, volunteer to be sacrificed and to have their flesh consumed raw during mass on days of religious importance. Their skeletons are then preserved and prepared, clad in ornate jewelled armour that is interred in lavish family shrines, where proud family members can remain in contact with their prestigious martyr, who becomes a saint of the church. See Vol IV: Deities and Pantheons.

THERIANTHROPE: Sup. Mor. KORACHANI name for grotesque ATRAMENTALLY-WARPED beings that dwell within the KHARKHARADONTID wastes and other regions of Atramental corruption, which are a meld of mortal and animal, with anthropomorphic features. Typically barbaric, they live in loose tribal structures if that, and roaming the land, seeking prey.

<u>THERIFI</u>: Set. Settlement in the south of <u>SKAROS</u>. It is a source of raw <u>UMBRA</u> in the region (Pop. c. 6,000).

THERIOCEPHON: see THERIANTHROPE.

THERNAX: Flo. Poi. ATRAMENTAL flora possibly a corrupted form of giant cactus. Only one example of this tree has been found, some 600-miles south of the border between KARAKHAS and PARAIYA border in the UMBRA SOKHAR wastes.

The tree takes the form of a gigantic fleshy tendril, well over 100-ft. long, and 20-ft. wide at the base. The thing's fleshy trunk is covered in large pearl-like growths and gigantic poison-dripping downward-facing thorns. It tapers into a whip-like tendril that writhes as though of its own volition. The land around it is strewn with the bones of all manner of creatures and protruding roots, and it has been the focus of some etheri manhood odysseys, where daredevils seek out the skulls of exotic and malformed creatures as prizes.

The pearl-like tumours along its surface resemble historical and mythological accounts of <u>SOUL-PEARLS</u>, though are somewhat smaller.

THEROPS: Plr. 'theropsin'. Fau. In the system of CLASSIFICATION OF TAXONOMY devised by the polymath SUZIV in 3254 RM, Therops are the land creatures of ELYDEN. The largest category of creatures, which encompasses all land creatures, from mice to INDRIKS, horses to AUROCHS, OGSUASU and CAMELOPARDS and many others. See Vol II: Classification and Taxonomy of Life.

THERYAPOS: Set. Small city on the island of <u>KATHARA</u> off the western-coast of the <u>FREE-ISLES OF PELASGOS</u> (Pop. c. 12,800).

<u>THESA</u>: *Set.* Settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>NICAEA</u>. It is a noted producer of tobacco (Pop. c. 2,200).

<u>THESMOTH</u>: Sup. Geo. Mild <u>ATRAMENTALLY TAINTED</u> region in the north of <u>SAMMAEA</u>, along the border between <u>THE SURRACH</u>, <u>OPHAR</u> and <u>TRAKIA</u>.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}.$

THESSAIIA: Set. Coastal city in the north east of **EREBETH** known for its harbour and mercenaries (Pop. c. 35,800).

<u>THET</u>: *Set.* Settlement in the west of <u>KHAR NADUL</u>. Its main industry is the mining of lapis lazuli (Pop. c. 7,300).

<u>THETET</u>: *Rui.* Abandoned settlement in the c north east of <u>THETIS</u>. It was one of the first areas settled by the followers of <u>KATHISIS</u> in c. 1575 RM.

THETIS: Dem. 'Thetishi'. Ntn. Arid nation populated by a mix of descendants of the early FIFTH AGE empires of PHOL EGEDDA and RTHEI^(2.), and RHEAN immigrants. Located to the east of EASTERN LLACHATUL, it is positioned to the south of TETHYSIA, and is dominated by the desert of RTHEI^(1.), though the coastal climate is more temperate and home to many large and prosperous cities.

At the time of the <u>PROPHET KATHISIS</u>' great exodus from Rhea in c. 1552 RM into the north east, Thetis was largely vacant, a rapidly desertifying savannah that was populated by diverse groups of nomads. These nomads travelled the land in large family groups of up to 200 individuals, famed for their large yurts that housed entire families and, which could be disassembled and moved at short notice. These nomads would later become known as the <u>NEMIS</u>.

Kathisis sojourned there for a short while, in the area surrounding the ruined monoliths of $\underline{KHYTER}^{(1.)}$ in 1573 RM, though some of his followers chose to stay behind, settling the area permanently. Due to this, the two subsequent nations of Tethysia and Thetis share much in common, though they have since diverged since their founding. Both cultures would oppose native populations and later mix with their remnants, assimilating parts of their culture over the subsequent years of their dominance.

Between 1592 - c. 1700 RM the people who settled this land expanded north and west to encompass the Rthei savannah, though their efforts at populating it were repelled by the rapid desertification of the land. Though a few cities survive in the region to this day, there are many more ruins of aborted attempts at colonising the region by the Thetishi people, or earlier ruins of the ancient Rthei people. The most successful of these cities was Khyter⁽²⁾, which survives to this day.

Though Khyter became the site of a new city where the Rhean immigrants settled down, they did not gain a foothold as rapidly as their brethren in Tethysia did. Over the next 2 centuries they made attempts to colonise the region, even proclaiming a ruler – known as the <u>DEIARCH</u> – in 1598 RM, but the attempts failed. The worsening climate and rapidly encroaching Rthei desert thwarted their plans. By then they had become allies of the nemis nomads and many of the Rhean descendants became accepted into their culture. A few scattered cities emerged around the coast, though they did not coalesce into a unified state until c. 2450 RM, at which point the region first became known as <u>MINTHA</u>, united by the Deiarch.

Over the next centuries the Rthei desert continued to expand, leading to an increasing schism between the sedentary Minthan and the nomadic nemis, the latter of which adapted more readily to the changing climate. By c. 2860 RM Mintha fractured under the strains of the changing landscape even as the nemis resettled abandoned cities close to the desert. They would settle them in winter as protection against increasingly inimical sandstorms, where they would trade with each other and form long-lasting relations. In summer they would emerge and travel up and down the sedentary cities of the coastline, bringing their culture, news and trade with them. Over time their culture became the prevalent one, with the custom of settling in the cities for 4 months of the year becoming common, with most inner cities built specifically for this purpose, with vast empty spaces (allowing space for nomads to occupy) situated behind high walls that guard against sandstorms.

The name Thetis was first used in 3133 RM following the construction of the city ITHITOTH, which remains capital to this day. Though many outsiders consider the nemis nomads to be little more than nomadic tinkerers, the truth could not be more different, and they now form the backbone of Thetishi culture, despite them only spending a third of each year, on average, behind city walls. They are at the heart of the regions' culture, bringing trade, news and crafts with them as they travel, though this goes unnoticed to foreigners who usually stop at the coastal cities and regard them as uncultured itinerants.

The nation comprises around sixty self-governing oligarchic states – 22 major, and forty minor. Each state is ruled a <u>LACARCH</u> tribal leader, often by proxy through <u>VIZIERS</u> $^{(2)}$ who are trained since childhood for the role. The smallest states may contain only a handful of cities, whereas the largest comprise large tracts of land all they contain; and together they

convene in the capital of Ithitoth, where they rule on major legislatures, often via their trusted Viziers.

The nation reveres the pantheon of <u>KATHISIS</u>, though like Tethysia, worship of the <u>PROPHET KATHISIS</u> deified has since surpassed that of the rest of the pantheon, though the desert deity <u>HRUNDU</u> retains a following. See Vol III: Extant Realms and Nations.

<u>THEUMA, THE OCCULTIST-QUEEN</u>: Pol. Ruler of the city of <u>ERUK</u> in MHAROKK.

THEURGE: 1. Rel. Sup. Rnk. A priest who is also a SHAPER within the THREE CHURCHES OF THE UNDYING MACHINE. They use their abilities to perform 'acts of faith' to inspire the laity, who often misinterpret them as miracles. These abilities are promoted by the church and interpreted by most HELOTS as the will of the UNDYING MACHINE channelled through the actions of the priest, though those of schooling and who are well-versed in shaping know that the Undying Machine has nothing to do with the actions of theurges, who remain influential and charismatic members of the Three Churches and whose deeds are important in keeping the people enthralled by the church.

2. *Phil.* In the <u>Kremi</u> philosophy of the <u>Way of Megillar</u>, Theurges are spiritual leaders. They emerged by c. 2200 RM, after the Way of Megillar spread throughout Krem after the writing of the <u>Megillar Scrolls</u> in c. 2080 RM. They are guides to those undertaking the Way of Megillar, offering spiritual aid to those faltering along the Way. Their goal is to help the people of Krem reach enlightenment, so that they are at peace with themselves when their spirits pass on, facilitating their rebirth as <u>OTHERWORLDERS</u>.

THEUSAMAT: Pol. Set. Major city in the far south of IMEAL, along the northern shore of the <u>BAY OF INDIRILL</u> (Pop. c. 2,250,000).

<u>THIA</u>: 1. Lak. Lake in the south of <u>J'THANA</u>, largely surrounded by the century plant forest of <u>MALU</u>.

2. Rui. Ruin of an ancient <u>ACTANORSI</u> city, in the far south of <u>I'THANA</u>. The city was abandoned in c. 1200 RM following an outbreak of <u>ATRAMENTAL PLAGUE</u>, and the southern advance of <u>AANTHI</u> territories.

<u>THIADA</u>: Geo. Island in the far west of the <u>CORAL BARONIES</u> off the south western coast of <u>SAMMAEA</u>.

<u>THIAMIT</u>: Mil. Str. Mud-fortress in the far north east of <u>RHINOCOLOURA</u>, close to the river <u>APENA</u>, bordering the plateau of <u>KHUNRATH</u> to the south and the plains of <u>AROMUR</u>.

THIANUR: Int. Geo. Caverns in the far north west of Vârr. They were discovered by prospectors in c. 940 RM, and later explorations revealed ancient cave paintings depicting what are thought to be <u>LHAMACTHOI</u>.

<u>THIAS</u>: Set. Small coastal city in the south of the emirate of <u>LIMOTH</u>^(1.) in Limoth^(2.) (Pop. c. 12,500).

THIDEA: Rui. Once a great city in the west of <u>LAASKHA</u>, along the shore of the <u>BAY OF ASHARUTH</u>. The retreat of the <u>STRAIT OF SKAROS</u>, left the bay a salty lake and the city, once a prosperous port city, landlocked and greatly diminished. It remains now as a ruin, its crumbling edifices half-buried by the dust that has come to dominate the region, the shells of old ships littering the surroundings like old fossils.

THIFAN: For. Scrub forest in the north of <u>VÂRR</u>, to the south west of the <u>VARRACHON</u> Mountain. The woodlands there are shunned, due to local legends regarding the cursed mountain.

<u>THIG</u>: 1. Geo. Salt basin in the c west of the <u>DESOLATION OF ASTUDAN</u>. The salt basin is all that remains of an ancient lake that has been dry since any mention of the region.

2. *Rui*. The ruin of a once-great city that grew rich from its pure salt fields. Little now remains of its crumbling domes.

<u>THILLEA</u>: Rel. Set. Temple-city in the c north east of the <u>HENDECARCHY</u> of DERAEIA, in the north east of MALAN (Pop. c. 50,000).

THION HUDOR: Set. Major city in the south of GNOTH, bordering the southern shore of lake IMAGA (Pop. c. 100,000).

<u>THIOPHOSS</u>: Geo. Vast savannah in the far south east of <u>ADHERA</u> to the south east of the <u>SHAKHURAN</u> Mountains. It is famous for a large historical battle that took place in 2532 RM, in which queen <u>YASSMINA</u> <u>I</u> of <u>RAMIS</u> marched at the head of a large army to meet her many foes from the south east. Though she was victorious, Ramis would collapse

within a century, and Yassmina I was considered the last truly great monarchy of the kingdom.

THIPHILANIA OF ANI: (B. 3979 RM) *Pol.* Present queen of <u>MECHABET</u>, acting as steward in the name of PARTHIS.

<u>THIR</u>: Oas. Oasis in the <u>ANTENAS</u> plains in the north of <u>METHUMN</u> that is commonly used by merchants travelling between the settlements of <u>NUAANAN</u> in the north and <u>AHEMMAGHRA</u> in the south.

THIRD AGE OF MOTAL LIFE, the: also 'the Third Age'. His. In the mythology and ancient history of ELYDEN, the Fourth of Five ages spanning the mythic history of ELYDEN, as described in the MYTHOLOGIA ELYDEN. It is characterised by the spread and diversification of the MORTAL PEOPLES following the thwarting of the construction of the BRIDGE OF ETERNITIES in the SECOND AGE, and the DEMIURGES coming to the realisation that they are no longer divine beings, and that they will perish without the belief of mortals.

Many Demiurges indeed 'die' during this age, their bodies falling inert and fossilising without the worship of mortals. Some eventually return to a semblance of life as mortals come to worship them once more, but most never recover from their torpor. See Vol IV: the Mythologia Elyden.

THIRD WAR OF FAITH see WAR OF FAITH, THIRD.

THIRTEEN TRAILS OF THE LEGEND MAGHORA, the: Leg. Myt. His. In the history of <u>TEMUJA</u>, the trials that is ancestral <u>FOUNDER</u> and uniter went through, celebrated by its people. The trials are represented in a large mural in the council chamber beneath the <u>CRYSTAL PALACE</u> in DUARIAHAHN.

The trials are: the Birth; the Hunt of the Great Boar Golan; the Afterfeast; the Dream of the Three Trails; the Sojourn; the Lady; the Vision; the Gatherings of the Chieftains; the Meeting by the Crater; the Giving of the Gifts; the Great Quest; the Slaying of the Gorgon; the Death.

THISATHON: Geo. Mountain range in the c south west of THE SURRACH. It is most well-known for its devastating volcanic eruptions in 2759 RM, that devastated the empire of SELAHIM, causing it to fragment 2-years later.

<u>THISICA</u>: Sea. Small sea in the south west of the <u>FREE-ISLES OF PELASGOS</u>.

<u>THISICON</u>: 1. Geo. Island of the <u>Free-Isles OF PELASGOS</u>, and the south western-most inhabited island of the Free-Isles.

2. Set. City in the eponymous island in the $\underline{\text{FREE-ISLES OF PELASGOS}}$ (Pop. c. 16,500).

THITAR: *Mus. Obj.* String instrument that is played by <u>SHIE</u>. It is very long and narrow and have 11 strings in 3 sets — one long set of 5 that run the length of the instrument and two sets of 3, one on either end. The 5 main strings are controlled by the secondary limbs, and each of the sets of three is played by the primary left and right arms.

Non-shie can play the instrument but their range of motion is severely limited, and it is effectively a different instrument in their hands. It originated in the <u>FOURTH AGE</u> empire of <u>THYM</u> and remains common in nations that inherited its lands, though has since spread to most lands in which shie are now found.

<u>THITHIR</u>: *Int. Rui.* Charnel crypt in the c of <u>EZASUH</u>^(2.) where ancient practitioners of the <u>PENTATAELI</u> religion stored the remains of those eaten in religious rites. The crypt is hewn from the rock of the region and contains thousands of niches, each containing metal canopic jars with embalmed remains.

<u>THIVO</u>: Set. Settlement in the c north west of the <u>TEMPLAR STATES</u>. It is a major producer of cotton (Pop. c. 4,800).

THIY ZOTLATT: Int. Arc. Ancient geometric monument in the c of NOAVATUR, created from a single block of untarnished metal that glimmers as though illuminated from within then the sun strikes it.

THIYASAR: Set. Small city in the east of NOAVATUR (Pop. c. 12,000).

<u>THLOLOT</u>: Pol. Soc. Tribe in the north west of <u>MULCIBER</u>, in the <u>GROWING MOUNTAINS</u>, in the north east of <u>SAMMAEA</u>. It is a major producer of rock salt and granite.

<u>THOAGHUSH</u>: Sup. Geo. <u>ATRAMENTALLY TAINTED</u> region in the c west of the <u>UMBRA SOKHAR</u>.

The region is categorised as a <u>Moderate threat</u> by the <u>Korachani</u> Institute of Atramental Studies.

THOCA: See. Small coastal city in the east of EZASUH⁽²⁾. It is a major fishing centre (Pop. c. 16,000).

THOCZHEIL: (B. 3373 – D. 3449 RM) *Rel.* Guru and founder of the <u>CULT</u>

OF THE DREAMING GOD in <u>OKKHAM</u>, following the appearance of the <u>DREAMSCAPE</u> of <u>EKON OSSYL</u> in c. 3395 RM. His teachings spread across Okkham between 3418 – 3425 RM, after which it became recognised as a state religion.

<u>THOKASI</u>: For. Forested area in the east of <u>PARTHIS</u>, though it was originally in the north of the <u>TARAHID ANNEXES</u> where it was logged almost into extinction. Logging works in the area slowed to a near-halt in c. 2200 RM.

THOKKAR: Geo. Mountains in the c north of VALBAR^(2.).

THONAMIG: Geo. Canyon in the west of ALLASAN stretching nearly 100-miles from a fork in the river CTHONA. The canyon was once part of the river though its course brought it in contact with softer rock that slowly moved it north, cutting the stretch of the Thonamig off, leaving it dry, even as a new course was formed for the river to the north west.

The canyon ranges in width from 1,000-ft to just over 1.5-miles and winds south west to the coast where it flattens. Its sides are steep and as high as 200-ft, with few known crossing points, the largest of which is LAACHOM near the western coast of Allasan.

<u>THONAS</u>: Set. Settlement in the north east of <u>JURRAS</u>⁽²⁾, where the famous red granite of Jurras is quarried (Pop. c. 4,500).

<u>THONUS:</u> *His. Arc.* Ancient runic standing stones in the hills of the north eastern <u>MARINVYAAL</u> forest in <u>KOLCHIS</u>. The stones predate the present Kolchisi culture and are thought to date to the <u>FADING</u> following the FOURTH AGE.

THORODOT: *Rvr.* River in the east of <u>VALBAR</u>⁽²⁾. It flows south east for 425-miles from sources in the southern <u>OLTHARUN</u> Mountains and the <u>THOKKAR</u> hills before meeting the coast at the <u>BAY OF AMASIS</u>.

THORTIS: Geo. Island off the northern coast of <u>VALBAR</u>⁽²⁾. It is relatively flat and featureless and covered in permafrost and ice fields.

THOT SODGA: Set. City in the south east of CHEIRA (Pop. c. 40,000).

THOTA: Geo. Cliffs in the far east of KASPIA, overlooking the SEA OF IALCUS.

<u>THOLAKKOS</u>: Set. Settlement in the west of the <u>FREE-ISLES OF PELASGOS</u> mainland (Pop. c. 17,200).

THOLOT: Pol. Soc. Tribe in the north east of MULCIBER, in the GROWING MOUNTAINS, in the north east of SAMMAEA.

THOLOTH, the: Rui. Tower in <u>AVARANOM</u>, central <u>SAMMAEA</u>, known for a hewn hemispherical chamber on which are carved the <u>NORTHERN HEMISPHERE'S</u> stars and constellations.

 $\underline{THOLUBIED}$. Rel. Rnk. Priests who tend to the dome-shrines of the \underline{HIGH} and $\underline{LOW\text{-}EMPIRES}$.

<u>THOLUS</u>: PIr. 'Tholusin'. Rel. Soc. Str. Dome-shrine common in the gigantic bureaucratic edifies of the <u>HIGH-</u> and <u>LOW-EMPIRES</u>, fulfilling a role similar to that of roadside shrines in more rural communities. These dome-shrines are found along intersections in large, often miles-long, corridors. A tholus is usually hollow, allowing faithful to worship alongside the <u>THOLUBIED</u> (dome priest) allotted to maintain it.

<u>THON</u>: Mil. Str. Fortress in the western foothills of the <u>SACHAR</u> highlands in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>EDICULE^(1.)</u>. The fortress' foundations are carved from the rocks of the region and its high tower can look west across the river <u>ROHOTHA</u>, into <u>TAMAR</u>.

THORANT: Set. Major city in the c of AHRISHEN, along the course of the river ARESH(²⁾, where it joins with the east of lake NAIDA. It grew from a small river port where flat-hulled boats designed for navigating rivers that could not enter the larger waters of the Naida could be stored, and cargo and travellers could be switched to larger vessels capable of traversing the near 300-mile length of the lake.

THOUSAND-EYE FOREST: see OFANIMAH.

THOVA: Ser. City in the west of the HENDECARCHY of MYEIN in the west of MALAN. It maintains close relations with SAUA, and has a large

embassy as well as a large district that is inhabited by Sauan expats (Pop. c. 35,000).

THRACE: His. Nm. Ancient FOURTH AGE nation that existed in the north of SAMMAEA in what are the present-day north of TARTAK, the far south of JURRAS⁽²⁾, and extending east into KHURAUR and the west of KARAKHAS.

Its people were known as expert horsemen and archers, though little trace remains of their culture today. A few ruins remain today along the course of the river KHARAD, though there are largely crumbled beyond recognition today, their remains plundered for use in nearby constructions, such as bridges and towers, themselves now millennia old. See Vol III: Extinct States.

THRACIAN OGHUR: see OGHUR, THRACIAN.

THRAYA: Set. Fortified city in the south east of SUMA'YA. The town appeared in c. -300 RM in what was at the time the south of DHAMATEA, and it served as a small caravanserai, linking what little trade then existed between Dhamatea and the CITADEL MOUNTS, in particular forming close bonds with the city-state of COLYIS early in its life. Though it never grew much in this time, it was prosperous and its shallow-sided citadel protected the STERHBEL pass to the south west – the only navigable landroute south into the Citadel Mounts. The city is one of few to have survived the Atramental taint that, starting in c. -190 RM, left Dhamatea depopulated and corrupted before its unification with DHEA in -29 RM as the nation of BA'AKH.

Following the unification of Ba'akh, Thraya enjoyed a short period of growth, with refugees and survivors of the ATRAMENTAL outbreak that had devastated Dhamatea flocking to it; though it never really prospered under Ba'akhi rule. The town only really began to grow following the appearance of the KORACHANI EMPIRE and its appropriating of nations around THE INNER SEA left Ba'akh with less trade relations (Korachan unwilling to trade with many nations outside its borders) in the north, forcing it to trade south and east with the Citadel Mounts and even more distant places, such as Aethios and RHINOCOLOURA. The city grew around its large shallow-sided citadel, its vaulted caravanserais increasing in number and size to accommodate the increased trade, though this too died down following Korachan's invasion of the Citadel Mounts in 352 RM, though trade was re-established following Korachan's abandonment of the Citadel Mounts in 573 RM (after which they became known as EHBOT). This time would not last long, as Korachan turned its attentions from Ehbot to Ba'akh, leading to the nations' subjugation in 634 RM, an act what ended trade with outside nations. Following this time, Korachan largely ignored Thraya, for it was of no strategic or resourceful value to the occupying nation, though trade with DUN SZASS resumed in c. 650 RM.

In c. 1250 RM the land around Thraya experienced a darkening, believed to be tied to the Atramenta. By c. 1375 RM this had left large swathes of Thrayan terrain brittle and grey; likened by many at the time to <u>DUSTSTONE</u>. Indeed, the now largely-abandoned trade-route with Ehbot had begun to collapse, with large sinkholes appearing as the duststone disintegrated. The erection of <u>SIPHON ENGINES</u> in the city alleviated the corruption, but the damage had been caused by then, with an increased number of birth-defects and aepathy reported there.

Ba'akh was left in chaos following the empire's full abandonment of the region in 3097 RM (after close to 3-centuries under <u>DOMNITOR</u> rule), and the city of Suma'ya emerged as the most powerful city after more than 200-years of strife. Thraya was one of the first settlements to fall under the Suma'yan tyrants' yoke, with much of its populace taken as slaves to Suma'ya in 3271 RM, though it was resettled in 3502 RM, and trade south was re-established. Today it forms part of the <u>SALT ROAD</u>, which has become a vital part of the regions' economy (Pop. c. 22,000).

THREE BEHEMOTHS, the: Int. Tec. Veh. Ind. His. Three gigantic open caste mining crawlers built by between 2960 – 3160 RM by PATRICIAN HOUSE BARATHIN. A cross between a building, crane, and tractor, they were made to brutally tear away at topsoil and earth to expose coal and ores. Named after ancient mythological beasts, they were truly monolithic and built to withstand the rigours of near-permanent operation, harsh elements, as well as attack.

They revolutionised mining in the 4th millennium RM in <u>CENTRAL</u> <u>LLACHATUL</u>, and characterised a move away from slave-based mining to

more technological-based wider-scale operations. Many smaller and less robust imitations were made over the years, though none reached the level of notoriety as the Three Behemoths.

The first, <u>CHANRAT</u>⁽²⁾, was sent to <u>ALMAGEST</u>, remaining there after the <u>WAR OF THE ARTIFEXES</u> and the region gained its independence. The second, <u>HAYYAL</u>⁽²⁾, was used in <u>LAASKHA</u>. The third, <u>GUGGOTHA</u>⁽²⁾, was built and operated in <u>VÂRR</u>. Only Hayyal remains operational in its original form today.

THREE CHURCHES OF THE UNDYING MACHINE, the: Rel. Lan.

Common name for the three major religions around the INNER SEA REGION: the CHURCH OF THE UNDYING MACHINE, the REFORMED CHURCH OF SARASTRO, and the ALMAGESTI TEMPLE. The latter two splintered from the former following civil conflict in the KORACHANI EMPIRE and became separate faiths, each with their own idiosyncrasies, though still maintaining many base tenets and scriptures.

The <u>UNDYING MACHINE</u> remains their deity, with the <u>ARCHPOTENTATE MALICHAR</u> an important figure (though diminished within the two splinter religions, when compared with the primary religion, especially in the case of the Reformed Church of Sarastro, which has elevated <u>SATHEP THE RISEN</u> to a more prominent role for reasons of propaganda.

Also important to all three Churches is the suppression of the ancient mythic history of <u>ELYDEN</u>, including the origins of the <u>MORTAL</u> peoples and the <u>DEMIURGE'S</u> role in the shaping of the early Elyden. Indeed, most of the contents of the <u>MYTHOLOGIA ELYDEN</u> is forbidden, and entire government agencies and annexes of the respective churches are dedicated to expunging all such records. It is thought that this is to keep <u>SLAVES</u> and <u>HELOTS</u> ignorant to the true history behind the Undying Machine and their role in his sustenance. See Vol IV: Religions and Cults.

THREE DEATHS, the: Law. Soc. Proscribed method of EXECUTION^(12.) of WITCHES throughout the KORACHANI EMPIRE, involving stabbing, impaling and drowning.

THREE GORGES, BATTLE OF: His. War. Massive pitched battle between KORACHANI armies and the people of THE OLD FOREST, most notably the AMDUKIANS and ATTORANS, in the region of TAMSRAH in 2793 RM. Korachani influence in area was already waning, their desires elsewhere, and the battle was not well planned or funded, and the natives won the battle thanks to their knowledge of the area, superior numbers and evasive tactics, slaying some 12,000 imperial troops, suffering no less than 6,000 casualties in turn. Historians believe this was one of the final blows leading to the Empire rethinking its strategies in the Old Forest, leaving the area behind, its DOMNITORS returning to the HEARTLAND.

THREE MAGGOT HOUSES: Soc. Homeless shelters in the INNER SEA REGION, including the KORACHANI and SARASTROAN empires as well as ALMAGEST, so-named for the cost to stay there overnight. They are typically seen as a last resort by many, who would rather risk being press ganged on the streets than staying in the Houses, which have a reputation for abuse and people going missing, though this is thought to be little more than urban myths and propaganda spread by those who stay there regularly.

THREE MILES: Com. Pol. Market district in ALMAGEST.

<u>THREE REALMS, the</u>: *Myr.* Term used in the <u>MYTHOLOGIA ELYDEN</u> for the <u>FIRMAMENT ABOVE AND ATRAMENTA BELOW</u> and the <u>MATERIAL PLANE</u>. See Vol IV: the *Encyclopaedia Elyden*.

THREE SANCTA, the: Int. Rui. Three half-sunken idols off the south eastern coast of THETIS. They are constructed from a soapy stone of greenish colour that exude a sickly smell and were fully submerged until c. 3600 RM, after which they slowly began to be revealed by the wane of the SEA OF HALDUA. Little is known of their heritage, though they are thought to date back to an early age MERILL culture.

THREE WASTES: Geo. Region just south of KARAKHAS, in the far north west of the UMBRA SOKHAR wastes, in which the KORACHANI outpost of TAGAGNACH is located. The region was named in c. 1800 following imperial explorers in the region first encountered it, noting three distinct different wastelands that have since merged into one.

Though not <u>ATRAMENTALLY TAINTED</u>, the region is nevertheless inhospitable to most mortal life.

THREE-YEAR WAR: Mil. His. Ancient war in LYRIDIA between 216 – 219 RM fought between TROGLODYTES resisting the policing force of DIVINE SIBYL. The Three-year War left west and southern Lyridia in ruins, most of the areas' resources wasted.

THREFOLD CHURCH, the: also 'Church of St. Agynes' Rel. Str. Church dedicated to St. Agynes of the KORACHANI FAITH, located in the settlement of SAPROCHAN in AZAZEM. Its unofficial (but more popular) name comes from its interesting construction, which has the larger Church (dating to c. 2880 RM) constructed around a smaller chapel, (dating to c. 2210 RM), which itself is built around a shrine built on the site in c. 800 RM in honour of St. Agynes' canonisation a few years earlier.

Since then, it was found that her body was incorruptible and the larger chapel was built around the shrine, where a series of miracles were said to have taken place between 1834 – 1905 RM. As the settlement grew the need for a larger church arose, but due to the earlier miracles and the holy body of the saint being buried there, the chapel could not be demolished. As a result, the still larger church was constructed round the chapel, which became the reliquary of the saint's body and site to seasonal masses in her honour.

<u>THRENODY</u>: Soc. Art. In <u>GNOTH</u>, an evening song of lamentation performed by <u>CALLERS</u>; counterparts to the <u>DAWNBRINGERS</u>.

THREPHO: see PREPOTENCY OF THREPHO.

THRICE-BORN PROPHET, TEMPLE OF THE: Rel. Str. Shrine of the CHURCH OF THE UNDYING MACHINE in the city of VERIS in eastern Korachan. It celebrates the three births of the ARCHPOTENTATE MALICHAR – his mortal birth in KORACHAN in -41 RM, his resurrection by deep magicks in the KHARKHARADONTID desert in 133 RM, and his final rebirth as an OTHERWORLDER in 231 RM in KULIGALA – and has three separate chapels, each dedicated to one of those three aspects. Each of the chapels contains a large steel statue of Malichar in his different guises – the mortal holding aloft his sword TARTARUCH, the magickal revenant standing stoic, and the otherworlder resting on his blade.

Many pilgrims undergoing the <u>SHADOW MARCH</u> travel to the shrine, with many flagellating themselves before the great idols to Malichar before heading south to the SEPULCHRAL PALACE with other pilgrims.

THRIZA: Set. Settlement in the north west of LIDEA, along the cliffs of KANDAKE. It is known for its daredevil birdmen, who brave the cliffs for exotic bird eggs that they sell to larger cities (Pop. c. 5,200).

THRONE, THE PEWTER: see LEADEN THRONE, THE.

THRONE OF ASHTERATH, the: Int. Rui. Arc. A gigantic shale throne in the desert of JAKA, in the south east of the <u>UMBRA SOKHAR</u> in <u>SAMMAEA</u>. Built by <u>HERENSUEGE</u>, the crazed draconic <u>SCION</u> of the <u>DEMIURGE ASHTERATH</u> millennia ago, it is now unknown if the throne was once part of a larger structure, though if that is the case, no trace of such a structure remains today.

The scion Herensuege sits on the throne to this day, its body mummified and half-decayed. Unblinking eyes looking upon its wasteland-realm even as its body rots, though the scion is far from dead. Crazed followers —SERAPIS, DEGENERATES and worse — bring tribute to the scion in the form of fresh corpses, which they lay at the throne's feet. The bones of millennia of such offerings litter the immediate area around the Throne.

THRONE OF THE GODS: Rel. Rul. Holy site in the ancient VENATHI

EMPIRE, the remnants of which can be found in present-day c east of
VENTHIR. Constructed by EMPRESS LEAHRIT in c. -100 RM, the site was
once dominated by dozens of sandstone colossi that bore her image. Most
of the colossi were weathered beyond recognition by the time of the
KORACHANI EMPIRE'S arrival there in 361 RM, and the remnants were
toppled by exocrines in the following years.

THRONE OF THE LAST GREATSHELL: Obj. Pol. His. Throne and seat of power in the city of GOTTARUSH in the north of HOGGOTHA ISZ. The greatshell was slain early in the FIFTH AGE by a SERAPI warlord and continues to be used to this day, where it is located in a circular open air columned structure, visible to all. The shell is around 20-ft. long and is the largest recorded GREATSHELL shell.

THRONE OF LIES, the: Pol. His. Name given to a historical period between c. 2800 – 3000 RM in the south east of THE SURRACH in north western SAMMAEA, around what is today known as the INOTAHL basin. The period is characterised by the rapid rise to power of a large and powerful city state, known as NEROLI⁽²⁾, over its surroundings and the savage politicking and numerous assassinations of its rulers. This instability is what ultimately led to its collapse and eventual absorption by the newly-emerged Surrach.

THRONE WARDENS, ORDER OF THE: Rel. Org. Religious militant order originating in 203 RM towards the end of THE THRONE WARS, in the KORACHANI EMPIRE. Founded by three DESPOSYNI (triplet children of a union with a HALFBLOOD PELASGOSI princess) to oversee the safe being of the Korachani throne, the Throne Wardens kept the throne empty from usurpers for the duration of the REIGN OF THE EMPTY THRONE, until the return of the ARCHPOTENTATE MALICHAR deified in 339 RM.

Though no longer necessary, the Wardens remained close to the <u>ARCHPOTENTATE</u> in the years following his return, and became his most trusted of guards, equipped and augmented to the best of Imperial means.

THRONE WARS, the: Pol. His. Period during the REIGN OF THE EMPTY THRONE between c. 133-205 RM where a great many challengers tried to claim the throne. Those who did not were wasting resources fighting each other and were abducted by the UNDYING MACHINES' DESPOSYNI. It was a turbulent time within the KORACHANI EMPIRE, when faith in the ARCHPOTENTATE MALICHAR and the CHURCH OF THE UNDYING MACHINE teetered.

THRONES, FIVE: Pol. His. The five districts of the early FIFTH AGE nation of SAEDISH, which were: ADAIA, DERIKO, IOMA, OKASI, and YAMORRA. They emerged in c. 1320, leading to the end of SA'WEH and the birth of Saedish, and lasted until the unification of Saedish under the banner of General Hu in 3108 RM, which led to the creation of SAUA.

They were warlike regions, as prone to squabbling amongst themselves as they were to attacking neighbouring nations.

THRYION DYNASTIES: Pol. His. Historical dynasty in CHTHYRID that emerged in c. 3450 RM following centuries of prosperous trade with surrounding nations following the discovery of deep bountiful reserves of ore and minerals that made the nation rich and decadent. The dynasty is now remembered for its tyrants and voluptuary ways, and their names have been excised from Chthyridi records.

By c. 3600 RM the dynasty had embraced slavery and was orchestrating anonymous <u>SLAVE</u> raids into surrounding nations, in particular the <u>OLD FOREST</u> and <u>VÂRR</u>, which by then was under the control of the INTERREGES.

The collapse of the <u>KORACHANI EMPIRE</u> following the <u>WAR OF SUNDERING</u> lured Chthyrid into acts of aggression against its southern neighbour that escalated into various periods of strife between c. 3710 – 3750 RM, in which slave raids were turned almost exclusively towards Korachan.

The period ended with the people of Chthyrid deposing of the Thryion Dynasty in 3766 RM, after which a peace treaty was signed with Korachan the next year. This not only ended hostilities between the two nations but also led to the abolition of slavery in Chthyrid.

THUAA: Sup. Rnk. Form of SHAPING practiced by the SIHIR of the WOLD.

Though unrelated to ATRAMENTISM or FIRMAMENTISM, it also calls upon the MATERIA OMNA. Little is known about Thuaa, though it is thought to have been introduced by a SCION or DEMIURGE millennia past.

THUBOTAT: Set. Small city in the c-south east of BANT, in the c of the CARCHEMISHI PENINSULA^(1.), in the east of SAMMAEA. It is situated in the far north of the shore of the TIDDIN lagoon, at the mouth of the river BOTOL OTT (Pop. c. 13,000).

<u>THUD DAI</u>: *Geo. For.* Petrified forest in the c north west of <u>SYNCHTHONITHA</u>.

<u>THUDANIANA</u>: Set. Fishing settlement in the east of <u>NOAVATUR</u> (Pop. c. 5,000).

<u>THUELOR</u>: Set. Major city in the c west of <u>BELEGOR</u>, along the course of the river <u>MALMOR</u>. A large section of the city spans the river, effectively serving as an expansive bridge. This section of the city has stairwells and entrances to the undercity, with is a labyrinth of channels and subterranean canals, many of which has forgotten rooms and sealed off pumping stations, many of which are used for illicit activities to this day (Pop. c. 65,300).

THUDRII: Set. City in the c east of PNESSA. It is a major link between the interior of Pnessa and the more densely populated west (Pop. c. 40,000).

THUL SAFI: Rui. Geo. Ancient mountain-top rock-cut dwellings in the c of NOAVATUR, thought to belong to an ancient FOURTH AGE culture. They command uninterrupted views of the jungles below, and were the inspiration for the lavish palaces of the Plutocrats.

THULA: *Ind. Set.* Mining settlement in the far west of <u>NOAVATUR</u>. It is a source of an <u>ATRAMENTALLY</u>-sensitive ore that is not corrupted by contact with the Atramenta, making it very valuable (Pop. c. 4,000).

THULAEA: Pol. Set. Capital of EZHIRAYA (Pop. c. 1,170,000).

<u>THULGAR</u>: Set. Fortified settlement in the east of <u>PHYRR</u>, in the east of the <u>DISHKAR MAZE</u> region (Pop. c. 8,000).

THULOGUA: Set. Coastal settlement in the north of the PARTHISAN colony of EZHIRAYA^(2.), in the east of MENISCEA (Pop. c. 7,500).

THUMAL: Dem. 'Thumali'. Ntn. This small state exists as two semi exclaves in the far south east of WESTERN LLACHATUL, nestled between the MULL CITY-STATES and the KORACHANI colony of AMONDOR, with dozens of surrounding islands marking the extent of its territories. Its climate is cool temperate, and it has wet winters and short warm summers.

It has its roots in conflict between the native <u>DAIMALAN</u> people and invading Korachani colonists starting in around 3740 RM. The Korachani pushed north from the coast of <u>SUMANDA</u>, as far as present-day <u>BERIA</u>, but the colony was a desperate attempt of an ailing nation still reeling from the loss of half its territories mere decades earlier. The native people were unruly and they fought hard to regain their land from the invaders. Despite their protests the colony stood strong – the empire depended on the copper reserves found there and defended its newly-acquired lands vehemently, but over the centuries, as copper reserves waned and the imperial grip on the colony loosened and the natives continued to disrupt operations until in 3820 RM a large swathe of Amondori lands to the north and the southwest of the colony were abandoned so that the administrators could concentrate on the remaining lands.

The Daimalan people repopulated the abandoned regions, mingling with the descendants of earlier Korachani colonists, building forts and restoring quarries that had been abandoned by Amondor years earlier. They made alliances with island communities, which until then had been isolated and self-sufficient, and by 3890 a league of dozens of islands and even more settlements had formed, out of which would emerge a republic council. Border tensions with Amondor led to the declaration of war in 3917 RM, and an emperor was appointed by the council to act on behalf of the league. Following the resolution of the conflict, the emperor refused to hand over control, and the Sovereignty of Thamul was born.

Its people are all trained into a cohesive militia, and should the state enter war, they can be conscripted at a moment's notice to effectively defend their homeland. Its main industries are fishing and copper mining and the Sovereignty enjoys a close alliance with <u>PARTHIS</u>, the <u>MULL CITY-STATES</u> and <u>HOLOLACH</u>^(1.), which are vital in aiding in the defence against Korachani predation. See Vol III: Extant Realms and Nations.

<u>THUNA</u>: Pol. Set. Capital city of <u>ANANTHUL</u>. It is a major industrialised area, with many manufactories (Pop. c. 1,210,500).

<u>THUNDER BEAST</u>: Fau. Great beast with leathery skin, powerful body and long craning neck. It is described through apocryphal evidence and is thought to be native to the unexplored interior of <u>SAMMAEA</u>. See Vol II: Classification and Taxonomy of Life.

THUNDERER: Mil. Rnk. Originally a berserker warrior caste in VAALK.

Their battlefield role evolved with the advance in military technology, and under Korachani influence, they became ATRAMENTALLY-enhanced warriors, incredibly strong and inured to pain. They remain shock troops in Vaalk to this day, proud of their heritage, and often leading suicidal charges.

<u>THUNE</u>: Dem. 'Thunt'. Ntn. Small island-nation in the far south east of <u>MENISCEA</u>. It lies some 6^O south of the equator and is around 100-miles south of the southern coast of <u>LANTUA</u>, and is of a tropical climate, with yearly rain and high temperatures that vary little throughout the year.

Its main industry is the mining of <u>DREAMSTONES</u> – supranatural ores that are reactive to <u>DREAMS</u> and sought after by <u>ONEIROMANCERS</u>. The substance is mined from the fossilised expanded body of what is thought to be a dead <u>SCION</u> or <u>DEMIURGE</u>. Its entire culture revolves around their mining and export of this substance, and oneiromancers form a powerful upper caste. See Vol III: Extant Nations and Realms.

THUR: Mil. Str. Major coastal fortress in the far south east of EZASUH⁽²⁾.
THURIBULE: Rel. Obj. Large censers used in religious ceremonies amongst the THREE CHURCHES OF THE UNDYING MACHINE. Bearers of thuribules are known as THURIFERS.

THURIFER: 1. Rel. Rnk. Bearer of thuribules. They are often VOTARIES.
2. Rel. Pol. Org. A religious order or warrior-hospitaliers within the KORACHANI EMPIRE, who helps against the attentions of the ATRAMENTA. They often follow armies, tending to the wounded and are most commonly found in cities tending to ailments of the shadows, or lands close to ATRAMENTAL CORRUPTION.

THURION, AISLE OF: Rui. Ancient religious temple-complex in the south of the <u>DOMAINS OF SHAUATAS</u>. It is over half a mile long, and takes the form of a paved road flanked by hundreds of gigantic alabaster colossi, each believed to be the simulacrum of an ancient monarch.

THUS: (B. c. -60 – D. unknown) *Pol. His.* <u>ADUMBRAESK</u> warlord and, following <u>AKH'S</u> unification of <u>DHEA</u> and <u>DHAMATEA</u> into <u>BA'AKH</u>, the ruler of the city of <u>ORESS</u> (once known as <u>ORA</u>^(3,1)). Under his leadership the city enjoyed a spurt in growth, exacerbated by his introduction of <u>SIPHON ENGINES</u> to the city as a means of warding potential <u>ATRAMENTAL</u> activity in the region. The city's declaration of independence from Ba'akh in 65 RM was the culmination of his plan to move the city closer to <u>KORACHAN</u>. His obsession with the Atramenta had, over the years, led to the abandonment of the Adumbraeski tradition, replaced instead by <u>PENUMBRISM</u>, of which he was an advocate.

By the year 291 RM, following his refusal of signing the unification ratification forwarded by <u>BAALBETH</u>, Thus was a changed man, barely recognisable behind the panoply of archaic <u>TECHNARCANE</u> accoutrements; his voice a shadowy wisp, his skin translucent and sickly. A puppet of the growing Korachani influence in the city, he had forsaken his roots for the Atramenta and allowed Korachan to move its armies into Oress, from where they moved south against Ba'akh in 315 RM. The Korachani armies were defeated by 318 RM, and the city of Oress surrounded by Ba'akhi troops, where Thus was forced to sign the unification ratification, which ended Korachani presence in Oress and reunited Ba'akh as a true nation. It was the last time Thus was ever seen publicly; the last recorded mention of the man being in c. 450 RM. Following that it is now believe that he fled north west into Korachan, where he was allowed to indulge in his Atramental obsessions.

<u>THUSIS</u>: Pol. Sec. Small fortified coastal city in the west of the <u>FREE-ISLES</u> <u>OF PELASGOS</u> (Pop. c. 12,800).

<u>THUTIA</u>: Rvr. River in the north of Khamid, flowing north west for 210-miles from sources in the <u>AHSUDET</u> and <u>NEFERATH</u> Mountains before reaching the coast at the <u>BAY OF KHIT</u>.

THYATIRA, TEMPLE OF: Rel. Str. One of the SEVEN TEMPLES OF THE MACHINE in the region of the ATUL ARKAEL in ALMAGEST. The temple was lost c. 1200 RM to the encroaching slag/dust.

THYKH ETESH: Int. Rui. Sunken necropolis located in the c north of KHAMID. The ruin is ancient and is thought to predate the Khamidian culture (making it early FOURTH AGE). The necropolis takes the form of dozens of steep-sided 10-foot-tall pyramids, each fronted by a small chapel. Any bodies or treasures they once contained have long since vanished, possibly plundered.

<u>THYSIATERA</u>: Rel. Set. Religious city in the <u>PRISON CARCERI</u>, along the course of the river <u>LETHEON</u> (Pop unknown).

THYTHIA: 1. His. Ntn. Extinct kingdom in the far north of LLACHATUL, to the north of ALMAGEST and ASTUDAN, in what are now VALBAR⁽²⁾ and DURCHAA, that between c. 900 – 1491 RM was subjected to prolonged attacks from the KORACHANI EMPIRE, ending ultimately in is destruction.

The kingdom was founded in 326 RM by a rogue monarch, though little else is known about its early history today. It was dissolved in 1491 RM with the EXECUTION of its royal family, and its south western territories taken by Almagest as an annex, with the rest resettled by Korachani colonists, and its surviving populace was enslaved and set to work in new METEORE mines and other industries. The Korachani portion eventually became a nation in its own right – becoming known as Durchaa.

The kingdom of Thythia relied on rudimentary geothermal energy, which powered many of its industries and cities, and it was renowned for its great granite monuments, most of which were toppled in the decades following its downfall, to be replaced by Imperial structures.

The <u>WAR OF THE ARTIFEXES</u> saw Almagest emerge as a newlyindependent nation, which the region became independent and is now known as Durchaa^(1.).Though little remains of its culture today, some fragments can yet be found amongst the people of Valbar, whose ancestors were the survivors of the Thythian genocide

See Vol III: Extinct States.

- 2. Lak. Lake in the c. of $\underline{\textit{DURCHAA}}^{(1.)}$, named after the kingdom that once occupied the region.
- 3. Geo. Plains dominating the south of the nation of <u>DURCHAA</u>^(1.). The plains are dotted with the ruins of the extinct kingdom of Thythia and the detritus of the war with KORACHAN there.

THYM: also 'the Sovereignty of Thym'. His. Ntn. Ancient nation that was at its peak in the late FOURTH AGE, controlling most of the NORTHERN SAMMAEA, stretching across present-day PARAIYA, north eastern KARAKHAS, southern LIDEA, much of MHAROKK, and northern N'RAKH), before the WAR OF SCOURGING consumed the mortal nations in total war, though it survived, in diminished form, into the first centuries of the FIFTH AGE. The nations' borders are thought to have, at their height, stretched from the present-day SEA OF AZAM in the west to the south western coast of the DAARKEN GULF, bordering the SOLON HIGHLANDS and the ORIAN and SHIBOTHA Mountains in the north, and the KATHAN, URATH and AGRABU Mountains in the south.

Though it is believed that Thym fragmented following the War of Scourging, various smaller states emerged from the conflict, none of which were particularly strong. Most dissolved into smaller warring and struggling city-states as the war escalated, with those of the eastern-most region of ITHOIA fragmenting, its people scattering around their lands and to the north and west, into what were once the hinterlands of ASIADEA in c. -1600 RM. A broken people, shaken by the war, haunted by the glory that their ancestors had fallen from, the Ithoians were a weak-people, choosing to abandon their legacy, turning instead to lives of itinerancy in the badlands of BAAL DAGON and the RUATHAN plains south of the SHIBOTHA and north of the STERHBEL mountains.

Though one of the largest known Fourth Age civilizations, little is known of its culture, other than that at its demise its rulers had become decadent epicureans who erected huge monuments to their own honour. The ruins of these monuments, as well as bathhouses, gymnasia and sensoria, can all be found in nations as diverse as PARAIYA, the north east of KARAKHAS, south of LIDEA, MHAROKK, and the north of <a href="MYRAKH. See Vol III: Extinct States.

THYMI: Lan. Ancient language and script belonging to the <u>SOVEREIGNTY</u>
OF THYM, the script of which is now used as the basis for many languages across the north of <u>SAMMAEA</u>, including <u>SARASTROAN</u>. See Vol II: Languages.

<u>THYSHIA</u>: 1. Geo. Volcanically-active area in the south east of <u>SOUTHERN SAMMAEA</u>, in the south east of <u>YSACYITHAIA</u>, and the westernmost <u>XETEAN STATES</u>. It is dominated by a large caldera and surrounding wastelands that are characterised by fumaroles, sulphur lakes, hot springs and geysers.

The region is largely dormant today though individual geysers and fumaroles remain active, though the entire region was extremely active over a century ago for many decades, ultimately leading to the eventual collapse of the nation of Thyshia⁽²⁾, after which its territories were claimed by surrounding nations.

2. *His. Ntn.* Small nation in the south east of <u>SOUTHERN SAMMAEA</u>, in territories that are now occupied by the south east of <u>YSACYITHAIA</u>, the westernmost <u>XETEAN STATES</u>, and the north west of <u>GRAMMATER</u>.

Thyshian culture effectively died in c. 3880 RM following decades of increased volcanic activity in the $\underline{\text{IMENAZZI}}$ caldera and surrounding lands, which culminated in a widespread eruption in 3876 RM that displaced millions of people to surrounding lands as refugees and migrants. Those who remained were forced into a survival situation that precluded them from taking part in the economy, culture and politics of Southern Sammaea. Over time they were subsumed by surrounding nations, though a few independent cities – $\underline{\text{BELERBYRIA}}$ and $\underline{\text{ZURYA}}$ – have stubbornly persisted.

Surrounding nations expanded their territories over the ensuing century to claim the lands lost by the fall of Thyshia, though their respective borders remain contested to this day, with Ysacyithaian, Xetean, and Grammatan border patrols remaining a common sight in the region.

The nation was known for its idyllic wildernesses, lush coniferous and boreal forests, and its wildlife. Its people were skilled outdoorsmen, fishermen, and cattlemen.

THYSIASTERY OF THALSIMUS: Rel. Rui. Ancient sacrificial altar in the <u>TULAAN SHAADOR</u> hills in the c east of <u>THE SURRACH</u>. The altar was once part of a large temple-complex, which is now in ruins, scattered across the region.

TI ELINDA: Set. Settlement in the c of <u>SAGITTARIA</u>, known for its collieries. The mines are vertical and go deep beneath the settlement, and require constant pumping to keep them dry (Pop. c. 9,000).

<u>TIAGAME</u>: 1. Sea. Bay in the far south of <u>TATAR</u>, at the mouth of the eponymous river⁽²⁾.

2. Rvr. River in the south west of <u>TATAR</u> flowing south west for 250-miles from sources that flow into lake <u>OLBIA</u>, including river <u>DIELEGAME</u>. Lake <u>PITIA</u> lies along its course. Its course has been altered by mortal hands across thousands of years and it is well-travelled, with river boats and barges travelling along its length.

TIAII: Set. Settlement on the island of KHEMET in KHAMID (Pop. c. 6,800).

TIAL ESH: Set. AHHAS city in the south west of the GROWING MOUNTAINS of MULCIBER, in the tribal territories of OURANASSA. It is the only settlement of note that the ahhas minority calls their own. All ahhas families visit the city during their circumnavigation of the Growing Mountains, averaging a visit every two years. There they pray tribute to their god-king Nephthalont, at the shrine of ABRAS⁽³⁾, where relics of his rule are kept (Pop. c. 30,000).

<u>TIAMA</u>: Sea. Narrow sea in the north west of <u>SARASTRO</u>, fed by the <u>BLACK</u> RIVER.

TIAMAT: His. Set. An expansive city-state that once dominated the lands of the southern AROMUR plains and KHUNRATHI shelf between c. -2000 and -1600 RM, in what is now the border between the south east of AETHIOS and the north east of RHINOCOLOURA. At its height in c. - 1900 RM, the city's influence extended as much as 250-miles in all directions, though its discovery of the IDOL OF BAPHOMET in c. -1750 would eventually lead to its downfall. The people's worship of the idol would elicit a DREAM-murmur from the dormant DEMIURGE, which corrupted them fully. The plains to the north west of the city-state housed a great cathedral-monument, in which the Idol was kept, though a FIRMAMENTAL explosion of enormous magnitude towards the end of the WAR OF SCOURGING destroyed the structure, severely damaging the city itself, leaving the immediate surroundings scarred. The Idol was somehow recovered, and later appeared in Rhinocolouran history as a national heirloom. The city-state of Tiamat lingered for some years following the conclusion of the War of Scourging, though by then it was a tomb, its buildings abandoned, its people withered from the devastations of the war. The present-day mud-fortress of THIAMIT is named after it.

<u>TIAMMAT</u>: Geo. Plains in the west of <u>SARASTRO</u>. The region is mildly <u>ATRAMENTALLY TAINTED</u> and is known to cause physical degeneration in those who sojourn in its lands.

The region is categorised as a $\underline{\text{LEAST CONCERN}}$ by the $\underline{\text{KORACHANI}}$ Institute of Atramental Studies.

TIAMOLDOR: His. Ntn. Now-extinct FIFTH AGE kingdom in the south east of BROR^(1,), which, alongside the APLI culture, diminished in c. 3100 RM following a devastating ATRAMENTAL calamity. It emerged from the

<u>BARBARIAN STATES</u> of the <u>TIAN MALDARAAN</u> people in c. 1900 as the <u>COALITION OF SURISSIA</u> was waning. See Vol III: Extinct States.

TIAMOLDORAN CITY STATES: Pol. Ntn. Loosely connected city states in the south east of <u>Brore</u> (1) that inherited the region following the demise of <u>APLI</u> and <u>TIAMOLDOR</u> in c. 3100 RM. In 2802 RM an Atramental eruption on the island of <u>ARCHAEDON</u> (1) left the southern city states devastated, their <u>SHAPERS</u> dead or insane.

Its people are descended from the so-called <u>BARBARIAN STATES</u> and are now famed for their dysmorphic bodies – with the average person standing at full foot taller than anyone from the '<u>FAR WORLD</u>', as well as their varied skin colours, indicating a distant union between human and giganri settlers in the region. See Vol III: Extant Nations and Realms.

<u>TIAMUTH</u>: Int. Rui. Shipwreck in the <u>GRRGAN</u> reef off the western-coast of <u>CYHLAGHARR</u>, in the <u>SEA OF MERRIL</u>.

TIDDIN: Sea. Lagoon in the c south of BANT, in the CARCHEMISHI

PENINSULA⁽¹⁾, in the east of SAMMAEA. It was once a shallow sea though
the waning of ELYDEN'S seas has seen it shrink, and today it is separated
from the STRAIT OF HADDURATH⁽²⁾ by a narrow channel around half-amile wide at its narrowest point, at the settlement of SEBESHAT. It is
expected to be cut off from the coast entirely within a few decades.

TIBER: Set. Settlement in the south west of CHEIRA (Pop. c. 4,000).

TIBER NIALL: m. Sup. Per. (B. 3819 RM) High-ranking member of the GRIGORIAN ORDER of the SANCTIFIED INQUISITION. An accomplished animist, he spends increasing amount of time FOCUSED^(1,1), ASTRALLY PROJECTING to unveiled hidden truths. His discovery of the STAR OF ASCENDANCE — a particularly lucid SPIRIT^(1,1) dwelling in the OTHERWORLD, has revealed various secrets that have been of particular use to the Order.

TIBERIUS MARO: m. Per. (B. 3935 RM) High-ranking member of the CONCORDANTIST ORDER of the SANCTIFIED INQUISITION. Officially bearing the rank of INQUIRER, he is a master of espionage, having spent many years as a spy in PARTHIS, collecting information on the KORACHANI EMPIRE'S rival state.

He was involved in a widely-publicised fracas outside the Korachani embassy in <u>TETHRA</u> in 3968 RM, during which he was severely injured, putting to an end his life as a field agent. Since then, he has taken over the Orders' Office of Domestic Investigations, where he oversees domestic surveillance.

TIBERRA: Set. Major coastal city in the south west of ALLASAN, at the delta of the river LISSA. Its harbour is the main source of sea trade in and out of Allasan, and its docks are busy with trade-vessels and the sound of wine bottles being loaded onto ships for export. It forms part of the SHADOW MARCH and has many hostels that cater to PETITIONERS OF THE MACHINE (Pop. c. 83,000).

TIDES: Sea. Ocean and sea tides are affected by various things, most prominent amongst them the two moons SIELLA and ARAKHAMÉ. Their phases and positions in the heavens have a significant effect on tides, and in many places the range of low tide and high tide can be measures in tens of yards, having a great impact on culture and the evolution of coastal life. THE INNER SEA, in particular, is plagued by extreme tides, causing coastal settlements to adapt to the situation. The CITY OF ALMAGEST is a prime example, its harbour existing on three levels, the two lower ones being submerged during times of high tide, windows and doors sealed with bulkheads. See Vol II: Month and Lunar Cycle in Elyden.

TIDESHAPER: Sup. Rnk. Caste of SHAPER common in OKKHAM, in the east of SAMMAEA, whose purpose is to help regulate and control the sometimes-extreme tides, that risk destroying many of the nation's industries. They train in the lighthouse of RALCZHET before travelling across Okkham to settle in a coastal settlement where they can put their skills to use.

TIERIR: Set. Small city in the c south of TATAR (Pop. c. 13,800).

TIGAR: His. Set. Ancient capital of one of three prefectures of <u>ERINAKH</u> <u>LAUR</u> (present day <u>RHINOCOLOURA</u>). The city was attacked by <u>KORACHANI</u> forces in 817 RM and razed, never to be resettled. The capital was later moved to the city of <u>SARAD RYX</u>.

TIKBALA: 1. *Geo.* Mountain pass in the south east of LYRIDIA, passing through the HARBIDA Mountains linking the nation with its south western-most city, JOCENT.

2. Mor. Theriocephalid with vague equine features, judged by some scholars to be too numerous and localised to be descendants of OTHERWORLDERS. Skittish and nomadic by nature, they are distrusting of other travellers and relatively pacific, though prone to frenzy when cornered or deprecated. Though they keep little written records, they are aware of their history, which is retold by elders and tale spinners. They were the victims of genocide in ancient times, which has left them without number and strength.

They are found around <u>NAARETH</u>, <u>NÁRTHEL</u>, <u>VENTHIR</u>, and to a lesser extent, the <u>BROKEN LANDS</u>, <u>TZALLRACH</u>, and <u>LYRIDIA</u>. See Vol II: Classification and Taxonomy of Life.

3. Mar. Mor. In LYRIDIA, they^(2.) are more martially-inclined than their foreign kin and practice a form of Firmamentism called <u>EGGLIL</u>.

TILAP THE DOG: His. Soc. Loyal dog who in 3775 RM accompanied her owner, the PARTHISAN explorer Iohannai Fal Ajjia as part of an expedition to ATRAMENTALLY-CORRUPTED lands in the north west of KHARKHARADONTIS. Iohannai became separated from the rest of her group and became lost in a region infested with corrupted vermin. As her supplies ran out, she became trapped in a ravine and only managed to survive through the ardent actions of her companion, who kept the scavengers at bay long enough for a resume part to reach her.

Tilap unfortunately died of her wounds before she could be healed, but Iohannai had her cloned, with the new Tilap continuing the legacy of her clone-mother. As the story of Tilap's bravery spread across Parthis, many nobles and <u>PATRICIANS</u> approached her, wanting to adopt more clones. Eventually Iohannai relented and made clones of Tilap available to those who wanted to, accepting donations from them through which she was able to set up a foundation that sought to round up and home stray dogs from across Tethra and other Parthisan cities.

Today the Tilap dog is amongst one of the most popular forms of <u>FAMILIARS</u>⁽²⁾ in Parthis and its colonies and dependencies, with many thousands of clones alive across the <u>INNER SEA REGION</u> at any one time.

TILARAM: See Small city in the c-south east of <u>ESHIR</u>⁽²⁾ in the rocky south of <u>ATENARA</u>. It is famed for its ancient subterranean settlements, some of which are still in use today in part of the more modern city (Pop. c. 14,300).

TILEUL: Rui. Ancient plagi monument in the north east of ARKOS^(1.), dating back to c. -10,000 RM in the FOURTH AGE, possibly earlier. The monument takes the form of a tapering obelisk, around 150-feet high made in an intricate latticework of a strange greenish metal that stands untarnished and unscarred to this day, where it is shunned by flora and fauna alike; the land around it a lifeless desert for a mile in all directions.

TILLA PISTOME: (D. 3403 RM) Edu. Scholar of the Atramenta who alongside her colleague OLOM GARROS formulated the hypothesis now known as the GARROS-PISTOME HORIZON, which postulates that given the right conditions mortals can cross over to the otherworld without supranatural aid.

TILLAYAN: Geo. Expansive cave-system in the c west of CUTH, discovered in 2123 RM. Explorations of the caves continued for over a century, until the final cave was revealed, in which was a mummified HAND placed on an altar hewn from the living rock of the cave. The hand was taken back to the city of KARKAUTH and examined by shapers and historians over the course of many years, where in 2252 RM it was divined as the hand of the DEMIURGE NERGAAL.

<u>TILLON SEAH</u>: Myr. In <u>BA'AKHI</u> mythology, the font from which all life emerged. According to Ba'akhi <u>MAGGI</u>, the well has constantly flowed with water throughout history; sign of its divine roots.

TILLUR YELTO VII: (B. 3933 RM) Pol. Present Chancellor of ESHIR⁽²⁾ and 17th Chancellor from his dynasty.

TIMAII: Set. Small coastal city in the east of <u>ELEKHID</u>, overlooking the innermost reaches of the <u>BAY OF ENEPH</u> (Pop. c. 12,750).

TIME OF AVATARS, the: His. In the ancient history and mythology of ELYDEN, another name for the FOURTH AGE OF MORTAL LIFE.

- <u>TIME OF DECLINE, the:</u> *His.* In the ancient history and mythology of <u>ELYDEN</u>, one of the two subdivisions of the <u>THIRD AGE OF MORTAL LIFE</u>.
- TIME OF DEFIANCE, the: His. In the ancient history and mythology of ELYDEN, one of the two subdivisions of the SECOND AGE OF MORTAL LIFE.
- <u>TIME OF LIVING GODS, the</u>: *His.* In the ancient history and mythology of <u>ELYDEN</u>, another name for the <u>SECOND AGE OF MORTAL LIFE</u>.
- TIME OF MORTALS, the: His. In the ancient history and mythology of <u>ELYDEN</u>, another name or the <u>FIRST AGE OF MORTAL LIFE</u>.
- TIME OF THE ONÉSIMUS AN THE SET, the: His. In the ancient history and mythology of <u>ELYDEN</u>, one of the two subdivisions of the <u>SECOND AGE OF MORTAL LIFE</u>.
- TIME OF REBALANCE, the: His. In the ancient history and mythology of <u>ELYDEN</u>, another name for the <u>FIFTH AGE OF MORTAL LIFE</u>.
- TIME OF TWO KINGS, the: His. Tumultuous period in PARTHISAN history between 2542 2546 RM where the republic was held hostage by twin consuls, who were overthrown in 2546 RM by ARSACYN, a beloved republican who was able to hold executive powers, becoming the first emperor, starting a new age for Parthis which continues to this day.
- TIME OF WONDERS: His. A common name given to the ancient history and mythological age of <u>ELYDEN</u>. It is representative of an ancient time when the <u>DEMIURGES</u> still <u>SHAPED</u> Elyden and their <u>TRIBES</u> lived at the dawn of their history.
- TIMGAR: Rui. Ancient expansive ruined city in the south of the <u>TARAHID ANNEXES</u>, south of the <u>HOGHSOTHAMON</u> wastes, with 'forests' of standing and toppled granite columns and half-buried basements and crypts. The region is known for its many tombs, most of which were looted long ago.
- TIMUR: Set. Settlement in NÁRTHEL, 40-miles south of the STRAIT OF NÁRTHEL, historically renowned for its iron deposits. One of the largest iron mines of the KORACHANI EMPIRE was located here, its source spent in c. 2150 RM after which it was abandoned. Its lower reaches flooded in 2409 RM, following a collapse of a hollow that led to the Strait of Nárthel; and its upper chambers (where offices and stores were housed) were pillaged long-ago. The city above is now a ghost-settlement, most of its structures empty, its population a fraction of what it once was, subsisting on what miniscule yields the mines now provide.
 - His. it was part of the state of <u>SHANATH</u>, though following is dissolution in -174 RM, was assimilated by Nárthel in c. -150 RM (Pop. c. 1,000).
- TIN: Set. Settlement in the region of <u>DAAR</u> in the north east of <u>VENTHIR</u>. Its main industry is iron mining (Pop. c. 4,800).
- TINANIA: Pol. Soc. Bus. PATRICIAN HOUSE in the KORACHANI EMPIRE known for being a member of the ATROPI HOUSES. Its ancestral home is the city of ARAZEL, and it maintains a large fortress there to this day.

Its main role within the cooperative lies with taking care of the finances and the mundane business of running an empire-spanning business, and it is famed for its clerks and bookkeepers. See Vol II: Patrician Houses.

TINLAA SIGNAL WALL: Int. Tec. Mil. Pol. Str. A massive concrete wall in the south west of the ARCANTHEA Mountains, commanding impressive views of the c south east of LAASKHA. It is around 400-ft. high and is of stark design, supported by mighty buttresses, above which the wall itself sports 49 hollows – arranged in 7-rows and 7-columns, each of which sports gigantic hyper-radial lenses that emit brilliant focussed light (akin to those on lighthouses but far more powerful). These lights are used in concert to send messages over vast distances. Across the south east of the nation are high watchtowers with soldiers constantly trained on the signal wall, awaiting any messages for deciphering.

The wall was erected in c. 3580 RM and was well-used by the time telegraphy grew in popularity around the <u>INNER SEA REGION</u> in c. 3730 RM, after which it became less important but continued to be used as an alternative to modern telegraphy, which relies on electricity, and though the Wall itself requires electricity to broadcast its messages, anyone within line of sight can view them regardless of whether they had electricity.

 $\overline{\text{TINTH}}$: Set. Settlement in the east of $\underline{\text{SEDISIA}}$, within the $\underline{\text{VETHRANDAN}}$ RIVER SYSTEM (Pop. c. 6,000).

- TINAVA: Soc. Dance common in THE VORANDINE, that is thought to date back to the FOURTH AGE, where it was danced in the arena of TINAVORAS, which is thought to have lent its name to the dance. The Tinava is a fast-paced communal dance that is common to celebrations and weddings.
- TIPHARA: Mil. Str. Major fortress in the east of GNOTH.
- <u>TIPHARET</u>: Set. City in the c-south east of <u>GNOTH</u> along the course of the river <u>MALKUTH</u>, and base of the <u>ORDER OF TEREBINTH</u> (Pop. c. 80.000).
- $\overline{\text{TIR}}$: 1. Sea. Bay in the west of the SEA OF ORRIDA, in the north east of KHULL.
 - 2. Set. Settlement in the north east of <u>GNOTH</u>. It was built around a shrine that contains the preserved body of a winged <u>OTHERWORLDER</u>, which remains a prominent figure in its religion (Pop. c. 6,000).
- TIRAGA: Ind. Set. Settlement in the c of PARAIYA, to the north of the URATH Mountains. Its main industry is the mining of iron (Pop. c. 7,000).
- <u>TIRAL</u>: Set. Coastal settlement in the region of <u>CHATOYANT</u> in the west of <u>THE SURRACH</u> (Pop. c. 7,200).
- TIRED UG: Ser. Coastal city in the south west of CHEIRA. It is a known manufacturer of the drug LETHE (Pop. c. 40,750).
- <u>TIRESIA</u>: Sec. Coastal settlement in the south east of <u>THETIS</u> overlooking the <u>SEA OF HALDUA</u> (Pop. c. 5,000).
- TIRGATOA: 1. Sca. Bay in the far north east of MENISCEA, in the colony of IBANNEM^(1.).
- 2. *Geo.* Island off the south eastern coast of the colony of <u>IBANNEM</u>^(1.) in the north east of <u>MENISCEA</u>. A fortress occupies the island, guarding entry into the bay beyond^(1.).
- TIRIGIZ: Set. Fortified settlement in the east of PNESSA (Pop. c. 3,800).
- TIRIL: Sea. Bay in the south west of AMMESH, forming a north western extension of the SEA OF AMMASH (1.).
- <u>TIRIOD</u>: Set. City in the c south of <u>SEDISIA</u>, 15 miles north west of the capital in <u>HAII</u> (Pop. c. 43,000).
- TIRIX: Set. Major city in <u>KARAKHAS</u> along the course of the river <u>NEGHIRREN</u>, named after the many gigantic millstones that lie strewn around its periphery, relics from a past incarnation The city is a major producer of food for the capital in <u>DEKANA</u>, and is surrounded by miles upon miles of farmland (Pop. c. 48,000).
- TIRO: Ind. Set. Solitary city and the only settlement of any note within the frigid region of YASH UYUN in the east of RAONGEN⁽²⁾. It is home to the SANCTUARY OF TEMPERANCE and emerged in c. 2230 RM to take advantage of peat deposits. As the climate in the region grew colder, the peat industry died out, being replaced by deep UMBRA drilling, which continues to this day (Pop. c. 33,000).
- TIRODAESH: Soc. Mor. Dem. 'Tirodaeshi'. Nomadic pariahs common in EASTERN LLACHATUL. They are thought to be descendants of ancient unions between humans and ILLIDRAEN, and are the only known examples of such a union there have been no other documented human/illidraen hybrids in recorded history.

This has caused scholars to question their true origins, though the Tirodaeshi people are know little of their own heritage and do not speak of such things to outsiders. They are aloof, and are known to be OCCULTISTS, offering certain services to those in the settlements they pass through, which include THETIS, LIMOTH, and THETIS.

- TIRTHANKAR: Set. Major city in VENTHIR, known for its large court and politicking. It is a city of two halves, its citadel and fortified upper-city built in the foothills of KAUIN highlands, the rest of its population made up disparate satellite towns and villages in the surrounding region (Pop. c. 228,000).
- <u>TIRZA</u>: 1. *Sea.* Bay in the <u>SEA OF MHARKA</u> in the north of <u>LIDEA</u>. Flanked by the peninsula of Tirza^(2.) to the west and the river <u>GOLET</u> to the east.
- 2. Geo. Peninsula in the north of $\underline{\text{LIDEA}}$ protruding into the $\underline{\text{SEA OF}}$ $\underline{\text{MHARKA}}$.
- 3. Set. City and natural harbour in the above bay $^{(1)}$ along the coast of the north of <u>LIDEA</u>. It is a stop along the <u>SALT ROAD</u> (Pop. 16,400).
- 4. Str. Lighthouse on rocky island north east of the peninsula of Tirza^(2.).

TISARA: Dem. 'Tisaran'. Nm. Nation in the region of TISHANNA^(1.) in the far north east of the continent of <u>LLACHATUL</u>, overlooking the <u>BAY OF GEAUA</u>, with its eastern land border touching the nation of <u>ABATTUR</u>, which lies in far west of the continent of <u>MENISCEA</u>. Its northern coastal regions are of a cool temperate climate, whereas its inland south is dryer and warmer with a more stable climate due to nearby mountains to the west and south. These take the form of the eastern-most arm of the <u>ARGENT</u> Mountains and the <u>VOULLOR</u> Mountains, respectively.

Likewise, the majority of its western territories are composed of highland massifs. These areas are all prone to earthquakes, which are relatively common, leading to most cities and settled areas being in the north, closer to the coast. In 3201 RM a major earthquake, now remembered as the <u>SEISM OF ASMARATH</u>, after a large city that was devastated by the event.

The region was originally known as <u>TISHANNA</u>⁽²⁾ and was settled in the early <u>FIFTH AGE</u> by three distinct people — <u>TISTANNI</u> natives after whom the region was named; <u>UTTRANI HALFBLOODS</u> who had lived in the region since the <u>FOURTH AGE</u>; and more recent immigrants from Amillaere⁽³⁾ who moved into western Tishanna⁽¹⁾ in c. 1200 RM. These people mingled to different degrees and their cities prospered as independent city-states, many of them along the <u>EGETAKHAN ROAD</u>, which brought wealth and trade to the region. In c. 1910 RM, its merchant houses united, secured ties with the Malani <u>HENDECARCHY</u> of <u>DERAEIA</u>, forming a new monarchy through marriage in 1922 RM. The Uttrani Schism eventually led to the collapse of the monarchy and the establishment of the Republic State of Tisara. The kingdom of Malan was established relatively soon after in c. 2075 RM, bringing further stability and trade to the region.

It was renamed Tishara and formally founded in 2513 RM, following an unfortunate war with neighbouring Abattur that stemmed from the UTTRANI SCHISM that started in c. 2470 RM. Tishara defeated Abattur in 2511 RM and established a militarised border between the two states that it patrolled over the next century. The Republic States of Tisara replaced the previous feudal monarchy following the actions of queen SHIRAT, who stepped down, becoming a figurehead of the new republic until her unfortunate assassination two years later by a misguided monarchist. Childless, her nephew HACHEM assumed the mantle following her death, beginning a tradition that endures to this day.

The people of Abattur petitioned Tisara to forego its hold over their shared border, returning territories that had been appropriated in 2511 RM, but they were repeatedly rebuked. In 2614 RM Tisara eventually acquiesced to repeated request to dismantle the military presence along the border, but refused to return the territories. The Abatturi people grew bitter and insular after this, almost severing ties with Tisara, keeping only the most basic of trade routes open. This led to Tisara being excised from the EGETAKHAN ROAD trade-route, losing influence in the region, further worsening relations between the two people.

By 2724 RM king <u>SESSEMAGART</u> was able to twist most members of the republic council to his cause, founding a short-lived empire with him as its head. He whipped the populace, his lieutenants and the remaining lawmakers into a nationalist frenzy that led to a short war with Abattur in 2729 RM, ending in the state's annexation in 2730 RM.

Sessemagart advocated education of all his subjects' cultures and religions, established temples of disparate faiths in both lands, and encouraged travel and trade between the disparate lands of his new empire, with western cities welcomes uttrani migrants.

But Tisaran rule of Abatturi lands was wrought with difficulty, and following Sessemagart's death conditions in the eastern territories steadily worsened. Clashes between workers and overseers became common, and cases of uttrani immigrants and their children clashing over differing ideologies were increasing by c. 2850 RM. Cultural and political differences led to rising tensions, with some cities experiencing growing gang cultures that led to entire districts coming under control of particular groups, unsettling the economy and causing unrest across Tisara.

This eventually resulted in Abattur regaining its independence in 2913 RM, with the city of <u>LAILLA</u> becoming its new capital. Many halfbloods (including some non-uttrani) were repatriated to Abattur, though some

choose to stay, forsaking their roots, becoming outcasts within their ancestral homeland.

The empire established by Sessemagart collapsed in 2936 RM, leading to 8-decades of unease in which cities established their own states. These were eventually brought together by well-meaning parties who reestablished the Republic States of Tisara in 3021 RM, which remains strong to this day.

No longer a part of the Egetakhan Road, Tisara came to focus more on trade with the west and south, with which it established closer ties over the subsequent millennium.

In 3201 RM the Seism of Asmarath devastated the south west of the nation, destroying the city of <u>ASMARATH</u> and many other settlements, killing unnumbered thousands. The quarry and mining-based economies of the region were left devastated as survivors fled to the north, repatriating in safer cities in a move that proved prescient – an even larger earthquake struck in 3823 RM, though relatively few people were killed.

Today, the region is known for its religious syncretism, with various faiths being accepter and tolerated, many of them brough by immigrant peoples. It is famed for its textile and dyeing industries, and it maintains sizeable mines in its south eastern reaches to this day, which excavate SUNSTONE and other ores. See Vol III: Extant Realms and Nations.

TISARAN LUGH: see LUGH, TISARAN.

TISHANNA: 1. Geo. Region along the border between the north east of <u>LLACHATUL</u> and the north west of MENISCEA, in lands presently occupied by ABATTUR, the far east of TISARA, and the far south of SATARIEL. The region was once known for its scattered old growth forests, of which the extant woods of UTTUMA are a remnant, but most of it was cut down for farmlands in the FOURTH AGE, with the deforestation continuing into the FOURTH AGE.

The region of Tishanna is not exactly analogous with the territories of the Fifth Age nation of the same name(2.), and is located farther north east than the former.

2. Dem. 'Tishannan'. His. Ntn. Historical nation in the far north east of the subcontinent of <u>EASTERN LLACHATUL</u>. In the early <u>FIFTH AGE</u> it was inhabited by no less than three distinct ethnic groups.

The eldest and most deeply-rooted was an ancient <u>HALFBLOODED</u> bloodline known as the <u>UTTRANI</u>, whose people had lived in disparate family groups in the land since the <u>FOURTH AGE</u>.

The previous were the <u>TISTANNI</u>, descendants of the Fourth Age empire of <u>NAHORIA</u> who scattered north east during the <u>FADING</u> and settled the region, becoming known as the <u>TISTANNI</u> people by c. -1000 RM

The most recent people to make the region their home were immigrants from <u>AMILLAERE</u>^(3,) (present-day northern <u>MALAN</u>) who fled cultural instability in c. 1200 RM, moving east into western Tishanna. The mythohistoric figure of <u>ANDRASTE</u> likely dates to this period, prior to her becoming deity in the region around a millennium later.

Over time the people mingled, and its cities developed well-supported trade-routes, and by c. 1700 RM it became a part of the <u>EGETAKHAN ROAD</u>, which brought further wealth to the region. Its merchant houses secured trade deals with the Malani <u>HENDECARCHY</u> of <u>DERAEIA</u> in 1853 RM, uniting into a singular house by c. 1910 RM. In 1922 RM the house married into the Deraeian monarchy, establishing a new <u>TISHANNAN MONARCHY</u> with close ties to Malan. This new dynasty celebrated the historical figure of Andraste and deified her as a means of legitimising the rule of the new monarchy.

Civil war broke out in neighbouring Abattur in 2502 RM as differences between rival sects of the cult of <u>ISRAPHAEL</u> escalated. In 2509 prince <u>UTRIN</u> of <u>USEAS</u> was mistakenly killed, pulling Tishanna into the war, which it won in 2511 RM. Queen <u>SHIRAT</u> proved to be a beacon of rationality, preventing her armies from taking all of Abattur, though they instead appropriated a large strip of Abattur's westernmost territories, turning it into a militarised zone, forbidding contact between the two nations as the eastern state recovers from the war.

At the behest of the people, queen <u>SHIRAT</u>, whose benevolence had restrained the Tishannan armies, stopping them from taking all of Abattur brought an end to the feudal states of Tishanna, establishing a new constitution in 2513 RM and founding the Republic States of Tisara, over which she would reside as figurehead until her untimely

assassination two years later, leading to the abolishment of the royal household. See Vol III: Extinct Nations.

<u>TISHANNAN</u>: *Lan.* Language spoken in the nation of <u>TISARA</u>, with roots in the ancient <u>FIFTH AGE</u> nation of <u>TISHANNA</u>. The language of <u>ABATTI</u> emerged from it in c. 3200 – 3300 RM. See Vol II: Languages.

TISHANNAN MONARCHY: also 'Tisaran Monarchy'. Pol. His. Ruling dynasty of the historical region of TISHANNA in what is now TISARA. The monarchy emerged in 1922 RM when the merchant lords of Tishanna married into the DERAEIAN monarchy of MALAN, cementing their rule over the region. For many years prior to this they nurtured local legends celebrating a cultural hero Andraste until she became a deity, supplanting the ancient animist beliefs that had dominated until that time.

By the time the time the young merchant prince <u>TOUTAT</u> married Princess <u>NABIRIA</u> of Deraeia worship of <u>ANDRASTE</u> had already been cemented as the main faith of the region, only growing in popularity since then.

The autocratic monarchy ended with the reign of queen SHIRAT, who established a new constitution in 2513 RM following years of war and unrest, and oversaw the founding of the Republic States of Tisara. Though the monarchy remained as an institution, no longer would the monarch exercise political powers, remaining instead in a ceremonial role and as a figurehead of the republic and the leader of the CULT OF ANDRASTE.

The Tishannan Monarchy remains one of the oldest monarchies in Elyden, having endured for over two millennia. The current monarch is queen <u>CORUAE</u>.

<u>TISHANNAN STATES</u>, the: common vernacular collective name for the north eastern <u>LLACHATULI</u> states of <u>TISARA</u> and <u>ABATTUR</u>. The name is not used officially by either of those states but is sometimes used by outsiders when referring to the region as a whole.

TISQ PHOD: Set. City in the south west of CHEIRA (Pop. c. 40,000).

TISRAHAN: Org. Rnk. Collective name for the three rulers of the NACRE LEAGUE, who together took control in 3966 RM, usurping the 17 councillors of the GRAND HOUSES during a tumultuous time following the declaration of war against MAENMIST. They are ANGALISH MORAD, DHACHAH TRAZI, and ZIHIMMAR DOS and all emerged from smaller League Houses that had been sidelined by the council.

TISTANNI: His. Eth. Early FIFTH AGE people common to the historical region of TISHANNA who emerged from unions between HUMANS and SEITHIN following the Fading of the FOURTH AGE. Many believe that they were themselves descendants of the Fourth Age empire of NAHORIA. By c. -1000 RM they had spread to most of the lands south east of the SEA OF IALCUS, which became known as Tishanna after them.

They lived in familial groups, working the land, where they cultivated various fungi that provided them with food and fibres for clothing and other items, and raised livestock.

In the ensuing millennia most of the Tistanni have mingled with MALANI immigrants from the west and UTTRANI HALFBLOODS from ABATTUR, leading to a homogenisation of people. Despite this, they remain common in various lands in TISARA to this day.

<u>TISTAR</u>: Geo. Rugged hills in the north west of <u>TAMAR</u>, forming the southern-most part of the <u>KYTHI</u> Mountains and part of the border with south eastern <u>LYRIDIA</u>. The hills are source of the river <u>MESISA</u> and SUNNANA.

TISZIA: Set. Small fortified city in the east of <u>DACIA</u>. It is known for its military forces, which patrol its eastern territories and push east against <u>NÁRTHEL</u> (Pop. c. 20,000).

TITALAK: Mil. Str. Major fortress in the north east of THETIS, guarding around 1,200-miles of border with TETHYSIA. Its troops are expert rangers, who are adept at living off the land, and many spend months away from the fortress as they patrol the border.

TITAN: 1. Myr. Leg. In PARTHISAN mythology, a race of beings so enlightened that the other MORTAL PEOPLES considered them deities.
 2. Tec. In PARTHIS, TECHNARCANE constructs who borrow their names from local legend⁽¹⁾. They are complex examples of SICTHAINEN TECHNA; expensive to manufacture, strong and symbolic. Their use in

battle is as much a tool for morale and rallying as it is a bludgeon against enemy fortifications.

TTTHE-BARONS, the: *Pol.* Rulers of <u>SKAROS</u>, in 3792 RM in a coup that deposed the ruling <u>PATRICIAN HOUSES</u>.

TITHENA: Pol. Set. Capital of the nation of BROR (2.) (Pop. c. 197,000).

TITHOIA: Set. City in the east of JURRAS^(2.), along the salty wetlands of AHRAK overlooking the SEA OF FOR. The city farms crabs and shellfish, which are a delicacy in the capital in SAMARIS (Pop. c. 18,200).

<u>TITHON</u>: For. Vast yet sparse inland forest in the c north of <u>EASTERN</u>
<u>LLACHATUL</u>, serving as a border between <u>TETHYSIA</u> in the south and <u>TISARA</u> in the north.

TITHORATH: Rvr. River in the south of THE OLD FOREST, flowing north for 550-miles from sources in the UMBRALA and RHAECHA Mountains before joining with its parent, the river IAGANNATH, through lake VANEFATH.

TITIA: 1. Rel. Geo. Holy site amongst the followers of the THREE CHURCHES OF THE UNDYING MACHINE, in the west of KARAKHAS. The site takes the form of a large sinkhole, circular in cross-section, 100-feet wide and 30-feet deep. Along its inner edge are forty-nine hand-hewn niches, within each is interred the mummified remains of a PLAGI priest. The site is unmeasurably old, believed to date back to the dawn of the mortal tribes and the rise of their individual culture. The place is important to the CHURCH OF THE UNDYING MACHINE for it is believed that the plagi were priests and servants of the DEMIURGE RACHANAEL during his first centuries of dominance over the tribe.

The place is heavily guarded and forms a part of the <u>SHADOW MARCH</u>, though few save the highest-ranking members of the church hierarchy are allowed to descend into the panopticon at the base of the sinkhole, though the faithful are allowed to look into the pit and pin their <u>CATHADESMIN</u> to the edge.

2. $\it Mil. Str. Fortress guarding the above holy site {\rm ^{(1.)}}.$

TITIAM: Pol. Set. Capital city of <u>AURUM</u>⁽²⁾ and base of power of the <u>UMMALLARID MERCHANTS</u>. It forms a part of the <u>VAEVECTAN TRAIL</u> and is a major trade centre, with the largest continuous marketplace in the nation (Pop. c. 632,000).

 $\underline{\mathbf{TITIRA}}$: Set. Fortified settlement in the c east of $\underline{\mathbf{TZALLRACH}}$ (Pop. c. 8,000).

TITTERUG: Set. City in the south west of KASPIA (Pop. c. 43,000).

<u>TIUNNA</u>: Set. Fortified settlement in the west of <u>KASPIA</u>, in the eastern foothills of the ERESHKIGAL Mountains (Pop. c. 8,000).

<u>TIVAI</u>: Set. Major city in the c south east of the <u>CITIZENRY OF THALI</u> (Pop. c. 330,600).

<u>TIVARRA</u>: Sea. Small sea off the western coast of <u>SAMMAEA</u>, to the south of the <u>DRAGON ISLES</u> and the west of <u>CHHMAR</u>. It was considered one of the <u>FIVE SEAS</u> of the pirate lore of the <u>FIVE SAILS</u>.

<u>TLACHA</u>: Set. City in the c of <u>LOEGRESS</u>^(1.). Its main industry is logging (Pop. c. 28,600).

<u>TLAROTH</u>: Geo. Peninsula in the far north west of <u>CUTH</u>, serving as a marker between the <u>SEA OF IAPETAN</u> in the north and the <u>SEA OF BALIMAN</u> in the south. It is known for its large stone Lighthouse.

TLATABAMARA: Set. Major city in the c south of NOAVATUR, in the wastelands of HA ATH, along the course of the river HARIID. It is one of few major industrial centres remaining in the region and controls all industrial operations in the region (Pop. c. 100,000).

TLATHAT: Set. Once one of three major cities to rise in the c north of the UMBRA SOKHAR following the decline of the HORDE-KING'S barbarism in the region, Tlathat was adversely-affected by drying conditions and the expanding ATRAMENTAL WASTES and was largely abandoned following a PLAGUE in c. 2800 RM. It recovered since then, though today it is but a shadow of the former metropolis it once was, and much of it lies in ruins populated by a growing DEGENERATE threat (Pop. c. 18,000).

TLISEA: Rvr. River in the south east of LIDEA, flowing for 180-miles from the ENRATON and ORPHAH Mountains before meeting with its parent, the river SICERAN.

TMESIA: Arc. Large steel bridge over the eastern-most expanses of the NDEPHARAN canyon in the east of the UMBRA SOKHAR wastes. Though in ill-repair, the bridge is used to this day and links the otherwise isolated city of ONEIRACHAN with the settlement of ESCULEA, in the north west. The bridge is maintained by a coalition of troops from both settlement, who tax those crossing it.

TOAD, PLANAR: Sup. Fau. Large toad native to marshes in the south east of WESTERN MENISCEA, most notably VECTIS and CHAUTULA. It has the unprecedented ability to exist in the MATERIAL PLANE and the DREAMWORLD at the same time, fully capable of traversing one or the other as easily as other creatures can walk. Scholars of the NEAR HEMISPHERE have has little chance to study the creature, though local examinations have found a series of organs that are not found in mortals that may explain the phenomenon. See Vol II: Classification and Taxonomy of Life.

TOARACIA OF EPHUTAS: (B. 3948 RM) *Pol.* One of four ruling TETRARCHS of JURRAS^(2.), based in the city of EPHUTAS.

TOAHN: Dem. 'Toahnan'. Ntn. Nation in the western coast of c BROR (1.), in the karst forests of DOHILLA. It was first studied by the KORACHANI explorer SABOMOR (1.) in 1728 RM and he later named it after himself, though the name Sabomor (2.) is only recognised by Korachan and has become antiquated, disappearing from most contemporary maps over the last centuries.

Explorations of Toahn later found expansive cave-systems formed by water-erosion of the soft sedimentary limestone rocks. The cave-systems were populated by an advanced civilisation that moved there to avoid the harsh Firmamental effects that once dominated the surface. The largest such cave around 3-miles long, with a triple-domed roof around 1,200 ft. high and is home to the capital of <u>EHNOR</u>.

It is famed as the birthplace of the ancient <u>FIFTH AGE</u> empire of DALLIAMORAA. See Vol III: Extant Realms and Nations.

<u>TOARIAS</u>: Set. Fortified coastal city in the east of <u>JURRAS</u>⁽²⁾. The city has been built to withstand raids from <u>DERKAZI</u> pirates (Pop. c. 17,200).

<u>TOBAHN</u>: Set. Small city in the south east of <u>TEMUIA</u>, along the course of the <u>GREAT ROAD</u>. It is home to many hostels and inns serving caravans and merchants passing through (Pop. c. 14,000).

TOBOSK: Set. Major walled city in the north east of the HENDECARCHY of STHAMAN, in MALAN, along the periphery of the FESTERWOOD. It straddles the banks of the river SIELL NA, which serves as a major mode of transport, with various canals and waterways linking districts of the city with each other. It is known for its many wide bridges, with entire streets built over parts of the river and its tributaries, which are hidden from view beneath great vaulted roofs (Pop. c. 172,000).

TOBRARACHAN: Set. Fortified city in the east of the KORACHANI colony of TAVVADRA, in the north west of SAMMAEA. It is home to a renowned university where the MATERIA OMNA and the ATRAMENTA and FIRMAMENT are studied (Pop. c. 24,000).

<u>TODAAYN</u>: *Mil. Str.* Fort in the c of <u>LAASKHA</u>. Its troops patrol the length of the pipeline, from <u>NATHHAL</u> to <u>BAAYN</u>.

<u>TODAR</u>: Set. Settlement in the region of <u>SHAAT LOTHA</u> in the c of <u>THE</u> SURRACH (Pop. c. 5,600).

<u>TOGARMAH</u>: Geo. Level basin dominating the north of <u>TEMUJA</u>, noted for its well-bred horses. Most warbred steeds come from this region. The same word was used by generals and military figures of the <u>KORACHANI EMPIRE</u> in relation to Temujan horsemen (called <u>KESHIKS</u> in the Temujan tongue).

TODRRA: Set. City in the far east of LIMOTH^(1.), in EASTERN LLACHATUL. It was once the seat of power of the GHAZHARID AUTOCRACY, which dominated the entire archipelago of the PANTHEON ISLES between c. 1320 – 1580 RM, but following a costly and ill-fated war with Rhea between 1511 – c. 1550 RM, the Autocracy lost power and faded into obscurity as its lands and people fragmented. The Autocracy and its followers retreated to its stronghold in Todrra, where it squandered its riches on hedonistic pursuits until its last ally died in c. 1630 RM, leaving the region in chaos.

Today Todrra has diminished greatly from its peak in around 1485 RM and the inhabited portion is surrounded by the decaying and toppled ruins

of the ancient city, now overgrown and mostly reclaimed by nature (Pop. c. 32,000).

<u>TOGHAL</u>: Sec. Small coastal city in the west of <u>METHUMN</u> located in the northern arm of the <u>HENAKARAIAN</u> peninsula. Its main industry is fishing (Pop. c. 14,000).

<u>TOHAL</u>: Set. Settlement in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>SYRTIS^(1.)</u>, overlooking the bay of <u>NOAS</u>. Though it was once coastal it is now some miles from the coast (Pop. c. 4,600).

<u>TOHAT</u>: Set. Settlement in the south of <u>AETHIOS</u>. It is a major source of granite in the region (Pop. c. 7,500).

TOHRIS: Set. Settlement in the prefecture of HOLOLACH^(2.), in the c west of Hololach^(1.). The settlement is home to many different sects of <u>ATRAMENTISTS</u> who experiment on refined umbra pumped there from <u>NAHRLLA</u> in the north east. Medicines, restoratives and modified flora and fauna are created here (Pop. c. 1,000).

TOIMEKH: Set. City in the south east of ANANTHUL, situated along the TROPIC OF MAOCARHL. Originally an oasis, it appeared in c. 2800 RM as a caravanserai, though grew rapidly over the ensuing years (Pop. c. 238,000).

<u>TOKAN</u>: Rel. Str. <u>LAX PORARI</u> monastery in the c of <u>ANANTHUL</u> in the south western foothills of the ORAMON Mountains.

<u>TOKORORI</u>: Set. Coastal city in the north of <u>KULIGALA</u>, overlooking the Sea of Lethea. It is home to a deep harbour, and has recently been a base for expeditions to the island of <u>SKOGALA</u>, specifically the <u>LABYRINTH OF MAARTABABRA</u> (Pop. c. 42,000).

<u>TOKRAT</u>: *Ind. Set.* Fortified mining city in the west of <u>EREBETH</u>. The city and the entire region are known for their rubies (Pop. c. 11,200).

TOL OST: Mil. Str. Fortress in SABIA, overlooking the BAY OF OTROST.

TOL SAHHAR: Rvr. Waterfall in the prefecture of HOLOLACH⁽²⁾, in the c east of Hololach⁽¹⁾, along the course of the river HEMAVAR. The waterfall has a singular plunge of 610-ft from the plateau of VALLAR.

 $\overline{\text{TOLAAN}}$: See. Coastal city in the south east of $\underline{\text{HARAPPA}}^{(3.)}$ (Pop. c. 46,000). *

<u>TOLAR</u>: Sea. Bay in the south west of <u>HOLOLACH</u>^(I.) in the south east of the <u>SEA OF MARDEN</u> and mouth of the river <u>RUAVAR</u>.

<u>TOLCHIS</u>: Set. Fishing settlement in the prefecture of <u>SONTADRIS</u> in the south west of <u>HOLOLACH</u>^(1.), in the <u>BAY OF TOLAR</u> (Pop. c. 2,600).

TOLIASOR: *Geo.* Large mountain-chain, around 750-miles long, to the south of the <u>BLACK MOUNTAINS</u>. The chain serves as a border between the nations of <u>HOLOLACH</u>^(1.) and the <u>MULL CITY-STATES</u> to the west and <u>ATARAXIA</u> and <u>AHKA</u> to the east.

<u>TOLIRANEA</u>: Set. Large coastal city in the south west of <u>HOLOLACH</u>^(1.), and centre of the prefecture of <u>HOMREA</u>. The city is located along a bend in the river <u>RUAVAR</u> and is home to the largest harbour and shipyards in Hololach (Pop. c. 807,800).

<u>TOLOS</u>: *Set.* Settlement in the south east of <u>ARKOS</u>^(1,), north of the city of <u>SALPINIX</u> (Pop. c. 7,800).

<u>TOLUNATH</u>: Set. Settlement in the west of <u>ANDILUTH</u> (Pop. c. 3,800).

<u>TOMAD</u>: Mil. Str. Major fortress in the east of <u>RHEA</u>, overlooking the river <u>ENNIA</u> and the border with <u>SURUTUR</u>. It is patrolled by foot troops as well as mastodon cavalry. The fortress guards a major trade-route lining Rhea and Surutur.

TOMALOT: Mil. Str. Major fortress in the prefecture of <u>SONTADRIS</u> in the south of <u>HOLOLACH</u>^(1.), overlooking the entrance into the fjord of <u>SONDA</u>.

<u>TOMAR EMMER</u>: m. *Pol. Rnk.* (B. 3959 RM) Present <u>ARCH-PRAEFECT</u> of <u>TAAN AN</u>, elected in 4001 RM.

TOMB OF AELOR: see AELOR, TOMB OF.

TOMB OF ARHARNAZHA I: see ARHARNAZHA I, TOMB OF

TOMB OF AZGAT: Rui. Ancient rock-cut tomb in the c east of AZAZEM, to the north of the DORUK wastes. The origin of its name is unknown and it is unlikely that whoever was buried there (their body has long since been taken) was the source of the present name.

TOMB OF THE AUTOCRAT: Str. Mausoleum of the <u>AUTOCRAT OF</u>

<u>SAGITTARIA'S</u> true body, buried on the island of <u>SOGASSA</u> off the south

eastern coast of $\underline{\sf SAGITTARIA}.$ The island is now part of the mainland and a small independent nation.

TOMB OF THE CENTAUR: Int. For. The gigantic shell of a dead tree in THE OLD FOREST. Its ash-coloured bark is covered in druidic runes. The titular centaur is unknown, lost to time and ignorance, though it is thought to be buried beneath the tree, itself said to be a relic of another age. The remains of the tree are a powerful FIRMAMENTAL LEY marker.

<u>TOMB OF THE GODS</u>: 1. *Lan. Geo.* Common name for the region of <u>STOLAS</u> used throughout <u>LLACHATUL</u>.

2. *Geo.* Specifically, the large valley region in the east of <u>STOLAS</u>, between the hills of the southern <u>REGHAN</u> Mountains and the hills of northern <u>ANATOLA</u> Mountains respectively. It is characterised by grey, eerily-shaped rocks, and little plant-life. The place is devoid of true culture, save the corrupted creatures known as <u>AL AKHI</u> who call Stolas home.

TOMB OF GOROLAVARTUR, the: Mil. Arc. Ancient cenotaph in the far south of the tribe of LINARIS, in the south of the GROWING MOUNTAINS of MULCIBER, in the rainforest of PNESSA. The cenotaph takes the form of a monolithic granite geometric arch onto which is carved the life of the SCION GOROLAVARTUR.

It is considered by many to be worthy of inclusion amongst the <u>WONDERS OF THE ANCIENT WORLD</u>, though uncertainty as to the manner of its construction has prevented its inclusion amongst the true Nine wonders.

TOMB OF THE HERODOTHS: Rui. Ancient stone-hewn sarcophagus in the far west of <u>TAHALL</u>, attributed to the <u>HERODOTHS</u> of legend. Despite the attribution there is no proof that the name is correct.

<u>TOMB OF THE LADY</u>: Arc. Final resting place of the mortal <u>VESSEL LADY AEGIS</u> in <u>MALAN</u>, before her rebirth as an <u>OTHERWORLDER</u>. The Lady sometimes travels there to meditate and commune with herself. Few mortals know of its exact location.

TOMB OF MAGHORA: See CHAMBER OF THE PLAINSLEAGUE.

<u>TOMB OF THE PALL MIND</u>: *Rui.* Ancient grave and fossilised remains of a council of the <u>PALL MIND</u> in the north west of <u>KHARKHARADONTIS</u>, in the c of <u>SAMMAEA</u>, in the south of the realm of the <u>MARKED PALL</u>.

TOMB OF THE PRINCE: also 'Tantehet'. Rel. Str. Singular pylon-shaped tomb located on a peak in the west of TETHYSIA, in the east hills of the ARGENT Mountains. The tomb was built in 3153 RM as a lookout tower. The Crown-prince Tantehet was posted there for some years and expressed a wish to be buried there if ever were he to fall in battle. His wish was granted in 3172 RM where he was killed whilst defending a town from attack. A granite tomb was built in the tower and its sides opened up so that it could bathe in the light of AARU. The tomb is guarded by a grey-clad knight at all times, who stands on duty for a whole year (his provisions brought up to him by serfs).

TOMB OF SABAR BAWALI, the: Rui. Ancient tomb in the south east of the tribe of SALARNA in the c of the GROWING MOUNTAINS of MULCIBER. The tomb predates all known Fifth Age cultures in the region, and the name is apocryphal, with no basis in historical fact. The name Sabar Bawali likely refers to a culture hero of the region that is unknown to outsiders.

TOMB OF THE UNKNOWN KING: His. Arc. Unmarked marble tomb and open mausoleum on a steep coastal hilltop in the west of <u>ELAT</u>^(2.), overlooking the <u>SEA OF SUDUNIR</u>. Little is known of its history or the person entombed within, though it predates the old Republic of Elat^(1.) by some centuries.

TOMBALTOU: Com. Set. Trade town and caravanserai in the south east of <u>PARAIYA</u>. Intermittent trade-routes lead south from here to settlements in the <u>UMBRA SOKHAR</u>, such as <u>MIHARAST</u>. (Pop. c. 7,500).

TOMBS OF THE LAETIAN KINGS: Rui. Ancient tombs of ancestral FOURTH AGE LAETIAN kings, buried in the western-face of the SARRASTER Mountains in the c east of THE SURRACH. The tombs are spread across a mile of steep incline, and many of them are buried, though a few remain visible, facing the WATT! plains.

TOMBS OF THE LOST ONES: Geo. Area in the north west of SCORIA^(2.),

ANUBIA. The area is replete with tombs from the dead culture of the

LOST ONES, most of them looted by ANUBIAN NOMADS, their treasures
sold centuries ago.

TOMBS OF TETHROD: Int. Rui. Arc. Ancient necropolis in the c north of ALMAGEST, in the VHALOID plains just south of the northern POLAR CIRCLE. There are as many as six tombs in all, spread across an area of around 20-square miles, with each tomb being hewn from the bedrock in the form of a stone temple with expansive crypts and burial chambers.

When rediscovered by Almagesti trappers in 3322 RM the tombs were buried in a thick layer of sporadic permafrost, and when unearthed they were found to be in bad condition, with the stone having frozen and thawed many times over the millennia.

The tombs are thought to be some 5,000-years old, dating to the late <u>FOURTH AGE</u>, and are thought to have been constructed by a splinter <u>DVERG</u> culture that did not survive the <u>FADING</u> of the Fourth Age.

TOMBS OF THASAUZ: Rui. Ancient necropolis in the south east of ZHARIAH where hundreds of HALFBLOODS from the MEGHRANIZ BHOOKH are buried. The tombs are hewn from the steep northern sides of the NIARNA Mountains. Most of the tombs have been ransacked and survive as little more than empty holes, but many more are believed to remain undiscovered, their riches intact.

TOME OF SIGHTS: Mys. Vol. Book compiling all known visions and prophecies, with commentaries on whether they came to be or not. The first volume was penned by the FARSEER Sandabbah, in CUTH in c. 3120 RM, though has been copied and updated numerous times since then. The most recent addition was penned by the scribe Elianor of NASUCHAN, in LAASKHA, in 3950 RM. See Vol II: Books of Elyden.

<u>TOMISHI</u>: *Mil. Str.* Major fortress in the south east of <u>SAUA</u>, overlooking the river <u>TAKRE</u> into eastern <u>MALAN</u>.

TOMMA: 1. *Geo.* Island in the <u>MAUSAMMAR</u> Archipelago, in the far west of <u>METHMUN</u>.

2. *Mil. Str.* In the above island $^{(L)}$ in the far west of <u>METHMUN</u>. It is home to a small Methumni fleet that patrols the <u>SEA OF MERCUVIA</u>.

TOMMAS OF SAGARIN: m. *His. Rel. Per.* (D. c.860 RM) the founder of the AUREATE FELLOWSHIP, which became the state religion of the MEDHAMANNI EMPIRE by c. 1000 RM. He preached egalitarianism and self-enlightenment, and the temples he founded became renowned as places of learning as much they were places of worship.

TOMOR: Set. Large coastal city close to the eastern coast of NAARETH, where the bulk of its imported iron ore is smelted and processed. The city, a hub of industry, is noted as one of the few regions where men are allowed to prosper. Though most serve as little more than slaves in the many foundries and manufactories that dominate the southern banks of the city, though some are able to become overseers and magnates of industry. The city has is considered one of the most metropolitan in Naareth (Pop. c. 200,000).

TOMYRESS VILKA: f. Mys. Suo. Mil. Per. (D. 3802 RM) Accomplished LAASKHAN ARCHSHAPER who fought in the WAR OF SUNDERING under the KORACHANI alliance. She wielded the famed IRON MANTLE AUSPICES OF SHADOW, and fought in the SIEGE OF ARGEA, where she gathered important intelligence and sabotaged enemy resources.

TOPHARA: Set. Settlement in the south east of <u>HABOT</u>, along the northern edge of the <u>SARALAL</u> wetlands. Its main industries are the digging of peat and cultivation of reeds (Pop. c. 5,800).

 $\underline{\text{TOROGNUR}}$: Set. Coastal city in the $\underline{\text{BHALASSIAN PENINSULA}}^{(1.)}$ in the east of the $\underline{\text{PANTHEON ISLES}}$ (Pop. c. 40,000).

TOROTOIA: Rvr. River in the c north east of RHEA, flowing south for 540miles from sources in the <u>ARHAN HIGHLANDS</u>, before meeting its parent, the river ENNOIA.

<u>TON DYUN</u>: Set. Small city in the c south west of <u>CUTH</u>, in the western-face of the <u>HAMMINGHENG</u> Mountains. Its main industry is logging and rubber production (Pop. c. 8,500).

<u>TONADRAS</u>: 1. Rvr. Marshlands in the c of <u>GNOTH</u>, dominating the east of lake ALOGIA.

2. Set. Settlement in the c of <u>GNOTH</u>, along the western bank of lake <u>ALOGIA</u>. It is known for its rice production, and provides food to merchants travelling north along the <u>GNOTHI ROAD</u> trade-route (Pop. c. 3,000).

<u>TONNAK</u>: Set. Small coastal city in the north eastern mainland of the <u>PRINCIPALITY OF SEPAHAUNAT</u> (Pop. c. 14,200).

<u>TOPHADA</u>: Set. City in the c north west of <u>HABOT</u>. Its main industry is the production of jewellery, using <u>SERPENTINE</u> that is mined in the surrounding region (Pop. c. 24,750).

TOPHAMAEL: see **SEVEN-EYED GOAT, THE**.

TOPHEL: Geo. An immense hill in KHARKHARADONTIS to which the DEMIURGE RACHANAEL was taken by the ARCHPOTENTATE MALICHAR after being freed from the pit of DAEKYN. The LEADEN THRONE was constructed within the hollows of the large hill, above which the SEPULCHRAL PALACE was erected. The hill is infamous for the numbers of gibbets that stand on its surface, in which witches, heretics, and heathen rulers have been slain over millennia. The sound of drums is common there, and is said to drown the screams of the dying – be they heretics of suffering pilgrims.

<u>TOPHIA</u>: 1. *Geo.* Pass across the <u>NUNAKI</u> Mountains linking eastern <u>GNOTH</u> with northern <u>AQUARIIA</u>.

2. Com. Set. Fortified trading city in the east of $\underline{\text{GNOTH}}$, known for its trade with $\underline{\text{AQUARIIA}}$ (Pop. c. 6,500).

TOPHIN: Pol. Geo. Contested region in the east of <u>SAMMAEA</u>, forming a border between the east of <u>NOAVATUR</u> and the south west of <u>PNESSA</u>. It is comprised primarily of mangroves and wetlands and was revealed through continued lowering of the sea levels in c. 3400 RM after which is grew in size, effectively separating the <u>SEA OF SUPPA</u> from the <u>SEA OF STYGAS</u>, turning the former body of water into the snaking <u>GULF OF SAURIAR</u>.

TOPORAN DOR: Geo. Enclosed region of permafrost in the far north of SABIA, between the NATTRANEN and METUN KOR Mountains.

<u>TOR AVIS</u>: *Geo.* Most temperate region in <u>SABIA</u>, cosseted from the cold by the <u>SANEM</u> and <u>ERESHKIGAL</u> Mountain. The region is known for the many <u>VISUNDS</u> that live there.

 \underline{TORA} : Set. Settlement in the c of $\underline{V\^{A}RR}$ (Pop. c. 3,800).

TORAHAL: Set. City in the c of <u>NARTHEL</u> along its main trade-route, linking west and east (Pop. c. 20,000).

TORAKAZ: Rui. Ancient now-abandoned KORACHANI mine in the ROVAST region of north eastern TARTAK.

<u>TORAKODRA</u>: Rvr. River in the west of Serrok, flowing south for 540-miles from various sources in the <u>ASARODON</u> and the <u>ZERODON</u> Mountains, before meeting the coast at the <u>SEA OF KHURSA</u>.

 Set. Settlement on the eponymous island in the prefecture of <u>SONTADRIS</u> in the south east of <u>HOLOLACH</u>^(1.).

<u>TORAS</u>: Set. City in the prefecture of <u>HOLICHRIS</u>^(1.) in the east of <u>HOLOLACH</u>^(1.). The settlement is less than 15-miles from the border with the <u>MULL CITY-STATES</u>, and is a centre of trade between the prefectures and city-states (Pop. c. 17,300).

<u>TORANNA</u>: Set. Settlement in <u>KARAKHAS</u>, along the southern shore of the <u>GULF OF SUKH</u>. The settlement and outlying villages are known for their cultivation of glasswort, or samphire, which is used in local dishes and in glassmaking (Pop. c. 10,000).

TORASZMA: see St. TORASZMA.

TORATAP HALKHIR: Soc. A time-honoured tradition and important part of reaching ADULTHOOD in KARAKHAS, KHURAUR, and HITTA, that dates back to pre-imperial times, and possibly ancient KERATIN practices. It is an important cultural touchstone, where a female aurochs is sacrificed by a temple HAEMAGOGUE. Its blood is drunk by boys who have turned 16, and its milk is drunk by girls who have turned 15, before the vessels are exchanged and the milk is drunk by the boys and the blood is drunk by the girls. The aurochs is then cooked over an open fire and consumed in a lavish feast by the families of those who have taken part in the ritual. The children then kneel and consume a part of the cooked heart, after they stand as adults.

The ritual is not as popular today as it once was – many communities find it difficult to acquire the aurochs, and other do not adhere to the old ways after millennia under <u>KORACHANI</u> rule. The tradition is most popular in larger cities, particularly in DEKANA, where the children of

<u>PATRICIANS</u> undertake the ritual amid much pomp and ceremony. It risks being lost entirely in Khuraur as <u>PARTHISAN</u> governors push against it.

<u>TORATAS</u>: Set. Settlement in the prefecture of <u>TERECHANT</u>^(1.) in the south east of <u>HOLOLACH</u>^(1.). It is known for its trade with the <u>MULL CITY-STATES</u> via <u>THE WAY</u> trade-route (Pop. c. 3,800).

TORAUG: 1. Geo. Large island off the eastern coast of KASPIA.

2. Set. Small coastal city in the south west of the above island $^{(1)}$ in the far east of <u>KASPIA</u> (Pop. c. 12,500).

<u>TOREDANDARA</u>: *Rvr.* River in the c of <u>PERGOST</u>, flowing west for 550-miles from sources in the east of the <u>DANTIS</u> Mountains before meeting its parent, the river HAMASADANDARA.

TORGOT: Ind. Set. Important industrial city in the c north east of SYNCHTHONITHA, constructed within a PILLAR. It has a long history, with records dating back to the mid FOURTH AGE, when it was a strategic DVERG stronghold. It had grown considerably since then, and was once a coastal city, existing along the western shores of the SEA OF ONAST, though was left landlocked as the sea dried up, where it is now a guardian of a salty basin that people harvest to this day.

Most of its workers and industries are located outside the pillar, which is now home to nobles and magnates, with its uppermost levels reserved for the governors' chambers and temples (Pop. c. 72,200).

<u>TORION</u>: Set. Settlement in the north west of <u>IO</u>, overlooking <u>DAARKEN</u> GULF (Pop. c. 8,000).

<u>TORJI</u>: Set. Coastal settlement in the far south west of <u>RAONGEN</u>^(2.) overlooking the <u>BAY OF ORAT</u>. Its main industry is the mining of <u>AMBER</u> (Pop. c. 7,800).

TORMEA: Sct. City in the PRISON CARCERI, believed to lie somewhere beneath the city of CARIA (6.) in the Haréshk, though the two are not linked. Tormea is built around a cylindrical shaped pit, of largely natural origin, its structures built around the edges of the cavern, their inner rooms hewn from the cavern wall. A great panopticon dominates the centre of the pit, a cross-shaped skyway leading to a central amphitheatre from which its depraved government – made up of seven priests of the DEMIURGE VORROPOHAIAH – holds sway (Pop. unknown).

<u>TORNACH</u>: Set. City in the north of <u>LOEGRESS</u>^(1.), along the course of the river <u>TEVINOR</u> (Pop. c. 42,000).

<u>TORNO</u>: *Ind. Set.* Fortified mining settlement in the far east of <u>PARAIYA</u>. Its main industry is the mining of <u>ADAMANTINE</u>, and it is one of few regions left in Paraiya where the industry is still active (Pop. c. 8,000).

TOROGHAA: Set. Settlement in the south of the nation of <u>DURCHAA</u>^(1.), relatively close to the tainted region of <u>ESCUNUR</u>. Like many settlements in the south east of Durchaa, it is known for its trapping and fur industry (Pop. c. Pop. c. 7,800).

TOROLLHA: Geo. Large cavern-system in the east of KASPIA, dominating the western-most reaches of the KULOMIRAL plains in the UNCLAIMED LANDS. There are as many as fifty caverns, most of which have near vertical shafts that lead down for hundreds of feet to large flooded caverns.

TOROS: Set. Coastal settlement in the prefecture of <u>SONTADRIS</u> in the south west of <u>HOLOLACH</u>^(1.), known for its lobster fishing (Pop. c. 3,500).

TOROTA: Set. Small city in the east of SARAGOS (Pop. c. 18,000).

<u>TOROTH</u>: *Lak.* Lake in the south east the <u>OLD FOREST</u>, serving as a partial border with the far north east of <u>RHAMIA</u>.

TORPOR: 1. His. Ntn. Early FIFTH AGE state in what is now the south east of PARAIYA, and the north west of N'RAKH. It grew wealthy from the mining of ADAMANTINE, reaching its peak in around -1000 RM. It clashed with the SOVEREIGNTY OF THYM, and by c. -900 RM its territories in the south east had been whittled away until it was pushed back to the original city-state of Torpor, with its old mines either destroyed or taken by Thym.

This led to a slow change in culture in Torpor and the surrounding regions, with the government, until then centralised within the city itself, became fragmented, distributed amongst the rich who maintained fortified chateaus up to a distance of no more than 100-miles from Torpor. Its armies and resources became distributed, with different regions controlling different resources.

The city diminished and by c. 110 RM it had become part of a confederacy of states founded by the exiled prince <u>ABIR PARA</u> a few decades earlier, in 73 RM.

2. Rui. Ruined city and mine to the south west of the KHARANA woodlands in the south of PARAIYA. The city was the centre of a small early FIFTH AGE state⁽¹⁾ that grew wealthy from mining ADAMANTINE mining industry, though it eventually collapsed after a lengthy war with the SOVEREIGNTY OF THYM and by c. 110 RM it had become part of a confederacy of states founded by the exiled prince ABIR PARA a few decades earlier, in 73 RM.

The mines were exhausted in c. 400 RM, though it struggled for a few hundred years, eventually being abandoned in c. 700 RM.

<u>TORRAN</u>: Set. Settlement in the north west of <u>TAMAR</u>, along the course of the river <u>KORNA</u> (Pop. c. 2,950).

TORRENT, the: Myt. His. Common epithet by which the <u>DEMIURGE</u> SHIBBOLETH was once known.8i

TORRENT OF KARROCK: also 'THE SHIBBOLETH^(2,)' Sea. Strait between VENTHIR and TZALLRACH some 100-mile wide through which the waters of the SEA OF MYMEREA empty in a cataract that is 5-miles wide at its narrowest.

TORRVAN: m. *His. Pol. Mil. Per.* (B. 2549 – D. 2657 RM) warlord from the area of <u>CAELMOR</u> in the historic state of <u>GLYNNED</u>⁽²⁾ who in 2588 RM successfully united the warring territories of <u>ENAELLON</u>⁽²⁾, Glynned, and <u>MOTTANIA</u>⁽²⁾ (descendant territories of <u>PRAETTANIA</u>, which had collapsed in c. 2450 RM) after almost two decades of conflict, politicking, and war. He took the Glynnedean maiden <u>ELOEVREN</u> as his wife in 2572 RM, securing its territories before marching south towards Enaellon and Mottania, which he conquered following various conflicts, including the BATTLE OF BRYNFAEL and the SIEGE OF CAER SIDI in 2588 RM.

Once in Caer Sidi he took queen <u>ARDFAEN</u> of Mottania as his bride, further cementing his claim on the region, and locked up Eloevren until her death in 2612 RM.

He christened the land $\underline{\text{LOEGRESS}}^{(1.)}$ after the mythical home of the Praettanian gods. After the conquest, Torrvan declared himself King in 2612 RM and established a new capital built atop the ancient fortress of $\underline{\text{CAER SIDI}}$. His reign set the foundations for a powerful but insular kingdom.

He was a visionary leader whose father had fed stories of chivalrous myth and ancient Praettanian splendour, which informed his beliefs as he came of age amid warring territories stained by the collapse of the oncegreat kingdom.

He ruled for almost 70-years (45 of them as king), and was blessed by unnaturally-long life, with some whispering he was a <u>HALFBLOOD</u> or <u>SCIONIC CREATURE</u>, though he never made such allusions himself. He fought to keep his land united throughout his rule, and had multiple safeguards and contingencies in place to ensure that the kingdom he struggled so hard to unite would remain so after his death.

The shrine of <u>TAELL DAN</u> was built around his tomb, becoming a place of pilgrimage and cultural importance until the end of the rise of <u>THE TAELLANNIR</u> 500-years later, though it is largely forgotten today.

TORTOISE, SAMMAEAN GREAT LONG-NECKED: Fau. Gigantic land tortoise native to the south east of SAMMAEA, around the SEA OF ETAGIRIA. They can grow up18-ft. long, around 6-ft. of which are made up by their eponymous necks.

Once ranging from the west of <u>ZAKRON</u> to the east of <u>QARALAM</u>, they are now rare, due to hunting and encroaching of cities and urban areas. They are now most common in the south east of Qaralam, south of the <u>NACRE ROAD</u>, where they are respected and given the space they need in which to live. See Vol II: Classification and Taxonomy of Life.

TORUT: Set. Settlement in the south east of THETIS (Pop. c. 6,000).

TOSEFA: 1. Lak. Seasonal endorheic lake in the c of the DESOLATION OF ASTUDAN, along the path of the northern POLAR CIRCLE. It is fed by seasonal rivers created through both snowmelt and winter storms. The lake has been known to disappear for years and may only appear for as little as a few days. It is thought that the settlement of Tosefa⁽²⁾ once relied on a more permanent lake that disappeared years ago.

2. Rui. Stone ruins in the north of <u>ASTUDAN</u>. Crafted from heavy blue stones, what remains of this city's structures are wind-polished and carved into smooth undulating shapes filled with hollows and sharp edges.

TOSEH: 1. Set. City in the c of <u>SARASTRO</u>, overlooking the <u>SEA OF TIAMA</u> (Pop. c. 40,000).

2. Set. Settlement in the c of <u>KORACHAN</u>. It is a stop along the <u>RED ROUTE</u> and provides fuel and food to those travelling the route (Pop. c. 9,800).

<u>TOSLETH</u>: *Tec. Str.* Gigantic siphon engine and surrounding city in the south of <u>KARAKHAS</u>, in the region of <u>TESCORA</u>. It is a major producer of raw <u>UMBRA</u> in the region, which is pumped north via the <u>TOSLETHI</u> UMBRA PIPELINE (Pop. c. 13,800).

TOSLETHI UMBRA PIPELINE: Sup. Ind. Str. UMBRA pipeline in the east of KARAKHAS, running for over 740-miles from SIPHON ENGINES in the city of TOSLETH in the south of Karakhas to the harbours of LOZATHA. The pipeline passes through largely uninhabited lands that fall prey to ERITEI marauders and is heavily guarded by patrols stationed in the forts IADARA and SATIRA, in the south and north, respectively.

An ambitious new pipeline is being constructed leading east directly into <u>SARASTRO</u> across the <u>UMBRA SOKHAR</u>. It reached 120-miles before works were halted in 4007 RM at the city of <u>ZHAKACHAN</u> as the threat of war in the north appeared, and unrest with the <u>ETHERI</u> of the Umbra Sokhar increased. It lies uncompleted for the time-being.

 $\underline{\text{TOSSU}}$: Set. Settlement in the north west of $\underline{\text{SAUA}}$, along the shores of lake $\underline{\text{PAVO}}$. Its main industry is crab fishing (Pop. c. 6,000).

TOTAARA: Ind. Set. Coal mining settlement in the south west of VAALK, in the ATRAMENTAL sinkhole of GLEED (Pop. c. 1,000).

<u>TOTER</u>: *Pol. Geo.* One of the nine kingdoms of <u>ELALLIA</u>, located in the west of the nation.

<u>TOTH</u>: Pol. Set. Capital city of <u>HARAPPA</u>(³⁾, in the north of Sammaea, along the course of the river <u>SEKA</u>. Originally, a <u>MHAROKKIN</u> city, it became independent in 3754 RM, following instability caused by the <u>SUNDERING OF THE KORACHANI EMPIRE</u>, with many other settlements following over the next centuries.

It is a prosperous conurbation that is made up of no less than seven separate cities spread over a close area. Traditionally ruled by a council, with members elected from district areas of the component settlements, its reabsorption by Sarastro in c. 3804 RM saw it ruled by a governor appointed by <u>SATHEP THE RISEN</u> instead, though the council still remains to oversee matters within the city.

It is an industrial hub and the many open-cast mines that pepper the peninsula are its main source of wealth. The place is renowned for its elaborate architecture, red stucco onion-domes and horseshoe arches and simple yet elegant white plastered walls. It is a stop along the RED ROUTE, which brings much trade to the city (Pop. c. 491,000).

<u>TOTHA</u>: *Rvr.* River in the north of <u>HARAPPA</u>(^{3.)}, flowing north from the <u>HARAPPAN</u>(^{1.)} Mountains into the <u>SEA OF LISASSA</u>. The river is known for its bifurcation along the flat plains of <u>TENERRA</u> 7-miles west of the city of <u>TOTH</u>, with the Totha continuing east and the river <u>TENE</u> continuing north.

TOTHOR: Set. Settlement in the north of the emirate of LIMOTH⁽²⁾ in the c of Limoth⁽¹⁾. Its main industry is agriculture. (Pop. c. 7,100).

<u>TOTHRIS</u>: *Set.* Major city in the c of the prefecture of <u>HOLOLACH</u>^(2.) in Hololach^(1.). It is a centre of <u>ALCHEMICAL</u> research and also forms a part of <u>THE WAY</u> trade-route, with various alchemical tinctures being sold to merchants travelling through the city (Pop. c. 84,000).

<u>TOTIS</u>: Geo. Expansive fumarole in the volcanically-active region of <u>CHANAOSATI</u>, in the <u>ACCA HOAL</u> depression in the north of <u>TAAN AN</u>. The centre of the fumarole is made up of a stone-like mound made up of the slow deposit of elements from the fumarole itself, which is surrounded by prismatic pools.

TOUAEON: Sup. Geo. Region of ATRAMENTAL TAINT in the north west of PARAIYA, east of the small city of TURSAU. The region is riddled with DUSTSTONE and is dangerous to travellers and is of little use.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ Institute of Atramental Studies.

<u>TOUL</u>: Set. Settlement in the Atramental region of <u>THAT</u> in the c north east of <u>MHAROKK</u>, known for its <u>SIPHON ENGINES</u> that extract the <u>ATRAMENTA</u> and pipe it north east to <u>SAFFA</u>.

<u>TOUL VHABO ESCHA</u>: (B. 3961 RM) *Pol.* Current king of the ruling <u>ESCHA DYNASTY</u> of the <u>PANTHEON ISLES</u>.

TOUTAT: m. His. Pol. Per. (B. 1906 – D. 2002 RM) merchant prince of TISHANNA who in 1922 RM was wed to the DERAEIAN princess NABIRIA in an arranged marriage that established the TISHANNAN MONARCHY, of which he was the first king. His rule legitimised the greed of the Tishannan merchant houses, which were granted lands in the form of duchies, becoming the first nobles of Tishanna (later renamed TISARA).

<u>'TOWER, the'</u>: Mys. Lan. Soc. Common expression amongst those who practice the <u>FIRMAMENTAL</u> arts, referring to the act of training and study. To 'Climb the Tower' means to gain experience in the art. The saying is most common in <u>MENISCEA</u> but translations of it can be found across ELYDEN, wherever established Firmamental traditions are also found.

TOWER OF THE BLOOD MOON: Rui. Ancient pitted towers on the isle of YLANDA in the waters between northern LERAMUGH and southern MIROVEA. Rising some 150-ft. high, the structure is constructed of what appears to be a seamless piece of metal, tarnished by age, with no windows or doors of any kind. The three towers, which emerge from the same singular structure, are named for the bass carving that crowns it, depicting the BLOOD MOON of ARAKHAMÉ.

TOWER OF ERETH: Int. Rui. Ancient ADAMANTINE tower erected in the FOURTH AGE by PLAGI and DVERGAI engineers during the WAR OF SCOURGING. The tower is now deserted, half-buried by the corrosive soils of the MOREG in the south of ANUBIA.

TOWER OF THE EYE: For. Forest in the c of TEMUJA, south of the TOGARMAH, situated along a peak of the MORAN Mountains, overlooking the surrounding plains. Though it is manned to this day, it is little more than a relic of an ancient time where warring tribes ruled the area.

TOWER OF LAONICUS: Rui. Ancient tower in the southern face of the AIFÉ Mountains in the south west of LOEGRESS⁽¹⁾, dating back to the early FIFTH AGE. It is named after a warlord that dominated the region during this time, and its remnants crown the top of a wide tower. Ruined foundations of an ancient town dot the landscape around it, now barely recognisable from the natural realm around them.

TOWER OF LHUKH: see LHUKH, TOWER OF.

TOWER OF THE ROSE: Ind. Str. Fortified manor in the south of AZAZEM famed for the ancient barrak rose tree that grows in its courtyard, and is said to be over 2000 years old. The manor was taken by the fledgling HOUSE EREN in 3821 RM, which now operates a small but lucrative business there, tending to and selling the rare roses, which are near extinct around the INNER SEA REGION.

<u>TOWER OF SATHA</u>, the: Rui. Classical imperial tower outside of <u>SATHA</u>, in SKAROS.

TOWER OF STUDIES, the: see ANGOR.

TOWER OF SYBARIS: Rui. Ancient ruined tower on a solitary island in the DRAGON ISLES, its roots lying in the dawn of the SHIE race. Little is known about it though nearby legends indicate that the place was a place of unbridled hedonism and sin.

TOWER OF JUPITER BELUS: see JUPITER BELUS^(2.).

TOWERS, the: Geo. Rui. Series of buttes in the south east of the DESOLATION OF ASTUDAN, with the remnants of ancient black towers on them. There were once dozens of such structures, scattered over a region a few hundred miles in area, though they are all ruined today, most of them weathered into oblivion and crumbled into ruin. Nothing is known of the culture responsible for the towers, and they are known to few today. They feature in some TEMUJAN creation myths though remain mysterious structures there also.

TOWERS OF INVESTITURE, the: also 'Tower of Investiture'. Edu. Sup. Str. FIRMAMENTAL college located on an island in the BROKEN LANDS. It is thought that there is one tower for each SPHERE of FIRMAMENTISM and there are dozens of towers in all, each of differing size and importance.

Some are empty, being governing structures in nought but name, while others are heavily staffed, and destination to many pilgrimages.

The philosophies and rules of the spheres are written and recorded in the Towers, which play the role of guild house, prison, library, and governing structure to their respective spheres. The towers are thought to be a part of the governing body that is centred in the <u>MINARET OF LIGHT</u> in <u>MENISCEA</u>.

TOZ, THE GODDESS: Pol. Dei. Ruler and self-professed deity of the city-state of NYCTERIS, in the c of SAMMAEA. She is an OTHERWORLDER of LAMIAN heritage, many now believe that she was born from the spirit of a mortal ALCHEMIST who lived over 5,000 years ago in the same region, whose actions were responsible for the death of a metropolis that existed in roughly the same region as Nycteris.

She is obsessed with returning to the <u>OTHERWORLD</u> and, as such, has become a skilled <u>ANIMIST</u>, spending most of her time in the otherworld, while her mortal body lies catatonic, guarded by her halfblooded sons. Through the toil of her subjects, she has constructed a powerful <u>TECHNARCANE</u> engine that enhances her shaping, allowing her to sojourn into the otherworld for days on end.

Since her founding of the city of the city of Nycteris c. 3821 RM she has cultivated a particular image of herself of a death deity to be feared and respected.

TRAAGRIA: Sup. Geo. Highly <u>FIRMAMENTALLY TAINTED</u> region in the south east of the <u>PARTHISAN</u> colony of <u>EZHIRAYA</u>⁽²⁾. It is noted for the many <u>SUNSTONES</u> that are found there.

TRAAIA: Set. Settlement in the north of <u>MECHABET</u>, along the banks of the river <u>ACHET</u>. Its main industry is river fishing and it also forms a part of the RED ROUTE (Pop. c. 7,800).

TRAAK: Ind. Sup. Set. <u>UMBRA</u> mine in the <u>ATRAMENTALLY TAINTED</u> region of <u>LARSHEN</u> in the c north of <u>VAALK</u>. The mines pump and refine raw umbra, which is pumped to the capital in <u>ANAKARRA</u> (Pop. c. 1,000).

<u>TRAAL</u>: Geo. Small mountainous region in the c north of <u>VAALK</u>, forming the north western-most part of the <u>ARIS</u> Mountain and source of the river STORAGH.

TRAATUN: Set. Settlement in the northern foothills of the <u>DUMACHA</u>
Mountain, in the south west of <u>MECHABET</u>. It is home to a <u>CHAPTER</u> (2)
of the <u>WHITE LEAGUE</u>, where it serves as a recruiting centre (Pop. c. 7,200).

TRABAGH: Set. Small city in the of the MULL CITY-STATES known for its granite mines (Pop. c. 15,800).

TRACHIA: also 'City of Idols'. Set. Old city in the south west of LIMOTH^(1.), overlooking the THARACASSAN waters. The city is renowned for the BLOODSTONE idols that stand at its periphery looking south over coastal cliffs. The idols are thought to be extremely old, belonging to an unknown culture that existed in the area early in the FOURTH AGE. Their feet are littered with eons-worth of corpses, attributable to various different creatures, most of them left in tribute or self-sacrifice.

The culture of self-sacrifice died out centuries ago, and the current city shuns the idols, living instead a secular existence, farming mosses and lichens (Pop. c. 68,000).

TRACT: Set. Settlement in the c north west of the TEMPLAR STATES. It is a major producer of cotton (Pop. c. 4,800).

TRADAYN: Set. City in the c west of <u>LAASKHA</u>, in the far west of the region of <u>THAZAKHA</u>. It is a major manufacturer of rifles and bullets (Pop. c. 45,000).

TRADETONGUE: also 'Eastern Pidgin'. Lan. Unofficial language commonly spoken amongst merchants and diplomats in <u>BAATAN</u>, <u>KASPIA</u>, <u>SAUA</u>, <u>TEMUJA</u>, and <u>VIRAHAN</u>, as well as the north of <u>AHRISHEN</u> and the west of MALAN.

Though their languages are today unique, these nations all share a common language root (possibly from ancient <u>NAHORIA</u>). This root is used as a basis for both spoken and written tradetongue, which dates back to the early <u>FIFTH AGE</u> and never evolved beyond its basic purpose. See Vol II: Languages.

<u>TRADINE</u>: Lak. Lake in the c south of <u>ANANTHUL</u>, along the course of river ENARADINE.

<u>TRADRU</u>: 1. Rvr. River in the c east of <u>TAHALL</u>, and tributary of the larger river GATHAMED.

2. Lak. Lake, forming part of the course of the above river.

TRAGIC KINGDOM, the: Int. His. Nm. Extinct nation, its original name now forgotten, off the western-coast of THE SURRACH, in what is today known as the GHOUL ISLES. The nation emerged in c. -200 RM and grew throughout the first centuries of the KORACHANI dominance around THE INNER SEA, and reached its peak in c. 480 RM, where it was known to trade with PARTHIS (then PARTHIA) and the Korachani empire to the east and other lands to the west. Its capital, ZADUH, was a great harbour with gilded domes and needle-like spires.

Contact with the greater world decreased suddenly in the years leading to 500 RM, ending completely by c. 505 RM. Accounts of the Surrachi people say that a terrible <u>Atramental Plague</u> struck the island in 579 RM and that contact was severed with the island to keep the Surrachi mainland safe. The waters of the <u>Strait of Khadras</u> were heavily patrolled, and anyone caught leaving the island was shot at without questions asked, though little contact was made with natives of the island. See Vol III: Extinct States.

TRAHAN: Set. Farm region in the north of <u>VAALK</u>, south of the <u>VORRUN</u> hills located in a fertile region with soil nourished by silt carried north east from the river <u>STORAGH</u> (Pop. c. 2,800).

<u>TRAIOCH</u>: Set. Settlement in <u>KORACHANI</u> territories in the north of <u>SAMMAEA</u>, 30-miles south of <u>NUTHACHAN</u>. It forms a part of the <u>RED ROUTE</u> (Pop. c. 10,600).

TRAITOR KING, the: Pol. His. A historical HENDECARCH of the MALANI HENDECARCHY of ATALLUA who betrayed his home c. 2620 RM, resulting in a short but bloody war led by the LADY AEGIS. This war led to the shaping of the general borders of Malan as we know them today.

TRAGA: Set. Small fortified city in the far north east of LYRIDIA. Originally a caravanserai that goes back to c. 3000 RM, the city emerged in c. 3790 RM and has steadily grown since then into a hub of foreign trade with AHRISHEN via the GREAT ROAD, eschewing the regions' troglodyte traditions in favour of more cosmopolitan outlook (Pop. c. 16,000)

TRAGIDEJH: For. Dense rainforest in the west of <u>ELEKHID</u>, forming a northern extension of the <u>WAELMIGHI</u> rainforest.

TRAIAN SQUARE: Arc. Large public square in the city ALMAGEST.

TRAISIA: Set. Small city in the far north of SKAROS, in the region of GNASSIA, north of the SEA OF APHOTIS. It is known for its production of the popular port known as HEIRLOOM that is widely consumed in the KORACHANI EMPIRE and, to a lesser extent, across the INNER SEA REGION (Pop. c. 12,200).

TRAKIA: Dem. 'Trakian'. Ntn. Small nation to the south of the TARAHID ANNEXES, west of the SEA OF BYSSOS, in the north of SARASTRO. It encompasses a region of rocky terrain with harsh canyons in the north and badlands in the c. Its climate is dry, and there is only one notable river flowing through its territories – the SISARA, which flows east into the Byssos from KHALHAT.

Appearing in 3155 RM, Trakia emerged from the collapse of the <u>TARAHID STATES</u> following the abandonment of the <u>KORACHANI</u> occupation to the <u>INTERREGES</u> in 2974 RM and the subsequent withdrawal of the Interreges themselves in 3047 RM. This left the region in chaos, and it eventually fractured into multiple parts. Though the north would eventually reform into the Tarahid Annexes, the southernmost cities united earlier, expanding farther south into newly-exposed lands following the rapid retreat of the Sea of Byssos over the past centuries, eventually becoming known as Trakia.

Its people were descended from merchants and traders who, less than two centuries earlier had ruled the mercantile city of $\underline{ROAH}^{(1)}$, which was rich from trade with surrounding nations, including \underline{LHAUS} territories in the south. Roah collapsed in 2940 RM after foreign disease made their way into its streets, slowly killing its people. That, and a change in traderoutes left it devastated, its people fleeing, re-establishing themselves in rural communities that would later join with the refugees of the collapse of the Tarahid States to found Trakia.

The city of $\underline{\text{HOLOTHAN}}$ became capital in 3213 RM, and it has a storied past, going back to at least 1000 RM, when it was a major trade city, and it later became a centre of oghur slavery, where $\underline{\text{THRACIAN OGHURS}}$ were

bred and broken for sale across the west of the <u>INNER SEA</u>. Thorough the slave trade has since waned, <u>OGHUR SLAVES</u> remain a ubiquitous sight across Trakia.

Its southern border is contested with the lhaus domains of KHALHAT, which lay ancestral claims to much of southern Trakia, leading to a 600-miles long stretch that has been contested for some years. Both sides of the border are well-guarded, though conflict is uncommon. See Vol III: Extant Nations and Realms.

TRALL: Rvr. River in the MULL CITY-STATES, flowing south for 200-miles from sources in the EBUT SAT Mountains before emptying into the BAY OF BOKKA.

TRALLOMRU: Set. Small city in the north east of TAHALL. It forms a part of THE WAY trade-route and its merchants are amongst the few who are allowed into GNOTH to trade freely (Pop. c. 18,000).

<u>TRALOU</u>: Set. Settlement in the far east of <u>PARAIYA</u>, along the border with <u>LIDEA</u> and the course of the river <u>SHIBBOLETH</u>^(3.). Its main industry is the cultivation of cotton (Pop. c. 8,300).

TRANIAR: Set. Expansive conurbation city in the north west of ABATTUR, along the course of the river SEBRENNA. The conurbation is centred around a single large with hundreds of large fortified homesteads and hamlets around it, which control vast tracts of farmlands.

TRANSIENT ENGINE: Sup. Med. Tec. Extremely advanced form of TECHNARCANE being that is autonomous and self-ambulatory. Often looking similar to HARDSUITS, though without a MORTAL inside them, they are completely artificial in origin, and were developed over the past centuries following advancements in technarcana and cloning techniques. Though theoretically their creation was possible up to a millennium in the past, the advanced manufacturing techniques required in their creation meant that they were not viable on a large scale until relatively recently.

<u>PARTHIS</u> is their main producer in the <u>INNER SEA REGION</u>, though they are also manufactured in <u>PELASGOS</u> in smaller numbers and of more limited function.

TRANSMORTAL: see TRANSMORTALITY.

TRANSMORTALITY: also 'Transhumanism'. Sup. Tec. Med. Soc. A MORTAL whose body and/or mind have been enhanced through the use of TECHNARCANA, SHAPING, BIOMECHANICS, FLESHWRIGHTING or any combination of the above, or through various other means. Some scholars argue that VAT-BORN beings, such as CLONES are also examples of postmortals, though others prefer to use the term specifically to WOMB-BORN individuals that were altered following their birth. The term is not one that is commonly used, and was coined by philosophers and scholars to label the growing trend in some social circles of individuals increasingly seeking to modify their bodies beyond their natural physical capabilities. Though there are some organisations where like-minded transmortals gather and discuss their beliefs and goals, there is little in the form of a unified philosophy or belief of transmortality, and most individuals who would be considered to be transmortals give little thought to the label.

The most common and readily-accepted form that postmortality takes is the search for longer life. This is something that mortals have sought since their creation and they first learnt of the disparate gulf that exists between their own lifespans and those of, say, the DEMIURGES and SCIONS of old, or even OTHERWORLDERS and <a href="HALFBLOODS. Those with the means to are able to extend their lives to well beyond their natural span, whether through the use of ATRAMENTAL drugs, technarcana or fleshwrighting (where body parts or ailing organs are replaced by technarcana or grafted replacements, respectively). Royalty, religious leaders, and those from the upper echelons of society have sought longevity to varying degrees of success throughout most of mortal existence, and today it is not uncommon or unexpected for rulers or the wealthy to live two centuries or more.

Another common form of postmortality is the grafting of technarcane <u>ORTHOSES</u> or the manipulation of the body by fleshwrights to create new organs or limbs, or through drug use to change the way the body functions. These processes can not only replace lost limbs or heal injuries but can add entirely new organs or abilities. Extra limbs or digits are somewhat common, as is surgery that replaces eyes with technarcane or

vat-grown versions that have a greater spectral range, or ability to view in low-light conditions than the recipients' native eyes.

Less common is the ability of parents to alter the bodies of their unborn children. This is a far more difficult task, that delves into the deepest secrets of fleshwrighting, and it can allow parents to choose certain features that they want their children to have, such as hair, skin, or eye colour. On a more pragmatic note, this is used by some societies to create soldiers or workers, whose bodies are engineered to be stronger or tougher. Many scholars have raised concerns about the ethical merits of such <u>BESPOKE BIRTHS</u>, as they are often known, but the tyrants and magnates in control of such things care little for such implications.

The prevalence or acceptance of postmortality varies from region to region and even from city to city within the same nation, though in general most nations will have a general outlook towards the practice that might vary in certain cities or regions. For instance, most transmortals PARTHIS tend to prefer altering their bodies through organic surgery or the use of fleshwrighting, whereas KORACHAN and its dependencies tend to prefer technarcane orthoses, though that is not to mean that individuals would not gravitate to the other.

Typically, those who are more likely to be seduced by transmortality are the rich and powerful – rulers, members of the most powerful PATRICIAN HOUSES, mighty technologists or magnates, or those amongst the highest echelons of the clergy – who have both the means and the inclination to do so. Only the most obsessed or dedicated freemen or patricians of lesser-regarded Houses would have the means to seek transmortality. To those born in lower social classes and castes the dream of transmortality will rarely become anything more than just that – a dream. As a result, those low-born who have transmittal aspirations tend to look upon those with the means to do so – whether they want to or not – with bitterness if not outright hatred. Though this is a very small demographic as most HELOTS and SLAVES are too concerned with merely surviving to care about the excesses of the rich.

TRASHA: Set. Small city in the east of <u>FARIS</u>. Its main industry is hunting and trapping, and the selling of pelts to the south (Pop. c. 15,100).

TRASI: 1. Geo. Island off the eastern coast of THUMAL.

2. Set. Fishing settlement in the east of THUMAL (Pop. c. 5,100).

TRATHRO: Bev. Nectar liquor drunk across equatorial areas of <u>EASTERN SAMMAEA</u>, including <u>CHEIRA</u>, <u>SERROK</u>, and <u>PNESSA</u>. It is quite popular and is even exported to foreign lands, where it is an exotic drink to those who can afford it. See Vol II: Beverages.

<u>TRATI</u>: Set. City in the east of <u>KORACHAN</u>, along the banks of the river <u>ICHORIA</u>. It is known for its inventors and technological tradition, and forms a part of the <u>SULPHUR ROAD</u>, linking Korachan with <u>VÂRR</u>. It is home to a large manufactory belonging to <u>MARUHABAL</u>, a producer of fine firearms (Pop. c. 43,000).

TRATON: Set. Thriving port in the far north west of <u>SAGITTARIA</u> known for its expansive fishing fleet that plies the <u>SEA OF SERPENTS</u> (Pop. c. 20,000).

TRAMIS: Set. Major coastal fort in the south east of RHAMIA, overlooking the entrance into the northern-most part of the SEA OF PYREA.

<u>TRANSIENCE</u>: north. 'Transient'. Sup. Rnk. Branch of <u>ATRAMENTISM</u> concerned with electricity in all its forms. It is common in <u>PARTHIS</u>, as well as the <u>HIGH-</u> and <u>LOW-EMPIRES</u>.

<u>TRAPPA</u>: Set. Settlement in the north of <u>HOAMMI</u> territories in the north of <u>SAMMAEA</u> (Pop. c. 20,000).

TRATIUM: Rui. Abandoned region in VEPAR, LYRIDIA DHAI comprised of 5 settlements which emerge in c. 2800 following the discovery of gold in the area. The area prospered for hundreds of years, though, by 3180 RM yields had trickled to a minimum. Within a decade the entire area was abandoned and remains now in ruins.

TRAVAR: See. Settlement in the c of <u>VÂRR</u>, in the north eastern hills of the <u>ADALLA</u> Mountains the settlement quarries stone and quartz that is used around Vârr (Pop. c. 2,800).

TRAZAL: Ind. Set. Settlement in the c north of AZAZEM. Its main industry is lead mining (Pop. c. 5,200).

TREASURES OF SESHARRIB: see SESHARRIB, TREASURES OF.

TREATY OF BAAYN: see BAAYN, TREATY OF.

TREATY OF THE STRAIT: Pol. His. Treaty enacted in –328 RM between the nations around the <u>NÁRTHELISTRAIT</u>, standardising trade and prices in the region, leading to stabilisation and growth of cities. The treaty was abandoned in -58 RM.

TREBAURA: Geo. Small mountain in the north of LOEGRESS^(1.), forming an eastern extension of the far larger VOULLOR Mountains. Like its parent mountain, the Trebaura is ancient and well-worn, home to sparse woodlands and varied wildlife.

TREE-DWELLERS, the: His. Ntn. Ancient FIFTH AGE culture that lived in the c north of LLACHATUL, in what are now the north of ATARAXIA, CISNERIA and ALAM BETHYL. They inherited these lands in the early Fifth Age following the WAR OF SCOURGING that decimated mortal populations at the end of the FOURTH AGE left the area largely uninhabited.

Allies of the <u>Demiurge Rachanael</u> held this region during the War of Scourging and cut down the vast virgin forests that had existed here since the Time of Shaping to fuel their great industries. This included monolithic trees the scale of which can only be imagined to this day.

As mortals re-emerged in the <u>FIFTH AGE</u> they encountered the vast swathes of open land where once these great forests grew. Instead of beauteous woodlands they found plains peppered with the stumps of dead trees. Eventually they would carve out the innards of these stumps, making dwellings within them and their deep roots.

This culture of so-called Tree-dwellers is thought to have reached its peak in around 100 RM, though it would wane over the coming centuries, dying out by 400 RM.

The culture left no written records all we have to rely on is pottery, carved wooden items, and their hewn homes, which lie forgotten today, covered in lichen and mosses, their tunnels and abodes covered in soil and thick humus from millennia of neglect.

They are most notable in the plains of <u>AUROREN</u>, along the border between Cisneria and the far western colonies of <u>ALMAGEST</u>, where dozens of examples remain today, forgotten in the wildernesses. Some were repopulated by troglodytes over recent history, but few such examples survived predation and banditry.

TREE OF AMARNA: Flo. See AMARANA, TREE OF.

TREE OF ARCYRIA: Flo. See ARCYRIA, TREE OF.

TREE OF AGEN: Flo. See AGEN, TREE OF.

TREE OF AGES: Flo. See AGES, TREE OF.

TREE OF AVÉNETH: Flo. See AVÉNETH, TREE OF.

TREE OF BEPHESH: Flo. See BEPHESH, TREE OF.

TREE OF OFFERINGS: see OFFERINGS, TREE OF.

TREE OF DHOSTAR: Flo. See DHOSTAR, TREE OF.

TREE OF IAVALA: Flo. See IAVALA, TREE OF.

TREE OF KERAS: Flo. See KERAS, TREE OF.

TREE OF LACYSILWA: Flo. See LACYSILWA, TREE OF.

TREE OF SALLEM: Int. Flo. Sup. See SALLEM, TREE OF.

TREE OF SAROM: Flo. See SAROM, TREE OF.

TREE OF SHARHAM: see SHARAM, TREE OF.

TREE, TEMPLE OF THE: Rel. Str. Monolithic temple in FATH that was constructed in c. 2120 RM to protect the sacred TREE OF SAROM. The tree died in c, 2300 RM, leading to the decline of the surrounding religion, though the temple remains occupied and serves as a final bastion to those who still revere the tree.

TREE TEMPLE OF GEXE: Rui. Ancient gigantic tree stump, situated in the c of ALAM BETHYL. The stump has a circumference of some 250-ft. and once formed part of an ancient forest that is thought to have been cut down by ancient industries in the FOURTH AGE.

Early in the <u>FIFTH AGE</u> the stump was hollowed out and carved into a temple, with chambers that go deep into the roots of the tree, becoming part of an expansive culture that had died out by around 400 RM. The

culture left no written records so little is known of it but is thought to have ranged from the north of present-day <u>ATARAXIA</u> into <u>ALAM BETHYL</u> and is known amongst <u>KORACHANI</u> historians only as the <u>TREE-DWELLERS</u>. The stump is largely ignored today, though it has, at various times in recent history, been used by druidic groups and other fringe cults.

TREE OF UALRI: see UALRI, TREE OF.

TREESINGING: Sup. Mus. Rnk. A form of FIRMAMENTISM practiced in MALAN. Its practitioners are adept at SHAPING trees, using an ancient form of singing to carry out their shaping. It is similar to BRANCHBRAIDING, though is distinct in that it is very much a form of shaping and was, during its heyday, a more proactive tradition, often used in combat whereas branchbraiding is much slower See Vol IV: Shaping.

<u>TRENED</u>: Set. Settlement in the c of <u>IZABAL</u>^(1.). It is a major course of iron to the nation (Pop. c. 4,800).

TRETA: Set. City in the south west of NÁRTHEL, that trades south west with MYT DAR in SALOROC (Pop. c. 32,000).

TRETHIGH: Geo. Mountains in the south west of <u>SAMMAEA</u> in the <u>AMMASHI</u>^(1.) peninsula, in the far east of <u>AMMESH</u>.

TRIA: Set. Settlement in the region of KATURUSH, in the west of THE SURRACH. It is known for its pomegranate groves (Pop. c. 7,200).

TRIARCHY: Pol. The ruling body of HARA from 438 to 807 RM. It emerged following the last king, SAEMDAR, died in battle against KORACHANI forces without an heir, forcing his advisors to elect 3 temporary rulers in his place – the Triarchy, with a member form their own ranks, a lord and merchant-prince filling the posts. It later became a Tetrarchy, with the appointment of the Goethan warlord MANKH in 441 PM.

The Tetrarchy ended in 807 RM with the appearance of the new nation of HARÉ SHKA.

TRICIA VISANN: f. His. Soc. Per. (D. c. 2680 RM) matriarch of PATRICIAN HOUSE VISANN who in c. 2600 RM founded the famous VIVARIUM VISANN, which remains in operation today.

<u>TRIDAES</u>: Set. Settlement in the far west of <u>TISARA</u>, in the north eastern foothills of the <u>ARGENT</u> Mountains (Pop. c. 5,000).

TRIDUAN: m. Pol. His. Per. (B. 3087 – D. 3170 RM) Once-king of LOEGRESS^(1.) acceded from his father in 3111 RM. He was the last king of Loegress, and it was during his reign that the <u>OTHERWORLDER TAELLANNIR</u> was reborn in front of his very eyes in a miraculous transmutation from the still-living body of his advisor and the court ARCHSHAPER.

The following months were tumultuous at best and utterly unprecedented, for how could a kingdom prepare for such an event? The people of Loegress almost immediately began worshipping the glass-skinned alien-faced being as a living deity, turning against the monarchy – by then established for over 500-year – which suffered under the rapid shift in culture. The city of <u>CAER SIDI</u>^(1,) swelled with an influx of people eager to look upon their brilliant new deity, and within a year most were already referring to the Taellannir as the new ruler of Loegress. Out of the public eye, Triduan feared for his life and that of his family. His own advisors were panicking, with some urging him to capitalise on the situation, other telling him to flee the city, and others still whispering to him to eliminate the otherworlder. He discounted the third option almost immediately, as it would make a martyr of an already important figure.

Eventually he opted to openly endorse her, becoming her envoy. He spent time with her, trying to unravel her non-sequiturs and riddle-like admonishments. Words that his remaining advisors would dedicate more and more time to deciphering, leading to them becoming the first https://doi.org/10.1007/j.com/html/mir/.

As the religion grew, Triduan became vilified by the populace as a gaoler and gatekeeper of her powers. He stopped his forces from apprehending protestors and rabblerousers, fearing what would happen if he used force against them. Feeling the climate goring ever worse, he made the decision to abdicate his position and, with the backing of most of his advisors and dukes, signed a treaty prevented his bloodline from making any future claims to the throne, under condition that the nobility be allowed to retain its lands, which were to be handed over to the new church.

The process was completed in in 3142 RM, after which he fled east into KOMMEA with his family and closest followers, into unstable lands still reeling from the overthrowing of the CUNOMAGLIAN tyrants over a century earlier. There he settled down in in the north of the nation and founded a new city – HOLLAMEA – there in c. 3150 RM atop the ruins of a great palace, which was home to an ancient line of rulers known as the DONAGERS. From there he established a new rule and made alliances with the disparate people of the region, building his son ELDHUIN up into a champion of the people who married a favoured maiden descended from the Donagers themselves and whose own daughter, ARLEIE, would go on to found the nation of Kommea and become its first queen.

TRIDUAN'S COLUMN: Str. Monument in the c north west of KOMMEA, overlooking lake ATHUIN. It is named after TRIDUAN, the exiled king of LOEGRESS^(1.), who settled in Kommea in 3142 RM, whose granddaughter ARLEIE became the first queen of Kommea. The monument is made of white marble and takes the form of a wide column on top of which is a bronze statue of Triduan, mounted on a horse. The great column is surrounded by four bronze rampant CALCATRICES.

TRIDUUM: Mil. Str. Fortress in the north of KORACHAN, 45-miles north west of TANTAL. The fortress guards mountain passes north into CHTHYRID.

TRIEMON: Soc. Pol. PATRICIAN HOUSE with major holdings in DURCHAA, SABIA and ALMAGEST. It was once a part of the ATRAAGOH SYNDICATE, which operated extensive mines in the region of ERIHAAS, and it still controls the lands on which the mines were located to this day. The mines fell silent in c. 3945 RM after copper in the area reserves dwindled. See Vol II: Patrician Houses.

TRIFECTATE, the: Pol. Three sibling SHAMEN in the south east of PERGOST, who in 3843 RM were possessed by the spirit of what many believe to be the SPIRIT of the LAST ORREX. Together they are extremely powerful SHAPERS, though the people of Pergost, fragmented as they are, do not recognise their rule. Nevertheless, they have garnered a sizeable following in the south east of Pergost, within the region of ETHOROST. which has grown increasingly independent over the last decades, leading many to think it will renounce the Federation completely soon to form its own state.

TRIGGAS: Rvr. River in the west of <u>PNESSA</u>, flowing south for 840-miles from sources in the <u>LOWER DANOSOTH</u> and <u>FASUN</u> Mountains before reaching the coast at the <u>GULF OF SAURIAR</u>.

TRII: See Coastal settlement in the south west of <u>PNESSA</u>. Its main industry is fishing (Pop. c. 3,500).

TRIKHOLL: Rvr. River in the north west of PELASGOS, flowing south from the BATHAKOL Mountains.

TRILLOR: Geo. Chain of islands off the eastern coast of HALEDONIA in the north east of EASTERN LLACHATUL. They are largely uninhabited though are noted for the eerie basaltic ruins found on many of them, whose origins are unknown.

TRINITANIA: 1. Dem. 'Trinitanian'. Ntn. Small free demesne in the far north of KHARKHARADONTIS, surrounding the southern-most reaches of the SEA OF UGOLOTH. It is humid and verdant, and it has hot summers and winters that are dominated by light yet constant rains that form when moist air from the Ugoloth meet warm airs descending from the northern face of the EGERIAN Ridge. It is devoid of the thick rainforests that dominate other regions at the same latitude due to the being surrounded by so much land.

It emerged from the lost <u>Korachani</u> colony of <u>Ostrachan</u> (now <u>Ostrohan</u>) in c. 2400 RM, growing wealthy from supporting the <u>Salt Road</u> west to <u>Andiluth</u> and east across the rest of <u>Northern</u> Sammaea.

More contact with the east brought <u>SIRIPHAGAN</u> merchant-lords to the region, who married into its own nobility, establishing a new plutocratic regime. This new regime founded the city of <u>TRINITANIA</u> $^{(2)}$ as their capital, gaining control of the entire region and securing all trade in the surrounding area, which by c. 2500 RM had become known as the Free Land of Trinitania $^{(1)}$.

In 2994 RM <u>PARTHIS</u> attempted to diplomatically annex the region by marrying into the plutocratic families but in 3014 RM, following the <u>WAR</u>

OF THE ARTIFEXES, it became fearful of foreign attentions and cut diplomatic ties with the region, and disallowing marriage between its ruling households and any foreign entity. It remains culturally insular to this day, despite the traffic that passes through it as part of the Salt Road, remaining proud of its own culture and customs.

The people of Trinitania are proud of their heritage and what they have accomplished, and do not suffer the lies and generalisations of the north, particularly despising those who would deem all those from Kharkharadontis as tainted wretches and barbarians, and they are quick to prove any such people wrong.

2. *Pol. Set.* Capital city if the eponymous region^(1,) in the far north of <u>KHARKHARADONTIS</u>, just south of the <u>SEA OF UGOLOTH</u>. It was founded in 2472 RM to be a capital to the newly-emerged plutocratic government of the region(Pop. c. 182,600).

TRIOCH: Set. Settlement located in the rugged hills of southern <u>VRAKKA</u>, in the south west of <u>VAALK</u>, known for its goat herds (Pop. c. 2,300).

TRIPARTITE MONARCHY: Pol. Ruling government in the REPUBLIC OF ELAT^(1.) between c. 3250 – 3762 RM. It collapsed in 3762 RM following years of war and strife, giving rise to the nations of GYZHA and AYAD, and a reformed Elatian government.

TRIPTYCH: 1. Art. Obj. Traditionally, a work of art that is split into three (often folding) panels. Triptychs are common in church and other religious artworks, where they are commonly displayed above altars and other prominent positions. They are most popular within the REFORMED CHURCH OF THE UNDYING MACHINE.

2. *Oth.* A type of halfblood characterised by a third ancestry outside of its MORTAL and OTHERWORLDLY roots. See Vol II: Classification and Taxonomy of Life.

TRIPTYCH, the: 1. Pol. In the KORACHANI EMPIRE, a phrase used to represent the empire, the <u>UNDYING MACHINE</u> and the <u>ARCHPOTENTATE MALICHAR</u>. The former is typically represented in anthropomorphised form as a woman, particularly in works of art such as paintings and statues.

2. Soc. in the KORACHANI EMPIRE, a form of parting greeting used amongst the freemen and patrician classes, commonly expressed as 'for the Triptych'.

<u>TRIPTYCH, the</u>: Arc. Large fountain in <u>KHADON</u>, close to the <u>BASTION</u> <u>OF STEEL</u>, designed by the architect <u>JEROLAMÉ GRIMACH</u>.

TRIPTYCH OF ANTIUM, the: Rel. Obj. Relic, its first recorded occurrence being in 3653 RM in the hands of a newly-reborn OTHERWORLDER (its identity, though oft guessed at, is unknown) who claimed to have been reborn with the thing in its hands; a rare occurrence. The otherworlder disappeared from IMPERIAL records in c. 3700 RM, leaving the Triptych in the hands of the monks of ANTIUM, in the north of AZAZEM, where it remains to this day under lock-and-key, its images said to be too sincere and haunting for the eyes of mere mortals to view. Those few who have seen the windows of the triptych (amongst them various grand-masters of the SANCTIFIED ORDERS OF THE INQUISITION) claim that its design is eerily realistic, the figures depicted on its surface almost leaping off the frames. Its theme and subjects are a closely guarded secret.

TRIPTYCH, SIGN OF THE: Soc. Common gesture made within the KORACHANI EMPIRE by holding up the right hand with the three middle fingers upright, and the little finger and thumb down on top of each other. It is a symbol of THE TRIPTYCH, and is commonly made by civil servants and members of the CHURCH OF THE UNDYING MACHINE.

The gesture fell out of practice in lands that fractured from the Korachani empire following the <u>SUNDERING OF THE EMPIRE</u>, such as the <u>REFORMED EMPIRE OF SARASTRO</u>.

TRISA: Mil. Str. Fortress and military centre in the south east of <u>LYRIDIA</u>, overlooking the <u>PARTHISAN</u> colony of <u>SOTHRA</u>.

TRISATRA: Set. Fortified city in the south west of KOLCHIS, in the foothills of the BAND^(2.) Mountains. (Pop. c. 40,000).

TRISKETHIA: Geo. Coastline, around 750-miles long, in the north west of SAMMAEA, overlooking the SEA OF ORRIDA. The region straddles the border between the TEMPLAR STATES in the north west and KARGAMA in the south east. The region is divided into two rough parts: Lower

Triskethia, which until around a thousand years past was beneath the coastal waters of the Sea of Orrida, and Upper Triskethia, which is renowned for its <u>SOULSTONE</u> deposits and its many petrified cities, aeons old, that lay crumbling across its dusty surface. Unstable, most are now piles of unrecognisable rubble, the blackened bones of the dead strewn for miles around.

Outsiders know little about this region, though many mile-wide courtyards have been found within its lands, with the near-fossilised remains of millions of mortals, <u>SOUL PEARLS</u> still attached to their mummified forms, as though in sacrifice or prostration. It is thought this was a mass sacrifice. A single imperial expedition reached these lands in c. 1720 RM, with the intent of exploiting the soul pearls, though no public records remain of the outcome. Centuries later attempts at colonisation ultimately failed following a stoic defence by the locals, who were then organised under the <u>TRISKETHIAN DOMAINS</u>.

TRISKETHIAN DOMAINS: *His Ntn.* Long-lived FIFTH AGE state that existed in what is now the north east of the TEMPLAR STATES and the north west of KARGAMA, before its absorption by the Templar States in 3746 RM.

The Domains were officially recognised as such in c. 640 RM, though they had been a cultural influence in the region of <u>TRISKETHIA</u> since c. 80 RM, when <u>SOULSTONES</u> were first discovered in the coastal cliffs of the region. Ruled by a caste of <u>SHAPERS</u> known as <u>ADEPTS</u>, the Triskethian Domains were secretive from the onset, incredibly protective of their territories and the abundant soulstones that were contained therein. Soulstones were (and remain) incredibly rare elsewhere and the Adepts monopolised the trade in the objects even as they studied their secrets, becoming authorities on the subject.

The Adepts ruled from the city of <u>ELIZIA</u>, and began to expand east in c. 1000 RM, where they clashed intermittently with Kargama, leading to war around 100 years later. This ended in the signing of a treaty that saw Kargama reclaim most of its territories, and a clear delineation drawn on maps that were closely observed by both regions. Following this the two states became loose allies.

The Triskethian Domains excluded themselves from most world events, concentrating instead on their own TECHNARCANE industries and the closely controlled export of soulstones. The Adepts grew incredibly wealthy, much of which was put into the defence of their lands, which they were paranoid of losing to more belligerent powers. It was around the same time, in c. 2000 RM, when the FIRST TRISKETHIAN REVOLUTION took place, cementing the Domains as the preeminent authority on soulstone-based technarcana, which saw the SOULSEER caste rise to prominence, replacing the Adepts (by then politicians and industrialists) as experts in soulstones and the OTHERWORLD.

The Second Triskethian Revolution began in 2377 RM, during which the Adepts began using young shapers to power technarcane engines against their will, earning the ire of the Soulseers, who feared for their castes' future. In 2381 RM they defected from the Domains en masses, securing the city of MINIUM with their personal forces, creating an independent enclave within the Triskethian Domains.

The loss of the Soulseers led to the demise of the once-great Triskethian Domains. This, coupled with the diminishing seas that surrounded it, saw its industries falter and many cities faced starvation. A Third Triskethian Revolution took place in 2478 RM, in which the workers and slaves of Triskethia rebelled, leading to the storming of the Adepts' palace in 2479 RM, during which the Adepts were slain and overthrown by the Soulseers, beginning a new regime.

The Domains recovered under the aegis of the Soulseers, though they were never able to restore the region to its technarcane glory. The region waned in influence even as the Templar States grew more powerful, their religion, more pervasive. The Domains remained the centre of soulstone production and research in <u>ELYDEN</u>, and continued to export fine technarcane engines across the world, but the scale of their industries waned, and their people became wary of outsiders following multiple crusades and wars against the <u>EHRENISIAN COAST</u>.

In the decades following the <u>KORACHANI</u> abandonment of the Ehrenisian colonisation efforts the Triskethian Domains began to falter once more. The Soulseers lost themselves in their research and emptied their coffers into decades of work at ended with the creation of a

<u>LHAUAPARAN</u> in 2852 RM. This monumental feat took its toll on the economy of the Domains, leaving it in a state worse than when under the rule of the Adepts. The lhauaparan was to be the crown of Minium, the focus of the Soulseers' rule over Triskethia, yet the creature they gave birth to was not what they had imagined. Its existence was agony, its every moment torture, and it lashed out at Soulseers and their guards, killing dozens. The Soulseers fought back, only enraging it further. Surrounded, it roared in pain, unleashing a psychic blast that obliterated every mortal in Minium. The act left the lhauaparan lifeless and the Triskethian Domains without leadership.

The years following this were a time of chaos. With no form of government, most cities within the Domains broke away, leading to around a dozen city-states that struggled against each other for control of the soulstone industry. The few Soulseers that remained struggled fruitlessly to reunite the Domains, and the region eventually stabilised, with the disparate states forming an uneasy alliance, allowing each to form a vital part of the soulstone industry, keeping the economy of the region going with controlled mining, refining, and exportation.

The <u>Church of the Shadow Triumphant</u> spread east into Triskethia, taking root amongst many of the city-states, giving hope to the people, who would take on more aspects of Templar State culture over the years. Following a period of drought between 3690 – 3745 RM the region was eventually annexed by the Templar States, ending the legacy of the Adepts and the Soulseers. See Vol III: Extinct States.

TRISKETHIAN TECHNARCANE REVOLUTIONS: His. Era of history in the TRISKETHIAN DOMAINS in what is now the east of the TEMPLAR STATES, between c. 2000 – 2479 RM, defined by three distinct periods known as the First, Second and Third Technarcane Revolutions.

The First Technarcane Revolution was a period of growth that lasted until c. 2200 RM, during which industrialization was adopted across the Triskethian Domains, specifically $\underline{\text{TECHNARCANA}}$. The ruling $\underline{\text{ADEPT}}$ caste, as well as the $\underline{\text{SOULSEER}}$ and Industrialist castes thrived, becoming exceedingly wealthy at the expense of the common folk.

The Second Technarcane Revolution lasted from 2377 to 2381 RM and saw the use of SOULSTONE-based technarcana reach new heights, with developments made into marrying living SHAPERS within technarcane engines, similar to the HEART ENGINES that appeared in the INNER SEA REGION years later. Shapers who under previous regimes might have gone on to become Soulseers were instead treated as little more than resources, being interred within technarcane engines with little thought to their health and sanity. This led to a schism between the Adepts and Soulseers, who feared for the future of their caste. The schism escalated into a political conflict that culminated in 2381 RM, with the Soulseers defecting from the Triskethian Domains, securing the city of MINIUM with their personal forces, creating an independent enclave within the Triskethian Domains. This devastated the region's economy, which crumbled in following years, despite forceful attempts at reclaiming Minium. Without the Soulseers expertise, manufactories were forced to shut down. Even the Industrialists, which had thus far lived in comfortable debauchery suffered as more and more coastal cities found themselves landlocked, the climate slowly becoming warmer and drier. Chaos spread throughout its cities, and through it all the Adepts do little to nullify the effects, seemingly content with lives of corrupt oblivion.

The Third Technarcane Revolution lasted for 2-years between 2478 - 2479 RM and saw its lands wasted by wanton industrial abuse, and its resources reduced to near-depletion. Its manufactories mere shadows of what they once were, the Adepts were forced to export most soulstones extracted in Upper Triskethia to keep their coffers full. Across the domains, various cities had been reduced to ghost towns, with the workforces of those that remained inhabited starving. A workers' uprising that began in the city of <u>SLACT</u> rapidly spread across the Domains. Seeing their opportunity, the Soulseers struck against the capital of <u>OBYRYTH</u> with all their forces. The Adepts' Palaces were severely damaged amid the destruction, allowing the Soulseers troops can gain access, slaying the Adepts, taking over in their stead, beginning a new political age in the Triskethian Domains that lasted until their annexation by the Templar States in 3746 RM.

TRIUMPH OF PHOL EGEDDA, the: Arc. Ancient triumphal arch in the west of present-day <u>LIMOTH</u>^(1.), thought to have been constructed in c. 300 RM by the ancient <u>FIFTH AGE</u> empire of <u>PHOL EGEDDA</u>, following its victory over a regional foe, in what is now <u>THETIS</u>.

The arch is gigantic and is a credit to the expertise of the craftsmen of the ancient empire, though it stands ruined today, a shadow of its former glory. Its pillars and arches house hidden chambers, most of which remain unexplored to this day. Today it lies along the main trade-route linking the east of Thetis with the west of Limoth and is seen by travellers moving between the nations.

TRIUMVIR: Pol. Mil. Rnk. Title given to the three rulers of the TRIUMVIRATE of the GRIGORIAN ORDER of the SANCTIFIED INQUISITION. The present Triumvirs are KOLROKH HANNO, KALEN PENSETTAR IV, and NUALLA INEN ARGHAAV, who have each ruled since 3992, 3979, and 4001 RM, respectively.

TRIUMVIRATE: Pol. Mil. Org. The ruling council of the <u>GRIGORIAN</u>

ORDER of the <u>SANCTIFIED INQUISITION</u>, made up of three <u>TRIUMVIRS</u>
who are elected from the most trusted and revered <u>OVERSEERS</u> and

<u>HIGH-QUAESTORS</u> within the Order.

The dark events of the <u>SUNDERING OF THE EMPIRE</u> saw the empire sundered in two. Various other Orders crumbled amid the resultant chaos, which forced the Grigorian Order to relocate from its old base in <u>KYDONIA</u> (which had since come under the control of the <u>LOW-EMPIRE</u>) to <u>KHADON</u>. The then Grandmaster made the decision to divide the Order into three distinct portions, creating the <u>LANGUES</u> (1), each of which would fall under the command of a Triumvir, which replaced the Grandmaster. This served as safeguard to better protect the Order in any future conflicts that might arise, and would also make the Order better-equipped to carry out its duties across the empire.

The three Langues are found in Khadon, <u>SINITAS</u>, and the colony of <u>TAVVADRA</u>^(2.), and are ruled by the Triumvirs <u>KOLROKH HANNO</u>, <u>KALEN PENSETTAR IV</u>, and <u>NUALLA INEN ARGHAAV</u>, respectively.

TRIX: Set. Settlement in the c south of ALMAGEST (Pop. c. 4,800).

TROAK: Set. Small city in the c of TARTAK (Pop. c. 20,000).

 $\overline{\text{TROANT}}$: Set. Settlement in the north east of $\underline{\text{RHINOCOLOURA}}$ (Pop. c. 8,000).

TRODIS: Set. City and surrounding rural region in the east of <u>PARTHIS</u>, known for its perfume production and expansive flower fields (Pop. c. 25,000)

TROGEIN: Sup. Pol. FIRMAMENTAL SHAMANISTIC leaders of the LYRIDIAN TROGLODYTES, usually female in mirror of their AUGUR^(2.) overlords. They lead highly-ritualistic lives, their every deed and prayer symbolic of the harsh nature-deities they revere. They don horned headpieces and wear the pelts of dangerous animals to personify their such deities.

TROGLODYTE: 1. Soc. In a general sense, any cave-dwelling group of people. Details on specific troglodyte populations can be found below:

2. Eth. Soc. Specifically, cave-dwellers of LYRIDIA who make up most of its rural population, descended from SVATHI people that dominated the region at the end of the FOURTH AGE. In the following decades, descendants of the native Svathi became persecuted as KORACHANI immigrants arrived into NÁRTHEL, with uncounted thousands killed, and even more fleeing north into LYRADEA and TAMAR, where they settled the caverns around the HELIOPARNASSUS and KYTHI Mountains, east of the DHERKAZ; and the western foothills of the CARTIGA and HARBIDA Mountains in what is now known as the MATERAN TERRITORIES. They went on to become staunch supporters of the AUGURS (2.), who saw the value of their blind faith. Centuries of inbreeding and segregation by the Augurs saw them become a simple people, often plagued by birth defects, who by c. 300 RM had become known as troglodytes.

Though Lyridia is one land, the troglodytes live in large groups, rarely venturing far from their cliff-hewn homes, each of which house as many as a dozen family groups, up to 2,000 people at most. Their leaders are the TROGEIN, primitive shamen, who are subservient to the Augur caste that rules the larger cities. The Augurs of Lyridia have little direct contact with the troglodytes, choosing to live ascetic lives away from large populations, though they maintain order through proxies and messengers.

3. Sarastro has a small region of troglodyte settlements, in the foothills of the JAELA Mountains, to the east of the SHAMAS SHUGAL savannah. These troglodytes form an insignificant part of the Sarastroan population and contribute little to its economy, though their culture is distinct and reminiscent of ancient FIFTH AGE cultures of the region. The largest of these troglodyte settlements is BARSHEEN.

- TROIA: Rvr. Wetlands in EZASUH(2.), surrounding the capital city.
- TROJA: 1. *His. Sea.* Inland sea that dominated the land of <u>SAGITTARIA</u> in the early centuries of the <u>FOURTH AGE</u>. It quickly dwindled as the sea levels around <u>ELYDEN</u> waned, disappearing entirely by around 1800 RM, leaving behind salt-flat⁽²⁾ and the ruin of once-prosperous mercantile ports.
 - 2. Geo. Endorheic salt-flats dominating the c and north of <u>SAGITTARIA</u>. The entirety of the Trojan salt-flats was once a shallow inland sea famed for its natural harbours and beautiful lagoons. By 1000 RM the sea had dwindled to half its size, many of its inlets turned into sterile saltwater lakes, and by 1800 RM it had disappeared entirely, replaced by seasonal rivers and saltwater marshes.
- TROKHAR DATHENKO: m. (D. 2849 RM) Tec. Per. PARTHISAN mathematician and engineer who in 2826 RM devised the ANALYTICAL ENGINE, which would later revolutionise how the people of the INNER SEA REGION dealt with complex calculations.

TROKHAR ENGINE: see ANALYTICAL ENGINE.

- TROKHA: Rui. Flooded TROGLODYTE settlement in the south east of LYRIDIA, dating back to the early years of the FIFTH AGE. It is thought to have flooded in c. 800 RM, and were it not for the flooding, the hewn caverns would be able to house no less than 100,000 individuals and would be the largest such settlement in Lyridia.
- TROLL: 1. Soc. Lan. Name given to <u>SLAVE</u> oghurs employed by the <u>CHURCH OF THE UNDYING MACHINE</u>, used as labourers to construct its structures and monuments. Millennia of inbreeding have turned trolls into sluggish brutes with little will or intellect.
- 2. Pol. District in the c of the <u>CITY OF ALMAGEST</u>. Originating as a bridge linking the then-separate towns of Almagest and <u>EPHEMERIS</u> across the lowland region of <u>EPHAR</u>. Over time, as the towns grew and the city was regarded, the bridge was built over, the valley being completely hidden beneath layers of new buildings. Troll lies above the heart of the <u>ALMAGESTI UNDERCITY</u>.
- TROLLKARI: Sup. Rnk. SHAPERS and SHAMEN from the north of LLACHATUL, most common amongst the CALLOW HORDES, as well as rural parts of VALBAR⁽²⁾. Due to the proximity of the NULLAMBIT to this region, which makes shaping more difficult, most trollkarls are highly skilled individuals and are often surprised to find their powers significantly amplified the farther away from the Nullambit they move.
- TROPHONIUS: (B. 3946 RM) *Rel.* Founder of the <u>CHURCH OF THE CHILD</u> in <u>ADOCT</u>, <u>ALMAGEST</u>. He was a member of the <u>EPISTOLARIES</u>, and was excommunicated from the order following his actions.
- TROPAEA: Wea. Localised winds in the
- <u>TROPOS</u>: Set. City in the c north east of <u>KARAKHAS</u>. Much of its culture centres around blood sports, in which convicts fight each other and wild beasts in the hopes of winning their freedom, Though such sports are relatively common across Karakhas, Tropos is the heart of the so-called sport. It forms a part of Both the <u>RED ROUTE</u> and the <u>SALT ROAD</u>, and its arenas prove very popular with visitors (Pop. c. 28,000).
- **TROPIC OF MAOCARHL**: also 'the Southern Tropic'. Car. The circle of latitude that marks the southern-most point at which the sun may appear directly overhead at its zenith; or 22° 52' south.
- TROPIC OF RAH: also 'the Northern Tropic'. Car. The circle of latitude that marks the northern-most point at which the sun may appear directly overhead at its zenith; or 22° 52' north.
- TROPIS: Set. Old capital of HOLOLACH^(1.) and main city of the prefecture of BROTRIS (relocated to the new city of Hololach^(3.) in c. 3500 RM due to the diminishing of lake LO SAVAN in the centuries prior to its abandonment). It remains now as a powerful, if diminished, city and ancestral home to the greatest noble families of the region. It's a pilgrimage city, with people coming from all around Hololach to see the TEMPLE OF THE VOLATA, including the EVORADI nomads (Pop. c. 23,200).
- TROQ HOND: Set. Small fortified city in the east of <u>PNESSA</u>, close to the border with <u>CHEIRA</u> (Pop. c. 14,000).
- TRORANT: Rui. Abandoned city in the prefecture of BROTRIS in the c-south east of HOLOLACH⁽¹⁾. The settlement was abandoned in c. 3560

- RM as the retreat of the <u>SEA OF MARDEN</u> became too costly to maintain. At its height in c. 3280 RM the settlement boasted a population of no less than 10,000 and a busy harbour that now lies as a crumbling land-locked ruin.
- TROU: Set. Settlement in the west of <u>PARAIYA</u>, in the <u>KAURCANI</u> basin, to the west of the <u>WAIRIMU</u> rocky desert (Pop. c. 7,000).
- TROUGH OF CAGHARTIATH: Geo. Depression in the north eastern plains of SARASTRO thought to be the resting place of CAGHARTIATH, SCION of the DEMIURGE NYARLOTH. The remnants of archaic machinery lie fossilised in the bedrock, though there are no remnants of a body. The place is patrolled by the Sarastroan army to deter trespassing.
- TROYON: Set. Small city in the south west of PARAIYA (Pop. c. 15,000).
- TRUE MENISCUS, the: Sup. Mys. Geo. Wellspring and PRIME LACUNA of the FIRMAMENT, in the continent of MENISCEA, estimated at: 8°57'33"N 152°03'40"E It is both counterpart and antipode to the BLACK FOUNTAIN of the ATRAMENTA.
 - Though a natural lacuna through which the Firmament penetrated into the MATERIAL PLANE, it was altered by DURUTHILHOTEP to be less inimical than its Atramental counterpart, but was toppled by agents of RACHANAEL in the WAR OF SCOURGING. HAVELRA (SCION of DURUTHILHOTEP) rebuilt it as stronghold for FIRMAMENTISTS in the latter FOURTH AGE, and is a place where they could better draw their powers. Palatines are its guardians.
- <u>TRUH</u>: Set. Small city in the east of <u>BASSORAH</u>⁽²⁾. It has a history of mining, as evidenced by the now-overgrown gigantic terraced pits outside its peripheries, though the industry was abandoned centuries ago (Pop. c. 18,000).
- TRUHA: Set. Fortified settlement in the south east of JURRAS^(2.), along the northern face of the <u>GIBBORRAH</u> Mountains. The settlement was founded by people from the surrounding region who over past decades were displaced by severe landslides (Pop. c. 6,000).
- TRUIN: Set. Settlement in the c east of the <u>SOLEYN TERRITORIES</u>, in a wide valley in the <u>HASHATH</u> Mountains. The surrounding area is known for its large variety of wildlife (Pop. c. 7,300).
- TRUSTALL: Set. Small city in the south of <u>TAHALL</u>. It was historically known for its smiths and the tradition has been carried over to the modem age, with its metallurgists and forges being famed across Tahall (Pop. c. 18,500).
- TRYPTARCH, the: Pol. Enigmatic individual who oversaw the rise of the HMMEN REGIME in PNESSA and orchestrated the revolution of 3959 RM which led to the overthrowing of the CAIAN monarchy in Pnessa, after which the Hmmen regime was put in control, with the Tryptarch in control
- TRUCHAN: Set. Fortified city in the south west of MADOUR. (Pop. c. 10,800).
- TRUE MAGNETIC NORTH: Car. Postulated for centuries, and first travelled to in a 3765 RM <u>DURCHAANI</u>^(1.) exploration, true magnetic north lies at 98°39'08" west, 88°52'30" north, in the <u>WHITE SHEET</u> of <u>KHOLAMOR</u>, in the far north of <u>SAMMAEA</u>.
- TRUE SIGHT: Sup. Once a SHAPER has reached FOCUS, they are said to have achieved true sight they are able see the INTEGUMENT clearly. More experienced shapers can see this more clearly, while other (very rare) individuals can see the Integument all the time, or without the need for shaping. See Vol IV: Shaping.
- TRUS: Set. Small coastal city in the far east of KHITAI (Pop. c. 20,000).
- <u>TSAGAN</u>: Set. Farming settlement in the c south of <u>TEMUJA</u>, along the course of the river <u>ARILLIEN</u> (Pop. c. 3,400).
- TSAMETITH: Rvr. Major river dominating the east of THETIS, flowing south east for around 700-miles from various sources in the KOTHA ICHOLLIGHA Mountains. The river empties in the KATENNA inlet and is a source of water to many settlements and industries in the region.

TSANKHAD: Set. Settlement in the south east of TEMUIA, known for its glass quarries in the PLAINS OF LAES. It was the major supplier of crystal for the construction of the CRYSTAL PALACE of Duariahahn (Pop. c. 5,000).

TSARAACHAN: Rui. Current name for deserted, half-sunken city in the northern reaches of the <u>ARTUL AKAEL</u> in <u>ALMAGEST</u>.

TSATAOKA: Set. Settlement in the east of NOAVATUR. It originated as a KORACHANI strip-mine known as TSATOCHAN, though was abandoned in c. 1170 RM, though was later resettled in c. 1900 RM (Pop. c. 10,000).

TSATHOQQUAN SIMULACRA: His. Obj. Ancient carved idols situated along the western coast of CARNYNGA, overlooking the VOORMIN SEA. They are crude, of anthropomorphic design with wide toad-like faces and squat bodies. It is thought that they were originally submerged beneath the VOORMIN SEA, suggesting that they may have been crafted by ancient MERILLS. They are shunned by the people of Carnynga and have been allowed to rot. They appear not to have been created to withstand the elements and the constant sun has caused them to harden, and they are now cracked and crumbling, with few extant examples that are undamaged.

<u>TSATOCHAN</u>: *His. Ind. Set.* Ancient Korachani strip-mine, known today as <u>TSATAOKA</u>.

TSATTHOG: Myr. His. Toad-featured SCION of indeterminate heritage mentioned in ancient THRACIAN legends, said to dwell in the PNAKOTIAN maze. See Vol IV: Scions, Children of the Gods.

<u>TSILEEN</u>: also 'Chilin'. Int. Sup. Fau. Rare <u>SUPRANATURAL</u> creatures that many scholars believe to be the bestial equivalent of <u>OTHERWORLDERS</u>, though of a more ethereal quality. Much like otherworlders, they take many forms, though share some similarities – they are almost always hooved and four-legged, though individuals are otherwise physiologically unique, with some having wings, scales, fins, feather, fur, and faces that echo various fauna both living and dead. Most distinctive is their ghost-like appearance, with their body shifting from solid to insubstantial in irregular cycles. This is no illusion, and they are truly intangible to <u>MORTAL</u> touch or any corporeal aspect of the <u>MATERIAL PLANE</u>.

They are much rarer than otherworlders, insomuch as most people, regardless of their social status are unlikely to have ever heard of the term. Even scholars that have dedicated themselves to researching these strange beings may only have seen a handful throughout their lives.

Some scholars believe that they may be akin to otherworlders in that they may be a reborn aspect of deceased fauna. Though it is commonly understood that fauna do not possess <u>SPIRITS</u>^(1,) in the same way that mortals do, they may yet possess a primitive or more subtle form of a spirit. Some have postulated that tsileen are the collective 'spirits' or consciousnesses of multiple creatures, perhaps as many as thousands or millions, coalesced into a single form.

Disparate independent records agree on many aspects of tsileen – they are curious, and when sighted by mortals will often move closer. However, they are also skittish and prone to flight when startled. Many cultures have bestowed upon them the role of guardian or guide, though there is little evidence to support this. Others believe they are nature spirits(3.) manifested by Elyden herself. However, they are so rare that few cultures have well-established lore or myths surrounding the creatures.

Though accounts of creatures similar to tsileen have been found across elyden (with each culture giving them different names and appellations based on their language and culture), they tend to be most 'common' in Western Sammaea and Eastern Llachatul, relatively close to the path of the Nullambit, though any link between the two is unknown.

The term tsileen is a <u>SA'WESH</u> loanword that was used by the <u>KORACHANI</u> scholar <u>RUFEAL TRAZAR</u> in a treatise published in 3377 RM.

<u>TSIMISS</u>: Set. Fortified settlement in north western <u>TAHALL</u> that forms a major link along the course of <u>THE WAY</u> trade route, trading west with <u>OPHIUSSA</u> (Pop. c. 7,000).

TSIYA: Mil. Str. Coastal fort in 10.

TSAMMA: Flo. Cui. Starchy fleshy fruit common in the temperate-warm regions along the northern coast of <u>WESTERN SAMMAEA</u>, particularly the <u>EHRENISIAN COAST</u>. It was domesticated in the <u>FOURTH AGE</u> and was

later re-discovered in the <u>FIFTH AGE</u> by the <u>SAN</u> nomads, from where its cultivation spread amongst civilised lands, including, <u>KHULL</u>, the <u>TEMPLAR STATES</u>, <u>KARGAMA</u>, and the north of the <u>VESPERTINE LEAGUE</u> and the <u>CITIZENRY OF THALI</u>, where it is used in savoury cooking.

The San use all parts of the tsamma: The flesh is dried and cooked into stews, while the seeds are considered very nutritious and can be roasted and eaten by themselves or ground into flour. Tsamma seed oil is used for cooking and as a body oil. Even the leaves of the gourds can be cooked like spinach. See Vol II: Classification and Taxonomy of Life.

TTARTALL: Set. Major city in the far east of THE SURRACH. Its main industry is the breeding and rearing of MONITORS^(2.) (Pop. c. 48,000).

<u>TU'LAN</u>: f. *Myt His.* In the mythologies and ancient histories of <u>ELYDEN</u>, a <u>SCION</u> of the <u>DEMIURGES ALLAISHADA</u> and <u>KHARANI</u>. She is mentioned in the <u>MYTHOLOGIA ELYDEN</u> as having been driven east with her followers for defying the rule of the Demiurges. She is believed to be analogous with the fire deity <u>TURRAN</u> of ancient eastern <u>MENISCEA</u>. See Vol IV: Scions, Children of the Gods.

<u>TU SURAH</u>: (B. c. 600 – D. 664 RM) *Car.* Famous cartographer, born in LAASKHA.

<u>TUAL</u>: Rel. Str. Temple in the west of <u>KORACHAN</u>, 20-miles north east of the city of <u>KORACHAN</u>. It is the final burial place of the <u>ARCHPOTENTATE</u> <u>MALICHAR'S</u> mortal body, won from the <u>KHARKHARADONTID</u> desert by a <u>CRUSADE</u> that spent years searching for it.

TUALAR: Ser. Major city in the ZOHELETHI BASIN in the c south of PARTHIS. It is the largest city in Parthis and is characterised by sprawling formless streets that emerged organically over millennia of history, with few, if any, districts that were made to a predetermined plan. It is dominated by small scattered manufactories that are interspersed with large forums and curated gardens that are open to the public. Its most famous building is perhaps the so-called TEMPLE OF NIMEH – a gigantic forum and food hall that serves free food.

The sport of <u>ENGINE RACING</u> originated in a small village just outside the main city in c. 3830 RM, with machinists constructing crude twin engines and attaching them to a cockpit with harnesses.

The sport rapidly spread to other cities in the Zohelethi Basin, eventually rising in popularity to become one of the most widespread sports of the <u>Parthisan empire</u>. Today its arena is second only to the <u>Grand Arena</u> of <u>Thetis</u>, and is able to seat over 50,000 spectators (Pop. c. 3,851,000).

TUARTAR MAZE, the: Geo. Arid limestone formation in the c s of the UMBRA SOKHAR wastes in SAMMAEA, carved by ancient floodwaters carried north east from the MOLOTH KHAMMOTHUL Mountain into a labyrinthine maze of gullies and chasms that once lead to the now-dry river UARURNDAT. The area is home to various tribes of DEGENERATES and WEIRDLINGS.

TUARVEN: Rvr. River in the c of LOEGRESS^(1.) flowing north for 280-miles from lake <u>BUILL</u> to its parent, the river <u>MORRINACH</u>. It is fast-moving, known for its rapids and is cosseted by the cliffs of the <u>LOGAR</u> canyon for around 30-miles of its course. A bridge once spanned that part of the river, though it collapsed long ago.

TUATABAD: Set. Settlement in the south west of SERROK (Pop. c. 5,000).
TUATARA: Set. Fortified city in the north of BARATHEA(1.) and a main

TUATARA: Set. Fortified city in the north of <u>BARATHEA</u>^(1.) and a main source of the region's military. It is also a stop along the <u>SALT ROAD</u>, merging back into the main route from <u>N'RAKH</u> (Pop. c. 38,000).

<u>TUATHA HADRI</u>: *Mil. Rnk. Org.* Elite foot troops of <u>TISARA</u>, famed for their rifle skills.

<u>TUBARRI</u>: Set. Coastal settlement on the east of the island of <u>EPEHET</u> in the west of the <u>MAIDEN ISLES</u> (Pop. c. 6,000).

<u>TUBRUH</u>: Set. Settlement in the south east of <u>AQUARIIA</u>, known for its cotton and textile production (Pop. c. 4,500).

<u>TUDLORD</u>: Pol. Rnk. Noble title, akin to lord, in <u>KOLCHIS</u>. It is beneath the title of <u>CONSTELLAR</u>.

TUDRAS: Rvr. River in the south west of MAENMIST, flowing south west for 240-miles before meeting its parent, the river <u>CRAS</u>⁽¹⁾. It has since, c. 3980 RM been at the centre of the <u>NACRE WAR</u>, with an alliance of <u>PHYRRAN</u> and <u>SIMBARAN</u> troops and mercenaries under the banner of

- the <u>NACRE LEAGUE</u> fight against Maenmist to reopen the <u>NACRE ROAD</u> trade-route that was closed in c. 3960 RM.
- <u>TUDRN</u>: Set. Fortified settlement in the west of <u>CYHLAGHARR</u>, overlooking the <u>SEA OF IMERRIL</u> (Pop. c. 5,000).
- <u>TUFINAWAYA</u>: Set. Settlement in the c south of <u>NOAVATUR</u> (Pop. c. 6.000).
- <u>TUFIRI OBRA</u>: *Set.* City in the c north west of <u>NOAVATUR</u>. It is a major producer of wood and rubber (Pop. c. 42,000).
- <u>TUFRAN</u>: Set. City in the c north west of <u>MHAROKK</u>. Its main industry is cotton production (Pop. c. 18,500).
- <u>TUGO</u>: Pol. Set. Capital of the <u>PREPOTENCY OF THREPHO</u>, on the chief island of <u>UGOLO</u> (Pop. unknown).
- TUGRANA: Set. Settlement in the REALM OF THE MARKED PALL in the north west of KHARKHARADONTIS. The settlement is rumoured to be located atop a gigantic ATRAMENTAL BUBOE, which it mines, though little else is known of this (Pop. unknown).
- <u>TUGRIK</u>: Cur. Currency of <u>TEMUIA</u>. While the country still largely operates on barter and shared systems, when this is impossible, the use of hollow bronze disks known as the Tugrik are used. This currency is increasingly common in <u>GREATTOWNS</u> as trade becomes more centralised and contact with other nations increases. See Vol II: Currency and Coinage in Elyden.
- TUHAFAI: 1. Rvr. River in the c north of KHURAUR, flowing seasonally from sources in the OBELA plains, before collecting in lake AHOKAI.
- 2. Set. City in the north west of <u>Khuraur</u>. It is home to the only <u>Atramental</u> college in the nation and is where <u>Atramentsits</u> of house <u>Wyrdan</u> study the art. It is also a stop along the <u>Red Route</u>, and its <u>Shapers</u> can often be found serving as guards and navigators on caravans travelling the trade-route (Pop. c. 19,000).
- TUHEN: Rui. Once a MULL trade-station in c north of ATARAXIA, the region was abandoned after severe floods in c. 3850 RM and remains deserted to this day.
- <u>TUHULASS</u>: Set. Settlement in the south of <u>PARAIYA</u>. Its main industry is herding and animal husbandry (Pop. c. 3,900).
- <u>TUKHAAR</u>: Sec. Fortified city in the c north west of <u>MECHABET</u>. The city is built on the ruins of an ancient fort. The city is now famed for its horse-rearers (Pop. c. 20,000).
- TUJASOON: *Ind. Set.* Mining settlement in the east of <u>KREM</u>. Like most settlements in the region, it is a major source of <u>AIMANT</u> (Pop. c. 4,200).
- <u>TUKHRAGHON</u>: Sup. Geo. Highly <u>ATRAMENTALLY TAINTED</u> region in <u>TRAKIA</u>, causing a rapid degeneration and disintegration of organic matter.
 - The region is categorised as $\underline{\text{DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}$.
- <u>TUL KARGEMMA</u>: also '*Western Kargemma*'. *Pol. His.* For a short period between 1929 and 1959 RM the kingdom of <u>KARGEMMA</u> was divided in two when twins <u>ANOQUARIS</u> and <u>ANOQUARON</u> acceded the throne following their father's death in 1926 RM.
 - After a few years of ruling together, they decided to divide the kingdom in two and drew lots to decide which of them would rule which kingdom. As a result, Anoquaris moved west to begin her rule over what became known as Tul Kargemma, while her brothers' domains became known as <u>MILL KARGEMMA</u>. Anoquaron's death in 959 RM saw the kingdom reunited once more.
- TUL I'GHMIH: lit. 'land of dust'. Geo. Area in the west of KORACHAN that, due to gross soil mismanagement throughout the rule of the KORACHANI EMPIRE, was reduced from woodland, to fields, then pasture, and eventually largely abandoned, where it remains today as a dusty wasteland that has become overtaken by ATRAMENTAL TAINT.
 - The region is categorised as a $\underline{\text{LEAST CONCERN}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}.$
- <u>TUL I' SICH-AHUR</u>: lit. 'land of ice-fire'. Geo. Basin in the c north east of the nation of <u>DURCHAA</u>(1.). Today called <u>TULSICHAR</u>, it is volcanically active and shunned.
- <u>TULA</u>: 1. Rvr. River in the north of <u>VIRAHAN</u> flowing for 200-miles before joining its tributary, the river <u>SARA</u>.

- Mil. His. Geo. Site of ancient pitched battle in the east of the <u>HENDECARCHY</u> of <u>ATALLUA</u>, in the south east <u>MALAN</u>, where in c. 2620 RM the <u>LADY AEGIS</u> 'forces attacked the <u>TRAITOR KING</u>.
- <u>TULAN</u>: 1. Sea. Arctic sea in the far north east of <u>MENISCEA</u>, just south of the <u>KORACHANI</u> colony of <u>CRASSULA</u>.
 - 2. Mil. Str. Fortress in the south of the $\underline{\text{KORACHANI}}$ colony of $\underline{\text{CRASSULA}}$, in the far north east of $\underline{\text{MENISCEA}}$. The fort is named after the nearby sea.
- TULAAN SHAADOR: Geo. Rocky hills, covered in scattered sparse shrub forests in the c east of THE SURRACH, south of the ROSHHOT, GAMIGAHUA, and BIRANTI Mountains.
- TULADHAP: Set. City in the c of CHEIRA (Pop. unknown).
- <u>TULAII</u>: Set. Settlement in the west of <u>ELEKHID</u>, in the region of <u>TRAGIDEJH</u> (Pop. unknown).
- <u>TULAR</u>: Rvr. River in the c of <u>NAARETH</u>, flowing south for 325-miles from sources in the <u>IROTHA</u> Mountains before meetings its parent, the river ABASHERA.
- TULDOR: Set. Conurbation made up of five <u>SOULSTONE</u> quarries surrounding a fortified settlement in the east of the <u>TEMPLAR STATES</u>, in the south of the region of <u>TRISKETHIA</u>, perched on the side of a steep cliff, facing east. It is amongst the most productive soulstone mines in the region and is famed for the quality of its specimens, most of which find their way on sale in exclusive auction houses across <u>ELYDEN</u> (Pop. c. 8.200).
- <u>TULEN</u>: Set. City in the c of <u>Virahan</u>, along the course of the river <u>TULA</u> (Pop. c. 20,000).
- TULINTH: Pol. Set. Capital city of GRARNEÂST. It is coastal and overlooks the northernmost reaches of the BAY OF ASDU (Pop. c. 174,000).
- <u>TULKHIN</u>: 1. *Geo.* Area of scrubland and sparse woodland dominating the c highlands of <u>HARITH</u>^(2.) in the north east of <u>EASTERN LLACHATUL</u>.
- 2. Set. City after which the above region in <u>HARITH</u>^(2.) is named, in the north east of EASTERN LLACHATUL (Pop. c. 108,000).
- <u>TULLAI</u>: Rvr. River in the c east of <u>LYRIDIA DHAI</u> flowing north west for 275-miles from its source in the <u>ETTHI</u> Mountains in <u>LYRIDIA</u>, before meeting its parent, the river <u>BINI</u>.
- TULLANT: Set. Major city in the north east of THE SURRACH, in the north eastern foothills of the MGHALLEAL Mountains. It is known, alongside its neighbouring states TARACEH and KURDA, for its albinism, which affects 1 in 1,000 individuals born there. The albinism is such a part of its culture, that its rulers are selected from albinos who are of age when the present ruler's term is up (Pop. c. 50,000).
- <u>TULLITH</u>: *Mil. Str.* One of two major fortresses in south west of <u>THE OLD</u> <u>FOREST</u>, overlooking the <u>KHUSSAN PASS</u> into <u>IPANAH</u>^(2.). It forms part of the <u>RITHAHAN</u> fortifications that protect the whole region.
- TULPA: Mys. Drc. A SHAPER who can grant manifest thoughts and DREAMS, giving them matter. Very little is known about this form of SHAPING, which it thought by some to be a distinct form of supranatural ability commonly confused with ONEIROMANCY. It is most common in CENTRAL and EASTERN LLACHATUL, particularly in MALAN, SAUA. And TEMUJA. See Vol IV: Other Forms of Mysticism.
- <u>TULRATUR</u>: Geo. Badlands region in the north west of <u>TETHYSIA</u>, dominating the northern part of the <u>TURCAR</u> desert.
- TULSICHAR: Geo. Rocky basin in the c north east of the nation of DURCHAA(1.), south of the UTAGHAN Mountains, north east of lake THYTHIA, and north of the DUSAGHAA hills. It is the most inhospitable region of Durchaa, and is characterised by blacked earth that is volcanically active. The heat in this area means that the region surrounding it is never frozen. At the worst of its activity the earth cracks and rivers of molten stone can be seen below.
- The name is a corruption of the Korachani name for the region, <u>TULI'</u> <u>SICH-AHUR</u>, which meant 'Land of ice-fire'.
- TULUIN AND MARCUS: Vol. Scholars and agriculturalists who originated the yearbook and imperial directory, later known as TULUIN'S ALMANACK, in 2894 RM.
- <u>TULUIN'S ALMANACK</u>: Vol. Popular almanack published yearly in the <u>KORACHANI EMPIRE</u> since 2894 RM. First published by the scholars <u>TULUIN AND MARCHUS</u>, it was taken over by a specific branch of the

 $\underline{\text{MINASTERIA OF TITHES}}$, which is responsible of the quadrennial imperial census.

It consists of articles, lists and tables that are of use to a wide range of vocations, including agriculturists, craftsmen, scholars and so-on. It is a yearbook that contains detailed calendars, including times for sunrise and sunset, tidal and meteorological information. It also contains a directory of the Korachani empire, with population demographics, economical information, and details on ARCHPATRICIANS and governors based on region and city.

It is the most widespread volume in the Korachani empire, outside of religious publications and the *ENCYCLOPAEDIA ELYDEN*.

<u>TULURKRYPH</u>: lit. 'old unknown'. 1. Geo. <u>KORACHANI</u> name for the wasteland surrounding the <u>TRUE MENISCUS</u>; derived from old <u>PELASGOSI</u>. The region is an uninhabitable desert extending to the west and east of the <u>SEA OF IPERIA</u>, and the landscape has been broken by the presence of the <u>Meniscus</u> with gigantic <u>LODELITHS</u> floating in the sky and gravity-defying water features.

The region is often divided in two by geographers – $\underline{\text{WESTERN}}$ $\underline{\text{TULURKRYPH}}$ and $\underline{\text{EASTERN}}$ $\underline{\text{TULURKRYPH}}$, with the sea of Iperia as the dividing line.

2. also 'Khegudkorr. Ntn. Loose collection of states, settlements, and tribes in the south of <u>WESTERN MENISCEA</u> that is unclaimed by surrounding regions. Though considered a nation by outsiders, there is little to unify its people other than the inimical landscape, who spend most of their days simply trying to survive their home.

TUMIUR: Geo. Island in the KRYMEAN SEA, off the southern coast of THETIS, discovered and named by the explorer BOHMIUS in 1524 RM.

<u>TUN'OKE</u>: Rel. Str. Temple dedicated to the <u>UNDYING MACHINE</u> located on the island of <u>SAKKRA</u> in lake <u>ALANCARAC</u>, in the far east of KARAKHAS.

TUNACHT: For. Tract of dense forest in the north eastern reaches of THE OLD FOREST.

<u>TUNAI</u>: Set. Coastal settlement on the east of the island of <u>VOIRIN</u> in the west of the MAIDEN ISLES (Pop. c. 4,750).

<u>TÛND</u>: Geo. Peninsula in the far north of <u>LLACHATUL</u>, it's southern-most tip forming a narrow strait dividing the <u>SEA OF POLARIS</u> from the <u>DONDOUR</u>.

<u>TUNKING</u>: *Mil. Str.* Fortress in the c south west of <u>CUTH</u>, overlooking the entrance into the <u>BAY OF HAMMON</u>. It is home to part of the Cuthi navy, which patrols the waters.

<u>TUNNADA</u>: Set. Coastal settlement in the south east of <u>HABOT</u>, overlooking the north of the <u>SEA OF AMMASH</u>^(2.) (Pop. c. 9,000).

TUNUR LOTHOTH: Geo. Expansive region in the far south east of the HOGGOTHA ISZ that is highly volcanic, and known for its sulphurous vents, geysers and springs, noxious fumes, Atramental vents and SHADOWISPS floating in the air. What rivers exist here are toxic and painted in bright colours from the chemical runoff from surrounding lands.

This wretchedness of terrain is largely why the region remained unclaimed by civilised <u>MORTAL</u> cultures throughout the <u>FIFTH AGE</u>, allowing the barbarous tribes of the Hoggotha Isz to fill them instead.

<u>TUNUS</u>: Set. Small city in the north of the region of <u>BETAHAL</u> in the north of <u>THE SURRACH</u>. It is known for its horse-rearing and stables (Pop. c. 15,500).

TUOL, SHRINE OF THE: Rel. Str. Ancient shrine located 20-miles south west of the CARTIGA Mountain in LYRIDIA. The shrine is named after a legend that is common amongst the native TROGLODYTES and is disseminated by their TROGEIN spiritual leaders. The shrine is an ancient hand-hewn rock temple amid a rocky outcrop in the ESTIAN plains in the east of LYRIDIA, and is largely ignored by locals (constrained by strict local laws limiting their movements outside the settled areas). The legend pertains to the once greatness of the troglodytic ancestors (believed by most scholars to be a past civilisation to which most ancient Lyridian ruins and relics are attributed, and unrelated to the subsequent troglodytes).

TUQGEC: Com. Set. Caravanserai in the c north of ARERAQTH, located in an ancient glacier-carved valley. The region surrounding the caravanserai

is known for its gloomy weather and the shallow valley bears signs of an ancient pitched battle, with farmers often digging up rusted weapons and armour. These artefacts are of passing interest to historians, though are otherwise of little value (Pop. c. 8,000).

<u>TURA</u>: 1. Set. Coastal settlement in south eastern <u>LYRIDIA DHAI</u>. The settlements main industry is fishing (Pop. c. 6,500).

2. His. Eth. FOURTH AGE people in what are now the west of \underline{SAUA} , and the east of $\underline{AHRISHEN}$.

<u>TURAAN</u>: Eth. Tribal people and ethnicity native to the <u>REHEMAZI</u> peninsula, and common in <u>PERGOST</u> and the east of <u>SABIA</u>. They choose to live semi-nomadic lives in the style of their ancestors, where they build temporary rubble huts during their travels of the land. They live off large fauna, including <u>MAMMOTHS</u>, woolly rhinos, and in coastal areas, seals and even whales.

TURABAN: Geo. Small mountain in the c north east of BASSORAH (2.).

 $\underline{TURAH}\!:$ Set. Coastal settlement in the south of $\underline{KOLCHIS}$ (Pop. c. 6,000).

<u>TURAL</u>: *Pol. Set.* Capital city of <u>KASHAAL</u>, in the north east of the island-continent of <u>Bror</u>^(1.) (Pop. c. 103,800).

<u>TURANO</u>: Ser. Coastal settlement on the c north of the island of <u>EPEHET</u> in the west of the <u>MAIDEN ISLES</u> (Pop. c. 6,000).

 $\underline{\text{TURAPIS}}$: 1. Sea. Small bay in the prefecture of $\underline{\text{EROSENEA}}^{(1.)}$ in the north west of $\underline{\text{HOLOLACH}}^{(1.)}$, named after the settlement of the same name.

2. Set. Settlement in the prefecture of <u>EROSENEA</u>^(1.) in the north west of <u>HOLOLACH</u>^(1.), known for its small fishing fleet (Pop. c. 4,700).

<u>TURCAR</u>: Geo. Expansive desert region in the east of <u>LLACHATUL</u>, to the east of the <u>ARGENT</u> Mountains forming the northern-most expanse of <u>RTHEI</u>, and the east of <u>TETHYSIA</u>.

TURGA VARQ: Set. City in the c south of CHEIRA (Pop. c. 47,500).

TURGLI: 1. Rvr. River in the west of KORACHAN, flowing for 250-miles west from the FATUACH Mountains into the SEA OF OCHISS. It passes through the city of KORACHAN and is polluted west of the city.

2. Lak. Lake in the west of KORACHAN, west of the FATUACH Mountains.

<u>TURHAN</u>: Myt. Leg. Revenants common the myths and legends of the <u>GOLDEN CRESCENT</u> area of <u>SOUTHERN SAMMAEA</u>, believed by some scholars to be inspired by the <u>LOGOMAMUS</u>.

TURHATA: Set. City in the c east of LYRIDIA DHAI, at the periphery of the ATRAMENTALLY TAINTED region of AHOPESH. It is protected by SIPHON ENGINES, which are also used in the rearing of modified cattle that are raised there and sold across THE INNER SEA to breeders (Pop. c. 10.000).

TURIAN: Ser. Small city in the far south of CISNERIA, along the course of the river ATYSESH, in the marshes of ATYS. It was originally a small fishing and pastoral village, with houses built on wooden stilts, though over time it grew into a bustling hub of trade, with stone structures built on vaulted foundations driven deep into the silt of the marshes replacing older wooden abodes. Today, its origins are forgotten by most residents who forget that they are walking atop what is effectively a great manmade cistern that allows the river and wildlife to pass unobstructed by the advance of civilisations.

Though once a centre of trade, it has since dwindled as most commerce moved north with the foundation of the Kingdom of Cisneria (Pop. c. 14,000).

<u>TURIS</u>: Set. Fortified city in the south west of the tribe of <u>OSRIS</u>, in the east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 28,000).

TURIVA: Set. Small city in the far east of the <u>SOLEYN TERRITORIES</u> (Pop. c. 20,000).

<u>TUROR</u>: Rvr. River in the south west of <u>BROR</u>^(1.), flowing from the <u>LAHAED</u> Mountains.

<u>TURRAH</u>: *Ind. Set.* Granite quarries in the c north of <u>BASSORAH</u>⁽²⁾ in the far south of the <u>GORRAN</u> Mountains (Pop. c. 1,200).

TURRAN: f. Myt. His. Ancient FIFTH AGE fire deity whose worship originated in the kingdom of VOLTUMN in eastern MENISCEA and which eventually spread west into central Meniscea, in what are now southern IMEAL, western XYRPHAAT, and LAOD. She is believed to have been a living creature of flame-like wings and indifferent attitude and her cult was responsible for the rise of the Voltumni monarchy and the rule of the

so-called <u>FIRE PRINCE</u>. She was killed in battle in c. 700 RM, which led to the collapse of the religion and the eventual fracturing of the kingdom itself.

Many now believe that is analogous with the scion <u>Tu'LAN</u>. See Vol IV: Deities and Pantheons.

<u>TURRO</u>: *Geo.* Cave-system in the south of the <u>SKAR</u> Mountains in the east of <u>SKAROS</u>.

<u>TURSAU</u>: Set. Small fortified city in the far north west of <u>PARAIYA</u>. It is its northern-most city and is well-equipped to defend against any attack from <u>MHAROKK</u> (Pop. c. 16,000).

<u>TURTA</u>: Sca. Bay in the east of <u>SAMMAEA</u>, between the nations of <u>ANANTHUL</u> and <u>SABAISA</u>, forming the north eastern-most part of the waters of the <u>BIMARIA</u>.

<u>TURUD</u>: *Lak*. Small lake in the c north west of <u>VENTHIR</u>, along the course of the river <u>MAPHANI</u>.

 $\underline{\text{TURUH}}$: 1. Set. Settlement in the c of $\underline{\text{EZASUH}}^{(2.)}$ (Pop. c. 2,800).

2. Set. Coastal settlement in the south west of GYZHA (Pop. c. 8,000).

TUSAS: Rui. Ancient idol carved out of the high cliffs in the north east of BRONEA. The majority of the idol is now ruined and all that remains is the base, carved from the cliffs. Blocks of granite lie strewn across the area – remnants of what is thought to have been a gigantic Piscean-featured humanoid statue overlooking the sea.

TUSENTAL: Pol. Ser. Census-city in THE SURRACH. The city's sole purpose is to catalogue and codify the other settlements and city-states in the region. It is a bureaucrat' heaven, with the city existing solely to support the many census offices, embassies and consulates that dominate its quarters. The variety of races and cultures amongst its populace is unravelled across ELYDEN and its market is a gigantic tiered amphitheatre that offers exotic foods, clothing and other goods from across the Surrach and beyond.

It is said that over a thousand city-states and demesnes are represented within the city (Pop. c. 69,000).

<u>TUSI</u>: Mil. Str. An extensive collection of fortifications and other military structures in the south of RAONGEN^(2,), close to the border with SEDISIA.

 $\underline{\text{TUSSo}}$: Set. Coastal settlement on the island of $\underline{\text{BEREMARA}}$ in the north of the $\underline{\text{MAIDEN ISLES}}$.

<u>TUTELA</u>: Set. Fortified settlement in the north west of <u>CALBIA</u>^(1.). Its adult populace all receive training as militia at the fortress of <u>VIROTUTH</u>, and are well-equipped, always at ready for an incursion from the north (Pop. c. 7,000).

TUTELARY SPIRIT: also 'tutelary'. Mys. Rel. Highest, most distant, form of spirit in TEMUIAN culture and religion. Depicted as animals (a throwback to the long-dead culture of animal worship that existed in what is now the north west of Temuja). Each spirit embodies the qualities and traits of particular creatures. See Vol IV: Religions and Cults.

<u>TUTHA</u>: *Rvr.* River in the south of <u>LIMOTH</u>^(1.), flowing south for 95-miles from sources in the <u>DHEBI</u> Mountains, before reaching the coast at the <u>BAY OF LIMOTHEA</u>^(1.), in the far north west of <u>THE CONSTELLATIONS</u>.

TUUNA: 1. *Lak*. Lake in the west of <u>KORACHAN</u>, fed by the river <u>BREDA</u>.

2. *Set*. Settlement in the west of <u>KORACHAN</u> (Pop. c. 4,200).

<u>TUYNOIA</u>: Set. Coastal city in the south of <u>ANANTHUL</u>, in the east of the delta of the river <u>ENARADINE</u>. It is known for its thriving harbours and merchant-houses that trade south across the <u>SEA OF BIMARIA</u> with <u>ABACARDAT</u> (Pop. c. 50,000).

<u>TUZALA</u>: Sec. Small settlement in the south east of <u>TAHALL</u>, in the saltlands of <u>HALITHEA</u>. It was once a coastal city, its fishing fleets plying the waters around the then-island-chain of <u>LEZALL</u> 16-miles from the coast (now ridges along the present coastline). The settlement now subsists by collecting salt from the expansive saltpans that surround it (Pop. c. 5,800).

TWELVTH OF THE ELVEN: Pol. Rnk. Common epithet used in reference to the <u>LADY AEGIS</u> who rules above the eleven <u>HENDECARCHS</u> at the head of the <u>HALL OF THE HENDECARCHS</u> in <u>AMILLAERE</u>^(2.).

TWENTY-TWO SHARDS OF ELYDEN, THE: Int. Soc. Conspiracy hypothesis increasing in popularity across the INNER SEA. Originating amongst an outlawed group of dissidents in the north of PARTHIS in 3991

RM. Though there is no organised group behind the hypothesis, it is thought that there are a few figures who fostered the belief before it grew outside their control, spreading across the lands surrounding the sea though trade and travel.

The hypothesis is superficially simple but belies an underlying gravity that few fully understand. There is not one reality, but rather 22. The DEMIURGES each shaped the MATERIA OMNA, creating solar systems and PLANETS, amongst them ELYDEN. Common belief is that each Demiurge played a part in the shaping of reality, resulting in the creation of the MATERIAL PLANE, which has aspects of each in varying measures in different areas, though which balance out across all of Elyden.

The hypothesis of the Twenty-two Shards of Elyden claims that the Demiurges, in their hubris, shattered the perfection they had wrought by continuing to shape Elyden, breaking it into 22 different shards, each reflecting the persona and beliefs of a particular Demiurge. The world we know and live in is the Elyden that exists within the reflection of one particular Demiurge, quite possibly RACHANAEL.

While there is little empirical data to support this there is enough anecdotal evidence to convince those who are willing to believe. The main proof cited by supporters of this belief is the city of <u>DOLMES</u>, in Sammaea, which is constructed around a large portal that leads to a distant, otherwise unidentified place, known as <u>FAR DOLMES</u>. The constellations and climate are entirely different in Far Dolmes to dolmes, and are unlike any combination of the two elsewhere in Elyden, making scholars think that Far Dolmes is on another planet. Or, as those who believe in the shard hypothesis claim, another shard in which another Demiurge hold sway.

Many who believe in the shard hypothesis hold positions of authority and power, and use their influence to further their goals, trying to unearth further evidence. Though this has largely been unsuccessful so far, many of the adherents of the shard hypothesis are vocal, and some fear they may be able to destabilise religions and governments, as their peers begin to question their beliefs.

TWILIGHT, the: Soc. Lan. Name used in reference to <u>ELYDEN</u> that grew in popularity towards the end of the <u>FIFTH AGE</u>.

TWILIGHT OF GODS, the: 1. Myt. Leg. Legend telling of a time when powerful beings, gods and spirits will be no more. The end of their kind, ushering a time of pure mortal. Is thought to be a corruption of the history relating the fall of the DEMIURGES. Many believe that the failing of ELYDEN, coupled with the demise and torpor of the DEMIURGES are responsible for this. See Vol II: Legends and Folk Tales.

2. *Myt. His.* Supposed resting places of the Two-and-Twenty <u>DEMIURGES</u>. Some are relatively well-known, such as <u>THE GREY TOMBS</u> (though the true nature of such places may be unknown to most, as is the case of the Grey Tombs); others may be unknown to the modern world.

TWILIGHT STATES, the: Nm. Decadent empire on the western-coast of LLACHATUL, north of the VORANDINE and west of RAONGEN⁽²⁾, along the northern POLAR CIRCLE. It is a depraved realm, ruled by the corrupt and debased descendants of SCIONS and OTHERWORLDERS. Though known for its vast riches, its resources are all but spent, its lands outside its cities wasted. Its people are proud and do not seek aid from other nations outside of what their wealth can buy. Its cities are slowly waning as its people dwindle, losing themselves in vices and carnal pursuits. See Vol III: Extant Nations and Realms.

TWILIGHT YEARS, the: His. The final centuries (c. -1700 – -1500 RM), following the end of the WAR OF SCOURGING in the FOURTH AGE, where the remnants of the victorious MORTAL PEOPLES struggled to continue their legacy. The war was one of great attrition, and though the ATRAMENTA was defeated, the cost was far too great for the Mortal peoples to recover, ultimately leading to the Fading of the Fourth Age.

TWIN CHURCHES OF CUTH: Rel. Common term within CUTH for the two churches that emerged in 3259 RM, following the death of its emperor KENG in 3171 RM. His death caused a schism within the church, after which two sects were declared – the CULT OF NERGAAL, and the ADHERENTS OF KENG.

<u>TWIN CITIES, the</u>: Set. Collective name for the two cities of <u>CALETOS</u> and Lero, in the c north west of Kommea. They flank the river <u>LUGHBRAEN</u> and have their own governments, but are linked by five

bridges, each of which charges a toll, to grant entrance into the adjacent city.

TWIN CROWN: Lan. Common name for the unifying government of LARISH⁽²⁾, which is divided into two — WEST and EAST — each half of which is ruled by its own monarchy, with each monarchy having a hand in the leadership of the empire as a whole. The courts of Western and Eastern Larish each have representatives in the council of the Twin Crown, each acting in the interests of its respective sovereign, and minor clashes between the two are not uncommon.

TWIN EMPIRES, the: Lan. Colloquial term for the HIGH-EMPIRE OF KORACHAN and the REFORMED EMPIRE OF SARASTRO following their formation after the SUNDERING OF THE EMPIRE.

TWIN FALLS OF VATULIA: Rvr. Twin waterfalls in the far south east of the HENDECARCHY of DERAEIA along the border between MALAN and TETHYSIA. The falls are around 1,550 ft. high and form a part of the NYALLA⁽¹⁾ river system, with its two major rivers – the Nyalla⁽²⁾ and ENDULLI prior to its long journey east down the SHIMMERING CLIFFS before moving across the PANTHALASSA desert in the north of Tethysia.

TWIN SABAISID BANNERS, the: Pol. Following the UPHEAVAL OF LETHEA many cultures around the sea were left devastated, with thousands dead and many more bereft of their memories due to the horrific traits of the sea's waters. One nation so-affected was the small nation of SATTAR ISHA, which occupied what is now the western-most peninsula of SABAISA. At the same time in the east the people of MENKAR were in the throes of a renaissance of sorts, under the aegis of the SCION TELEANYARA APEXEIDE. She was educating them and guiding them into expanding, taking advantage of resources left behind by the dwindling territories of Sattar Isha. the two peoples became allies and in 1324 RM they formed a bond becoming known as the Twin Sabaisid Banners.

Though Teleanyara had left to aid against political instability in <u>PHARTH</u>, she left behind her acolytes who guided the two nations. They prospered, and fortified their homes, rebuilt their cities, and learnt the secrets of <u>TECHNARCANA</u> and <u>NYARALA</u>, growing closer with each other. Ultimately, they were officially joined as one in 1598 RM, becoming known as Sabaisa.

TWIN TIDE: Cal. Ast. Common name for a tide that occurs when both moons are close to each other in their orbits and are either both full or new, resulting in the highest possible tides. Many regions experience extreme tides during such periods, and have adapted to this, by either avoiding the coast completely, or by elevating coastal structures to accommodate this change. See Vol II: Month and Lunar Cycle in Elyden.

TWISTED CROWN, the: Pol. Obj. Ancient crown dating back to the height of the kingdom of VAEVECTA⁽¹⁾, which was worn by its HALFBLOODED ruler ISTAR until their death in 1612 RM. The crown was lost for some time following this, though it eventually resurfaced, becoming a prize to warring rulers who squabbled over the ruin of Vaevecta.

The crown's original name is lost, and is only known by its much later moniker, a nickname given to it by an unremembered king in c. 1800 RM after it was damaged. The region eventually stabilised into a confederacy of states, and the crown was worn by their collective ruler, though the crown was sundered into three following the collapse of the confederacy into the states of CHAUTULA, VECTIS and AHOPAH in 2140 RM. A legend later rose surrounding the crown, amid growing conflict between the three sundered states, claiming that only when the three are united and the crown is one again can stability and prosperity return to the region.

TWO-AND-TWENTY, the: see DEMIURGE.

TWO-AND-TWENTY, TEMPLE OF THE: Int. Myt. His. Rel. Str. Ancient amphitheatre-temple in the south of LPAAZASASHAT, north of the WORLD'S THRONE Mountain the temple is said to date back to the FIRST AGE, where it was a mortal-constructed temple dedicated to the TWO-AND-TWENTY DEMIURGES.

It is comprised of 22 caryatid marble columns that support a hollowtopped temple, most of which is now destroyed. Each column was erected in the image of a Demiurge, though many are also toppled or disfigured. An ancient <u>KHARKHARADONTID</u> myth states that whatever happens to one of the caryatids is reflected on the represented Demiurge.

None know if the caryatids were damaged before or after the fall of the respective Demiurges, though the similarities are otherwise eerie.

TWO-AND-TWENTY TRIBES, the: Myt. His. In the MYTHOLOGIA

ELYDEN, each of the DEMIURGES had a tribe of seven MORTALS under their control – these became known as the Two-and-Twenty Tribes. The original context for the tribes is largely lost on contemporary commentators, most of whom do not have access to the Mythologia elyden in any reliable form. See Vol IV: the Mythologia Elyden.

TWO WORLDS, BATTLE OF: His. War. Large battle and culmination of the ANTHROPEIDOS CRUSADES in 151 RM, where xenophobic members of the early CHURCH OF THE UNDYING MACHINE committed their full strength following the death of their GENERAL, GRABRES two years earlier, against persecuted HALFBLOODS in the north west of NÁRTHEL (now the south of LYRIDIA DHAI). OTHERWORLDERS fought on both sides. The battle ended with the almost complete destruction of imperial troops and the martyrdom of the halfblood leader CAMBION, who later became revered as a deity by many halfbloods. With the ARCHPOTENTATE MALICHAR missing and belief in the CHURCH low, the EMPIRE had no choice but to abandon its hunt of halfbloods, which were subsequently allowed to live (and, in the case of many places, thrived) within imperial borders.

TWO YEAR WAR, the: Mil. His. War that took place mostly in the REPUBLIC OF ELAT (1-), between 3760 – 3762 RM between Elat and various other nations, including KORACHAN. Originating in the actions of the ORDER OF ELAT, a militant order that appeared in Elat in response to the growing role of espionage in its economy, the war was decided by the detonation of an ATRAMENTAL BOMB over the city of URRED, destroying important military and political objectives. This led to the signing of a PEACE TREATY, with assurances that Elat will step down its espionage across ELYDEN. This also led to the collapse of the Republic of Elat later that same year, giving rise to the nations of AYAD and GYZHA.

TWOWORLDS: Oth. Lan. Word commonly used in the east of <u>LLACHATUL</u> in reference to <u>HALFBLOODS</u>, as in: a being of the twoworlds.

TYAE: Rui. Ancient silver mine in the north west of the HENDECARCHY of ATALLUA, some 20 -miles west of the city of SOLEMNIA in south eastern MALAN. The mines date back to the FOURTH AGE and were spent millennia past, though many of the pits and quarries remain to this day.

TYAHA: Lake in the c north east of LIDEA. The capital city of CATHAGO is located along its banks.

TYAMATRA: Rel. Set. Settlement in the north west of the <u>LUGENT</u> forest in the foothills of the <u>SMYURMA</u> Mountains in the north of <u>THE VORANDINE</u>. It is renowned for its sanctuary where monks devoted to the <u>GOD WHO SPEAKS</u> spend their days transcribing visions and <u>DREAMS</u> that are brought to them by people from across the Vorandine. The sanctuary is perched atop a steep peak and is only accessible by a narrow stone bridge. The town itself has a small industry based around the mining of fine jade, which is exported across <u>WESTERN LLACHATUL</u> as well as north western <u>SAMMAEA</u> (Pop. c. 7,000).

TYANA: 1. Geo. Island off the south eastern coast of SAGITTARIA, in the SEA OF DANAEAL. It is heavily fortified against the threat of CYHLAGHARRI attacks.

2. Set. Major fort in the south east of <u>SAGITTARIA</u>, which controls much of Sagittaria's southern fleet.

TYDRACH: Set. City in the south east of EREBETH (Pop. c. 48,000).

<u>TYRA</u>: 1. *Geo.* Cliff in the north east of the <u>SOLLANDITH</u> hills, close to the eponymous <u>TROGLODYTE</u> settlement. The cliff is around 55-miles long and highest in the west, where it is some 80-ft high.

2. Set. TROGLODYTE settlement in the east of the above region, hewn from the cliff-face in a series of family abodes. In recent decades more modern structures have appeared at the base of the traditional settlement, with many of the older dwellings lying abandoned or used as family tombs (Pop. c. 4,800).

<u>TYRACAS</u>: 1. *Rui.* Ancient <u>FOURTH AGE</u> iron fortress in the south west of <u>SAMMAEA</u>, to the south of the <u>ESTHTARES</u> desert. Ancient records attest to the once-spectacular nature of the structure – the metal-chiselled gargoyles peering from its battlements, and the expertly carved angles of its walls, that suggest an intimate understanding of military engineering and architecture that is now lost.

It has since been repurposed and is now home to the ruling body of MAENMIST.

2. also 'the Iron City'. Pol. Set. Capital of MAENMIST, in the c south west of SAMMAEA. Named after the ancient FOURTH AGE iron fortress^(1,), many of its present structures are made from iron, much like old fortress (Pop. c. 128,000).

TYRAN KASTRO: m. Ast. Per. (B. 1302 – D. 1378 RM) ALMAGESTI Astronomer who is today remembered alongside his colleague <u>ROKON BANMISS</u> for confirming the <u>KASTRO-BANMISS CYCLE</u> with modern mathematical precision.

TYRANON: Pol. Oth. Ruling HALFBLOODS of the city of HAZOR in RHINOCOLOURA from 2965 to 3470 RM. Descended from the otherworlder ruler NEANDER, only halfbloods of the 1st and 2nd generation made up its ranks, and were each given control of various territories across the empire. Following the death of Neander and the deposing of his family from the leadership of NEANDARA in 3470 RM, the Tyranon and Agornon castes were executed, with the remnants exiled south, ending their influence on Rhinocoloura.

TYRANT OF BALAAM: see BALAAM, TYRANT OF.

TYRANT OF ERASHA, the: see BAKORI LAUR.

TYRANT OF SUMA'YA: (D. c. 3900 RM) *Pol.* Ruler of SUMA'YA, who became the centre of a cult of personality known as the <u>CULT OF SACRIFICE</u>. He preached insularity and xenophobia, and after his death and deification as the <u>PROPHET OF THE RAVENOUS HEART</u>, the nation continued to withdraw from the international platform, avoiding the attentions of its larger neighbours where possible.

<u>TYRMIA</u>: Set. Settlement in the c-south east of <u>SAGITTARIA</u> (Pop. c. 3,200).

TYRIASIS: Med. Congenital disease, believed to be rooted in the ATRAMENTA, that causes tumorous growths on the body, particularly the extremities. Though rarely deadly, those afflicted by the ailment find their mobility severely limited, with many unable to work or even fend for themselves. Few who are not patricians survive long due to the stigma and pressures on work life, and of the PATRICIANS most are secreted away, removed from the daily life of the HOUSE, considered at best an embarrassment to the House. See Vol II: Diseases and Illnesses.

<u>TYRON</u>: Leg. Soc. Culture hero of the ancient kingdom of <u>TYRANOSH</u>, and originator of the name. He is buried in a granite tomb in the c of present-day <u>MECHABET</u>.

<u>TYRANOSH</u>: *His. Ntn.* <u>FIFTH AGE</u> kingdom that emerged in c. 160 RM alongside <u>PENGAR</u> from the power vacuum left by the fall of <u>THE PARRIA</u> in the north of the <u>PARTHISAN PENINSULA</u>.

It was absorbed by <u>MECHABET</u> following its rise to power in 1907 RM. See Vol III: Extinct States.

<u>TYRANOSHI</u>: *Lan.* Native language of <u>TYRANOSH</u>, though it was largely supplanted by the <u>TONGUE</u> of its <u>MECHABETI</u> conquerors by c. 200 RM. See Vol II: Languages.

 $\overline{\text{TYRARNON}}$: Oth. Leading $\underline{\text{HALFBLOOD}}$ caste in $\underline{\text{HAZOR}}$ that practices HAZORISTRANISM.

TYRATH: Rui. Ancient spent granite quarry in the south of LYRIDIA, used in the construction of the LYTRASADRA idol 200-miles east of there.

<u>TYREN</u>: *Lak*. Lake in the c-south east of <u>THE VORANDINE</u>, east of the <u>BOTH RATHO</u>, and forming a part of the course of the river <u>YINALADA</u>.

TYRIDESH II: m. Per. (B. 3038 – D. 3066 RM) Pol. Known as 'the Profligate' after his short reign ended, Tyridesh II became emperor of PARTHIS in 3057 RM at the age of 19 following his father's death.

Raised by sycophants and already fickle and vicious, his accession to the throne only exacerbated his worst traits. He was assassinated just 9years into his reign, by which time he'd already amassed a reputation as a spendthrift with capricious tastes.

His lasting legacy are the so-called <u>GOBLIN TAPESTRIES</u> which were commissioned before he even became emperor, which depict him as an outlandish godlike figure on the field of battle defeating hordes of

mishappen enemies that some have likened to goblins, earning the tapestries their nickname.

TYROPOEA: Set. City built over the conquered city of IDAN in c. -600 RM. Idan was, until its destruction at the hands of SALOROCAN armies in -693 RM, the largest known HAAGENI settlement. By c. -550 RM Tyropoea became an important colony of Saloroc, linking the nations' trade-routes with the SAOSTANAN city of HAGRADEA in the east, the city of IRAM in the south, and the city state of AASHA in the west across the DAARKEN GULF. As Saloroc changed into Io under the leadership of the IONIC HIERARCHS, Tyropoea continued in its trade with the south and west, becoming a major caravanserai and port, though the APOSTATE WARS left it weak following predation by the 'SUNDERED STATES' that had emerge from the south of SARASTRO in -132 RM. Following the arrival of KORACHAN to Io in 212 RM

The city was abandoned in 3022 RM, following the poisoning of its water supply and the retreat of the <u>DAARKEN GULF'S</u> coastline, both attributed to the slow death of <u>ELYDEN</u> and the pollution of her lands. Following the handing over of Io to Sarastro in 3103 RM, the ruins of the city became a refuge to those persecuted by <u>SATHEP THE RISEN</u>; mostly the descendants of <u>EXARCHS</u> slain after he took control of the region, and remains so to this day, though it is often attacked by Sarastroan slavers (Pop. c. 2,200).

TYROVENEA, IDOL OF: Rel. Str. Stone idol in the prefecture of TERECHANT^(1.) in the c south of HOLOLACH^(1.). This antediluvian idol is of soap-like texture and takes the size and vague form of an infant, though with unsettling features. The idol forms the centre of a corrupted cult of human worship in the south of Hololach, with a large number of its EVORADI nomads under its sway. The region surrounding the idol was tentatively explored by the explorer NAVAH BERDEN, who concluded that the people are fully under its sway, and postulated that it might be a form of corrupted OTHERWORLDER, though FARSEERS that have viewed the area have sensed an ancient ATRAMENTAL depression surrounding the idol, indicating something far more ancient.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}.$

TYRS BERGEN, the: Mil. Str. Twin towers flanking the <u>SZENYA PASS</u> in the western face of <u>ERESHKIGAL</u> Mountain.

TYRSIS: Sea. Sea between LAASKHA and AZAZEM.

TYTAHEA: Set. Settlement in the c north east of the FREE-ISLES OF PELASGOS, west of the. It controls the GALLIAN PASS between the south of the TEREKION Mountains and of the HELICAR Mountains, and links the RED ROUTE east into PELASGOS (Pop. c. 4,200).

TZALLRACH: Dem. 'Tzallrachi'. Ntn. KORACHANI name for CHÂR MATHI. Situated in the south east of CENTRAL LLACHATUL Tzallrach is a warm temperate region, lying west of the ARGENT Mountains, and overlooking the LAPETAN SEA in the south and the BOILING SEA in the west. Its southern-most territories are stony deserts, though as one moves north, the terrain changes to savannahs and eventually scrub forests, with multiple fertile rivers winding their way west and south.

It was populated in the <u>FIFTH AGE</u> by a group of people known as the <u>AMADIANS</u> — descendants of <u>FOURTH AGE</u> cultures that had been obliterated by the <u>WAR OF SCOURGING</u>. They would go on to form the <u>CHARAMA</u> culture, whose people became expert fishermen, and whose settlements spread from present-day <u>KHAMID</u> to the <u>HEBAT</u> Mountains.

To the south, across the <u>DARK SEA</u>, the kingdom of <u>NATH</u> was emerging as a major power in what is today the <u>ARID TRIPTYCH</u> and by around -600 RM had established colonies along the Charaman coast, with conflicts ensuing between Amadian natives and colonists, though Nath would falter during the <u>LION HERESIES</u> that saw major <u>SLAVE</u> revolts in its Charaman territories. This led to its collapse in around -190 RM, by which time most of its Charaman colonies had been abandoned, allowing the Charaman people to expand.

By around 50 RM the <u>ASANATE DYNASTIES</u> has grown to fill in the void left by Nath, forming the <u>VENATHI EMPIRE</u>, and by 132 RM it was in control of present-day <u>SARASTRO</u>, <u>NÁRTHEL</u>, <u>TARATI⁽¹⁾</u> and <u>NAARETH</u>, and when the so-called <u>LION KING LABAISINGH</u> came into power he had in his sights the lands of Charama, which he wanted to reclaim, to restore the ancient Nathi kingdom's territories. He spent his reign in war against

Charama, squandering the riches of $\underline{\text{VENATH}}$ in a war of attrition that cost him his life in 151 RM. His death at the hands of the 'Barbarian' king $\underline{\text{FICHIM}}$ propagated the collapse of Venath, allowing the people of Charama to evolve.

As <u>Queen Hetepheres</u> built the kingdom of <u>Venthir</u> from the ruin of Venath, a new power rose in the north, and a line of <u>Botum Kings</u>⁽²⁾ emerged in Charama in around 320 RM, which by then had become known as the <u>Charath Crown</u>. The Crown was an expansionist power and expanded north and south rapidly, assimilating most Amadian cultures, including the cultural motif of the lion, which remains a powerful Tzallrachi symbol to this day.

The line of Botum rulers ended in 779 RM, and the region went into decline after that. By around 1100 RM it had stabilised into four states — MOETIA⁽¹⁾ in the west, NADAIRA⁽²⁾ in the east, KHUN⁽²⁾ in the north, and LURIUM⁽²⁾ in the south. These four states existed in an uneasy alliance for close to 1000 years, until the arrival of HIKARE, a NOMARCH from the city of LUCCITARIA, who in 2073 RM began a political campaign to unite the four states, arranging marriages between the families of the ruling ONARCHS. In 2093 RM he was successful in uniting the four Onarch families through marriage and political relations — with him as husband to the Moetian princess. Using his power, he secured the support of the other Onarchs and in 2101 RM he was declared king of a united Charath — renamed Châr Mathi, of which he was the first ANARCH.

The united states flourished under his leadership and he set a solid foundation on which Châr Mathi would later flourish. His descendants built a powerful military and navy to contend with the belligerent powers

that surrounded it, and the Anarchs instilled a sense of worth in the people of Châr Mathi that ensured their independence and self-sufficiency. To this day Châr Mathi remains relatively neutral in the political machinations of <u>ELYDEN</u>, erring on the side of the free peoples of the east due to its history with <u>FIRMAMENTISM</u>.

In around 3740 RM the <u>IAPETAN ALLIANCE</u> was formed by Châr Mathi and other nations to police the waters of the Iapetan against piracy, making sea passage much safer.

The people of Châr Mathi are religious, worshiping the polytheistic pantheon of <u>ANATHA BAETYL</u>, whose eponymous deity is a goddess of sun and strength. The religion emerged during the emergence of the Charama culture, and though it diminished during the time of Nathi dominance, it re-emerged later and remains strong today. See Vol III: Extant Realms and Nations.

TZATALAIKON: Set. Settlement in the south west of NOAVATUR, overlooking the bay of KZANADEM⁽²⁾. Its main industry is fishing (Pop. c. 8,000).

TZEDEK: Set. Independent city-state in the far east of THE SURRACH, close to the border with TRAKIA. It is known for its grotesque demonic idol, that dates back to an idolatrous time. It is populated by marauders who regularly penetrate east into Trakia, raiding villages (Pop. c. 15,500).

TZURIS: Geo. Extensive cavern system in the c-south east of <u>PELASGOS</u>, 12-miles north west of the settlement of <u>JURGEA</u>. It is known for its <u>GRUAIMIN</u> population, which occasionally requires culling to stop them becoming too much of problem.

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- $\underline{\text{UABBA HAQ}}$: Set. City in the south east of $\underline{\text{CHEIRA}}$, at the base of the $\underline{\text{XENIA}}$ peninsula (Pop. unknown).
- <u>UAKA THOTHAMUR</u>: Set. Small city in the west of <u>OKKHAM</u> (Pop. c. 13,000).
- <u>UAKHA</u>: *Sct.* Coastal settlement in the east of <u>THETIS</u>. Its main industry is fishing (Pop. c. 4,700).
- <u>UALLA</u>: Set. City in the south of <u>GYZHA</u> located on a very flat coastal plain that leaves it as an island at high-tide. The city is connected to the mainland by 2-mile-long vaulted thoroughfare. It is known for its 6 <u>OTHERWORLDLY</u> rulers, which are worshipped as rival gods by different groups throughout the city, leading to strong partisanship (Pop. c. 149.000).
- <u>UALLA MIGHA</u>: *His. Ntn. Eth.* Extinct empire that arose in the east of <u>SAMMAEA</u> from the <u>ELLAN KINGDOMS</u> in c. 1100 following two centuries of conglomeration of their cities, and lasted until c. 1730 RM. It expanded rapidly south and formed a capital in the city of <u>EROLUSIA</u>, around the <u>SEA OF MOSASA</u>, and its culture spread rapidly west until, at its peak in c. 1600 RM, it controlled what are now present-day <u>CHEIRA</u>, <u>PNESSA</u>, and <u>SERROK</u>. It faltered through a mix of over-extension and border wars with <u>NOAVATUR</u>, and fell following a military coup claimed the throne, bringing about the <u>REFORMED EMPIRE OF UALLA MIGHA</u> in 1663 RM. See Vol III: Extinct States.
- <u>UALLA MIGHA, REFORMED EMPIRE OF</u>: *His. Ntn.* Extinct empire in the east of <u>SAMMAEA</u>, along the equator, that appeared in 1663 RM following a military coup of the struggling <u>UALLA MIGHAN</u> empire. The death of its emperor in 1724 RM led to dissent and civil strife as his generals and viziers warred amongst themselves for the throne. This, coupled with sedition and unrest amongst the lower-classes, led to a war that saw its power structure eroded. The entire region crumbled into the so-called <u>DIVIDED EMPIRE</u> by c. 1730 RM, in which as many as nine warring states competed amongst each other over the next 1,000 years until the rise of WAELMIGH^(2.) in c. 2670 RM. See Vol III: Extinct States.
- <u>UALRI, TREE OF</u>: Flo. Large twisted tree in the c of <u>AMMESH</u>, situated on a high overhang overlooking lake <u>RALIA</u>. The tree is famed for having a small niche in which is a wooden statue, both carved from the living wood of the tree.
- <u>UAMEKI</u>: 1. Geo. Region and one of the <u>FIVE-AND-SIXTY FEUDAL STATES</u> of <u>SAUA</u> that has slowly, since c. 3200 RM, become corrupted by the <u>ATRAMENTA</u>. Its ruler, the patriarch <u>LIN-LII CYRIC</u>, bears the scars of that corruption proudly and has founded a cadre of shapers who fight against the source of this corruption, in the foothills of the <u>BLUE</u> Mountains.
 - 2. Set. Major city in the c south of <u>SAUA</u>, and capital of the above region^(1.). It forms a part of the <u>GREAT ROAD</u> trade-route, and sees many merchant caravans passing through its markets (Pop. c. 83,000).
- <u>UAMMARA</u>: 1. *Sea.* Bay to the north west of <u>METHUMN</u>, in the far east of the <u>SEA OF LRITHA</u>.

- 2. Set. Small coastal settlement in the far north west of <u>METHUMN</u>. Its main industry is fishing and agriculture (Pop. c. 8.200).
- 3. Set. Coastal settlement in the west of the <u>AMMASHI FREE-ISLES</u>, on the c west of the island of <u>SAMMALIM</u> (Pop. c. 7,000).
- <u>UAMMASH</u>: Set. Settlement in the c-south east of <u>GIBEAH</u> (Pop. unknown).
- <u>UANII</u>: Set. City in the c of <u>RAONGEN</u>^(2.), some 280-miles east of lake <u>TAHONG</u>. It forms a part of the main land trade-route of the empire (Pop. c. 42,000).
- <u>UANNA</u>: *Lak.* 20-mile-long lake in the south of <u>AETHIOS</u>, forming a part of the course of the river <u>SHIBBOLETH</u>⁽³⁾. It is known for the jelly-like waters that form its eastern-most shores, which are home to <u>DEGENERATE MERILL</u> ascetics who cultivate the jelly for use in communion with their god, Shibboleth.
- <u>UAPETH</u>: Rvr. River in the south of Thetis, flowing south for 400-miles from sources in the <u>KOTHA TYRAL</u> Mountains before meeting the coast at the <u>BAY OF KHEMAK</u>^(1.).
- <u>UARURNDAT</u>: *Rvr.* Ancient now-dry river that once flowed north from the northern face of the <u>MOLOTH KHAMMOTHUL</u> Mountains in the south of the <u>UMBRA SOKHAR</u>. The river was a tributary of the larger river <u>SPICIA</u>, flowing north into lake <u>NUMINIA</u>. The river was responsible for carving the so-called <u>TUARTAR MAZE</u>, and flash floods were once a common sight in the area now occupied by the Maze.
- <u>UAS</u>: Set. Small fortified city in the far east of <u>AETHIOS</u>, built atop an ancient <u>AIKLAH</u> aerie in the western reaches the <u>GROWING MOUNTAINS</u>, beyond the borders of <u>MULCIBER</u>. It was once part of the <u>SALT ROAD</u>, though the trade-route has since moved east, leaving the city cut-off. It was once much larger, its trade halls bustling with activity, though they now lie empty, filled with beggars and the destitute (Pop. c. 13,000).
- <u>UASHADITH</u>: *Geo.* Mountain-range in the west of <u>NOAVATUR</u>, forming part of the border with <u>KHARKHARADONTIS</u>.
- <u>UATAT</u>: *Mil. Str.* Major fortress in the far south of <u>NÁRTHEL</u> that guards <u>PETITIONERS OF THE MACHINE</u> travelling along the <u>SHADOW MARCH</u> into Sarastro.
 - It was constructed by <u>VENTHIRI</u> engineers as part of the expansive <u>NÁRTHELI LINES</u>, in the years leading up to the <u>WAR OF SUNDERING</u>, and it formed the backbone of the southern defences for Nárthel.
- <u>UATHA</u>: 1. *Geo.* Pass crossing the gap between the <u>SHANA</u> Mountains^(1.) in the west and the <u>SHANA</u> Highlands^(2.) in the east, in the c of <u>VENTHIR</u>.
 2. *Set.* Settlement in the c of <u>VENTHIR</u>, controlling the above pass (Pop. c. 2,000).
- <u>UBAITH</u>: *Set.* Small fortified city in the c of <u>THETIS</u>. It plays a vital role in distributing trade across the nation, moving trade from the far west and the east of <u>TETHYSIA</u> to the south of <u>THETIS</u> (Pop. c. 17,600).
- <u>UBAKKAR</u>: Set. City in the north east of the <u>CITIZENRY OF THALI</u>, forming one half of twin cities overlooking the <u>DISSENTION</u> (the other being the

city of <u>DAKATTA</u>). The city appeared in c. 2220 RM following the discovery of a vein of precious metals in the area by prospectors. The city grew rapidly from that initial settlement and within 200-years had become a red-stone metropolis, half of which stretched grew down the cliffs of the Dissention, hewn from the very rock face. The city is constantly in peril, with the threat of eruptions of poisonous air from the deep caverns within the schism an everyday danger, though the prospect of striking new ores is enough to keep the city alive.

The opposing city of <u>DAKATTA</u> started as a colony in c. 2905 RM though later became a politically separate entity (Pop. c. 27,200).

<u>UBAMEPHUN</u>: Rui. Ancient stone city in the c north of <u>OKKHAM</u>, dating back to the early <u>FOURTH AGE</u>. It is thought to have once been the centre of a resurgent civilisation following the <u>FADING</u> of the Third Age, though little is otherwise known of it.

It is expansive and during its peak would have been home to tens of thousands of people, and likely existed for some length of time, as evidenced by the large subterranean necropolis that exists beneath a hill to the north.

Today it exists in the rainforests of Okkham and is overgrown and barely recognisable beneath the dense foliage and mosses that have reclaimed it.

<u>UBAR</u>: Set. Small city in the north east of <u>LIDEA</u>. It has roots in the <u>FOURTH AGE</u>, and is built atop an ancient catacomb-city. Today it is home to a major conveyor and ambulant manufactory (Pop. c. 18,000).

<u>UBARASHI</u>: Geo. 1. Deep natural sinkhole in the far west of <u>TISARA</u>, in the easternmost reaches of the <u>THARORAT</u> Mountains close to the border with eastern <u>MALAN</u>. The sinkhole is ancient and weathered, its uppermost lip rounded by millennia of exposure to the elements. It is around 7,000-ft. deep, and its bottommost reaches are filled with seasonal water, with its sides covered in mosses, ferns and other creeping flora.

There are no signs of any mortal influence in the region throughout history.

2. Cave in the upper reaches of the eponymous $^{(1)}$ pit that reaches deep beneath the easternmost reaches of the $\underline{THARORAT}$ Mountains.

<u>UBAVVAN</u>: Rvr. River in the east of <u>SARASTRO</u> flowing west for 180-miles from sources in the <u>KHO INNOR</u> Mountains before meeting its parent, the river <u>SOLONA</u>.

<u>UBAYN</u>: Set. Settlement in the c east of <u>LAASKHA</u>, built in the fertile soils of <u>LAABOU KENNATH</u>. Its main industry is agriculture, and it provides food to those travelling along the <u>SHADOW MARCH</u> as well as the <u>RED ROUTE</u>, both of which pass through it (Pop. c. 3,000).

<u>UBBASHA</u>: Set. Settlement in the c of <u>DURCHAA</u>^(1.), around 50-miles south east from the capital (Pop. c. 4,000).

<u>UBBAT HAMMAR</u>: Sup. Geo. Blighted part of the <u>NDEPHARRA</u> canyon system in the c of the <u>UMBRA SOKHAR</u>. A black sphere, perhaps two-ft. wide is at the centre of an expanse that is around 5-miles in radius. Within this radius the stone of the area is white and lattice-like, losing strength closer to the sphere, close to which the land is just an expanse of white dust unable to support any weight but for that of the sphere, which is thought by some explorers to be an ancient <u>SOULSTONE</u>.

<u>UBEK</u>: Cur. Native resin-based currency of <u>N'RAKH</u>, which has little value outside its own borders. See Vol II: Currency and Coinage in Elyden.

<u>UBENO</u>: Set. Coastal settlement on the island of <u>VURIRIN</u> in the north east of the <u>MAIDEN ISLES</u>. Its main industry is fishing (Pop. c. 3,800).

<u>UBÉR KOPH</u>: (B. 1849 – D. 1920 RM) *Pol. His.* Minor lord from house <u>KOPH</u> who in 1877 RM married princess <u>EREPHYANA III</u>, forevermore linking his house with the <u>INGHULLAN MONARCHY</u> in what is present-day <u>KHULL</u>.

<u>UBERRET</u>: Sup. Geo. The smaller of two major regions of Atramental taint in <u>TAAN AN</u>, in the south west of <u>SAMMAEA</u> (the other being the larger <u>ZENEGE RES</u>). It is home to the <u>UMBRA</u> mines of <u>NUAANU</u>, which dominate its westernmost reaches. The umbra is piped north via the <u>ZENEGE RES PIPELINE</u>, to the cities of <u>AMATIA</u>, <u>RYCRAAT</u>, and <u>CUR APON</u>, where the umbra is processed into umbriska, before being piped north to <u>URAMMALET</u>, where it is exported.

The region is categorised as a $\underline{\text{LEAST CONCERN}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}.$

<u>UBHUTTAL</u>: Rui. Abandoned open-cast iron mines in the c of <u>PERGOST</u>. In 3677 RM the mine was the site of a tragic landslide that caused the deaths of hundreds of workers. This incident would ultimately lead to the revolts and civil war that would claim the <u>ELDRIAN</u> empire in 3682 RM. It is expansive, over a mile wide and almost half a mile deep, and was once a great source of iron. It continued to be worked after the fall of Eldria, though was abandoned in c. 3890 RM, though it has since been intermittently operated by opportunists and prospectors since then, though few have lasted long, ultimately driven away by the harsh weather and working conditions.

<u>UBIQUA</u>: Rvr. Extensive delta of the river <u>HATHURAN</u>, encompassing some 12,000-square-miles.

<u>UBOTE</u>: Set. Settlement in the region of <u>HELLIA</u> in the c of <u>KHARKHARADONTIS</u>, south east of the <u>SEPULCHRAL PALACE</u>. It is home to the <u>HELLIONS</u>, who seek to be as close to the <u>ATRAMENTA</u> and the <u>UNDYING MACHINE</u> as they can by experiencing the worst of its effects. In the distant past the ancestors of Ubote found the near-dead body of the <u>ARCHPOTENTATE MALICHAR</u>, following his wanderings there after his disappearance in 84 RM, and they helped to restore him to health.

<u>UBRATIA</u>: Geo. Mountain range in the west of Kharkharadontis, forming a north eastern part of the <u>ACHARKHARAN</u> Mountains, extending into the <u>REALM OF THE MARKED PALL</u>. Landslides and avalanches are common due to collapses in expansive <u>DUSTSTONE</u> formations that pervade the region.

<u>UBRO</u>: Set Settlement in the c west of <u>GIBEAH</u>. Its main industry is nickel mining (Pop. c. 6,500).

<u>UBYAN</u>: Geo. Island off the south western coast of <u>THE VORANDINE</u>, to the north west of the <u>BAY OF NURCYA</u>. It is home to fortresses that guard the sea from <u>ANAGARI</u> incursions from the south.

<u>UBYR</u>: *Pol. Rnk.* The witches and ruling-caste of <u>LYRIDIA</u>. While it is true that all the ubyrs are <u>AUGURS</u>, the opposite is not true. Most ubyrs are merely acolytes of the <u>NINE ABULIA</u> or regional overseers of the augurs, ensuring that the *troglodytic* lands remain in working order. The <u>WHITE-ROBES</u> of the cities and <u>TROGEIN</u> of the <u>TROGLODYTIC</u> settlements fall under their command.

<u>UCCAHAR</u>: Mys. Rel. Phil. One of the <u>SEVENTY-SEVEN NAMES OF THE</u> UNDYING MACHINE.

<u>UCHOS</u>: also 'the flaming Marshes'. Geo. Region in the east of <u>KORACHAN</u>, north of the <u>SEA OF LEMAS</u>. Once known for its gaseous marshes, it is now a blackened wasteland of dried tar (actually asphalt). Some entrepreneuring individuals harvest the dried tar, which is used, amongst other things, as an insulator in construction.

UCHRON: 1. Pol. Duchy in the HARÉSHKI CITY-KINGDOMS.

2. also 'the Free-city of Uchron'. Set. $\underline{HAR\acute{E}SHKI}$ city and capital of the duchy of the same name (1.) (Pop. c. 10,000).

<u>UCHRONIA</u>: Leg. Vol. Ntn. Fictional kingdom that features within intricate stories that are common in <u>THE HARÉSHK</u>, and which appear in stories across <u>CENTRAL LLACHATUL</u>.

The first tales featuring the kingdom of Uchronia date back to the early FIFTH AGE state of MELAYA, in the north east of the extant City Kingdoms, in territories now occupied by SYRTIS^(1.) and UCHRON^(1.). This predates the rise of the Haréshk, and it is believed that the names of the City Kingdom and city of Uchron came from these tales. As Korachani traders and explorers made contact with the region they heard the stories, believing them to be tales of a real place, perhaps an ancient precursor state to the Haréshk, though it was later discovered to be little more than a myth or legend, though the people of the Haréshk itself were (and still are) well aware of its fictional status.

The kingdom and characters that are said to have dwelt within it can be found in many pulp novels, campsite stories and nursery rhymes across the <u>DARK SEA</u> and <u>INNER SEA</u> regions See Vol II: Legends and Folk Tales.

<u>UCINDIR</u>: Sup. Geo. An <u>Atramentally Tainted</u> region in the north west of the <u>UMBRA SOKHAR</u>, to the west of the route of the <u>SHADOW MARCH</u>. It was created in 3720 RM, when the <u>Atramental Bomb</u> nicknamed the <u>DEMON BOMB</u> was detonated by mistake, creating a region of <u>DANGEROUS</u> Atramental taint that has slowly grown over the

- years. The region is now riddled with $\underline{\hbox{\tt DUSTSTONE}}$ sinkholes and caverns, and is dangerous to traverse.
- <u>UCRAS</u>: *Geo.* Isthmus in the north east of <u>MENISCEA</u> that separates the headland of ABARHAL^(2.) from the mainland.
- <u>UCTINADD</u>: Set. Settlement in the west of <u>ELEKHID</u>, along the western shore of lake <u>CIHURR</u> (Pop. unknown).
- <u>UCUET</u>: Set. City in the c of <u>KOMMEA</u>, along the northern shore of lake <u>ATHUIN</u>. It is a major industrial centre, and one of the largest dedicated industrial cities in the nation.
 - In 3892 RM one of the city's largest manufactories was ravaged by a terrible fire that left many workers, including dozens of children, dead, with many more maimed. This gave rise to the legend of the EMBER CHILDREN, which remains prevalent to this day (Pop. c. 50,000).
- <u>UDA</u>: Set. Coastal city in the c east of <u>SABAISA</u>, overlooking the sound of <u>SOLMORRA</u> (Pop. c. 40,000).
- <u>UDANILLA</u>: Sea. Narrow sea in the north east of <u>EASTERN LLACHATUL</u>, that serves as a natural division between the nations of <u>HARITH</u> and <u>HALEDONIA</u>.
- <u>UDANT</u>: Set. Settlement in the far north of the region of <u>KURDA</u> in the east of <u>THE SURRACH</u> (Pop. c. 9,000).
- <u>UDERAQ</u>: Set. Settlement in the region of <u>FURAKISH</u> in the south east of <u>KHARKHARADONTIS</u> (Pop. c. 4,300).
- <u>UDERATEL</u>: For. Forested coastal region dominating the south west of <u>TAHALL</u>, stretching into the far east of <u>OPHIUSSA</u>.
- <u>UDIIV</u>: Set. Fortified city in the north west of <u>ELEKHID</u> close to the border with the <u>MULCIBIAN</u> tribe of Linaris. It trades south with the city of <u>AIUCTAII</u> across the river <u>MAHEZEAL</u> (Pop. c. 32,000).
- <u>UDON</u>: 1. Geo. Small island off the western-coast of <u>TZALLRACH</u>. It is known as a prison to political dissidents and those who betrayed the nation.
 - 2. Law. Set. Settlement and major prison on the above island in the west of TZALLRACH. Most prisoners are sent here for life-sentences, and they spend their lives in dungeon-cells that see little light. Most die of malnourishment within 10-years of their imprisonment.
- <u>UDRAN SHUR</u>: (D. 3701 RM) *Pol.* King of <u>ELEKHID</u> from 3694 RM to his assassination in 3701 RM. He is the only known king of the <u>SHURAN DYNASTY</u>, which has otherwise been matriarchal since its formation. His few years in power were not popular and his assassination restored the matriarchy, with the crowning of his cousin ORACCA SHUR in his place.
- <u>UDREAH</u>: Set. Major city in the south east of <u>GIBEAH</u>. It is considered the largest conurbation in Gibeah and is its largest and most densely-populated city (Pop. c. 1,080,500).
- <u>UEFIR</u>: *Geo.* Mountain dominating central <u>NÁRTHEL</u>, around 1,000-miles long. It is the source of the river <u>UEFIRAT</u>.
- <u>UEFIRAT</u>: Rvr. River in the north of <u>NÁRTHEL</u>, flowing over 400-miles from the <u>UEFIR</u> highlands before emptying into lake <u>DRACONA</u>, which until c. 3700 RM was part of the <u>STRAIT OF NÁRTHEL</u>, which linked <u>THE INNER SEA</u> with the <u>DARK SEA</u>. Since then, the strait has dried up, leaving behind a series of salty endorheic lakes that fluctuate with seasonal river that flow into the strait.
- <u>UELAH</u>: Geo. Island off the south western coast of <u>WESTERN SAMMAEA</u>, in the <u>COTRIAN ISLES</u>, forming a part of the <u>ISLAND STATES OF IRY</u>.
- <u>UELLO'S PANTHER</u>: Fau. Medium size <u>FELID</u>^(1.) native to the subcontinent of <u>WESTERN LLACHATUL</u>, most abundant in the wildernesses of c and southern <u>RAONGEN</u>^(2.). They are sensitive to the <u>OTHERWORLD</u> and <u>SPIRITS</u>^(1.) of the unliving. They can be trained to warn mortals of the presence of ghosts, spirits, otherworlders as well as areas where the otherworld is particularly close to the <u>MATERIAL PLANE</u>. They are used by explorers and those whose work requires knowledge of the otherworld.
 - They grow to around 7 8-ft. long, including a tail that can be up to 3-ft. long, and they are typically white with brown stripes and very long pointed ears, akin to those of lynxes. Their eyes are icy blue. See Vol II: Classification and Taxonomy of Life.
- <u>UERGGETIN</u>: *Mar.* Martial art practiced by the order of acolytes known as the <u>BRIDESMAIDENS</u>^(2.) in the <u>PREPOTENCY OF THREPHO</u>. It embraces

- stealth and fluidity of motion, which, despite its dance-like motions, does not sacrifice power. The techniques learnt in uerggetin are used by the Bridesmaidens in their capacity as assassins.
- <u>UEVIRRUR</u>: Set. Settlement on the island of <u>VHOPRA</u>, in the <u>BHALASSIAN ARCHIPELAGO</u> in the east of the <u>PANTHEON ISLES</u>. Its main industry is the quarrying of silver and sulphur (Pop. c. 4,200).
- <u>UFFAGOR</u>: Set. Small fortified city in the south of the tribe of <u>NINIR</u> in the south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 14.000).
- <u>UFASH</u>: Set. Settlement in the east of <u>PARAIYA</u>. Its main industry is the growing of date palms, which are sold to merchants travelling along the <u>SALT ROAD</u>, which passes through it. It also has many caravanserais where caravans can stop to replenish their provisions (Pop. c. 6,800).
- <u>UFILAS</u>: Set. Small city the in c of <u>AZAZEM</u>. Its main industry is the bottling of mineral water, which is sold across the empire to patricians and those with the means to pay for it via the <u>RED ROUTE</u>, which passes through the city. (Pop. c. 17,000).
- <u>UGHIRAN</u>: Geo. Reef in the east of the territorial waters of <u>FALLAROUR</u> in the western waters of the <u>MANNAL ITRUSH</u> off the south western coast of SAMMAEA.
- <u>UGKHAA</u>: Set. Small city in the c of the nation of <u>DURCHAA</u>^(1.), just 5-miles west of the capital. It is a major source of food for the capital, producing mosses, lichens and offal for use in the dross industry (Pop. 8,000).
- <u>UGOLO</u>: Geo. Chief island in the <u>PREPOTENCY OF THREPHO</u>. It is home to the capital city of <u>TUGO</u>.
- <u>UGOLOTH</u>: also 'the Tears of Elend. Sup. Sea. Large tainted inlet of the <u>BYSSOS</u> that acts as a natural border between the west of <u>TARTAK</u> and the <u>KHARKHARADONTID</u> wastelands. Its waters are fouled by the presence of the <u>CAMMOREAN</u> mountain to the south, and they are utterly still, without life or nourishing value and are an abysm that surpasses even the depths of Byssos.
- Ruins of ancient cultures sit at its shores, with the most intact amongst them to be found on an island known as <u>ELEND</u>. Though they post-date the retreat of <u>ELYDEN'S</u> seas they remain ancient.
- <u>UGOMOS</u>: Geo. Stony plateau in the north western-face of the <u>PAMEROAS</u> Mountains. It is known for the lithographs carved into its flat surface. From the air, these take the form of gigantic concentric circles, the largest of which is some 300-ft. wide and of perfect curvature. It is thought that a powerful <u>ATRAMENTAL LEY</u> may have once occupied this region, though if that's the case, it was either spent (either by natural decay or a large ritual that drained it) long ago or drifted elsewhere through natural phenomena.
- <u>UGONEM</u>: Rvr. River in the west of <u>AZAZEM</u> flowing north from the <u>AAORA</u> Mountains for 120-miles before joining with its parent, the river <u>EPHANOSH</u> at lake <u>EXANEM</u>.
- <u>UGOSTAUTH</u>: Geo. Large arid plateau region in the east of RHINOCOLOURA, adjoining the western-most reaches of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is rocky and barren, characterised by flattopped mesas, and by most accounts is considered a desert, though some amount of rainfall tends to occur in the western-most reaches, resulting in a short-lived seasonal river that flows north, joining up its parent, the river <u>SOMALAN</u>. The plateau is renowned for its many <u>TERATORNS</u>, which are a common sight in the region, seen circling above travellers.
- <u>UGOT</u>: 1. Geo. Region in the north east of <u>IO</u> and the west of <u>SARASTRO</u>, noted for its large though sparse oak, acacia and sophora trees, forming the north west of the <u>HADASSALON</u> forest. Though seemingly arid, the place is fertile and smaller plants survive in the hillocks between the larger trees, thanks largely to the waters of the river <u>SHAMAR</u> and its tributary, the DRAMAR.
- 2. Set. <u>IONIC</u> city in above region, flanking the river <u>DRAMAR</u>. It is famed across the <u>REFORMED EMPIRE</u> for its woodworking skills, and wooden statues are its main export. The city is also the resting place of <u>ST. BAEL</u>, the exorcist, and forms part of <u>THE SHADOW MARCH</u> (Pop. c. 17,000).
- <u>UGRATH</u>: also 'the Frozen City'. Set. Coastal city in the north of the Hendecarchy of NHORA, in the far north of MALAN. Due to fluctuations in the ARCANE TEMPERS affecting the climate in the environs

surrounding the city, Ugrath is known for its cold, often freezing, temperatures, contributing to its nickname. It is known for its large harbour (Pop. c. 64,000).

<u>UGRICIA</u>: Set. Settlement in the c north of <u>SKAROS</u>. Its main industry is the mining of the rare ore <u>PARADROSS</u> (Pop. c. 6,800).

 \underline{UGROSI} : Set. Coastal settlement on the island of $\underline{DIRIHET}$ in the north of the $\underline{MAIDEN\ ISLES}$. *

<u>UGROTHAA</u>: Ind. Set. Coal quarries in the south west of <u>DURCHAA</u>^(1.) (Pop. c. 14,000). *

<u>UGURA</u>: Set. Coastal settlement in the far east of <u>ELEKHID</u>, along the delta of the river <u>NUBBIOR</u>. It is a major source of food (Pop. c. 8,000).

<u>UGURIIT</u>: 1. Dem. '*Ugurit*'. *Int. Ntn.* Federation of island-states in the <u>SEA OF MYMEREA</u> in the <u>EGETAKH</u> archipelago^(1.). In c. 370 RM the remnants of the <u>OCCAETIAN</u> monarchy were exiled there. Historically, the islands were famed for their massive pirate fleets and coastal cities that were ruled by a federation of notorious pirate kings and queens, who together were responsible for terrorising the north, west and eastern coasts of the <u>SEA OF MYMEREA</u> from around 2250 RM, Reaching the height of their infamy in c. 2900 RM, their actions caused the formation of the <u>MYMEREAN ACCORDS</u>, who together brought control to the eastern coast of <u>EASTERN LLACHATUL</u>, bringing the golden age of <u>UGURIITI</u> piracy to an end.

The Federation formed in 3421 RM by a coalition of 19 free cities that had escaped the shackles of the waning pirate culture in the archipelago. Since then, the Federation has grown to encompass 27 territories, including a part of mainland Meniscea, between ALBASSITA and MIRALUL. See Vol III: Extant Realms and Nations.

2. Pol. Set. Capital of the above federation (1.) (Pop. c. 326,000).

<u>UHBATAQ</u>: 1. Large headland in the south east of <u>SAMMAEA</u>, protruding east, serving as a barrier between the <u>SEA OF ERENEA</u> in the north and the <u>LERAMUGH</u> in the south. It is home to the nations of <u>ABACARDAT</u>, the <u>JAHADAT STATES</u>, <u>QARALAM</u>, <u>SHEZALIAH</u>, and <u>ZHARIAH</u>⁽²⁾.

2. Geo. More specifically, the interior of the eponymous headland^(1.), known for its depth – it is one of few sizeable regions that are known to be below the mean sea-level, in this case, by as much as 400-ft., encompassing the <u>BITTER SEA</u> and its environs.

The region covers as much as 350,000 square-miles and dominated the c north east of the nation of <u>QARALAM</u>. It is volcanically-active, with many small salty lakes, tinted red and yellow from deep chemicals and the sulphur desert known to <u>KORACHANI</u> explorers as <u>DAKISUH</u>, which lies to the east of the basin. Though inhospitable, nomads and tribal peoples do survive here, gravitating towards the few oases and fertile regions, largely to the south and east.

- 3. Sea. Once a sea in the south west of the SEA OF LETHEA. Diminishing sea levels found the sea cut off from the parent sea and it diminished in size more rapidly than the surrounding seas. Today it is known as the $\underline{\text{BITTER SEA}}$, and is known for its high salt content and the pinkish-red colour of its waters, due to chemically from the many volcanically-active regions surrounding it.
- Geo. Expansive mountain-range dominating the c and southern regions of the eponymous headland^(1,).

<u>UHETTRA</u>: Set. Settlement in the west of <u>SARASTRO</u>, along the course of the river <u>SHAMAR</u>. It is known for its river boats and reed cultivation (Pop. c. 4,800).

<u>UHLSAAT</u>: 1. *Geo.* Large headland in the c of <u>ARKOS</u>^(L) emerging to the north east of the <u>SEA OF ERIA</u>. Up until c. 2500 RM much of it was submerged by the then-higher sea levels of the <u>SEA OF ERIA</u>. The region is now dominated by flat coastal saltpans and rocky mesas that stretch West as far as the <u>EHBOT</u> Mountains. Many rivers flow east from the Ehbot Mountains into the Sea of Eria. The region was settled early in the <u>FIFTH AGE</u> and took its name from the culture that arose there. Once a fertile region, the changes in climate caused by the lowering of the Sea of Eria have left the region dry, its once verdant hills and fields now scrubland.

2. *His. Ntn.* Ancient civilisation that appeared in c. -1600 RM, during the <u>FADING</u> following the <u>WAR OF SCOURGING</u>, settling the plains west of the <u>EHBOT</u>^(L) Mountain, which also carry their name. The civilisation was made up mostly of escaped <u>LOMATHAAN</u> slaves, though conflict with <u>AUERENI</u> barbarians led to the fall of the small nation in c. -1100 RM,

paving the way for the <u>CITADEL MOUNTS</u> which followed. See Vol III: Extinct States.

<u>UHLSAATI</u>: *His. Lan.* Now-extinct language spoken by the <u>UHLSAATI</u> people, and the basis of the <u>EHBOTIAN</u> language, which followed it. See Vol II: Languages.

<u>UHRAHTA</u>: Set. City in the south east of <u>GYZHA</u>, known for the vast quantities of pitch that it produces (Pop. c. 40,000).

<u>UIATWAIA</u>: *Geo.* Flat highlands in the south of <u>THE OLD FOREST</u>, forming an expansive shelf to the north east of the <u>UMBRALA</u> Mountains. The shelf is known as a place of contemplation to the peoples of the <u>OLD FOREST</u>, and is a place of pilgrimage to many of its tribes.

<u>UIDASH</u>: *Rvr.* Wetlands in the north of <u>OPHAR</u>, along the course of the river <u>SUECTUNA</u>, occupying some 350-square miles.

<u>UIFRE</u>: Set. Small city in the east of the tribe of <u>OURANASSA</u>, in the far south west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is known for its small <u>DVERG</u> population, that predated human arrival in the area in the early <u>FOURTH AGE</u> (Pop. c. 15,000).

<u>UKAGHAN</u>: Set. Small city in the c south west of <u>METHUMN</u>, along the course of the river <u>SAPPARANTI</u>. It is an industrial centre, and has many manufactories and refineries (Pop. c. 20,000).

<u>UKAMA</u>: *Set.* Small city in the c of <u>METHUMN</u>. It is nestled between steep hills that channel seasonal rains into the valley, creating the river <u>SAPPARANTI</u>, which fills great cisterns and reservoirs that provide enough water for the entire year (Pop. c. 12,000).

<u>UKEK</u>: Set. Small city in the north of <u>TARTAK</u>. The city is renowned for the early <u>FIFTH AGE</u> ruined fort that stands on a hill outside its borders (Pop. c. 11,100).

<u>UKEORS</u>: *Ast.* First of two satellites of the <u>PLANET GNIHLAS</u>. **See Vol II:** Planets and Satellites.

<u>UKHARTH</u>: 1. *Rui.* Ancient expansive fortification in the north of <u>SAMMAEA</u>, around which the eponymously-named independent city-state has appeared. The fortifications are thought to date back to the <u>FOURTH AGE</u> and are largely overgrown, their dry moats and ravelins nevertheless providing a great defence to the capital⁽³⁾.

2. Dem. 'Ukharthi'. Ntn. Small landlocked state that exists in the north of <u>SAMMAEA</u>, nestled between the east of <u>KARAKHAS</u> and the west of <u>PARAIYA</u>. It is of dry temperate climate, with little rain and mild winters, and is known for its rocky difficult terrain and jagged eastern highlands, all of which have contributed to its lasting independence.

It is centred on the eponymous city⁽³⁾, is built atop the ruin of an ancient <u>FOURTH AGE</u> fortress whose base is massive and a paragon of now-lost engineering skills. The city itself only occupies a small part of the fortress, most of which lies overgrown and reclaimed by the wilderness, but whose dry moats and ravelins remain functional and well-defended.

Ukharth emerged as an independent state in 3815 RM, following the Paraiyan Civil War, when nobles exiled from SOPORA settled the region, which at the time was little more than a collection of fortified homesteads. They united them together under their banner, and rebuilt the central citadel of the ruined fortifications, establishing a capital there. They restored the ancient fortifications and established settlements with the most defensible areas.

A Karakhasid attack was mounted against the city in 3922 RM, besieging the capital for nigh on a year, but its food reserves and defences were far above anything the attackers could have envisaged and the siege faltered, proving the strength of Ukharth to the world.

Today, Ukharth remains independent, its people stubborn and hard-working. Its lands are known for their terraced fields and stone apiaries, and its honey is prized across the INNER SEA REGION. See Vol III: Extant Realms and Nations.

3. Set. Independent city-state in <u>SAMMAEA</u> along the border between the east of <u>KARAKHAS</u> and the west of <u>PARAIYA</u>. The city emerged following the Paraiyan Civil War in c. 3815 RM as refugees of the war swelled the small settlement that already existed there, which is now in control of 8,000 square-miles of surrounding land. The recent illness of its current <u>PRESIDER PEGARIUS ZONRA</u> has led to a political instability in the region (Pop. c. 48,000).

- <u>UKHORR</u>: Geo. Low mountain range in the base of the <u>AMMASHI</u>^(1.) peninsula, that stretches from eastern <u>METHUMN</u> into the highlands of central <u>PHYRR</u>.
- <u>UKOBACHAN</u>: 1. *Pol.* <u>KORACHANI</u> colony in the east of <u>SAMMAEA</u>, off the eastern coast of <u>ZHARIAH</u>⁽²⁾, south west of the <u>SEA OF ERENEA</u>. It is a major <u>ATRAMENTALLY TAINTED</u> region and is known for its many <u>UMBRA</u> refineries, and its massive harbour where <u>UMBRISKA</u> tankers make harbour before the long voyage back to <u>KORACHAN</u>, via the west of Sammaea. It is also known for its prison colonies on the island of <u>FAEASAAR</u> and <u>DONACHAR</u>, and many of the prisoners go on to work on the umbral rigs on the island of <u>Ukobachan</u> and <u>JORANA</u>.
 - 2. Geo. Main island in the <u>KORACHANI</u> colony of the same name, in the <u>SEA OF ERENEA</u>. It's western-most reaches are dominated by the <u>ATRAMENTALLY TAINTED</u> region of <u>BOS LEGYNURA</u>, and it is home to many of the umbra extractors for which Ukobachan is famed.
 - 3. Set. Main city in the above colony, belonging to the <u>KORACHANI</u> EMPIRE. Founded in c. 1840 RM, it straddles the two islands of <u>BESESAAR</u> and Ukobachan, in the west and east, respectively. The city is major port, with deep harbours to accommodate the large tankers that ship processed umbriska to <u>KORACHAN</u> (Pop. c. 18,000).
- <u>UKOHINA</u>: Rui. Ruined city in the west of <u>DURCHAA</u>^(1.). It was once a large deep-bore <u>UMBRA SIPHON</u>, though the engines fell silent in c. 3130 RM after decreased contact with the empire after the <u>WAR OF THE ARTIFEXES</u> led to a lack of maintenance. Today the region is an <u>ATRAMENTAL WASTELAND</u>, at the centre of which is the ruin of the old city, which once housed 20,000 bodies during its peak in c. 2970 RM.
- <u>UKOLIST</u>: Pol. Geo. One of five emirates of the <u>SECULAR EMIRATES OF LIMOTH</u>, located to the north east of the nation, characterised by rocky and highland terrain, including part of the <u>KOTHA ICHOLLIGHA</u> and the PEREIDAS Mountains. Its capital is the city of NAMITH.
 - The other states are $\underline{DEITHO}^{(L)},\ \underline{LIMOTH}^{(2.)},\ \underline{NIMALO}^{(L)},$ and $\underline{OTHOTEL}^{(1.)}.$
- <u>UKON</u>: Set. Small fortified settlement in the <u>KORACHANI</u> colony of <u>TEMERACHAN</u>, in the north of <u>LLACHATUL</u> (Pop. c. 3,000).
- <u>UKORO</u>: *Set.* Coastal city in the west of <u>SERROK</u>. It is relatively recent, having appeared in c. 3650 RM after the waning of the <u>BAY OF RADABAD</u> (Pop. c. 23,000).
- <u>UKOT</u>: Set. Capital city of <u>IMELKOT</u>, in the c north of the nation. It is a major mercantile centre and forms a part of the <u>VAEVECTAN TRAIL</u>, and brings much trade from northern states, including <u>VALA</u>, <u>CHAUTULA</u>, and <u>VECTIS</u> into Imelkot (Pop. c. 284,000).
- <u>UKRA</u>: *Ind. Set.* Iron mines in the south west of <u>LYRIDIA</u> in the south of the <u>ETTHI</u> Mountains. (Pop. c. 5,000).
- <u>UKTHOLLIST</u>: His. Arc. Two ancient stone colossi in the far north of <u>ALAM BETHYL</u>, in the far north west of the <u>AZAKKALIN</u> Massif. The statues take the form of two warriors of different style and features, facing each other with the <u>ALBUR PASS</u> crossing the massif between them. The statues are likely symbolic of two disparate people, but if that is the case, the names of these cultures have been lost to time.
- $\underline{UKTRARA} : \textit{Geo.} \ Island in the south west of the $\underline{CORAL\ BARONIES}$ off the south western coast of $\underline{SAMMAEA}$.}$
- <u>UKUR</u>: Geo. Cavern in the far north of the <u>KHARKHARADONTID WASTES</u>, just south of the border with the <u>UMBRA SOKHAR</u>, in the region of <u>HATHAMOTH</u>. The cavern leads to the so-called <u>CHAMBER OF STARS</u> in the PRISON CARCERI.
- <u>UKYALAH</u>: Set. Small coastal city in the c north west of the mainland <u>PANTHEON ISLES</u>. Its fishermen are known for their skill with small single sailed boats that are common along the coastline (Pop. c. 13,750).
- <u>UKYANDUR</u>: 1. Sea. Deep inlet in the <u>PANTHEON ISLES</u>, reaching as far West as the settlement of Ukyandur^(2.) after which it is named.
- 2. Set. Coastal settlement in the north west of the mainland <u>PANTHEON ISLES</u>. It is twinned with the settlement of <u>TADAREH</u>, and the two maintain a ferry service across the narrow strait that divides them (Pop. c. 9,200).
- <u>ULAAM</u>: *Rvr*. River in the c of <u>VENTHIR</u>, flowing north for c 340-miles from sources in the <u>KAUIN</u> Mountains into its parent, the river <u>TEIRIS</u>.

- <u>ULAARA</u>: Rvr. River in <u>SKAROS</u> flowing for 550-miles from sources in the <u>SKAR</u> and <u>GORRAN</u> Mountains. The midspan of the river is dominated by the artificially created lake <u>ULAROS</u>, which processes the lakes waters and purifies them for consumption.
- <u>ULANT</u>: Set. Major city in the south of <u>VALBAR</u>⁽²⁾. It is the capital of the state of <u>ABLATIA</u>⁽¹⁾ and is home to a large <u>ALMAGESTI</u> embassy and garrison (Pop. c. 62,000).
- <u>ULAROS</u>: 1. *Lak*. Lake in the c east of <u>SKAROS</u>, fed by waters from the river <u>ROTHA</u>, whose source, lake <u>ONNAS</u>, is tainted by oxidised iron. The lake is artificial and is a reservoir created by a nearby dam that was designed by the city of Ularos to aid in the cleansing of its waters. The dam provides power to the city and processes the water into a drinkable state.
- 2. Set. City in the c east of <u>SKAROS</u> that appeared along the southern bank of lake Ularos following its creation with the damming of the river <u>ULAARA</u> (Pop. c. 46,000).
- <u>ULASAHN</u>: Set. <u>Greattown</u> in the c of the <u>Togarmah</u> in <u>Temuja</u>. It links all settlements in the region and is known for its horse markets (Pop. c. 35,000).
- <u>ULATAN</u>: Set. City in the c-south east of the tribe of <u>EATAN</u>, in the c of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is known for its horse-rearing (Pop. c. 29,000).
- <u>ULATROPHIA</u>: Med. Disease unique to the region of the <u>FLAESCUS</u>, in the <u>PLAIN OF FLESH</u> in <u>KHARKHARADONTIS</u>, causing the flesh to putrefy and fester, revealing teeth and bones. Areas afflicted by ulatrophia are known to stink to the point that mortals cannot stand atop them without artificial breathing aids.
- <u>ULCASCLA</u>: (10,200-ft.) Geo. <u>ATRAMENTAL</u> Volcano in c <u>SAMMAEA</u>, in the eastern face of the <u>UBRATIA</u> Mountains, forming a part of the greater <u>ACHARKHARAN</u> region. The area surrounding the volcano is <u>ATRAMENTALLY-ACTIVE</u>, and the air is filled with <u>SHADOWISPS</u>, making it uninhabitable.
- <u>ULDARTH</u>: Rui. Spent open cast copper mine in the c of <u>OD MEGINNAS</u>. It was once the largest copper mine on the island, and was in operation from c. 3720 RM to 3940 RM, when it was abandoned for other mines with better yields.
- <u>ULERITT</u>: Set. Settlement in the c south west of <u>PHYRR</u>. Its main industry is iron mining. Iron mined here is moved north and south to larger refineries and city-manufactories, such as <u>PEMMAL</u> and <u>MARRIG</u>, respectively (Pop. c. 10,000).
- <u>ULUNNAH</u>: *Rvr.* Wetlands in the west of <u>AZAZEM</u> that are renowned for their many interconnected freshwater pools.
- <u>ULAROR</u>: See City in the c north of <u>AZAZEM</u>, connecting the capital city <u>AGLAIA</u>⁽²⁾ with <u>FOSSARI</u> and the trade-route north with <u>IPANAH</u>⁽²⁾ (Pop. c. 13,200).
- <u>ULEB THAHAT</u>: Geo. Region of permafrost in the far north east of <u>MENISCEA</u>, south of the <u>KORACHANI</u> colony of <u>CRASSULA</u>.
- <u>ULEL</u>: Set. Small fishing village in the east of <u>PELASGOS</u>, with most of its produce going to <u>TEREKON</u> (Pop. c. 3,100).
- <u>ULENYAT</u>: also 'the Gravelfields'. Geo. Valley in the west of <u>NÁRTHEL</u> known for its gravelly rocks and unstable footing that render travel near-impossible.
- <u>ULESSMAL</u>: Sup. Geo. <u>Atramentally-tainted</u> wastes in the tribal territories of <u>Chril</u>, in the c of the <u>Growing Mountains</u> of <u>Mulciber</u>. The region is noted for its thick, heady air, and for the effect it has on bodies after they death. Though rot and decay have left their limbs without the strength to support their bodies, they do possess strength enough to bite and claw at passers-by, making travel in the Mountains dangerous.
 - The region is categorised as $\underline{\text{DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}.$
- <u>ULIAMORA</u>: His. Ntn. Ancient empire that is believed to have once dominated the island-continent of <u>BROR</u>^(1.) in ancient times, possibly the late <u>THIRD AGE</u>. Impressive ruins still remain in parts of <u>TIAMOLDORAN CITY STATES</u> and <u>SHAUATAS</u>, and scattered in other parts of the continent to this day.

- <u>ULIGAISA</u>: Set. Small city in the c north east of <u>SABAISA</u>. It is located at the mouth of the river <u>MAYED</u>, along waterlogged ground (Pop. c. 17.000).
- <u>ULIZAA II</u>: f. Pol. Per. (B. 3952 RM) Present <u>ARCHBARONESS</u> of the <u>CORAL BARONIES</u>, elected to her first term in 3998 RM and again in 4003. She hails from <u>AXEUR</u> and is viewed as holding a relatively unbiassed viewpoint.
- <u>ULLAGAIA</u>: *Mil. Set.* Small military city in the south of the contested region of <u>UTIMAN</u>, in the c of <u>PORPHYR</u> (Pop. c. 18,000).
- <u>ULLATAR</u>: Sup. Geo. <u>ATRAMENTALLY TAINTED</u> forest in the north east of <u>AZAZEM</u>, known for its twisted branches, withered leaves and <u>BLOODTHORNS</u>. It is largely shunned though some small logging communities exist around its periphery.
- <u>ULLATOTH</u>: Geo. Rocky area in the c of <u>ANUBIA</u>, just south of the <u>MORS</u> highlands. It is noted for its spectacular rock pillars and stone-stacks, some towering for a hundred feet or more, arching, intersecting, or standing alone like forests of gigantic stone trees. The shade afforded by the features makes the region a common stopping point for those braving the <u>MOLACHARI DESERT</u> and they are likewise used as navigational tools as they can be seen for miles across the dunes.
- <u>ULLHU</u>: Geo. Pass in the south of <u>CHTHYRID</u>, linking it to the north west of <u>KORACHAN</u>. Though heavily guarded and well-maintained, it is illused due to tensions between the nations.
- <u>ULLIOGOR</u>: *Rvr.* River in the c east of <u>VALBAR</u>⁽²⁾, flowing south from sources in the <u>OSVALT</u> Hills and the south of the <u>THOKKAR</u> Mountains, before meeting its parent, the river <u>ENGOROT</u>, at the <u>SVETTAN</u> Wetlands.
- <u>ULLISANDRA ONNERI, TENTH OF THE ELEVEN</u>: f. *Pol. Per.* (B. 3798 RM) Tenth of the <u>HENDECARCHS</u> of <u>MALAN</u> and ruler of the <u>HENDECARCHY</u> of <u>DERAEIA</u>.
- <u>ULLMECH</u>: 1. Geo. Island off the south eastern coast of <u>SOUTHERN</u> <u>SAMMAEA</u>, east of <u>ZHARIAH</u>^(2.).
- 2. Dem. 'Ullmecht'. Ntn. Island-nation in the south east of SAMMAEA, just east of the SEA OF MAELER, comprising the island of Ullmech^(1.). It emerged from the much earlier ZHARIAN^(1.) sultanate to become an independent state many centuries ago. The islands' entire economy revolves around the cultivation and exportation of the famed KIFFAL fruit, which is worth more than its weight in gold. The countryside of Ullmech is covered in well-guarded orchards where the fruit is grown with great dedication and care. See Vol III Extant Realms and Nations.
- 3. Set. City-state and major city in the eponymous island-state^(1.). The capital is renowned for its steep incline, overlooking the SEA OF MIROVEA. Ironically, the declining sea-levels that have spelt the end of many coastal cities has only seen the city grow in size as new structures are built to accommodate the newly-revealed land. Its harbour is often known as 'the Stilted Quay', for its uncharacteristically high scaffold-like berths.
- The city is the hub of the island-nations' <u>KIFFAL</u> industry, and it is where most of the fruit is exported to other lands (Pop. c. 90,000).
- <u>ULLNAUDL</u>: Set. City in the region of <u>ASADAUL</u>, in the south east of <u>MAENMIST</u>, in the south of <u>SAMMAEA</u>. Its people are united by their common polytheistic religion of the region (Pop. c. 26,000).
- <u>ULLORIM</u>: Geo. Island in the <u>SHIELD ISLES</u> archipelago in the south of <u>FALLAROUR</u>, off the south western coast of <u>SAMMAEA</u>.
- $\underline{\text{ULLUN}}$: 1. Sea. Shallow lagoon in the north of the island of $\underline{\text{RAH}}^{(L)}$ in the south east of the $\underline{\text{MAIDEN ISLES}}$. The north of the lagoon is bordered by a wedge-shaped island that guards the lagoon from bad weather.
 - 2. Set. Coastal settlement on the island of $\underline{RAH}^{(1.)}$ in the south east of the $\underline{MAIDEN\ ISLES}$. It is the only known settlement of note on the island (Pop. c. 5,000).
- <u>ULONI</u>: Set. Settlement in the south east of the tribe of <u>AUEREN</u>, in the far north of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 10,500).
- <u>ULLOLAKH</u>: For. Sparse woodland in the c north east of <u>TARTAK</u>. It is one of few woodlands remaining in Tartak that were untouched by colonial industries and is well-regarded by locals to this day.
- <u>ULLUASH</u>: Dem. '*Ulluashi'*. *His. Ntn.* Early <u>FIFTH AGE</u> culture in the <u>VAALKAN</u> peninsula that emerged in c. -400 RM following the fall of the

- earlier empire of \underline{KAADA} . Its people were warriors and used ritual combat to decide inter-tribal quarrels, and pit fights were used to put condemned men to death, where they either fought each other or against animals. They were adept at defending their lands from aati incursions, which waned as the Ulluashi people expanded and developed better weapons and tools.
- In c. -300 RM $\underline{LASCAR}^{(2.)}$ seafarers made contact with the coastal areas of the north of $\underline{OSOTHOT}$, bringing goods which they traded with the Ulluashi, beginning a healthy relationship. The Lascar merchants named the region \underline{VALKA} , and the name would gain popularity amongst neighbouring states, and would eventually supplant usage of Ulluash.
- <u>ULLUÍANNA</u>: Sup. Geo. Table-lands and old <u>DUSTSTONE</u> badlands and canyons dominating the north of <u>TRAKIA</u>. The region is an endorheic basin that collects waters during the short wet season and can form small seasonal lakes.
- <u>ULNAUDL</u>: Sec. City in the region of <u>ASADAUL</u>, in the south east of <u>MAENMIST</u>, in the south of <u>SAMMAEA</u> (Pop. c. 15,200).
- <u>ULOSITH</u>: Geo. Large hill in the c of <u>THE SURRACH</u>. It is rocky and scabrous, and of dark hue and is shunned by most.
- <u>ULSAARA</u>: Set. City in the c east of the tribe of <u>SURR'KA</u>, in the north east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 30,750).
- <u>ULTIMATE COMMUNION</u>: Soc. Rel. The final sacrifice made by the most devout of <u>PETITIONERS OF THE MACHINE</u> undertaking the <u>SHADOW MARCH</u> upon reaching their destination in <u>SEPULCHRAL PALACE</u>. Their bodies are taken by the <u>DEMIURNES</u> and given to Rachanael as offerings, helping to sustain the god as the ultimate form of devotion.
- <u>ULUDIR</u>: Geo. Region in the state of <u>OTHOTEL</u>^(1,) in the west of <u>LIMOTH</u>^(1,) known for the many ancient copper mines that pepper its terrain. The region is known for its decaying ghost towns and the many small earthquakes and sinkholes that occur there as old pits and tunnels cave in or subside. The entire region is shunned and legends enforcing its forsaken status abound, particularly in neighbouring cities, such as <u>RASION</u>.
- <u>ULUHET</u>: *Geo.* Island in the north west of the <u>MAIDEN ISLES</u>, off the south eastern coast of <u>MENISCEA</u>.
- <u>ULUKDAM</u>: Rel. Dei. Deity worshipped by the <u>EPHATTAN</u> people. The deity is embodied by a tremendous ancient idol that stands outside the city of <u>ESEVVIDA</u>, which is surrounded by an expansive temple with a gigantic canopied courtyard where tens of thousands come to pray.
- The idol is 250-ft. high and takes the form of a 4-armed anthropomorphic water buffalo. Little is known of the religion surrounding this deity as the Ephattan people are religiously insular, refusing to speak of their faith with outsiders. See Vol IV: Deities and Pantheons.
- <u>ULUTH</u>: Set. Coastal settlement in the far south east of <u>GNOTH</u>, overlooking the <u>SEA OF LIAKARRA</u>.
- <u>ULUTUL</u>: *Rel. Str.* Temple in the far south east of <u>TERION</u>, overlooking the <u>BAY OF BHAAD</u>. The mummified remains of the <u>ORACLE OF ULUTUL</u> are interred within, and they are revered as sacred by the people of Terion. The temple is guarded at all times and in times of need, shapers under the command of *Teria*, are sent to commune with the spirit of the oracle.
- <u>UMA</u>: *Leg. Obj.* A 22-sided trapezohedron mentioned in <u>LEMURIAN</u> legend. The object is a stone of unknown origin or substance with a soapy texture that floats in the air in the middle of a shallow wasteland-crater in the <u>HATHAMOTH</u> canyons along the <u>MOLOTH KHAMMOTHUL</u> Mountains. The stone was reputedly worshipped by consecutive cultures, all of which fell to horrific corruption after some time.
- UMAA: Set. Settlement in the north east of AMMESH (Pop. c. 8,100).
- <u>UMAHA</u>: Set. City in the east of <u>VIRAHAN</u>. It is a major military centre for the nation, with many troops trained and stationed there who guard the <u>GREAT ROAD</u> trade-route, which passes through its borders (Pop. c. 50,000).
- <u>UMAHACHAN</u>: *Set.* City in the c south west of <u>LAASKHA</u>. It is home to the <u>IMPERIAL COLLEGE OF MEDICINE</u>(Pop. c. 50,000).

<u>UMAHADDUR</u>: Set. Settlement on the island <u>IUDDRA</u> in the east of the <u>PANTHEON ISLES</u>, along the <u>BHALASSIAN ARCHIPELAGO</u>⁽²⁾. Its main industry is sulphur and silver mining (Pop. c. 8,000).

<u>UMAS</u>: *Mil. Str.* Fortress in the c north of <u>ALMAGEST</u>, close to the border with <u>VALMAS</u>. The fortress is a staging point for most forays north into Valmas.

<u>UMATRA</u>: Set. City in the c south of <u>AHRISHEN</u>. It was the seat of power of the royal <u>HOUSE OF UMATRA</u> between 1975 and 2371 RM, when many stately homes and palaces were constructed. The death in battle of king <u>GISHEN IV</u> ended the House of Umatra and the monarchy, and Ahrishen entered into its second inter-monarchic period, which lasted until 2473 RM, with the emergence of the <u>FLUN-SANDRA SOVEREIGNTY</u> which made Umatra its home until it moved the capital to <u>MAHSERTH</u> in 2770 RM

It dwindled in size and influence following this, though retained control of the <u>PANOIDAN</u> canal⁽²⁾. It is known today for being a city of canals, with most vehicles taking the form of barges and boats (Pop. c. 43,000).

<u>UMBAR</u>: Set. Small city in the south of <u>NÁRTHEL</u>, fortified in c. 210 RM before a <u>KORACHANI</u> attack into <u>SARASTRO</u>. The ruins of the fort remain in some regions, and in others their stones were used in construction of more recent structure. It is home to the <u>CATHEDRAL OF THE BURNING SHADOW</u>, which is a stopping-point along <u>THE SHADOW MARCH</u> (Pop. c. 19.000).

<u>UMBÁVGHAR</u>: Sup. Myt. His. True name of the <u>AVATAR</u>^(2.) of the <u>ATRAMENTA</u>, now known as the <u>DEMIURGE RACHANAEL</u>, the <u>UNDYING MACHINE</u>.

He was created in the <u>THIRD AGE</u>, when Rachanael stole a spark of divinity from <u>THE SHAPER</u>, becoming the first Avatar of the <u>ATRAMENTA</u>, counterpart to the <u>AVATAR OF LIGHT</u>, <u>SILLAMÉ</u>.

<u>UMBILICAL</u>: Tec. Flexible leather and metal piping that allows <u>SHAPERS</u> (particularly <u>TECHNARCANIIN</u>) to interface with technarcane engines through <u>OCCLUSIONS</u> embedded within their skin and flesh. This allows them to more intricately manipulate and control these engines, as well as the <u>LARVAE</u> that may be interred within them.

Umbilicals are also used by \underline{RIG} JOCKEYS to interface with their \underline{RIGS} , as well as \underline{STEEL} $\underline{LEGIONNAIRES}$ and other soldiers to interface with advanced $\underline{HARDSUITS}$, which would otherwise be unnavigable.

<u>UMBRA</u>: 1. Also 'shadowstuff. Sup. The raw physical form of the <u>ATRAMENTA</u>, which, through various means, can be refined into <u>UMBRIKSA</u>: itself a common base for a myriad of different manufactured substances.

In its natural state it is a sticky coal-like substance, though it is often found buried deep, where pressure has hardened it into a flaky, oily stone-like substance that can be mined or otherwise extracted, becoming more tar-like in texture following prolonged contact with the air. It ranges from black, to brown in colour and is often streaked in yellow or red, from sulphur and nickel impurities.

Being the physical representation of the Atramenta, it can be altered through <u>ALCHEMICAL</u> and <u>TECHNARCANE</u> application or be refined by purposefully-constructed machinery, to a myriad different forms and functions, most common of which is umbriska.

It is fundamental to the operation of various <u>TECHNARCANE</u> machinery and engines, and is also the base of the many <u>CLONING</u> traditions amongst various industrialised nations, particularly around the <u>INNER SEA</u>, amongst others. It is also used in the creation of <u>VAT-BORN UMBRANS</u> and is invaluable in the grafting of mechanical <u>ORTHOSES</u> and the transplantation of organs and limbs, largely due to its ability to negate hyperacute rejection in transplants.

2. Dru. Drug that is common to most industrialised societies with TECHNARCANE capabilities across <u>ELYDEN</u>. It is highly addictive, and is famed for its myriad effects, which differ based on the method in which it is prepared, which can make it act like a narcotic, hallucinogen, or even euphoric.

Many cities around the Inner Sea are famed for their umbra dens, where addicts can go to consume umbra in relative peace and safety, though the laws and attitudes to its use and addiction vary widely from state to state. See Vol II: Drugs and Addictions.

<u>UMBRA SOKHAR</u>: lit. 'shadow over Sokhara'. Sup. Geo. ATRAMENTALLY TAINTED region to the north of KHARKHARADONTIS, in the c north of SAMMAEA, situated to the south of the nations of KARAKHAS and PARAIYA; and west of the nations of N'RAKH, AETHIOS, RHINOCOLOURA and ETHISTONITH. It takes the form of an endorheic basin, though it is largely dry, with a continental climate exacerbated by it being in the rain shadow of various mountain-ranges. It was once of a more hospitable climate, and some 2 millennia past was known for its many rivers which emptied into the endorheic lake NUMINIA, which dried centuries past.

From c. -550 RM onwards, the region started receiving increasing numbers of refugees from Kharkharadontis, fleeing the Atramental phenomenon known as the <u>SHADOW IN THE DESERT</u>, which rendered the desert of Kharkharadontis (already a dry continental region that was inimical to civilised life) an Atramental wasteland. These immigrants mingled with the native cultures, and soon city-states appeared from which the <u>SOKHARAN EMPIRE</u> would later appear.

The Sokharan empire quickly encompassed the Sokharan basin, and a decadent nobility emerged, ruling over a downtrodden salve caste. The empire eventually fell to its own corruption, which, coupled with war with <u>KARAKHAS</u> in the north and increasing DEGENERATE attacks from the south, led to its downfall in 348 RM.

The century following this was dominated by warring degenerate tribes sweeping across the basin, pillaging all settlements. This was under the leadership of the warlord known was the <u>HORDE-KING</u>, whose death led to the scattering of the horde, allowing new city-states to emerge.

These city-states occupied the more fertile north west of the basin, which itself is not as badly-affected by the Shadow in the Desert, which continued to expand, eventually affecting the Umbra Sokhar in the same way it had Kharkharadontis millennia before. Today the major cities in the Umbra Sokhar are CATAFLAQUE, KADOTA and MIHARAST. See Vol III: Extant Nations and Realms.

<u>UMBRA SOKHAR BASIN</u>, the: Geo. Endorheic drainage basin formed by various continental divides in the continent of <u>SAMMAEA</u>, including parts of the <u>KHARKHARADONTID DIVIDE</u>. The basin is located in a part of <u>CENTRAL SAMMAEA</u>, and what rivers are located within it lead to inland lakes or sinks – either endorheic lakes or simply disappearing.

Nations and territories that are at least partially within the Umbra Sokhar Basin include: <u>KARAKHAS</u>, <u>KERRAS PELLN</u>, <u>KHURAUR</u>, and the <u>Umbra Sokhar</u>.

<u>UMBRA UNIVERSALIS</u>: Soc. Sup. <u>ATRAMENTAL</u> technologies have existed for tens of millennia, and have permeated most aspects of life across that time, with <u>TECHNARCANA</u> and manufactory processes reliant on Atramental means becoming ubiquitous at various points throughout history well into the present. As a result, every living being and most terrains can be said to contain trace amounts of <u>UMBRA</u>. In most cases these are practically negligible, though not to be ignored, but if found in large enough amounts they can contribute to congenital defects. Areas that are particularly-stricken can lead to shortened lifespans, congenital ailments and decreased quality of life.

Some scholars blame Umbra Universalis, amongst other things, for the generally-perceived decrease in mortal lifespans over the millennia, though this is still debated.

Of particular concern is the ability of accomplished Penumbrists to manipulate the bodies of those with above-average trace amounts of umbra, allowing them to cause debilitating pain, organ failure or even death in some cases. See Vol IV: the Materia Omna.

UMBRA VEIL, the: see ZENEGE RES.

<u>UMBRACH</u>: Plr. 'umbrachin'. Sup. Mor. Rare and perfidious creatures, which are the <u>ATRAMENTA</u> given corporeal form and limited consciousness. They appear as disembodied shadows, that become faint under bright sunlight, or become thicker and larger in the darkness.

It is not fully understood how such creatures are created, but Atramentists that have studied them (A difficult and dangerous task at bet, given their inimical nature) have come to the conclusion that they are born through a marriage of the OTHERWORLD and the Atramenta, and is thought that OTHERWORLDERS (or the SPIRITS of the dead and unborn, before their apotheosis into true otherworlders) are responsible for their limited emotions and intellect, though this is only a hypothesis.

They are vile creatures and only seek to cause pain and suffering to living creatures they encounter. Some shapers (typically Atramentists, or more specifically, Penumbrists) may exert a degree of control or influence over them, but they are otherwise unbound. See Vol II: Classification and Taxonomy of Life.

<u>UMBRACOLYTE</u>: lit. 'shadow-slave'. Sup. Med. Tec. A form of <u>HAEMONCULUS</u> whose chief constituent is <u>UMBRA</u>. Generally smaller in stature than a human, they were commonly employed as servants by <u>ATRAMENTISTS</u> (most commonly <u>PENUMBRISTS</u>) during the classical era of <u>SHAPING</u>. They are less common today, though still remain in use, particularly amongst <u>TECHNARCANISTS</u> due the ease with which they can be controlled.

<u>UMBRAEUM</u>: Sup. Obj. A form of refined <u>UMBRA</u>, commonly used as fuel for engines, such as <u>AMBULANTS</u> or manufactories.

<u>UMBRAKHALA</u>: Leg. Set. Apocryphal city of <u>UMBRAPHAGES</u> (its true name unknown) that exists in imperial legend, though maintained by some scholars to be true or based on truth. The city is said to exist in the south west of the <u>UMBRA SOKHAR</u> and is dominated by strange solidified <u>ATRAMENTAL</u> growths. The formations warp life and light, twisting the spectrum in iridescent ways that are maddening to most mortals.

The populace subsists on Atramentally-laced mosses and vegetation cultivated outside the city, granting them dark skin and eyes. Over generations their bodies have developed an affinity for the Atramenta, even as it withers their bodies.

The city is ruled by a basalt-skinned <u>ATRAMENTIST</u> with mystical links to the city's first ancestors, who are thought to have been heretics exiled from the <u>SOKHARAN EMPIRE</u> early in the <u>FIFTH AGE</u>.

<u>UMBRAL RIG</u>: Sup. Ind. Platform, either offshore or built on bedrock used to drill for raw <u>UMBRA</u>. In some cases, the umbra is piped directly to the mainland, where it is processed, or it may be loaded onto umbra tankers, where it is transported to distant areas or processing.

<u>UMBRAL WORM</u>: Fau. Minute parasitic worm that dwells in <u>ATRAMENTALLY TAINTED</u> mud and infects the eyes and ears of larger fauna, including <u>MORTALS</u> careless enough to traverse infected lands. The worms will burrow into the soft skin around mucus membranes, spreading Atramental corruption to the host, who sickens and eventually dies. They lay their eggs in the putrefying flesh of the host, starting the cycle anew. See Vol II: Classification and Taxonomy of Life.

<u>UMBRALA</u>: *Geo.* Ancient mountain in the southern-most region of <u>THE OLD FOREST</u>, covering some 40,000 square-miles north west of the border between <u>KORACHAN</u> and <u>VÂRR</u>. The mountain is weathered, its faces relatively smooth and dark, and is a source of the river <u>TITHORATH</u> and <u>IAGANNATH</u>, which flow to the north west and north east, respectively.

Its tributary of the Tithorath is known for its chemically brilliant waters and, along some stretches, the taint of umbra that mars parts of its banks and the lands around them.

<u>UMBRAN</u>: also 'Shadowborn', also 'VAT-BORN'. Sup. Med. Tec. Generic term in the <u>KORACHANI</u> tongue for any creature born through artificial means, usually through a <u>STEEL WOMB</u>. The term is often mistakenly used instead of <u>CLONE</u>, though is more accurately used for non-intelligent creatures born in this say, such as <u>HAGHOUERIN</u>.

Many regions have rumours and urban legends of secretive or hidden manufactories, ateliers, and laboratories where shadowborn creatures are bred, with often disastrous results.

<u>UMBRAPHAY</u>: Sup. Soc. The consumption of umbra, often used in relation to UMBRA^(2.) addiction, which is not strictly the same thing.

It is common in the <u>KORACHANI EMPIRE</u>, particularly amongst the upper-classes, who can afford the often-exorbitant prices of the processed umbra. See Vol II: Drugs and Addictions.

<u>UMBRAPHILIA</u>: north. 'umbraphile'. Sup. Soc. Activity and cult that arose in the <u>MHAROKKIN</u> town of <u>TAMARAN</u> in c. 3824 RM. It has its roots in <u>UMBRAPHAGY</u> though is a more modern interpretation, using technarcane engineers to refine and improve the umbra even as it's being consumed. In its most commonly accepted form, a group of umbraphiles sit in a circle of up to a dozen individuals (and though far larger groups have been observed, they are far from the norm) with a technarcane engine at their centre, often supported from the ceiling in the form reminiscent of a chandelier. Individuals are hooked up to the engine via

<u>UMBILICALS</u> attached to <u>OCCLUSIONS</u> at the base of the neck that, more often than not, are grafted specifically for this use.

This precludes lower classes from the pursuit, which allowed it to spread over the next few decades amongst patrician circles across Mharokk, <u>LIDEA</u> and <u>VAALK</u>, as well as other lands north of <u>THE INNER</u> SEA.

<u>UMBRAPTER</u>: lit. 'shadow glider'. Fau. Flying <u>SYNAPSID</u>, known to live in damp dark wooded areas in Llachatul. They are commonly seen circling the spires or chimneys of some larger cities or manufactories. Many different varieties exist but they are known amongst the common populace by that name. See Vol II: Classification and Taxonomy of Life.

<u>UMBRATOPHHEN</u>: (6,380-ft.) lit. 'burning shadow'. Sup. Geo. An <u>ATRAMENTAL</u> volcano (linked through underground channels to the <u>BLEEDING PLAINS</u> to its north) in the west of <u>AETHIOS</u> that has poisoned much of the land surrounding it, rendering the area inimical to life, with raw <u>UMBRA</u> erupting intermittently from its jagged peaks, releasing large quantities of <u>SHADOWISPS</u> north west on prevailing winds, bringing with it poison rain.

The volcano erupted to devastating effect in 3810 RM, leaving much of the west of Aethios blanketed in a thick layer of <u>ATRAMENTALLY TAINTED</u> ash that has gone on to corrupt the flora and fauna that has made contact with it, leaving a large part of the nation uninhabited.

The region is categorised as <u>Dangerous</u> by the <u>Korachani</u> <u>Institute of Atramental Studies</u>.

<u>UMBREA</u>: Set. Settlement in the west of the emirate of <u>LIMOTH</u>^(2.) in Limoth^(1.) along the course of the river <u>HORASTAS</u>. Its main industry is agriculture (Pop. c. 5,300).

<u>UMBREKHA</u>: Plr. '*Umbrakhin*', also '*Shadowisp*'. *Sup. Obj.* Gossamer-like strands of <u>UMBRA</u> that form naturally in the air around dust, pollen and other motes in <u>ATRAMENTALLY TAINTED</u> lands, clumping together like airborne cobwebs; or sometimes ejected by Atramental volcanos and vents or <u>LACUNAE</u>. The clumps are extremely light and are often carried on winds, sometimes for miles. Though a single strand of umbrekha is of little concern, they tend to stick together, with large concentrations rapidly corrupting flora and fauna alike, also draining strength from rocks (slowly turning them into DUSTSTONE).

<u>UMBRIS</u>: Ast. Con. Star in the constellation <u>SET</u>. See Vol II: Constellations.

<u>UMBRISKA</u>: Sup. Obj. Refined <u>UMBRA</u>. Where raw umbra ranges in consistency from tar-like to bituminous, the processed form, known as umbriska, is waterier, with a thickness of slick oil. It is dark in colour, though when reflecting light gives off a pearlescent sheen.

It is rarely found in this form and most commonly needs to be manually refined from raw umbra – either through the use of shaping or a complex <u>TECHNARCANE</u> industrial process, as in that found in <u>SIPHON ENGINES</u>.

Once umbra is refined into umbriska it can then be further altered, either by subtle mixing with other compounds or further altering its state, into various substances that are of industrial and commercial use, such as <u>UMBRISKA GAS (also a fuel)</u> and <u>UMBRISKA GAS (also a fuel)</u> and <a href="https://www.umbriska.com/umbriska umbraeum.com/umbriska.com/umbriska umbraeum.com/umbriska.com/umbri

<u>UMBRISKA GAS</u>: Sup. Obj. A form of refined <u>UMBRA</u>, commonly used as fuel in cooking equipment and, less commonly, machinery.

<u>UMBRISKA NAPHTHA</u>: Sup. Obj. An intermediate liquid derived from the refining of crude <u>UMBRA</u>, and often a by-product of the processing of <u>UMBRISKA</u>. When further refined, umbriska naphtha has a myriad of uses, including as solvents and cleaning fluids, amongst many others.

Like most <u>ATRAMENTAL</u> substances, prolonged exposure to it can be harmful and may lead to various debilitating illnesses.

<u>UMBRISKA</u>, <u>UNRAVELLING OF</u>: Sup. His. Event that took place in <u>PELASGOS</u> in c. 930 RM where <u>UMBRA</u> was first refined into a far more commercially and industrially useful form, now known as umbriska. The discovery was made independently in other regions, including <u>PARTHIS</u>.

<u>UMBRISS</u>: Set. Major coastal city in the west of <u>PARTHIS</u>, in the region of <u>ERUTO</u>⁽²⁾ (Pop. c. 78,000).

<u>UMEA</u>: Rui. Ruined <u>MANUFACTORY</u> in the south western mainland of the <u>FREE-ISLES OF PELASGOS</u>.

<u>UMEAPH</u>: *Set.* Small city in the <u>LEGED</u> region of the <u>PRINCIPALITY OF</u>
<u>SEPAHAUNAT</u> in the north west of <u>SAMMAEA</u>. It is one of many producers of <u>OPIATES</u> in the region (Pop. c. 12,000).

<u>UMEGOR</u>: Set. Small fortified city in the far south east of <u>KOLCHIS</u>. It is the southern-most city east of the <u>SEKHEM</u> and its people are well-trained in the defence of their land from the ever-present threat of <u>ALMAGESTI</u> invasion (Pop. c. 18,200).

<u>UMEL</u>: Set. Small city in the south of <u>PELASGOS</u>, just north of the border with the <u>FREE-ISLES OF PELASGOS</u>, east of the <u>TEREKION</u> Mountain (Pop. c. 12.000).

<u>UMELARA</u>: Rui. Ancient obsidian wall that once stretched for over 160-miles in the c north of <u>AQUARIIA</u>, located in the <u>ATRAMENTAL WASTES</u> of <u>LAHUSHUR</u>. Most of the wall is ruined and crumbled, though intact parts remain, notable in that they are partially covered in a red flesh-like substance that holds it together.

The far reaches of the wall end in once-great fortresses – the tower of SON UMELARA in the north and NUL UMELARA in the south.

<u>UMENYAN</u>: Sct. Small fortified city in the east of <u>KREM</u>. Like most settlements in the region, it is a major source of <u>AIMANT</u> (

Pop. c. 5,000).

<u>UMET YAH</u>: Set. Small coastal city in the east of <u>ATARAXIA</u>, overlooking the STRAIT OF SKAROS (Pop. c. 20,000).

<u>UMHABBHI</u>: Sea. Expansive reef in the c of the <u>MAIDEN ISLES</u>, stretching south west to north east for some 175-miles and is home to various fauna.

<u>UMIDARATTI</u>: Lan. Primary language of <u>ABACARDAT</u>, as well as the <u>JAHADAT STATES</u>, and part of <u>HADDURATH</u>. It was adopted by the people of Abacardat who inherited lands left behind by the fall of <u>UMMIDIA</u> after the devastation caused by the <u>UPHEAVAL OF LETHEA</u>, though has since taken on various aspects of the one-secretive tongue of the <u>JAHINN</u>^(2.) caste, which has slowly permeated through the tongue. See Vol II: Languages.

<u>UMLAL TA</u>': See. Fortified settlement in the far south west of <u>KHULL</u>. Its main industry is the mining of low-grade iron, which is primarily used for making ochre pigment (Pop. c. 4,500).

<u>UMMAJI</u>: Set. Settlement in the c west of <u>RAONGEN</u>^(2.) in the southern face of the <u>ERIVOINE</u> Mountains. Its min industry is <u>UMBRA</u> extraction, which is reached by drilling deep beneath the <u>ATRAMENTALLY TAINTED</u> region of <u>ALVELM</u>, some 60-miles west (Pop. c. 5,000).

<u>UMMALIN</u>: m. *Pol. His. Per.* (B. 871 – D. 966 RM) Emperor of the <u>MEDHAMANNI EMPIRE</u> from c. 895 RM to his death in 966 RM. He was responsible for accepting the nascent religion of the <u>AUREATE FELLOWSHIP</u> in his empire, whose followers had been persecuted until then. He died under mysterious circumstances, and many believed he was assassinated by reformist groups.

<u>UMMALLARID MERCHANTS</u>: also 'the Ummallarids'. Com. Soc. Caste of noble merchants in the south east of <u>MENISCEA</u>, most commonly found in the regions of <u>LANTUA</u>, <u>AURUM</u>⁽²⁾, <u>IMELKOT</u>, and <u>AHOPAH</u>. They command a large merchant navy, whose blue-hulled (traditionally blue-sailed) ships are a common sight in Meniscean harbours, and they maintain large warehouses and merchant trading posts across coastal cities in the region.

They originated in Aurum between c. 2720-3100 RM, and during their first centuries they spread far and wide, reaching the westernmost islands of <u>SAMMAEA</u> and are now a powerful political and commercial presence in the south east of Meniscea, and wield supreme power there in the capital city, <u>TITIAM</u>.

<u>UMMAN</u>: *Cur*. Currency of <u>ABACARDAT</u> and the <u>JAHADAT STATES</u>. See Vol II: Currency and Coinage in Elyden.

<u>UMMAN, ZHARIAHAN</u>: *Cur.* Currency of <u>ZHARIAH</u>⁽²⁾ and <u>SHEZALIAH</u>. See Vol II: Currency and Coinage in Elyden.

<u>UMMAPAR</u>: Mil. Str. Fortress-manufactory in the north of <u>PHYRR</u> that serves as the base and chief armoury of the <u>KALKAN COLOSSI</u>, where their weapons and <u>HARDSUITS</u> are manufactured. Since the outbreak of the <u>NACRE WAR</u>, the fortress-manufactory has increased its output to equip other forces taking part in the war in the south.

<u>UMMAR</u>: Set. Small settlement in the south east of <u>OKKHAM</u>, along the isthmus that connects the peninsula of Okkham to the headland of <u>KHURTAE</u>. It is part of the <u>SASACZHOT</u> canal and controls one of the lochs along its course (Pop. c. 1,000).

UMMARA: also 'the Waning City'. Sct. Geothermally-powered city in the north of ALMAGEST that controls all granite quarries in the greater MARMARAN MASSIF area, and also handles the processing and distribution of the raw material. By c. 3850 RM, it had become a powerhouse in Almagest and, under the leadership of various PATRICIAN HOUSES, it sought to oppose the CITY OF ALMAGEST through aggressive trade and political undermining. Over a century of tense struggle, civil betrayal and assassinations followed, until, in 3973 RM an Almagesti army marched against Ummara, destroying its armies and deposing its rulers, bringing it firmly under Republic control once again. Operation of the mines are now overseen by the republic itself. The city was the birthplace of the current ARCH CHANCELLOR of Almagest, AALISSA O ALMAGOTA (Pop. c. 93,000).

<u>UMMARISK</u>: Set. Large coastal city in the east of <u>EIKARTHYEA</u>. It is a major shipyard and shipbreakers and the flat tidal beach to the south of the city is littered with the rusted skeletons of ancient hulks (Pop. c. 45,000).

<u>UMMATRA</u>: Set. City in the c north of <u>THE VORANDINE</u>, along the southern shore of lake <u>VARAGASLA</u>. It is one of the oldest settlements in the Vorandine, and is thought to date back to c. 1800 RM – over 300 years before king <u>VORAND</u> united the land in c. 2130, when it was in command on a dozen vassals and a reach of some 4,000 square-miles.

Today it is the only source of Omnatite in <u>THE VORANDINE</u>, and its metallurgists are experts at transmuting it into various substances, as needed, though much of what is extracted is exported (Pop. c. 38,200).

<u>UMMER MIRA</u>: Sup. Geo. Umbra fields off the southern coast of <u>AHKA</u>. They are contested by both sides in the conflict between <u>KORACHAN</u> and Ahka and its <u>PARTHISAN</u> allies, and are blockaded by Korachani ships. Many have been damaged by the conflict and they have changed hands various times. The waters of the Ummer Mira are <u>ATRAMENTALLY TAINTED</u> and have polluted surrounding waters, though the currents of the GULF OF SKAROS play a vital role in dispersing the taint.

The region is categorised as $\underline{\text{DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}$.

<u>UMMERACHAN</u>: also 'the Beggars city'. Set. Settlement in the c east of <u>KORACHAN</u>, just west of the walls of <u>NESSUL</u>. The settlement is an offshoot of the aforementioned city, and is colloquially known as the Beggars City, on account of its destitute nature of the denizens that call it home, most of which have been displaced from the larger city when many slums were demolished to make way for larger manufactory-apartments (Pop. c. 10,000).

<u>UMMERSA</u>: Set. Settlement in the c of <u>DURCHAA</u>^(1.), just over 100-miles west of the capital. It is known for its sheep and their thick wool, which is used to make clothing adapted to the climate (Pop. c. 4,000).

<u>UMMIAH</u>: Sea. Small sea in the south east of <u>SAMMAEA</u> situated between the <u>LEAGUE OF XETEAN STATES</u> and <u>GRAMMATER</u>.

<u>UMMIDIA</u>: also 'Ummidian Empire'. His. Nm. FOURTH AGE empire that emerged in c. 550 RM and was destroyed by the <u>UPHEAVAL OF LETHEA</u> in 1303 RM that left most, if not all, of its cities toppled, with millions of people dead. From its ruins emerged the <u>SULTANATE OF ABACARDAT</u>, under the leadership of the hero <u>ATTRAH</u>.

<u>UMMIDIAN</u>: *His. Lan.* Now-extinct language spoken by the people of <u>UMMIDIA</u>. Following the destruction of the Ummidian empire, the language lingered amongst its survivors, who would go on to found the nation of <u>ABACARDAT</u>, by which time it had become known as <u>UMIDARATTI</u>. See Vol II: Languages.

<u>UMMING</u>: Set. Settlement in the west of <u>RAONGEN</u>^(2.). Along the <u>HENSHIN</u> Ridge. Its main industry is granite quarrying (Pop. c. 8,000).

<u>UMMUHANA</u>: Set. Small settlement in the west of <u>PERGOST</u> (Pop. c. 3 000)

<u>UMMUSH</u>: *Lan.* Language spoken in the <u>OLD FOREST</u> of <u>VANEFAN</u>. It is an ancient tongue, thought to stem from the language spoken by the original <u>DERUWEIDS</u>.

So secretive is Ummush that it is rarely, if ever spoken in front of outsiders, and it is never taught outside of Vanefan. Due to this the people of the Old forest use another language, known as <u>VANEFANI</u>, when communicating with outsiders. See Vol II: Languages.

<u>UMOT SUR</u>: Set. Settlement in the c south of the <u>MULL CITY-STATES</u>, known for its granite mines. It forms a part of <u>THE WAY</u> trade-route (Pop. c. 9.000).

UMRAE: Set. Small city in the c of KASPIA (Pop. c. 12,500).

<u>UMSTRALOASI</u>: Rel. Str. Religious site in the west of <u>OKKHAM</u>, 15-miles south east of the city and religious centre of <u>RAMIFERA</u>. The site is located in the wooded hills leading north west to a valley through which flows river <u>ENETSIC</u> and is famed for the thousands of round clay statues that are important to the <u>CULT OF THE DREAMING GOD</u>. Each statue is around 1-ft. high and is an anthropomorphic representation of the myriad spirits of the Cult.

The statues are added to by visiting pilgrims and have come to cover the entire hillside, though older statues have crumbled or are now displaced by the rampant root growth in the area. The statues are all covered in a thick layer of moss and are said to guard the hills, where the guru Thoczheil taught his first disciples the teachings of the Cult of the Dreaming God. in 3418 RM, after which it would spread across Okkham, becoming a state religion in 3425 RM.

<u>UNA</u>: *Set.* Small city in the c-south east of the tribe of <u>USAR</u>, in the north west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is a major producer of rock salt and is a recruiting ground for Usari military (Pop. c. 14,500).

<u>UNALAN</u>: Set. Small city in the north east of the emirate of <u>DEITHO</u>⁽¹⁾, in <u>LIMOTH</u>⁽¹⁾. It forms a part of the main internal trade-route of the nation (Pop. c. 16,100).

<u>UNAMMAR</u>: *Mil. Str.* Coastal fortress off the western coast of <u>METHUMN</u>, on the island of <u>EMMIM</u> in the <u>MAUSAMMAR</u> archipelago

<u>UNARALOTT</u>: Geo. Peninsula in the north of the <u>KAZZARAN</u> peninsula^(L), to the north of <u>IGUZZEN</u> lagoon, separating the <u>BAY OF SHIAAN</u> from the <u>GULF OF ESHIRON</u>.

UNASSAILABLE CITY, the: see OBYRYTH.

<u>UNASSAILABLE TOWER</u>, the: *Int. Rui.* Ancient three-tiered, seven-sided tower in the c east of <u>GNOTH</u>, said to be made of <u>ALCHEMICAL</u> silver and covered in a singular layer of porcelain enamel that is covered in archaic gnostic writings. Its three tiers correspond to the golden ratio and it is regarded as a paragon of gnostic architecture. Its name is derived from a late Fourth Age custom, where young giganri were challenged to climb the tower, largely unsuccessfully.

UNASTESEES, LIGHTHOUSE OF: Rui. Ancient lighthouse in the c west of present-day GREST^(1.). It once overlooked the south of the inland SEA OF RATASHAH, though was left landlocked following the waning of Elyden's seas. The crumbling ruin of the lighthouse remain to this day, and ironically, it continues to be used as an aid in navigation.

<u>UNAWAHAIN</u>: Set. Small city in the south east of <u>NOAVATUR</u> (Pop. c. 16,000).

<u>UNAXDAZS</u>: Geo. Island off the south eastern-coast of <u>NOAVATUR</u>.

UNBORN, the: Soc. Lan. Colloquial term within the KORACHANI EMPIRE used to denote the offspring of the DESPOSYNI. An EDICT passed in 339 RM ensured that the only descendants of the ARCHPOTENTATE MALICHAR allowed to live would be his favoured children – those determined by a tribunal to have lived worthy lives in the service of their primogenitor's empire, with those deemed to have wasted their lives being persecuted and executed at the behest of Malichar himself.

Following the Archpotentate's increased withdrawal from public life in the centuries following the edict, the <u>CARNIFEXES</u> responsible for this culling became less active, until the latter part of the fourth millennium RM, where the unborn were allowed to life, if not thrive. The most blatant disregard for the law of the Culling were the three sons of the <u>PRIMID MELESH</u>, who ruled the city of <u>KORACHAN</u> towards the end of the fourth millennium RM.

<u>UNCHANGING GOD</u>, the: Rel. Dei. Deity at the centre of the <u>CHURCH</u>
<u>OF THE UNCHANGING GOD</u>, in <u>NOAVATUR</u>. See Vol IV: Deities and Pantheons.

<u>UNCHANGING GOD, CHURCH OF the</u>: *Rel.* Dominant religion practiced in <u>NOAVATUR</u>. The religion emerged naturally from the remnants of the <u>CHURCH OF THE UNDYING MACHINE</u> in Noavatur over three centuries, following the deposing of the Plutocracy in 1876 RM.

In c. 2083 RM the tenets of the church there had naturally changed from the harsh laws of the <u>KORACHANI EMPIRE</u>, to a slightly more forgiving outlook. This is in no doubt shaped by the oppression of the Noavaturi people by the corrupt Plutocracy, whose assassination had led to a great civil war, in which millions were killed.

Though the religions' roots lie in bloodshed, it condones violence as the result of a lack of understanding and teaches empathy and sympathy in its worshippers. Though the UNDYING MACHINE remains its central deity, its representation is wildly different to that of other sects that emerged from the Church of the Undying Machine. See Vol IV: Religions and Cults.

<u>UNCLAIMED LANDS, the</u>: 1. *Geo.* <u>TEMUIAN</u> term for the <u>BONEFIELDS</u> in the west of <u>ASTUDAN</u>.

2. Geo. General term used to describe the largely uninhabited area that dominated the eastern coast of KASPIA that is otherwise known as the KULOMIRAL. The region was populated in ages past, and is littered with ruins of monolithic towers whose gigantic blocks are strewn across the countryside. Large standing stones predating even those ancient towers can be found, bearing strange pictograms that have as yet failed to be deciphered. The western-most reaches of the Unclaimed Lands are also home to near-vertical fissures that are thought to lead to flooded caverns below the sea level.

<u>UNDAN</u>: Set. Small fortified city in the south west of <u>AHKA</u>. It is a major source of iron, much of which is traded to merchants travelling along the <u>RED ROUTE</u> that passes through the city (Pop. c. 17,600).

<u>UNDARRA</u>: *Geo.* Hill in the c south of <u>TZALLRACH</u>, reaching 275-miles east from the coast. The region is dominated by weathered granite buttes, many of which are topped with verdure. The <u>TEMPLE OF UNDARRA</u>, is situated on such a butte.

<u>UNDARRA</u>, <u>TEMPLE OF</u>: *Rel. Str.* Temple in the c south of <u>TZALLRACHI</u>, situated atop a large granite butte.

<u>UNDERDWELLERS</u>: Lan. Soc. Colloquialism in <u>ALMAGEST</u> (almost specifically contained to the city of <u>ALMAGEST</u>) referring to those who dwell beneath the surface, in the oft-regraded sewers and crypts beneath the city proper. These underdwellers include the poor, destitute, fugitives, <u>DEGENERATES</u>, and <u>AL GHULS</u>, amongst others.

<u>UNDERHALLS</u>, the: Pol. Lan. Collective name for the many subsurface fortresses of <u>CHTHYRID</u>. Built over many centuries, the Underhalls are largely subterranean, with no doors or winders above ground, and only fortified cupolas visible above ground with embrasures through which their artillery could shoot.

Below ground, the Underhalls are near-impregnable hubs that connect a vast nation-wide network of robust tunnels that in turn link semi-subterranean cities (known as https://hypogea) with each other. The tunnels lead to smaller passages that exit to the surface in hidden locations across the nation. These hidden exits were pivotal in ensuring Chthyridi victory during the NINETY-NINE YEAR WAR, and allowed slavers to attack neighbouring nations during the reign of the THRYION DYNASTIES.

<u>UNDERWORLD</u>: Lan. Geo. Colloquial term across various nations used to describe areas with an expansive network of caverns, and possible links to deeper regions, such as the <u>PRISON CARCERI</u>. It can also apply to natural tunnels and catacombs beneath large cities, many of which are extensions of above settlements, manufactories or structures built within. In some cases, these underworlds are entities separate from cities above.

In Carceri this can refer to the immense caverns and tunnels that dominate the area, as far afield as hundreds of miles in some areas.

<u>AZAZEM</u> has a sprawling underworld, mostly natural caverns, though many of them have been further excavated to accommodate its many food manufactories.

In <u>ALMAGEST</u> this takes the form of the old city, which is buried under as much as dozens of yards of tunnels, old thoroughfares and sewers, which are the result of many years of regrading.

<u>UNDIANT</u>: Lak. Lake in the c south of <u>ANANTHUL</u>, along the course of river <u>ENARADINE</u>. <u>UNDINE</u>: Set. Settlement in the c south of <u>AHRISHEN</u>, on a headland in lake <u>AMATIDA</u> (Pop. c. 6,000).

UNDYING MACHINE, the: Rel. Dei. Myt. Common name for the central deity of various religious, which collectively are known as the THREE CHURCHES OF THE UNDYING MACHINE. Though few amongst the laity know this, the Undying Machine has a corporeal presence in the MATERIAL PLANE and is in fact the DEMIURGE RACHANAEL, whose body is sustained within the LEADEN THRONE in the SEPULCHRAL PALACE in DAEKYN, KHARKHARADONTIS, and is the culmination of the epic pilgrimage that is known as the Shadow March. See Vol IV: Deities and Pantheons

UNDYING MACHINE, CHURCH OF THE: Rel. Major organised religion within the KORACHANI EMPIRE that worships the UNDYING MACHINE. Though it is no secret that the Undying Machine is the DEMIURGE RACHANAEL, little mention is made of it in its holy books and sermons, so most work-slaves are unaware of the fact, and even if they did learn this, they would be ignorant to the implications, given how the imperial BUREAU OF CENSORS do their utmost to hide knowledge of the Demiurges from the public.

The Church of the Undying Machine rose soon after the <u>ARCHPOTENTATE MALICHAR'S</u> toppling of the <u>TEMPLE OF LIFE AND DEATH</u> in <u>KORACHAN</u> in –2 RM, and by c. 10 – 20 RM the church leaders – individuals ordained by Malichar to be the prophets of Rachanael – had spread the word of Rachanael to all nations conquered by the empire, and beyond through the actions of missionaries, where the Undying Machine became known as the <u>IRON DEITY</u>. It was originally known as the <u>CHURCH OF THE IRON DEITY</u>, though by c. 30 RM it had become known as the Church of the Undying Machine after early reforms.

During Malichar's ITINERARY, a time of unrest known as the REIGN OF THE EMPTY THRONE, the Church of the Undying Machine became one of the chief contenders for the leadership of the Throne, though faith in the Undying Machine would slowly wane in the absence of its founder, until the Archpotentate's return in 339 RM. It was during this Reign of the Empty Throne that the Church of the Undying Machine launched many CRUSADES and scourges against so-called heretics and enemies of the empire in a bid to gain more power and wealth; a gambit that paid off upon Malichar's return.

The church suffered a schism in early 3704 RM during the <u>WAR OF SUNDERING</u>, with the Church of the Undying Machine remaining the state religion of the <u>HIGH EMPIRE OF KORACHAN</u>, and the newly-created <u>REFORMED CHURCH OF SARASTRO</u> becoming the official religion of the <u>REFORMED EMPIRE OF SARASTRO</u>.

The headquarters of the church are located in a walled district of Khadon that is officially known as the <u>HOLY PRECINCT</u>. See Vol IV: Religions and Cults.

<u>UNDYING MACHINE, CHURCH OF THE (SARAGOSI)</u>: Rel. Not to be confused with the <u>CHURCH OF UNDYING MACHINE</u>: the main religion in the <u>HIGH-EMPIRE OF KORACHAN</u>, or the <u>REFORMED CHURCH OF THE UNDYING MACHINE</u>: the main religion of the <u>REFORMED EMPIRE OF SARASTRO</u>.

The main religion of the <u>TECHNOCRATIC REPUBLIC OF SARAGOS</u>, first recognised in c. 2400 RM as a corrupted form of the Korachani church on which it was based. The founders of Saragos, though of <u>VENTHIRI</u> blood, were heavily influenced by the <u>CULT OF THE SPHINX</u> that had dominated the area since the first appearance of the sphinx <u>HETEPHERES</u> there in -3 RM. Her handing over of Venthir to the Korachani empire in 361 RM opened the floodgates to immigration from the greater empire, and the Church of the Undying Machine was amongst the first institutions to be introduced there.

Hetepheres' later paranoia and persecution of <u>TECHNOLOGISTS</u> and their ilk from Venthir, starting in 1921 RM, caused their descendants, who would later become the founders of Saragos, to look upon both religions of Venthir with disdain, though in <u>FALIA</u>, the Church of the Undying Machine remained a <u>MYSTERY CULT</u> of sorts. As the Technocracy of Saragos admonished religion, advocating a secular life similar to that taught by the extinct philosophy of <u>MIDISM</u>, Falia continued to worship the Undying Machine, though its dogma became

corrupted by the centuries of isolation and cultural tendencies. By c. 2400 it had become something wholly apart from its imperial ancestor; serving as a symbolic mask to its people, the tenets of the machine serving as a metaphor for what can be achieved by the moral use of <u>TECHNARCANA</u>.

The church spread throughout Saragos over the next decades, its temples becoming a common-enough sight in its cities, though as an institution it never became the overbearing monolith that its imperial counterpart had been. During this time Korachan had failed to let the memory of Saragos fade and the perhaps foolish actions of Queen Hetepheres in executing and exiling the bulk of Venthiri technarcanists, many of whom were conducting revolutionary research. Saragos had become a difficult country to infiltrate, and many attempts at subterfuge were been unsuccessful, leading to the assembling of a great diplomatic delegation that arrived in Saragos in 3213 RM.

The Korachani diplomats showered the capital with gifts and remained there for close to a decade, though the Technocracy could not be bargained with, and the delegation left in 3211 RM, empty-handed. Another delegation was sent to Saragos in 3301 RM, this time with members of the Church which, when offered a tour of the nations' main cities found the ear of the Falian government, which established a small Korachani consulate there in 3303 RM.

Links were forged with the Church of the Undying Machine, which would become an influential entity in the region (purchasing properties and businesses and using its power to sway the Church of the Undying Machine in Falia. By c. 3350 RM the imperial consulate was secretly manipulating the city's government, sending technarcane secrets to Korachan. In 3392 RM it had grown so confident in its local power that it opposed the rule of Saragos and attempted to wrest Falia from the nation. The coup was however negated and the imperial offices destroyed, the Church of the Undying Machine eradicated, after which it became a secular nation though individuals were still allowed to practice their faiths in private, so long as it was not of detriment to society as a whole. The church's structures were kept, and became secular buildings: places of contemplation and introspection that are valued to this day. See Vol IV: Religions and Cults.

<u>UNDYING MACHINE</u>, <u>CHURCH OF THE (SUORI)</u>: *Rel*. Sect of the <u>CHURCH OF THE UNDYING MACHINE</u> that emerged in the region of <u>SUOR</u> following the arrival there of the explorer <u>NAVAH BERDEN</u> in 598 RM. The religion rapidly spread in the region of Suor, though was quickly corrupted by ancient <u>ABERANNI</u> elementalism that had survived the ancient empire's collapse in the <u>FOURTH AGE</u>. Berden himself had become recognised as a holy figure by c. 1200 RM, and he is venerated as a prophet of the Suori church to this day, with effigies built facing south (he was last seen leaving Suor in c. 605 RM, where he is recorded as having successfully navigated the <u>ROILING SEA</u> en-route to <u>GIBEAH</u> in 609 RM).

The <u>UNDYING MACHINE</u> worshipped by this Suori sect is seen as a distant god, unreachable and unknowable. The constant pilgrimage to the <u>SEPULCHRAL PALACE</u> in <u>KHARKHARADONTIS</u> is ignored by worshipers of the Suori sect of the Church, who deem the 'accessibility' of the <u>KORACHANI</u> god as belittling his greatness. Images and idols to the Suori god are not allowed, and physical worship has instead been transferred to Berden and the ship that brought him to Suor, and every house has a small effigy of the imperial explorer, and every settlement has a central statue dedicated to him, always facing south – the direction from which he came and eventually disappeared after teaching them of the Undving Machine.

Though contact with the outside world since that time has revealed that Navah Berden was but a <u>IONIC</u> mortal with no particular divine traits, the Suori nevertheless continue to worship him as the one who brought them knowledge and understanding of the outside world. See Vol IV: Religions and Cults.

<u>UNEGEN SANDBEATER</u>: (B. c 3880 RM) *Oth.* Renowned <u>HALFBLOODED</u>
<u>SHAPER</u> from <u>BAATAN</u>.

<u>UNERKILISS</u>: 1. For. Boreal forest in the c east of <u>ALAM BETHYL</u>, stretching north from the border with <u>MASSALAR</u>, all the way to lake <u>GRETHEL</u>. It is known for its alder, willow, poplar and birch trees, and its terminus at the 70th parallel marks the beginning of scattered permafrost in Alam Bethyl.

2. Geo. Pol. One of the eight political territories of $\underline{ALAM BETHYL}$, named after the eponymous forest^(1,).

<u>UNGARO</u>: Set. Small city in the c of the tribe of <u>ILLPHAGOS</u> in the west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. It is a thriving city with a growing metalworking industry (Pop. c. 16,000).

UNGORORO: For. Dense jungle in the c north of SERROK, known for its dreaded life-stealing fungus that has led many beings – mortals included – to their grisly deaths. The fungus has not been widely studied by the scholars of the empire, and little is known of it outside of Serrok, and few there are willing to speak of it. The fungus somehow takes root in the minds of unfortunate victims, and controls them, guiding them to particularly damp areas, where they lie down and starve to death as the fungus overtakes their bodies. In some cases, the fungus begins to spread across the body before it has settled, which has led to some terrifying encounters in history.

Though the fungus is largely restricted to the Ungororo, it has been known to spread south, as far as the <u>PHOTHATAL</u> forest if the climate is favourable for long-enough.

UNICORN: see MONOCEROUS.

<u>UNIFICATION WARS, the:</u> *Pol. Mil. His.* Abstract period documented by the <u>ARCHPOTENTATE MALICHAR</u> in his only literary work, <u>EMPIRE</u>. The period directly follows the rise to power of the Archpotentate Malichar, from the union of the <u>SEVEN CITY-STATES</u>, of the <u>KORACHANI PENINSULA</u> in 1 RM to 212 RM, when <u>IO</u>, last of the proverbial <u>SEVEN TRIBES</u>, was captured (though this range of years is open to much debate and interpretation).

<u>UNION OF THE FIERY HAND</u>: *Mar. Phil. Rel. Mil. Org.* Ascetics with a long-storied history that has gone hand-in-hand in shaping the history of <u>ALAM BETHYL</u>. They originated in c. 2200 RM, predating the current regime by over 1,000-years.

They possess supranatural abilities that are the gifts of decades of studying, meditation, exercise and training, allowing them to perform physical feats that other mortals are incapable of, such as: melting snow or freezing water by changing their body temperature, levitating, seeing in the dark, miraculous feats of strength, astrally projecting, and others. These changes are brought about by the power of mediation and though they are not considered to be SHAPERS by those few who have studied them, they tap into the MATERIA OMNA through their meditation, which allows them to FOCUS and reach ATTUNEMENT without having an academic understanding of the intricacies of their actions.

They study in mountaintop monasteries, choosing isolated areas that experience extremes in temperature that dissuade common folk from disturbing them, though they are highly regarded and venerated as living saints across Alam Bethyl, and have attained notoriety in surrounding nations, including <u>CISNERIA</u>, <u>ALMAGEST</u>, <u>KOLCHIS</u>, and <u>DURCHAA</u>⁽¹⁾.

Monks of the Fiery Hand are recruited from nearby settlements at a very young age and spend close to twenty years training in isolation. Upon completing their training, they are assigned a settlement (not necessarily their birth home, to which any emotional connection is severed during their training), where they will spend their lives serving as advisors to the governors and spiritual leaders and judges to the people. In times of war or conflict they can call upon trainees from nearby monasteries as needed.

With the slow yet inevitable industrialisation of their homeland it is unknown what will become of the monks of the Fiery Hand, but they remain an important and intrinsic part of the culture of Alam Bethyl.

<u>UNITED ASSEMBLY</u>: Pol. Org. The government of <u>KARGAMA</u>, which gathers in the city of <u>KARGHEMIR</u>^(2.). It is made up of <u>WITNESSES</u>, lawmakers, elders and plutocrats from the various states of Kargama, who convene there to discuss matters of political, economic and religious importance to the nation as a whole. A chairperson known as the <u>JURISPRUDENT</u> is elected from the United Assembly every five years and acts as a ruler.

The United Assembly was introduced in 2703 RM amid the backdrop of the EHRENISIAN CRUSADES to serve as a war council, but over time developed into a government to aid the monarchy during wartime. Many of the more militaristic monarchs delegated the day-to-day running of the kingdom to the Assembly, and by the time that a peace treaty was signed in 2809 RM it had become largely autonomous. The monarchy had been

placed under increasing pressure by the populace and finally ended with the assassination of king <u>BRAS</u> days before the signing of the treaty, and was replaced by the United Assembly.

The governance of individual states and cities within Kargama is largely autonomous, with each state having its own rules and governments that act independently of the Assembly. However, the assembly does have the power to vote on laws that must be observed across all states.

<u>UNITED VORANDI COUNCIL</u>: Pol. Org. Dre. The present ruling government in <u>THE VORANDINE</u>. The Council appeared in c. 3840 RM as one of many small monastic orders obsessed with the interpretation of the <u>DREAMS</u> and visions that had, over time become attributed to the <u>GOD WHO SPEAKS</u>. Unlike most other orders, the Vorandi Council was intent on enforcing the <u>GODS' LAWS</u> – a set of laws based on the interpretations of the dreams and visions attributed to the <u>GOD WHO SPEAKS</u>.

The council took control of the Vorandine in 3996 RM following the forceful dissolution of the previous coalition council and the annexation of twelve of its fifteen states. It is opposed by most Vorandi people though its policing force manages to maintain control of the populace as it erases much off the regions' recent history.

<u>UNIVERSITY</u>, the: *Pol.* Governing body of <u>KAZZAR</u> since 3562 RM, when the <u>GODSLAYERS</u>, who had been in Kazzar since 3148 RM, assumed control of the republic through their increased influence.

Today, the University is ruled by seven elected <u>JUDGES</u>, who form a council of leadership, while each rules individually over a specific territory of Kazzar. Beneath the Judges are various <u>JURATS</u>, who serve as municipal officers who are granted land and titles upon their election. Collectively, the members of the University are elected by members of the Godslayers and citizens of Kazzar, in elections that take place every seven years.

UNMOVING HAND, ORDER OF THE: Org. KARKADANNI monastery in the far south of <u>AETHIOS</u>, in the northern foothills of the <u>SHOAR</u> roughlands, where they train in the titled martial art that minimises movement and whose practitioners claim it can be fought blindfolded.

UNNYARHIAL: see <u>CITY-ENGINE OF UNNYARHIAL</u>.

<u>UNOT AGHAR</u>: Set. City in the c south of the <u>MULL CITY-STATES</u>, along the course of the river <u>SKALL</u>. It forms part of <u>THE WAY</u> trade-route and offers lodging to the merchants that pass through it (Pop. c. 20,000).

UNSAT: Geo. Major city in the c of ZOHAK (Pop. c. 92,000).

<u>UNSEEN DRUMS</u>, the: Soc. In the constant twilight of the <u>PRISON</u>

<u>CARCERI</u>, there exists no measure of time, save the birth and death of generations and the beating of unseen drums that beat every 21 hours, reverberating distantly across the entirety of Carceri. None know the source of the beating, but most think it is one of <u>VORROPOHAIAH'S</u> great feats of engineering, which are thought to emanate from a dee manufactory-cavern in <u>ELYDEN'S</u> core.

<u>UNLET</u>: Sec. Coastal city in the south of <u>KEPHUAAN</u>, overlooking the <u>BAY</u> <u>OF COMMARA</u>^(L) (Pop. c. 43,000).

UNSEEING BLADE, the: Rel. Org. A pariah cult that began its slow rise to prominence in in NÁRTHEL in c. 3400 RM. Its founding members were drawn from disillusioned citizens expatriated from the north eastern DIOCESES of the CHURCH OF THE UNDYING MACHINE in Nárthel during the REFORMATION DECREE of the same period. See Vol IV: Religions and Cults.

UNSUNG AND UNMOURNED. His. Vol. A notorious social novel written by an unknown person and distributed across KORACHANI cities in 3977 RM that goes into detail about the hardships of the daily life of HELOTS and SLAVES. The book was read by many FREEMEN and PATRICIANS and it caused an uproar in their social circles, with many of them having previously been willingly oblivious or indifferent to the plight of the lower classes. Thousands of copies of the book were seized and burnt by the ARÂTHUAHI ORDER OF THE SANCTIFIED INQUISITION over the next years, and printers that were suspected of having published it were likewise destroyed. Despite any ripples its story may have initially caused, the social movement its publishing wanted never materialised.

It is thought that the empire suppressed the book out of fear of widespread knowledge of the life that helots lead being publicised.

<u>UNTAMED LANDS</u>, the: Geo. Common name given to the heartland of <u>MALAN</u> by outsiders, particularly around the <u>INNER SEA REGION</u>. The name conforms to stereotypes surrounding the culture and geography of Malan, with most people incorrectly believing that Malan is a land of untamed wildernesses and little civilization.

<u>UNTANA</u>: Geo. Plateau in the west of the <u>SOLEYN TERRITORIES</u>, to the west of the <u>MUHUPUR</u> Mountain. It is home to varied flora and fauna, and is a relatively populous region, with the city of <u>KALPI</u> being its largest city.

<u>UNTOUCHABLES</u>: 1. Rel. Org. A caste of <u>CENOBITES</u> within the <u>THREE CHURCHES OF THE UNDYING MACHINE</u> who are able to withstand the worst physical effects of <u>ATRAMENTAL CORRUPTION</u>, similar to the <u>INCORRUPTIBLES</u>. They are not born into the caste and only become part of it after evidence is found of their resilience to the <u>ATRAMENTA</u>, usually following a pilgrimage along the <u>SHADOW MARCH</u>.

2. Org. Rnk. A caste of priests in $\underline{\text{CUTH}}$ devoted to the teachings of $\underline{\text{NERGAAL}}$. They have been spared his diseases, and by virtue of that are the strongest of his children, granted the right to speak as $\underline{\text{WORD}}$ $\underline{\text{BEARERS}}$ onto others as disciples of the sun.

<u>UNTRA</u>: Set. Settlement in the south east of <u>JURRAS</u>⁽²⁾, just north of the eastern-most part of the <u>INNORADOS</u> Mountains (Pop. c. 7,000).

<u>UNTRIEL</u>: Set. Settlement in the c of <u>JURRAS</u>⁽²⁾. It originally appeared in c. 3320 RM after an <u>ATRAMENTALLY-ACTIVE</u> region once located there diminished, opening up the region to habitation. In its early days the region outside the city was mined for Atramental rocks by opportunistic individuals though the industry slowly waned as the Atramental region disappeared completely by c. 3640 RM (Pop. c. 9,000).

<u>UNTRO</u>: Mil. Str. Major fortress in the south east of the <u>KORACHANI</u> colony of <u>TAVVADRA</u>, and home to most of the region's ground troops.

<u>UNTUAL</u>: 1. *Geo.* Island 40-miles off the southern coast of <u>THUMAL</u>.

2. *Set.* Fishing settlement on the eponymous island in <u>THUMAL</u> (Pop. c. 12,500).

<u>UORO</u>: Sup. Fau. Undead <u>SPIRIT</u> that hunts in <u>ATRAMENTAL</u> lands. Upon death, the spirits of <u>MORTALS</u> who die in such lands appear to become tethered to the land, likely through an Atramental link between the spirit and land. The link is often literal, with tendrils of <u>SHADOWSTUFF</u> emerging from the land binding the incorporeal body of the spirit.

<u>EXORCISMS</u> and certain <u>PENUMBRAL</u> acts of shaping can exorcise the spirit from the area.

<u>UOTA</u>: Set. Settlement in the east of the tribe of <u>DRAKAINA</u>, in the east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 4,000).

<u>UPHEAVAL OF LETHEA</u>, the: His. Great tsunami recorded in the <u>SEA OF LETHEA</u> in 1303 RM that devastated many coastal areas, particularly in its north and east. Originating from a tremendous earthquake that levelled the north of <u>UHBATAQ</u>, it travelled north across the Sea of Lethea, growing faster and higher as it went, drawing coastal waters towards it, giving the impression of a rapid lowering of the tides. It struck against <u>BANT</u>, <u>KULIGALA</u>, <u>NOAVATUR</u>, <u>PNESSA</u>, <u>CHEIRA</u>, <u>PORPHYR</u>, <u>ANANTHUL</u>, <u>SABAISA</u>, and, most notably, the <u>FLAMING SEA</u>, where the natural bottleneck caused the waves to grow to immense size, utterly destroying coastal settlements in Bant, and reaching inland as much as 20 – 30 miles

Aside from the physical damage, the Upheaval also resulted in many water sources such as wells becoming tainted by the amnesiac-inducing properties of the Lethea, which resulted in much confusion and prolonged problems in affected nations.

The Upheaval is notable for ending a large naval battle off the coast of Noavatur, ultimately helping in decide the region's independence from the <u>KORACHANI EMPIRE</u> the next year.

<u>UPINIS</u>: *Rvr.* River in the east of <u>KHULL</u> flowing north from the <u>IMRARKHAL</u> plateau for over 740-miles, before emptying at the MAZARINE SEA.

<u>UPOCZH</u>: Scr. Small settlement in the south east of <u>OKKHAM</u>, along the isthmus that connects the peninsula of Okkham to the headland of <u>KHURTAE</u>. It is part of the <u>SASACZHOT</u> canal and controls one of the lochs along its course (Pop. c. 1,000).

UPPER ALMAGEST: see ALMAGEST, UPPER.

<u>UQIR</u>: Set. Small coastal city in the c south west of <u>VENTHIR</u>, overlooking the south of the <u>BAY OF SHAIB</u>. It is an industrial centre (Pop. c. 5,400).

<u>UR SITH</u>: 1. Set. City in the south of <u>IO</u>, situated close to the river <u>SIA</u> (ancient records suggest that the city may once have been located on its banks, with the rivers' course having changed over the past 4-millenia).

The city is built atop the ruins of a far older settlement, believed to be a THIRD AGE mortuary complex that is linked somehow to the imposing half-buried monolithic ruin that new exists in the city's heart. The first modern record of the city is in the history of pre-KORACHANI Io, when in -111 RM the EXARCHS OF MIRADOR raised a number of Ionic GOLEMS^(2.) in a hollow-temple of THE VOID. Their actions earned them great prestige and they rapidly grew to control the settlement, which attracted people from all around the region, even as far West as BA'AKH. As their influence increased, so too did that of the city, which after a series of short wars had wrested control of the SALOROCAN PENINSULA from BAESHA, uniting the region under its rule by c. -30 RM.

The appearance of a large imperial delegation in <u>EXARCHS</u>'s subsequent betrayal of Io to Korachan led to much conflict in the region, with dissent growing in many cities. Ur Sith had remained loyal to the Exarchs over the centuries and was one of the most stable cities during this time, though the warrior <u>ASIMEL</u> gained a large following of those who opposed the imperial presence there and in 212 RM marched against Ethra. The demagogue was killed during the failed siege of the city, with Ur Sith distancing itself from his actions.

The arrival of Korachan in Io brought with it renewed trade and industry. The appearance of iron mines in the <u>GHOLA</u> Mountain benefitted Ur Sith greatly, and by c. 400 RM it had grown into a large conurbation of around 5 separate settlements which were slowly growing, their peripheries becoming imperceptible by c. 1000 RM, the ancient structure at their heart becoming a focal point. The city continued to grow throughout the history of Io until by c. 2900 RM it had become its largest city, boasting a population of over 200,000 bodies. Though the death of the region and the empire's waning industries in the area led to a rapid decline, with much of the city becoming deserted by c. 3000 RM.

Following Korachan's handing over of Io to <u>SARASTRO'S</u> ruler <u>SATHEP THE RISEN</u> in 3103 RM, the region became neglected and was largely allowed to rot. Ur Sith was no exception, though it retained a degree of independence and even managed to stabilise over the ensuing centuries (Pop. c. 50,000).

2. *Int. Rui.* Strange ancient structure located in the centre of the present-day city-conurbation of Ur Sith. The structure takes the form of a circular column, its top destroyed, half-buried in the earth of the region. It is believed to date back to at least the THIRD AGE and is possibly older, its construction attributed to one of the Two-and-Twenty MORTAL RACES, possibly SERAPIS or LACER.

<u>UR TION</u>: Set. Small city in the c of <u>IO</u>, known to be a major producer of wine, which is exported across the <u>SARASTROAN EMPIRE</u>, finding its way on tables in the capital (Pop. c. 20,000).

UR-TONGUE, the: Myt. His. Lan. The original innate language with which the MORTAL PEOPLES races were created. It is mentioned in the 'MYTHOLOGIA ELYDEN' and is now thought to be the common root from which all later languages emerged. It was simple and of little nuance, but gave early mortals the tools needed to communicate with each other without the aid of the DEMIURGES.

Desperate to reconnect with <u>THE SHAPER</u> after being banished to the <u>MORTAL PLANE</u>, the <u>DEMIURGES</u>' devised a plan to construct a device, known as the <u>BRIDGE OF ETERNITIES</u>, through which they hoped to regain their powers and re-establish their connection with their father.

The Shaper punished them for their continued hubris, and their children, the Mortal peoples, it stripped of their understanding of each other's words in an act known as the <u>SUNDERING OF TONGUES</u> that saw the Ur-tongue splintered into 22 different languages, one for each race, so that the mortals could never again understand each other. See Vol IV: the Mythologia Elyden.

<u>URACHIS</u>: *Geo.* The south eastern reaches of the <u>SHANA</u> Mountains^(1,1) in <u>VENTHIR</u>, renowned in the region for the gigantic fossilised spine that lays like crenelated walls on its highest peaks.

- <u>URADA</u>: Sea. Sea in the <u>KORACHANI</u> colony of <u>AMONDOR</u>, south of the <u>TOLIASOR</u> Mountains. Its waters are relatively deep and are bordered to the west and east by cliffs.
- URAGAN: Set. Small city in the east of CUTH (Pop. c. 14,000).
- <u>URAH</u>: Set. Coastal settlement in the north east of <u>VENTHIR</u>. Its main industry is fishing (Pop. c. 4,000).
- <u>URAHASH</u>: Geo. Expansive massif in the south west of <u>RAONGEN</u>⁽²⁾, serving as a border between the nation and the north of <u>AYAD</u> and <u>OTINTH</u>, in the far west of <u>WESTERN LLACHATUL</u>. It is around 280,000 square-miles in area, and is very rugged and sparsely populated.
- <u>URAKABARAMEEL</u>: m. Myt. His. Per. In the mythology and ancient history of <u>ELYDEN</u>, eighth of the Two-and-Twenty <u>DEMIURGES</u>, whose children were the <u>GIGANRI</u>.
 - His known \underline{SCIONS} are: $\underline{SAMAEL}^{(2)}$ and $\underline{AGNAES}.$ See Vol IV: the Two-and-Twenty Demiurges.
- <u>URAKABARAMEEL'S TOMB</u>: Rel. Str. Beauteous open-air temple in <u>GNOTH</u> where the preserved body of the <u>GIGANRI'S</u> tribal patriarch, the <u>DEMIURGE URAKABARAMEEL</u> is kept in state through powerful <u>FIR</u>. The place is a temple, library and observatory, but above all a monument to the Gnothi way of life and its philosophies. It is a destination to many pilgrims, travelling from the city of PLEROMA.
 - It is perhaps due to the Demiurge's asceticism that the region surrounding his tomb is relatively free of oneiric pollution. Some scholars have used this to dispute the claim that he is indeed buried there.
- <u>URARAKA</u>: Set. City in the north east of <u>HABOT</u> along the course of the river <u>VAIAUANTI</u>, in the <u>VAIAMMESHI</u> Valley (Pop. c. 42,000).
- <u>URAKESH</u>: Set. Small city in the region of <u>USSAMAR</u> in the north of <u>THE SURRACH</u>. Its main industry is logging hardwoods (Pop. c. 13,400).
- $\underline{\text{URAL}}$: Rel. Dei. Major deity in the continent of $\underline{\text{BROR}}^{(1)}$. See Vol IV: Deities and Pantheons.
- <u>URAMMAGH</u>: Set. Major city in the c west of <u>METHUMN</u>, within the fertile Sapparanti river basin. It is a major agricultural centre (Pop. c. 65,000).
- <u>URAMMALET</u>: Set. Major coastal settlement in the north west of <u>TAAN</u>
 <u>AN</u>. It is the nations' main port and sees much trade and traffic pass through its harbours, and it is the terminus of the great <u>AQUEDUCT OF</u>
 <u>CREPHITHISS</u>
 - It is the terminus of the <u>ZENEGE RES UMBRA PIPELINE</u>, and refined umbra is shipped to other nations on specialised transport ships that berth in its great shipping harbour (Pop. c. 470,000).
- <u>URAN</u>: Sea. Sea, forming the northern part of the <u>DARK SEA</u>, bordered by the nation of <u>TAMAR</u>, the <u>HARÉSHK</u>, <u>SAUA</u>, <u>MALAN</u>, and <u>KHAMID</u>. It is one of the purest bodies of water close to <u>THE INNER SEA</u> and is renowned for its bountiful harvests and crystal waters and inlets.
- <u>URANATEK</u>: Set. Large city in the c of <u>PORPHYR</u>. It is a major industrial centre, and a producer of technarcane machinery (Pop. c. 120,000).
- <u>URARA</u>: Set. Fortified settlement in the far north of <u>AMMESH</u>, close to the river <u>TAMANTI</u>. The settlement maintains links with the independent city of <u>RAMINA</u> (Pop. c. 5,800).
- <u>URARAGA</u>: Set. City in the south east of <u>AMMESH</u>, along the course of the river <u>KUKHOR</u> (Pop. c. 38,000).
- <u>URARAGHI</u>: Geo. Mountain range in the c of the nation of <u>AMMESH</u>, in the <u>AMMASHI</u>^(1,1) peninsula. It forms the spine of Ammesh and runs across over half the nation, limiting access across it to the south west of Ammesh. There is one major pass across the Uraraghi Mountains, roughly along their mid-span, which is controlled by the city of SATAMMA.
- <u>URARAK</u>: *Mil. Str.* Fort in the south east of <u>TAAN AN</u>, guarding a natural pass between the <u>SETHIGH</u> Mountains in the west and the <u>OMRBAS</u> plateau in the east. it guards a pipeline that exports umbra south east into <u>HABOT</u> and is guarded by <u>SHABRAZIG</u>.
- <u>URAS</u>: Ind. Set. Iron mining settlement in c <u>VENTHIR</u>, south of the division between the <u>SHANA</u> Mountains^(1.) and highlands (Pop. c. 8,000).
- <u>URAT</u>: Mil. Str. Major fortress in the south west of the <u>SARASTROAN</u> colony of <u>IPSISSIMA</u>⁽¹⁾.

- <u>URATAR</u>: *Geo.* Island off the western-coast of <u>TARTAK</u>. Until c. 1800 RM the island was submerged beneath the <u>SEA OF UGOLOTH</u>.
- <u>URAXAK</u>: Set. Settlement in the west of <u>TARTAK</u>. Its main industry is the cultivation of cotton (Pop. c. 4,800).
- URAYA: 1. Geo. Mountain-range in the c west of PARAIYA.
 - 2. Set. Settlement in the c of <u>PARAIYA</u> giving its name to the above mountain-range (Pop. c. 10,000).
- <u>URBEM</u>: Set. <u>HUMAN</u> city in the middle of the <u>UTANAR</u> Wastes in the c-south east of <u>HOGGOTHA ISZ</u> in the south of <u>SAMMAEA</u>. The city is large and mostly subterranean, like a tuber, carved out of a great natural granite monolith that lies within the softer sandstone of the region though mines and tributaries of the main city extend beyond the harder granite into the sandstone. Less than a quarter of the city is located above ground, and the majority of that is heavily guarded and protected by thick concrete walls against <u>SERAPI</u> incursion (Pop. c. 180,000).
- <u>URCAR</u>: 1. Set. City in the <u>URGRORD</u> region of c north western <u>SABIA</u>. It was originally a <u>KORACHANI</u> colony, and one of the larger imperial colonies in the area, established in 2803 RM.
- When Korachan left the area in 3237 RM, the city lay in ruins for almost 300 years until Sabians, their drive for meteoric iron increasing, repopulated the area and returned to its open-cast mines (Pop. c. 26,400).

 2. *Ind.* Open-cast meteore iron mine near the eponymous city^(1.) in <u>SABIA</u>.
- URCHAN: Set. Settlement in the west of KORACHAN, along the course of the river TURGLI and 12-miles north of the manufactory-city of LUGDCHAN. The settlement appeared in c. 2920 RM when scavs settled down on the banks of the river Turgli after discovering a wealth of recyclable materials. Today its people sift through the polluted waters of the river sifting for rubbish and chemicals that can be recycled. As a result, they are quite sickly and shunned by others, and have little contact with the rest of the nation (Pop. c. 4,000).
- <u>URDAH</u>: *Sct.* Major city in the north of the <u>JAHADAT STATES</u>, in the east of <u>SAMMAEA</u>, and capital of one of the twelve States (Pop. c. 78,750).
- $\underline{\text{URDON}}$: Set. Settlement on the west of the island of $\underline{\text{BOHMIUS}}^{(1.)}$ in the c of the $\underline{\text{MAIDEN ISLES}}$ (Pop. c. 7,200).
- <u>URDU</u>: 1. *Geo.* Pass across the <u>ASOGHAQUA</u> Mountains, linking the east of <u>OPHAR</u> with the far south west of the <u>TARAHID ANNEXES</u>.
- 2. Set. Small fortified city in the east of <u>OPHAR</u>, situated in the foothills of the <u>ASOGHAQUA</u> Mountains. It guards the eponymous mountain pass⁽¹⁾ (Pop. c. 12,000).
- <u>UREMMESH</u>: Set. Major city in the south east of <u>HABOT</u>. It lies along the route of the <u>NACRE ROAD</u>, and is known for its many storage yards and markets (Pop. c. 6,800).
- <u>URGALA</u>: 1. *Geo.* Extensive cave-system in the c-south east of <u>AQUARIIA</u>, known for its vast subterranean river.
 - 2. Geo. Ancient cavern-temple in the c-south east of <u>AQUARIIA</u>, in the eponymous cave-system. The temple is largely ruined, its hewn statues and walls covered in moss.
- <u>URGORI</u>: Set. Major city in the north west of <u>CHEIRA</u>, and capital city of the third prefecture of Cheira (120,000).
- <u>URGRORD</u>: Geo. Valley in the c north west of <u>SABIA</u>, between the <u>NATTRANEM</u> and <u>ECHANEM</u> Mountains, forming a pass between the two. It is also the southern-most area of <u>THE WASTELAND</u> region, where iron deposits are the densest and most easily reached. Part of the region was under <u>KORACHANI</u> control until 3237 RM.
- <u>URHAGNATT</u>: also 'the Empty City'. Rui. Ancient ruins in the c of THE SURRACH, in the ATRAMENTALLY TAINTED land of KOBIAN in the south west of the SURRACHI PLAINS. The ruin dates back to the FOURTH AGE and was once a major city, boasting a population of millions during its peak. Little is known of its fate, though it is thought to have fallen during the WAR OF SCOURGING, but other accounts imply that the ATRAMENTAL WASTES of Kobian appeared as a result of the meddling of SHAPERS who delved too deeply into forbidden knowledge. The fortress of VACATUR, just 75-miles from the ruin of Urhagnatt and 25-miles from

the border of Kobian, exists purely to penetrate the Atramental wastes in an attempt to open up the ruin to exploration.

<u>URIACHIS</u>: *Geo.* Mountain in the c west of <u>VENTHIR</u>, forming part of a chain with the SHANA Mountains⁽¹⁾. It acts as a border with TARATI⁽¹⁾.

URIAH: also 'the Flame of Rachanael'. Sup. Soc. Supranatural gift that is bestowed by the <u>ARCHPOTENTATE MALICHAR</u> to champions and heroes of the <u>KORACHANI EMPIRE</u>. The gift takes the form of the ability to manifest <u>ATRAMENTAL</u> flames, in a way that makes the bearer of the gift appear like a <u>SHAPER</u> (though their eyes do not turn black when manifesting the flames). The flames are cold to the touch and can cause severe damage the flesh of those touched (though the bearer is unaffected by them), with Firmamentists touched being more severely-affected.

The Uriah was first bestowed upon Malichar by the <u>UNDYING MACHINE</u> himself in <u>KHARKHARADONTIS</u> during Malichar's <u>ITINERARY</u> there, and bearers of the Flame of Rachanael are also thought to have the innate ability to bestow the gift onto others, though there are so few documented instances of this, that it is not thought to be a universal trait of those who have been bestowed with the gift.

Throughout the history of the empire, there have been a few dozen documented recipients of the Uriah, and all considered champions of the empire – individuals whose actions have furthered the cause of Korachan, and/or the Church of the Undying Machine.

<u>URIANA</u>: Set. city in the c south west of <u>KARGAMA</u>. It is famed for its <u>KARGAMAN IDOL</u>, which is amongst the largest and most well-preserved in all of Kargama (Pop. c. 67,000).

<u>URIANT</u>: Pol. Set. Major coastal city and capital of the kingdom of <u>KRISOBAL</u> in the north west of <u>ELALLIA</u> (Pop. c. 287,200).

<u>URINIT</u>: Set. City in the north of the region of <u>IBLIS</u>, in the c west of <u>LYRIDIA</u>. In antiquity the city was a collection of cliffside dwellings, and though they remain, they are no longer used, and now serve as tombs of the dead (Pop. c. 20,000).

<u>URKASH</u>: Set. Small coastal city in the north east of <u>VENTHIR</u> (Pop. c. 12,000).

<u>UROHOT</u>: Org. Str. Headquarters and fortress belonging to the <u>KNIGHTS</u> OF THE MARCH, along the <u>MARTYRS' ROAD</u> in <u>KHARKHARADONTIS</u>. The fortress is surrounded by <u>SIPHON ENGINES</u> and also maintains a famed hospital where ailments of the <u>ATRAMENTA</u> are treated.

<u>UROSA</u>: Sea. Bay in the east of the <u>HENDECARCHY</u> of <u>HATON</u>, in the north of <u>MALAN</u>, forming an extension of the <u>GULF OF ELRI</u>.

<u>UROTHA</u>: Set. Coastal city in the north of <u>DURCHAA</u>⁽¹⁾. Its primary role is the collection and refining of <u>UMBRA SIPHONED</u> offshore, in the region of <u>OGGUTEI</u> 130-miles to the north, before distribution across the major cities and manufactories across Durchaa. It is also known for its major harbours, from which vat-grown beasts are shipped off to foreign nations (Pop. c. 50,000).

<u>UROTHOM</u>: Mil. Str. Fortress on the island of <u>URATAR</u> off the western-coast of TARTAK.

<u>URRA</u>: *Rui*. Ruined city in the east of <u>JURRAS</u>⁽²⁾, in the region of <u>HURA</u>. The settlement is thought to date back to c. -1000 RM.

<u>URRABANA</u>: Rvr. Major river in <u>PHYRR</u>, flowing west and south for 520-miles from sources in the <u>MAR SAHIGH</u> Mountains and the <u>ESHTARES</u> badlands, before meeting the coast at the <u>BAY OF PELLARIG</u>^(1.). The river is known to flood following heavy rainfall close to the city of <u>EKALLA</u>, and the only safe crossing lies along the <u>AKKAR</u> bridge which was constructed specifically to be immune to flooding.

The river is highly polluted from the many manufactories and heavy industries that lie along its banks in the <u>SLIMA</u> region, though people still drink from and wash their clothes in its waters.

<u>URRACH</u>: 1. Plr. 'urrachin', also 'tomb-dome'. Rel. Str. Ecclesiastic edifices erected within the monolithic administrative structures of the <u>KORACHANI EMPIRE</u>, similar to the <u>THOLUSIN</u>. Their purpose was to mark the life of dead administrators or high-ranking <u>AMANUENSIS</u>, and are also the tombs of such figures.

2. Set. Settlement in the far north west of <u>SEDISIA</u>. It was the northernmost settlement of the <u>KORACHANI</u> colony of <u>OHDURTAR</u> and was resettled by Sedisia following the empire's retreat from the region in 2671 RM (Pop. c. 4,700).

<u>URRAMIS</u>: Set. Small city in the east of the <u>PARTHISAN</u> colony of <u>IBANNEM</u>^(1.). Its main industry is the mining of <u>LODESTONE</u> (Pop. c. 6,300).

<u>URRAPON</u>: Set. Settlement in the c west of <u>AMMESH</u>. It is an agricultural centre and is known for its cultivation of beans and legumes, most of which are sold across lake <u>RALIA</u> to the harbour markets of <u>ORATARA</u> (Pop. c. 6,400).

<u>URRAS</u>: Rui. Abandoned city in the north of <u>SKAROS</u>, to the north east of the <u>SKAROSIAN PLAINS</u>. It was besieged by Korachani forces during the <u>WAR OF THE ARTIFEXES</u> and obliterated in early 3014 RM, and was never resettled due its proximity to expansive minefields in the far north of the Skarosian Plains.

<u>URRCHAN</u>: Ind. Set. Mining area in the north east of <u>ALMAGEST</u>, just south of the <u>MARMARA</u> massif. The area is comprised of various small mining settlements that operate together under a single government, producing granite and quartz (Pop. c. 3,800).

<u>URRED</u>: Mil. Str. Fortress in the far north of <u>ROMOREA</u>^(2.), in the southern face of the <u>STRAMINEA</u> Mountains, guarding one of two sources of the <u>BARAQ AQUEDUCT</u>, which provides water to the capital, <u>IONOL</u>, over 54-miles away.

<u>URRIJAIT</u>: Set. Fortified city in the east of <u>METHUMN</u>, in the south of <u>UKHORR</u> Mountains. Despite its isolation, it maintains strong trade ties with <u>UKAMA</u> to the west, exchanging stonework goods and rare desert produce for food (Pop. c. 30,000).

<u>URSHAT</u>: 1. Geo. Pass crossing the western reaches of the <u>HELIOPARNASSUS</u> Mountains in the south of <u>LYRIDIA</u>, connecting the city of EDANATH and the gold-mines of NERIK.

2. Set. Settlement in the south west of <u>LYRIDIA</u>, controlling the above pass, and forming a part of the <u>RED ROUTE</u>, where it offers lodging to merchants travelling the road (Pop. c. 6,200).

<u>URSIRIEL</u>: Mys. Rel. Phil. One of the <u>SEVENTY-SEVEN NAMES OF THE UNDYING MACHINE</u>.

<u>URSUL</u>: Sup. Tec. Str. SIPHON ENGINES in <u>VAALK</u>, in a region called <u>HAVAK</u> known for its planar <u>LACUNAE</u>. The facility was built in c. 2150 RM after years of great effort and cost, its goal to siphon <u>UMBRA</u> and <u>ATRAMENTAL TAINT</u> from the lacuna and collect it for use in industry. The facility takes the form of many great cylindrical reservoirs, beneath and around which are the complex technarcane engines responsible for the collection and filtration of the umbra.

The complex was operational until 3340 RM when it was abandoned following decreased yields, though within two decades, increased Atramental activity in the area proved how important the siphon engines were, and the facility was reopened in 3362 RM.

<u>URSUN</u>: Pol. King and ruler of the nation of <u>KRYSA</u>. He was a benevolent leader and uniter of three peoples, bringing about the stronger nation of Krysa, which under his leadership and prolonged life prospered. He was obsessed with death and methods to cheat it, resulting in the city forging ties with <u>TECHNARCANELY</u>-advanced nations in his search for ways to cheat death.

He finally died after over 3-centuries of life, in 3002 RM. His body was interred in a great engine he had constructed while alive, in the FIRMAMENTAL WASTES of BELLEN, outside Krysa. Designed to stave off the effects of entropy, the engine allowed his body to remain in state as his followers dedicated themselves to finding a way to restore his spirit to the MATERIAL PLANE. In truth the act of stasis also worked on his spirit, which is now torn between two worlds, trying desperately to reach the OTHERWORLD while still tethered to his vessel and engine in the material. It has been over a millennium since his death, and were it not for the engine his people believe that he would have returned to ELYDEN as an OTHERWORLDER by now.

<u>URTAN</u>: *Pol. Set.* Capital city of the <u>URTAN LEAGUE</u> in the north of <u>SAMMAEA</u>, just south west of <u>IZABAL</u> (1.) (Pop. c. 454,000).

<u>URTAN LEAGUE</u>, the: Dem. 'Urtani'. Ntn. Small state to the south west of <u>IZABAL</u>(1.) in the north of <u>SAMMAEA</u>, to the north of <u>THE SURRACH</u>. It is comprised of seven city-states, known as prefectures, which are allied together in the eponymous league, which is ruled from the city of <u>URTAN</u>

- by ambassadors from each Prefecture who vote to pass legislatures. See Vol III: the Nations of Elyden.
- <u>URU</u>: (6,207-ft.) Geo. Carved peak in the south east of <u>AZAZEM</u>, east of the <u>SEA OF BATHOS</u>^(1.) depicting a stylised humanoid face. It is thought to be a relic of the <u>FOURTH AGE</u>, its features now weathered.
- <u>URUAH</u>: Mil. Str. Major fortress in the c north of <u>BASSORAH</u>⁽²⁾, home to many of the region's armies.
- <u>URUEN</u>: Seet. Small city in the c of the <u>TARAHID ANNEXES</u> (Pop. c. 12,000).
- URULA: Set. Small city in the c south west of AZAZEM (Pop. c. 12,500).
- <u>URUM</u>: Rui. City in the north east of <u>ANUBIA</u>. It was once a major producer of raw <u>UMBRA</u>, using <u>SIPHON ENGINES</u> to extract umbra from the <u>ATRAMENTALLY TAINTED</u> region of <u>BULLATA</u>. The city was destroyed in 2821 RM following a technical malfunction in one of its siphon engines that left the region in shambles. The death of its industry allowed Bullata to continue growing in size, where it has come to dominate the north east of Anubia.
- <u>URUMI</u>: Wea. Sword with a flexible, whip-like blade, known to be extremely difficult to master. It was used in <u>EASTERN LLACHATUL</u>, particularly in <u>TETHYSIA</u>, where it remains an important cultural weapon that is still used in ritual combat and exhibition matches. The city of IZOTHIA is a famed manufacturer of urumis.
- URUATI: Set. Major city in the c south west of HANNAH. It is renowned for its panned design, which takes the form of a semi-circle, with dozens of concentric wide bow-shaped roads, and 144 roads, shaped like spokes, leading to the middle, where a gigantic amphitheatre is found, hewn into the bedrock. It is a major place or veneration in the local religion (Pop. c. 280,000).
- <u>URUSUR</u>: Set. Small city in the c north east of <u>TAHALL</u>. Its main industry is logging (Pop. c. 20,000).
- <u>URYATRA</u>: Set. Small city in the south of <u>THE VORANDINE</u>. Its main industry is the mining and drying of <u>ALVELITE</u>, which is transported west to the city of <u>NYCARAT</u> for further refining (Pop. c. 7,000).
- <u>URYDIA</u>: Set. Coastal city in the south of <u>YSACYITHAIA</u>. It has a large quay and a busy port (Pop. c. 78,400).
- <u>US'HUT</u>: Geo. Mountains in the c east of <u>SABAISA</u>, dividing the nation in half
- <u>USA</u>: Set. Coastal settlement in the region of <u>CHYPRE</u> in the west of <u>THE SURRACH</u>. It is known for its orange groves and water-side palaces that are owned by nobility from across the Surrach (Pop. c. 8,000).
- <u>USAAN</u>: Set. Settlement in the east of the tribe of <u>INDAAR</u>, in the east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 8,000).
- <u>USAAR</u>: Geo. Island in the <u>KORACHANI</u> colony of <u>MELHUMBRA</u>, off the coast of north western <u>SAMMAEA</u>.
- <u>USACHAN</u>: Set. Major city on the island of <u>USASAAR</u>, in the <u>KORACHANI</u> colony of <u>TAVVADRA</u>, off the north western coast of <u>SAMMAEA</u>. Its main industries are the mining of phosphates and zircon and it has a large slave population, mostly taken from the <u>WESTERN SAMMAEAN</u> coast (Pop. c. 80,000).
- <u>USAFAR</u>: Set. Settlement in the far south west of <u>ABATTUR</u> (Pop. c. 7.000).
- <u>USAPRA</u>: Set. City in the c east of <u>CHEIRA</u>. Its main industry is silver mining (Pop. unknown).
- <u>USAR</u>: 1. *Pol. Soc.* Tribe in the north west of <u>MULCIBER</u>, in the <u>GROWING</u>
 <u>MOUNTAINS</u>, in the north east of <u>SAMMAEA</u>. It is a major producer of rock salt and aluminium and forms a part of the <u>SALT ROAD</u>.
 - 2. Pol. Set. Ruling city in the tribe of $\underline{\text{USAR}}^{(1)}$, in the west of $\underline{\text{MULCIBER}}$, in the western-face of the $\underline{\text{GROWING MOUNTAINS}}$. The city is a trade hub, and is one of the more metropolitan Mulcibian tribes, commonly trading west with $\underline{\text{AETHIOS}}$. It is one of few native Mulcibian cities to manufacture its own weapons (Pop. c. 60,000).
- <u>USASAAR</u>: lit. 'green island. Geo. Island 60-miles off the western-coast of the <u>KORACHANI</u> colony of <u>TAVVADRA</u>. The island was once verdant though has been stripped bare by the industries of the empire, and is now a rocky dusty place covered in open cast zircon and phosphate mines.

- <u>USEAS</u>: *Pol. Set.* City and capital of the nation of <u>TISARA</u>, situated at the mouth of the river <u>TAIHA</u>, south of the <u>GULF OF USEA</u> at the base of the <u>ETHIAN</u> peninsula (Pop. c. 204,000).
- <u>USEAN GULF</u>: Sca. Narrow gulf, some 125-miles long dividing the <u>TISARAN</u> mainland from the <u>ETHIAN</u> peninsula.
- <u>USEBERCHAA</u>: Set. City in the east of <u>DURCHAA</u>⁽¹⁾, known for its trapping and hunting industries. It is a major supplier of pelts and furs, which are sold south as luxury items (Pop. c. 28,000).
- <u>USH</u>: *Rui*. Ruined city, its buildings half-buried in the sands of the deserts of <u>ARUTESH</u>, in the c of the nation of <u>BROR</u>^(2.).
- <u>USHAKHA</u>: Set. Small city in the east of <u>AHKA</u>, along the course of the river <u>UTEAND</u>. It is 6-miles from the coast with the <u>STRAIT OF SKAROS</u>, and situated atop a cliff 180-ft. above sea-level less than 2-miles from the coast (Pop. c. 17,000).
- <u>USHAKUN BATTERY</u>: *Mil. Str.* cannon battery on the island of <u>NERITA</u>, in the <u>GATE OF EREBETH</u>, guarding entrance to the harbours of <u>SUCHARIIT</u>. The battery is hewn into the rock of coastal cliffs, with tunnels linking them to fortresses above.
- <u>USHALTH</u>: Pol. Set. Capital of <u>SYNCHTHONITHA</u> (Pop. c. 2,430,000).
- <u>USHANAR MEGHRANIZ</u>: *Lan.* Language that emerged in the south east of <u>SAMMAEA</u> in c. 1000 RM in the latter days of the <u>FIFTH AGE</u> culture of <u>MEGHRANIZ BHOOKH</u>, prior to its unification into the nation of <u>ZHARIAH</u>^(1.). It is the basis of the modern <u>ZHARIAN</u> tongue. See Vol II: <u>Languages</u>.
- <u>USHAPH</u>: Set. Settlement on the island of <u>HAR QALAM</u>, in the <u>PRINCIPALITY OF SEPAHAUNAT</u>, 130-miles north east off the mainland (Pop. c. 6,000).
- <u>USHAR</u>: *Pol. Soc. Ind. Bus.* Possibly the most powerful and influential PATRICIAN HOUSES in the <u>KORACHANI EMPIRE</u> and the <u>INNER SEA REGION</u>, controlling industry, business and owning much land across the <u>INNER SEA</u> and beyond. So influential is House Ushar that it usually has multiple members withing the <u>LEAGUE OF PATRICIANS</u> and it holds the record for most members to have sat amongst <u>THE SEVEN</u> throughout the history of the Korachani empire. The house was claimed ownership of the <u>CODEX ARCANUM</u>, before it was lost in c. 3697 RM See Vol II: Patrician Houses.
- <u>USHBRARA</u>: *Geo.* Island in the north west of the <u>SHIBBOTHA ISLES</u> off the south western coast of <u>SAMMAEA</u>. It is part of territories contested between <u>FALLARAUR</u> and the <u>CORAL BARONIES</u>.
- <u>USHEN I</u>: (B. 981 D. 1033 RM) *Pol. His.* The first king of the <u>AMNICIAN DYNASTY</u> in <u>AHRISHEN</u>, who was able to bring order to the kingdom and lead Ahrishen out of its first inter-monarchic period.
- His death in 1033 RM saw his daughter, <u>ANUSHEN I</u> accede, beginning a matrilineal tradition that lased throughout the near six-century dominance of the Dynasty.
- <u>USHIRIN</u>: *Geo.* Island in the north west of the <u>MAIDEN ISLES</u>, off the south eastern coast of <u>MENISCEA</u>.
- <u>USHURMÁ</u>: Rvr. River in the south of <u>MALAN</u>, flowing south and west for 525-miles from sources in the <u>USIARA</u>, <u>USSIKA</u>, and <u>DAURAENT</u> Mountains through the <u>HENDECARCHIES</u> of <u>CHLORIS</u> and <u>ATALLUA</u> before meeting its parent, the river <u>BAELLI</u>.
- <u>USIARA</u>: Geo. Small mountain in the far south of <u>MALAN</u>, crossing the border between the <u>HENDECARCHIES</u> of <u>CHLORIS</u> and <u>ATALLUA</u>, and serving as a border between northern <u>TZALLRACH</u> and western <u>TETHYSIA</u>. The mountains are old and have worn features, and browngrey rocks, including fine granite that is quarried in the settlement of HEROPHO.
- The mountains are very old and are strewn with dark jagged boulders and shards that lie half buried in the compact soil. The region surrounding the mountains is largely barren, though some ruins from NAHORIA survive there, including the so-called PANTHEON OF NAHORIA, an ancient temple of the old empire.
- <u>USIAS</u>: (270-ft.) *Geo.* Particular region in <u>ANDILUTH</u>, known for the gigantic stone spine that stands erect from the ground there, reaching a height of 150-ft.
- <u>USIC</u>: Set. Small coastal city in the south west of <u>OKKHAM</u>, overlooking the <u>RASURE COAST</u>. Its main industry is the cultivation and purification

of the drug <u>LETH</u> from the <u>SEA OF LETHEA</u>. It maintains well-equipped patrols that scour the coast for 20-miles north and south, attacking anyone hoping to illegally replicate their industry (Pop. c. 13,500).

<u>USIONABBRY</u>: Set. City in the c of <u>RHEA</u>. It is known for its inns, used by people travelling between <u>AURADIA</u> and <u>DHERBA</u> (Pop. c. 40,000).

USISAR: Geo. Scrubland and plains in the north east of AZAZEM.

<u>USOLAHON</u>: 1. *Rel.* An angel in the religion of the <u>CHURCH OF THE UNDYING MACHINE</u>, often thought to be an unborn <u>OTHERWORLDER</u>, who chose to remain in the otherworld as a psychopomp to spirits, instead of being reborn on the material plane. It is seen as a guardian of the dead and the living, alike.

2. *Mil. Veh.* One of three battleships (the others being the <u>ATHILIEL</u> and the <u>PALARAEL</u>) that was constructed in <u>NOAVATUR</u> in 1303 RM, in preparation of war with <u>KORACHAN</u> following its declaration of independence.

<u>USOLESA</u>: Sea. Sea in the far north of <u>LLACHATUL</u>, bordered to the south west by the <u>IALCUS</u>, and to the east by the <u>GULF OF VALUS</u>. To the north, lies the headland of <u>REHEMAZ</u>, and the <u>FEDERATION OF PERGOST</u>.

<u>USRA</u>: Rvr. River in the south west of <u>VIRAHAN</u>, flowing west for 240-miles from sources in the <u>ORCAMMOR</u> Mountains before meeting the river OASIMRA.

<u>USRUT</u>: Set. Small city in the c of <u>SABAISA</u>. In c. 2246 RM shapers there claiming to be descendants of the <u>ATTESTORS</u> would take up their mantle, exposing themselves as seers. They would eventually become advisors to the ruing monarchy (Pop. c. 16,200).

<u>USSADDUR</u>: *His. Pol. Org.* A historical <u>ORDER OF THE SANCTIFIED INQUISITION</u> in the <u>KORACHANI EMPIRE</u> founded in <u>AGLAIA</u>⁽²⁾ in 1518 RM. It emerged in response to a widespread increase in neglect of ancient agricultural processes that were leading to the slow death of farmlands across the empire.

Its mission was to punish those wilfully destroying the natural world when other less intrusive methods might suffice, and re-educating farmers and manufactories to better make use of their natural resources. While its efforts were moderately successful at first, time eventually brought complacency and an over reliance on ritual and traditions whose roots had been forgotten or corrupted. The Ussaddur became corrupt and apathetic as the natural lands of the empire slowly died. Following years of debate the COUNCIL OF SEVEN finally put the Order out of its misery in 2893 RM, folding its operations within those of the MINASTERIA OF AGRICULTURE.

<u>USSAMA</u>: *Rvr.* River in the south of <u>TZALLRACH</u>, flowing west for 920-miles, from sources in the <u>ARGENT</u> Mountains, before meeting with its parent, the river <u>ARELLI</u>. For a 250-mile stretch, the river passes through the canyon of ACHOR.

<u>USSAMAR</u>: Geo. Barren hills south of the <u>NGHALLEAL</u> Mountain. in the north of <u>THE SURRACH</u>.

<u>USSAR</u>: also 'the Holy City of Ussar'. Rel. Set. Major fortified city in the east of Western <u>ABACARDAT</u>. It is home to a large temple of the <u>JAHINNID FAITH</u> and is home to the remains of <u>KAJAHWAA'S</u> mother, which are venerated (Pop. c. 80,000).

 $\underline{\text{USSEAL}}$: Sea. Reef off the northern coast of $\underline{\text{GIBEAH}}$, to the north east of the city of $\underline{\text{DOAST}}$.

<u>USSEIRA</u>: Set. Small city in the west of <u>THE VORANDINE</u>, forming part of its main overland trade-route. Its main industry is the production of an alloy of iron and <u>ALVELITE</u> that is unique to its own metallurgists, and which has been produced for hundreds of years (Pop. c. 16,000).

<u>USSER</u>: Geo. Grasslands and sparse forest in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>PALUS</u>.

<u>USSIKA</u>: *Geo.* Mountains in <u>CENTRAL LLACHATUL</u>, forming a major part of the south east of <u>MALAN</u>, crossing the territories of the <u>HENDECARCHIES</u> of <u>CHLORIS</u>, <u>STHAMAN</u>, and <u>ATALLUA</u>, forming part of the border between the three.

<u>USSIL</u>: *Geo.* Massif in the c north of <u>CISNERIA</u>, forming an eastern extension of the <u>BLACK MOUNTAINS</u>. its highest point is Mt. Ussil, which is 12,900-ft. high

USSOPON: Set. Small city in the south of SERROK (Pop. c. 14,000).

<u>USSOMRU</u>: Sup. Geo. <u>ATRAMENTALLY TAINTED</u> region in the south east of <u>TAHALL</u>, in the badlands of <u>ZHKAA</u>.

<u>USTAR</u>: *Geo.* Cliffs in the far west of <u>TETHYSIA</u>, just east of the border with the south east of <u>MALAN</u>, forming a part of the <u>ARGENT</u> Mountains. It is known for its many caverns, some of which supported mortal life in the early <u>FIFTH AGE</u>, though very few of them have been explored.

<u>USTHAD</u>: Geo. Dunes in <u>TETHYSIA</u> with metallic spines, red from iron oxide.

<u>USSTIR</u>: Int. Art. Geo. Gigantic stone face, possibly part of an immense colossus or statue, lying now ruined, the rest of the body lost, in the mudplains of <u>KORDA</u> in central <u>SAMMAEA</u>. The face is partially buried, though its features are remarkably perfect, despite the obvious amount of time it has spent in state. Local tribes, which are small and scattered across the plains, worship the head, defending it fiercely. The face itself is a perfect match for a shie, hinting at its roots, though the lack of nearby ruins (the nearest documented shie remains being some 120-miles distant) add further mystery to the head's origins.

<u>USTOKHAA</u>: Rui. Ruined city in the west of <u>DURCHAA</u>⁽¹⁾. It was once a large deep-bore <u>UMBRA SIPHON</u>, though the engines fell silent in c. 3150 RM after decreased contact with the empire after the <u>WAR OF THE ARTIFEXES</u> led to a lack of maintenance. Today the region is an <u>ATRAMENTAL WASTELAND</u>, at the centre of which is the ruin of the old city, which once housed 50,000 bodies during its peak in c. 3010 RM.

<u>USTUS</u>: 1. Geo. Island in the south of the <u>MIROVEAN</u> Ocean, just off the western coast of the island continent of <u>BROR</u>⁽¹⁾. It is part of the <u>CITY-ISLES OF ISHULAOL</u>.

2. Set. Major city on the eponymous island off the western-coast of the island continent of $\underline{BROR}^{(1)}$. It was discovered by the explorer \underline{VREGL} in 1308 RM it was then little more than a small fishing settlement. Since then, the settlement grew rapidly, becoming a port and harbour, where goods from $\underline{SAMMAEA}$ and $\underline{LLACHATUL}$ were imported. The waning of the $\underline{ELYDEN'S}$ seas saw it become landlocked by c 3000 RM, after which it stopped growing and eventually dwindled (Pop. unknown).

<u>USUBDA</u>: Ser. Settlement in the c south of <u>SERROK</u>. It is situated in the region of <u>BAULAUROCH</u> and is noted for its diamond mines. The mines are government-owned and strict regulations and rules are in place safe-guarding the welfare of workers, yet working conditions remain difficult for relatively little-pay (Pop. c. 2,300).

<u>USUHUTA</u>: Set. Major city in the c north of <u>SAUA</u>, in the north of the <u>FARAVARI</u> Forest, along the course of river <u>TARROKO</u> (Pop. c. 89,000).

<u>USUKUN</u>: *Mil. Rnk.* Name of elite shock troops in <u>HOLOLACH</u>^(1.). Historically, they were slave children from foreign lands raised in military academies, where they graduated as leaders and sharp-shooters. Today recruits are not slaves but children orphaned to war or whose fathers were killed in service. They are famed for their aims and it is not uncommon for them to sell their services to other nation in times of peace.

<u>USUTH</u>: Set. <u>AHHAS</u> city in the tribal territories of <u>HAVATH</u> in the south east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 35,000).

<u>USUTHAE</u>: Set. Small settlement in the south east of <u>OKKHAM</u>, along the isthmus that connects the peninsula of Okkham to the headland of <u>KHURTAE</u>. It is part of the <u>SASACZHOT</u> canal and controls one of the lochs along its course (Pop. c. 1,000).

<u>UTAGHAN</u>: *Geo.* Expansive coastal mountain-chain in the north of <u>DURCHAA</u>^(1.), running west-to-east for over 700-miles.

<u>UTAN</u>: Set. Major industrial city in the east of <u>PHUT</u>. It is also a stopping point along the <u>BROKERS' ROAD</u> trade route, specialising in repairing and storing caravans and other vehicles (Pop. c. 280,000).

<u>UTANAR</u>: Sup. Geo. <u>ATRAMENTAL DESERT</u> in the south east of <u>SAMMAEA</u>, along the <u>TROPIC OF MAOCARHL</u>. The desert is a wasteland of fused glass pillars and arches amid natural duststone monuments and crumbling caverns.

The region is categorised as a $\underline{\text{MODERATE THREAT}}$ by the $\underline{\text{KORACHANI}}$ Institute of Atramental Studies.

<u>UTAND</u>: Set. Settlement in the c south of <u>TZALLRACH</u>, at the fork between the river <u>KARAR</u> and its parent, the river <u>USSAMA</u>. It is acts as a hub for the refining of lodestone mined south, to the east of the <u>KARARTA</u> Mountains before being shipped downstream, to <u>ARACHAI</u> and <u>SIMHAPARRAN</u>, where it is traded away. The city is famed throughout <u>TZALLRACH</u> for its engineering of the banks of the river Karar near its peripheries (Pop. c. 50,000).

<u>UTARUK</u>: *Myt. Leg.* Legend prevalent in regions bordering the <u>OLD</u>

<u>FOREST</u>, including the east of <u>ALMAGEST</u>, north of <u>KORACHAN</u>, and the west of <u>VÂRR</u>. The legend speaks of a <u>SPIRIT</u>⁽³⁾ of the Old Forest, which manifests as a deer (or possibly possesses the deer), which protects a defined area, walking upright like a mortal. Its eyes glow green in the darkness and it harbours a thirst for the blood of those who trespass on sacred ground. See Vol II: Legends and Folk Tales.

<u>UTASTES</u>: Set. Coastal city in the far north east of the <u>VESPERTINE</u> <u>LEAGUE</u> (Pop. c. 72,400).

<u>UTATROS</u>: *Rel. Str.* Religious temple on the island of <u>ATAROS</u> in the <u>SEA</u> <u>OF ERIA</u> in c <u>ARKOS</u>^(1,).

<u>UTEAND</u>: *Rvr*. River in the east of <u>AHKA</u>, flowing east from sources in the <u>ETRON</u> Mountains before meeting its mouth in the <u>STRAIT OF SKAROS</u>.

<u>UTELLN</u>: Set. Settlement in the west of <u>KERRAS PELLN</u> (Pop. c. 6,500).

<u>UTETROM</u>: Geo. Island off the northern coast of <u>KETESH</u>, north east of the <u>SEA OF BASSANDER</u>, and part of the <u>IKUAI DARBOW</u> chain of island.

<u>UTHA</u>: Geo. Large plateau in the c of <u>CUTH</u>, in the west of the <u>CAUAT</u> badlands. It is surrounded by mesas, all of which are the remains of an ancient plain that was eroded by a now-dead river-system and harsh winds from the east.

Within Utha is a smaller region that is dominated by a gigantic $\underline{SOULSTONE}$ that protrudes from a cliff-face, surrounded by symmetrical mesas that may not be entirely natural in origin. Little is known of this region or its past, though it is suggested by local scholars and $\underline{LITHISTS}$ that its weathered faces bear the remnants of ancient etchings, possibly attributed to the $\underline{IRKALLA}^{(2)}$.

<u>UTHAANI</u>: *Geo.* Mountain range separating the west and east of the island of <u>IRUGNA</u>^(1.), largely serving as a border between the <u>PARTHISAN</u> colony of <u>ABDAKROS</u>^(1.) in the west, the native nation of <u>Irugna</u>^(2.) in the east and the MALEFACTOR HORDES in the south west.

<u>UTHACAIA</u>: 1. Set. City in the east of <u>DANU</u>, overlooking the <u>SEA OF IPERIA</u>. The city is built on a large promontory overhang that is affected by the western-most influence of the <u>CHORHYST PHENOMENON</u>. It is a centre of <u>FIRMAMENTAL</u> research and is home to a <u>LITHIST</u> college. It is thought that the region was settled by <u>KORACHANI</u> missionaries travelling east from <u>LAGASH</u> in c. 1530 RM (Pop. c. 52,000).

2. Set. City in <u>KORACHAN</u>, about 50-miles south east of <u>NEKODA</u> (Pop. c. 26,000).

<u>UTHAGOT</u>: *Ind. Set.* Crystal mines in the tribe of <u>ORIM</u> in the far west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 6,000).

<u>UTHESH</u>: Mil. Str. Coastal fort in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>CARIA</u>⁽⁴⁾, overlooking the <u>SEA OF URAN</u>.

<u>UTHRA</u>: Set. Settlement in the far west of <u>GNOTH</u>, along the western-most reaches of the <u>SALPSAN</u> forest (Pop. c. 6,000).

<u>UTIMAN</u>: Geo. Region in the c north of <u>PORPHYR</u> known for its many gold quarries. In 3841 RM the region severed contact with the capital, fortifying the quarries ahead of its intent to declare independence. Later in the same year Porphyri forces attacked the region, but its armies faltered in the difficult terrain.

The region is now heavily fortified and the capital of a growing contested region of over 90,000 square-miles, centred around the POROPHOSSYR Mountains (Pop. c. 845,000).

<u>UTISAS THE ELDER</u>: Leg. Traveller who described the settlement of <u>AKHAR</u> as '...a ruin that echoes a far brighter memory than its remnants can now attest to, the settlement is a tomb, its few residents little more than ghosts going about their routines seemingly oblivious to the fate of the structures around them.'

<u>UTLATH</u>: Lak. Artificial lake in the region of <u>KOLRAUTELIOCH</u> in the c of <u>THE OLD FOREST</u>. An ancient granite quarry, the region was abandoned millennia past and remains now as an artificial lake around 35 squaremiles.

<u>UTO</u>: Pol. One of the <u>FIVE-AND-SIXTY FEUDAL STATES</u> of <u>SAUA</u>, located around the <u>ISINU</u> Mountain. The state is home to the <u>KITARA</u> family, the head of which is the <u>IRON KING</u>, Isarnon.

<u>UTON</u>: Set. Small city in the c north west of <u>GNOTH</u>, in the <u>AEARN</u> Wetlands. Its main industry is rice cultivation, and it is a part of the <u>GNOTHI ROAD</u> trade-route (Pop. c. 6,000).

<u>UTOR</u>, <u>BATTLE OF</u>: *His. War.* Battle that took place in the east of <u>KARAKHAS</u> in 2374 RM, between forces of the <u>KORACHANI EMPIRE</u> and two <u>CHAPTERS</u>^(2.) of the <u>WHITE LEAGUE</u>. The battle ended in the defeat of the League's forces, which were left crippled for some centuries after.

<u>UTRASAAR</u>: 1. *Geo.* Island in the far north east of <u>MENISCEA</u>, just south west of the KORACHANI colony of CRASSULA.

2. *Rui.* Abandoned fort on the above island. It was constructed by <u>KORACHANI</u> colonists in c. 2900 RM but was abandoned just over 100-years later, and remains ruined to this day.

<u>UTRERIA</u>: Set. City in north east of the <u>TARAHID ANNEXES</u>. It was the capital between 1932 and 2002 RM, where it was prosperous dominating land trade in and out of <u>TARAHA</u> and into <u>PARTHIS</u>. A large earthquake that devastated most of the east of the Tarahid Annexes in 2000 RM reduced much of its administrative district to rubble and the capital was moved to <u>TANTALUM</u>, which was more central and had a well-establish power-base. Since then, it has grown considerably, partially due to the increased trade brought by its location along the <u>PARTHISAN ROAD</u> trade-route (Pop. c. 140,000).

<u>UTRIN OF USEAS</u>: m. *Pol. His. Per.* (B. 2486 – D. 2509 RM) Prince of <u>TISHANNA</u>⁽²⁾ and heir to the throne upon his death in 2509 RM. He was handsome and well regarded by the common people, whom he loved back, often literally.

He was killed when an unmarked royal caravan he was travelling with was attacked by <u>ABATTURI</u> insurgents, an act that ultimately drew Tishanna into the war, which it won in 2511 RM leading to it redrawing the borders between the two states, which it policed over the next centuries.

<u>UTTARANDUR</u>: Set. Small coastal settlement in the north west of the <u>PANTHEON ISLES</u>. Its main industry is fishing (Pop. c. 7,500).

<u>UTTERU</u>: *Rel. Obj.* Golden idol in the <u>TAMAR ILLIDU</u> pass in the north east of <u>N'RAKH</u>, shaped in the image of its birthing-goddess, <u>MAALKAT</u>. It is a cyclopean object, over 200-feet tall, its surface tarnished and covered in the dirt of millennia, mosses and vines. The idol was created in c. 800 RM after the dominance of the <u>AANTH</u> was established in the area.

<u>UTTHRAN</u>: *Geo.* Reef in the west of the <u>CORAL BARONIES</u>, in the south west of <u>SAMMAEA</u>, in the western waters of the <u>IHEDROUR ITRUSH</u>.

<u>UTTRAI</u>: Sec. Small city in the west of <u>SABIA</u>, in the region of <u>URGRORD</u>. It lies along the northern <u>POLAR CIRCLE</u> and its main industry is the mining of Iron. It is close to the supranatural feature of <u>PETRUDARA</u>, otherwise known as the Wall of Spirits (Pop. c. 17,200).

<u>UTTRAN</u>: Dem. 'uttrant'. Oth. <u>HALFBLOODED</u> bloodline (<u>HOUSE</u>) native to the north east of <u>EASTERN LLACHATUL</u> and who predominantly live in the nation of <u>ABATTUR</u>, with expatriated individuals found in various cities in <u>MEHITIEL</u>, and <u>SATARIEL</u>, with most found in <u>TISARA</u>.

Little is known of the bloodline's earliest millennia of history, though their <u>PRIMOGENITOR ISRAPHAEL</u> – the <u>OTHERWORLDER</u> who gave rise to them – sired three distinct matrilineal lines that mingled in the latter days of <u>FOURTH AGE</u>, leading to the homogenised people that inherited lands in the north east of the region of <u>TISHANNA</u>^(1.) in the early <u>FIFTH AGE</u>, which became known as <u>ABATTUR</u>. From here, individuals and small family groups – many of them pariahs or exiles – slowly spread into human cities and nations that surrounded them, particularly the nation of Tishanna^(2.).

The uttrani inherited the skeletal frames, pallid skin, and elongated faces of their primogenitor, and have proportionately small jet-black eyes and subtle noses with vertical slitted nostrils, though the more fantastical aspects of Israphael's physiognomy were lost. Accounts from the early fifth Age mention one of the three matrilineal lines possessing bifurcated limbs with vestigial secondary forearms and hands, but these were lost amid millennia of homogenisation across the three matrilineal lines in which their unique were lost.

By the rise of the Fifth Age and the appearance of the <u>MORTAL</u> descendants of the <u>NAHORIAN</u> empire into the region, the uttrani had become a singular people, with their own culture, which revolved around the worship of Israphael, who remains an important cultural and religious figure to this day, cementing their racial identity.

Millennia of inbreeding has made the uttrani physically weak, with eyes particularly sensitive to bright light, and some individuals sometimes displaying physical characteristics more in line with their primogenitor (perhaps as rare 1 in 100,000 individuals over recent history), though they remain a long-lived people with most surviving around 180-220 years on average. See Vol II: Classification and Taxonomy of Life.

<u>UTTRANI SCHISM</u>: Soc. War. His. A cultural and political revolution that took place in <u>ABATTUR</u> starting in c. 2470 RM. It followed the deification of the <u>PRIMOGENITOR ISRAPHAEL</u> in c. 2300 RM by the <u>UTTRANI</u> people, which led to the appearance of distinct rival sects over the next decades. These became increasingly antagonistic, with each believing its particular doctrine was the correct one. This led to a cultural revolution in Abattur by c. 2470 RM that saw conflict escalating. This schism eventually leeched into adjacent lands, including <u>TISHANNA</u>⁽²⁾, where many expatriated uttrani people had been living. Many cities in Tishanna expelled their halfblooded populations as a result, leading to more strife and, eventually, outright civil war in Abattur by 2502 RM.

Originally contained to Abattur, the war drew in Tishanna following the accidental slaying of prince <u>UTRIN</u> of <u>USEAS</u> in 2509 RM. Tishanna, being a far greater military power, was able to penetrate deep into Abattur, ending the war in 2511 RM. Tishanna appropriated a large strip of Abattur's western territories, drawing up new borders, which it policed. The uttrani people, their internal conflicts curtailed for the time-being, consolidated in what remained of their territories. The different sects of the cult of Israphael were made to make amends, though their differences could never be reconciled and remained, festering over the years.

<u>UTTUMA</u>: For. Old growth forest in the north east of <u>ABATTUR</u>, in the region of <u>TISHANNA</u>. Most of the Tishanna was once a forest, but this was cut down to make way for farmlands over thousands of years throughout the <u>FOURTH</u> and <u>FIFTH AGES</u>, and Uttuma is one of few remaining examples of note.

It is very dense, with an uneven floor marked by the rotten husks of centuries-old trees and other flora, which are largely undisturbed by mortals.

<u>UTUA</u>: Set. Settlement in the c of <u>VENTHIR</u>, along the course of the river <u>MAPHANI</u>^(2.). its main industry is cotton cultivation, and much of its produce is sold to merchants travelling the <u>RED ROUTE</u> (Pop. c. 9,500).

<u>UTULLTAR</u>: *Geo.* Large mountain-chain in the c of <u>MENISCEA</u>, serving as a border between the south east of <u>CEHOPHELA</u>, the north east of <u>SHAZGIN</u>, and the south west of <u>IMEAL</u>.

<u>UTUARA</u>: also 'the Sand Ghosts' or 'the Lightning Desert'. Geo. Highland desert, around 200-square miles, in the c north of <u>EPHATTA</u>, in the south of <u>WESTERN SAMMAEA</u>, that is dominated by fused sand structures akin to wretched trees, thought to be the result of ancient lightning storms in the area. Whatever sand existed when the formations were created it long gone, and these glass-like structures create an eerily sterile forest-like formation.

<u>UTULAR</u>: Set. Small fortified coastal settlement in the south of the <u>SARASTROAN</u> colony of <u>IPSISSIMA</u>^(1.). Its main industry is fishing (Pop. c. 2,000).

<u>UVILLA</u>: Ser. City in the far south east of <u>SKAROS</u>. It is a major link in the <u>RED ROUTE</u> and has a large hospital and many hostels that cater to the many caravans and travellers that pass through it. It is also home to the <u>KORACHANI INSTITUTE OF ATRAMENTAL STUDIES</u>, whose scholars have been studying the effects of Atramental corruption since the institutes' founding in 581 RM (Pop. c. 47,000).

<u>UVVADA</u>: Set. City in the c south of <u>HABOT</u>, in the far west of the <u>ELLSALEN</u>^(3,) basin. It was once a prosperous coastal city, though the slow waning of <u>ELYDEN'S</u> seas, exacerbated in the region due to the shallow <u>ELLSALEN</u>^(1,) sea, had left it landlocked by c. 3450 RM, though it remained close to the river <u>DARAYANDI</u>, the course of which was altered over the years to bring it closer to the city.

The city diminished following this, though it remained in a central position linking the far east of Habot with the rest of the nation (Pop. c. 42,000)

<u>UWAER</u>: Mil. Str. Coastal fortress in the north east of <u>SAGITTARIA</u>, overlooking the far west of the <u>INNER SEA</u>, and guarding the northernmost trade-route east into <u>ALTHA</u>⁽²⁾.

<u>UXAKODRA</u>: Rvr. River in the c of <u>SERROK</u>, flowing south east for 287-miles from various sources, including the <u>HAMAIADON</u> Mountains, before meeting its parent, the river <u>KETH ARAKODRA</u>.

<u>UY</u>: Set. Coastal settlement in the west of <u>THE VORANDINE</u>, overlooking the <u>BAY OF LASHA</u>. Its main industry is the harvesting of <u>EVOLAM</u> kelp that is vital to various modern <u>ATRAMENTAL</u> industries, including <u>CLONING</u> and <u>FLESHWRIGHTING</u> (Pop. c. 5,500).

<u>UYAMIN</u>: *Mil. Str.* Fortress in the far north east of <u>KREM</u>, guarding the trade-route east into RHEA.

<u>UYRUD</u>: Sea. Bay in the south west of <u>OSSIEL</u>, leading to the harbour beyond which the capital city <u>ILLATHURIA</u> lies.

<u>UZABE</u>: Mil. Str. Major fortress in the far north of <u>TZALLRACH</u>, 35-miles south east of the city of <u>AMUANNA</u>. It guards those travelling the <u>GREAT ROAD</u> trade-route.

<u>UZACYIA</u>: Sec. Coastal settlement on the north of the island of <u>KILAWADA</u> in <u>FALLAROUR</u>, in the south west of <u>SAMMAEA</u>. It is an agricultural centre on the island, and produces legumes and rice for the capital in <u>OIZYSH</u> (Pop. c. 8,000).

<u>UZAGANDAR</u>: *Pol. Set.* Capital city <u>CAMAU</u> in the south west of <u>EASTERN MENISCEA</u>. It is home to a major arena-temple of the <u>DANCING DEITY</u> (Pop. c. 77,000).

<u>UZANIA</u>: Set. Coastal settlement in the north west of <u>TZALLRACH</u> (Pop. c. 6,000).

<u>UZATLLA</u>: Set. City in the south of the <u>ABUAYA</u> region of north western <u>TZALLRACH</u>. It is a mercantile city, falling along the course of the <u>GREAT ROAD</u>, and is home to the offices of many merchant houses from across <u>CENTRAL LLACHATUL</u> (Pop. c. 25,800).

<u>UZEKOWAN</u>: Sec. City in the c of <u>KREM</u>. It is a major producer of leathers, hides and velum (Pop. c. 32,000).

<u>UZRANA</u>: *Mys.* One of three houses of <u>BLOOD MAGICK</u>, most closely associated with the strengthening of the body and healing.

<u>UZZIA</u>: Rui. Ruined city in the <u>MALAKANI PENINSULA</u>, in the south east of <u>BROR</u>^(1.). The city was once a chorsair stronghold though was abandoned in c. 3892 RM following <u>SHAUATASI</u> efforts succeeded in neutralising the threat. It remains now as a ruin overlooking the <u>SEA OF MALAKA</u>, a reminder to those who would continue its tradition.



<u>VA'ALOMON</u>: Rui. Ancient ruined citadel in the c south west of <u>LAOD</u>.
Dating back to the <u>FOURTH AGE</u>, it is believed to have been the abode of a powerful <u>SHAPER</u> and was surrounded by concentric lines of bastions, which are now ruined. The citadel is perched on striking flysch stone formations that are set at an angle.

<u>VAAL</u>: Set. Small city in the region of <u>SODALOR</u> in the c north of <u>THE SURRACH</u>. It has a large population of <u>SAVI</u> natives from the south (Pop. c. 16.400).

<u>VAALK</u>: Dem. 'Vaalkan'. Ntn. Situated in the north of <u>SAMMAEA</u>, along a large peninsula protruding into the <u>INNER SEA</u>, Vaalk is of a warm dry cool climate, and is noted for its rocky terrain, particularly in the north and west. Its coastline is renowned for its many natural harbours and inlets, around which many cities, some of them thousands of years old, have appeared.

Vaalk, as it is known today, is a relatively young nation, having become a part of the LOW-EMPIRE of SARASTRO in 3737 RM following decades of cultural and political pressure from the east and, previously, millennia of KORACHANI rule (it was originally subjugated by the KORACHANI EMPIRE in the eve of 20 RM). The WAR OF SUNDERING saw Vaalk (then known as VAALTHA) remain loyal to the northern empire, though it suffered greatly against LIDEAN and Sarastroan blockades and various land battles. Despite ending the war as a Korachani vassal, Vaaltha eventually fell to Sarastro following years of isolation from its parent state, trade embargoes and blockades, and political coercion from Sarastro, leading to its capitulation in 3737 RM following a short war. Korachani citizens choosing to do so were peacefully repatriated to the HEARTLAND, as was the CHURCH OF THE UNDYING MACHINE. Over the coming years many imperial structures were felled to make way for new temples in the style adopted by the REFORMED CHURCH OF SARASTRO.

Vaaltha had a history of religious unrest, following centuries of institutionalised organised crime and deep-rooted corruption within the highest echelons of the Church of the Undying Machine, as well as its main ruling political body, known as the HEPTARCHY. Both of these institutions had their heads severed in 2309 RM, as the ARCHPOTENTATE MALICHAR himself descended upon the nation at the head of an army that targeted the strongholds of the crime lords, eliminating them in one fell swoop. Over many months hundreds of thousands of people were slain, many of them innocents caught in the crossfire.

This left a mark on the people of Vaaltha, and many turned away from religion to a more secular form of self-enlightenment that borrowed from the martial traditions of its past. This became known as the martial philosophy of TAARAN VALA, and by the time of the Sarastroan subjugation of Vaaltha it had grown more popular than the Church of the Undying Machine. Hesitant of stirring the hornet's nest, Sarastro wisely chose to allow the belief to flourish, and it was decided early to not introduce a state religion to Vaalk, and it remains the only nation in the Sarastroan empire to not have an enforced religion to this day.

The people of Vaalk respect martial traditions, and put little faith in material wealth. They consider the mortal <u>VESSEL</u> to be sacred, to the point that they do not condone the use of mortal bodies in the manufacturing of <u>DROSS</u> – the only extant nation to refuse to eat dross produced elsewhere. Another tradition that is unique to Vaalk is the fashion of growing one's hair as dreadlocks, which are seen as a sign of strength and virility. Though originally there were strict customs dictating what length dreadlocks could be grown to and by what social classes, these rules have become more relaxed over time. Most common amongst <u>HELOTS</u> and <u>FREEMEN</u>, the custom has lost traction amongst the patrician classes, where many individuals try to adhere to foreign social mores. See Vol III: Extant Nations and Realms.

<u>VAALKAN</u>: His. Lan. Now-extinct language spoken in ancient <u>VAALK</u>, prior to its subjugation by the <u>KORACHANI EMPIRE</u>. The language was eventually supplanted by <u>KORACHANI</u>, until its eventual disappearance in c. 2000 RM. See Vol II: Languages.

VAALKAN CRUSADE: see CRUSADE, VAALKAN.

<u>VAALKAN DUST WRESTLING</u>: Gam. Soc. Sport common in <u>VAALK</u>, with roots dating back to the early <u>FIFTH AGE</u>, when the land was still independent. It remains wildly popular in Vaalk to this day, with influential competitors becoming rich and famous from their exploits, hailed as celebrities as they move from arena to arena.

Indeed, the popularity of dust wrestling in Vaalk is so ingrained in its culture that it is one of the few <u>SARASTROAN</u> territories in which <u>KU'KU NAL WRESTLING</u> never gained a foothold, and there exists a rivalry between the two sports to this day. See Vol II: Games and Pastimes.

<u>VAALKAN KISS</u>: Soc. Common name around the <u>INNER SEA REGION</u> for a head butt. Ancient <u>VAALKAN</u> mercenaries were notorious for giving debilitating head butts.

<u>VAALKAN LEGION</u>, the: *Mil. Org.* Militant order based in the fortress of <u>NAL SARA</u> in <u>VAALK</u>. Recruitment is open to any non-slave of any race or nationality, provided they are not slaves and are legally in Vaalk, so manumission papers or passports are required to join. Those serving for 5-years are granted Vaalkan citizenship (those injured in battle may apply for citizenship after 2-years instead).

The legion is a part of the Vaalkan (and, by extension, the <u>SARASTROAN</u>) army and is known for its foreign operations and the tight bond its often-disparate members develop over the course of their training. The legion is relatively well-equipped and is considered an elite force by the standards of most military forces around <u>THE INNER SEA</u>, and though it is independent of the Vaalkan military, it often works with it, under the behest of the Vaalkan government.

<u>VAALKAN WALL</u>: Geo. Sheer granite cliff in the c of <u>VAALK</u>, west of the <u>SEA OF BASSANDER</u>. The cliff is around 100-miles long and at its highest is 80-ft. high. It is riddled with tall narrow labyrinthine caves, some of which connect, which have been home to varying groups and fauna in different periods in history.

<u>VAALTHA</u>: *His. Nm.* Following the <u>KORACHANI</u> attack and subjugation of <u>VALKA</u> in 19 RM, the region was renamed Vaaltha (the <u>KORACHANI</u> name for the region since around -100 RM, and what would later be known as <u>VAALK</u>). Exerting its influence over dozens of rival states in quick succession, the Korachani forces consolidated their position over the next few years before eventually moving east of the <u>ARIS</u> Mountains, into what they believed to be further Valkan territories. In truth the imperial armies were marching into the <u>AMANNI</u> territories of the <u>YARAOMIC PEOPLE</u>, razing villages, appropriating caravans, and taking people as slaves, all the while with them offering the barest of resistance. Korachani forces slowly expanded the borders east over the next centuries.

The capital was moved from the ancient city of <u>GILAM ASH</u> to <u>ANAKARRA</u> in 223 RM, which remained capital until the nations' defection to the <u>LOW-EMPIRE</u> of <u>SARASTRO</u> in 3736 RM.

Between 759 R and 2309 RM Vaaltha was ruled by the HEPTARCHY, whose neglect of far parts of their state allowed organised crime to there to fester. By c. 2300 RM both the CHURCH OF THE UNDYING MACHINE and the government had become highly corrupt. In 2309 RM the ARCHPOTENTATE MALICHAR led imperial forces in an attack of criminal strongholds across Vaaltha, which obliterated their operations in the nation. Despite the effectiveness of the attacks, the offensive led to unwarranted levels of collateral damage and tens of thousands of innocents killed. Malichar abolished the Heptarchy, replacing them with a government chosen by himself. In the years following this the Church of the Undying machine lost influence in Vaaltha.

By the time of the <u>WAR OF SUNDERING</u>, the church had become weak, with the martial philosophy of <u>TAARAN VALA</u> becoming more popular, connecting the people of Vaaltha with their ancient martial roots. During the War Vaaltha remained a loyal Korachani territory but the capital city, Anakarra, defected to Sarastro on the $9^{\rm th}$ of <u>SATAVALEN</u> 3704 RM, leading to a civil war that lasted until the signing of the Sarastroan Treaty on the $23^{\rm rd}$ of Satavalen the next year.

Though Vaaltha was one of the few imperial nations south of the <u>INNER</u>
<u>SEA</u> to remain loyal to the high-empire following the <u>SUNDERING OF THE</u>
<u>KORACHANI EMPIRE</u>, it was not to last.

KYDONIA and other regions in the south east of Vaaltha were vocal in their desire to remain part of the High-empire, with protests and armed conflict dominating the decades following the Sundering. Its isolation from the HEARTLAND was to be its undoing though, and it was unable to defend against the near-constant Sarastroan pushback, which culminated in an organised blockade of Kydonia (which was the centre of the discordant factions) in 3735 RM, leading to starvation and an eventual end to the riots, leading to the full capitulation of Vaaltha to Sarastro in 3737 RM.

This led to further scattered rioting in the capital Anakarra as those last loyalists to the heartland attacked those who sought capitulation. The governor's palace in Anakarra was sacked just after the public announcement was made to Sarastroan force, which promptly began entering Anakarra and other cities. Some cities received them without mishap, while others denied them entry, leading to open battles. In Anakarra, the Sarastroan delegation made landfall and rapidly took control of the governor's palace.

Between 3736 and 3740 RM, Sarastro began peaceful repatriation efforts in Vaaltha, with transport arranged for Korachani citizens to make their way north back to Korachani territories. The Church of the Undying Machine was also evicted from Vaaltha, though its members were given the choice to convert to the Reformed Church of Sarastro. Few accepted the offer, and over the coming decades, church structures were either converted to the Sarastroan faith, or demolished to make way for new structures.

The <u>REFORMED CHURCH OF SARASTRO</u> rapidly established itself in Vaaltha, which was officially renamed <u>VAALK</u> (the Sarastroan name for the region), and followers of the Taaran Vala and the <u>ORDER OF THE BLOODY HAND</u> were allowed to openly practice their faiths, likely due to the regions' past history of violence in relation to religious change and Sarastro not wanting a repeat of events in Karakhas. This made Vaalk the only Sarastroan vassal to have no state religion. See Vol III: Extinct States.

<u>VAAREDEN</u>: *Geo.* Scrub plains in the c west of <u>KAZZAR</u>⁽²⁾, in the north of <u>SAMMAEA</u>. It is relatively level, sloping at a gentle incline from the <u>BAY</u> <u>OF RIPAA</u>, and is characterised by sparse scrub woodland and grasslands.

<u>VAARON</u>: Geo. Island off the northern coast of <u>KETESH</u>, north east of the <u>SEA OF BASSANDER</u>, and part of the <u>IKUAI DARBOW</u> chain of island.

VAATRA: Set. City in the c of BAATRA (Pop. c. 38,000).

<u>VABAH</u>: Pol. Ser. Capital city of <u>ZAKRON</u>. It is home to the most elaborate and expansive <u>CANOPIC ENGINES</u> of all of the nation, and is home to the most revered of the <u>GOD-ANCESTORS</u>, who is the ruler of the nation. The city itself is home to many technologists and technarcanists who oversee the great engines that keep its ruler conscious (Pop. c. 108,500).

<u>VABBARAI</u>: 1. *Geo.* Island just 2-miles off the south western coast of the <u>PANTHEON ISLES</u>, overlooking the <u>LIMOTHAN CHANNEL</u>.

2. Set. Coastal city in the south west of the <u>PANTHEON ISLES</u>, on the eponymously-named island. It is home to a large naval base, where ships that patrol the <u>LIMOTHAN CHANNEL</u> are based (Pop. c. 45,000).

<u>VABBOITRUR</u>: Set. Small coastal city on the island of <u>AATHRICE</u>, in the far south of the <u>PANTHEON ISLES</u>. It is one of few settlements in the <u>PANTHEON ISLES</u> with permission to breed <u>MONOCEROUSES</u>. Today it pays its tithe to the crown in the form of monocerouses, many of which are ultimately exported at great profit (Pop. c. 14,000).

<u>VABES</u>: Set. Coastal city in the south west of <u>SERROK</u>, along the fertile delta of the river <u>BEREKODRA</u>. It is a major producer of rice and legumes (Pop. c. 30,000).

<u>VABET</u>: Set. Settlement in the south west of <u>SERROK</u>, just south of the capital in <u>ACYOTTAGOD</u>. It is a major producer of rice and legumes (Pop. c. 5,000).

<u>VACATUR</u>: *Mil. Str.* Fortress in the c of <u>THE SURRACH</u>, overlooking the <u>ATRAMENTAL WASTES</u> of <u>KOBIAN</u>. The fort is populated by a group of <u>ATRAMENTISTS</u> who work to keep the encroaching wastes of Kobian at bay in the hopes of one day removing it, opening the ruins of <u>URHAGNATT</u> to exploration.

<u>VACHECHOS</u>: Set. Fortified city in the north east of <u>THE OLD FOREST</u>, close to the border with <u>SHOTHA</u>, with which it has been known to trade (Pop. c. 40,000).

<u>VACIVA</u>: Geo. Stony desert dominating the c and north west of <u>ROMOREA</u>^(2.), in the far north east of the rift valley of Romorea^(1.). It lies in the rain shadow of the <u>STRAMINEA</u> Mountains and is thought to be growing in size as the rift valley to its south slowly expands.

The desert contains various ruins and traces of ancient habitation, including the <u>TOWER OF LHUKH</u>, the pits of <u>ZITERKARR</u>, and <u>HOU</u> LATANI.

<u>VACIYAN</u>: Set. Settlement in the c south of <u>RAONGEN</u>^(2.), to the south of the <u>SHANII</u> Mountain (Pop. c. 7,200).

<u>VACUUM AIRSHIP</u>: Int. Sup. Veh. A form of dirigible ship that uses spheres of treated aluminium that are evacuated of all air to form a vacuum, allowing the attached vehicle to float. Though such vehicles can technically operate anywhere in <u>ELYDEN</u>, the constraints on their dimensions outside of the sphere of influence of the <u>TRUE MENISCUS</u>, largely precludes their use in the <u>NEAR HEMISPHERE</u>.

However, they are relatively common in the <u>FAR HEMISPHERE</u>, particularly within 60° of the True Meniscus, where <u>GRAVITIC WAVES</u> help to increase their proportionate load bearing capabilities, allowing them to exist in sizes that are commercially viable, far exceeding the sizes allowed by <u>SKYSKIFFS</u>. Larger vacuum airships will have dozens of arrays of vacuum spheres, with each array having up to 4 large reinforced aluminium spheres. The aluminium used in their construction is a <u>FIRMAMENTAL</u> alloy and is specially treated to withstand the strain of the vacuum within them. Other materials are too heavy and would negate the benefits of the vacuum spheres.

They are forced to follow Set routes established along known gravitic wave currents, and cannot stray from those routes – should they do so, they will gradually slow down and lose altitude until they run aground.

<u>VADIA</u>: Set. Small fortified city in the north east of <u>ATARAXIA</u>, relatively close to the border with <u>SKAROS</u>. It forms part of the <u>RED ROUTE</u>, and its soldiers patrol the route and border against Skarosian attentions (Pop. c. 14,000).

<u>VADJAAK</u>: Plr. 'Vadjaakin'. Mor. Corrupted <u>DVERGAI</u> known for their gangly bodies, emaciated appearance and paper-thin skin. Like their dverg forebears, they are hairless, with large dark eyes and ashen skin. The vadjaakin were dvergai who forsook the embrace of the sun, seeking instead the refuge of cold earth and darkness. They are most common in the south west of <u>SAMMAEA</u>, including <u>BELEGOR</u>, <u>SYNCHTHONITHA</u> and <u>GRARNEÂST</u> and can be found in the <u>IRON MAZE OF DHARGUSHAN</u>, where they subsist on mosses and plaid vermin far from direct sunlight.

Little is known of their culture, but it is believed that they were exiled from the <u>FOURTH AGE</u> dverg empire of <u>IUJACHTHÉ</u> following the enactment of the so-called <u>IRON TREATY</u>, for some transgression that is now unremembered. See Vol II: Classification and Taxonomy of Life.

<u>VADREN</u>: Set. Settlement in the south of <u>AHRISHEN</u>, in the <u>LEVANTINE</u> region. The settlement is partially located on the edge of a sinkhole and caverns and is known for its indrik breeders (Pop. c. 9,500).

<u>VAEL SUMI</u>: Rvr. River in the west of <u>THE SURRACH</u>, flowing west for 500-miles from sources in the far west of the <u>NGHALLEAL</u> Mountains before meeting with lake <u>KAL ADHI</u>. The river was dammed in 3945 RM, leading to the dwindling of lake Kal adhi, which in turn resulted in the abandonment of various small settlements along the old shore of the lake which is now littered with the rusted hulks of grounded ships.

<u>VAELDRAN</u>: *Geo.* Mountains in the far north east of <u>KOMMEA</u>, forming a part of the greater <u>HOLLOW COASTLINE</u> chain.

<u>VAERN</u>: *Geo.* North western promontory of the <u>VARRACHON</u> Mountain, in <u>THE OLD FOREST</u>.

<u>VAETULK</u>: Set. Major coastal city in the south east of <u>VAEVECTA</u>, overlooking the entrance into the <u>BAY OF ERCHIAR</u> (Pop. c. 115,000).

<u>VAEVECTA</u>: Dem. 'Vaevectan'. 1. His. Ntn. Now-extinct early FIFTH AGE kingdom in the south east of MENISCEA. It emerged in c. 940 RM following decades of war through the actions of the first generation HALFBLOOD ISTAR, who were able to unite the disparate cultures of the region (which included scattered descendants of failed KORACHANI colonies) through their use of the CRUCIBLE OF THE ACCORD – above which conquered rulers would cut their palms, allowing their blood to mingle with that of their peers in a symbolic gesture of alliance.

The kingdom prospered for many years under the leadership of the timeless Istar, though like many others it declined to corruption, particularly following Istar's eventual death in 1612 RM after over six centuries of rule. Its territories were divided amongst the dozens of tribal rulers who maintained a semblance of unity through a confederacy of petty kingdoms, and in so doing their crown, now remembered only as the TWISTED CROWN, was lost for decades.

The confederacy eventually fragmented in c. 2140 RM following years of strife and continued corruption and mismanagement of resources. Over the ensuing years its ruin would give rise to the nations of <a href="https://doi.org/10.2016/nn.2

The people of Vaevecta were renowned for a genetic mutation that caused them to have violet irises, which is as close to a marker as any in determining if someone has Vaevectan ancestry.

Vaevecta survives today in the form of a descendant state^(2,) that occupies the far east of its former territories, overlooking the entrance into the <u>SEA OF SIPARIA</u>. See Vol III: Extinct States.

2. *Ntn.* Small independent nation in the south east of <u>MENISCEA</u>. It emerged from the earlier nation of Vaevecta⁽¹⁾ in c. 2200 RM and its early rulers wore the crown that is known today as the <u>TWISTED CROWN</u>. See Vol III: Extant Realms and Nations.

<u>VAEVECTAN TRAIL</u>: Com. Geo. Major trade route in the east of <u>MENISCEA</u> in the former territories of <u>VAEVECTA</u>^(1.), including extant <u>VAEVECTA</u>^(2.), <u>VECTIS</u>, <u>AHOPAH</u>, and <u>CHAUTULA</u>, and it also extends west into <u>VALA</u>, and south into <u>IMELKOT</u>. See Vol II: Major Trade Routes.

<u>VAGAUTH</u>: Set. Small industrial city in the north east of <u>AZAZEM</u>, known for its metalworking (Pop. c. 2,000).

VAGGOTHA: see FESTERWOOD.

<u>VAGNOSTAN</u>: 1. *Geo.* Expansive mountain-range in <u>LLACHATUL</u>, serving as a border between the north of <u>GNOTH</u> and <u>RAONGEN</u>⁽²⁾.

2. Mys. In GNOTHI MYSTICISM, Vagnostan was the father of AGABERA.

<u>VAGANT COHORT</u>: Soc. Tec. Rnk. Itinerant <u>TECHNOLOGISTS</u> common across the <u>PORPHYRI PENINSULA</u>. Their origins lie in the Fourth Age, and they were acolytes of the scion <u>TELEANYARA APEXEIDE</u> and missionaries of the cult of <u>NYARALA</u>. They scavenged the <u>THIRD AGE</u> ruins of the <u>KATHAR BYAAT</u> kingdoms and the later <u>EHLBEZUNI</u> empire for technarcana that they shared with the survivors of the <u>WAR OF</u> SCOURGING.

Today they are respected individuals, travelling across $\underline{PORPHYR}$, $\underline{SABAISA}$, and $\underline{ANANTHUL}$, where they offer their services as tinkerers and menders. They are known for their many orthoses, and technarcana, many of which are relics of the $\underline{THIRD\ AGE}$, of which they have constructed from scratch.

Some of their number settled the early <u>FIFTH AGE</u> nation of <u>SARASHAN</u>, where they would go on to become influential, with their descendants eventually becoming its rulers.

<u>VAGANT DYNASTY</u>: *Pol.* Ruling dynasty of the early <u>FIFTH AGE</u> nation of <u>SARASHAN</u>, in what is now the west of <u>PORPHYR</u>. The dynasty took control of Sarashan in 213 RM and ruled until its demise in 823 RM.

<u>VAGASH</u>: 1. *Pol. Soc.* One of dozens of tribal peoples that populated the <u>HAMSHEN</u> plains c. -1500 – -1100 RM, before the rise of the <u>NATHI KINGDOMS</u> around the city of Nath in c. -1100 RM.

2. Soc. His Name used by the <u>NATHI</u> people to describe their so-called golden age, between -600 and -250 RM, after which corruption and the <u>LION HERESIES</u> effectively destroyed Nath.

VAHALTHO: Geo. Island off the eastern coast of CHEIRA.

<u>VAHANA</u>: Set. Major city in the far east of <u>CHAUTULA</u> that forms a part of the <u>VAEVECTAN TRAIL</u>. (Pop. c. 228,000).

<u>VAHANAR CANDAN</u>: m. *Pol. Per.* (B. 3937 RM) The ruler of the city of <u>ALMAGEST</u> since 3979 RM. He is seen by most as a harsh ruler, but is largely considered to be fair, thinking of the good of the city over all else, and he has even antagonised patricians with his actions. He has been at odds with the <u>SOCIALIST REPUBLIC OF ALMAGEST</u> for some time due to the enforced military conscription that has plagued the city for the past few years, causing its economy to falter.

<u>VAIAKHAR</u>: Also, 'the First City'. Set. Small city in the <u>CITIZENRY OF</u> THALI. It features heavily in many legends of the region, where it is described as the first mortal city. Though it has a long and storied history dating to at least the <u>FOURTH AGE</u>, it is unknown how true this claim in fact is. It was once the site of an ancient battle between <u>SERAPIS</u> and other <u>MORTALS</u>, in which hundreds of thousands are believed to have died indeed mortal remains are still sometimes found by farmers and shepherds outside the city to this day (Pop. c. 19,000).

<u>VAIALLRA</u>: Set. Coastal settlement in the far north of <u>SABAISA</u>. Its main industry is fishing (Pop. c. 7,000).

<u>VAIAMMESHI</u>: Geo. Wide valley dominating the north of the north east of <u>HABOT</u>, between the <u>MAR SAHIGH</u> Mountains in the north, and the MOROSIGHI Mountains on the south.

<u>VAIARUNDRRA</u>: Set. Coastal settlement in the c east of the <u>PANTHEON ISLES</u>, along the narrow 4-miles-wide isthmus between the mainland and the <u>BHALASSIAN PENINSULA</u>⁽¹⁾. It is famed for its canal that crosses the isthmus, linking the waters of the <u>MYMEREA</u> with the narrow waterways of the Pantheon Isles, allowing sea travel to bypass the tainted waters of the <u>ESTRALLON</u>, via the north (Pop. c. 8,000).

<u>VAIAUANTI</u>: *Rvr.* Major river dominating the south east of <u>HABOT</u>, flowing south and east for over 1,060-miles from sources in the <u>MAR SAHIGH</u>, <u>EMMIGHI</u>, and <u>MOROSIGHI</u> Mountains before meeting the coast at the north of the <u>SEA OF AMMASH</u>^(2.).

The river was once much shorter in length, emptying into the now-extinct SEA OF ELLSALEN⁽¹⁾. Its eventual drying between the 32nd and 35th centuries saw the river more than double in length, reaching its present course, which meanders lazily through the Ellsalen⁽³⁾ basin, forming an expansive wetland region around 60-miles from the coast known as SARALAL. The river's delta has expanded greatly over the years and continues to expand east, threatening to cut off the Bay of Ellsalen⁽²⁾.

<u>VAIAURA</u>: also 'the Coral Forest'. Geo. Coastal area, encompassing some 400-miles of coast and 85,000-square-miles of land in the south east of <u>HABOT</u> in the south west of <u>SAMMAEA</u>, overlooking the <u>SEA OF</u>

AMMASH⁽²⁾. The area was revealed by withdrawing sea-levels between c. 2890 and 3400 RM, and grew steadily over the next centuries as the waters continued to retreat beyond the region's shallow coastal shelf.

Originally a series of islands to the south of a long narrow lagoon, the lagoon eventually disappeared as corals and the sea floor were slowly revealed with waning sea levels. The area is renowned for its salt formations and coral forests – sun-bleached coral formations that remain as echoes of the once beautiful coloured formations that thrived just beneath the lagoons and waters of Vaiaura – and the remains of unnumbered sea-creatures that were left dead as the seas retreated. The ruins of settlements that once graced the shores of this once-beauteous sea remain, some of them clinging to life, making a living shaping the coral that is 'farmed' in the region.

VAIK RETH: Set. Small city in the c south west of <u>ALAM BETHYL</u> in the territory of <u>GELAH</u>^(1.) in the northern foothills of the <u>NARAHASAPHAEL</u> Mountains. It is made up of hundreds of sheep farming communities, and collectively its people are known as expert shearers makers of wool products (Pop. c. 12,500).

<u>VAILLA</u>: Pol. Org. Inner circle of the <u>PLAINSLEAGUE</u> in <u>TEMUJA</u>.

<u>VAIR</u>: *Geo.* Pass along the northern-most reaches of the <u>POROPHOSSYR</u>
Mountains, serving as one of few safe ways across. In 3841 the pass was claimed by the city of <u>UTIMAN</u>, which had declared independence from <u>PORPHYR</u>. This ultimately led to a schism between the west and east of the nation, bringing Porphyr increasingly close to fracture.

 \underline{VAIRID} : Set. Small city in the c south west of <u>THE VORANDINE</u> (Pop. c. 7,200).

<u>VAITRA</u>: Set. Small city in the south of <u>THE VORANDINE</u>. Its main industry is the mining and drying of <u>ALVELITE</u>, which is transported west to the city of <u>NYCARAT</u> for further refining (Pop. c. 7,000).

<u>VAKAR</u>: *Rvr.* Expansive wetlands area dominating the c east of the <u>DOMAINS OF SHAUATAS</u>.

<u>VAKKELAR</u>: Soc. Org. One of the 17 <u>Grand Houses</u> of the <u>Nacre League</u>. House Vakkelar is a leader in the maritime trade and shipbuilding industries. With strongholds in both the <u>Ammashi</u> Peninsula, and <u>UhbataQ</u>^(1.) headland in the east, the House controls various harbours and coastal warehouses along the length of the <u>Nacre Road</u> trade-route, and it also oversees the construction and maintenance of merchant ships, particularly in the <u>Sea of Etagira</u>. It also plays a crucial role in the naval defence of the Nacre Road, particularly against <u>Maenmisti</u> privateers.

<u>VAKKIL</u>: Pol. Com. Rnk. political and economic advisors common in the south of <u>SAMMAEA</u> in nations that host the <u>NACRE ROAD</u>. Their members are drawn from the noble <u>LEAGUE HOUSES</u> that control the <u>NACRE LEAGUE</u> and are most common in <u>SIMBARA</u> and <u>AKANTHRA</u>, where they are incredibly influential individuals.

It is no secret that they often work in the interests of the League or their own Houses and that corruption is rampant. The persistent rumours that the Vakkils form a secretive intelligence network that benefits the Nacre League remain unproven, though many politicians from across the Nacre Road territories have levelled accusations against them over the years, none of which have ever proven true.

<u>VALA</u> 1. Dem. 'Valan'. Nm. Nation in the east of <u>MENISCEA</u>. It is member of the a <u>FEDERATION OF FREE NATIONS OF MENISCEA</u>. It emerged from the older far-ranging empire of <u>VALARIM</u>, that collapsed early in the <u>FIFTH AGE</u>. Its people follow the philosophy known as the <u>ALEMBIC</u> PATH. See Vol III: Extant Realms and Nations.

2. Set. Large city in the east of the $\underline{\text{HENDECARCHY}}$ of $\underline{\text{HATON}}$, in the north of $\underline{\text{MALAN}}$. It is a coastal city, located some 120-miles within the creek of $\underline{\text{LKOR}}$, where the traditional fishing fleets of its past have been replaced by drydocks and shipyards (Pop. c. 170,000).

<u>VALAHA</u>: *Set.* Major fortified city in the far north east of Virahan, close to the border with Baatan. It is a major mercantile city and trades in goods from the north (Pop. c. 105,300).

 $\underline{\text{VALAIS}}$: Geo. Grasslands in the east of $\underline{\text{TETHYSIA}}$, to the south of $\underline{\text{LYSITEAS}}$.

<u>VALAMER, THE HALF-FACE</u>: (B. 3893) *Med.* <u>VÂRRAN</u> surgeon who spent many years as a field-surgeon attached to <u>IMPERIAL</u> armies in

RHAMIA, fighting AHRISHEN. He was wounded by shrapnel in 3996 RM, his face horrifically disfigured. After this, he spent years studying how to mask his wounds, and helped pioneer the field of plastic surgery in the KORACHANI EMPIRE.

<u>VALAMIR</u>: 1. *Pol. His.* Ancient bridge in the south of <u>HOAMM</u> (originally the south of <u>KORACHAN</u>), just 10-miles north east of the city of <u>PALUN</u>, constructed between 101 – 117 RM by the proxy ruler <u>RUGGORATH</u>.

It was no secret that few in court approved of his appointment, despite him being personally chosen as a relatively unknown <u>SHAPER</u> by the <u>ARCHPOTENTATE MALICHAR</u> himself. After a particularly trying meeting between him, <u>THE SEVEN</u> and the <u>CONSULITE</u>, he was called out for being a pretender, that he was not fit to rule, and that the people would only follow him if he could walk across the <u>BAY OF GRESS</u>, implying that it would never happen.

Taking the insult as a challenge, he ordered the construction of a massive bridge spanning the steep sides of the bay. It was a monumental task that took decades to accomplish. Ironically, Ruggorath disappeared under suspicious circumstances in 105 RM, before the bridge was completed. By that point so much money and resources had been pumped into his vanity project that construction continued, albeit at a slower pace, and it was completed 12-years later, upon which point it became a major route connecting the disparate sides of the south of Korachan.

Receding sea levels have today left the bridge 4-miles from the coast, stranded, and largely useless. It remains now, ruined, disconnected from the ancient roads that it once served, a memory to the hubris of the empire.

2. Set. A settlement now exists at the base of the above bridge, with many structures constructed from stone and rubble recovered from the old bridge. Some dwellings have also appeared on the sides of its walls, which have been hollowed out in the search for new materials. The settlement guards the mouth of the river <u>GRESS</u> and is the only known entrance into inner <u>HOAMM</u> and lake Gress, where the metropolis of <u>DORMIVEGLIA</u> lies (Pop. c. 8,000).

<u>VALANARA</u>: Geo. Island in the c of the <u>MAIDEN ISLES</u>, off the south eastern coast of <u>MENISCEA</u>.

<u>VALANT</u>: *Rel. Str.* Monastery of the <u>ORDER OF THE HEART, MIND AND BLADE</u>, in the rugged hills in the south east of the <u>ADALLA</u> Mountains.

<u>VALAR PRINCIPALITIES</u>, the: Geo. Region in <u>TEMUJA</u> between the <u>EROCH MAER</u> and <u>VALGHAR</u>, east of the <u>TAHNOL MAER</u>, known for its nomads and pastoral people.

<u>VALARCH</u>: Geo. <u>HOLOLACHI</u>^(1.) island colony over 180-miles south east of its mainland territories, south of the <u>BLACK MOUNTAINS</u>, and west of <u>ELBIA</u>. It was originally a <u>PARTHISAN</u> colony, though was abandoned by c. 3720 RM following the silting of its harbour, and was repopulated by the Hololachi people in c. 3890 RM, with a new harbour built and fishing fleets supplying the mainland with food. Its vassal settlements also produce salt (Pop. c. 27,400).

<u>VALARI</u>: 1. *Geo.* Island off the south western coast of <u>SEDISIA</u>, in the <u>SEA OF SERPENTS</u>.

2. Set. Coastal city on the eponymous island off the south western coast of <u>SEDISIA</u>, known for its nearby leper colony (Pop. c. 12,500).

<u>VALARI ROAD</u>: Com. Geo. Trade route in the c south of <u>WESTERN MENISCEA</u>. It was a major continent-spanning trade route under the aegis of the <u>VALARI</u> empire, but the empire's collapse saw parts of the route fall into disuse. Today the central-most span of the route remains in use in the south of <u>SHAZGIN</u>, linking the <u>EGETAKHAN ROAD</u> in the west to the <u>VAEVECTAN TRAIL</u> in the east, bringing much wealth and commerce into Shazgin as a result.

VALARIM: 1. Dem. 'Valar!. His. Ntn. Early-to-mid FIFTH AGE empire that dominated the central south of the WESTERN MENISCEAN subcontinent, west of the SEA OF LARISH^(1.). It collapsed in c. 1150 RM and the present-day nations of FATH, ETUL, VALA, and the south of SHAZGIN all lie on its old territories. Its people founded the philosophy known as the ALEMBIC PATH, which continues to be followed in many of its descendant states. See Vol III: Extinct States.

2. Pol. Set. Capital city of SHAZGIN, named after the predecessor empire (1.). It remains in control of the old Valari trade route known as the

<u>VALARI ROAD</u>, linking the <u>EGETAKHAN ROAD</u> in the west to the <u>VAEVECTAN TRAIL</u> in the east (Pop. c. 320,000).

<u>VALARKHA</u>: Ser. Colonial port built by <u>KORACHAN</u> during the height of its <u>CRUSADES</u> against the west in c. 3225 RM, on an island south of the <u>BLACK MOUNTAIN</u>, south west of <u>HOLOLACH</u>^(1.). Built on the ruins of a far earlier <u>PARTHISAN</u> colony known as <u>FHALAR</u>, it became incredibly wealthy and successful, though cultural changes, including diminishing enthusiasm for the crusades and the slow silting-up of its harbours left the place deserted by c. 3720 RM following the fragmentation of the Korachani empire.

The area was repopulated by Hololachi people in c. 3890 RM and is now a thriving colony, supplying fish and salt to the mainland, though is now known as <u>VALARCH</u> (Pop. C. 25,000).

<u>VALASHNA</u>: Ast. Comet that appears low in the <u>NORTHERN HEMISPHERE</u> approximately every 33 years. The yearly <u>HAAGENTI METEOR SHOWER</u> is associated with the comet Valashna, which was named by the ancient <u>FIFTH AGE ALMAGESTI</u> astronomer <u>ERGEN</u> in 52 RM.

<u>VALASSIA</u>: Geo. Rocky plains in western <u>JURRAS</u>^(2,), covered in sparse shrubland.

<u>VALATAN</u>: Rui. Ruined city once belonging to <u>HRIDAN</u>. It was abandoned in c. 2000 RM following the collapse of the small nation and its assimilation by <u>AZAZEM</u>.

<u>VALATOON</u>: Set. Settlement in the north west of <u>CUTH</u> (Pop. c. 8,000).

<u>VALBAR</u>: Dem. 'Valbaran'. 1. His. Pol. Historical annex of <u>ALMAGEST</u> that emerged in the centuries following the destruction of the Kingdom of <u>THYTHIA</u> by an alliance of <u>KORACHANI</u> and Almagesti armies in 1491 RM. The annex was instrumental in nearly exterminating the <u>KEVERAN</u> people who had inherited Thythia in what is now known as the <u>FIRST SCOURING OF KEVER</u>.

The annex was formally absorbed by Almagest in 2321 RM, leaving the northern $\underline{VALBARAN}$ PENINSULA unoccupied, allowing the Keveran people to survive unmolested over the next millennium.

Almagest grew confident in the wake of its newfound independence following its victory of the <u>WAR OF THE ARTIFEXES</u> and moved north to occupy all the peninsula, leading to the <u>SECOND SCOURING OF KEVER</u>, eventually establishing a government known as the <u>PLUTOCRATIC CABINET</u> to rule over this new territory. Within a few centuries these resources were wasted and industries began to leave and by c. 3460 RM only about 5% of its previous population remained, with most cities lying abandoned and crime and chaos rampant elsewhere.

The Plutocratic Cabinet founded an order of caretakers known as the <u>SAHARLI</u> to oversee the remaining settlements, which to all intents and purposes were fending for themselves. The Plutocratic Cabinet was disbanded in 3468 RM as Almagest withdrew its support, though the name continued to be used by the remaining people, whose claim to independence was formally recognised by Almagest in 3483 RM, and the nation was renamed <u>VALBAR DHAI</u>, which means New Valbar. See Vol III: Extinct States.

2. Nm. A coalition of five states in the far north of CENTRAL LLACHATUL, known for its frigid climate that ranges from subpolar (boreal) in the south, to polar in the north. It is home sparse boreal forests in the south that give way to permafrost, glaciers, and icefields in the north. Its centremost expanse is known as ESZALA, and is dominated by geothermally-active terrain, which is characterised by many hot springs, prismatic springs, geysers, fumaroles, and small volcanoes.

It is populated by a culture of people that emerged from the eponymous^(1.) <u>ALMAGESTI</u> annex that was abandoned in 3468 RM, which in turn had been appropriated many centuries earlier from the land of their distant ancestors, the <u>KEVERAN</u> people. The annex served as a vital centre of whaling, mining, logging, and other industries, but was abandoned as these resources began to wane and the cost of maintaining it grew increasingly prohibitive, A handful of cities, chief amongst them <u>ABLATIA</u>^(2.), chose to remain behind, eventually founding the nation of <u>VALBAR DHAI</u>, whose government collapsed in 3936 RM after a period of increased geothermal activity that disrupted its infrastructure. A new coalition of five states emerged in 3943 RM, which remains in power today in the form of the government known as <u>THE CABINET</u>, which has plutocratic elections every 7-years for 5 seats (one for each state), with a

 $6^{\rm th}$ seat occupied by an Almagesti representative. A defence pact was signed with Almagest in 3974 RM, forging further links between the two nations, allowing the greater power to establish military bases in the northern state.

Since gaining its independence, the coalition has been divided into two rough demographics – sparse cities in the south that are linked by a well-maintained infrastructure; and the hardy rural people of the north, who are largely self-sufficient and survive by fishing and hunting.

Valbar is peppered with the ruins of ancient industries – open cast mines long-since reclaimed by nature, disused pipelines, and abandoned logging outposts – all remnants from its days as an Almagesti annex. Some new industries have appeared since then, though not at the scale to rival its past incarnations.

Today it is known for its manufacture of fine <u>FIREARMS</u>, and its exportation of pure silver, which is highly valued across <u>ELYDEN</u> and which originates in the <u>DREAMSCAPE</u> of <u>PIL AUSH</u> that appeared in 3941 RM. It lies along the passage of the <u>NULLAMBIT</u> and the <u>ARCANE TEMPERS</u> there are weak, so the region never developed much of a shaping tradition.

The Valbaran people are followers of the <u>ALMAGESTI TEMPLE</u>, further cementing the ties with Almagest, and they are known for. See Vol III: Extant Realms and Nations.

<u>VALBAR DHAI</u>: also 'Confederacy of Valbar Dhai'. Dem. 'Valbaran'. His. Ntn. A short-lived nation predating extant <u>VALBAR</u>⁽²⁾ that originated as an annex and later colony of <u>ALMAGEST</u>, which was abandoned in 3468 RM. A few cities remained behind, eventually forming a confederacy that named itself Valbar Dhai. This confederacy was officially recognised by Almagest as an independent state in 3483 RM.

Ruled by the so-called <u>PLUTOCRATIC CABINET</u>, the state survived for four centuries before increased volcanic activity in the Eszala geothermal region beginning in c. 3920 RM began to wreak havoc on the interior of Valbar Dhai. Major thoroughfares linking distant cities together were cut off from one another, leading to strain on the capital in <u>ABLATIA</u>⁽²⁾. The Plutocratic Cabinet struggled over the next years, as eruptions increased, and it eventually collapsed in 3936 RM as an increasingly desperate public called for action.

After seven years of chaos a new coalition government emerged in 3943 RM, calling itself <u>THE CABINET</u>. It divided the old territories of Valbar Dhai into five states, that became known as Valbar⁽²⁾. See Vol III: Extinct States.

<u>VALBARAN</u>: Lan. Language spoken in <u>VALBAR</u>⁽²⁾ That emerged in the earlier <u>VALBAR DHAI</u>. It is a relatively recent language that emerged in the wake of the regions' independence from <u>ALMAGEST</u> in 3483 RM. The people of Valbar had been under Almagesti rule for over five centuries at that point and spoke little, though the departure of Almagest allowed what remained of its Keveran culture (the culture of long-persecuted and enslaved native people) to re-emerge else for many generations See Vol II: Languages.

<u>VALBARAN DEFENCE PACT</u>: *Pol.* Defence treaty signed between <u>VALBAR</u>^(2.) and <u>ALMAGEST</u> in 3974 RM. The treaty allowed Almagesti military forces freedom of movement across Valbaran territories, in return for their aid should another nation declare war on Valbar, which itself was unable to declare war on any nation without the agreement of Almagest. This cemented the presence of the sixth chair on <u>THE CABINET</u>, which was permanently occupied by an Almagesti ambassador.

Almagest was the true beneficiary of this deal, allowing it to set up forts and garrisons in Valbar without needing to worry about governing a largely wasted land. The garrisons Almagest has erected across Valbar now serve to defend the land from the <u>CALLOW HORDES</u> in the west and <u>DURCHAA</u> in the east. The establishment of fort <u>CHESTUS</u> in the far north of the <u>VALBARAN PENINSULA</u> also allows Almagest to keep a watchful eye over the <u>SEA OF POLARIS</u>.

<u>VALBARAN PENINSULA</u>: *Geo.* Geographical region in the north of <u>CENTRAL LLACHATUL</u>, dominating the north of the nation of <u>VALBAR</u>⁽²⁾. The peninsula is known for its boreal climate making life there difficult for MORTALS.

<u>VALCHAS</u>: Set. Settlement in the c north of <u>KORACHAN</u>, along the path of the <u>SHADOW MARCH</u> (Pop. c. 5,800).

<u>VALCYADA</u>: Set. Small coastal city on the far south of the island of <u>CAMARA</u> in the south of the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u> (Pop. c. 16,200).

<u>VALD</u>: Sea. Gulf in the north of the <u>SEA OF URAN</u>, dividing the <u>AKKODUAN</u> peninsula^(1.) from the headland of <u>AKELLA</u> in the <u>HARÉSHKI CITY-KINGDOM</u> of Caria^(4.).

<u>VALDIA</u>: *Mil. Str.* Coastal fortress in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>CARIA</u>⁽⁴⁾, overlooking the gulf of <u>VALD</u>.

<u>VALE OF DISCORD</u>: Geo. Low scrubland region in north eastern <u>KHARKHARADONTIS</u> between two high-ridged mountains, characterised by a tangible link between the <u>MATERIAL PLANE</u> and the <u>ATRAMENTA</u>. The air is thick with <u>UMBRA</u>, and no form of life – be it flora or fauna can survive unaltered for long. <u>SHADOWISPS</u> commonly emerge in the area, often carried along prevailing winds thousands of miles west into other lands

It is categorised as a <u>Moderate threat</u> by the <u>Korachani</u> Institute of Atramental Studies.

<u>VALE OF MASTABAS</u>: Geo. Valley in the south east of <u>VENTHIR</u>, 120-miles north west of <u>ELIGIA</u>, where the bodies of ancient <u>VENATHI</u> kings are interred in cliff-side monuments. Most such tombs have since been looted though records bearing a list of unremembered ancient kings indicate that many lie undisturbed, the eroded mastabas protecting the tombs from looters.

<u>VALEFAR</u>: 1. Also 'the Corpschill. Set. Major city, north of <u>VÂRR</u>, east of the city-state of <u>NOACHIS</u>, south of <u>THE OLD FOREST</u>; known for its many hangings. <u>KORACHANI</u> vernacular also names it as the Corpschill (*Ruthusicthaî*), on account of the many dead buried in the area, making three distinct hills, easily visible from the Valefar (Pop. c. 48,000).

 Fau. Lion steed of the <u>ARIOCH OF MOETIA</u>, said to have the heart of a man. The last of the <u>DIARCHS</u>' quests, the great lion-king was tamed in 3989 RM and remains his companion to this day.

VALENS OF KORACHAN: see ST. VALENS.

VALENS LASCAR: (B. 3932 RM) Ast. Car. Astronomer, cartographer and professor of the OBSERVATORY OF DEOCHAN. He became editor of the ATLAS ELYDEN in 3979 RM, taking over from a long period of enforced propaganda which was later editions ridiculed by foreign states for their blatant fallacies. Under his guidance the Atlas was returned to the scientific roots of the first edition, and the latest 18th edition was the best-selling so-far, reaching libraries far from the empire.

VALANTE: Soc. Org. One of the 17 GRAND HOUSES of the NACRE LEAGUE. The House is based in NORTHERN SIMBARA and is known for its dominance in the trade of luxury goods, including jewellery, fine art, and rare artifacts, and it controls major auction houses in the larger cities found along the NACRE ROAD. It caters to the elite of SAMMAEAN society and has strong ties to various aristocratic and noble circles, with a wideranging web of contacts and confidantes. Its influence extends into cultural and social spheres, where it sponsors cultural events and patronises popular artists in.

<u>VALGHAR</u>: town along the foothills of <u>ENEÁRHI</u> Mountains (Pop. c. 1.000).

VALGRAD: Geo. Flat saltplain in KHALHAT that until c. 750 – 1250 RM was a shallow sea forming the south western part of the SEA OF BYSSOS. The saltplain developed following the sea's slow diminishing throughout the first and second millennium RM. The Khalhish city of LHARKA once stood along the shores of the Valgrad, though remains now as a pale shadow of its former heights.

<u>VALK</u>: *Cur*. Currency in the north west of <u>SAMMAEA</u>, specifically <u>THE SURRACH</u>. See Vol II: Currency and Coinage in Elyden.

<u>VALKA</u>: 1. His. Ntn. Early <u>FIFTH AGE</u> culture that emerged from the earlier <u>ULLUASHI</u> people. The name Valka was used by <u>LASCAR</u>^(2.) seafarers starting from c. -300 RM, and their usage of the name rapidly spread to surrounding lands, and as their merchants settled Ulluash, many of their customs and traditions took root, and by c. -200 RM Ulluash had been replaced by Valka, a new culture.

By c. -100 RM the tribes of Valka had grown into as many as thirty small states, in what is now the west of the Vaalkan peninsula. They shared many common cultural elements, and were each ruled by MAORATE rulers, who were known to be tyrannical warlords, preying on the gentle YARAOMIC PEOPLES to their east. Conflict between tribes was not uncommon and usually resolved through ritual combat between warlords or champions appointed by them. Trade between tribes flourished and even moved east when its armies were not attacking the Yaraomic Peoples.

In -43 RM the warlord of the tribe of <u>GILAM ASH</u> subjugated nearby tribes, eschewing the tradition of ritual combat in favour of bloody conflict. He crafted the <u>IVORY THRONE</u>, and drenched it in the blood of his vanquished foes. The throne, and Gilam Ash, became notorious in Valka.

The rise of a weak leader in 10 RM led to a period of conflict with CONTH, which left it weakened, ready to fracture. The warlord was challenged and killed in combat in 14 RM, though Valka never recovered. It was in this weakened state that KORACHAN found the region when it attacked it in 17 RM. Faced with a singular foe, the Valkan people did their best to defend their home from invasion, though after a bloody war, Valka was taken on the last day of 19 RM. The ARCHPOTENTATE MALICHAR personally fought in the conflict, using TARTARUCH and AEGIS, rapidly being hailed as a worthy leader to Valka. He would go on to become a culture hero in the region, fulfilling part of the prophecy in the SCRIPTURE OF SHADOW.

Korachani subjugation of the region brought a new name – $\underline{VAALTHA}$ – which was used throughout Korachani rule over the region, being later changed to \underline{VAALK} following its much later fall to $\underline{SARASTRO}$, following the $\underline{SUNDERING}$ THE OF THE EMPIRE. See Vol III: Extinct States.

2. *Eth.* Nomadic people of <u>THE OLD FOREST</u>, seen as pragmatists and survivalists by the rest of the Old Forest and barbarians and hermits by outsiders. They are thought to have their roots in early <u>LASCAR</u>⁽²⁾ people who moved inland into <u>CENTRAL LLACHATUL</u> in the early <u>FIFTH AGE</u>. See Vol II: Peoples and Races of Elyden.

<u>VALLACH</u>: Set. Powerful city-fortress in the <u>HENDECARCHY</u> of <u>CYRENIA</u>, in the north west of <u>MALAN</u>. It serves as a link with <u>KASPIA</u> in the north, with foreign traders and travellers forced to stop in a hostelry suburb outside the city walls (Pop. unknown).

VALLACK: see <u>ABYSMAL STAIRCASE</u>.

VALLAR: Geo. Granite plateau in the prefecture of HOLOLACH^(2.) in the ceast of Hololach^(1.), encompassing a valley in the south west of the ESHAMIL Mountains. The plateau is relatively flat and rises very shallowly towards the mountains though the terrain is rugged and covered in labyrinthine undulating formations that are thought to have been Atramentally-formed. Indeed, ATRAMENTAL-CORRUPTION becomes evident in the north west of the region, where the Atramental distillery of NAHRLLA is located.

<u>VALKASSAR</u>: Mil. Str. Major fortress in the far north west of <u>PORPHYR</u>, overlooking the delta of the river <u>SOCCATOROS</u> onto the territories of SERROK.

<u>VALLIDOM</u>: 1. *Geo.* Island in the south of the <u>SEA OF ESCHATA</u>, to the north of the <u>BARRIER LANDS</u>.

2. Set. Independent island city-state on the eponymous island. It is incredibly rich due to its expansive gold mines (Pop. c. 280,000).

<u>VALMAS</u>: Geo. Region in the north of <u>LLACHATUL</u>, north of <u>ALMAGEST</u>.

<u>VALOMM</u>: Sec. Fortified city in the south of <u>ELEKHID</u>, along the western shore of lake <u>MHAGANI</u> (Pop. c. 35,000).

<u>VALORA</u>: Set. Small city in the west of <u>ALAM BETHYL</u>, in the west of the territory of <u>GELAH</u>^(1.). It is made up of hundreds of sheep farming communities, and collectively its people are known as expert shearers makers of wool products (Pop. c. 11,900).

VALT: Set. Curious city built within a deep sinkhole in the east of ADHERA. The city is vertical, reaching over 500-ft. below the surface of the ground, with most structure linked together by an intricate network of hewn passages and tunnels, which lead to the surface in four fortified gateways. The upper classes face the inside of the sinkhole, which provides them with a degree of natural light for most of the year, though most people live in lightless slums whose only individual link to the surface are their ventilation shafts.

The city draws its water from a deep aquifer, which also waters the expansive fields and farmlands that surround the city itself (Pop. c. 68,000).

<u>VALTARA</u>: Set. Major coastal city in the west of <u>AKANTHRA</u>. It is relatively young, having grown rapidly since many older ports in Akanthra were left landlocked by c. 3500 RM. It is known for its deep natural harbours and its buildings that are constructed on the edge of seafacing cliffs, as well as its array of expansive <u>SIPHON ENGINES</u> that keep it safe from pervasive <u>ATRAMENTAL TAINT</u>. Its people are famed for their meat-based cuisine, which has been influential in surrounding areas (Pop. c. 283,500).

<u>VALTARAN</u> <u>OLIGARCHY</u>: Pol. Org. The ruling house of <u>OD</u>

<u>MEGINNAS</u>^(1.) since 3643 RM. It emerged from the <u>PARTHISAN</u>

<u>PATRICIAN</u> <u>HOUSE</u> of <u>VALTARIS</u>, which, alongside other Houses, colonised the island in c. 3480 RM. The present Ruling Oligarch is <u>SUMMANDER VALTARIS</u>.

<u>VALTARIS</u>: Dem. 'Valtaran'. Soc. Pol. <u>PARTHISAN PATRICIAN HOUSE</u> that in c. 3480 RM colonised the island of <u>JIRIDUN</u> (now <u>OD MEGINNAS</u>^(1,1)) alongside Houses <u>CAELMONT</u>, <u>SELVARSHI</u>, <u>TAELIS</u>, and <u>TENDARI</u>. Together, those Houses formed trade arrangements with the local government of Jiridun, marrying into each other and with local nobles to secure power. This allowed the Houses to settle the land, taking over overlooked industries that were of importance to Parthis.

In 3597 RM House Valtaris orchestrated a ruthless culling of its household, where many ancillary parts of the House were either sent to Parthis or other far-flung corners of Elyden, effectively castrating them of power and denying the House the privilege of inheriting any of the holdings of the family. This was a damning act that earned the PATERFAMILIA of House Valtaris the enmity of the other Houses, and it is thought that he was responsible for many mysterious deaths and disappearances, but it ultimately paid off and by 3630 RM the family tree had been sheared down to size, consolidating the power amongst a handful of individuals, and ultimately serving a death knell to the other Houses with which it had once been allied.

The influence and wealth that House Valtaris commanded allowed it to infiltrate the political system of Jiridun, which by then had become reliant on the industry and trade that Valtaris brought it, and much of the government was deeply in the Houses' pockets. In 3643 RM the government ratified a new law that moved for House Valtaris to become the de facto ruler of the island-nation, with the old politicians either retiring rich or becoming their governors and advisors. This new oligarchic state was christened Od Meginnas and remains in control of the island today, with House Valtaris effectively becoming a DYNASTIC OLIGARCHY that still rules today, over 350-years after assuming control.

The dynasty is characterised by the same shrewd business acumen that saw its original ascent to power, and it is wholly in control of all aspects from the military, to industry, culture and politics, and it maintains a large force of secret police whose memes are secreted in all manner of institutions as spies and informants. See Vol II: Patrician Houses.

<u>VALTHAS</u>: Pir. 'valthas'. Mor. One of the original Two-and-Twenty MORTAL PEOPLES, and the children of the <u>DEMIURGE TALANTEHUT</u>. Their ancestral lands were known as <u>LIBRAMIA</u>. They were once very similar to humans, and worshipped Talantehut with a devotion and fervour unmatched by most other mortals. Ultimately, they were victims of circumstance and suffered through no fault of their own from their mother's duties.

Talantehut was chosen against her will to become a force of balance amongst her siblings. This led her to abandon her previous desires and duties, amongst them the care of her children, who she loved deeply. The valthas suffered terribly without her aegis and dwindled. It would have been terrible for any of the mortal peoples to suffer that fate, but the valthas were stricken by such grief that their civilisations crumbled.

Through their mother's long slow neglect, they became corrupted into something baser; wretched things without passion or hope or love. They became achromatic; creatures alive but without life, much like their mother eventually did. Today they dwell in dark forgotten places of the world that are shunned by other mortals, where they live in a fugue state, undying yet without the spark of life. Talantehut was so distraught by

what had become of her children that she recruited some to become her agents, who travelled Elyden as her proxies. Devoid of wants and personalities and functioning, they served as a policing force, spying on the other mortals and reporting back to Talantehut with their discoveries. Over time this made the other mortals of Elyden to look upon them with disdain and distrust, an attitude that continues to this day, though its origins are likely long forgotten to most who encounter them.

Many physical laws that affect other mortals do not apply to the valthas, which seem to be caught between worlds. They live for many centuries, though are largely unchanging in this time, studying the passage of the sun and stars and the slow change in their courses that are imperceptible to other mortals. Their <u>SPIRITS</u>⁽¹⁾ do not migrate from their bodies to the <u>OTHERWORLD</u> upon death, and today they are the only <u>MORTAL</u> people whose individuals all leave behind <u>SOULSTONES</u> without fail.

Though they have no nations, they can be found in various nations in central MENISCEA, around the SEA OF LARISH⁽¹⁾, where they follow a philosophy known as the ALEMBIC PATH. They are also found in smaller numbers scattered across central SAMMAEA, where they are believed to wander into ATRAMENTALLY TAINTED lands and DREAMSCAPES without suffering negative effects, giving them some succour from the curious eyes of other mortals. A notable region that was once populated by valthas is the UMBRA SOKHAR, where they created the GODHEADS. See Vol II: Classification and Taxonomy of Life: Sicthain.

<u>VALTICA</u>: Rui. City in the south east of <u>AHKA</u> obliterated by <u>KORACHANI</u> cannons during the ongoing AHKAN WAR.

<u>VALTICAN DEARTH</u>, the: Geo. His. Mil. An expansive region of abandoned trenches and fortifications in the south east of <u>AHKA</u>, constructed by <u>KORACHANI</u> engineers between 3988 – 3992 RM. It became the site of a catastrophic pyrrhic battle against the Ahkan defence and <u>PARTHISAN</u> allies in which hundreds of thousands of lives were lost, the result of which was a few hundred feet of advancement for the Korachani forces.

<u>VALUS</u>: Sea. Gulf that, with the <u>IALCUS</u>, divides the northern part of the continent of <u>LLACHATUL</u> at the northern <u>POLAR CIRCLE</u>.

VALUS SALMON: Fau. Migratory fish native to the northern waters of the NEAR HEMISPHERE, including the SEA OF DAGGERS, the SEA OF IALCUS, and the SEA OF VALUS, the latter of which it is named for. The Valus Salmon migrates west to the north of the Valus into the south of the SEA OF POLARIS and the BAEFIR, where they swarm into the VARAGOD river, travelling upstream for hundreds of miles, where they spawn and then die. The damming of the river along the city of DAALKATH has prevented many from finding their spawning grounds, leading to the introduction of fish ladders that allow them to bypass the

<u>VALUSIA</u>: Geo. Region in the c north east of the <u>HOGGOTHA ISZ</u> in the west of <u>NORTHERN SAMMAEA</u>, said to be home to many <u>SERAPIS</u> and other corrupted children of <u>ASHTERATH</u>. It is known for its many reptile-headed colossi and monoliths, most of which are ruined and badly weathered, lying half buried in sterile dust.

<u>VALYANT</u>: Mil. Rnk. Champions of <u>ALAM BETHYL</u>, equated to military leaders or standard bearers of other regions. They are skilled in armed combat, are expert pathfinders and are skilled marksmen.

VAM ATAR: m. Myt. His. Per. In the mythologies and ancient histories of ELYDEN, a SCION and son of the DEMIURGE NERGAAL and the scion LYSSA (scion of VORROPOHAIAH), and was the twin brother of VAMMATAR. In the THIRD AGE he performed a powerful ATRAMENTAL ritual to attain long life. In the FOURTH AGE, following the fall from grace of the Two-and-Twenty, Nergaal, severely weakened by an earlier defeat at the hands of a massive combined force of other Demiurges, agreed to let Vam Atar perform a ritual that would see them united, stronger than the two could ever be individually. Consigning his body to the rot and disease he had allowed himself to be purveyor of, Nergaal died, his consciousness flowing into Vam Atar, who became a vessel to both beings.

Though Nergaal lives on through Vam Atar, the latter has his own agenda. Has lived in the hinterlands of Cuth, appearing in history books from time-to-time under different guises, but always heralding disease and

subsequent fevered worship, said to grant him more power (as the Demiurges drew strength from their worshippers, so too does he).

In the Fifth age, the rediscovery of the Hand of Nergaal led to a rebirth of worship of the Demiurge, that only served to increase the power of Vam Atar.

There is debate that <u>VAMMATAR</u> (another purported scion of Nergaal) is another incarnation (or a corruption of the name) of Vam Atar, though there is reason to believe both are now disparate entities. See Vol IV: Scions, Children of the Gods.

<u>VAMODOR</u>: Set. City in the region of <u>FURUD</u> in the c west of <u>THE SURRACH</u>, along the <u>IVORY ROAD</u>. It is known for its metalworking industries (Pop. c. 33,200).

<u>VÁMAN CROSS</u>: *Obj.* A cross made up of three arrow-shaped arms radiating from a central vertex. It is named after the emblem of the <u>VÁMAN ORDER</u> if the <u>SANCTIFIED INQUISITION</u>.

<u>VÁMAN ORDER</u>: *Pol. Org.* In the <u>KORACHANI EMPIRE</u>, one of the major <u>SANCTIFIED ORDERS OF THE INQUISITION</u>, concerned with the safety of the <u>UNDYING MACHINE</u> and the <u>ATRAMENTA</u>, and, by extension, <u>ATRAMENTISTS</u> and other <u>KORACHANI SHAPERS</u>. The Order works diligently to secure the empire from regions of <u>ATRAMENTAL CORRUPTION</u> and it also polices usage of the Atramenta and Atramental devices and artefacts, and fights against its abuse, working closely with the various <u>MINASTERIA</u>⁽²⁾ of <u>SHAPING</u>.

The order emerged from a sect of the <u>PALADINS OF THE SHADOW</u>, who were the first centralised force in the empire tasked with policing shaping. Following a centuries-long quest to retrieve the near-mythical artifact known as the <u>SHATTERED MIRROR</u>, the sect naturally evolved into the precursor that in 1196 RM would become the Váman Order. Many legends and myths now surround this transition, with many believing that the Order used the Mirror to manipulate fate to achieve its desired position within imperial institutions, and others claiming that pacts were made ancient Atramentist sects that had once been their targets in exchange for power within the empire – an act known within imperial urban legends and oral histories as the <u>SHADOWED PACT</u>. Neither are believed by serious historians.

Formally christened in 1196 RM in the city of $\overline{\text{TEREKON}}$ in $\overline{\text{PELASGOS}}$, the Order's presence in imperial cities would eventually lead to the founding of the $\overline{\text{MINASTERIA}}^{(2)}$ of Shaping and the $\overline{\text{GREAT CULLING}}$ that took place between 1312-1345 RM, during which shapers who had escaped the earlier reforms were hunted down and rounded up and either sent to the Minasteria for education or neutralised through various means.

Since its founding, the Order has established various clandestine strongholds, referred to within the Order as SANCTUARIES OF SHADOW. These sanctuaries serve as bases for agents who observe Atramental activity, and are often located in distant or TAINTED lands or even behind enemy lines. The Order works closely with the various MINASTERIA (2) of the empire, as well as the ORDER OF PROSELYTISERS, and the more amenable shapers captured by its agents are sometimes taken by the for training. Those who show no remorse for their actions are kept by the Order and imprisoned in special gaols designed to contain most types of shapers, the most famous of which is Fort ARTHAGNIA, located on an island off the western coast of Pelasgos. In 2780 RM the KORACHANIINSTITUTE OF ATRAMENTAL STUDIES was folded into the Váman Order, where it was granted more resources to continue its work.

The Order has a strict hierarchy, with new agents referred to as Shadows, and other ranks known as <u>WARDENS</u>^(1,1), <u>KEEPERS OF THE KEYS</u>, <u>PRECEPTORS</u>^(3,1), <u>WARDENS OF THE VEIL</u>, <u>PALADINS OF THE SEPULCHRAL PALACE</u>, High Wardens, and ultimately, the <u>GRANDMASTER</u>.

The order's sigil is the icon of the Church of the Undying Machine with a pair of crossed keys superimposed on it. The icon of the church represents the ancient roots of the order, and the keys are representative of the order's safeguarding of Atramental laws in the empire. Every year on the anniversary of the Order's founding, agents take part in a ritual known as the $\underline{DARK\ VIGIL}$ where they renew their vows to the Order.

The Order's present grandmaster is **HIMMILCAR FERDOUS**.

VAMMARA: Set. in the of PHYRR (Pop. c.). *

VAMMATAR: f. Myr. His. In the mythologies and ancient histories of ELYDEN, a SCION and daughter of the DEMIURGE NERGAAL and the scion LYSSA (scion of VORROPOHAIAH), and twin sister of VAM ATAR. She was known in various lands of south eastern LLACHATUL, around the coast of the SEA OF KRYMERA, as a goddess of sickness and cults dedicated to her can still be found in certain regions, venerating her in times of plague.

There is debate that <u>VAM ATAR</u> (another purported scion of Nergaal) is another incarnation (or a corruption of the name) of Vammatar, though there is reason to believe both are now disparate entities. See Vol IV: Scions, Children of the Gods.

<u>VAMRAH</u>: Set. City in the north east of <u>AHOPAH</u>, close to the <u>NETHERLANDS</u> (Pop. c. 90,000).

<u>VAMUL</u>: Set. Settlement in the south of <u>PNESSA</u> (Pop. c. 8,000).

<u>VANABBRY</u>: Set. Settlement in the east of <u>RHEA</u>, known for its production of a hallucinatory honey. The honey's properties are derived from rhododendron flowers, and was once used in religious rituals. Though this is no-longer the case, the honey remains a delicacy and is sold across <u>ELYDEN</u> to connoisseurs and gourmands (Pop. 6,000).

VANADHA: Geo. Island 42-miles off the eastern coast of VAALK.

<u>VANARET</u>: Set. City in the c of <u>OPHAR</u>, at a fork where the river <u>RATUNA</u> meets its parent, the <u>QUARES</u>. It is a major centre of ceramic manufacture (Pop. c. 42,000).

<u>VANAYA</u>: Geo. Mountain-range around 175-miles-long in the c-south east of <u>MENISCEA</u>, acting as natural border between the north east of <u>WESTERN LARISH</u> and the south of <u>LAOD</u>.

<u>VANCA</u>: Set. City in the north west of <u>PALUS</u> (Pop. c. 21,000).

<u>VANDAHAR</u>: *Rvr.* River flowing through central <u>KOLCHIS</u> from various sources in the <u>BLACK MOUNTAINS</u>, into the northern-most part of the <u>SEA OF SEKHEM</u>. It is one of the few clean rivers depositing water into the sea.

<u>VANGAN</u>: Set. Settlement in the south east of <u>CUTH</u>, on the eastern face of the peninsula of <u>HAMMINGHENG</u>. It is one of many producers of <u>EMBALMING</u> resins in the region (Pop. c. 6,400).

<u>VANGEL</u>: Set. Large fortress-city flanking the river <u>UDANILLA</u> in the c-south east of <u>HALEDONIA</u>, guarding its inland regions from an attack over the river. Since its construction, the fortress has become surrounded by a large city (Pop. c. 58,000).

VANEFAN: Lan. Ntn. Native name for THE OLD FOREST.

<u>VANEFANI</u>: Lan. Language spoken in the <u>OLD FOREST</u> of <u>VANEFAN</u>. It is secondary to <u>UMMUSH</u> and is mostly used when dealing with outsiders. It is largely spoken in markets and by merchants and travellers, so as to maintain the secrecy Ummush. See Vol II: Languages.

<u>VANEFATH</u>: Lak. Lake in <u>THE OLD FOREST</u>, along the course of the river IAGANNATH.

<u>VANKER</u>: Lak. Semi-permanent lake in the north of <u>AZAZEM</u>, to the south east of the <u>CHACTHORNYS</u> Mountains. It forms following either heavy rains in late summer or snowmelt in the mountains in the north in early summer, though changes in climate have seen its formation becoming increasingly sporadic. The basin in which the lake forms is a deterrent to floods to the south west, and it has been deepened over time, with a small dam constructed in its western most reaches.

<u>VANKER'S DAM</u>: Arc. Small dam constructed in the north of <u>AZAZEM</u>, designed to control the flow of water following heavy rainfalls in the region that result in the formation of the semi-permanent lake <u>VANKER</u>.

VANKER'S CAVE: Geo. Deep pit cavern in the north of AZAZEM that is famed for its beauty, moss creeper-covered walls, rain-like waterfalls, and the ancient moss-covered temple that predates KORACHANI influence in the region. The main entrance of the cave has a 250-ft. drop and then splits into various tunnels and chambers, which become narrows farther down. It ends in a triangular chamber that tapers to a deep pool. There are various tunnels that lead to the surface, though these are only used as exits.

<u>VANGH</u>: *Rui*. Ancient <u>DVERG</u> ancestral monument and accompanying tombs unearthed in the western reaches of the <u>RHAECHAN</u> Mountain. The site has been known to the people of <u>KORACHAN</u> since before the

formation of the $\underline{\text{EMPIRE}}$, though is largely shunned. Some dverg $\underline{\text{CLADES}}$ from $\underline{\text{CHTHYRID}}$ are known to travel to the area, though little is known of its history or their purpose in returning there.

<u>VANGULI PROJECTION</u>: Car. Cartographic <u>PROJECTION</u> originating in <u>ALMAGEST</u> in c. 900 RM. The projection was developed as a means of accurately portraying all of <u>ELYDEN</u> as a flattened object. Distortion at the poles is quite severe, though rapidly declines to modest levels south of the poles.

This projection had surpassed the <u>ASTRETAS PROJECTION</u> in popularity by c. 1000 RM and remained a major projection used across the <u>INNER SEA</u> throughout the <u>FIFTH AGE</u>.

<u>VANKA</u>: Set. Main city in the region of <u>QATTISYSH</u>, and main producer and distributor of saffron in the west of <u>THE SURRACH</u>. It was once an independent city though an alliance with Qattisysh, saw it become the latter's dependency in c. 3980 RM (Pop. c. 39,500).

<u>VANNAKORDOR</u>: 1. *Geo.* Ancient Mountain range in the c north west of <u>NORTHERN SAMMAEA</u>, serving as a border between the <u>BARRIER LANDS</u> and the far north west of <u>HOGGOTHA ISZ</u>. The region is noted for its instability and is thought to be incredibly old, amongst the first crafted by the <u>DEMIURGES</u>, its peaks worn smooth by the passing of eons millennia past. Its eastern face is covered in black ruins: temples and pylons of cyclopean design, attributable to the ancient powers of the Demiurges, before the coming of the mortal races.

2. Plateau in the north west of <u>NORTHERN SAMMAEA</u>, to the south of the Vannakordor Mountains^(1,). The region is dominated by rocky terrain and ancient scattered duststone formations.

<u>VANNASAR</u>: Mil. Str. Major gated fortress in the west of <u>VÂRR</u>, guarding what was known as the <u>SULPHUR ROAD</u> linking eastern <u>KORACHAN</u> and western Vârr. Though the sulphur trade has died, the fortress remains, protecting those moving between nation.

<u>VANORI</u>: Set. Fortified settlement in the c of <u>GNOTH</u>, forming part of the <u>GNOTHI ROAD</u> (Pop. c. 4,000).

<u>VANTH</u>: 1. *Pol.* Duchy of the <u>HARÉSHKI</u> city-state of <u>EDICULE</u>⁽¹⁾. The duchy is named after the ruin of an ancient <u>HARÉSHKAN</u> fortress⁽²⁾ that is found there.

2. *Rui*. Ruin in the eponymous duchy in the north west of the City-kingdom of <u>EDICULE</u>⁽¹⁾, in the <u>HARÉSHK</u>. It was originally constructed in c. 830 RM in the west of <u>HARÉSHKA</u>, by its first king and ruler, <u>HAREKH</u>.

<u>VANUS</u>: *Rui.* Ancient benthic ruin in the far south of <u>THE SURRACH</u>, in the rock deserts of <u>CARNETABAEL</u>.

<u>VANUT</u>: Set. Coastal settlement in the south west of <u>PNESSA</u>, in the east of the <u>GULF OF SAURIAR</u>. Its main industry is scrapping metal (Pop. c. 4,000).

<u>VAPAH</u>: Set. City in the south of <u>AHOPAH</u>. It is known for its <u>FIRMAMENTAL</u> scholars who study the effects of the Firmament on <u>ELYDEN'S</u> seas (Pop. c. 32,700).

<u>VAPHRAN DYNASTY</u>: Pol. His. Ruling dynasty in the <u>THERASHIAN</u>

<u>EMPIRE</u> that dominated the north west of <u>SAMMAEA</u> in the early <u>FIFTH</u>

AGE between 142 RM and its downfall in 901 RM.

<u>VAPULA</u>: Plr. 'vapulim'. Mor. One of the original Two-and-Twenty <u>MORTAL PEOPLES</u> and children of the <u>DEMIURGE ARIMASPI</u>. Though Arimaspi is known to have created the most sentient creatures amongst all the Demiurges, his true children, meaning those that originated from the seven seeds <u>SOWN</u> by <u>THE SHAPER</u>, are the vapulim.

They stand around 7-feet tall and are bulky, yet of graceful movement, with humanoid features that have echoes of feline and avian. Their necks, backs and arms are covered in a thick mane of feathers, with colours differing wildly based on region and ancestry.

Never a populous race, they were nevertheless common in the savannahs of the ancient world, though their culture lessened in scope and influence as Arimaspi prioritised the creation of new life over leading his children, to which he felt no strong affinity. He came to favour the <u>AIKLAHS</u> and <u>EELYOUHNS</u> in particular, learning too late that his weakening body and mind were due to the waning devotion of the vapulim, by which time the damage had been caused and they had already dwindled to near-extinction. He attempted to atone for his neglect, by searching for the vapulim, but they forsook him entirely.

They were believed extinct for most of the <u>FIFTH AGE</u>, thought a relatively large number were found to remain in the nation of <u>DATEPHA</u> on the island of <u>ISEA</u> in the <u>FAR HEMISPHERE</u>. They are naturally adept and do not suffer the actions of fools, and any semblance of sentimentality was bred out of them over millennia of struggling to survive without the aegis of their father. Despite this, they are loyal to a fault and maintain close-knit groups of friends and family. See Vol II: Classification and Taxonomy of Life: *Sicthain*.

VAR: 1. Sea. Small sea in the north west of VAALK, between the settlements of KANESH to the north east and TOTAARA in the west.
2. Geo. Peninsula to the north east of the above sea, measuring 55-miles long.

VAR ANSUL: lit. 'light of hidden source'. Int. Sup. Str. Twin beacon of HELIXLIGHT emanating in two distinct pillars from a gorge in LAASKHA. Their true source is unknown for there are no FIRMAMENTAL LEYS or LACUNAE in the vicinity. The KORACHANI EMPIRE tried to destroy the landmark once in 17 RM and again in 79 RM. Both attempts to topple the canyon were unsuccessful.

Today, propaganda by <u>CENSORS</u> and <u>ICONOCLASTS</u>^(2.) quell knowledge of the beacons' existence, though those who travel the hinterlands of Laaskha do stumble upon it occasionally.

 $\underline{VAR\ OH'DUR}$: Mil. Str. Fortress in the north west of \underline{VAALK} , at the tip of the peninsula of \underline{VAR} .

<u>VARAGASLA</u>: *Lak*. Lake in the north of <u>THE VORANDINE</u>, forming part of the course of the river <u>MANADARAS</u>.

<u>VARAGHANA</u>: Set. Coastal city in the west of <u>PERGOST</u>, overlooking the <u>SEA OF DESZMEN</u> (Pop. c. 40,000).

<u>VARAGOD</u>: Rvr. Major river in the nation of <u>DURCHAA</u>^(1.), in the far north of <u>LLACHATUL</u>, flowing north west for 1,550-miles from sources in the <u>NATTRANEN</u> and <u>ECHANEM</u> Mountains before emptying into the <u>SEA OF POLARIS</u>.

<u>VARAH</u>: *Set.* Fortified settlement in the south west of <u>VAALK</u>, 15-miles from the border with <u>MHAROKK</u>. The settlement is home to large branch of the <u>WHITE BANK</u>, where those undertaking <u>THE SHADOW MARCH</u> can withdraw funds before continuing south. The settlement is also home to a fortress of the <u>WHITE LEAGUE</u> (Pop. c. 8,500).

<u>VARAHON</u>: *Rui*. Ruin of a major imperial city in the colony of <u>MARCHOSIA</u> in what is now the north east of <u>RHINOCOLOURA</u>.

VARAKOLAK: see LOGOMAMUS.

<u>VARANA</u>: Set. Conurbation in the c of <u>KORACHAN</u>, 38-miles north west of the city of <u>KHADON</u>, covering a 5-mile stretch of the banks of the river <u>KHAD</u>. It is one of many areas whose sole purpose is to keep the metropolis capital of the <u>HIGH-EMPIRE</u> fed and is a vast rural sprawl. It also forms a part of the <u>RED ROUTE</u>.

The city is known for its impressive <u>BELL</u> tower, which contains seven different bells, which were once famed for their varied peals. It is no longer used but is well-maintained, and the people of Varana are proud of their heritage (Pop. c. 25,800).

<u>VARANTHA</u>: *Set.* City in the c north of the emirate of <u>UKOLIST</u> in the north of <u>LIMOTH</u>^(1.). The city is a centre of crafts and is renowned for its jewellery production, which originated from the silver production in the far south of the <u>PEREIDAS</u> Mountains (Pop. c. 42,300).

<u>VARASATIR</u>: Set. Major coastal city in the c of <u>KAZZAR</u>^(2.), overlooking the <u>BAY OF GUEN</u>. It was a major <u>SETTARAN</u> city that emerged in c. 1100 and though the wane of the greater <u>IGUZZEN</u> lagoon region saw it become landlocked by c. 2800 RM, but engineering works deepened the bay so that it remains at the waters' edge today. It is a major mercantile centre in Kazzar and links the more rural north with the more urban cities of the south (Pop. c. 160,000).

<u>VARASI</u>: *Geo.* Wind-swept region in the c west of <u>NARTHEL</u> characterised by low steep-sided plateaus, the tops of which are fertile, covered in mosses and other hardy fau. forming part of a thriving ecosystem.

VARASS, THE BOILING CAVES: Geo. Large coastal cavern-system in the west of <u>TZALLRACH</u>, south of the <u>GULF OF LUSA</u>, and forms part of the <u>SUNDERED EARTH</u>. Its waters are constantly bubbling and steaming from geological activities below. <u>VARASSAI</u>: *Rvr*. River in the west of <u>HOLOLACH</u>^(1.), flowing for 115-miles west from the western-face of the <u>KATEKUIL</u> Mountains before emptying in the Bay of <u>AMATRRA</u>.

<u>VARAYA</u>: *Rvr.* Major river in the north east of <u>MENISCEA</u>, dominating much of <u>XYRPHAAT</u>⁽³⁾. The course of the river has grown drastically in length with the waning of the <u>SEA OF ERTHYDEA</u>, which has revealed the previously submerged coastal shelf, which is now known as the Wastes of Xyrphaat⁽²⁾. This has altered the course of the entire waterway, changing the previous delta into the expansive wetlands of <u>BAIYAAR</u> some 300 miles from the present coast, and creating a new delta that takes the form of a great stepped water fall now known as the <u>FALLS OF RUOTT</u>, negating navigation between the sea and the river, disrupting trade and travel in eastern Xyrphaat.

VARDYLIAN DYNASTY: see KOMMEAN DYNASTIES.

<u>VAREN'S BACK</u>: Geo. Spine of dark volcanic rock, 60-miles long, marking the centre of the <u>PLALEPH</u> Mountains in <u>LYRIDIA DHAI</u>.

<u>VARESVAT</u>: also 'dreamfish'. Mys. Dre. Fau. A form of sea bream found in the <u>SHADOW SEA</u> and the <u>SEA OF ETHA</u>. It was first encountered by <u>KORACHANI</u> mariners early in the 2nd century RM, when fishermen from the north of <u>IO</u> told them not to eat it because it made people <u>DREAM</u>. Intrigued, the mariners ate it, learning that the fish gave them potent hallucinations for many hours afterwards.

Later research showed that the fish had oneiric properties that made those who consume them more sensitive to the <u>DREAMWORLD</u> and the dreams of those around them. Those who sleep after consuming *varesvat* have <u>LUCID DREAMS</u> and find themselves easily able to manipulate their dreams.

The fish have dwindled in number over the years and most that find their way in markets around coastal areas of the <u>FADED STATES</u> and the <u>FREE-ISLES OF PELASGOS</u> are grown in fisheries, and most of these are used to make drugs that aid in oneiromancy, such as <u>SALARAN</u>. They are a favoured food on oneiromancers and occultists though can fetch high prices.

<u>VARETIEL</u>: Rvr. River in the south of <u>GNOTH</u>, flowing north for 350-miles from sources in the <u>HAKKA</u> Mountains before meeting its parent, the river <u>IAMTI</u>.

<u>VARHAI</u>: Pol. Rnk. Ruling title in <u>ARIMOTHA</u>. The current Varhai is known as the <u>DEATHLESS LADY</u>. Traditionally, anyone who defeats the current Varhai inherits all his or her belongings, including family, in the form of slaves.

<u>VARI</u>: See. Small city in the south west of <u>ELAT</u>, known for is saltpans (Pop. c. 12.000).

<u>VARIAN</u>: *Geo.* Island off the western coast of <u>TAAN AN</u>, in the south west of <u>SAMMAEA</u>.

<u>VARIAN VYR</u>: m. *Per.* (B. 3893 RM) High-ranking member of the <u>KYONI</u>

<u>ORDER</u> of the <u>SANCTIFIED INQUISITION</u>, where he serves as a Higharchivist in the Order's <u>LANGUE</u> in <u>DEOCHAN</u>. He is an expert on

<u>IMPERIAL</u> history and has an eidetic memory, having memorised not only
the archive index but most of the documents contained therein. His
dedication to the preserving history is matched only by his willingness to
obfuscate events believed to be of danger to the safety of the empire.

He was part of an expedition to the <u>WOLD</u> when only 19-years of age, where he recovered a series of stone tablets known as the <u>GARAGAR SLATES</u> from an ancient temple, and he spent most of his professional life studying them.

VARIKA: Set. Settlement in the c east of PNESSA (Pop. c. 4,000).

<u>VARILREA</u>: For. Expansive forest of <u>ATAR</u> trees in the south east of <u>DHAT</u>, on the isle of <u>ISEA</u>. The region is a tangle of protruding roots and hangers and the air within its borders is rife with the stench of rotting beast (a by-product of the tree's method of gaining nutrients) and the saccharine smell exuded by its sap.

Settlements around the forest specialise in the cultivation of the trees and the collection of their sap, which is distilled into a fine liquor, not to

mention soporifies and narcotics. Most notable of these is the city of ATARAL.

VARIX: Set. Small city in the far north of OKKHAM. It is a major trade presence in the area, and has a permanent trade-route north into the west of CHEIRA. It is situated along both sides of a steep river, which are linked by large bridge on which are situated its administrative structures. Buildings hug the cliffs, to the sea level, where river boats ply their trade (Pop. c. 40,000).

<u>VARJA</u>: 1. Soc. Obj. Amulet common to <u>PERGOST</u> and <u>SABIA</u>. Each tribe or family has its own symbol which is unique or a variation of an ancestral symbol. Amulets are worn bearing this symbol, and they are also used in signet rings, where they are used as signatures.

In a wider context, the term varja is used in a mystical sense, where it is considered a ward from evil and harm. It appears in an elaborate form on the Pergosti flag. It is used on public structures, appearing on lintels and monuments. Where it is believed to ward them from harm.

2. Sec. City in the c west of $\underline{PERGOST}$. It is a centre of the $\underline{DREAMING}$ \underline{NIGHT} religion (Pop. c. 47,500).

<u>VARKA</u>: Set. Fortified coastal city in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>UCHRON</u>^(1.). It is a major stop along the <u>GREAT ROAD</u> and its trade yards and ports are busy with goods (Pop. c. 5,000).

<u>VARL</u>: Dem. 'Varli'. His. Soc. Ancient early <u>FIFTH AGE</u> barbarians whose settling of the region of <u>HARA</u>, alongside <u>ERKI</u> and <u>HÁRR</u>, would later lead to the birth of the <u>CITY-KINGDOMS OF THE HARÉSHKI</u>. The Varli are believed to be descended from the <u>SVATHI</u> people, though moved north east, settling the river valley between the <u>KYTHI</u>^(1,) mountains and the <u>SACHAR</u> highlands. Remnants of the original Varli settlers remained as savages around the Sachar highlands in present-day <u>EDICULE</u>^(1,).

They are descended from the far older <u>HATOUMIAN</u> people who would go on to populate the land known today as <u>SAUA</u>.

<u>VAROT</u>: Ind. Set. Mining settlement in the south of <u>DRAKAINA</u>, in the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. The settlement is located close to the volcanically-active region of <u>HAMMAI</u>, and its main industry is sulphur mining (Pop. c. 6,000).

<u>VAROTU ATOLL</u>: Geo. Expansive atoll off the eastern coast of the <u>PRINCIPALITY OF SEPAHAUNAT</u> in the north west of <u>SAMMAEA</u>. It is the largest of many such atolls that are located in the so-called <u>NAKOSSAN</u> WATERS.

<u>VARPULIS</u>: Pol. Soc. Ruling title in <u>HOLOLACH</u>^(1.), also equated to a deity. The Varpulis' rule is considered divine right by their subjects and they are the highest judicial, religious and political authority in Hololach and all its territories, chosen by the reigning <u>VOLATA</u> from members of the royal bloodline. The current ruler is <u>VARPULIS ALASTOR</u>.

VARPULIS ALASTOR OF HOLOLACH: see ALASTOR, VARPULIS OF HOLOLACH.

<u>VARPULIS</u>, <u>CULT OF</u>: *Rel*. Main religion observed in the <u>HOLOLACH</u>^(1.). Its head is the <u>VOLATA</u>, who alone is judged to be worthy to appoint a new <u>VARPULIS</u> upon the death of the incumbent ruler.

The cult observes the divinity of the Varpulis and most of the rituals are intended to display the divine right of its rule over the state of Hololach. Its priests wear white robes and baroque headdresses made of pearls and flowers. See Vol IV: Religions and Cults.

<u>VARPULIS</u>, <u>TEMPLE OF THE</u>: *Rel. Str.* Large five-domed temple just outside the borders of <u>TROPIS</u>. The temple is dedicated to the <u>CULT OF VARPULIS</u>^(2.) is very large and boasts over-wrought baroque architecture and one of the largest unsupported domes in Llachatul. The city of Tropis exists now to cater to pilgrims from all around <u>HOLOLACH</u>^(1.), who come to visit the temple.

<u>VARPULIS</u>, <u>WHISPERS OF</u>: *Phen.* Phenomenon experienced in the east of <u>HOLOLACH</u>^(1.), in the large valley between the <u>BRATUIL</u> and <u>KATEKUIL</u> Mountains in which sound acts strangely. In some instances, sounds from miles away can be heard incredibly eerily, while in others sounds from much closer might not be heard at all. This has been recognised by locals for centuries, who have come up with various legends and stories to explain them away.

<u>VÂRR</u>: Dem. '*Vârran'*. *Ntn*. Located in the c of <u>LLACHATUL</u>, west of the <u>SEA</u>
<u>OF PROPONTIS</u>, Vârr considered to be a cursed place, Vârr is a product of

superstition and industry gone awry. Its natural land has been replaced with quarries and strip-mines, and what forests it once possessed were stripped centuries past, its soil washed away, replaced now with dust fields, deadland, and chemically-tainted lakes.

It was shunned following the $\overline{\text{FADING}}$ of the $\overline{\text{FOURTH AGE}}$ – its strange idols and foreboding mountain known as the $\overline{\text{VARRACHON}}$ unsettling mortals. Indeed, even as people abandoned their nomadic lifestyles for more sedentary cultures, the areas immediately surrounding the Varrachon remained shunned and distrusted.

KORACHANI EXOCRINES were first sent east into Vârr between 100 and 200 RM, and by around 700 RM many of its western settlements were worshiping the CHURCH OF THE UNDYING MACHINE, allowing imperial agents to more easily sway the populace to imperial politics in the hopes of a bloodless coup, which was successful in 792 RM in the capital of NOUVAR, effectively making the ruling ANAX caste puppets of Korachan.

Korachani industries flooded into Vârr over the next centuries, using the territory as a resource. Little value was given to its cities other than as waypoints in the transportation of raw materials west into Korachan, including <u>SLAVES</u> and <u>WITCHES</u> captured in the east. Of note was the discovery of the ancient caverns of <u>CARCERI</u> by the Korachani occupiers, which only increased the distrust and paranoia surrounding Vârr, and it gained a sinister reputation amongst Korachani workers and patricians assigned to work there.

In 3412 RM it was finally abandoned to the INTERREGES after centuries of waning resources and increased pollution and mismanagement. By then most of its PATRICIAN HOUSES had already fled, sensing that its death was not far behind. Even the slave trade dwindles under the reign of the INTERREGNUM, and in 3791 RM they too abandoned it to its own devices.

Since then, the political landscape has been plagued by uncertainty, as warlords and tyrants appeared across its landscape to claim control, though eventually Vârr came under control of the <u>REGENT-KINGS</u>, who rule from <u>SATAAR</u>. Though the city of <u>NOUVATAI</u>, ruled by a caste known as the <u>PROLOCUTORS</u>, is thought by many to be an independent city-state, it remains under the rule of the Regent-kings.

Today a people released from the shackles of three millennia struggle to live in a land that is devoid of major resources or security. Indeed, it remains perhaps one of the most dangerous lands so close to the KORACHANI PENINSULA due to the many caverns scattered around its mountains and hills, many of which lead to the Prison Carceri. Centuries of disappearances and odd happenings at nights have left its people unwilling to travel at night, and even during daylight hours few choose to travel alone, and only the most heavily guarded landships and caravans make any journey that takes longer than a day. Coaching inns and caravanserais are akin to small fortresses, and though they may be weary with new arrivals at first, they will defend lodgers who are proven to be unaltered HUMANS from any ROPOHAII or DEGENERATE attack from without.

Most people have returned to a pastoral subsistence, though cities have reappeared in the two centuries since Korachani abandonment to take advantage of what little resources remain.

Its people remain distrustful of witches and the Firmament following millennia of imperial indoctrination, and similarly they remain faithful to the <u>UNDYING MACHINE</u>, though worship of the ancient god <u>SOLUM</u> has seen a resurgence. Appropriated by the exocrines and <u>ICONOCLASTS</u> of early imperial occupiers as a saint of the Undying Machine, Solum has been elevated to a god once more and is slowly overtaking the strength of the Church of the Undying Machine in Vârr.

Its main industries are scrapping and recycling, and it accepts scrap metal and unused engines and machinery from across the Inner Sea, which it repurposes and resells. See Vol III: Extant Realms and Nations.

<u>VÂRRAN DISAPPEARANCES</u>: Int. Soc. Phen. Law. VÂRR is noted for its many disappearances, which scholars have correlated to the locations of caverns, most of which lead into the <u>PRISON CARCERI</u>. The number of disappearances is also disproportionately higher than the norm in surrounding areas, including <u>RHAMIA</u>, northern <u>PELASGOS</u>, and north eastern <u>KORACHAN</u>. It is believed that many of these people either fall into hollows leading into Carceri, from which they are unable to escape, or are abducted by the <u>ROPOHAII</u> that dwell in caverns of the near surface.

<u>VÂRRAN PLAINS</u>: Geo. Sloped plains in the south of <u>VÂRR</u> covering some 2,500-square-miles of land, south of <u>LAMEDUA</u> and north of the <u>ADALLA</u> Mountains. The plains are relatively untouched by the industries of the <u>KORACHANI EMPIRE</u> (not through want of exploitation, however) and show what Lamedua once looked like. The plains are characterised by sparse tree cover and scrub and not inconsiderable wildlife.

Early in the 14th century RM the plains were plagued by massed spontaneous appearances of inimical <u>DREAMSCAPES</u> that led to the abandonment or destruction of various settlements, most notable of which was the abandonment of <u>IBEDIA</u>. This period become known as the <u>ONEIRIC SCOURGE</u>, and it persisted for close to a century before the <u>SOMNIARECHI ORDER</u> of the <u>SANCTIFIED INQUISITION</u> was able to quell in

<u>VARRACHON</u>: Geo. Flat-topped mountain-chain dominating the northern border of <u>VÂRR</u>, created from the overburden and tailings waste of hollowing out the <u>PRISON CARCERI</u> beneath the continents of <u>LLACHATUL</u> and <u>SAMMAEA</u>. Vârrans regard the place unfavourably, seeing it as a mound of rotting flesh stolen from Elyden and allowed to rot in open air. It is the main source for the <u>SOSPIRA</u>; a great cistern and aqueduct which flows east, emptying into the <u>SEA OF SPIRES</u> and the <u>SCION KHENEM-MMATH</u> is believed to be buried beneath the mound.

The mountain is shunned by those who see it, including the <u>KORACHANI EMPIRE</u>, which ignored the region during its time of governance there, not that it was thought to have anything of value.

<u>VARRADA</u>: *Lak*. Lake in the c-south east of <u>THE OLD FOREST</u>, forming part of the route of the river ALLIA.

<u>VARSAR</u>: *Mil. Str.* Large coastal fortress off the south eastern coast of <u>VÂRR</u>, between the <u>SEA OF SPIRES</u> and the <u>PROPONTIS</u>. Following the <u>INTERREGES</u>' withdrawal from Vârr in 3791 RM, <u>KORACHANI</u> forces maintained their vigil over the island, which controls a narrow strait.

<u>VARSTA</u>: *Geo.* Area, around 175-miles long, in the east of the <u>DESOLATION OF ASTUDAN</u>, bordering the west of <u>SABIA</u>. The land here is cracked and rests in shelfs and platforms, which though stable, causes many unaccustomed travellers to avoid the place.

VARTA: 1. Pol. Geo. Major PARTHISAN exclave colony in the north east of THE SURRACH, founded in c. 3950 RM to capitalise on the myriad trade opportunities with the region, through which it has grown very wealthy. It is a pene-exclave, meaning that is completely cut off from Parthis, and contact between the two is only possible through OPHAR⁽²⁾ (under the aegis of a trade agreement established decades ago) and the TARAHID ANNEXES, before reaching Parthis. This route is commonly known as the PARTHISAN ROAD.

Its merchant houses employ their own private armies and also make use of mercenary forces, such as the <u>WHITE LEAGUE</u>, who guard their caravans as they trek across the Parthisan Road.

2. Set. Capital and largest cultural centre of the above (1.) Founded in c. 3950 RM to facilitate trade between the two regions, it has grown steadily since then, buying large tracts of land from THE SURRACH in which new settlements have been founded. By c. 4000 RM is had become a cosmopolitan metropolis, one of the largest cities in the region, and the hub of a unique culture that has adopted many Surrachi traditions, melding them with its native Parthisan customs and culture. It is incredibly wealthy and has great armies that dominate the region, making it one of the safest areas of the Surrach (Pop. c. 250,000).

<u>VARTAN CONSORTIUM</u>: *Com. Pol. Org.* <u>PARTHISAN</u> trade house that controls the colony of <u>VARTA</u>. It forms part of the <u>PARTHISAN ALLIANCE</u>.

<u>VARU ZURVA</u>: Set. Large coastal city in the south west of <u>GNOTH</u>, overlooking the <u>SEA OF SERPENTS</u>, known for its caste of ascetes who keep track of time.

The centre of their monastery is composed of a large mechanical <u>CLOCK</u> that is said to record the passage of <u>PLANETS</u> and other celestial bodies in the night sky as well as hundreds of different calendars, alive and dead (Pop. c. 92,000).

<u>VARYANDUR</u>: Set. Coastal city in the c of the <u>PANTHEON ISLES</u>, in the east of the mainland region of <u>KARAXHANES</u> (Pop. c. 38,000).

- <u>VASHUL</u>: Set. City in the far north of <u>LLACHATUL</u>, overlooking the <u>SEA OF SUDUNIR</u>. The city forms part of a loosely allied people who populate the region around the arctic circle north of <u>THE VORANDINE</u> (Pop. c. 20,000).
- <u>VARU</u>: Dem. 'Varu!'. Ntn. Nation in the south west of <u>MENISCEA</u>, north east of the sea of <u>IDALIA</u>. Its people worship <u>GEMINATE</u>. <u>MENISCEAN INDRIKS</u> are commonly used as mounts by people in power. It is a member of the <u>FEDERATION OF FREE NATIONS OF MENISCEA</u>. See Vol III: Extant Realms and Nations.
- <u>VASA</u>: 1. *Myt.* In the mythologies of the <u>HARÉSHK</u> and <u>SAUA</u>, demons bound to the mortal plane by an ancient curse.
 - 2. Set. City in the far north east of <u>SAUA</u>, along the river <u>TARROKO</u> (Pop. c. 40.000).
- <u>VASILIAN PAURAS</u>: (B. 3954 RM) *Pol.* Present Archminister of <u>NÁRTHEL</u> and an accomplished shaper.
- <u>VASITH</u>: Set. Settlement and agricultural region in the c west of <u>NÁRTHEL</u>, along the course of the river <u>LOBKIR</u>. It is known for its reeds (Pop. c. 8,800).
- VASSAGO: also 'Dead Lake'. Lak. Natural lake in the north of CAMAU, MENISCEA, noted for its high soda and salt content, which makes its surface highly reflective, causing small birds and other animals to dive into the lake, where they die. Their bodies are rapidly calcified by the water's content, where they naturally mummify.
 - Ancient cultures once worshipped the eerie stone-like animal corpses, and it is believed that the animalistic pantheon common to the region's religions may have originated here.
- VASSAL: 1. Pol. In politics, a nation or territory that is under the thrall of a larger, or more powerful political entity. The <u>HIGH-</u> and <u>LOW-EMPIRES</u> are both known for their many vassal states, though many other vassal states exist across ELYDEN.
 - 2. Soc. Rnk. Slave caste within the <u>KORACHANI EMPIRE</u> who are lobotomised, allowing them to work in sensitive areas without risk of knowledge or information leaking.
- <u>VASSARAK</u>: Sct. Coastal settlement in the west of <u>TARTAK</u>. Its primary industry is fishing (Pop. c. 8,200).
- <u>VASTA</u>: *Geo.* Massif in <u>HOGGOTHA ISZ</u>, in the c of <u>SAMMAEA</u>, west of the KARKARMIS Mountains.
- <u>VASTAS</u>: Flo. <u>DRAGON-BLOOD</u> forest dominating the western coast of the island-continent of <u>BROR</u>^(1.), ranging from the north of <u>GREST</u>^(1.) to the west of <u>ISESETH</u>. See Vol II: Classification and Taxonomy of Life.
- <u>VASTATIA</u>: Rel. Str. Pulpit-tower along the <u>SHADOW MARCH</u> in <u>KHARKHARADONTIS</u>. <u>PETITIONERS OF THE MACHINE</u> pass beneath the tower through a large arch, from which they can hear the sermons and litanies of a choir of priests, blessing the pilgrims on their passage south to the <u>SEPULCHRAL PALACE</u>.
- <u>VAT-BORN</u>: Sup. Med. Tec. Artificially-created being that is gestated in an artificial construct, such as a <u>TECHNARCANE</u> vat or engine. Creatures born in such ways are commonly referred to as <u>UMBRAN</u> and <u>SOHBAL</u> FERROLLI.
- <u>VATAMMARA</u>: Set. Small city in the c south west of <u>METHUMN</u>, along the course of the river <u>SAPPARANTI</u>, where its tributary, the river <u>GARAGIRA</u>, meets it. It is an important hub for trade, with goods flowing down both rivers and passing through the city's bustling marketplaces before continuing downstream, though it does not link with the main land route of Methumn, due to the width of the river in this area (Pop. c. 17.000).
- <u>VATARUN</u>: Set. Small city in the far south of <u>CISNERIA</u>, in the foothills of the <u>BLACK MOUNTAINS</u> (Pop. c. 12,000).
- VATASA: Rui. Remains of an ancient tribal burial site in the VAELDRAN Mountains in the north west of KOMMEA. Most of the tombs have been destroyed by earthquakes and the crumbling of the mountain, but the hewn chambers that remain are cyclopean places; halls to the dead whose mummified bodies have not stood the march of time. All that remains of them are worthless remains, their treasures plundered ages past.
- <u>VATHI</u>: Set. Major coastal city in the west of the <u>CITIZENRY OF THALI</u> overlooking the <u>SEA OF SAVAEN</u>. It is known for its three-tiered harbours

- and expansive shipyards, which cater to vessels from across the Seas of <u>NARANOR</u> and <u>LYNNAE</u> (Pop. c. 1,079,500).
- <u>VATICINATOR</u>: Rel. Rnl. Holy seer-caste in <u>KARAKHAS</u>. Historically, they were spiritual leaders, and were common in the early centuries of the <u>FOURTH AGE</u>, until c. 100, when <u>KORACHANI</u> invaders executed most of their numbers.
 - They survived in small numbers amongst the MYSTERY CULTS of KHAR'ILLAE, which survived despite the empire's best efforts to eradicate them. Following the SUNDERING OF THE KORACHANI EMPIRE, Karakhas eventually became a vassal to SARASTRO, and its people were allowed to openly practice their own faiths, and the Vaticinators became common once more. Their practices differ by region, and range from organised religious leaders in urban areas, to barbaric blood worshippers amongst the hinterland tribes, where they are also community leaders.
- <u>VATRICIA</u>: Mil. Str. Major fortress in the c south west of <u>AHRISHEN</u>, close to the border with <u>LYRIDIA</u>. It is rare in that most of the troops stationed there are trained in riding, and mounted patrols along the border are not uncommon, and they can also be found along the stretch of the <u>GREAT ROAD</u> between the border with Lyridia in the south and the city of <u>QAVUZHEN</u> in the north around 120-miles in all.
- \underline{VAUCIA} : Set. Coastal city on the island of \underline{RAUD} , off the southern coast of \underline{PHUT} (Pop. c. 62,000).
- **VAUIA**: Geo. Major island in the federation of <u>UGURIIT</u>.
- <u>VAULIAR</u>: Set. Settlement in the c west of <u>AZAZEM</u>, noted for its animal husbandry and farms (Pop. c. 16,000).
- <u>VAULLA</u>: 1. Sea. Bay to the far west of the <u>SEA OF AKRY</u> in the far north east of EASTERN LLACHATUL, along the coast of LOEGRESS^(1,).
- 2. Set. City in the c of LOEGRESS^(1.) in the above bay^(1.). It was coastal until as recently as 3600 RM, though now finds itself landlocked, a few miles from the extant coastline. It has seen its population dwindle in the centuries since the loss of its coastline, and many of its buildings lie ruined, overgrown (Pop. c. 24,000).
- <u>VAULT OF ANDOSHANKHA</u>: *Rui.* Ancient hewn complex in the south west of <u>ELEKHID</u>, in the <u>WAELMIGH</u> rainforest, thought to date back to the early <u>FIFTH AGE</u>, attributed to an otherwise unknown culture, possibly non-human mortal. It is largely ruined, and overgrown with flora, though some believe that its deepest reaches are undisturbed, waiting to be discovered. Local legend says that treasure awaits, undisturbed.
- <u>VAULT OF RECKONING</u>: *Mys. Law.* In the south west of <u>GNOTH</u>, a place of punishment and contemplation for those followers of <u>GNOTHI MYSTICISM</u> who defy the code set down by <u>ENKIRA</u> when undertaking the <u>FOUR JOURNEYS</u>. The waters of the river <u>RAMIEL</u> pass through the Vault, bathing those banished (and chained) to this place in its waters. Most drown, but others find gnosis, dying as creatures of enlightenment, at one with the dragon.
- <u>VAULT OF ZHERVOXAR</u>: *Int. Rui. Str.* Ancient labyrinthine vault complex in the c west of <u>ALTHA</u>⁽²⁾, in the rocky valley where the <u>BELLEPHARA</u> Mountains meet the <u>ANTENA</u> Mountains. It is thought to be a necropolis that dates back to the early <u>THIRD AGE</u>, possibly attributed to early independent <u>KERATIN</u>.
- <u>VAULTED MARKET</u>, the: Com. Str. A great indoor market covered by an intricate vaulted ceiling in the southern provinces of the <u>GREATTOWN</u> of <u>DUARIAHAHN</u> in <u>TEMUJA</u>.
- <u>VAULTED MARSHES</u>: *Str. Geo.* Naturally flaming oil-pits on the eastern coast of the <u>KORACHANI PENINSULA</u>. The gases are collected and used in the manufactories of the region. Covering some 150 square-miles of land, the marsh was vaulted in c. 1000 RM to allow the construction of the city of <u>SERA</u> directly above (now abandoned). It was the most ambitious architectural undertaking of its time and made use of a vast <u>OGHUR</u> labour force and the combined efforts of many nearby cities.
- <u>VAUN</u>: Dem. 'Vaun'. Ntn. Nation in the south west of <u>SAMMAEA</u>, overlooking the <u>SEA OF AMMASH</u>(2.). It is situated in the <u>LHACCIDAN</u>(1.) region of the <u>ISHMMARRAN</u> peninsula and is known for its nacre and purple dye.

Its culture is curious in that there is no marriage as it is commonly understood in most other regions. Instead, adults seek permanent spiritual and intellectual companionship with another individual, who can be of any sex, with which they seek to spend their lives. These unions are known as *YRANNAI* or 'Life Pairings' and they typically last until the death of one of the individuals, after which the surviving companion spends the rest of their life in mourning.

The nation is known for its vineyards, which occupy the north, and its forges, which are the main industry in the south. See Vol III: Extant Realms and Nations.

<u>VAUNAURN</u>: Car. <u>NÁRTHELI</u> cartographer who devised the so-called <u>VAUNAURN PROJECTION</u> in c. 1900 RM.

<u>VAUNAURN PROJECTION</u>: Car. Cartographic <u>PROJECTION</u> originating in <u>NÁRTHEL</u> c. 1900 RM that distorts the poles at the latitudes, effectively stretching out the map so that the curved surface can occupy a flat plane.

Though far from popular (the most contributing factor to its lack of popularity was the fact that accurate scale measurements and calculations were impossible with this projection), the projection became common amongst artisan-cartographers whose search for methods of depicting ELYDEN (a sphere) effectively along a flat plane (a map) was satisfied by the developments of the cartographer VAUNAURN in NARTHEL. Despite the distortion presented at the poles, the projection continues to dominate many artistic depictions of Elyden, despite the more accurate ASTRETAS and VANGULI Projections.

<u>VAURNIR</u>: also 'Archive of the Sixth Wind. Str. Edu. His. Fortified library in the west of <u>THE VORANDINE</u>, close to the coast of the <u>BAY OF LASHA</u>. The archive was home to historical documents dating back to the time of the unification of the Vorandine region by king <u>VORAND</u>, though most were destroyed in recent years by the <u>GODSMEN</u> following the rise to power of the <u>UNITED VORANDI COUNCIL</u>.

<u>VAURNOS</u>: also 'Vault of Vaurnos'. Int. Tec. Sup. Mil. Str. Hidden fortressrepository belonging to the <u>AIWAHAN ORDER</u> of the <u>SANCTIFIED INQUISITION</u>, where <u>TECHNARCANA</u> and other items of ancient artifice discovered through the Order's activities that have not been destroyed are stored. Knowledge of the fortress is limited and even those who know of it are not privy to its location, and many common servants working in it are ignorant as to its true function.

It is rumoured amongst some of the MPIRE'S INTELLIGENTSIA that the Vault has become home to wondrous and abominable objects that were best left buried and forgotten, with most likely dating to the FOURTH AGE or even earlier, and some of which might be the artifice of SCIONS or the DEMIURGES themselves.

<u>VAUROTH</u>: *Ind. Set.* Settlement in the c north of the emirate of <u>UKOLIST</u> in the north of <u>LIMOTH</u>⁽¹⁾. It is a major source of silver, and played a role in the development of silversmithing and jewellery, which are now traditional vocations in neighbouring regions, particularly the city of <u>VARANTHA</u> (Pop. c. 8,200).

<u>VAURTU</u>: Rui. Ancient fortress carved into the cliff-like face of the southern-most reaches of the <u>AGGOSHETH</u>, in present-day north western <u>SARAGOS</u>. The fortress dates back to the <u>FOURTH AGE</u>, and is thought to have safeguarded passage through the pass between the south of Aggosheth and the northern reaches of the <u>LEONTA</u> Mountain Little is known of the regions' history, though <u>NATHI</u> records pertaining to the region do hint at a metropolis to the west of Vaurtu populated by one of the <u>TWO-AND-TWENTY MORTAL TRIBES</u>. Any such ruins are now buried beneath the sands of the <u>MOLACHARI DESERT</u>, deep in <u>ANUBIA</u>.

<u>VE MMAGH</u>: Set. Coastal settlement in the south of <u>PHYRR</u>, overlooking the <u>SEA OF AMMASH</u>⁽²⁾. Its fishing industry has waned over recent years due to increasingly polluted waters from runoff from the <u>URRABANA</u> river (Pop. c. 4,000).

<u>VE NARITT</u>: Set. Major coastal city in the south of <u>PHYRR</u>, at the mouth of the river <u>URRABANA</u>. It is one of the most polluted cities in the <u>SLIMA</u> region, with tainted waters from industrial runoff emptying into the <u>BAY OF PELLARIO</u>^(1.) right next to the city, where it controls a large harbour. It is itself responsible for contributing to this pollution from its manufactories, which manufacture <u>TECHNARCANE</u> equipment (Pop. c. 100.000).

<u>VE SGAR</u>: Set. Small coastal city in the south of <u>PHYRR</u>, overlooking the <u>BAY OF PELLARIG</u>^(1.). It was once an agricultural centre though the high pollution in the area led to the death of its fields and it is now a manufacturer of ammunition (Pop. c. 13,600).

<u>VE SPARN</u>: Set. Coastal settlement in the far south of <u>PHYRR</u>, overlooking the <u>BAY OF PELLARIO</u>⁽¹⁾. It was once known for its fishing industry, though industrial-scale fishing ended over a century ago, with only a handful of independent fishermen still plying their trade today, with their nets yielding fewer fish in ever more mishappen forms (Pop. c. 6,000).

<u>VEADRA</u>: *Geo.* Island 300-miles off the eastern coast of <u>ELEKHID</u>, in the <u>ROILING SEA</u>. Though inhabited, there are few settlements of note on the island.

<u>VEANELE ROISDAN</u>: x. *Pol. His. Per.* (B. 3381 – 3490 RM) <u>SENESCHAL</u> (1.) to the <u>ALMAGESTI</u> emperor <u>HELVIARN NOCTAMDE</u> who were responsible for his abdication in 3475 RM following a disastrous defeat of Almagesti armies in <u>VALBAR</u> due to an ill-conceived command that had been opposed by the other seneschals. Heirless, his abdication threw Almagest into chaos and the seneschals together formed a hexarchy in 3476 RM, returning Almagest to a republic. Roisdan was elected to archseneschal of the hexarchy in a move that many believed was premeditated and accused them of forcing emperor Helviarn into abdicating to secure more power for the seneschals and ultimately themselves.

<u>VECTIS</u>: Dem. 'Vectisi'. Ntn. Nation in the south east of <u>MENISCEA</u>. Its climate ranges from tropical inland to the south to subtropical savannah in the north, and is divided into two general regions – the level plains of the north and the rocky inland wooded region in the south.

Its people are adept <u>TECHNARCANISTS</u> and are innovators of technology in the <u>FAR HEMISPHERE</u>. Its people are thought to be the most literate in the continent and often travel abroad, there they work as technologists and advisors. It emerged in c. 2190 RM following decades of strife following the disintegration of its precursor state, <u>VAEVECTA</u>^(1.), in c. 2140 RM.

Its founding features in a common legend in the region and it is so engrained in local culture that outsiders are unable to ascertain whether the tale is myth or history. The tale goes thusly: a terrible earthquake long ago left the major cities of the ancestor state of Vaevecta devastated. There were few survivors, and most of them fled into surrounding lands. Amongst them was a young prince who was adopted by the warrior tribes of the west and who over many years became an adept warrior and general, who, without knowing his roots, attacked his old people in the east, slaughtering thousands, and claiming the city of LEHIOK as his own and becoming the first king of Vectis. He learnt the truth of his actions in attacking and conquering his own people on his deathbed, and became known as the CURSED KING. Though the monarchy has since been abolished, he is remembered as the founder of Vectis. See Vol III: Extant Realms and Nations.

<u>VEDARUH</u>: See. Small coastal city in the south west of <u>ELAT</u> (Pop. c. 18,000). *

<u>VEDDERA</u>: Soc. A traditional <u>COMING-OF-AGE RITUAL</u> in <u>SARASTRO</u> in which those who turn 17 wear traditional clothing, including mantles, and attend a family gathering in which they make and cook seven small flatbreads from scratch. They then sit at the head of the table of a large meal, signifying their growing maturity. After the meal they take the flatbreads and give each of them to a person of importance to them. This is usually a family member present at the table, though can also include dead relatives or historical figures (in which case the bread is left as an offering to their burial place).

<u>VEDOTER</u>: Pol. Geo. North westernmost of the five political states of <u>VALBAR</u>⁽²⁾. It is one of the more inhospitable states, and is largely covered in permafrost and glaciers. Its people are expert whalers and fishers.

<u>VEERHA</u>: *Mil. Str.* Fortress in the north of <u>BASSORAH</u>⁽²⁾, overlooking the passes along the <u>SKAROSIAN WASTES</u>.

<u>VEGA OF OSSIPHRAGA</u>: (B. ?) Oth. <u>HALFBLOOD</u> tyrant of <u>OSSIPHRAGA</u>. A powerful set, his mind and body tainted by years of wandering the deserts of the <u>UMBRA SOKHAR</u>. Has subjugated the <u>AL AKHI</u> of the region, which are used as slaves.

<u>VEGATETH</u>: lit. 'the Windy Waters'. Sea. Gulf of water between <u>NAARETH</u> and <u>KHITAI</u> in the north east of <u>SAMMAEA</u>. Once a strait between headland of Naareth and the island of Khitai, the dwindling waters of <u>ELYDEN'S</u> seas saw the island become part of the mainland once more, closing off the strait. Deep, with steep shores, its waters are stagnant and partially poisoned by the rust runoff of the plains of <u>KHELAH</u> in Naareth as well as the <u>HOTHAGHOL</u> in Khitai.

<u>VEGATI</u>: Set. Coastal settlement in the south of <u>NAARETH</u>, overlooking the <u>SEA OF ORMA</u>, in south eastern Naareth, renowned for its fishing fleets and fish meal production (Pop. c. 13,400).

VEGHAKHIR: Geo. Rocky hills in the north west of PHYRR.

<u>VEGNIR</u>: m. (B. 3678 – D. 3762 RM) *Per. Car.* Cartographer who introduced various means of representing Elyden on a flat plane, the most popular of which is VEGNIR IX.

<u>VEGNIR</u> IX: Car. Cartographic <u>PROJECTION</u> proposed by the cartographer <u>VEGNIR</u> in 3621 RM that is still used to this day. It is a pseudoazimuthal equal-area projection with equally-spaced parallels.

<u>VEHEMER</u>: Pol. Rnk. Rank within the <u>SANCTIFIED ORDERS OF THE INQUISITION</u> and other organisations. They are expert trackers and are employed to hunt down individuals and organisations that have eluded detection.

<u>VEHENTA</u>: Geo. Region of low hills in the north west of <u>KORACHAN</u>, south of the river <u>PHAIA</u>. The region is dotted with the remnants of ancient ruins thought to have fallen to some form of <u>ATRAMENTAL CORRUPTION</u> – as indicated by the large quantities of <u>DUSTSTONE</u> sinkholes in the area.

VEILFLY: Fau. Midges that thrive in marshy terrain. They are named after the veil they create when they swarm out en-masse. They thrive in mildly <u>ATRAMENTAL</u> terrain and seem immune to its taint, though can pass on infections through their bites. See Vol II: Classification and Taxonomy of Life.

<u>VEILIA</u>: Com. Set. Fortified settlement in the far south west of <u>CISNERIA</u>, to the west of the <u>BLACK MOUNTAINS</u>. It is a vital trade link between <u>ATARAXIA</u> in the south and <u>AQUARIIA</u> in the west (Pop. c. 5,800).

VEJATI: see <u>VEGATI</u>.

<u>VEKEKRTH</u>: Set. <u>DVERG CLADE</u> in the north east of <u>KASPIA</u>. A large snaking fortress covers the ridged watershed in the harsh region, though the heart of the structure is underground, made up of hewn vaulted chambers

The dverg from Vekekrth regularly trade with the people of Kaspia and they are considered allies, though outsiders know little of them (Pop. unknown).

<u>VEKHMORRH</u>: Set. City in the west of <u>MEHITIEL</u> that is thought to be the home of the founding of the <u>BROTHERHOOD OF THE VIRTUOUS WARD</u> (Pop. c. 41,000).

<u>VEKKER</u>: Geo. Reef off the south western coast of the <u>SHIBBOTHA ISLES</u>, in the south west of <u>SAMMAEA</u>, in the south eastern waters of the <u>SEA OF</u> MERCUVIA.

<u>VEKKIL</u>: *Mar. Rel. Rnk*. Operatives within the <u>EXECRATOR HOSTS</u> of the <u>REFORMED CHURCH OF SARASTRO</u>, who are lawmakers and judges granted the power to condemn and sentence those hunted by the Hosts in the name of the Reformed Church of Sarastro.

<u>VELAS</u>: Set. Settlement in the c north of Skaros, in the south of the <u>ATRAMENTALLY TAINTED</u> region known as the <u>STRAIT OF ANEON</u>. Its main industry is the cultivation of the <u>SOLDRED OYSTERS</u> that live in the region, whose pearls are highly prized (Pop. c. 8,000).

<u>VELDAR</u>: 1. *Sea.* Bay in the far north of <u>LOEGRESS</u>^(1.).
2. *Geo.* Island in the far north of <u>LOEGRESS</u>^(1.).

<u>VELESH</u>: Set. Conurbation and coal-producer in the north of <u>CHTHYRID</u>. Much of its populace lives below the surface (Pop. c. 29,000).

<u>VELETRA</u>: Set. Coastal settlement on the north of the island of <u>CYNCER</u>^(1.) in the south of the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u>. Its people's main diet consists of soft-shelled shrimp that lives in the waters around the <u>SHIBBOTHA</u> and <u>SHIELD ISLES</u>. These are boiled and eaten whole, usually in stews or with legumes, and as a result locals are known for the slight orange-pink tint to their skin (Pop. c. 7,500).

<u>VELEX</u>: *Rui*. Abandoned city in the south west of <u>AZAZEM</u>, close to the river <u>HRIDANEM</u>. It was once a major producer of food, though was abandoned in c. 3200 RM following centuries of mismanagement and the wane of soil quality. It is the ancestral home of the <u>HOUSE SENET</u>, which is now one of the <u>ATROPI HOUSES</u>, based in the city of <u>AGLAIA</u>⁽²⁾.

<u>VELIA CARCUNIA</u>: (B. 3921 RM) *Pol.* Present high-leader of <u>GYZHA</u>, who rose to power following her father's death in 3966 RM.

<u>VELIT</u>: *Pol. Soc.* <u>PATRICIAN HOUSE</u> that survives in a single estate in the east of <u>AZAZEM</u>. It once owned various iron mines across the <u>KORACHANI EMPIRE</u>, though as these were spent it was unable to branch out into other industries and holdings, relying on its ancestral wealth, slowly selling off its lands until only its ancestral estate in <u>TERZIA</u> remained. Few members of the House remain today and they are reclusive, rarely appearing in public. See Vol II: Patrician Houses.

<u>VELLICHOR</u>: Set. Small city in the tribal territory of <u>KORIND</u>, in the north west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. The city is known for its book-binding tradition (Pop. c. 12,500).

<u>VELIKIA</u>: Rui. Ancient stone monument situated close to the coast of south eastern <u>VENTHIR</u>, facing the <u>TORRENT OF KARROCK</u>. The monument takes the form of a gigantic leonine sphinx, though erosion has marred its features, only hinting to an original beauty that is still celebrated in some Venthiri folk tales.

The monument is thought to date back to the $\underline{VENATHI\ EMPIRE}$, when much of present-day southern $\underline{TZALLRACH}$ was under $\underline{VENATHI}$ rule.

<u>VELLORIN</u>: See. Small coastal city on the island of <u>ELDARA</u> in the <u>MAIDEN ISLES</u> (Pop. c. 11,200).

<u>VELMORA</u>: Sec. Small fortified city in the far south west of <u>KOMMEA</u>. It is the primary recruiting grounds for the bastion of <u>AIRMED</u>, whose forces patrol the nation's south western border (Pop. c. 16,000).

<u>VELOCIPEDE</u>: *Veh. Obj.* Simple <u>MORTAL</u>-powered vehicles that commonly have two, three or four wheels and are powered by pedalling with the feet and, less commonly, the hands. They typically seat a single person, but versions that seat tow are more people can be found.

They are most common in urban areas around the <u>INNER SEA REGION</u>, with people riding them across cities, though they can also be seen moving people between close settlements.

<u>VELQOOM</u>: *Rui*. <u>MERILL</u> culture and civilisation that existed during the <u>THIRD AGE</u> off the eastern coast of <u>LAASKHA</u>. Many ruins were slowly revealed throughout the course of the <u>FIFTH AGE</u> as the sea levels retreated, with the largest being some miles south west of the city of <u>BAAYN</u>. These ruins are famed for their greenish soapstone structures and expansive reach, and are popular amongst explorers and tourists, including those undertaking the <u>GRAND TOUR</u>.

<u>VELTHUR</u>: Set. Small city in the east of <u>AYAD</u>. Its main industry is the cultivation of fruits, most of which are exported east as exotic foods (Pop. c. 12.000).

<u>VELTURIA</u>: Rui. Tec. Str. Abandoned <u>SIPHON ENGINES</u> in the far north of <u>CISNERIA</u>, in the <u>DIVUMMA</u> Mountains. The settlement was abandoned in c. 3865 RM after dwindling umbra reserves made the upkeep untenable.

<u>VELUTINA</u>: Set. Small city in the region of <u>CATAFLAQUE</u> in the north of the <u>UMBRA SOKHAR</u> (Pop. c. 15,000).

<u>VELVERDA</u>: 1. *Geo.* Valley in the c of <u>CISNERIA</u>, formed by the flow of the river SAKHAOST.

2. *Pol. Set.* Capital city of <u>CISNERIA</u>. It is home to much politicking amongst the seven major <u>CLANS</u>, which are constantly at odds with one another in the hopes of gaining the influence of <u>CHILD-MONARCH</u>. (Pop. c. 370,000).

<u>VELVET SNAKE</u>: Sup. Fau. Grotesque <u>RACHAR</u> (abomination) that lives in the untamed wastes of deep <u>SHAZGIN</u>. They appear as flattened snakes, about 20-ft. long and 1 – 2-ft. wide. They have featureless bulbous eyes though have no other features, including orifices or sensory organs, though their underbellies are covered in penny-sized sucker-like feelers that they feed through.

They strangle and constrict their prey, which can include anything roughly the size of MORTALS or even larger if they are desperate. Once subdued, they exert a foul-smelling slime from the feelers that dissolves

the flesh of their prey, allowing them to feed on them whilst they are still alive, writing in agony. The snakes will wrap themselves around their prey and remain motionless, sometimes for days at a time, as they slowly absorb the liquefied flesh, leaving behind perfectly preserved bones, which serve as tell-tale signs that yelvet snakes are near.

They are feared and shunned by travellers and rarely feed on mortals as a result. See Vol II: Classification and Taxonomy of Life.

<u>VEMDI</u>: Int. Soc. Individuals in <u>SUMA'YA</u> and <u>BA'AKH</u> who forsake their families and homes, volunteering to become members of a caste who devote themselves to protecting their homeland from <u>ATRAMENTAL TAINT</u>, putting themselves at great risk for the greater good of their communities.

It is common, but not expected, for anyone reaching the age of 50 (a venerable age in such lands) to abandon their lives in this way. Few of them survive this ordeal, with a 2-5 years of service deemed fruitful. Most contract <u>AEPATHY</u> and other <u>ATRAMENTAL AILMENTS</u> during their work, dying in great agony away from their families.

They are regarded as heroes and are awarded with state funerals and are buried in special necropolises, known as <u>DARAMEUTIN</u>, with their names proudly displayed for all to see.

<u>VENA</u>: *Geo.* Basin in the east of the <u>TEMPLAR STATES</u>, forming the easternmost reaches of the <u>SIDIRION</u> Mountains⁽¹⁾.

<u>VENANT</u>: *Pol. Set.* Coastal city and capital of <u>DHAT</u>, in the south east of the nation. It was settled by freed slaves in c. 3300 RM (Pop. unknown).

<u>VENATOR</u>: *Law. Rnk.* <u>EXECUTIONERS</u> and assassins in <u>VAALK</u> who follow in the footsteps of an elite class of warrior from ancient cultures that predated Vaalk, such as <u>VALKA</u> and <u>ULLUASH</u>. They wear stylised armour in the image of demons from ancient legends and perform elaborate ritual death dances. They are amongst the few castes of executioners in the Inner Sea region who are not treated as pariahs, though few think highly of them, and their use has since spread to the <u>KORACHANI EMPIRE</u>.

Ironically, since the subjugation of Vaalk by <u>SARASTRO</u> in 3736 RM, the use of venators has waned, having been superseded by the religious rank of <u>PURSUANT</u>.

<u>VENATH</u>: His. Set. City funded in c. – 300 RM in the kingdom of <u>NATH</u>, along the (then) coast of the <u>DARK SEA</u>, north east of the plains of <u>HAMSHEN</u>. Following the '<u>LION HERESIES</u>' and the fragmentation of <u>NATH</u> in c. -190 RM into several warring city-states, Venath rose in c. -50 RM as the most powerful city in the region. By c. 100 RM its <u>ASANATE</u> rulers had united the old Nathi states and created the empire of <u>VENATH</u> which rapidly expanded.

Though it was not to last. The <u>CATACLYSM OF KHAMID</u> in 101 RM left many coastal areas destroyed and the death of <u>LABAISINGH</u> in 151 RM left the ruling Asanate struggling amongst itself even as the effects of a coastline that had been in slow retreat for centuries were truly felt. The reappearance of the <u>SPHINX HETEPHERES</u> in 194 RM brought further chaos to the region and the city continued to dwindle, with many leaving it for <u>HETEPHEROPOLIS</u>, which became the new capital in 201 RM. Following this, Venath was allowed to die, its buildings and land-locked harbours falling into ruin even as the coastline continued to craw north.

Today the city is a sun-bleached ruin, 10-miles from the coast, the hulks of ancient ships lying rusting, rotten, half buried in the dust of almost 4-millennia. The place is shunned by the people of Venthir who have forsaken it since the rise of Hetepheres.

VENATHI: Lan. Language of the VENATHI EMPIRE and, later, its VENTHIRI successor. It is spoken to this day in Venthir, though is very different from its ancestral version, and has been corrupted by the presence of the KORACHANI EMPIRE there, amongst other influences. A purer form of the language is spoken in SARAGOS, possibly due its sundering from Venthir over 2 millennia past. See Vol II: Languages.

VENATHI EMPIRE: His. Ntn. Extinct nation that appeared in the wake of the fragmented NATHI KINGDOMS, which until c. -190 had dominated the region. It was supplanted in 201 RM by the kingdom of VENTHIR. See Vol III: Extinct States.

 $\underline{\textbf{VENAUT}} : \textit{Set.} \ Settlement in the east of the tribe of \underline{\textbf{DRAKAINA}}, in the east of the \underline{\textbf{GROWING MOUNTAINS}} \ of \underline{\textbf{MULCIBER}} \ (Pop. \ c. \ 6,000).$

<u>VENEFICIF</u>: Rnk. Voc. Med. Name given to poisoners in the <u>KORACHANI</u> EMPIRE. Typically, *veneficii* create their own poisons, using ingredients

from flora, fauna, minerals, and other sources, building upon expertise collected over millennia of practice. In some cases, the *veneficii* will administer poisons themselves, though for the most part their role extends to the preparation and sale of poisons via black-market to others.

Historically, the *veneficii* would see a rise in popularity during periods when the <u>ARCHPOTENTATE MALICHAR</u> excised himself from the political arena during periods of ennui. In these times political intrigue and backstabbing would explode, leading to a rise in assassinations, for which the *veneficii* would be blamed. Though individuals might have been apprehended to make examples of, the profession as a whole would survive unscathed, as for every assassination there would be dozens of new plots.

Despite many unfounded rumours, there is no underlying organisation or link between individual *veneficii*, save what relations individuals might foster amongst themselves. They tend to work alone, using messengers and $3^{\rm rd}$ parties as go-betweens, to keep their business safe from retribution.

In some places the term is used for rat catchers and others involved in pest control, harking back to an ancient usage of the word, which has gone out of fashion elsewhere.

<u>VENEHIR</u>: Set. Settlement in the east of <u>ELAT</u>. Its main industry is the mining of tin (Pop. c. 5,000).

<u>VENER</u>: Set. City in the c west of <u>KARGAMA</u>, in the c of the <u>LAMAGHINE</u> Plains. It was founded in c. -1250 RM and later became famed for its horse breeding, remaining so to this day. Its people would eventually become expert riders, providing recruits to the first mounted corps of the <u>ELITAGRI FEDERATION</u>, remaining an important part of military recruitment to this day (Pop. c. 37,400).

<u>VENESH</u>: Sec. Major fortified coastal city in the south east of <u>ELAT</u>, at the mouth of the river <u>SOSSOR</u>. It is a military centre and thought to be a hub of Elatian espionage in the east (Pop. c. 175,500).

<u>VENETIA</u>: *Set.* Small city in the west of <u>KORACHAN</u>, dating to c. 2230 RM (Pop. c. 12,000).

<u>VENHUNDUR</u>: Rel. Rnl. Priest-hunters in <u>PERGOST</u> and the north west of <u>SABIA</u>. They fulfil the role of spiritual leaders and, in smaller communities and amongst the <u>TURAAN</u>, are chief hunters, especially during the festivals of the <u>FLIDAIS</u>-hunt.

<u>VENIA ZIX</u>: *Leg. Set. Dre.* Legendary city common in many <u>MENISCEAN</u> folktales, thought to have originated in ancient <u>VAEVECTAN</u>^(L) mythologies. It is said to lie between the <u>MATERIAL PLANE</u> and the <u>OTHERWORLD</u>, where <u>MORTALS</u>, <u>SPIRITS</u>^(L) and <u>OTHERWORLDERS</u> live together in harmony. Some believe that it is a real city, perhaps located in a <u>DREAMSCAPE</u> or a <u>LACUNA</u> that allows it to coexist between the Material and the otherworld, though there is little evidence supporting this (Pop. unknown).

<u>VENNA</u>: Set. Settlement in the far south west of <u>ALAM BETHYL</u>, in the territory of <u>BOTHUAR</u>^(1.). Its main industry is iron mining (Pop. c. 5,300).

<u>VENNON</u>: Rvr. River in the south west of <u>ZHARIAH</u>^(2.), flowing south east for 615-miles from sources in the <u>SHAROOK</u> Highlands before meeting the <u>BAY OF MAELER</u>.

<u>VENTHA</u>: 1. Sca. Sea separating <u>VENTHIR</u> from <u>TZALLRACH</u>. The sea was once far smaller than it is today, as much of what is today the <u>BOILING SEA</u>, was created through the unexplained calamity known as the <u>CATACLYSM OF KHAMID</u> in 101 RM, before which it was all land.

Once, two main passes lead into the sea: the <u>STRAIT OF SAOR</u> in the north (still used to this day, though contested by <u>LALAUN</u> and <u>BAOST</u>); and the <u>TORRENT OF KARROCK</u> in the south.

2. *Cur.* Currency in <u>VENTHIR</u>, established in 3789 RM, after its independence from the <u>KORACHANI EMPIRE</u> 8 years earlier. See Vol II: Currency and Coinage in Elyden.

VENTHIR: Dem. 'Venthiri'. Ntn. Dominating the north eastern coast of the ARID TRIPTYCH in SAMMAEA, Venthir is a large kingdom that exists in the rain shadow of a long mountain-chain that separates it from the deserts of ANUBIA. Despite this, it is a fertile land of many rivers and large plains that are home to great cities and a proud people whose roots go back to the early FIFTH AGE VENATHI empire. For much of its existence Venthir was a vassal of the <u>KORACHANI</u> empire, enjoying a degree of autonomy that was largely due to the force of will of its sphinx regent – <u>HETEPHERES</u>, better known as the Strangler, or, informally, the Bitch-queen.

Under her control since 201 RM, Venthir was a centre of industry, trade and the <u>ALCHEMICAL</u> arts. A paranoid ruler, she had her lands heavily policed from internal threats and guarded against external threats, but was otherwise uninvolved in the goings-on of her kingdom, with her <u>ASANATES</u> ruling on her behalf. In her absence the Asanate aided its neighbour <u>SARASTRO</u> in its defence against Korachani attack.

Alerted by a Korachani spy, Hetepheres pulled her armies out of Sarastro. The action led to Sarastro's defeat in 339 RM. For decades Venthir waited for war, preparing its borders. Then in 359 RM the unexpected happened.

The <u>ARCHPOTENTATE MALICHAR</u> entered Hetepheropolis as a guest, where he was shown the might of Hetepheres' armies. He departed after the two spoke alone, then, 2-years later, Hetepheres simply handed Venthir over to Korachan. She remained regent and was granted a level of autonomy that other conquered states envied. Imperial <u>PATRICIANS</u> and workers flowed into <u>TEIRA</u>, which by 376 RM had become the heart of the Korachani administration as Hetepheropolis remained the queen's playground. The <u>RELIGIOUS CULT</u> that had gown around her was allowed to remain though it was designated a sub-cult of the Church of the <u>CHURCH OF THE UNDYING MACHINE</u>.

Her paranoia led to the political influence of a <u>TECHNOLOGIST</u> caste, who were responsible for creating <u>TECHNARCANE ORTHOSES</u> to shield her from the thoughts of other sphinxes. They would go on to become her rulers in Teira, overseeing a healthy economy that helped Venthir flourish as Hetepheres disappeared in her chambers.

She emerged in 1905 RM after centuries of absence. Fearful of the power the technologists had accrued, she abolished the technocracy the next year and went on a savage campaign that saw manufactories and industrial centres destroyed, beginning a dark age for Venthir. Many of the technologists fled their persecution, settling lands to the south, eventually founding the technocracy of <u>SARAGOS</u> in 1939 RM.

Venthir waned after this, becoming insular, its economy faltering. It became a leech to Korachani coffers. Hetepheres became more reclusive, consorting with personal technologists, searching for new orthoses and implants to further distance her from the auguries of her <u>KIN</u>. Many Korachani institutions withdrew from Venthir. And the destruction of its industrial centres had the adverse effect of allowing <u>Atramental</u> lands to increase in size, claiming many settlements by 3010 RM.

In 3061 RM Venthir was granted control of much of the east of <u>NÁRTHEL</u> in return for the regions' restoration. His helped restore industry and commerce to the region and it grew in influence once more.

Starting in c. 3640 RM Venthir began a process of militarising, increasing military industrial output – a move that most observers knew meant that Hetepheres was mobilising for war. On the $11^{\rm th}$ of CYKRANALEN of 3703 RM, Korachan, pressured by the growing strength of Venthir's forces, attempted to tighten its leash on the vassal state, though this backfired and almost immediately led to the latter state declaring war with Sarastro to save face. This began a cascade of events that led to the <u>WAR OF SUNDERING</u> and the eventual <u>SUNDERING OF THE KORACHANI EMPIRE</u> in 3705 RM.

The Sundering of the empire saw most of its southern territories lost to Sarastro, and though Venthir remained loyal to the high-empire, it became more confident and conflict with Sarastro increased along their borders. Following decades of strained contact exacerbated by the silting of the STRAIT OF NÁRTHEL, Venthir finally broke away from Korachan in 3781 RM, being an independent region since then. See Vol III: Extant Nations and Realms.

<u>VENTHIRI CROSS</u>: also '*crutch cross*'. *Obj.* An equilateral cross with crossbars at the four ends. It was a common heraldic device amongst <u>FARASIDS</u> in classical times.

<u>VENTHIRI CROWN DEPENDENCIES</u>: *Pol. Geo.* Two island territories that are self-governing island-nations of the <u>VENTHIRI</u> crown, comprising <u>LATHLOS CHA</u>, and <u>SIMENIA</u>. Both are located close to Venthir, within the home to Venthiri forts and garrisons, which protect the territories from attack or invasion.

VENTHIRI ROYAL ZOOLOGICAL GARDENS: Edu. Flo. Fau. Str. Expansive gardens forming a large part of the western outskirts of the city of HETEPHEROPOLIS in the c of VENTHIR. The gardens are known for their exotic collection of flora and fauna, many examples of which come from distant parts of ELYDEN. Despite the surrounding arid climate, the gardens' climate is controlled through the action of shapers and technarcane engines, allowing the specimens to thrive in their natural conditions

VENTHIRI/SARASTROAN WAR: Mil. His. Conflict *

<u>VENTIA</u>: Set. Settlement in the north west of <u>SARAGOS</u>. It is home to the renowned <u>SARAGOSI UNIVERSITY OF TECHNARCANA</u>. The university dominates life in the town (Pop. c.8,000).

<u>VENTII</u>: Set. City in the c of <u>RAONGEN</u>⁽²⁾ in the south eastern-most shore of lake <u>TAHONG</u>. Its main industry is fishing, though it also controls various shipping houses, that carry goods across the lake (Pop. c. 50,000).

VENTRADEII: Geo. Rock fields in the south of J'THANA.

<u>VENTUDIA</u>: Set. Small city in <u>VALA</u>. It is known for its breeders of Firmamental creatures (Pop. c. 12,200).

<u>VENU</u>: Set. Settlement in the north of <u>AYAD</u> (Pop. c. 3,800).

<u>VENZA</u>: Set. Small coastal city in the east of western <u>SKAROS</u>, overlooking the western coast of the <u>STRAIT OF SKAROS</u> (Pop. c. 18,000).

VEPAR: 1. Pol. One of three prefectures that make up LYRIDIA DHAI, which was became a free nation following the disappearance of it tyrannical ruler disappeared in 3742 RM, following years of subjugation before which it had been a KORACHANI INTERREGNUM since 1704 RM. 2. Pol. Set. Fortified city in LYRIDIA DHAI, and capital of its northern-most prefecture (1.). It is an ancient city with tumultuous history. It was capital of the ancient LYRADEAN government in -234 RM and was populated by a mix of SVATHI people who had immigrated there in c. -1300 RM, and AMNATHI settlers who moved north following the dissolution of the Amnathi nation in -589 RM, though bloodlines mingled following the rise of the Lyradean nation. During the KORACHANI blockade of Lyradea and NARTHEL in 81 RM, the militocratic caste known as the Vepari gained prominence and began militarising the nation despite the wishes of the AUGURS. The Vepari declared war on Korachan in 85 RM, which would lead to the Korachani occupation of south western Lyradea, later to become known as Lyridia Dhai. Korachani influence caused LYRIDIA to abandon Vepar, moving the capital temporarily to SOLEAS in 91 RM. Vepar would become imperialised over the coming decades, with immigrant patrician families marrying into Vepari nobility.

Under the Korachani government, Vepar became one of the most imperialised cities, with vast numbers of Korachani immigrants arriving there in c. 150 – 220 RM. Indeed, when Korachan abandoned Lyridia Dhai to the INTERREGES in 1704 RM, it maintained control of Vepar until 2185 RM. Under the Interreges, Vepar became the centre of a small tyranny, where by 2838 a single Interreges umbraphage remained, known as 'the Lord', who would subjugate the surrounding lands to his will until his disappearance in 3742 RM.

Lyridia Dhai was divided into three realms over the following years, with Vepar becoming the centre of the northern-most realm. Its imperial roots are clearly evident, though have been corrupted by time and an emergent culture into something unique. Despite this it retains the imperial religion and the SHADOW MARCH passes through it to this day (Pop. c. 547,200).

<u>VERAAD</u>: Sup. <u>Kaspian</u> witch captured by the <u>Korachani empire</u> in 4006 RM, who under duress betrayed the <u>Firmamental</u> secrets to the <u>Avénethi Sanctified Order of the Inquisition</u>.

<u>VERACHAN</u>: Set. Settlement and remnant of a far larger mining town that appeared in c. 600 RM following large-scale open-caste mining appeared in the region. the mines were spent by c. 1900 RM, though the town survived, largely due to its relative vicinity to the conurbation of <u>KORACHAN</u> (10-miles), where it served as a satellite, serving as a manufacturer of food and other necessities for the city.

The site now occupied by Verachan was once a neolithic temple, though the ancient structure has long-since been built over, replaced by a temple of life and death and, later, following the rise of the CHURCH OF

THE UNDYING MACHINE, a temple dedicated to <u>RACHANAEL RISEN</u> (Pop. c. 3,200).

VERAGGASZ: 1. Int. Sup. Geo. Noisome sinkhole in the east of VÂRR, in the south east of the SARRAHAL plains. The sinkhole is close to a mile wide, and is uneven, with rocky terraces and shelves leading to its deepest point – a gaping pitch-black maw some 50-ft. wide from which exudes dank air. The hollow is said to lead to the PRISON CARCERI, though any attempts to reach the bottom have thus-far failed. The sides of the sinkhole are riddles with shallow caves and cliffs and have been used at various times throughout history by outlaws, bandits, heretics and degenerates.

2. Mil. Str. fortress in the east of \underline{VARR} guarding the above sinkhole (1.) from intrusion

<u>VERAH</u>: Mil. Str. Major fortress in the far south east of <u>ALAM BETHYL</u>, guarding the border south with <u>ALMAGEST</u>.

<u>VERBIEA</u>: *Rvr.* River in the east of <u>ABATTUR</u>, flowing west and north for 660-miles from sources in the hills between the <u>CABIENAN</u> Highlands and the north east of the <u>VOULLOR</u> Mountains, before meeting its parent, the river <u>SEBRENNA</u>.

<u>VERDANT EMPIRE, the</u>: Lan. Ntn. Name traditionally used for <u>FOREST KINGDOMS</u> of <u>MALAN</u> amongst the people of <u>EASTERN LLACHATUL</u>, particularly <u>TETHYSIA</u>, whose vast deserts make for a stark contract with the green lands of its western neighbour.

<u>VERDARA</u>: Set. Major city in the south of <u>AMMESH</u>. It was once coastal though the retreat of <u>ELYDEN'S</u> seas have left it landlocked, some miles from the coast, along the course of the river <u>COLDOR</u>, which drains lake col into the <u>BAY OF TIRIL</u> (Pop. c. 372,000).

<u>VERDAS</u>: Ser. Agricultural town in the east of <u>IPANAH</u>^(2.) (Pop. c. 4,200).
<u>VEREDI</u>: Pol. Soc. <u>PATRICIAN HOUSE</u> based within <u>VENTHIR</u>, with roots in <u>KORACHAN</u>. Its main business interests are mining of silicates and sand for use in the glass industry, and it controls various territories and traderoutes in the south of Venthir. See Vol II: Renowned Patrician Houses.

<u>VEREDI ESTATE</u>: Str. Soc. Ancestral home of the <u>VEREDI PATRICIAN HOUSE</u>, located in the south of <u>VENTHIR</u>, just east of the <u>GO BISAMMAM</u> desert. It is famed for its wine, which is made from grapes grown on the estate, and is home to a reclusive writer, amongst others, all members or close associates of the House Veredi.

<u>VEREH THE PANSOPHIC</u>: (D. c. 1230 RM) deranged alchemist who in c. 1200 RM penned the <u>ALCHEMIE GROTESQUE</u>, detailing the methods and philosophies of the School of <u>ALCHEMIE</u>, developed in <u>MIDAL</u>, <u>VENTHIR</u>. His travels across the <u>BLACK MOUNTAINS</u>. were instrumental in the works' creation, and it has been consulted by alchemists ever since.

VEREIN: Geo. Island in the west of the MAIDEN ISLES.

<u>VEREN ITRUSH</u>: Sea. Shallow lagoon off the northern coast of <u>KEPHUAAN</u>, in the south west of <u>SAMMAEA</u>. It forms an extension of the SEA OF MERCUVIA.

<u>VEREND:</u> Pol. Soc. Ind. <u>PATRICIAN HOUSE</u> based in the city of <u>DORMIVEGLIA</u>. The House is responsible for the mining of <u>DREAMSTONES</u>, which are worked and sold as jewellery to the nobility of the <u>INNER SEA</u> and beyond. Unworked stones are sold to <u>ONEIROMANCERS</u>, who value the <u>DREAMS</u> the stones are said to contain. The House values oneiromancers and family members who display an affinity for that sphere of shaping are given the best education the House can afford, and such individuals often rise to positions of power within the House. See Vol II: Patrician Houses.

<u>VERENTHIA</u>: *Rui*. Abandoned city in the far north of <u>CISNERIA</u>, in the <u>DIVUMMA</u> Mountains. It was once a major source of <u>UMBRA</u>, but reserves had dwindled by 3810 RM, and the city diminished in the subsequent years, until its final abandonment before 3900 RM. Today its ruin is crumbling to the elements.

<u>VERESAMIID</u>: *Rvr.* River in the c south west of <u>NOAVATUR</u>, flowing south for 625-miles from sources in the <u>OMMOQHUZH</u> and <u>QOSHHANAITH</u> Mountains before meeting north west of the <u>SEA OF RTHAS</u>.

<u>VERICHA</u>: Set. Small city in the c south of <u>PNESSA</u>. It is a crossroads of trade and is known for its caravanserais and trade yards (Pop. c. 12,000). <u>VERIGADA</u>: Set. Settlement in the c south east of <u>ETUA</u>. Its people are fervent believers in the <u>GIBBERING WORM</u> and they practice grisly rites of sacrifice that are shunned in even other regions of Etua (Pop. c. 8,000).

<u>VERIS</u>: Set. Small city in the north west of <u>KORACHAN</u>, along the passage of the <u>SHADOW MARCH</u>. It is home to the <u>TEMPLE OF THE THRICE-BORN PROPHET</u> and is a site of pilgrimage to <u>PETITIONERS OF THE MACHINE</u> (Pop. c. 12,000).

<u>VERITANDIA</u>: Set. Small coastal city in the far western mainland of the <u>PANTHEON ISLES</u>. It is home to a large naval base, where ships that patrol the <u>LIMOTHAN CHANNEL</u> are based (Pop. c. 20,000).

<u>VERIX</u>: *Sct.* Coastal settlement in the c of the mainland <u>PANTHEON ISLES</u> (Pop. c. 3,000).

VERKES: also 'sandweaver'. Fau. Large termite-like insects, reaching sizes of around 1" – 1.5". They live in deserts and construct small intricate spiralling structures from sand that collect dew overnight. The sandweavers collect the water and take individual drops to their subterranean hives. These spirals can number in their tens of thousands and cover dunes, though they are ephemeral, rarely lasting more than a handful of days at most, particularly in windy regions, where the motion of dunes can cause them to collapse. Due to this, the sandweavers work ceaselessly, creating new spirals. See Vol II: Classification and Taxonomy of Life.

<u>VERMEIL ABYSM, the</u>: *Geo.* Fissure in the c north of <u>CYHLAGHARR</u>. The fissures began to appear in the north of the <u>GRCAUTHAIRM</u> Mountains in c. 2977 RM and have grown steadily since then. The present name comes from the deepest fissure, which has revealed dark red rocks and a steady plume of steam.

<u>VERMES</u>: also 'the Wastes of Vermes'. Int. Geo. Rust desert dominating the southern-most expanse of <u>SHAZGIN</u>, bordered by the <u>EGETAKH</u> and <u>SABARAAN</u> Mountains to the west and east, respectively. It was once home to a monolithic metropolis-nation; though the place is now a wasteland of chemical lakes and gigantic rusted girders. The desert itself is the product of rust and dust from the long-gone edifices of that ancient nation, and strange gigantic manta-like worms glide through the dunes, on whose backs cling psychic lamprey-things.

<u>VERMIS</u>: Set. Coastal cliffside city in the far west of the <u>VESPERTINE</u>
<u>LEAGUE</u>. The city is noted for its tiered layout, along the natural cliff terraces along the coast (Pop. c. 62,000).

<u>VERMICULA</u>: *Int. Set.* The only known <u>CESTOID</u> city, in the western ridge of the <u>ATRAMENTAL RICTUS</u>. Discovered by a <u>KORACHANI</u> expedition in 3331 RM, the city, if such it can be called, is made up of marrow-like structures of a strangle lattice-like quality in which many cestoids were gathered (Pop. unknown).

<u>VEROAL</u>: Set. City in the north east of <u>SEDALLIA</u>. It forms a part of the <u>VESHONAN PASSAGE</u> trade route (Pop. c. 58,000).

<u>VERSIPELLIAN</u>: Plr. 'Versipellianin'. Int. Rnk. Sup. Pol. Rare <u>ATRAMENTALLY</u>-created <u>POSTMORTAL</u> form employed at great cost by the <u>KORACHANI EMPIRE</u> and, following its sundering in 3705 RM, the <u>REFORMED EMPIRE OF SARASTRO</u>, though other states (such as <u>PARTHIS</u> or <u>ALMAGEST</u>) may make use of similar individuals.

Verispellians are known for their shapeshifting properties and the lengthy arduous process an unfortunate individual must go through to attain such abilities. Candidates are drafted from prospective SHAPERS who show an affinity for such metamorphic abilities (such as the <u>ANALOGONIN</u> of Korachan) and are subsequently subjected to years of experimentation, augmentation, and enhancement, with orthoses and stimulant injectors grafted into them to better serve their purpose of subterfuge and disguise.

Their creation and upkeep are incredibly expensive and their use has lessened over the past centuries as resources and funds wane, though they are still believed to be employed in sensitive political missions.

<u>VERTAEIA</u>: *Geo.* Peninsula in the north west of the island-continent of <u>BROR</u>^(1.), around 600-miles long, dominating the north of <u>KASIHAAL</u>, ending in the southern tower of <u>MELMOTH</u>. The feature is peaked by dark young rock that forms a mountainous spine along the centre of the peninsula. The region, particularly the northern face, which overlooks the <u>FIRMAMENTAL WASTES</u> of <u>PHAEIN</u>, is arid, with little life.

Island-chains stretching north west from Vertaeia to the island of <u>Kraja</u>, 650-miles distant has led geologists to postulate that the spine continues underwater, ending at the north western-most point of Kraja.

<u>VERTANDI</u>: Rvr. River in the c west of <u>AMMESH</u>, in the <u>AMMASHI</u>⁽¹⁾ peninsula, in the south west of <u>SAMMAEA</u>. It flows north west for 185-miles before meeting its parent, the river <u>TAMANTI</u>. It is the main outlet of lake <u>RALIA</u>, which is fed by dozens of different rivers.

<u>VERTEX</u>: Sup. Geo. (35,000-ft.) Highest point in <u>ELYDEN</u>, located in the south of the <u>CHORHYST PHENOMENON</u>, in the south west of <u>MENISCEA</u>. It is thought to be around 35,000-ft. high and is produced by the extreme <u>FIRMAMENTAL</u> influence in the region that has peeled part of Elyden's crust upwards in mockery of gravity. The region is inhospitable, not only due to the <u>FIRMAMENTAL TAINT</u>, but also due to the thin air and howling winds that batter the formation.

<u>VERTUM</u>: *Ind. Set.* Settlement in the south west of <u>CISNERIA</u>, to the west of the <u>BLACK MOUNTAINS</u>. Its main industry is the mining of BLOODSTONES (Pop. c. 5,800).

<u>VERUNDI</u>: Set. Coastal settlement in the south east of <u>KEPHUAAN</u>, overlooking the BAY OF COMMARA^(1.) (Pop. c. 6, 750).

VESHAK ULADHR: x. Ind. Pol. Per. (B. 3911 RM) Ruler of the city-manufactory of WENCHARI in the north west of PHYRR, and one of the most powerful TECHNARCHS. They are a master TECHNARCANIST and currently stand in the good graces of the IMPERIARCH, under whose auspices they serve as a close advisor. Uladhr oversees many of the nation's industrial operations, particularly those involving the manufacture of technarcana and possession engines. They are known for their ruthlessness and ambition, constantly seeking new ways to enhance their power through increasingly dangerous grafts and ORTHOSES.

<u>VESHON</u>: Set. Major mercantile city in the c of <u>CEHOPHELA</u>, to the east of the <u>CEHOPHELAN</u> Plateau. It is ruled by three merchant houses and is the centre of the intermediary trade route known as the <u>VESHONAN PASSAGE</u>, which links the <u>EGETAKHAN ROAD</u> with the <u>SOVEREIGNS' ROAD</u> (Pop. c. 180,000).

<u>VESHONAN PASSAGE</u>: Com. Geo. Trade route in the north west of Meniscea, linking the <u>EGETAKHAN ROAD</u> in the west with the <u>SOVEREIGNS' ROAD</u> in the east. Operated by the three ruling merchant houses of the city of <u>VESHON</u>, it is lucrative and brings much wealth to the city.

<u>VESICANT WASTES</u>: Sup. Geo. <u>ATRAMENTALLY TAINTED</u> region in the c south of <u>KHARKHARADONTIS</u>, known for its blistered terrain.

The region is categorised as $\underline{\text{DANGEROUS}}$ by the $\underline{\text{KORACHANI}}$ $\underline{\text{INSTITUTE OF ATRAMENTAL STUDIES}}$.

<u>VESPAR</u>: Set. City-state in the north east of <u>PHYRR</u>, along the course of the river <u>DHALILA</u>, in the shadow of the <u>SASTAKAUR</u> Massif. It is home to <u>ATRAMENTALLY</u>-trained assassins of great renown who operate across Phyrr and the <u>NACRE ROAD</u>, selling their services to the highest bidder – often members of the <u>NACRE LEAGUE</u> (Pop. c. 80,000).

VESPEN BIT: See BIT, VESPEN.

<u>VESPER:</u> 1. *Geo.* Expansive plains that once dominated the <u>VESPERTINE</u> <u>LEAGUE</u>.

2. Dem. 'Vesperi'. His. Pol. Geo. One of five distinct political and cultural regions that emerged from the collapse of the THERASHIAN EMPIRE in 902 RM. It was the northern-most of the five states, located in what is now approximately the north of the VESPERTINE LEAGUE, between ENITH and KHULL. It is believed to have struggled the most out of those descendant states, and by the time the others had formed singular governments in c. 1050 RM, it was still struggling to find its feet. Fishing settlements around the BAY OF BATHIN became targets of piracy and coastal raids, forcing many communities to abandon their old homes and move farther inland, where they reverted to a more pastoral rural life centred around closeknit families. They traded with each other and explored the wildernesses of their new home, finding various plants and herbs that they began to harvest. Amongst them was the psychoactive herb MULLEN, which they learnt acted as both a painkiller as well as an aggressant. Some people began smoking this herb, becoming outcasts who were ejected from their groups. Eventually, by c 1200 RM many of these outcasts had gravitated to each other, settling the area of Sashell (1.1), forming a loose coalition of people, who over the years emerged into a small independent state within Vesper, known as Sashell⁽²⁾.

In 1434 RM the <u>KNIGHTS OF ST. MALICHAR</u> launched a crusade against the <u>EHRENISIAN COAST</u>, reaching as far West as Vesper. For years they ravaged the regions, terrorising coastal settlements and sending missionaries inland to spread the word of the <u>UNDYING MACHINE</u>. There they encountered the <u>BERSERKER-MAGES</u> of Sashell, who proved instrumental in defeating them, though they were effectively wiped out in the process, ending their tradition in the same stroke that saved their land. Ironically, the term vesper⁽³⁾ has now become synonymous for unruly behaviour across the north of Sammaea.

The war left Vesper crippled, and it divided into two separate states in a bid to cope with the situation – Vesper to the west of the bay, and <u>UGHTEN</u> to the east.

By c. 1900 RM the Bay of Bathin began to diminish in size, and within a few centuries it had become a lake. Vesper and Ughten worked together to create a network of canals and lochs that linked the lake to the sea, allowing its coastal cities to remain connected to the sea of ANIPTERRA, but the engineering project grew too costly and it was abandoned on a large scale in 2251 RM. Within a century the lake itself has disappeared, leading to environmental collapse across the two nations, who begin to struggle, leading to worsening relations that ultimately leads to a war that ends in 2355 RM with the signing of a peace treaty.

Vesper eventually fragmented following the signing of the treaty, leading to a time of great uncertainty. Ughten took advantage of this and over the next centuries moved against the vesperi city-states, slowly assimilating them until the remaining settlements formed a defensive alliance in 2377 RM that became known as the Vespertine League. This managed to not only stop the Ughteni armies, but began a period of retaliatory action that ended in 2523 RM with the sacking of Ughten and the assimilation of its territories.

Following this, the Vespertine League would continue to advance in the south, expanding greatly to beyond the equator and as far east as the <u>GULF OF ESHIRON</u>. See Vol III: Extinct States.

3. *Lan.* Common term synonymous with unruly behaviour and vandalism, that is derived from the <u>BERSERKER-MAGES</u> of <u>SASHELL</u>⁽²⁾, though misattributed to the Vesperi⁽²⁾ culture from which they had emerged. It is common across the north of <u>SAMMAEA</u>, and most people use it without knowing the origins of the term.

<u>VESPERTINE</u>: Lan. Language spoken in the <u>VESPERTINE LEAGUE</u> that has existed since around 1000 RM. See Vol II: Languages.

<u>VESPERTINE ALLIANCE</u>: *Pol. His.* Historical alliance of city-states (known as <u>ASONAS</u>) in the c west of the present-day Vespertine League^(2.) that formed in 2377 RM in response to attacks made by <u>UGHTEN</u> against them. The alliance was the predecessor of the <u>VESPERTINE LEAGUE</u>^(1.) of today, which became a formal political alliance in 2679 RM.

<u>VESPERTINE CONFLICTS</u>, the: *His. War.* Period of conflict in the present-day <u>VESPERTINE LEAGUE</u>^(2.) caused by the diminishing of the <u>BAY OF BATHIN</u> in 2251 RM and tensions that arose following this calamity. The conflict began in 2372 RM with the state of <u>UGHTEN</u> moving against the Vespertine City-states to its west. Many of the cities were sacked, causing the cities to form an alliance that became known as the <u>VESPERTINE ALLIANCE</u>. The war became one of attrition, with neither side gaining a full advantage, though many regions of <u>UGHTEN</u>^(1.) and other independent surrounding areas eventually joined forces with the Vespertine Alliance, giving them a distinct advantage by c. 2521 RM.

This enabled the allied armies to march against Ughten, sacking cities as they went. The war eventually ended in 2523 RM with the sacking of Ughten⁽²⁾ and the Alliance would evolve into the <u>Vespertine League</u>⁽²⁾.

<u>VESPERTINE LEAGUE</u>: 1. *Ntn.* League of allied city-states (known as <u>ASONAS</u>) and nations that dominates the c north west of <u>SAMMAEA</u>, between the <u>CITIZENRY OF THALI</u> in the west and the northern-most reaches of the <u>KARKARMIS</u> Mountains in the east. much of its north eastern territories are dominated by the <u>BITAMMAN</u> Desert.

The League formed in 2679 RM, though its roots go back far earlier to the mid-<u>FIFTH AGE</u> nation of <u>VESPER</u>^(2.), which disintegrated into various city-states in 2359 RM following a short war with its neighbour Ughten.

Ughten later marched against the independent cities of Vesper, which were forced into an alliance to defend their lands in 2377 RM. The alliance remained in place after the war ended, and would eventually grow into the expansive league of Vespertine cities that exists today.

There are as many as fifty states that are part of the League, and these range from single city-states to larger states with up to a dozen settlements under their control. The league takes its name from the dry savannah and plains that dominates its northern-most expanse, though some claim that is directly inspired by the predecessor state known as Vesper^(2.), which fractures into a series of loosely-allies states and cities in c. 2359 RM.

Though it is not a true nation, its many cities and states follow a code of laws known as the <u>CONCLAVE OF CITIES</u>, which resulted from the formal declaration of the League as a political entity following a lengthy meeting between representatives from hundreds of the cities that took place in 2679 RM. The Conclave (as both the event and the code of laws are more commonly known) saw to the formation of an expansive policing force known as the <u>KEEPERS OF THE CITIES</u>, which serves as tax collectors, police, lawkeepers, and soldiers, though their primary role remains as that of political watchdogs, ensuring that all cities observe the Conclave.

The region became the centre of an artistic revolution between c. 3100 - 3250 RM, after the Leage and its rulers grew suddenly wealthy following the discovery of vast coal reserves within its territories. During this time wealthy Leage rulers commissioned great works of art – palaces, statues, paintings, poems, and others – with which to show their refinement and flaunt their wealth to their neighbours. Scientific discoveries were also made during this period, bringing the region closer in technological advancement with the Inner Sea Region. The regions' fondness for firearms began during this time and the Vespertine League is now famed for its exquisitely-made firearms that are as much works of art as the paintings and statues that adorn its cities.

Its people are known for their facial tattoos, which once existed to mark one's caste, but which remain now as a cultural label, worn by those who want a tangible link with their history and ancestors. The tattoos are linear in form and are commonly worn on the chin, brow and cheeks, with lines symbolising a genealogical link – the more lines, the more generations the individual can trace their heritage back to.

It is one of few regions in <u>ELYDEN</u> that has access to <u>OMNATITE</u> and <u>PARADROSS</u> reserves, and mining and distribution is heavily controlled by the League⁽²⁾ itself and is rife with corruption. The region is also rich in coal, and it is the largest exporter of the valued substance in all Elyden, with its mining forming the backbone of most of its states' economies — the black crown on the League's flag symbolises the black lung that afflicts most of its miners.

The north eastern states of the Vespertine League are famed for their <u>DAEMON-IDOLS</u> – regional gods that are embodied in large idols, where to all intents and purposes the idol *is* the deity. This is similar to the practice of <u>KARGAMAN IDOLATRY</u> in the neighbouring state of <u>KARGAMA</u>, and the idols they worship are believed to have the same (unknown) origins in the <u>THIRD AGE</u>. See Vol III: Extant Realms and Nations.

2. *Pol. Org.* The governing body of the eponymously-named⁽¹⁾ union of states in the north west of <u>SAMMAEA</u> that has existed since 1157 RM. The governing body emerged to control access to and distribution of the much-coveted ore <u>OMNATITE</u>, which is the backbone of the Leagues' economy. The League is currently located in the <u>ASONA</u> of <u>MATHIS</u> until 4011 RM, at which point it will move to another location.

<u>VESSEL</u>: Mys. Oth. The physical mortal body – one of two halves, with the other being the <u>SPIRIT</u>. The word used differs from culture to culture, but carries a similar meaning.

<u>VESTIBULE, the</u>: *Int. Geo.* One of the main openings into the <u>PRISON CARCERI</u>, accessible from the <u>NUMEN</u> forest in the c south of <u>VÂRR</u>. Despite the relative ease of its accessibility, the place is rank with dark emotions, and few are those who have willingly enter this maw. Those who have entered and returned are changed men, brooding, of few words, and of haunted <u>DREAMS</u>. None speak of their experiences in the Vestibule, and most die alone, unable to form bonds with other mortals.

<u>VESTIBULE OF IAUKTHATHALAR, the</u>: *Int. His. Arc.* Ancient stone doorway in the north west of the <u>PARTHISAN</u> colony of <u>EZHIRAYA</u>⁽²⁾. It

is monolithic in size, and leads to a massive single-chambered cavern. The hewn vestibule is thought to have been created in the $\underline{\text{THIRD AGE}}$, and is possibly the work of a $\underline{\text{DEMIURGE}}$.

Natives of the region shun the structure and the cave beyond it, which features in underworld legends from the region.

<u>VESTIBULE OF STANDARDS</u>: Arc. Soc. Large hallway beyond the main gateway of the <u>BASTION OF STEEL</u>, in <u>KHADON</u>, in which are hung banners, standards, flags, and icons from the history of the empire. Some are thousands of years old, and are from failed colonies, lost territories, or once belonged to prestigious military regiments or archpatricians.

<u>VESTICIA</u>: 1. *Geo.* Forest in the west of the <u>HENDECARCHY</u> of <u>CYRENIA</u> in the region of <u>VIPOR</u> in <u>MALAN</u>. It was settled in c. 3270 RM by <u>SHAMEN</u> exiled from <u>TEMUJA</u> and is known today for its thick briars and undisturbed ancient woodlands (update viper entry to include plants and add to map too).

2. Set. Settlement in the above region^(1.) surrounded by dense briar and woodland growth that conical it from the wider world. It was founded in c. 3300 RM by a coven of witches exiled from <u>Temula</u>, whose descendants now call it home. It is unknown whether they retain their ancestors' beliefs but they live rural lives untouched by industry or technarcana (Pop. unknown).

VESTIGE, the: Rui. Ancient ruins, thought to date back to at least the FOURTH AGE, buried in the region of ANOMOFERROH in BASSORAH⁽²⁾. ALMAGESTI archaeologists have excavated the area, finding remnants of archaic engines, believed to belong to one of the original Two-and-Twenty TRIBES. Most such artefacts are rusted solid, though a few are in working condition; held in high esteem by the CHURCH OF THE UNDYING MACHINE, where they are regarded as religious relics. Some are displayed in the cathedra, while others are kept locked away, their powers unknown to those outside the church's demiurges.

<u>VESTUS</u>: Soc. Rnk. <u>PATRICIAN</u> caste in <u>LAASKHA</u> and Skaros with close ties to the <u>DEMIURNES</u>. They are landowners, mostly owning manufactories and lands that produce raw resources for use in the manufactories, and originated from martial nobility.

<u>VESTIBULE OF REVERENCE</u>: Arc. Hallway in the <u>PALACE OF THOUGHT</u> in <u>BISMUTH</u>, <u>GNOTH</u>, where the banners of revered philosophers hang in remembrance.

<u>VESUFAR</u>: See. Large conurbation in the c east of <u>ABATTUR</u>, along a 10-mile stretch of the river <u>VERBIEA</u>. It is the centre of a major agricultural centre that provides grains and vegetables for metropolis of <u>ALEISAR</u> (Pop. c. 80,000).

<u>VETAGAME</u>: *Rvr.* Major river in the west of <u>KAZZAR</u>⁽²⁾, flowing west for 585-miles from sources in <u>OZZARUN</u>, <u>SITAMET</u>, and <u>SILMA</u> Mountains, before meeting the coast at the <u>BAY OF RIPAA</u>.

<u>VETANEA</u>: Set. City in the prefecture of <u>EROSENEA</u>^(L), in the north of <u>HOLOLACH</u>^(L) (Pop. c. 41,000).

<u>VETARRA</u>: Sct. Coastal settlement in the far north east of <u>VAALK</u>, overlooking <u>THE INNER SEA</u> (Pop. c. 2,000).

<u>VETAS</u>: Set. Small fortified city in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>MEDES</u>^(1.). The settlement is situated along the mouth of the river <u>DALLEA</u> and is part of the <u>GREAT ROAD</u>, with many caravanserais and hostels that cater to the merchants and travellers that pass through the city (Pop. c. 16,800).

<u>VETHRANDA</u>: 1. Geo. Expansive plains dominating the south of present-day <u>SEDISIA</u>. Originally woodlands, mortal influence in the region throughout the <u>FIFTH AGE</u> has seen most of the forests felled to make room for farmland and pasture, though scattered woods remain, slowly expanding in the wane of mortal action in areas that have been abandoned.

2. His. Ntn. Historical kingdom that appeared to the south west of <u>GNOTH</u> in the south west of <u>LLACHATUL</u> in 1134 RM after the unification of disparate small states in the area by the <u>VETHRANDI</u> bloodline, which would go on to rule the region from the city of <u>EVHRAN</u> for seven centuries as monarchs before its collapse following the appearance and spread of belief in the <u>CHAINED GOD</u> in the region, which would go on to rule Vethranda as a theocracy.

In 2735 RM, after years of religious turmoil in which the scion known as THE VHOCENT led his followers against the long-standing theocracy, he annihilated the capital city of Evhran in an ATRAMENTAL blast of his own creation, leading to the downfall of Vethranda, after which he christened the new nation of OTINTH, after the city in which is political power culminated. See Vol III: Extinct States.

<u>VETHRAND</u>, the: *His. Pol.* Historic ruling monarchy of <u>VETHRANDA</u>, rising to power in 1134 RM and ruling until c. 1600, when the appearance of the <u>CHAINED GOD</u> in the area led to the house's downfall and the eventual rise of a theocracy in 1662 RM.

<u>VETHRANDAN</u>: Lan. Primary language spoken in <u>OTINTH</u> and <u>SEDISIA</u>, though the years during which Otinth has been isolated from Sedisia has likely left its tongue changed. See Vol II: Languages.

<u>VETHRANDAN RIVER SYSTEM</u>: *Rvr.* Major endorheic, largely seasonal river system in the c east of <u>SEDISIA</u>. Rivers flow south from sources in the <u>VARRUTH</u> Mountains in the north west, and the <u>SIRAZHAD</u> Mountains on the north east, meeting in the endorheic basin in the east of Sedisia. Most of the water leads underground into aquifers, though following heavy rains or snowmelt in the aforementioned mountains, the rivers can lead to the formation of the seasonal lake <u>MALAIA</u>, around which the land is usually waterlogged, encouraging the growth of various flora and fauna.

<u>VETI</u>: Sct. Coastal settlement on the island of <u>OMMARA</u> in the c of the <u>MAIDEN ISLES</u>. Its main industry is fishing (Pop. c. 3,000).

VETILLIA: Set. City in the c of OPHIUSSA (Pop. c. 32,400).

<u>VETIS ENAMAR, NOMARCH OF MNEWAR</u>: (B. 3961 – D. 4008 RM) *Pol.* TEMUJAN NOMARCH.

<u>VETSONG</u>: Set. Coastal settlement in the west of <u>CUTH</u>, overlooking the <u>SEA OF BALIMAN</u>. Its main industry is crabbing, specifically moons crab (Pop. c. 4,000).

<u>VETTER</u>: Fau. Rarely-studied <u>THEROPS</u> native to the <u>FAR HEMISPHERE</u>, most notably the c and south of <u>MENISCEA</u>. Vetters are curious, in that they are only visible to those who are sensitive to the <u>FIRMAMENT</u>. Naturalists have attempted to study the creatures for years, in a bid to replicate their invisible properties, though their elusive nature have made most attempts unsuccessful. As a result of their unique traits, their physical body, if they have one, is yet to be described by naturalists, and they are only described as an incorporeal mass of tendrils by those who can see them.

<u>VHAALEST</u>: Set. Settlement in the c north of <u>LAASKHA</u>, in the woodlands of <u>SUUTRA</u>, forming a part of the <u>RED ROUTE</u>. It has a long history, where it originated in c. -120 RM as a stone age hilltop fort on whose ruin the settlement was later constructed (Pop. C. 5,540).

<u>VHALOID</u>: Geo. Grasslands in the north of <u>ALMAGEST</u>, running west to east just north of the northern <u>POLAR CIRCLE</u>, between the <u>MARMARA</u> Massif in the north and the <u>AMODRA</u> Mountains in the south. Its northern-most reaches are covered in discontinuous and sporadic permafrost, based on the weather in each year. In 4000, 4002, 4003, and 4005 over 50% of the plains were covered in permafrost, and trends show that this is becoming more-so over time. the plains have been mined and quarried sporadically over the millennia, with most operations being conducted by the gigantic mining vehicle <u>CHANRAT</u>^(2.).

<u>VHARA</u>: Lake in the <u>HENDECARCHY</u> of <u>AONIA</u>, in <u>MALAN</u>, forming a part of the course of the river <u>INDROT</u>.

<u>VHAROCA</u>: Set. Settlement in the c-south east of <u>OTINTH</u>. Like most Otinthian settlements, little is known about it due to the nations' insular nature. It is thought to be an important city in the cult of personality that surrounds <u>THE VHOCENT</u> (Pop. unknown).

<u>VHOCENT</u>, the: *Myt. His.* <u>SCION</u> and shaper that appeared in <u>VETHRANDA</u> in 2732 RM. He gained a large following in the city of <u>OTINTH</u> and his followers would subsequently go on to overthrow the theocracy of the <u>CHAINED GOD</u>. In 2735 RM the Vhocent obliterated the city of <u>EVHRAN</u> through shaping, and went on to establish the city of Otinth as the capital of an eponymous nation in 2735 RM.

Under his rule Otinth became incredibly insular, fortifying its borders and policing them heavily against any threat – whether real or simply perceived.

It is now thought that the Vhocent died sometime after 3300 RM, though his <u>PARLIAMENT</u> maintains an iron grip over the nation, having studied under him and learnt the secrets to many of his powers.

<u>VHOPRA</u>: 1. *Geo.* Island in the <u>BHALASSIAN ARCHIPELAGO</u>^(2.) in the east of the <u>PANTHEON ISLES</u>, in the east of <u>LLACHATUL</u>.

2. Set. Main settlement on the eponymous isle in the <u>BHALASSIAN ARCHIPELAGO</u>^(2.) in the east of the <u>PANTHEON ISLES</u>, known for its large harbour where ships laden with silver and sulphur make their way north and south west to sell their goods (Pop. c. 8,000).

<u>VHOTHAL</u>: Rvr. Major river that dominates the north east of <u>ELEKHID</u>. It flows south east for 690-miles from sources in the growing <u>MOUNTAINS</u> <u>OF MULCIBER</u> and the <u>YANAVASH</u> Mountain before meeting the coast at the ROILING SEA.

<u>VHUZUNGI</u>: Geo. Mountains dominating the north and c north of <u>ALAM</u> <u>BETHYL</u>.

<u>VIABORA HID</u>: *Int. Arc.* Ancient totemic monolith located on the island of <u>GOROXTUR</u> in the c east of the <u>PANTHEON ISLES</u>. It dates back to around the <u>THIRD AGE</u>, and is thought to have been built by an advanced civilisation of SERAPIS.

<u>VIAL</u>: Ast. Con. Star of the constellation <u>TARRAGON</u>⁽²⁾, forming its head. See Vol II: Constellation.

<u>VIALETA</u>: *Pol. Set.* Large city and capital of the kingdom of <u>SOLGA</u> in the east of <u>ELALLIA</u>. (Pop. c. 102,800).

<u>VIAMA</u>: Sea. Bay in the south of the Sea of <u>SEA OF ORRIDA</u>, off the northern coast of <u>KARGAMA</u>.

<u>VIANTARAS</u>: For. Forest dominating the south east of <u>GNOTH</u>. For the most part it is old-growth and regarded with some degree of respect by the Gnothi people. Despite its largely untouched nature, it is also known for its ancient vine-strangled ruins, which likely date back to the <u>THIRD AGE</u>.

<u>VIARACHAN</u>: *Pol.* <u>KORACHANI</u> colony established in the east of <u>MENISCEA</u> in 3776 RM in the land of <u>TAHOM</u>. The settlement was abandoned by c. 3800 RM and was later reclaimed by natives, with the remaining Korachani population becoming assimilated. The settlement remains now as a ruin, scant miles from the <u>TAHOMITE</u> city of <u>HARHOM</u>.

VIAROR: Set. Major coastal city in the far south west of <u>Belegor</u>, overlooking the northern-most bay of the <u>SEA OF AXONIN</u> (Pop. c. 320.000).

<u>VIATHAN</u>: *Rui*. Ruins in the south east of <u>ZHARIAH</u>^(2.) believed to date back to a <u>THIRD AGE IROTHANI</u> nation. Little remains of the ruins today though there are some petrified remnants of machinery that have intrigued historians since their rediscovery in the 3rd millennium RM, though for which there are few explanations.

<u>VIATOR</u>: Soc. Rnk. Travellers and wayfarers common in <u>CHEIRA</u>, <u>PNESSA</u>, <u>SERROK</u>, and <u>OKKHAM</u>. They serve as trusted messengers who are essential to the everyday running of the nations.

<u>VICAN</u>: Myr. His. Mummified <u>SCION</u> half-buried in the permafrost in the north of <u>WESTERN THANO</u>. It is gigantic, dwarfing even the largest of giganri. See Vol IV: Scions, Children of the Gods.

<u>VICEM</u>: *Pol. Set.* Ruling city in the tribe of <u>LINARIS</u>, in the south of <u>MULCIBER</u>, in the far southern foothills of the <u>GROWING MOUNTAINS</u> (Pop. c. 145,000).

<u>VICTUALS OF SANSARNIS</u>: Rel. Soc. Ritual within the <u>THREE CHURCHES OF THE UNDYING MACHINE</u>, in particular, the <u>ALMAGESTI TEMPLE</u>. The ritual is performed by a priest during mass, when a small loaf of bread is divided into fourteen pieces, in symbolism of the <u>FOURTEEN APOSTLES</u> that followed the <u>ARCHPOTENTATE MALICHAR</u>. The divided pieces are fed to the congregation at the end of the mass. The ritual is named after the first of the Apostles, <u>SANSARNIS</u>, who performed a similar ritual during the first mass held following Malichar's disappearance in <u>NARTHEL</u> in 84 RM.

<u>VIDERA</u>: Set. Once a farming hamlet in the isthmus of land between the river <u>ASSAYER</u> and <u>NUNCIUS</u> in present-day <u>ALMAGEST</u>. When the principalities of <u>ALMAGEST</u>, <u>AZZII</u> and <u>EPHEMERIS</u> joined together as a confederacy, Videa's fields were abandoned and the land used for quarries.

By the time the principalities merged into one large city by 100 RM, Videa had become the name of a district occupying the area the old hamlet once did. Following the Empire's arrival there, it became known as the home of the IRON GUARDIANS. Notable landmarks include the barracks and main prison of ALMAGEST.

<u>VIDONNUS</u>: Set. Small city in the c north east of <u>LOEGRESS</u>^(1,) (Pop. c. 12.500).

<u>VIDUIFICA</u>: Set. City in the <u>PRISON CARCERI</u>, said to lie beneath the <u>INNER SEA</u>, beneath the island of <u>MALETH</u>.

<u>VIELBESE ROHAN</u>: f. *Atr. Per.* (B. 3931 RM) High-ranking member of the <u>VÁMAN ORDER</u> of the <u>SANCTIFIED INQUISITION</u>. She has a history as an <u>ATRAMENTAL</u> duellist, though has long since retired from physical activity and serves as a mentor to young <u>PALADINS OF THE SEPULCHRAL PALACE</u> during their training before their first sojourn to the Palace.

<u>VIERA</u>: *Mil. Str.* Fortress in the north east of <u>THE SURRACH</u>, close to the border with CYHLAGHARR.

<u>VIGILATOR</u>: Pol. Rnk. Rank within the <u>SANCTIFIED ORDERS OF THE INQUISITION</u>. Vigilators are commonly found within cities under control of the Orders, where they act as overseers and wardens, making sure that their respective laws are upheld.

Outside of the Order's territories they are most commonly found in $\underline{\text{NQUISITORS}}$ ' retinues, where they provide security. They are most common within the $\underline{\text{MOR\acute{E}HAN}}$ and $\underline{\text{KYONI}}$ Orders.

VIGILIUS: Com. Soc. Pol. Org. Influential PATRICIAN HOUSE active in the INNER SEA REGION, known for its controlling influence in the IMPERIAL DOMAIN BANK, whose current chairman is the House PATERFAMILIA OPHEIASE DISI. The house originated in LAASKHA in c. 2300 RM and quickly grew into a prominent moneylending business, eventually buying shares in the Imperial Domian Bank in c. 3780 RM. See Vol II: Patrician Houses

<u>VIGESIMAL COURT, the</u>: *Pol. Org.* The government of <u>ZATAUR</u>, located in the capital city of <u>IKUHZEHAUN</u>. It is named after its 20 members who are elected from within its church, nobility, and industries every five years – though not all members are elected at the same time, ensuring a rotation of members to discourage stagnation.

<u>VIKANAK</u>: Set. Settlement in the c of <u>TARTAK</u>, along the course of the river <u>LLIRAD</u> (Pop. c. 6,800).

<u>VIKUL</u>: Geo. Island off the south western coast of <u>THETIS</u>. Geologically, it is an extension of the <u>ARITEAN</u> peninsula.

VILAL: Rui. Abandoned city in the east of VÂRR, that once thrived along the banks of the river NATRAI. The death of the river in c. 2840 RM was a death knell to the city, which rapidly waned over the next decades, and it is now a ruin.

<u>VILARUS</u>: Soc. Org. One of the 17 <u>Grand Houses</u> of the <u>Nacre League</u>. The House is based in <u>Khar Nadul</u> and has an established network of caravanserais and storage yards along the eastern length of the <u>Nacre Road</u> trade-route. It has risen to prominence within the League by capitalizing on the strategic locations of its caravanserais, making its wealth from levies charged at these locations.

The House took advantage of Khar Nadul's temperate climate and relatively stable political environment, particularly after the political revolution in 3927 RM that saw the MUAHHARI regime, which it supported, seize power. The house's network of caravanserais, inns, and storage facilities become indispensable for merchants needing safe storage for their goods or rest for their caravans, particularly in the nation's more rugged and isolated regions along its borders.

<u>VILLIE</u>: Mil. Str. Major coastal fortress in the far east of <u>KASPIA</u>, overlooking the <u>SEA OF IALCUS</u>.

VILOMARRA, SIEGE OF: Leg. His. Mil. War. Epic, probably apocryphal, siege from ancient times, thought to date back to the THIRD AGE of life. It is mentioned in the MYTHOLOGIA ELYDEN, and was fought between rival KERATIN factions, aided by the descendants of scion of KHARANI (1.). The siege is said to have lasted seven years, in which many named characters rose to status of hero or villain before fading back into obscurity or being killed. The siege ended with the mutual destruction of both sides as provisions waned and disease afflicted soldiers. Only a handful of characters are believed to have survived.

<u>VILYLL</u>: Set. Highland settlement in the south east of the <u>HAMAIADON</u> Mountains, forming a part of the <u>MURET PASS</u>. It is small and exists mostly to accommodate caravans and other travellers who cross the pass, which is closed for most of the year (Pop. c. 1,800).

<u>VIMAN BATHS</u>: Soc. Str. Hot baths in the city of <u>BETHAR</u> in the north of the <u>HENDECARCHY</u> of <u>HATON</u> in the north of <u>MALAN</u>. They are considered the largest public baths in all of Malan and use geothermally-heated water, and include exclusive baths and spas that make use of mineral water. The Viman baths have an annex for the personal use of the <u>HENDECARCH</u> and their guests, and is where most political decisions in the Hendecarchy are made.

<u>VIMBRA</u>: Geo. Canyon system in the south east of the <u>TEMPLAR STATES</u>.

Though now dry, it was shaped by ancient flash floods from the north east of the <u>SIDIRION</u> Mountains⁽¹⁾. There are traces of ancient settlements close to the canyons, though they are degraded beyond any recognition.

<u>VIMIAN</u>: Geo. Island off the south western coast of the <u>AMMASHI</u>^(1.) peninsula, forming a part of the <u>AMMASHI FREE-ISLES</u>.

<u>VINKING</u>: Set. Small city in the c north west of <u>CUTH</u> (Pop. c. 15,000).

<u>VINNIGETH</u>: Tec. His Geo. Wetlands in the c north of <u>AHRISHEN</u>, south of the <u>ASOUTAN</u> Mountains, noted for the ruined <u>TECHNARCANE</u> machinery that lies scattered around, half buried and decayed. Settlements surrounding the region have recycled parts from the Vinnigeth in their construction works for many centuries, and field boundaries are made with detritus from the region. Little is known of the history of this machinery, though it has long been assumed to be a relic from the <u>FOURTH AGE</u>, possibly the <u>WAR OF SCOURGING</u>.

<u>VIOLANT</u>: Pol. Set. Capital city of <u>VAUN</u>, in the south west of <u>SAMMAEA</u>. It is a city of <u>SHAPERS</u>, who are identified by the violet robes they are required to wear by law. There are dozens of different shades, each of which denotes a different <u>SPHERE</u> of <u>SHAPING</u>. It forms a part of the <u>ISHMMARRAN TRAIL</u> and caters to the many merchants and travellers that cross through it (Pop. unknown).

<u>VIOLESCA</u>: Set. Fortified city in the west of the <u>INTERURBAN STATES</u>. Its well-trained rangers patrol the <u>NEGUAR</u> Mountains that guard its south western most borders (Pop. c. 32,000).

VIORA: Set. Small city in the south west of <u>ESHIR</u>⁽²⁾. It is known for the ancient carved stone monument at its centre, that predates the present culture by some centuries, and is thought to date back to the early <u>FIFTH AGE</u>.

It was once coastal, overlooking the <u>BAY OF SABRIYA</u>^(1.), though found itself landlocked as the sea diminished in the 4th millennium. Originally located at the mouth of the river <u>GHATA</u>, it eventually found itself over 200-miles from the present-day coast, though it is still situated along the banks of the same river. Today it is a major producer of <u>ADI BIEL</u> (Pop. c. 12 000)

VIPOR: Geo. Region in the north west of the HENDECARCHY of CYRENIA, in the north west of MALAN. It is noted for its rolling hills and large natural monoliths and boulders. It gives way in the north and west to the forests of VESTICIA.

<u>VIRACOCHAN TOWER, the</u>: *His. Rui.* Ancient fortress in the c-south east of <u>PELASGOS</u>, to the south east of the <u>BATHAKOL</u> Mountains once controlled by an org. of loremasters now known as the <u>RUSTMEN</u>. It was a repository of lore during the first centuries of the <u>KORACHANI EMPIRE'S</u> influence in Pelasgos, famed for its metal tablets, on which were recorded the histories of the <u>INNER SEA</u>, including religions that were condemned by the <u>CHURCH OF THE UNDYING MACHINE</u>. The tower was destroyed by <u>ICONOCLASTS</u>⁽¹⁾ in 214 RM, its majority of its tablets melted as scrap. Some scattered tablets remain littering the vicinity of the tower, rusted beyond recognition. The order of loremasters that called the tower home was disbanded, its members scattered across the east of Pelasgos, where they remain to this day as a caste apart from others, living in ghettos, searching their homeland for any trace of the metal tablets their ancestors once guarded.

<u>VIRAGO</u>: Plr. '*viragi'*. Soc. Rnk. Land-owners in <u>THE HARÉSHK</u> who in times of war are required to take up arms, leading those who work their lands. This applies to women also. The title is similar to that of knight.

<u>VIRAHA</u>: Pol. Set. Capital of <u>VIRAHAN</u>. It is situated along the main passage of the <u>GREAT ROAD</u>, and links <u>AHRISHEN</u> in the west with <u>BAATAN</u> and <u>TEMUJA</u> in the east. As a result, it is a major centre of trade, with seven great domed marketplaces dominating its many districts (Pop. c. 381,400).

<u>VIRAHAN</u>: Dem. 'Virahani'. Ntn. Land-locked nation in the middle of <u>CENTRAL LLACHATUL</u>, between <u>TEMUJA</u> in the north, <u>SAUA</u> in the east, and <u>AHRISHEN</u> in the south. It is relatively dry and cool, and bordered by mountains in the north, and its predominant geographical feature is grasslands and sparse hardy woodlands. Wild horses, aurochs, and other animals abound there.

Though politically it emerged from Ahrishen (what until 2612 RM were the <u>UNITED KINGDOMS OF EBUSHEN</u>), it owes far more culturally to Temuja than it does to its parent state in the south west. Indeed, its people speak a <u>LANGUAGE</u> that owes more to <u>TEMUJIN</u> than it does <u>AHRISHENI</u>, and they observe many cultural traditions that are alien in Ahrishen. This goes back to the early days of the <u>FIFTH AGE</u>, when the <u>KHUDARI</u> people emerged from the <u>FADING</u> of the <u>FOURTH AGE</u> and mingled with the ARESHI natives farther south.

In 2386 RM KORACHAN left LYRIDIA DHAI to the INTERREGES who began trading north with the ARESHI people, leading a time of prosperity in AHRISHEN during which it expanded north, claiming lands from early TEMUJAN people which would later become Virahan. Within a few centuries the Temujan culture hero MAGHORA had united the people of Temuja under one banner. Ahrishen continued its spread north, and many new Temujan settlements capitulated with little bloodshed. The unification of THE HARÉSHK in 2893 RM, forced Ahrishen to consolidate its territories.

Following this, its northern cities retained much of their unique heritage, including regional dialects and customs, and in 3067 RM a delegation was sent to the capital in MAHSERTH to request independence, though this and later requests were refused. It was only following the outbreak of plague in 3117 RM when Ahrishen allowed the north to break away, with Virahan finally becoming an independent state, with the far northern city of BAATAN^(2.) forming another splinter state — Baatan^(1.) — later the same year. Originally a republic, with each county and major city represented in the capital of VIRAHA (which gave its name to the nation), it became a constitutional monarchy in 3389 RM, remaining so to this day.

The Virahani people have been mining sulphur in their lands for centuries, and they celebrate their festivals with large pyrotechnic displays. They follow the same form of animism that is widespread in Temuja, with worship of <u>TUTELARY SPIRITS</u> as well as ancestral worship being prevalent. See Vol III: Extant Nations and Realms.

<u>VIRAHANI</u>: Lan. Language spoken in <u>VIRAHAN</u>, which emerged from <u>AHRISHENI</u>, though which, following its independence in 3117 RM, adapted steadily more from its ancient <u>KHUDARAN</u> culture and language, and today it is more similar to extant <u>TEMUJIN</u> than its Ahrisheni roots.

It developed concurrently with <u>BAATANISH</u>, though has not diverged from Ahrisheni quite as much. See Vol II: Languages.

<u>VIRANUL</u>: Set. City in the north west of <u>KORACHAN</u>. It was originally part of <u>AZAZEM</u>, breaking away under control of <u>HOUSE ARTIFEX</u> prior to the <u>WAR OF THE ARTIFEXES</u>, but was later retaken by <u>KORACHANI</u> troops in 3001 RM during the war, after which it remained part of Korachan to the present-day. Its citadel became a headquarters of the imperial armies throughout the conflict, which lasted officially until 3014 RM, though hostilities continued for some decades after in the surrounding region.

Following the signing of the peace treaty, the city was slowly repopulated as trade west into Azazem resumed and it would later become a major link along the <u>RED ROUTE</u> (Pop. c. 69,500).

<u>VIRANUL</u>, <u>SIEGE OF</u>: *His. Mil. War.* The first major conflict of the <u>WAR OF THE ARTIFEXES</u>, where the <u>KORACHANI EMPIRE</u> besieged the city of <u>VIRANUL</u> in the north east of <u>AZAZEM</u> in 3001 RM. The siege lasted 3-months, and ended with the razing of the city. Its central citadel later became head of the imperial armies throughout the conflict.

VIRARNUL: His. Lan. Ntn. Classical name for VIRANUL.

<u>VIRENIYAN</u>: Set. Small fortified coastal city in the west of <u>RAONGEN</u>^(2.), overlooking the <u>BAY OF NURCYA</u>. It is a major producer of <u>EVOLAM KELP</u> (Pop. c. 15,000).

<u>VIRGIN-ROOT FOREST</u>: For. Thick forest in the east of the tropical rainforest of <u>WAELMIGH</u>, in the east of the nation of <u>CHEIRA</u>. It is known for its gigantic tangle of heavy roots, bromeliads, vines, epiphytes and fungi. The apex predator in this inhospitable terrain is the <u>SERPOPARD</u>.

<u>VIRGIN STONE</u>: *Ele.* Rare ore thought to be unchanged from the creation of <u>ELYDEN</u> at the hands of the <u>DEMIURGES</u>. The stone is traditionally pale, often with veins of other colours, and is incredibly smooth to the touch as though it has been worked. Though adequate for use in construction, it is most valued for its use in sculpture and art.

VIRIDIA: Set. Small city in the c of <u>LOEGRESS</u>⁽¹⁾. It's a major agricultural centre, providing food to the metropolis of <u>BELATUCADRA</u> in the north (Pop. c.).

<u>VIRKANDA</u>: Set. City in the c west of <u>GIBEAH</u>. It is purported to be an important city in the tyrannical regime that rules over Gibeah (Pop. unknown).

VIROT: Pol. Set. Capital city of FATH (Pop. c. 200,000).

<u>VIROTUTH</u>: Mil. Str. Major fortification in the north of <u>CALBIA</u>^(1.), looking north across the border to <u>KOMMEA</u>. It is armed with various artillery and is home to various military forces that vigilantly patrol its borders against possible incursion from the north.

VIRRIATO ARROLIABE: (B. 1254 – D. 1321 RM) Mil. KORACHANI admiral who fought in the doomed blockade of NOAVATUR. He was captured by the Noavaturi after his ship, the Indomitable Might was sunk, and was later nursed back to health, though he suffered from bouts of amnesia after swallowing water from the SEA OF LETHEA. He was traded with Korachan as part of a ceasefire arrangement which led to the independence of Noavatur. Haunted by fleeting memories of his defeat, he left the Navy and lived in isolation in KHADON for the rest of his days, before being killed by thugs in his home during a failed break-in.

<u>VIRTIVON</u>: Geo. Mountain range in the north of <u>WESTERN SAMMAEA</u>, serving as a border between the south west of <u>KARGAMA</u> and the north east of the <u>VESPERTINE LEAGUE</u>. The rain shadow of this range is partially responsible for the expansive <u>BITAMMAN</u> Desert to the south.

<u>VIRUON</u>: Set. Settlement in the c south west of <u>ETUA</u> (Pop. c. 7,000).

<u>VISANN</u>: Soc. PATRICIAN HOUSE in PARAIYA with KORACHANI roots. It holds little political power and survives through the vast land it controls and by investing its money abroad in diverse conservative portfolios. It is perhaps most well-known as the founder and current custodial entity of the <u>VIVARIUM VISANN</u> in <u>NOCTOU</u>.

In c. 2600 RM (when the region was under Korachani control and known as THE PARIA) the House matriarch TRICIA founded the vivarium as a result of her fascination with the study of life in ELYDEN. Over the years she expanded the vivarium and founded expeditions across Elyden to collect plant and animal species for inclusion in the structure. The vivarium fell under the custodianship of her family following her death in c. 2680 RM, and it remains so to this day, a sprawling artificial construct of unimaginable size in which live a plethora of flora and fauna from across Elyden, many of which are extinct in the wild. See Vol II: Patrician Houses.

<u>VISAR'S SEA BLANKET</u>: Fau. Exotic aquatic creature that lives in the abyssal depths of <u>BATHASHAL OCEAN</u>, which is sometimes in shallow waters off the eastern coast of Bror^(1.) and south western <u>SAMMAEA</u>. The creatures defy extant methods of classification and for want of a better term look like a huge white blanket.

<u>VISARET</u>: Set. Agricultural conurbation in the <u>HARÉSHKI CITY-KINGDOM</u> of <u>ALAMUT</u> (Pop. c. 3,200).

<u>VISEAS</u>: Set. Fortified city in the west of <u>TISARA</u>, along the course of the river <u>CARPUNDIA</u>. It is a centre of commerce, with merchants trading west with the <u>MALANI HENDECARCHY</u> of <u>DERAEIA</u>, specifically the city of <u>ARAMAL</u>, where it maintains a reputable trade house (Pop. c. 44,000).

VISEDOR: Set. Small city in the east of the tribe of <u>SUUR'KA</u> in the north east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u>. The city is known for its production of an analgesic crafted from the pulp of the <u>OPOENA</u> fruit (Pop. c. 12,000).

<u>VISHRA</u>: Set. City in the c west of the <u>HENDECARCHY</u> of <u>CHLORIS</u>, in the south of <u>MALAN</u>. Its main industry is logging and tree husbandry (Pop. c. 18,000).

<u>VISI</u>: Set. Coastal settlement in the north west of <u>SKAROS</u>, and one of few of its remaining fishing areas (Pop. c. 6,200).

VISID SARCOPHAGE: see SARCOPHAGE, VISID.

VISOGH: (D. 3654 RM) <u>RHAMIAN</u> geologist and historian who described and named the volcano <u>ANTILLIA</u> and predicted a major eruption, preventing the deaths of thousands of people before his death.

VISSIL: also 'the Cloudy Peak'. 14,950-ft.) Geo. Set. Peak in the KYTHI Mountain-range in LYRIDIA, on which the Nine ABULIA are kept in stasis in an archaic technarcane engine and the SIBYL works, alongside her augurs. The peak is situated 20-miles east of the capital in MYRA and is riddled with caves, one of which is commonly visited by the Sibyl and is said to lead into the underworld of troglodyte myth (more realistically, the cave is presumed to lead to a funnel that forms part of the PRISON CARCERI). The upper caves are replete with small fanatical troglodyte communities who dedicate their lives to worship of the Abulia (Pop. c. 1.000).

<u>VISTATIA</u>: Set. City in the c north of <u>KARGAMA</u>, to the north of the <u>ONCETHMUS</u> Hills. It has a long history that predates the rise of the <u>KORACHANI EMPIRE</u>, and rose as a city-state in ancient <u>ELITAGRA</u>, coming to rival the established powers of <u>DROM</u>, <u>KIVAR</u> and <u>PLYSIANE</u>⁽¹⁾ by c. 20 RM. It became a major producer of <u>BRIMSTONE</u>, which shaped its history over the next centuries.

The brimstone reserves dwindled by c. 1300 RM, though the city remained highly influential, with its ancient plutocratic families owning most land and businesses there to this day. It a militocratic city, and contributes many troops to the defence of the northern territories of Kargama, and its mounted rangers are a common sight in the south of the TRISKETHIAN Plains (Pop. c. 37,400).

VISTAUR: 1. Geo. Large canyon network in the c west of VENTHIR, winding for over 300-miles from the Vistaur valleys between the URIACHIS and SHANA^(1.) Mountains east to lake EOPIRA. The canyons are dry for most of the year though seasonal rains cause them to flood, feeding water to lake Eopira.

2. Geo. Pass in the west of $\underline{\textit{VENTHIR}}$, between the $\underline{\textit{URIACHIS}}$ and $\underline{\textit{SHANA}}$ Mountains.

VISUND: Fau. Intelligent creatures (HAGHOR) with the bodies of AUROCHS and upper torsos, arms and heads of bestial-featured HUMANS. They are nomadic creatures that live in the north of LLACHATUL in SABIA, KASPIA and PERGOST in loose family groups. Their culture is SHAMANISTIC and they keep little contact with the other mortals of the area. Some think they are the children of the DEMIURGE ARIMASPI, though there is little evidence to maintain this. They are physically very similar to HAAGENTI. See Vol II: Classification and Taxonomy of Life.

<u>VISYON</u>: Soc. Rnk. Title common in the north of <u>SAMMAEA</u>, given to prophetic figures and emissaries of great change. They are commonly at the heart of personality cults.

<u>VITA</u>: Set. Major coastal city in the far south east of <u>OBLEVIS</u> (Pop. c. 95,000).

<u>VITAL</u>: Mil. Soc. Pol. Rnk. Title in <u>SAUA</u>. Leader of the <u>WUHIA</u>, one of the <u>FIVE-AND-SIXTY LANDLORDS</u> of Saua. The current Vital is Chanda.

VITALOUS ATTALIA: (B. 3287 – D. 3367 RM) Arc. Engineer and great-great-great-great-grandson of the polymath VITALOUS PALANODUTA, who was responsible for the creation of the DAM OF ST.

SIMEOL (1.) in ALMAGEST in 3522 RM. The completion of the dams' construction in 3758 RM was overseen by Vitalous the younger after generations of family members working on the project through the WAR OF THE ARTIFEXES and the difficult years following independence for Almagest.

<u>VITALOUS PALANODUTA</u>: (B. 3081 – D. 3189 RM) *Arc.* <u>ALMAGESTI</u> architect, sculptor, artist, engineer and inventor native to the <u>CITY OF</u> <u>ALMAGEST</u>, famed for his design and execution of the <u>DAM OF ST</u>.

<u>SIMEOL</u>^(1.), which allowed the waters of the <u>SEA OF SEKHEM</u> to remain stable, ensuring the property of all coastal cities in the area. He died before the dam was ever completed, before even Almagest gained its

independence from <u>KORACHAN</u>, but construction of the dam continued despite the <u>WAR OF THE ARTIFEXES</u>, being completed in 3758 RM by his great-great-great-great-great-great-great-great-grandson, <u>VITALOUS ATTALIA</u>.

 $\underline{\text{VITAN}}$: Set. Coastal settlement in the south of the emirate of $\underline{\text{LIMOTH}}^{(2)}$, in $\underline{\text{Limoth}}^{(1)}$.

VITELL: m. Edu. Per. (D. 2961 RM) PARTHISAN polymath, who in c. 2940 RM proposed the HYPOTHESIS that was eventually named after him that offers an explanation for why mortals often experience unease or revulsion when in the company of certain beings such as HALFBLOODS or OTHERWORLDERS, particularly those that are capable of changing their appearance.

<u>VITELLAN HYPOTHESIS</u>, the: *Int.* Hypothesis proposed by the polymath <u>VITELL</u> in c. 2940 RM that offered an explanation for why mortals often experience unease or revulsion when in the company of certain beings such as <u>HALFBLOODS</u> or <u>OTHERWORLDERS</u>, particularly those that are capable of changing their appearance.

The hypothesis posits that mortals have had to live for millennia in the company of beings with supranatural abilities, many of which could disguise themselves as mortals. This has forced them to develop a form of psychological defence that manifests as a state of fear, unease or revulsion towards such beings, which in turn serves to warn mortals that someone they are interacting with may not be mortal. Over the years these feelings of unease have served mortals well, keeping them safe from danger.

Though there is no solid evidence confirming this it is a hypothesis that has gained wide recognition and is now accepted by many as fact, who have learnt to trust their instincts in such matters.

<u>VITELLAN NOISES</u>, <u>the</u>: *Phen.* Strange underground noises and vibrations felt in a specific region in the north of the <u>ZOHELETHI BASIN</u> in the east of <u>PARTHIS</u>, particularly in caves and mines of the region. They were first described in 2957 RM by the polymath <u>VITTEL</u>, though have been known since the dawn of the <u>FIFTH AGE</u>, possibly even earlier.

VITELLAN'S UMBRAL SUCCULENT: Flo. Strange ATRAMENTALLYsensitive succulent that is common to dry regions of inner Sammaea, including KHARKHARADONTIS, the HOGGOTHA ISZ, and the Inner Wastes of SPHYRNIDONTIS. The plants are small and grow in tight rosettes characterised by translucent egg-shaped leaves inside which can be seen an inky yolk-like blob. The succulent survives in ATRAMENTALLY-TAINTED regions by collecting ambient taint and umbra that it absorbed through its roots and storing them in these egg-shaped leaves. Over time, the presence of this collected umbra leads to the death of the leaf, though importantly this does not affect the rest of the plant, which survives intact and healthy. Over time the dead leaves drop off and is replaced by a new once, starting the cycle once more, allowing the succulent to live for many decades. These dead leaves eventually decay, leaving small jelly-like spheres of umbra which slowly harden over time. These spheres are used by nomads of the wastes for a variety of purposes, including as poisons, inks and dyes. See Vol II: Classification and Taxonomy of Life.

<u>VITELLARY MONKS</u>: *Rel. Sup. Org.* Monastic order whose mustardrobed members are commonly seen walking through the streets of
<u>KORACHANI</u> cities, their faces obscured behind black long nosed masks.
They have a sinister reputation, for few amongst the laity know their full
role or purpose within the <u>CHURCH OF THE UNDYING MACHINE</u>. They
keep to themselves in urban monasteries deep within Korachani cities
across the empire's many territories, and they travel mostly at night. They
are rumoured to be <u>SHAPERS</u>, with links to the <u>ARÂTHUAHI ORDER OF</u>
<u>THE SANCTIFIED INQUISITION</u>.

<u>VITHIMRIS HUNARCH</u>: (B. 1947 – D. 2013 RM) *Arc.* <u>KORACHANI</u> architect most famous for designing the <u>CATHEDRAL OF ST. AALISSA OF THE MARTYRED</u> in his home city of <u>KORACHAN</u>.

<u>VITIAN TORTURERS</u>: *Voc.* Infamous torturers based in the city of <u>VITIO</u> in the south east of the <u>VESPERTINE LEAGUE</u>.

<u>VITIO</u>: Set. City in the south east of the <u>VESPERTINE LEAGUE</u>, known for its torturers who sell their services to tyrants and warlords across SAMMAEA and beyond (Pop. c. 38,000).

<u>VITRA</u>: 1. *Geo.* Island off the south western coast of <u>GNOTH</u> The island is often passed by those approaching Gnoth from the <u>SEA OF SERPENTS</u>.

2. Mil. Str. Fortress on the above island off the south western coast of GNOTH.

<u>VITRIA</u>: Set. Small coastal city in the south east of <u>LYRIDIA</u>, forming part of the <u>RED ROUTE</u>. It appeared in c. 3820 RM, following the drying of the <u>STRAIT OF NÁRTHEL</u> and has since become a vital part of the trade-route, providing salt for food to be preserved (Pop. c. 12,000).

<u>VITTATA</u>: *Geo.* Rugged hills in the south west of <u>RAONGEN</u>⁽²⁾, serving as the western foothills of the <u>CHIAVALLE</u> Mountains.

<u>VITTIVAS</u>: 1. Geo. Major cave-system in the north west of <u>AZAZEM</u>, accessible through 2 known vertical shafts, the largest of which is over 350-ft. deep.

It is famed throughout the <u>KORACHANI EMPIRE</u> for its illustrious <u>LIBRARY OF METAL BOOKS</u>, which was discovered by explorers in c. 960 RM and taken to the <u>IMPERIAL LIBRARY</u> in <u>AGLAIA</u>⁽²⁾, where the specimens remain to this day.

The caves are also renowned for their varied ecosystems, including the nocturnal cimmerian bird, which never leaves the caves.

2. Set. Fortified city in the north west of <u>AZAZEM</u> that lies along the path of the <u>RED ROUTE</u>. It originated as a shrine dedicated to those lost during the <u>WAR OF THE ARTIFEXES</u> and grew slowly from there (Pop. c. 39,000).

<u>VITUTHUS</u>: *Set.* Settlement in the plains of <u>SARGOTH</u> in the c of <u>KARAKHAS</u>. It is a major producer of <u>OPIATES</u> that are consumed in the region (Pop. c. 8,000).

VITYAZ: also 'the Greyguard. Pol. Soc. Mar. Rnk. Mountain guards and templars of the <u>SABIAN</u> pantheon. They are drawn from the high nobility, and the ruler if Sabia is the <u>VITYAZ-THANE</u>; most respected of the bloodline. A caste apart from others, they are born into their station and serve for the duration of their lives.

VITYAZ-THANE: Pol. Title of the ruler of SABIA.

VIUTH: Set. Settlement in the north of THE SURRACH (Pop. c. 6,000).

<u>VIVARIUM</u>: Plr. '*vivaria*'. *Ind. Cui*. Manufactories dedicated to the growth and harvesting of fungi, mosses, and inert cloned flesh-beings known as <u>LARVAE</u> used in the manufacturing of food, particularly <u>DROSS</u>. They are most common in <u>AZAZEM</u>, though can be found across the <u>INNER SEA</u> REGION.

VIVARIUM VISANN: Int. Flo. Fau. Str. Expansive vivarium in the great city of NOCTOU in the west of PARAIYA, overlooking lake ALANCARAC. In it are found countless habitats and climates, and the respective flora and fauna that call them home. It was founded as a passion project by the KORACHANI PATRICIAN TRICIA of HOUSE VISANN, whose descendants took it upon themselves to carry on her legacy. By the time that Korachan had withdrawn from the area, the vivarium had become such a part of the region's cultural heritage that the patrician house was granted permission to remain. House Visann remains there to this day, its members acting as custodians to the site, which now dominates the outskirts of Noctou and has continued to grow, encompassing dozens of square miles today, with forests, canyons, savannahs, tundra, rain forests and jungles amongst its many areas, in which live a plethora of flora and fauna from across Elyden.

Today the Vivarium survives through donations of wealthy benefactors and its members mount expeditions across <u>ELYDEN</u> in search of exotic flora and fauna to add to the collection. It also employs fleshwrights who work tirelessly to bring back extinct animals, which are cared for in the vivarium before being released in the wild if the option is viable.

VIVIANNA'S BLIGHT: Flo. Fungus native to damp wooded regions of LLACHATUL. It is incredibly dangerous to creatures that eat it, with spores clogging up the pulmonary system, making breathing and movement difficult, making it more likely for predators to catch them, allowing the spores to move on. Once ingested by prey, the fungus spreads, possibly killing it, where it grows, encompassing its entire body, feeding on it as it rots, starting the cycle afresh.

Though the spores are unlikely to kill fit mortals, they can cause coughing and diarrhoea, and are largely ignored.

The fungus is named after the Skarosian naturalist who first discovered and catalogued them in c. 2904 RM. See Vol II: Classification and Taxonomy of Life.

VIIDARIA: Rui. Abandoned city in the north west of Korachan, in the eastern foothills of the <u>ADA</u> Mountains. It was once a major dross manufactory under the control of <u>PATRICIAN HOUSE ITHANI</u> and was renowned for its rows of vast glasshouses in which grew mosses, algae and vegetation used in the dross industry.

A series of droughts in c. 3590 RM led to the eventual abandonment of the glasshouses, and soon after the surrounding city itself, with an exodus of people over the next decades to surrounding cities. Today these sprawling glasshouses lie abandoned, their crops long-since reclaimed by nature.

VIVIDUSZHIREN, CRUCIBLE OF: Geo. Large basin-like formation in the north of the <u>URAHASH</u> Massif in the south west of <u>RAONGEN</u>⁽²⁾. The basin is around a mile wide and its inner sides are smooth, making the shape of a shallow crater at the centre of which is a basalt altar and the remnants of an ancient temple. Some scholars have postulated that the basin was once as smooth as glass and that it was only weathered by millennia of exposure to the elements. Little is known of its origins, though it is thought to have been created in the <u>FOURTH AGE</u>.

<u>VIZIER</u>: 1. Pol. Rnk. Generally, political advisors or ministers in various cultures within <u>NORTHERN SAMMAEA</u>.

2. *Pol. Rnk.* Specifically, proxy rulers in <u>THETIS</u>. They are usually related to their <u>LACARCH</u>, and are trained since childhood to rule on their behalf, often studying in the city of <u>THAARHA</u>.

<u>VLARA</u>: 1. Rvr. Major river in the north east of <u>MALAN</u>, flowing east and north through the <u>HENDECARCHIES</u> of <u>ATALLUA</u> and <u>DERAEIA</u> for 800-miles, before reaching the <u>GULF OF ELRI</u>.

2. Lak. Lake in the north of the <u>HENDECARCHY</u> of <u>DERAEIA</u> in <u>MALAN</u>, along the course of the eponymous river^(1,).

<u>VOBOTT</u>: Set. Coastal city in the north east of the <u>PANTHEON ISLES</u>, on the island of <u>COTOVAD</u> (Pop. c. 40,750).

<u>VODARCHS</u>: 1. *His. Voc.* A historical order of shaper-hydrologists that was founded in the city of <u>TAMANNAN</u> in <u>METHUMN</u> in c. 3050 RM in response to consecutive years of drought that were threatening to topple the nation. Most members were shapers and, together with trained hydrologists who had access to the nations' coffers and resources, they were able to combat the impending collapse of Methumn.

Within a decade they had managed the nation's irrigation issues and its agriculture boomed, not only alleviating previous woes, but bringing surplus food to the nation for the first time in decades. The vodarchs' influence grew and with it did their ambitions. By c. 3085 RM they were openly challenging the nations' leadership. Years of pressure led to the collapse of the ruling council of Methumn in 3091 RM, after which they took control of the nation⁽²⁾.

2. Pol. Rnk. A caste of influential shaper hydrologists who took control of METHUMN in 3091 RM following decades of strife during which their predecessors⁽¹⁾ gained great influence following their successes in combating growing desertification and droughts in the nation in the wake of their founding in c. 3050 RM. They were able to control the densely-settled western regions of the nation, around the mouth of the river SAPPARANTI and the HENAKARAIAN peninsula, but struggled to reign in disorder in more distant territories, leading to decades of conflict and the near-fracturing of the nation in c. 3130 RM that was narrowly avoided by the mountebank BANNI, who later rose through the ranks of the Vodarchs.

They were eventually ousted in 3452 RM by a coalition of powerful merchant guilds and trade magnates known as the <u>GILDED UNION</u>, who rule Methumn to this day.

<u>VODITH PHYLACTERY</u>: *Int. Myt. Obj.* A <u>GODSTONE</u> made from hundreds of compressed solidified <u>SPIRITS</u>^(1.), retaining the memories, knowledge and character of each one. The stone takes the form of a circlet or bracelet and has a pearlescent lustre, not unlike a soulstone. It is mentioned in the <u>MYTHOLOGIA ELYDEN</u> in various stories, though its creator is never named, though some scholars believe it may be the <u>DEMIURGE ARIMASPI</u>.

The spirits contained within the phylactery are said to whisper to the wearer, and most who have worn it have gone mad, their own spirits siphoned by the godstone and added to its already burgeoning menagerie of spirits. Only those of particularly strong will were capable of wielding

the object for any considerable amount of time, with animists believed to be the best-equipped. Of note was the <u>MERILL</u> champion <u>ITHATURT</u>, who wore it for close to a century during his travels around the coastline of the BATHASHAL Ocean.

Other notable personalities to have wielded it include the <u>NAHORIAN</u> champion Galimorchall, and the Meniscean mendicant Ysutari, both of whom are mentioned in the *Mythologia Elyden*.

Its fate is unknown and its last known wielder was Ithaturt, who disappeared in the early $\underline{FOURTH\ AGE}$ in the southern seas of the \underline{FAR} HEMISPHERE.

The godstone is named after the region where it was originally found in the Fourth Age.

<u>VODOR</u>: Set. Settlement in the region of <u>ZAFFRE</u> in the c east of <u>THE SURRACH</u>. Its main industry is logging (Pop. c. 6,000).

<u>VODOT</u>: Set. Settlement in the north west of the tribe of <u>ASSAGOS</u>, in the east of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 4,000).

<u>VOESH</u>: *Sct.* Agricultural settlement in the west of <u>IO</u> near the mouth of the river <u>TANOSH</u> (Pop. c. 7,100).

<u>VOHRIAH</u>: Set. Fortified coastal settlement in the far north of <u>ZHARIAH</u>⁽²⁾, overlooking the <u>SEA OF LETHEA</u>. It is known for its miles of flat saltpans that surround it (Pop. c. 9,000).

<u>VOHUR</u>: 1. *Geo.* Major region in the east of <u>NOAVATUR</u>, east of the <u>MAHAJSHITH</u> to the <u>SEA OF STYGAS</u>. It is made up of sparse jungles, though in many areas they have been cut down to make way for fields and grazing lands.

2. Set. Major coastal city in the east of <u>NOAVATUR</u>, in the above region^(1,). It was founded in c. 1150 RM, becoming a major power in the <u>KORACHANI</u> timber trade, exporting its produce to imperial cities oversea. It rapidly grew rich off its exports, attracting imperial <u>PATRICIANS</u>.

It broke away from Noavatur in c. 1720 RM, following its independence from Korachan, though was later absorbed by the reformed Noavatur in c. 2100 following centuries of close alliance. The diminishing of resources in the region saw the city slowly wane in power, though it remains a thriving metropolis with one of the largest harbours in the <u>SEA OF LETHEA</u> (Pop. c. 2,080,000).

<u>VOID</u>: also 'the First Otherworlder'. Myt. Oth. In many myths of <u>ELYDEN</u>, Void is considered to be the first <u>OTHERWORLDER</u> and survives to this day, wandering the world, observing present-day life with an alien detachment that few others can understand.

<u>VOID</u>, the: *His. Rel.* Native religion in <u>IO</u>. <u>THE VOID</u> is a nihilistic entity, though not strictly a deity, that is embodied by its tenets of the (metaphorical) hollow earth, chthonic darkness and a culture of scepticism. The religion's roots lie in ancient times, with ancient <u>FOURTH AGE</u> texts discovered by shepherds in c. -730 RM in a cave in the <u>KHO HAGAR</u> mountain that were translated in -648 RM and were revealed to be called the <u>IONIC TALPA</u> (after which the nation's name is derived).

These texts were found to be <u>FIRMAMENTAL</u> texts and philosophical treatises, at the centre of which was the nihilistic beliefs that were adopted by the scholars that translated it who, by -587 RM seized power in the city of <u>SALOROC</u> and became known as <u>IONIC HIERARCHS</u>, funding the state of Io in c. -550 RM. A schism in the cult led to the <u>APOSTATE WARS</u> in -192 RM, in which various sects of the Void warred against one-another, leaving Io sundered into as many as a dozen different city-states, which by c. -120 RM had once more united under the banner of the city-state of <u>BAESHA</u>, with most sects diminished in favour of agnosticism, though soon after a group of mystics known as the <u>EXARCHS OF MIRADOR</u> would construct the <u>TEMPLE OF RENOUNCEMENT</u>, which was dedicated to a particularly nihilistic arm of the cult which would grow into the religion that is most-recognised today.

Following the <u>EXARCH'S</u> betrayal of Io and the arrival of the <u>KORACHANI EMPIRE</u> there 212 RM, worshippers of the Void were hunted down by the <u>ICONOCLASTS</u>⁽¹⁾; a costly, bloody practice that by c. 340 RM had become such a drain on resources that it was eventually corrupted into a sect of the imperial church, known as the <u>SECT OF THE VOID</u>, becoming officially recognised in 367 RM, with the building of a great cathedral on the site of the Temple of Renouncement. See Vol IV: Religions and Cults.

<u>VOID APOSTATES</u>: *His. Pol. Rnk.* In <u>PRE-IMPERIAL IO</u>, the leaders of the various sects of <u>THE VOID</u> which would clash in <u>GARAP</u> in -192, marking the start of the <u>APOSTATE WARS</u> that would consume the nation, leaving it sundered in as many as a dozen spate city-states. The Void Apostates rose in c. -250 RM and were a product of the growing disparity within the cult of the Void, the severe tenets of which seemed to be openly ignored by the wealthy and powerful even as the poor were constrained by its nihilistic views. The Void Apostates largely wiped themselves out by the end of the Apostate Wars and, as the city-state of <u>BAESHA</u> grew more powerful and reunited surrounding cities in c. -120 RM, they were to be later replaced by the <u>EXARCHS</u> that emerged following the war.

<u>VOKNA</u>: (B. 2405 – D. 2463 RM) *Pol. His.* Grandson of king <u>GISHEN IV</u> of the <u>HOUSE OF UMATRA</u> in <u>AHRISHEN</u>. She was born in <u>HARÉ SHKA</u> 34 years after his father <u>DIERDFAN UMATRA</u> was exiled from Ahrishen after her own father, Gishen IV, was killed, beginning the second intermonarchic period. A shrewd politician, she spent her days securing alliances and manipulating political events to strengthen his family's position. She shaped her own daughter <u>VOKNA II</u> into a political expert and spent her final years teaching her everything she knew, making sure that she was surrounded by the best advisors and aides.

Vokna died in 2463 RM, though had done all she could to make sure that all she had worked for would not be lost. In 2472 RM Vokna II was finally able to re-establish the monarchy in Ahrishen, beginning the FLUN-SANDRA SOVEREIGNTY in UMATRA.

<u>VOKNA II</u>: (B. 2438 – D. 2504 RM) *Pol. His.* Great granddaughter of king <u>GISHEN IV</u> of the <u>HOUSE OF UMATRA</u> in <u>AHRISHEN</u>. She was born in exile in <u>HARÉ SHKA</u> years after her family was deposed during the second inter-monarchic period in Ahrishen during a time of uncertainty in which the land was divided amongst dozens of barons who clashed against each other, unable to reunite the land.

She was groomed from a young age by her family's supporters to retake the throne, and in the spring of 2470 RM she travelled to Ahrishen at the head of a large army, rallying various baronies to her cause. Within two years she'd gained the support of 1/3 of the baronies and established the FLUN-SANDRA SOVEREIGNTY in UMATRA.

<u>VOKTIR TA'</u>: *Set.* Small fortified city in the far north west of <u>KHULL</u>, close to the border with the north of the <u>VESPERTINE LEAGUE</u> (Pop. c. 13,500).

<u>VOLAGASTRA</u>: Set. Small city in the c east of <u>THE VORANDINE</u>, along the course of the river <u>MANADARAS</u>, where its tributary, the river <u>YINALADA</u> meets it (Pop. c. 8,000).

<u>VOLATRATA</u>: *Mil. Str.* Major fort in the east of <u>THE SURRACH</u>, close to the border with <u>KHALHAT</u>.

<u>VOLAND</u>: Fau. horse-sized aquatic creature with some humanoid features. Though aquatic, volandi possess great webbed fore fins that allow them to jump clear of the water's surface, and glide for some distance before falling back to the water. They are common in the east of the <u>MIROVEAN OCEAN</u>, off the western coast of <u>BROR</u>⁽¹⁾. See Vol II: Classification and Taxonomy of Life.

<u>VOLATA</u>: *His. Pol.* An early spiritual and political leader in <u>HOLOLACH</u>^(1.), whose name is now taken on as a mantle and title by the head of the <u>CULT OF VARPULIS</u>, the main religion of the Hololach.

<u>VOLATA</u>, <u>TEMPLE OF THE</u>: Rel. Str. Temple in <u>HOLOLACH</u>^(L) dedicated to the <u>CULT OF VARPULIS</u>, and the <u>VOLATA</u>.

<u>VOLOS</u>: Fau. Wolf-headed <u>HAGHORIM</u> found in the south of the island continent of <u>BROR</u>^(1.). They stand close to 5-feet tall, with very long 4-fingered hands, each with 2 opposable thumbs. See Vol II: Classification and Taxonomy of Life.

<u>VOLPLANE WILDERNESSES</u>, the: Sup. Geo. Beauteous region of <u>LODELITHS</u> in the north of <u>KASIHAAL</u>, dominating the sky to the north west of the <u>SOLFERIN PLAINS</u>. There are as many as 20 major lodeliths, which range in size from a dozen feet in diameter to hundreds, and which are tethered together and to the ground with a large number of chains, many of which are now overgrown with vines, creepers and epiphytes. A monastery once existed on one of the lodeliths, though it is now abandoned.

<u>VOLTUMN</u>: *His. Ntn.* Early <u>FIFTH AGE</u> iron age culture that dominated the east of <u>MENISCEA</u> in what is now the east of <u>XYRPHAAT</u>. It rose in c. -300 RM around what is now the city of <u>SELVAAN</u>, and many of its beliefs and customs slowly spread from there with merchants and mercenaries, leading to a cultural expansion that allowed it to annex various territories by c. 100 RM, leading to it becoming a major political player in the region. It propagated the worship of the fire deity <u>TURRAN</u>, and grew into a kingdom from its spread, with the first <u>FIRE PRINCE</u> anointed in 162 RM.

The kingdom eventually faltered with the death of Turran in battle in c. 7000 RM and the eventual collapse of its church. The XYRPHANIEMPIRE would later emerge from its ruin. See Vol III: Extinct Nations.

<u>VOLUPIS</u>: also 'the Obscene Lord. m. Myt. His. Per. In the mythologies and ancient histories of <u>ELYDEN</u>, a <u>SCION</u> of the <u>DEMIURGE SYBARIS</u>, whose father was the first of the seven <u>MORTAL SEITHIN</u> of the <u>DEMIURGE NEITHI</u> (1.). He was conceived through rape almost immediately after the birth of the <u>MORTAL PEOPLES</u>, making him possibly the eldest of the scions.

He bore many of his Demiurge mother's characteristics and was a decadent epicurean, tyrannical ruler, and ruthless bigot. He led many wars, the purpose of which was merely for his enjoyment, and he 'liberated' much land from other tribes, spreading his mother's bloodline far and wide, granting her more power. He was slain in the fields of <a href="https://pubm.ncbi.nlm.

He is worshipped as a deity in the city-state of <u>CADERE</u> in the west of <u>SAMMAEA</u>, leading to a resurgence of sorts. See Vol IV: Scions, Children of the Gods.

<u>VOLUPIS</u>, <u>CULT OF</u>: *Rel. Org.* Relatively recent cult appearing in the city-state of <u>CADERE</u> in c. 3970 RM advocating hedonism, with particular emphasis on sexual excess. This is seen by many as a response to the increasingly chaotic nature of <u>ELYDEN</u>. Many have been broken and driven to despair by her fragmenting state, causing many to turn to desperate measures in the search of solace. Many know little of the world preceding corruption and see only the filth and drudgery around them, leading to a resurgence in belief in the <u>SCION VOLUPIS</u> as a major deity around many regions, particularly in the west of <u>SAMMAEA</u>.

His bible, the <u>BIBEA LASCIVEA</u>, is filled with sadistic parables, pornographic vignettes and violent and debased allegories that are encouraged to be enacted by the faithful. The cult has drawn harsh criticism from many organizations, though it has rapidly grown strong and wealthy enough to exist openly and oppose them, even spreading to lands as far as the east of <u>MENISCEA</u> and the <u>INNER SEA</u>, as a mystery cult. See Vol IV: Religions and Cults.

VOLUTE, the: 1. Arc. Statue in the c of NAARETH, located in the south of KULLAETH, not 20-miles north west of the capital of KAURNAKAR. The statue takes the form of an angel, that is worshiped by the Naarethi as an idol of their faith. Is a relic of the SECOND AGE; making it over 30,000 years old. The Volute glows white from within and is said to heal the wounds of those who touch it. A wayfaring princess (EISHETH) and her entourage found the ruined statue in c. 1000 RM and, recognising its power, founded the first household in NAARTH (today NARTH) in 1002 RM, becoming its first MATRIARCH.

A church was built around the statue in the years following <u>KORACHANI</u> abandonment of the region in 2995 RM. Once a place of pilgrimage to those faithful to the <u>TEMPLE OF THE VOLUTE</u>, it has been supplanted in importance by the <u>HEART OF THE VOLUTE</u> – the first church of the religion built in the north of Naareth.

Today, worship of the statue has been largely supplanted by worship of Eisheth, who has become synonymous with the religion. The statue is now largely forgotten, its significance to the founding of the religion unknown to all but the most learned scholars and theologists.

2. Rel. Name given to EISHETH, founder of the TEMPLE OF THE VOLUTE, following the corruption of the tenets of the church by its worshippers, after which she came to be worshipped as a deity and the centre of the faith. See Vol IV: Deities and Pantheons.

<u>VOLUTE, CHURCH OF THE</u>: *Rel.* Main religion observed in the nation of <u>NAARETH</u>. It was founded in 1002 RM by an <u>AETHIOSI</u> exile, the princess <u>EISHETH</u>, who found an ancient untarnished statue in the jungles in the south of Naareth, becoming enthralled with it. She would soon

come to worship the idol, which would later become known simply as $\underline{\text{THE}}$ $\underline{\text{VOLUTE}}^{(1.)}$. In the following years a dedicated religion would emerge around the worship of this idol.

Its worshipped was quelled following the region's subjugation by the Korachani empire in 2532 RM, but was slowly reintroduced, first as a MYSTERY CULT, then openly, following the empire's retreat in 2995 RM. After this, it became entwined in the ruling body of Naareth. The head of the church, the <u>ARCH MATRIARCH</u>, is also the head of state.

The tenets of the religion were corrupted following its return to prominence in the 4th millennium RM, and Eisheth herself became a figure of reverence, slowly becoming the deity itself rather than merely the religious founder, her body having grown corpulent beyond any mortal understanding, and worship of the idol dwindled as people came to worship her.

Its main ritual is the <u>RITE OF THE VOLUTE</u>, which is a <u>COMING-OF-AGE CEREMONY</u> undertaken by young female aspirants, who stand to become citizens and holy warriors. See Vol IV: Religions and Cults.

<u>VONGMON</u>: Set. Coastal settlement in the west of <u>CUTH</u>, overlooking the <u>SEA OF BALIMAN</u>. Its main industry is crabbing, specifically moons crab (Pop. c. 5,500).

<u>VONIAN</u>: Geo. Reef in the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u>, in the eastern waters of the <u>SPHYNIA ITRUSH</u>.

<u>VONIHSO</u>: lit. 'the shell', also 'Place of the Dead'. Int. Arc. A monument in the west of the plains of <u>ISHLASCAR</u> in the south west of <u>SKAROS</u>. The monument dates back to a tradition observed by <u>LOUDHAN</u> nomads in <u>PRE-IMPERIAL</u> times. They would bring the skulls of their dead to this place, and in so-doing, they would become part of the great monument.

The monument survives to this day, appearing as a steep tufted hillock, which upon closer inspection is composed mostly of blackened skulls. Some loudha still observe the old traditions, though the place is otherwise ignored.

<u>VOORMIN</u>: Sea. Sea in the north west of <u>CARNYNGA</u>, forming a north western extension of the <u>SEA OF ABRAXA</u>^(1,).

<u>VOR</u>: lit. 'tomb'. Rel. Oth. The underworld of iron-age <u>KORACHAN</u>, where bodies were said to travel to after burial.

VOR SRIHHEN: lit. 'the howling tomb.' Int. Geo. Three-mile-wide open pit mine in the east of KORACHAN. The mine was renowned for its iron and quartz deposits, and was one of the first large-scale mining communities in early iron-age Korachan, c. -100. At this time, it was known as SOCHA. As the empire developed, so too did Socha.

By c. 450 RM the settlement had grown into a thriving city, one of Korachan's wealthiest, and the nearby sprawling wound in <u>ELYDEN'S</u> skin did nothing to detract immigration into the city. By 2000 RM it was the northern territories' largest supplier of iron, though resources were dwindling. In 2732 RM, during pit expansions, a large hollow was exposed, causing the mine and a large portion of the city to collapse into itself.

The city was left a ghost town, the howling winds emanating from the mine enough to drive away even the most ardent or desperate locals. Local legends tied the expansive hollow beneath the ruin to the underworld of stone-age Korachani myth, known as $\underline{\text{VOR}}$, after which the pit was named. Today, it is thought that the pit leads to the $\underline{\text{PRISON}}$ CARCERI.

<u>VORA GHALL</u>: Geo. Old region comprising of the north western coast of <u>LAASKHA</u>, centred around the regions of <u>IMMERUTH</u> and <u>ASHARUTH</u>, where many of its coastal settlements were once located. The retreat of the <u>STRAIT OF SKAROS</u> in the fourth millennium left most such settlements land-locked and deserted, remaining now as ghost towns reclaimed by the dust of the old sea shelf.

<u>VORA SABRA</u>: Set. Small city in the south west of <u>TARTAK</u> (Pop. c. 20,000).

<u>VORACHAN</u>: 1. Set. Settlement in the north of <u>VAALK</u>. In c. 1900 RM it was a lawless metropolis, symbolising the woes of the entire east of <u>VAALTHA</u> (as Vaalk was then known as). Over the subsequent decades it waned as crime spiralled out of control. Though this was curtailed in c. 2180 RM, it remains known for its criminal gangs and banditry that preys on caravans travelling along the <u>RED ROUTE</u> on their way to <u>KETESH</u>,

which is a major link in the route, necessitating the movement of caravans near to Vorachan (Pop. c. 10,000).

2. *Rui.* ruin of a gladiatorial arena in the north of <u>VAALK</u> in which the <u>ARCHPOTENTATE MALICHAR</u> fought in –7 RM, after his discovery of the <u>SCRIPTURE OF SHADOW</u> on the island <u>MALETH</u>.

<u>VORAK</u>: Set. Settlement in the c of <u>LOEGRESS</u>^(1.), in the northern foothills of the <u>CANTICATONA</u> Mountains. Its main industry is copper mining, with gold mining as a by-product (Pop. c. 5,100).

<u>VORAKAN</u>: also '*Mall Vorakan*'. Geo. Low mountain in c northern <u>VAALK</u>, and source of the rivers <u>RAANA</u> and <u>ZAANA</u>. In 2917 RM the <u>BLOODY STELAE</u> were discovered there, leading to the formation of the pervasive cult known as the <u>Order of the Bloody Hand</u> in 2921 RM.

VORAN: 1. Geo. Sinkhole in the north east of SAUA.

2. Set. City built around the sinkhole of the same name^(1.), in the north east of <u>SAUA</u>. It is a major trade-centre, linking Saua to <u>TEMUJA</u> (Pop. c. 69.000).

<u>VORAND</u>: Pol. Uniter and, later, king of <u>THE VORANDINE</u>, in the west of <u>LLACHATUL</u>. He brought the disparate peoples of the region together in c. 2130 RM and ruled until his death in 2393 RM, following which the region fragmented into as many as a dozen regions, many ruled by his bastard progeny.

Though still known as the Vorandine, the region remains a loose network of city-states and small nations linked by their cultural heritage rather than anything else.

VORANDI BIT: see BIT, VORANDI.

<u>VORANDINE</u>, the: Dem. 'Vorandi'. Ntn. Enclaved nation in the far west of <u>WESTERN LLACHATUL</u>, to the north west of <u>RAONGEN</u>^(2.). It is of a cold temperate climate, and its inland regions, separated from the coast by various chains of massifs and mountains, is drier than the coast, though it is watered by many rivers that feed freshwater into the <u>IGRASIAN BASIN</u>.

Until recently the Vorandine was a formal coalition of fifteen states, with each state having permanent representatives (some elected, others hereditary) in the capital of <u>LLACHATRA</u>, where they formed a council that served as a government headed by an elective monarch from the city itself. These fifteen states emerged in the years following the death of its <u>HALFBLOODED</u> uniter, king <u>VORAND</u>, who in c. 2130 RM united the once-disparate states of the area under a singular banner for the first time in memory.

This unified state, which was named the Vorandine in his honour, lasted until his death in 2393 RM, whereupon the region fragmented. Sire to dozens of bastards and with no legitimate successors, the land was thrown into chaos with not only his descendants but once-loyal generals all vying against each other for control. By c. 2420 RM the land had stabilised into around a dozen states, more cohesive than the ancestral lands of the Vorandine, by still far removed from the unity that Vorand had brought.

The region remained in this state for some 16-centuries in a state of minor flux, though in 3996 RM the old representative council was dissolved following a militant coup in the capital, resulting in the annexation of most states and the instatement of a new regime known as the <u>UNITED VORANDI COUNCIL</u>, headed by the <u>ARCHEXPONENT ZHANSHON BARAGON</u>.

This new regime has taken great lengths to codify the many visions and <a href="https://dx.ncb/documents.com/documents-new-regime-ne

Little is known of what existed in the region prior to its unification at the hands of Vorand, and the ongoing destruction of historical documents make it increasingly unlikely that outsiders will ever learn of the distant history, predating the unification by Vorand in c. 2130 RM.

Today, the Vorandine controls much of the coast of the <u>SEA OF BYRIS</u>, where it operates an expansive industry based around the harvesting and refining of the <u>EVOLAM</u> kelp, which has become a vital part of many <u>ATRAMENTAL</u> industries, including <u>CLONING</u> and <u>FLESHWRIGHTING</u>, brining much wealth to the nation, little of which is seen by its people. Industrial operations have increased dramatically since the appearance of the United Vorandi Council, and many have noticed a sickening of the pivotal kelp forests, which thus far has been ignored by the council.

The north of the region has seen increasingly hostile activity from the <u>TWILIGHT STATES</u>, which has forced the Council to mobile large cadres of Godsmen in the north, possibly leaving the south ill-prepared for civil uprisings or external interference. See Vol III: Extant Realms and Nations.

<u>VORIAN</u>: *Geo.* Reef in the <u>CORAL BARONIES</u>, off the south western coast of <u>SAMMAEA</u>, in the southern waters of the <u>BAY OF LEPHET</u>.

<u>VOROCH</u>: *Geo.* Rocky hills forming the western border of <u>STOLAS</u>. The hills are treacherous and known for their sharp igneous formations.

<u>VORPAL</u>: Fau. A form of <u>OTHERWORLDER</u> whose existence is said to be in anathema of another living <u>HALFBLOOD</u> house. See Vol II: Classification and Taxonomy of Life.

<u>VORRAK</u>: *Rui.* Sunken ruins in the c of <u>LAASKHA</u>, over what was once a bountiful salt-mine. Part of the mine and its equipment remains, though cave-ins are not uncommon.

<u>VORRASHAN</u>: *Lan.* Language spoken by the near-surface <u>ROPOHAII</u> of the <u>PRISON CARCERI</u>. It is not as harsh a language as the ancestral ropohaii languages which are spoken in the depths of Carceri, and likely borrows from ancient <u>ANAVRAMI</u> and other subsequent surface tongues of <u>CENTRAL LLACHATUL</u>. See Vol II: Languages.

<u>VORROHAGHOR</u>: Fau. Plr. 'vorrohaghori'. In his insanity, the <u>DEMIURGE VORROPOHAIAH</u> created many creatures to populate lands he crafted, particularly the <u>PRISON CARCERI</u>. Rarely similar and always maddened by the despair their creator poured into them, vorrohaghori are creatures cursed to roam <u>ELYDEN</u>, never content, doomed to a life of anguish and dejection, pain and despair. Most lurk in the cacophonic depths of Carceri, forgotten by those who dwell on the surface, though some may make their way to the surface, where they are occasionally found in lands such as <u>VÂRR</u>, <u>RHAMIA</u>, <u>KORACHAN</u>, <u>LYRIDIA</u>, or <u>LYRIDIA</u> DHAI.

<u>VORROPOHAIAH</u>: also 'the Broken One'. m. Myr. His. Per. In the mythology and ancient history of <u>ELYDEN</u>, twenty-first of the Two-and-Twenty DEMIURGES, whose children were the ROPOHAII.

He was an expert artificer, but the loss of his divinity affected him badly and he grew crazy, his creations becoming increasingly nonsensical. This culminated in the construction of the <u>PRISON CARCERI</u>, which is a system of expansive caverns that spans half of Elyden, with some hollows rivalling continents in size. The Prison Carceri is a place of grotesque wonder where the laws of the physical world above do not apply. As a result, corridors may connect chambers that are on opposite sides of Elyden, and time is thought to pass differently the deeper one travels.

His children are the <u>ROPOHAII</u>, which, apart from humans, are thought to be the most numerous extant <u>MORTAL PEOPLE</u>.

Much like his brother <u>RACHANAEL</u>, Vorropohaiah is said to be alive, with the city of <u>PANDAEMONIA</u> built around his corpulent being.

His known <u>SCIONS</u> are: <u>EIBON</u>, <u>KHENEM-MMATH</u>, <u>KRODUS</u>, <u>LYSSA</u>, and <u>THAGGUA</u>. See Vol IV: the Two-and-Twenty Demiurges.

VORROPOHAIAH, TEMPLE OF: Rel. Str. Temple in the subterranean city of PANDAEMONIA that is constructed around the corpulent stomach of the gigantic DEMIURGE VORROPOHAIAH, where faithful ROPOHAII enter in final supplication to their deity.

<u>VORRO'S ALTAR</u>: Geo. Geographical feature in the <u>ISOKEHLLA</u> area of the <u>LAMEDUAN</u> Badlands in northern <u>VÂRR</u>, attributed to the mad demiurge <u>VORROPOHAIAH</u>. The altar takes the form of a 5 square-mile expanse of pale granite carved out of the rock itself and is polished smooth, reflecting the sky above. It is renowned as a place of beauty and is sought by itinerants and ascetes from around <u>LLACHATUL</u>.

<u>VORRUN</u>: Geo. Rocky hills in the north of <u>VAALK</u>, in the south west of the <u>OSHOTHOT</u> peninsula. The steep southern-face of the hills overlook the <u>BAY OF SALTRA</u>. The narrow plains south of the cliffs are very fertile due to sediment carried there by the flow of the river <u>STORAGH</u>, resulting in lots of farmlands appearing there.

<u>VOSEGA</u>: Set. Fortified settlement in the west of <u>KOMMEA</u>, in the western foothills of the <u>THUILOR</u> Mountains. It is relatively isolated and plays little role in state matters (Pop. c. 4,000).

<u>VOSTA</u>: *Set.* City in the c north of <u>VAALK</u>, along the course of the river <u>RIPARIS</u>. The city is situated 5-miles from the <u>HAVAK</u> dam, which blocks water from <u>ATRAMENTALLY-CORRUPTED</u> tributaries from joining with the river Riparis (Pop. c. 27,800).

<u>VOTARY</u>: Plr. '*votaries*'. Soc. Rel. Rnk. In the <u>KORACHANI EMPIRE</u>, a select social rank somewhat between that of a political citizen and religious proselyte. The rank of votary is voluntarily and can be applied for by any individual, so long as they meet the following criteria:

- have been born on imperial soil (determined as being Korachan, and any colonies or dependencies at the time of the application).
- not be of OTHERWORLDLY blood
- be a baptised member of the CHURCH OF THE UNDYING MACHINE
- be a FREEMAN, and
- going forward, payment of a yearly tithe (amount determined by assets and vocation).

Certain citizens, particularly <u>PATRICIANS</u> and merchant-lords, have hereditary votary status that are paid through by their annual taxes and church tithes.

Votaries re members of their respective <u>CHURCH CONFRATERNITIES</u> and have the same rights as freemen, as well as certain special benefits or concessions that others many not have. These include, but are not limited to:

- certain privileged roles within the church (such as <u>LECTOR</u>, <u>THURIFER</u>, or bearing church icons, statues, and/or relics during festivals and religious processions)
- the option, if desired, to take part in the governmental administrative activities as a volunteer
- in times of war, should the votary be conscripted, they would be exempt from active duty; a guaranteed day of rest; amongst others.

Votaries tend to fulfil various roles and duties that over time have come to rely on their volunteering to be accomplished. The benefits of being a votary are largely societal – votaries take great pride in their social rank, and though others (particularly HELOTS and SLAVES) may not care, their position as votary may serve them well if they are of an aspirational persuasion.

<u>VOTCHRIS</u>: *Rui*. Once-coastal settlement in the prefecture of <u>BROTRIS</u> in the c south west of <u>HOLOLACH</u>^(1.). The settlement was once coastal and remains now only as a diminished form, the ruins of the far larger city and port lying crumbling in the dusty plains of south western <u>EDUMMAR</u>.

<u>VOTH</u>: 1. Geo. Large valley dominating the c of <u>LIMOTH</u>⁽¹⁾, from its north east to the south west, with a climate ranging from dry in the north to humid and subtropical in the south. It is noted for its flooding in early Autumn following heavy rainfall that characterises the end of summer.

The river <u>ATROTHA</u>^(1.) flows through the valley, and though the yearly flooding has made it inhospitable to large cities, its floodplains are incredibly fertile, resulting in the seasonal growing of various crops within its expansive fields. Most of the workforce spends the flood season in seasonal cities in the south, such as <u>CATHOSS</u>, <u>FATHAZ</u>, and <u>ONUATH</u>.

2. Set. Settlement in the east of <u>ALAM BETHYL</u>, in the c of the territory of <u>KIZA</u>^(1.) (Pop. c. 4,300).

<u>VOULLOR</u>: also 'the Rotting Mountains'. Geo. Large incredibly old mountainrange in the north west of <u>EASTERN LLACHATUL</u>, stretching into the far north west of <u>WESTERN MENISCEA</u>. It is over 1,500-miles long and dominating the south of <u>TISARA</u> and <u>ABATTUR</u>, and forms a border between them and northern <u>TETHYSIA</u> and western <u>LOEGRESS</u>^(1.), respectively. Its face is crumbling and weather-beaten, its once proud peaks now worn by time and rain, shattered into unnatural shapes and boulders that lie scattered ancient disfigured idols of long-dead cultures. Regions of the mountain known to contain caves are renowned for the harsh stench that pervades them and rumours of stranger <u>Atramentally-influenced</u> regions abound.

No fossils can be found within them, for they were already old when Demiurges created the first life. Locals reverse them with respect for those who have lived in the shadow of Voullor for all their lives know how ancient they are and the unnumbered millennia that they have witnessed since their creation. The valleys of the Voullor are considered by many to be incredibly haunted places, drenched in the souls of the dead.

VOYAGE OF BERDEN, the: Car. His. Journey begun in 559 RM by the IONIC explorer NAVAH BERDEN. Heading west from Io, Berden crossed THE INNER SEA, reaching SAGITTARIA in 562 RM, crossing the GATE OF ERBETH in 565 RM before sailing south west through the SEA OF SERPENTS.

Illness and unfavourable weather forced Berden to turn back in 568 RM, where he sailed across the Inner Sea's northern coast to the <u>STRAIT OF NÁRTHEL</u>. A lengthy sojourn in <u>VENTHIR</u> followed between 570 – 582 RM, after which Berden continued south east, stopping in <u>SUOR</u> for some time in 598 RM, where an obsession with crossing <u>THE ROILING SEA</u> began to consume him.

After many failed attempts and serious injuries, he was successful and reached <u>GIBEAH</u> in 609 RM, sailing south past <u>PORPHYR</u> (then <u>ZOLOK</u>) and <u>SABAISA</u> and <u>ANANTHUL</u> (then <u>PHARTH</u>) in 612 RM and finally turning north into the <u>SEA OF LETHEA</u> in 615 RM, where he finally died in <u>SARASHAN</u> (now <u>PORPHYR</u>). His crew continued the circumnavigation of the Sea of Lethea in following expeditions, reaching the <u>CLIFFS OF BERDEN</u> (named after him years later) in later journeys in 793 RM, where <u>NOAVATUR</u> was first settled and the voyage was continued north west across the <u>UMBRA SOKHAR</u> where they arrived in <u>KARAKHAS</u> in 796 RM.

<u>VOYDAJ</u>: Set. Settlement in the c north of the <u>SOLEYN TERRITORIES</u>. Its main industry is granite quarrying (Pop. c. 10,000).

<u>VOYLU</u>: Set. Settlement in the c west of the <u>SOLEYN TERRITORIES</u> (Pop. c. 6.000).

<u>VRAGATI</u>: Geo. Diminished plains in the south of <u>BA'AKH</u>. Once a fertile region that was devoted to agriculture, it was worked to death, and its soil is no lifeless and what plants and trees lives here struggle is survive amid the abandoned ruins of ancient farmsteads and villages.

<u>VRAKKA</u>: Geo. Small mountain in the c west of <u>VAALK</u>, standing alone, with the valley of <u>APHAALK</u> dividing it from the larger <u>ARIS</u> Mountains.

VRALRATH: *Myt.* Creation myth in various regions in **BROR**⁽¹⁾.

<u>VRASTHA</u>: Rel. Str. Monastery in the north west of <u>VENTHIR</u>, in the eastern foothills of the <u>JAELA</u> Mountains. The monks of Vrastha busy themselves with producing illuminated manuscripts of significance to the <u>CULT OF THE SPHINX</u>.

<u>VRATA</u>: Ind. Set. Mining settlement in the west of <u>MADOUR</u>. It is a source of old reserves of <u>SHADOW IRON</u>, though the region is not <u>ATRAMENTALLY TAINTED</u> (Pop. c. 6,800).

<u>VRATH</u>: Set. Settlement in the east of <u>UKOLIST</u> in the east of <u>LIMOTH</u>^(1.) (Pop. c. 5,400).

<u>VREGL</u>: (B. 1247 – 1311) Car. <u>KORACHANI</u> explorer who in 1303 RM discovered the <u>ASCENSION ISLES</u>, and continued south east to <u>BROR^(1.)</u>, before returning to <u>KORACHAN</u> south west via <u>IRUGNA</u> in 1304 RM.

<u>VRENA</u>: Ser. City in the <u>ZOHELETHI BASIN</u> in the c east of <u>PARTHIS</u>. It emerged in c. 3550 RM after the discovery of an <u>OVERLAY</u> between the <u>MATERIAL PLANE</u> and the <u>OTHERWORLD</u>, over which the <u>SPATIAL GATEWAY</u> was constructed. Today the city exists exclusively to cater to the extreme needs of the <u>TECHNARCANISTS</u> who run the Gateway. The city has a cultural and economic link with <u>LIRAET</u>, in <u>TARTAK</u>, which is currently the only other region that is linked to the city via the Spatial Gateway (Pop. c. 34,000).

<u>VRESSELA</u>: Geo. Region in the east of <u>ABATTUR</u> known for its <u>SUNSTONE</u> deposits. The region is somewhat dangerous to mortals as the <u>FIRMAMENTAL</u> aura that emanates from buried sunstone is incredibly powerful, making even rapid travel across the region dangerous. The few

settlements that exist within the Vressela are dedicated to extracting sunstone, and its miners are forced to wear <u>SOFTSUITS</u> when mining to reduce the effects of exposure. The major mines in the area include CARADAR and LOSA.

<u>VRETLOH</u>: Rui. Abandoned stone city in the south of <u>KHARKHARADONTIS</u>, in the <u>FORGOTTEN DOMAINS</u>, though to date to the late <u>FOURTH AGE</u>, having survived its <u>FADING</u> well into the early <u>FIFTH AGE</u>. By the time explorers of the <u>KORACHANI UNDERTAKING</u> discovered it in 1265 RM, it was but a ruin. The expedition sojourned there for over a year, as they learnt of the ancient culture that called it home, but the cost of maintaining the region free of <u>ATRAMENTAL TAINT</u> became too much and the area had to be abandoned as the effects of the <u>SHADOW IN THE DESERT</u> increased, forcing them north, where they would eventually discover <u>CHUROTH</u> in 1268 RM.

<u>VRETT</u>: *Geo.* Reef in the south of the <u>SHIBBOTHA ISLES</u>, in the south west of <u>SAMMAEA</u>, in the far north of the waters of the <u>IHEDROUR ITRUSH</u>.

<u>VRIHEN</u>: Sup. Geo. <u>ATRAMENTALLY TAINTED</u> region in the north of <u>KORACHAN</u>, just north of the mouths of the river <u>ICHORIA</u>.

VRIKAS: Set. Settlement in the south east of ELEKHID (Pop. c. 13,000).

<u>VRIMAL</u>: Set. Settlement in the south of <u>PHYRR</u>, along the <u>NACRE ROAD</u> trade-route. The settlement was a typical waypoint along the trade-route, offering lodging to travellers and warehouses and markets to merchants. when the <u>MAENMIST</u> closed its borders to outsiders in c. 3960 RM the Nacre Road was effectively sundered in two, with western portion petering out in the east of Phyrr. To counteract the loss of trade the <u>NACRE LEAGUE</u> shifted trade from land to sea, transforming the nearby city of <u>PELLARIG</u>^(2.) into a major mercantile centre. Following this Vrimal became a much more important link in the trade-route, transforming into a major stop for merchants before entering Pellarig (Pop. c. 8,000).

<u>VRISIAS</u>: Geo. Mountains in the south east of <u>KHARKHARADONTIS</u>, forming part of the border with it and the west of <u>NOAVATUR</u>.

VRITRA: also 'the Bringer of Drought'. f. Myt. His. In the mythologies and ancient histories of ELYDEN, a SCION and daughter of the DEMIURGE NERGAAL. She studied FIRMAMENTISM under the tutelage of DURUTHILHOTEP, but betrayed him and was imprisoned in the Wastes of VERMES, in the south of SHAZGIN, in MENISCEA, where her body slowly manuscrifed.

Her corpse is today revered by nomads who travel the wastes, regarding her as a protector. See Vol IV: Scions, Children of the Gods.

<u>VRONDEI</u>: 1. Pol. Geo. One of the nine kingdoms of <u>ELALLIA</u>, located in the c of the nation. It is known as one of the major industrial regions of Elallia and is home to many spent quarries that have since become reclaimed by nature.

2. Pol. Set. Large city and capital of the kingdom of $Vrondei^{(1.)}$ in the c of <u>ELALLIA</u>. It is a major industrial centre and is home to large metalworks and refineries, and most of its populace is involved in the industry in some form or other (Pop. c. 87,200).

<u>VROROM</u>: Set. Settlement in the contested lands of <u>UTIMAN</u>, in the north of <u>PORPHYR</u> (Pop. c. 5,800).

<u>VROT</u>: Set. Settlement in the contested region between the <u>BAKHRAN STATES</u> to the north and <u>SAGGAR</u> to the south, originally part of the former, but attacked by the latter in 4003 RM. It is now occupied by the armies of the Bakhran States (Pop. c. 4,000).

<u>VROTHOT</u>: *Geo.* Small island off the coast of <u>NOAVATUR</u>, just over 50-miles south west of the capital of Noavatur. It was exposed by retreating sea-levels in c. 3450 RM. A lighthouse was later built on it, replacing the old lighthouse of <u>ENSAH</u>.

<u>VRUON</u>: 1. Rui. Abandoned <u>MANUFACTORY</u> city on the banks of the river <u>CHANI</u>. The city was abandoned in c. 3500 RM following the corruption of the waters of the river <u>SUR</u>.

Lak. Lake along the course of the river <u>CHANI</u>, close to the eponymous ruin.

<u>VRYODA</u>: Set. Conurbation made up of three <u>SOULSTONE</u> quarries surrounding a fortified settlement in the east of the <u>TEMPLAR STATES</u>, in the c south of the region of <u>TRISKETHIA</u>, perched on the side of a steep cliff, facing east. It is famed for the size of its soulstones, many of which

end up being used in the technarcana industry across $\underline{\text{ELYDEN}}$ (Pop. c. 5,400).

<u>VRYODETESH</u>: Leg Per. Ancient primogenitor king whose exploits are now immortalised in semi-fictitious parables that are told to children across <u>DHA NAR</u> and surrounding lands. It is unknown if Vryodetesh was indeed a historical figure or if he was an ancient legend that emerged in the stories told in a post-<u>FADING FIFTH AGE MENISCEA</u>.

<u>VUAL</u>: *Pol. Set.* Capital city of <u>RASTAN</u>, in the north east of the island-continent of <u>BROR</u>^(1.). It is known for its <u>FIRMAMENTAL</u> academies, where the language of ancient Firmamentists is taught (Pop. c. 108,500).

<u>VUALSAURA</u>: *m. Myt. His. Per.* In the mythologies and ancient histories of <u>ELYDEN</u>, a <u>SCION</u> of the <u>DEMIURGE DURUTHILHOTEP</u> commonly depicted as a cameliform in ancient art of <u>SABAEA</u> and <u>TULURKRYPH</u>^(2.), where his veneration was common in the late FOURTH AGE.

He was said to be a great disseminator of knowledge. His fate is unknown. (Prometheus analogy, punished by Talantehut? *) See Vol IV: Scions, Children of the Gods.

<u>VUBOSK</u>: Set. Major city in the c west of the <u>HENDECARCHY</u> of <u>NHORA</u> in the north east of <u>MALAN</u>. Though not coastal, it lies only 12-miles from the coast, along the course of the river <u>ZALEA</u> (Pop. c. 100,000).

<u>VUDA</u>: Geo. Island off the south western coast of <u>LAASKHA</u>, to the south of the <u>BAY OF NAASU</u>. It is largely flat and most of its northern expanse was revealed through the lowering of sea levels over the 4th millennium RM. It is home to the shanty city of <u>EDECHAN</u>.

<u>VUGNIA</u>: Geo. Highland region in the north of <u>MENISCEA</u>, serving as a coastal border between the north east of <u>CEHOPHELA</u> and the south of EASTERN THANO.

<u>VUGHRAN</u>: *Geo.* Reef in the west of the <u>CORAL BARONIES</u>, in the south west of <u>SAMMAEA</u>, in the c west of the <u>IHEDROUR ITRUSH</u>.

<u>VUHIDADUR</u>: 1. *Geo.* Island in the south of the <u>PANTHEON ISLES</u>.
2. *Set.* Small coastal city in the south of the <u>PANTHEON ISLES</u> (Pop. c. 14,800).

<u>VULA</u>: Rvr. Lake in the c of <u>KEPHUAAN</u>, forming a part of the course of the river <u>SHAYANDI</u>.

<u>VULDA</u>: Set. Small fishing settlement in the north west of <u>LYRIDIA</u>, first recorded in c. 330 RM. By c. 800 RM it had largely become forgotten by the <u>AUGURS</u>^(2.), despite the fact that it had slowly increased in size, coming to control as many as half a dozen smaller settlements north of the <u>PYREAN</u> Mountain sustaining itself through trade with <u>VÂRR</u>, <u>AHRISHEN</u> and, sporadically, with <u>LYRIDIA DHAI</u>. In 1187 RM it aided <u>AHRISHEN</u> in the <u>FIRST WAR OF FAITH</u>, though it was destroyed by imperial forces in 1189 RM, its territories slowly taken by Lyridia Dhai and <u>PYREA</u> (later Ahrishen).

A new settlement was rebuilt from the ruin (and relocated to the coast, which by then had moved half-a-mile north) in c. 2800 RM, and remains as a small fishing settlement (Pop. c. 4,400).

<u>VULFEGHUNDIS</u>: Sup. Geo. The colossal body of an ancient <u>CHTHONITHON</u> dominating the north east of <u>SATARIEL</u>, taking the form of a sprawling highland region. Few are alive who truly understand the mythic history that lies buried in their home, but <u>SHAPERS</u> and <u>ONEIROMANCERS</u> can sense the weight of fossilised history and torment, experiencing blinding headaches and troubling visions and <u>DREAMS</u> in the vicinity of the landmark.

<u>VULKA</u>: Set. Major city in the south east of the <u>TARAHID ANNEXES</u> built atop the older city of <u>AZOSAOTH</u>⁽²⁾. The city has dominated commerce and fishing in the <u>SEA OF BYSSOS</u> since c. 2900 RM, though the dwindling of the sea over the past millennia and the <u>KORACHANI EMPIRE'S</u> overfishing have left the city a shadow of its former self, now 10-miles from the coast, along the mouth of the river <u>DHOTA</u>.

It originated as an island-city, and became an outpost of the <u>WHITE LEAGUE</u> in c. 2000 RM, who would go on to rule it as a major <u>CHAPTER</u>^(2.) port in 3014 RM, remaining in control there to this day. In the following centuries the city found itself connected to the mainland, close to the delta of the river <u>DHOTA</u> (Pop. c. 93,000).

<u>VULKAR</u>: *Geo.* Bog dominating the far south east of the <u>XETEAN STATES</u>. The regions surrounding the bogs largely subsist by harvesting peat and extracting deep <u>UMBRA</u>.

<u>VULPECULA</u>: 1. Fau. Rare carnivorous animal, resembling a giant fox with a crested head. They once ranged from <u>EASTERN SAMMAEA</u>, across <u>EASTERN LLACHATUL</u>, to western <u>MENISCEA</u>, though are now only found in the coastal region of western Meniscea, to the west of the <u>EGETAKH</u> Mountains. See Vol II: Classification and Taxonomy of Life.

2. Set. City in the south of SIRIPHAGOS (Pop. c. 39,000).

<u>VULTAMAAN</u>: *Geo.* Mountain that dominates the eastern coast of the island of <u>HAR JAKALL</u> in the north of <u>SEPAHAUNAT</u>.

<u>VUMARAQ</u>: Set. Small city in the far south west of <u>PNESSA</u>, in the region of <u>SIMEANAGH</u>. Its main industry is logging (Pop. c. 15,000).

<u>VUMMARA</u>: Set. Small city in the west of <u>METHUMN</u>. It is an ancient settlement, dating bac to the late 1st millennium RM, and has been abandoned and repopulated various times in its history. It is famed for the nearby catacombs of <u>GLADAGHRA</u>, which have been the target of treasure seekers for centuries (Pop. c.).

<u>VUNASH</u>: Set. City in the south east of the tribe of <u>ITTRA</u>, in the c of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 32,000).

<u>VURD, THE ROTWOOD</u>: For. Withered forest in the c west the KORACHANI PENINSULA, to the south of the RUTHUNODA Mountains, in KORACHAN. Once a verdant forest it was cut-down in the years leading up to the Korachani golden age, its pines used in the construction of galleons that powered the empire's navy and exploratory vessels. Logging was largely abandoned by c. 3100 RM when the wood began to suffer from <u>ATRAMENTAL ROT</u>, by which point the forest had become barren, its soils washed away from deforestation. In the centuries since then the forest has recovered, spreading once more, though its trees are withered and stunted, of little economical value, and is ignored.

<u>VURIRIN</u>: *Geo.* Island in the north east of the <u>MAIDEN ISLES</u>, off the south eastern coast of <u>MENISCEA</u>.

<u>VUY</u>: Set. Settlement in the south east of Zhariah^(2.) in the southern foothills of the <u>NIARNA</u> Mountains. It is a major agricultural centre and is famed for its bread, which makes its way to markets in <u>BHAL ATTON</u> (Pop. c. 6,000).

 $\underline{VUZLA}\!\!:$ Set. Settlement in the east of $\underline{ANDILUTH}$ (Pop. c. 4,800).

<u>VYANTAR</u>: *Geo.* Hellish land in the south of <u>ROMOREA</u>⁽²⁾ that is known for its many gigantic <u>MONITORS</u>⁽²⁾, which are hunted by indigenous people of the region. The region is home to various Romorean fortresses that guard its lands from outside attack, and the retiles

<u>VYGNAR</u>: *Set.* Rock-<u>UMBRA</u> mine in the c south west of <u>CYHLAGHARR</u> in the region of KAYHIKH (Pop. c. 1,400).

VYLKORE: Fau. Odd amphibious creature that lives in coastal wetlands in the far east of MENISCEA, primarily along the eastern coast of DHA NAR and the south eastern lowlands of OBLEVIS. They are large quadrupeds, often growing to around 25-ft. in length, and are of sluggish disposition, with large wide mouths filled with baleen-like teeth that they use to filter marsh waters for miniscule lifeforms and surface algae that they live on. Their backs are covered in three short sails on which grow sea mosses and

wracks, and they are famous for their greenish tint which allows them to draw strength from the sun itself.

They are known to sunbathe for hours on end and are very slow, often spending months without moving and drawing sustenance from the power of the sun, without eating or even stirring. It is during these months of dormancy that shallow sea plants begin to grow on their backs, like epiphytes, which are thought to aid in their latent heliophagy. See Vol II: Classification and Taxonomy of Life.

<u>VYNAR</u>: Lak. Lake in the c east of <u>KHULL</u>, along the course of the river <u>UPINIS</u>. The city of <u>VYNAR TA'</u> lies along its northern shores.

<u>VYNAR TA'</u>: Set. Large city in the c east of <u>KHULL</u>, along the course of the river <u>UPINIS</u>, at the northern shore of lake <u>VYNAR</u>. The city is one of the largest strongholds of the <u>KOPHIC</u> houses, and in 3613 RM a Kophic estate just outside the city, overlooking lake Vynar was attacked by the forces of the <u>KHULLAN INQUISITION</u>, which led to the current corruption within the Eternal Assembly.

The city is known for its large bridge, which is itself a sprawling structure that encompasses five different bridges, between which is an entire city district in the centre of which looms a great tower belonging to the Khullan Inquisition. The <u>CLAVESIGNATI</u> have a muted presence in Vynar Ta' and quarrels between them and the far more numerous dynastic forces of the Kophic houses are not uncommon (Pop. c. 117.600).

<u>VYNTRA</u>: Flo. Gigantic cacti endemic to the c of <u>ETUA</u>. They are sprawling and can grow to around 20-ft. tall with a reach twice as wide, and produce large pink bulbs on their arms that are cultivated by the Etuani and used in the manufacture of an <u>ATRAMENTALLY</u>-sensitive dye that imparts fabrics dyed in it a pearlescent colour that shifts with changes in ambient Atramenta.

When properly treated this ye has a far more useful application, where it is used as a warning against increases in Atramental levels. As such this makes it very valuable and it is exported far and wide across the <u>SALT ROAD</u> and then the <u>RED ROUTE</u>.

<u>VYRAJIN</u>: Mar. Rnk. Voc. The militant members of the <u>ORDER OF THE PRAXIS</u>, who are recruited from across the south east of <u>MENISCEA</u>, most notably <u>VALA</u>, <u>VECTIS</u>, <u>ACHAA⁽²⁾</u>, and <u>AURUM⁽²⁾</u>. They accompany <u>SEEKERS OF THE PRAXIS</u> across the south east of <u>MENISCEA</u>, though can also be found as solitary travellers fulfilling a role similar to that of knighterrant.

<u>VYRAJIN COHORT</u>: Mar. Org. Militant branch of the <u>ORDER OF THE PRAXIS</u>, whose members, known as <u>VYRAJIN</u>, fulfil a role similar to that of knight-errant, travelling across the south east of <u>MENISCEA</u>.

VYSIACH: see CHARNEL HILL.

<u>VYSTA</u>: Set. Small city in the c of <u>KARGAMA</u>, along the north eastern shore of lake <u>BERA</u>. It forms part of the main land trade route in inner Kargama and is known for its many money lenders and storage yards (Pop. c. 13,000).



<u>W-11</u>: *Tec.* Rifle produced by <u>WARRELHOFF</u>. It is considered by most to be the most ubiquitous rifle around the INNER SEA and beyond.

WAELMIGH: 1. For. Expansive tropical rainforest located in the east of SAMMAEA, along the equator and extending to around 8° north and south of the equator, encompassing almost the entirety of the nation of CHEIRA, as well as parts of PNESSA, SERROK, GIBEAH and NOAVATUR. It is dense and difficult to traverse, and much of it is shrouded in a thick mist. It is also known for its exotic flora and fauna, many of which are largely undocumented by the scholarly community to this day. Those who have explored its inner-most reaches attest to a place that appears alien, of strange design and labyrinthine growth.

2. His. Ntn. Extinct nation in the east of SAMMAEA, at the base of the PORPHYRI PENINSULA, in what is now occupied by CHEIRA. It emerged in c. 2690 RM from close to a millennium of strife under the DIVIDED EMPIRE that rose in the vacuum left by the collapse of the UALLA MIGHAN empire. Over the next century it grew in power and size, until in 2771 RM it gained control of all the lawless lands, calling itself an empire for the first time. The WAELMIGHI DYNASTIES emerged as a noble caste, which ruled the empire until its eventual collapse in 3337 RM, which would see the land sundered in four — SERROK to the south west, METAGRASH in the north, Cheira in the east and the remainder, which continued to be known as Waelmigh. See Vol III: Extinct States.

WAELMIGHI DYNASTIES: His. Pol. Ancient dynasty that once ruled the empire of WAELMIGH⁽²⁾. The Waelmighi Dynasties appeared following the fall of the DIVIDED EMPIRE in 2772 RM, and went on to rule for centuries until their eventual collapse in 3337 RM due to mismanagement of its resources and the sheer cost of maintaining its armies and infrastructure over 3,000,000-square-miles. From the ruin of the dynasties would emerge the nations of SERROK, CHEIRA, and METAGRASH, the latter of which was later absorbed by Cheira over ensuing years.

<u>WAGHOTA REZA</u>: (B. 3957 RM) *Pol.* Head speaker of the REPRESENTATIVE COUNCIL OF NOAVATUR since 3992 RM.

<u>WAHADNA</u>: Set. Small fortified city in the south west of <u>ABACARDAT</u>, at the southern edge of the <u>BITTER SEA</u>. It is known for its carob groves, from which syrup and pulp that are used in cooking are produced (Pop. c. 17.800).

<u>WAHHAD</u>: Set. Small city in the east of <u>SEPAHAUNAT</u>, just 10-miles from the coast. Along the course of the river <u>HEBA</u>.

WAILING FOREST, the: For. maidenhair forest in the STOLAS VALLEYS in the south of STOLAS. So-named for two reasons: the funnelling effect of nearby valleys on wind, which cause it to howl thorough the trees; and the very moist air which gives trees in area the appearance of crying. The area is home to many groups of AL AKHI.

<u>WAIR</u>: Sec. City in the west of <u>STHAMAN</u>, along the banks of the river <u>LAUL</u> (Pop. c. 85,000).

<u>WAIRIMU</u>: Geo. Dry wastelands in the north west of <u>PARAIYA</u>, to the south and east of the plains of <u>KAURCAN</u>.

WAKAZ: Lak. Small endorheic lake in the north west of <u>ABACARDAT</u>. It was once part of the <u>SEA OF UHBATAQ</u>^(3,) though found itself separated from the main body of water and landlocked long ago. Today it is shrinking and is extremely salinated, devoid of life.

WAKELESS SLEEP, the: Soc. Phil. Common AFTERLIFE^(1,) belief in the KORACHANI EMPIRE, propagated by the MORTUARY CULT, though which has since come to be accepted by the CHURCH OF THE UNDYING MACHINE.

The Wakeless Sleep is the indeterminate period following the death of the <u>MORTAL</u> body that lasts until the <u>RUINATION</u> – the end of the <u>MATERIAL PLANE</u> and all within it, when the spirits of all followers of church will be consumed by their deity, the <u>LORD RACHANAEL</u> in a short moment of ecstasy before all ends.

Some texts add divisions to the Wakeless Sleep, with those who were selfish and ignored their masters' needs being consigned to the INFERNAL REST; while those were selfless and obliged their masters and the THRONE repose in the BLISSFUL REST. See Vol IV: The Afterlife and the Spirit.

WALADA, MAPHRAN OF KATLEGO: (B. 907 – 3147 RM) *Pol.* She became MAPHRAN in 1921 RM, the year the ITINERANT ONES were exiled by QUEEN HETEPHERES and had her palace at KATLEGO built in 1925 RM, where she studied the TECHNARCANE ruins, using herself as a test subject. Over many decades and through the use of ORTHOSES and other ATRAMENTAL aid, she gained the secrets of longevity, dying finally to an assassin's blade in 3147 RM, after many believe Hetepheres the Strangler discovered the illegal technarcane research that was going on at Katlego.

<u>WALA HLAUP</u>: Fau. Galloping reptile-like <u>THEROPS</u> commonly found in less verdant parrs of eastern <u>SAUA</u>, western <u>TISARA</u>, and <u>MALAN</u>, particularly its southern-most <u>HENDECARCHIES</u>, including <u>LONAR</u>, <u>CHLORIS</u>, <u>STHAMAN</u>, and <u>ATALLUA</u>.

They are difficult to train or domesticate, and live largely solitary lives, spending most of their days sunbathing in boulders or stalking prey, which they chase down with a tremendous yet short-lived burst of speed. See Vol II: Classification and Taxonomy of Life.

WALK OF KORDYLILL, the: Geo. Geological fracture in the north west of ATARAXIA. Approximately 100-miles long, it creates a perfectly level walkway flanked to the right by a steep cliff that prevents access. Following winter storms parts of the Walk have been known to turn into waterfalls as floodwaters cascade down them into the plains of ARNEUS, eventually to meet the river ASTAHKH.

<u>WALISOR, BREAKER OF TREES</u>: (B. 1413 – D. 1892 RM) *Pol. Soc.*<u>ARCHPATRICIAN</u> and <u>POTENTATE</u>-Domnitor of <u>VÂRR</u>, who was partially responsible for the <u>FOREST WARS</u>.

WALL, the: Geo. Natural escarpment in RTHEI, over 500-miles long, branching and forking in many areas. The wall is low, no higher than 5-feet at its highest point, and twice as wide.

<u>WALL OF DREAMS</u>, the: Rui. A large granite wall in <u>SARASTRO</u> dating to the early <u>FOURTH AGE</u>. Each of its thousands of bricks contains indentations believed to be religious writings or possibly the mark of the ruler who decreed the raising of the wall. Many sages have tried to decipher the alien script, though none agree on their meaning. Some believe them to be the words of an <u>OTHERWORLDER</u>, while others believe they're the wisdom of a now-dead race.

The wall was fortified during the reign of the <u>DYNAST SATHAHAN VI</u>, between -554 and -513 RM due to increasing tensions with the <u>NATHI KINGDOM</u>, though is now largely ruined, with large sections crumbled beyond recognition to the west of the <u>KOROR</u> Mountains.

<u>WALL OF CAESS</u>: *Rui*. Ancient early <u>FIFTH AGE</u> wall in the south east of <u>TAES</u> in the south east of <u>WESTERN MENISCEA</u>. The wall stretched for some 100-miles, and was predominantly made of mid-bricks, though fell into disrepair millennia ago, and it is now barely recognisable against the verdant landscape.

WALL OF IRON: see LESORIT ALKA.
WALL OF SPIRITS: see PETRUDARA.
WALPURGHIA: see ALTURIGIA.

WALPURGHIA, KNIGHTS OF: Mar. Org. Knightly order originating in the now-extinct nation of HARÉSHKA in c. 1600 RM. They died out in c. 2200 when the state of warfare began to undergo a drastic change, moving away from the chivalrous culture of their inception to a more impersonal way of waging war.

The Knights of Walpurghia were concerned with keeping their lands clear of <u>ATRAMENTAL TAINT</u>, especially within <u>HUMANS</u> and other <u>MORTAL PEOPLES</u>, and they were commonly seen wandering the countryside with retainers and retinues, offering their help wherever it was needed. As time went on the order became more bureaucratical, standardising methods of payment, leaving the romanticised chivalry of their past behind. They became the main policing force in Haré Shka in c. 2120 RM, though by c. 2200 RM their numbers had dwindled and they had fallen from grace.

They were virtually extinct by the time the region became known as the <u>HARÉSHK</u> in 2893 RM, but a subsequent resurgence in romantic literature and storytelling in c. 3020 RM led to a new generation of princelings adventuring across the Haréshk looking for corruption to fight. But this new iteration of the knights is different to their past incarnation – with individuals wearing lead-lined <u>SOFTSUITS</u> and wielding rifles.

WAMARAIA: Set. Fortified settlement in the south of TZALLRACH, dedicated to the research of the FIRMAMENTAL phenomenon that has led to the formation of abundant lodestone deposits in the region (Pop. c. 16.800).

WANDERER OF MALETH: Leg. Legend common in most KORACHANI nations around THE INNER SEA. Origins unknown, but can be traced to at least c. 1200 RM, where he is mentioned in the EPIC OF EREMESH: '...he who wanders/feet never resting, face never showing/his womb in Maleth, but his tomb unknown...' believed to be an ATRAMENTIST or HALFBLOOD of great power, travelling alone, never approaching heavily settled areas, rarely talking, and then only to speak in riddles. See Vol II: Legends and Folk Tales.

WANDERING, the: Soc. A coming-of-age ritual that is observed by males in rural areas of the UMBRA SOKHAR. Upon reaching their 15th year, boys leave their communities for ATRAMENTALLY TAINTED hinterlands outside their homes, sometimes forced to live in the wilderness for months, seeking a revelatory vision showing them the way home. Many of them die during their wandering, and should their bodies be recovered, they will be honoured by a full burial, and they will be remembered as fearless, having given their lives for their culture.

Those who return home do so as heroes, considered as men by their communities. Some unscrupulous individuals may fake this, but if they are ever found to be lying, they will be branded and cast out of their homes, forced into a life of isolation and ridicule.

The ritual likely has its origins in ancient <u>PLAGI</u> traditions, and was passed on to the humans of the region by the <u>ETHERI</u> nomads. The cause for the visions is unknown, but it is believed to have something to do with the corruption of the region, or possibly an undocumented <u>DREAMSCAPE</u>.

WANDERING CITY, the: see KAMELLIA.

WANDERING PLAINS, the: Geo. Area within the DEARTH, in the c north east of SAMMAEA, where the instability of the land is well-documented and not as chaotic as in other lands, though maps of the region remain an impossibility. In this regard, certain features remain constant, albeit constantly moving around on earthbergs. In places where the lava is not as active, the plates have consolidated, solidifying into a single many-tiered piece that flakes off in extreme weather.

WANE OF THE HOUSE OF FLIES, the: Art. Vol. Gothic tale common in the KORACHANI EMPIRE about the wane of the HOUSE of NOSO. Despite the popularity of the tale, the Patrician House that it's based on is still around today, though it is decrepit and owns ancient lands with few remaining resources. See Vol II: Legends and Folk Tales.

WANE OF THE SHADOWA, the: Sup. His. Event starting in the winter of 1919 RM lasting two years, when the strength of the <u>ATRAMENTA</u> waned, leaving the peripheral settlements of the <u>KORACHANI EMPIRE</u> without access to <u>ATRAMENTISM</u> and <u>TECHNARCANA</u>. The reason for the Wane is as yet unknown, but has been studied at great lengths, in an effort to predict any future waning.

WANIA: Rui. Ruins of a coastal city in the region of <u>SÛR GHATH</u> in the west of <u>THE SURRACH</u>. The city was abandoned in c. 3000 RM when the <u>BAY OF KNAGHTA</u> was cut off from the ocean, leaving the city landlocked.

WANING CITY, the: Lan. Soc. Colloquial name used for various cities around <u>ELYDEN</u>, including <u>UMMARA</u> and <u>GIBEL</u>.

WANING SHADOW: see TELRAAS.

<u>WAQAD</u>: Set. City in the north of the <u>SULTANATE OF ABACARDAT</u>, along the southern shore of the <u>BAY OF BAZID</u> (Pop. c. 40,000).

WAQARAT: Rvr. Major river flowing east through eastern HANNAH, into western QARALAM, before meeting the coast at the <u>SEA OF ENTARI</u>.

WAR OF THE ARTIFEXES, the: also 'the Artifex War'. Pol. Mil. His. Civil war ending in 3014 RM, that brought an end to the Golden Age of the KORACHANI EMPIRE, and saw the nation of Almagest gain its independence. Its roots can be traced to c. 2940 – 2960 RM, where tensions in the administrative hierarchy of the empire began to show, following the attempted defection of Azazem under the leadership of the so-called PARIAH KING.

The <u>EDICT OF NICAEA</u> in 2746 RM left many <u>PATRICIAN HOUSES</u> weakened and dwindling raw resources in the empire began to manifest as diminished earnings across the empire (indeed, many regions had already been bled dry centuries before; for instance <u>VÂRR</u>), with prices of raw materials increasing. Originating with the charismatic <u>LORD ANTITHEOS</u>; <u>HALFBLOODED PATERFAMILIA</u> of <u>HOUSE ARTIFEX</u> in <u>ALMAGEST</u>, who led a large group of patricians and industrialists (particularly <u>MANUFACTORY</u>-owning Houses, as well as the <u>SODALITY OF TECHNARCANE RESEARCH</u>) who were beginning to feel the effects of the lessening resources in opposition of imperial trade-laws.

The civil war started as a series of trade disputes and taxation conflicts that began in Almagest, spreading later to SKAROS, DURCHAA(1.), ASIBAIA and parts of western Azazem (now eastern LAASKHA); merchants and traders started imposing large export taxes on raw materials, which were opposed by Korachan. Embargoes and disputes slowly increased and by the end of the third millennium RM clashes were common-place along the then Azazemi/Korachani border, with THE RED ROUTE becoming host to many armies and private forces that preyed on caravans (themselves fortified as they had never been). Throughout this time, the administration in the dissenting nations was facing its own struggles, with Korachani loyalists facing civil unrest in the cities. Battles were fought along the Red Route, between the patrician's armies and the STEEL LEGIONS and other mercenary forces (the DESOLATI, in particular, emerged from the conflict wealthy). This escalated into outright war with the SIEGE OF VIRANUL in Azazem in 3001 RM that ended with the razing of the city and the fortifying of its citadel which became head of the

imperial armies throughout the conflict. Most battles were fought at sea in the <u>STRAIT OF SKAROS</u>, where <u>PARTHIS</u> became ally of the dissenting nations; or on land in Azazem and Asibaia, the latter of which was left a ruin; though conflict raged across <u>LLACHATUL</u> (with dissent in some <u>SAMMAEAN</u> states as Korachan concentrated on the north; particularly dissent in <u>KARAKHAS</u>, which would eventually lead to the conflict known as the BLOOD HETERODOXIES).

The war was decided in 3014 RM in a large battle outside Almagest, near the Asibaian border in <u>SAMIHUAL</u>, which left both armies all-but destroyed and ended only with the signing of the <u>ALMAGESTI TREATY</u>, which left Almagest a free nation with far more autonomy than it ever had while under Korachan's yoke. Northern Skaros and Durchaa were also lost to the treaty.

Though <u>HOUSE ARTIFEX</u> was left devastated, it rose in the next decades to a position of great power in Almagest and, by 3096 RM became the main governing body of a new republic, going on to annex northern Skaros by 3137 RM and much of Durchaa by 3304 RM. Almagest was prouder that it had ever been, venturing west and north into the <u>BLACK MOUNTAINS</u> in the search for new resources, knowing that the empire could never ignore it as a threat again.

The Korachani empire was left weakened, its trade and industry along the Strait of Skaros suddenly lost, its armies weak. The following centuries were a long struggle, with dissent in <u>SAMMAEA</u>, particularly <u>KARAKHAS</u> plaguing it. Such uprisings were stifled by censors though what little trickled out of the nations (through trade and commerce and refugees) fortified other lands and made running things in the empire harder

WAR FOR THE CRADLE: Mil. His. War that took place in the CARCHEMISHI PENINSULA (1.) over ownership of the region known as the CRADLE OF THE ARCHPOTENTATE, where the ARCHPOTENTATE MALICHAR was reborn as an OTHERWORLDER, fulfilling part of the prophecy of the SCRIPTURE OF SHADOW, becoming a culturally-significant place to KORACHAN. As a result, Korachan claimed the peninsula as a colony in c. 950 RM, building a TEMPLE over the Cradle around 100-yers later.

Growing conflict with natives and cultists of the so-called <u>LIVING NIGHTMARE</u> led to Korachan abandoning the peninsula in 1153 RM. A small garrison was left to guard the temple, though the empire's desire to reclaim the Cradle of the Archpotentate remained a priority.

Cultists of the <u>LIVING NIGHTMARE</u> harassed the garrison for years, eventually overtaking it and toppling the temple in c. 1200 RM, later taking over the entire peninsula, leading to the birth of the short-lived state of Carchemish⁽³⁾.

Throughout this time Korachan was planning an invasion, which began to take form in 1213 RM, using the colony of NOAVATUR as a staging point. The first troops landed on the EGENNAAH coast in 1215 RM, establishing a beachhead from which reinforcements rapidly moved south towards the Cradle. Carchemish had not yet been founded at this time, but the city of ONOMA BANT was established, and its troops moved north to counter the threat. The two sides clashed for months though Korachan, with new reinforcements arriving, was able to secure the region, establishing the port of MARDON harbour, which became a haven to pilgrims who flocked to the region as a new larger temple was erected in place of the old one and a new settlement of FOLCHAN established.

This period lasted for just under a century though, as the loss of Noavatur to independence in 1304 left the new colony cut off from supplies. Weakened, with its steady stream of fanatical pilgrims stopped, the natives, which by then had formed the nation of <u>KULIGALA</u>, whittled down Folchan until it was destroyed in 1333 RM.

Korachan was never able to re-establish a base there and what pilgrims manage to make landfall there are mercilessly slaughtered for their troubles.

WAR OF ECHOES: His. War. A catastrophic century-long conflict in the south west of SAMMAEA, in which PHYRR attacked MAENMIST in c. 3700 RM. Triggered by Phyrran unease over the construction of the expansive BASTION OF SIN NASSIR in Maenmist, the conflict lasted over a century and devastated both nations, leading to millions of deaths, crippling their economies and traumatising generations. The war was only ended through the self-serving intervention of merchants from the NACRE

<u>LEAGUE</u>, and a fragile armistice was agreed to in 3815 RM, leading to an arbitrary redrawing of their borders and the establishment of a mile-wide neutral zone between the two nations, which remains a tense and heavily patrolled area to this day.

WAR OF FAITH: Mil. Pol. His. KORACHANI CRUSADE against foreign religions, instigated by the CHURCH OF THE UNDYING MACHINE and led by ICONOCLASTS^(2.) and their followers.

There have been various Wars of Faith over the years, and in most cases they have defied efforts at categorising them, though they are commonly divided into three wars: the FIRST, SECOND and THIRD Wars of Faith, between c. 1120 – 2300 RM, though in truth there were dozens of periods of offensives, with some overlapping multiple wars.

WAR OF FAITH, FIRST: Rel. His. WAR OF FAITH fought by the KORACHANI EMPIRE and the CHURCH OF THE UNDYING MACHINE against foreign churches between c. 1120 – 1460 RM. The main target of this war was AHRISHEN and its allies, specifically the CHURCH OF THE SKY-LORD, the FOUR WINDS and the cult of the CHILD-PRINCE.

The war was largely fought sporadically across the <u>SEA OF PYREA</u> and the <u>DEMERAL</u>, with Korachani forces suffering in the unfamiliar terrain. Many religious structures were destroyed, and thousands of <u>AHRISHENI</u> were slain in various conflicts over the years.

WAR OF FAITH, SECOND: Rel. His. WAR OF FAITH fought by the KORACHANI EMPIRE and the CHURCH OF THE UNDYING MACHINE against foreign churches between c. 1380 – 1720 RM. he main targets were various nations and faiths across the DARK SEA REGION, including THE HARÉSHK, KHAMID, and TZALLRACH, amongst others.

The war was largely fought sporadically across the Dark Sea region, though troops did make landfall and besiege various cities and regions over the course of the war.

WAR OF FAITH, THIRD: Rel. His. WAR OF FAITH fought by the KORACHANI EMPIRE and the CHURCH OF THE UNDYING MACHINE against foreign churches between c. 1810 – 2340 RM against various targets surrounding imperial territories, largely to the east, particularly the north east, including Durchaa^(1.), Gâtha, Sabia, and Temuja.

WAR OF SCOURGING, the: also 'the Shadow War'. Mil. Soc. His. A great war encompassing most of the MORTAL PEOPLES as well as the remaining DEMIURGES and SCIONS, spreading across most of ELYDEN in the end of the FOURTH AGE between c. –1900 – –1700 RM following the rise to power of the Demiurge RACHANAEL. The war ended with the imprisonment of Rachanael in the PIT OF DAEKYN by his sister ALLAISHADA, though the victory came at a great cost – most civilisations had been destroyed and the mortals were left decimated, with only humans remaining in any notable numbers. The war brought about the FADING of the Fourth Age.

WAR OF SECESSION: Mil. Soc. His. Civil war in PNESSA that took place between 3402 – 3409 RM, ending with the death of the upstart king MITH SHUR III by his exiled brother MORTHA. Despite his death, Pnessian leaders retained control of their lands, but a series of military blunders late in the war saw the armies of Pnessa falter against ENEPH, leading to a ceasefire and the signing of the independence of Eneph and the birth of the nation of ELEKHID.

WAR OF THE SHATTERED PROPHECY: Myt. His. War. Mythic war fought in the early THIRD AGE between various HUMAN tribes and the IFIRMIANS following the shattering of the prophecy of the MOTHER AND FATHER OF CREATION between the SCIONS AZER (2.) and HAVELRA.

The war began after Azer's dead body was found in ifirmian territories when he visited the <u>DEMIURGE DURUTHILHOTEP</u> to confess to the murder of his daughter Havelra and to ask for absolution. Azer killed himself after Duruthilhotep refused to absolve him, but the children of Avraham, under the leadership of the scion <u>MELQART</u>, believed that Duruthilhotep killed Azer, and attacked the ifirmians, leading to decades of war in which the ifirmians were whittled down before sanity prevailed, ending the war.

WAR OF SUNDERING: Mil. His. A consequential war that engulfed the KORACHANI EMPIRE following the declaration of war by VENTHIR on SARASTRO on the 11th of CYKRANALEN 3703 RM. In 3704 RM BA'AKH, then a vassal state of Sarastro, seized on the chaos of the escalating conflict and made a bid for freedom, managing to break free early in 3705

RM, months before Sarastro itself broke away from the empire in the <u>SUNDERING OF THE KORACHANI EMPIRE</u>, which saw the empire sundered – the <u>HIGH-EMPIRE</u> of Korachan in the north, and the <u>REFORMED EMPIRE</u> OF SARASTRO in the south.

<u>SATHEP</u>, ruler of Sarastro since the <u>SARASTROAN SANCTION</u>, challenged the <u>ARCHPOTENTATE MALICHAR</u> in a duel during the ultimate battle, which saw the north lose its southern territories (apart from Venthir) to Sarastro.

The conflict continued, at a dwindling pace, until a peace treaty was formally signed on the 6th of <u>AKORALEN</u> 3722 RM, bringing a tense peace to the <u>INNER SEA REGION</u> once more. However, conflict came to <u>MHAROKK</u> once more in 3825 RM as Sarastroan politicians and forces invaded in a peaceful takeover that resulted in a bipartite government forming. Korachani forces invaded the nation in turn, though were unsuccessful in reclaiming Mharokk, and it was formally declared a vassal of Sarastro on the 5th of <u>RACHALEN</u> 3728 RM. This is now considered to be the end of the war.

WAR OF THE TRIPTYCH, the: Mil. Rel. His. Conflict that gripped the regions of the SHAMAL and NEYSHABUR along the northern border of SARASTRO and ANUBIA, between 161 – 283 RM and was fought between Sarastro and the VENATHIEMPIRE, as well as ANUBIAN NOMADS who had largely allied themselves with the former.

The conflict originated in c. 155 RM as encounters between Sarastroan pioneers and Venathi miners grew more common. The NATHI KINGDOM had established mining operations in the region in c. -230 RM, the crude umbra mined there of great value to the alchemists of MIDAL who found great value in the substance as a reagent in their experimentations. Though the fragmentation of NATH in c. -170 RM had left the mines there deserted, they were re-established in c. 140 RM, under the control of the succeeding Venathi empire. Sarastro, freed from the Venathi empire's yoke in 157 RM following bloody conflict in its cities, was keen on exploiting this substance settled the region of Neyshabur just south of the Shamal, funding the colony of ACATEA in 158 RM, where Sarastro's first crude dabblings in umbra extraction were attempted. Continued pressure from the larger Venathi facilities and their mercenary forces escalated, with skirmishes often engulfing mines as Sarastroan benefactors ordered their crew to attack their Venathi in what was hoped to be an easy source of spoils.

These localised conflicts soon engulfed the region and by 161 RM they had escalated into outright war, dubbed the <u>WAR OF THE TRIPTYCH</u>, a name earnt from the participation of Venath, Sarastro and Anubia – the main nations of the so-called <u>ARID TRIPTYCH</u>. The fall of the Venathi empire in c. 170 RM added pressure to its nobility to win the fight as soon as possible and in 178 RM they purchased the aid of Anubian nomads, who fought in return for small amounts of <u>UMBRA</u> and more mundane supplies. Many mines were destroyed in the ensuing battles and as events intensified following the Anubian nomads' involvement, a great battle was fought around the mine of <u>ATAMAHIA</u> in the north east of the Shamal in 179 RM. The battle ended in a victory for the Sarastroan armies, though the conflict continued for another 4-years in which the remaining Venathi occupiers were pushed north.

The conflict ended in 183 RM, a death-knell to the Venathi empire, thought the subsequent rise of $\underline{QUEEN\ HETEPHERES}$ in 194 RM led to the resurgence of Venathi culture in the form of Venthir and by c. 250 RM most mines in the Shamal had returned to Venthiri hands.

WAR OF POXES: Mil. Soc. His. War in later THIRD AGE, in which the forces of the DEMIURGE NERGAAL, by then amongst the most potent in ELYDEN, clashed against an allied force that included the troops of his brother ASHTERATH, who wounded and severely weakened Nergaal in the battle. Hundreds of thousands are thought to have died in the desert heat and to PLAGUE and disease that emerged in the region, rendering it uninhabitable for centuries. The city of HEMESH was later built over the site.

<u>WARANAEN</u>: *Set.* Settlement in the south east of <u>SABAISA</u>, overlooking the sound of <u>SOLMORRA</u> (Pop. c. 3,000).

<u>WARBRED</u>: *Lan. Fau.* <u>TEMUJAN</u> term for a war horse (or any beast used for warfare), as in a creature that is bred specifically for use in warfare. They are commonly bred in the <u>TOGARMAH</u> region.

<u>WARDEN</u>: 1. *Mil. Rnk. Org.* A rank within the <u>VÁMAN ORDER</u> of the <u>SANCTIFIED INQUISITION</u> that is held by the majority of its agents. Wardens form the backbone of the Order and carry out the orders of the INOUISITORS.

2. Org. Rnk. Acolytes of the PANGAIA.

WARDEN OF NESSA, the: VALTHAS guardian of a deep pit of Carceri, beneath the c of AHRISHEN, who guards the pit of NESSA.

WARDEN OF THE VEIL: Mil. Atr. Pol. Rnk. An elite division within the VÁMAN ORDER of the SANCTIFIED INQUISITION, tasked with monitoring the Veil, a colloquial term for the boundary between the MATERIAL PLANE and the ATRAMENTA.

These Wardens are vigilant for any breaches and activity that might threaten the stability of the <u>KORACHANI EMPIRE</u> or the well-being of the Atramenta and the <u>UNDYING MACHINE</u>. Each Warden of the Veil is in command of dozens of <u>WARDENS</u>⁽²⁾ – the most numerous position within the Order, whose agents travel across the empire in their signature black leather dusters hunting for rogue shapers.

<u>WARDENS</u>, the: Geo. Metallic rock formations in <u>KORACHAN</u>. All usable metal was mined from the stalagmite-like formations many centuries ago, leaving the remnants riddled with holes. Named after wardens of local mythology said to overlook the area.

WARDERS, the: Mar. Rnk. Caste of warriors who once served as guards the SORCERERS (2.) of ALAM BETHYL. Like the sorcerers, they wore stylised tribal clothing, characterised by heavy leather sarongs, wooden-panelled armour and wooden head-masks. Following the ousting of the sorcerers in 3482 RM, the Warders were disbanded, though they later reappeared in 3562 RM as a policing force to regulate the activity of remaining sorcerers.

WARINAR: Set. Fortified city in the south east of <u>KAZZAR</u> along the course of a tributary of the larger river <u>FONESA</u> (Pop. c. 42,000).

<u>WARMARSHALL</u>: *Mil. Rnk.* Highest ranking officer in the <u>IMPERIAL</u>

<u>ARMY</u>, based within the expansive fortress of <u>AGOSTAN</u> in the south of <u>KORACHAN</u>. The present Warmarshall of the Imperial Army is <u>ABIGER</u>
KORIC.

<u>WARRANT OF USE</u>: *Ohj. Soc.* Accreditation required by <u>SHAPERS</u> in <u>PARTHIS</u> to practise their art. The Warrant of Use must be paid for and is only issued by the <u>OFFICES OF THE OCCULTARIUM</u> after performing a successful practical and written examination and must be renewed every three years.

The black-market trade in false Warrants is unfortunately rampant despite periodical crackdowns by Occultarium agents and it is not uncommon for unaccredited shaper to be in possession of counterfeit Warrants.

WARRELHOFF: Bus. Ind. Famous gunsmithing family based in LAASKHA.

Originating from a simple weaponsmith over 800-years ago, the family is now amongst the most prestigious artificer-houses in the KORACHANI EMPIRE, and crafts many weapons for the Korachani military, including the ubiquitous W-11 rifle. See Vol II: Patrician Houses.

<u>WARREN-HALL</u>: Soc. <u>DVERGAI</u> equivalents of town squares; subterranean chambers at the heart of dvergai communities.

WARRIOR-LODGE: Mar. Org. Martial sodalities common in LAASKHA.

WARRIOR SAGA: Soc. Mar. In PERGOST, a common quest amongst males (sometimes females) who have come of age, and often a method of challenging for the leadership of tribes. The quest commonly involved epic trials of endurance such as treks across frozen landscapes or duels with ferocious beasts. The sagas are largely outdated and few large cities undertake them anymore, though Turaan tribes do still follow the tradition.

WARS OF FAITH: see WAR OF FAITH.

<u>WARSEER</u>: *Mil. Rnk.* Advisory high-ranking title held by powerful <u>SHAPERS</u> within the military of the <u>HIGH-</u> and <u>LOW-EMPIRES</u>. Those bearing the rank are <u>ATRAMENTISTS</u> skilled in the <u>SPHERE</u> of <u>CLAIRVOYANCE</u>, as well as the ability to see nearby events in the future, making their abilities vital to the military.

WARSHAPER: Mil. Rnk. Common rank during THE GREAT WAR, used to denote SHAPERS who devoted themselves to the cause of the war,

specifically in battle. Rarely referred to as warshapers before the war, they tend to be martially adept individuals in possession of abilities that are useful in some theatre of war or associated activity. Healers, empowerers, forecasters and other SPHERES (including elementally-associated ones, which bestow great offensive capabilities) are most commonly seen amongst Warshapers.

<u>WARSUTIA</u>: Set. Small city in the c south of the <u>BARRIER LANDS</u> (Pop. c. 14.500).

WASAT: Set. Settlement in the c west of <u>J'THANA</u>, along the course of the river <u>J'DRA'AT</u>. It forms a part of the <u>SALT ROAD</u> (Pop. c. 10,000).

<u>WASTE-NOMAD</u>: (*rihar I' sulrach*) Soc. Like the <u>SCAVEN</u> of <u>ALMAGEST</u> and the <u>HIGH-</u> and <u>LOW-EMPIRES</u>, waste-nomads are opportunists living outside of normal society, scraping a living off of the waste of industry and civilisation. They are more antagonistic than scaven and often harbour degenerates and other physically corrupt. Unlike scaven, the wastenomads rarely settle down in one place and comb the ash & dustwastes and wasteyards in a never-ending circuit.

WASTEHOUSE: Soc. In the urban vernacular of the KORACHANI EMPIRE, wastehouses are abandoned structures found (often) in the depths and undercity areas of heavily cunurbated areas, such as the <u>GEMS</u> and other large industrialised cities.

WASTELAND, the: 1. Geo. Ice plains covering most of the north of SABIA, covered in ancient craters and solid blue ice. SOUTHERN craters (where air is less inimical) are home to great mines where METEORE is excavated. The KORACHANI EMPIRE fought many wars against Sabia and her KASPIAN and PERGOSTI allies for control of this region, with DURCHAA (1.)-led offensives against the region culminating c. 2250 RM, during the THIRD WAR OF FAITH, where much of the western reaches of the wasteland were usurped, and open-cast mines established despite the many problems (not least of which was the climate and Sabian resistance), though the constant Sabian harassment throughout the 400-year period ended in 3237 RM when the last of the ailing imperial colonies were destroyed, the area left to be reclaimed by nature.

2. Soc. Lan. Name used in reference to <u>ELYDEN</u> that grew in popularity towards the end of the <u>FIFTH AGE</u> and continued to do so following the final fragmentation of the <u>KORACHANI EMPIRE</u>. Other terms that also gained popularity include: <u>THE AUTUMN REALM</u>, and <u>THE TWILIGHT</u>.

WASTES OF CHEEDARAN: See CHEEDARAN.

<u>WASTEYARD</u>: in the industrialised regions, large expanses of scrap metal, slag and other industrial waste. Most were controlled by the private entities, often degenerating into lawless areas filled with <u>SCAVEN</u> and prospectors.

WASTING VEIL, the: Sup. a form of blight known colloquially as the WASTING VEIL, which is similar to ATRAMENTAL and FIRMAMENTAL CORRUPTION but is distinct from both and localised to the area of PITTILAYA in the c north west of IMEAL that emerged from a curse placed on the region by the DEMIURGE TALANTEHUT in the THIRD AGE as punishment for the construction of the hubristic DENGEDDAR.

The blight has made the region incredibly inhospitable to <u>MORTALKIND</u> while being difficult to detect and quantify. Crops do not grow there, and no animals that are of use to mortals can thrive there. There are no resources of note and any effort made by mortals themselves to establish settlements or industries there are doomed to fail. That is not to mention the wasting disease that afflicts mortals that spend too long there – bodies grow weak, minds forgetful, eyes cloud over, and anything that once brought joy and drive is sapped of its lustre – all in a matter of weeks.

<u>WATADET</u>: Set. Major city in the far north of <u>J'THANA</u>. It is one of the main links with <u>N'RAKH</u>, and its merchants are known to travel into the land of the <u>AANTHA</u>, via <u>BARATHEA</u>^(1.). Much of what is known of N'rakh is from their accounts. It forms a part of the <u>SALT ROAD</u> (Pop. c. 72,000).

1. In the <u>AVÉNETHI ORDER</u> they form the backbone of most <u>WITCH</u> persecutions that take place within the borders of the <u>KORACHANI</u> <u>EMPIRE</u>, and are well-trained in identifying and combatting <u>FIRMAMENTAL SHAPERS</u>, though few amongst their numbers are shapers themselves (shapers within the order are usually reserved for more elite

roles, such as <u>SENTINELS</u>). Their counterparts in hunting for witches without the borders of the empire are the <u>SEEKERS</u>.

2. In the <u>Grigorian Order</u> the title is more representative of their role, in which they patrol imperial cities and territories for signs of trouble and wrongdoing. They are amongst the more amenable of Inquisitorial agents, and work closely with local militias, law enforcement, and the <u>IRON</u> GUARD.

<u>WATER</u>: *Mys. Ele.* The third element in the alchemical philosophy of <u>GNOTHI MYSTICISM</u>.

WATER OF THE THRONE: Rel. Obj. Holy water that flows from a spring within the city of <u>AGLAIA</u>⁽²⁾ in <u>AZAZEM</u>. Originally a natural spring outside of the city proper, the uncontrolled growth of the city saw the spring become enveloped by structures, and it is now covered by a manufactory that extracts and bottles the water, which is said to possess a natural quality that helps to combat <u>ATRAMENTAL AILMENTS</u> such as <u>AEPATHY</u> and <u>ATRAMMAT</u>.

WATERLINE MARKER: Obj. concrete markers located in regions that were once coastal, originally used to mark the waterline and changes in tides. Today they serve as a grim reminder of how far coastlines have moved over the past millennia.

WATIQ: Set. Small city in the c north of the <u>SULTANATE OF ABACARDAT</u>, south of the city of <u>FATARAH</u> (Pop. c. 8,000).

<u>WATT</u>: plains in the west of <u>THE SURRACH</u>. They were part of the homeland <u>LAETIAN</u> homeland.

WAY, the: Com. Geo. Trade-route in the south of WESTERN LLACHATUL, linking the nations of OPHIUSSA, TAHALL, GNOTH, AQUARIIA, HOLOLACH and the MULL CITY-STATES.

The route serves to bring trade from the INNER SEA REGION to the north west and goods from Western Llachatul to the south east, bringing many items and goods to regions where they otherwise wouldn't be found. Though the route passes through Gnoth, its insular people (the GIGANRI) rarely allow people to pass into its borders and only the most trusted of merchants who have fostered honest and lasting relations with its people, are allowed through its lands. Most merchants are made to stop in the cities of SYNCRETIA in the east and OPUSCULA in the south west, where they can trade their wares and head back where they came or wait for Gnothi merchants to return to them with new goods. See Vol II: Major Trade Routes.

WAY OF AETHER, the: see PATH OF THOUGHT.

WAY OF QUICKSILVER: Mar. Martial art practiced in AETHIOS that favours the use of a dagger and pistol, and a blocking opportunistic style. It borrows techniques and styles from an ancient ACATASI martial manual, though has been adapted to modern styles. Its main academy is in the city of ROSENORS in the c of Aethios, though gymnasia can be found across the nation.

WAY OF THE DRAGON, the: Phil. GIGANRI philosophy involving much symbolism and dualism. Fundamentally, the Way of the Dragon teaches that for one to succeed in life and seek enlightenment or simply tranquillity, one must understand the way the world works. The teaching of the Way of the Dragon makes heavy use of symbolism and anthropomorphism to explain its views. There is a Great deal of overlap between the Way of the Dragon and giganri GNOSTICISM.

<u>WAY OF MEGILLAR</u>: *Phil.* Philosophy commonly adhered to in <u>Krem</u> and, in small numbers in the south of <u>TZALLRACH</u>, and parts of <u>RTHEI</u>. The philosophy espouses an altruistic and introspective way of life that is said to lead to a shorter gestation of ones' spirit after death before being reborn as an <u>OTHERWORLDER</u>.

The philosophy originated in the north of Krem, in the dry plains of the same name, in c. 2080 RM, after being written by the <u>SHAPER INDERA AHAM SOLTA</u>, through many sessions of automatic writing whilst <u>ASTRALLY-PROJECTING</u> in the otherworld, where their words were imparted to her by a choir of spirits.

There is dispute as to the truth of this, but the region is known for the many otherworlders that travel there from around <u>ELYDEN</u>. Few amongst them know of what draws them there, but the supporters of the Way of Megillar swear that the otherworlders are drawn to the region by the influence the philosophy's practitioners have on the area.

The Way of Megillar spread across Krem following the death of Indera, becoming popular in the plains region of <u>AMAYOKOWAN</u> in the c north of Krem, before spreading farther south. Within 100-years it had supplanted most other religions in the area, and had been adopted by most in Krem. A caste of spiritual leaders known as <u>THEURGES</u> emerged by c. 2200 RM, acting as guides to those undertaking the Way of Megillar.

The scrolls are stored in the holy city of $\underline{OKKOWAN}$, where the bodies of dead otherworlders are interred glass-fronted reliquaries in a great temple. The scrolls themselves are preserved in a crystal altar in the back of the temple.

WAYR MORR: Rel. Mil. Org. Small order of templars founded in 3203 RM in <u>LOEGRESS</u>^(1.) to guard the <u>CAELL EN WAYR</u> (Temple of the Throne) in the north east of the nation. The templars are as much scholars of the <u>ORDER OF THE TAELLANNIR</u> as they are warriors, and five of them stand guard over the temple at every moment, where they serve as guards and guides alike.

WAZARA: Soc. Rnk. In CUTH, KREM and RHEA, a servant employed by noble families and large businesses, fulfilling a role similar to that of butler in western societies.

<u>WEAVING</u>: Mys. One of the ways the <u>FIRMAMENT</u> can be manipulated, similar to <u>SHAPING</u>, but uses physical movement, notably of the hands (hence the term weaving), to achieve acts. See Vol IV: Other Forms of Mysticism.

<u>WEDATABANGI</u>: Set Small city in the south west of <u>NOAVATUR</u> (Pop. c. 12,000).

<u>WEDROSE</u>: Soc. Tradition in the south of <u>AHRISHEN</u> and most of the <u>HARÉSHK</u>, where newlyweds give a rose to each of their guests in return for well-wishes. In parts of the Haréshk and <u>SAUA</u>, the tradition takes a darker form where people leave a rose on their doorstep on nights of twin new moons (or, more commonly, nights where one moon is new and the other has set) to appease dark spirits.

WEEAKRA: Sec. Small city in the c of <u>PNESSA</u>, just to the west of the river <u>IGRROD</u> (Pop. c. 13,000).

WEEPING FOREST, the: also 'Arrakena'. For. Large forest in the c of VAALK. It is known for thick fogs which appear when hot air from the southern reaches cooler air in the hills of the MALL VORAKAN and VRAKKA Mountains.

WEEPING PLAINS, the: Sup. Geo. Mildly ATRAMENTALLY-ACTIVE region in the west of PELASGOS, covering 3,000-square-miles of gently sloping plains east of the SEA OF CYPRIA. The region emerged in c. 3200 RM east of the settlement of BASSORAH⁽⁴⁾ and has steadily grown since then, and is characterised by a moisture that clings to the terrain throughout the year.

Effects of exposure are relatively mild – small fauna are most-affected, with many growing disfigured or dying from over-exposure. Mortals travelling quickly through the region suffer little ill-effects other than headaches and a foul taste in their mouths, though those who spend more time there report aching joints, bleeding eyes and noses and migraines that persist for days after they leave the region. Food, particularly fruit, eaten there is said to taste sour, and food grown there is much worse.

Few, if any, settlements of note now exist within the Weeping Plains, and many have been abandoned since its appearance, and Bassorah, currently a few miles outside its range of influence, is thought by scholars to only have a few decades before it finds itself within the Weeping Plains. The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHANI</u>

The region is categorised as a <u>LEAST CONCERN</u> by the <u>KORACHAN</u> <u>INSTITUTE OF ATRAMENTAL STUDIES</u>.

<u>WEI</u>: *Rvr.* River to the south of the <u>BAND</u> Mountains, flowing south east for 200-miles into the <u>STRAIT OF ALMAGEST</u>.

WEIRDLING: Sup. Mor. Diminutive degenerate common in the <u>UMBRA SOKHAR</u> region of <u>SAMMAEA</u>, as well as other areas of long-term stable <u>ATRAMENTAL TAINT</u>. The beings are small, standing little more than four feet tall (though their frames, if stretched out, would be closer to five-ft. tall), with spindly limbs and skull-like faces. Their skin is pale, with dark veins showing beneath and they are often covered in lesions and other signs of their <u>ATRAMENTAL</u> corruption.

They are thought to have once been <u>DVERGAI</u> that over time became corrupted by the Atramenta. There are scattered signs of an ancient

dverg civilisation predating the <u>SOKHARAN EMPIRE</u>, possibly in the <u>FOURTH AGE</u>, or earlier, and extant weirdlings are thought to be descendants of these dverg.

<u>WEITI</u>: Set. Settlement in the far west of <u>ALMAGEST</u>, in its territories south of the <u>BAND</u> Mountains. It was once a coastal settlement, though now lies 2-miles from the mouth of the river <u>WEI</u>, and is now a major producer of machined parts (Pop. c. 6,000).

<u>WELA</u>: Set. Settlement in the region of <u>TUSENTAL</u> in the c of <u>THE SURRACH</u>. It is known for its large cattle herds (Pop. c. 4,000).

WELKAET: Set. Major fortified coastal city in the far south west of the HENDECARCHY of CHLORIS, in MALAN, overlooking the RED ISLES. Historically, it was a KHAMIDIAN Set. Outpost though following centuries of disuse, it was repopulated by Malani expatriates in c. 2000 RM. It is home to the largest of Chloris' harbours as well as a society of opportunistic treasure hunters that search the waters of ancient Khamid for relics. Regardless of their vocation, its sailors are the most adept at navigating the treacherous waters of the region (Pop. c. 142,000).

WELKIN RENT, the: Ast. His. Celestial object that is visible in daylight in the NORTHERN HEMISPHERE with a right ascension of 06h 45m 20s and a declination of +19° 24′ 30″, and a diameter of around 1.5°, making it the largest object visible with the naked eye in the sky, though it is faint. On a clear day one can see a visible corona and a large central 'mass' in various shades of blue.

Historical accounts mention the phenomenon, often calling it a celestial conflagration, as far back as the THIRD AGE, though it is unknown exactly when the celestial object first appeared, assuming it was not always present. Modern scholars believe the object to be the remnants of an exploded star, though there has been little formal research on to provide a conclusive determination. SHAPERS who have studied it have noted that it exudes a potent if extremely distant MAGICKAL aura, though what this means remains unknown.

<u>WELKIN SKY, CHURCH OF THE</u>: *Rel.* Dominant religion in <u>AHRISHEN</u>, which is also observed to a lesser degree in <u>SAUA</u>. Its chief deity is the <u>SKY-LORD</u>, who rules over a pantheon known as the <u>FOUR WIVES</u>. See Vol IV: Religions and Cults.

'WELL-NAMED': Soc. Common ice-breaking greeting used in various NORTHERN SAMMAEAN cultures, including BA'AKH, LIDEA, MHAROKK, SUMA'YA, VAALK, Mharokk, Lidea. The phrase is used in response to someone introducing themselves, after they provide their name. It is considered a polite response, though is never expected.

WELL ORCHARDS: Flo. Str. Agricultural structure common in MHAROKK and LIDEA, these circular enclosures are made from heavy stones and rubble and enclose a single citrus tree (usually lemon or orange), with a small door to allow gardeners entrance. The circular walls are meticulously constructed to allow morning mists into them, providing vital water to the plants, and also protect them against harsh winds. They are named after their appearance, which is said to resemble a large well.

WELL OF UBOTETH: Rui. Ancient stepped well in the south of ANDILUTH, thought to date back to an unknown FOURTH AGE KERATIN culture. Most of the well is buried today, though rumours abound amongst the Andiluthan nomads of tunnels and chambers radiating outwards from the deepest parts of the well.

WENCHARI: Ind. Set. Major city-manufactory in the north west of PHYRR, just outside the DISHKAR MAZE. It is a major industrial centre, and thanks to its many satellite mines it is one of the largest producers of iron in SAMMAEA. Its ruling TECHNARCH is VESHAK ULADHR, who was responsible for the construction of the landships beginning in c. 2980 RM that were used to great effect in defending the north of the nation from incursions from the HOGGOTHA ISZ. Today, landships made in Wenchari continue to successfully patrol the otherwise treacherous expanse of the SASTAKAUR Massif from outside attentions (Pop. c. 730,000).

<u>WENCHATH</u>: Set. Major city in the centre of Phyrr to the north east of the Anthar desert. It serves as a major link between north and west and is controlled by two <u>TECHNARCHS</u> whose iron grip over its people is only matched by their efficiency in maintaining order and productivity.

These Technarchs, known as the Iron Twins, have divided the city into two zones, each governed by their own stringent rules and heavily monitored by a network of automatons and spies. The city is a hub of trade and industry, with caravans constantly moving through its gates, bringing raw materials from the north and west to be processed in its vast manufactories. However, the citizens live in a state of constant surveillance and fear, knowing that any dissent or inefficiency is met with swift and merciless punishment. (Pop. c. 148,000).

<u>WENDRAEN</u>: *Geo.* Mountains in the far south east of <u>KOMMEA</u>, forming a part of the greater <u>HOLLOW COASTLINE</u> chain.

<u>WENNAN</u>: *Rwr.* River in the c west of <u>RHINOCOLOURA</u>, flowing west for 300-miles from sources in the <u>SIRI RAH</u> Mountains before meeting its parent, the river <u>SHIBBOLETH</u>^(3.).

<u>WERON</u>: Set. Settlement in the south east of <u>TAHALL</u>. If is famed in Tahall for an ancient rusted automaton that lies half-buried and overgrown outside its old walls. Nothing is known of the automaton's origins or its original purpose though it is often sought out by scholars and technologists who like to study it (Pop. c. 10,000).

WEST WIND DRIFT: Sea. Ocean current centred around the Southern Pole that flows east. The current is circumpolar due to the lack of any major landmass south of the SOUTHERN POLAR CIRCLE, which keeps warm ocean waters away from the Southern Pole.

<u>WESTERN BRORI CURRENT</u>: Sea. Warm surface ocean current in the south east of the <u>MIROVEAN OCEAN</u> that flows east as part of the <u>MIROVEAN GYRE</u> along the western coast of the continent of <u>BROR</u>^(1.), before heading north into the <u>EASTERN MYMEREAN CURRENT</u>.

WESTERN DESERT, the: see SEKHER.

WESTERN DOLDRUMMS: Sea. Intertropical convergence zone where the north eastern and south eastern Trade Winds converge, roughly along the equinoctial line, in the SEA OF NARANOR, between the south east of WESTERN MENISCEA and WESTERN SAMMAEA. Its specific position varies short-term by season and long-term by age, though is generally characterised by monotonous windless weather and thunderstorms.

In the age of sail, most vessels would travel west and then south, rather than directly south across the doldrums, taking advantage of the currents of the $\underline{\mathsf{BATHASHALI}}$ $\underline{\mathsf{GYRE}}$.

WESTERN HEMISPHERE: see NEAR HEMISPHERE.

WESTERN ERTHYDEAN CURRENT: Sea. Surface ocean current in the SEA OF ERTHYDEA that flows south east along the western coast of WESTERN LLACHATUL across the SEA OF SUDUNIR into the SEA OF ORRIDA, turning north east off the western coast of THE SURRACH before dividing in two – flowing back west to meet up with the LYNNAEAN CURRENT again, and east across the GATE OF EREBETH, becoming the primary source of the INNER SEA CURRENT.

WESTERN KALISANGELID CURRENT: Sea. A cool surface ocean current flowing north east from the WEST WIND DRIFT along the western-coast of the KALISANGELID ISLES before splitting up West as part of the BATHASHALI GYRE, and east into the SEA OF AMMASH⁽²⁾. It brings cool water north along the south western coast of SAMMAEA.

WESTERN LARISH: see LARISH, WESTERN.

<u>WESTERN LERAMUGHI CURRENT</u>: Sea. Warm surface ocean current in the west of the <u>SEA OF LERAMUGH</u> that flows south along the south eastern coast of <u>SAMMAEA</u>, before continuing south east, where it joins with the <u>WEST WIND DRIFT</u>.

WESTERN LLACHATUL: see LLACHATUL, WESTERN.

WESTERN MENISCEA: see MENISCEA, WESTERN.

WESTERN MIGRATION, the: 1. Soc. His. Exodus of people from the KORACHANI HEARTLAND beginning c. 80 RM, following the occupation of LAASKHA, VAALK and PELASGOS. Fronted by EXOCRINES, many indigenous peoples and cultures were encountered and fought during this time.

2. A second western Migration occurred in c. 350 with renewed confidence with the return of the <u>ARCHPOTENTATE MALICHAR</u> to power. Despite great enthusiasm, little was accomplished.

WESTERN POLARIS DRIFT: Sea. Ocean current centred around the NORTHERN POLE that flows east around the WHITE SHEET.

WESTERN SAMMAEA: see SAMMAEA, WESTERN.

WESTERN THANO: see THANO, WESTERN.

WESTERN TULURKRYPH: Geo. One of two common subdivisions of the FIRMAMENTAL WASTELAND of TULURKRYPH (1.), located to the west of the SEA OF IPERIA.

WESTERN WASTES, the: see DAENED SULRACH.

WETA: Set. City in the c north west of <u>SERROK</u> in the south-facing foothills of the <u>HAMAIADON</u> Mountains. Its main industry is quarrying stone (Pop. c. 25,000).

<u>WHASONET</u>: *Geo.* Mountains in the north east of <u>MENISCEA</u>, on the headland of <u>ABARHAL</u>^(2,) that separates the native lands of the nation of Abarhal^(3,) in the south from the <u>PARTHISAN</u> colony of <u>IBANNEM</u>^(1,) in the north. Its rocks are brown and they are snow-topped all year round.

WHERRY: Veh. Freight boats common in most of the canals and rivers of AHRISHEN. Their single large triangular sails are often black from tar used to make them waterproof. They typically have a crew of two – a captain (rarely called that, and typically called 'the man'), and an apprentice (typically called 'the boy'. They are a ubiquitous sight across the AHRISHENI WATERWAYS, and are the most common small freight vessel used across the nation, transporting goods up and down the Waterways.

WHISPER HEADS, the: Int. Geo. Concentration of GODHEADS in the TUARTAR MAZE in the c south of the UMBRA SOKHAR region. The godheads, numbering in their hundreds, in a region of some 100 squaremiles, are a mystery and little is known about them.

WHISPERING CATACOMBS, the: see GLADAGHRA.

WHISPERS OF NERGAAL: see NERGAAL, WHISPERS OF.

WHISPERS OF VARPULIS: see VARPULIS, WHISPERS OF.

WHITE ANGEL, the: See TAHIRA, THE WHITE ANGEL.

WHITE BANK, the: Com. Org. Bank and moneylenders, run by the WHITE LEAGUE. Its branches (called CHAPTERS^(3,), much in the same way as the White League's armies) can be found across the INNER SEA REGION as well as to the west, around the SEA OF ORRIDA. Its first and main chapter is situated in the city of ABIMOLOCH, where it has stood as a major institution since its founding by PATRICIAN HOUSE OTTUSARA in 1592 RM.

Today its headquarters are located in the city of $\underline{\text{TETHRA}}$, $\underline{\text{PARTHIS}}$, though it has close links with the $\underline{\text{WHITE FORTRESS}}$ of Tasalagor in $\underline{\text{TARTAK}}$.

WHITE BORDER, the: Geo. Lan. Heathen name for the WHITE SHEET that crowns the far north of <u>LLACHATUL</u>, otherwise known in the <u>KORACHANI EMPIRE</u> as <u>KHOLAMOR</u>.

WHITE CALENDAR, the: Cal. Calendar based on the IVORY MOON SIELLA observed by certain ethnicities in the HENDECARCHIES of STHAMAN, CHLORIS and ATALLUA, in MALAN, where it replaces the MALANI LONG-COUNT CALENDAR, causing some degree of confusion between communities. See Vol II: Month and Lunar Cycle in Elyden.

WHITE CITY, the: see KAND or TABERNA (2.).

<u>WHITE FORTRESS</u>, the: also '*Tasalagor*'. *Str.* Marble-fronted citadel in the eastern face of the <u>HETHA</u> mountain in the c of <u>TARTAK</u>, close to the course of the river <u>LLIRA</u>. It is a major outpost of the <u>WHITE LEAGUE</u>, and since c. 3703 RM has been its headquarters (Pop. c. 2,200).

WHITE GARDEN, the: Geo. Natural white limestone labyrinth in the east of <u>TARTAK</u>, within the <u>ULLOLAKH</u> woodlands. It is known for its bleached plants and is thought to have been made by a scion-born descended from the <u>DEMIURGE AVRAHAM</u>.

WHITE LEAGUE, the: also 'THE ALABASTER HOST'. Com. Mar. Mercenaries, their roots lying in a knightly order founded in DHALONA, PARTHIS, in 1192 RM, sworn to defend those without the means to do so themselves. By c. 1300 RM they had CHAPTERS^(2.) in most nations around the INNER SEA, settling there in return for a yearly tithe and peonage of each member for a term no more than 4 years.

With the grip of the <u>KORACHANI EMPIRE</u> tightening, they came to charge payment for their deeds, both as a means of sustaining their tenure in imperial lands and to fill their already pillage-fed coffers. By c. 1600 they had become bankers and moneylenders, with chapters of the <u>WHITE BANK</u> in most cities around the Inner Sea, their forces working mostly as mercenaries for the Korachani empire though open to employment to any

who could afford their services. In 2374 RM the Korachani empire descended on many chapters, destroying them, lessening the rapidly increasing influence of the Legion.

Crippled by the blow, the White League struggled throughout the next few centuries, splitting into smaller orders, with the original Legion remaining in <u>PARTHIS</u>. Successes in regional wars filled the Legion's coffers once more in early 2910 RM, and most chapters solidified one more under a singular banner. Major fortresses were established in Parthis, <u>TARTAK</u>, <u>TARAHA</u> and <u>VAALK</u>, where they remain to this day.

The empire's wars of the latter 3rd millennium RM – the <u>WAR OF THE ARTIFEXES</u> in <u>LLACHATUL</u>, and the <u>BLOOD HETERODOXIES</u> in <u>KARAKHAS</u> – led to the White League fighting against Korachan (through Parthisan alliances with Korachani foes). Further scuffles with the Korachani empire did little to dent their holdings, and by c. 3400 RM the empire realised it had more to gain from them as allies than enemies, and the two entered in agreements which stand until today. Despite these agreements the White League can still sell its services to other powers with the proviso that they cannot engage in open conflict with Korachan.

In 3406 RM, the White League deposed the Parthisan government, and replaced it with the <u>ALABASTER COUNCIL</u>, which ruled Parthis until 3701 RM, when the <u>SECULAR REPUBLIC</u> took back control.

The White League's power increased manifold during the <u>WAR OF SUNDERING</u> as its troops sold their services at first to both sides, being careful not to clash with each other, but by the end of the war their allegiance had fallen in line with <u>SARASTRO</u>, believing that the chaos that would accompany its emancipation from Korachan, should it win, would be beneficial to the League.

Nations in which the White league has a strong presence may have villages and towns under control of the league. These are technically enclaves of the League within the host state, and its people answer to the league, not the greater nations' government, though the exact status varies from place to place, with more rural areas being more likely to fall under control of the league and its customs. This is most common in the south east of Parthis, and Tartak.

Common mercenaries within the League are known as <u>FREE COMPANIONS</u>, and each chapter is headed by an <u>AUBERGE</u>, whose master is known as a <u>PILIER</u>. Each chapter has scholars and clerks known as <u>DOYENS</u>, some of which travel with the Free Companions, chronicling their deeds and anything they encounter of interest – these individuals are known as <u>DOYEN-KNIGHTS</u>.

WHITE PALACE: see MAMOT IKH.

WHITE POPLAR: see ABELE.

WHITE ROAD, the: Lan. Geo. Nomad name for the region of <u>HALOLAN</u> in the north of VENTHIR.

WHITE-ROBES: Lan. Colloquial term for the <u>BARRIMA</u> of <u>LYRIDIA</u>, found common usage in c. 1000 RM.

WHITE SEA: see BIELOST.

WHITE SHEET, the: also 'Kholamor'. Geo. Common name across various languages for the frozen mass that crowns the far north of ELYDEN and the northern-most part of the continent of LLACHATUL, known as SALRIDEA⁽¹⁾. With an average yearly area of over 3,300,000-miles, this mass encompasses both sea ice that stretches into the Seas of POLARIS and SUDUNIR, as well as the frozen water covering Llachatul. In winter months the sea ice increases in size to an area of around 5,000,000-miles, cutting off the above seas from each other, and rendering sea travel close to impossible without specifically constructed icebreaking ships. The nations of VALBAR and DURCHAA⁽¹⁾, for instance, see their coastlines become engulfed in ice which during harsh months can reach their shore, completely nullifying their fishing and whaling industries. Beyond this white sheet the earth is frozen solid as permafrost.

Known for its many glaciers and overall lack of life, the White Sheet has fascinated explorers for centuries, and various expeditions have been made to penetrate its depths, and despite a few successes, very little is known of the region.

The region is claimed by <u>RAONGEN</u>^(2.), though outside of a few specific areas, it puts little effort into guarding these northern lands, parts of which are also claimed by other nations. Other regions have contested this claim, and nations such as <u>ALMAGEST</u>, <u>ARERAQTH</u>, Durchaa,

PERGOST, THANO have established outposts and reassert stations with little opposition from Raongen.

WHITE WALL, the: Geo. Large glacier in eastern SABIA, close to KASPIA.

WHITE WURM, the: Int. Myt. A monolithic petrified dead worm in the north west of the CHAMBER OF SORROWS in the PRISON CARCERI, beneath the c of the INNER SEA. A city is said to be built in the hollow of its chest, mining its marrow, which is used as money to barter with.

The Wurm is thought to be a MESOCHTHON (Pop. Unknown).

<u>WHITEMANE'S TOMB</u>: final resting place of the <u>TZALLRACHI</u>, champion <u>ZULEICA WHITEMANE</u>.

<u>WICHSENRE</u>: Flo. Geo. Endorheic depression in the north west of <u>SIMBARA</u>, to the north of the <u>SEA OF AMASAL</u> known for its expansive coral forest. Ancient sun-bleached corals, some reaching 15 – 20 ft. high stand in the basin. With fanning thin vines tops providing cover, they are now covered in vines, lichens and mosses, and are a unique habitat for a wide variety of wildlife.

<u>WID</u>: Set. Settlement in the c of <u>TATAR</u>. Its main industry is agriculture, particularly the cultivation of amaranth, and the countryside surrounding the city is filled with windmills, many of them centuries old, where grain is ground into flour (Pop. c. 7,600).

<u>WIDTHON</u>: 1. Flo. Tough shrub-like tree that grows to 6 – 10-ft. high, often described as similar in appearance to old woody thyme, with gnarled bark and branches that bend against the wind. Its leaves are small and fragrant, but are mildly poisonous to the touch.

2. For. Sparse scrub woodlands in the west of \underline{KAZZAR} , along the western coast of the Unaralott peninsula. It is largely made up of the eponymous trees⁽¹⁾ and is noted for its fragrant smell. The woodlands are largely devoid of wildlife due to the mildly poisonous leaves of the trees.

<u>WIGHT</u>: Oth. A term in the <u>KORACHANI EMPIRE</u> given to any halfblood that's many generations removed from its <u>PRIMOGENITOR</u>, though that may still display some abilities or other clues to its heritage. Typically, wights can pass undetected as <u>HUMANS</u> (or whatever <u>MORTAL PEOPLES</u> constitutes most of their bloodline. See Vol II: Anthropeidos..

<u>WIGMAKING</u>: Soc. Wigs of dark straight hair are common amongst the <u>PATRICIAN</u> caste of the <u>KORACHANI EMPIRE</u> – men wear them long and straight, in honour of a style the <u>ARCHPOTENTATE MALICHAR</u> was once known for, and women wear them in various styles. Hair for wigs comes from the dead and slaves (whose owners profit from the sale), though helots and even freemen down on their luck are also known to sell their hair.

Journeymen wigmakers travel across the empire, offering their services, repairing wigs and making new ones. They also buy hair from people (usually women), with straight black hair fetching the highest prices due to demand amongst the patrician classes.

<u>WIKKJAZ</u>: lit. 'one who wakes the dead'. Sup. Rnk. A rare <u>SPHERE</u> of <u>FIRMAMENTISM</u> where a <u>SHAPER</u> returns a <u>SPIRIT</u> to a <u>VESSEL</u> – either its own or a foreign one (possibly a recently deceased body or a vessel of artificial construct). It is comparable to a lesser form of the <u>KLADOS</u> that is practiced by the <u>LHAUS</u>. It was prevalent in ancient <u>TZALLRACH</u>, where Firmamentists once called upon their ancestors to oversee the annual <u>COUNCIL OF DIARCHS</u>.

WILD HUNT, the: Myt. His. Myth common to the lands of HOLOLACH^(1.).

Great storms are common in this area of THE INNER SEA coast, and whenever a particularly bad one strikes, it is said that the spectres of the dead are going on a wild hunt. This is seen as a precursor of destruction, though common Cloudy Shore mentality has good things coming from bad, so the wild hunt is ultimately celebrated in small feasts incorporating totem mounds (barrow + totem) erected on the shores to draw the spectres' punishment (lightning) away from the tree settlements along the foothills.

The wild hunt 'myth' is known in the Empire, where it has been corrupted, changing spectres to the <u>UNDYING MACHINES</u>' temper. Some settlements in <u>LAASKHA</u> have their version of the barrow totem, generally an iron statue of the Deity (similar but stylistically taller than those in the larger cities), which naturally draws lighting strikes to it. See Vol II: Legends and Folk Tales.

WILL-O'-THE WISP: see CORPOSANT.

WINDOW OF RAON: see RAON, WINDOW OF.

<u>WIND WARDENS</u>, the: Str. Large stone structure in the c of the <u>SURRACHI PLAINS</u> in <u>THE SURRACH</u>, that serves as a border between the four regions of <u>GANGUA</u>, <u>TUSENTAL</u>, <u>YTTRIA</u>, and <u>SIN</u>.

The structure is hollow and on windy days it produces an eerie howling sound, that changes tune depending on the direction the wind is blowing. Its origins are unknown, and predate any present-day culture in the area. The Wind Wardens act as a crossroads to the surrounding regions.

WINDOW OF OMAH, the: His. Arc. Ancient FOURTH AGE hewn window in the southern foothills of the <u>BLUE</u> Mountains in <u>SAUA</u>.

WINDY COAST, the: see VEGATETH.

WINGED SERPENT: see KHARAN, RUNE OF.

WINGS OF TAHIRA: Soc. Obj. Cultural motif common in KASPIA, appearing as decoration on ornaments as well as detailing on armour and official costume. Derived from the parable of the ANGEL TAHIRA'S rise from the OTHERWORLD – in order to return as an OTHERWORLDER and guide the people of Kaspia, Tahira was said to have to sacrifice much of what made her an Otherworlder, including her cloak-like wings, which remain as artefacts deep in her mountain fortress.

<u>WINJI</u>: Sup. Rel. Spiritual beings that form an integral part of the <u>SEPU</u> religion, whose practitioners believe inhabit the natural world. There are uncounted different winjis, and most people believe that every rock, tree, stream, building, factory, and so on is home to at least one such spirit.

<u>WIREGUFF TERN</u>: Fau. Bird common to coastal areas of eastern

<u>LLACHATUL</u> and the west of <u>MENISCEA</u>. See Vol II: Classification and Taxonomy of Life.

<u>WIREWEAVE</u>: Obj. Fabric woven from metallic weave, usually iron, silver, gold or rarely, platinum. It is a status symbol amongst the most elite of the <u>EMPIRE'S</u> ruling <u>PATRICIANS</u>, and a wireweave cloak can be worth more than what a family of <u>HELOTS</u> can hope to earn in a lifetime.

<u>WIRRAN</u>: *Rel. Mar.* <u>LAASKHAN</u> warrior-sisters dating back to -71 RM. After the <u>KORACHANI</u> subjugation of <u>LAASKHA</u> in 15 RM the order was officially disbanded, with those amongst its members who did not oppose the imperial occupation becoming guards and mercenaries.

The order was revived in 1309 RM, with members coming from nobility and foundlings raised in imperial <u>ORPHANOTROPHIA</u> who are inspired by the native warrior-culture that was subsumed by the <u>CHURCH OF THE UNDYING MACHINE</u> centuries before. They act as agents of the Church within Laaskha, though do work beyond its borders, should their investigations take them outside the nation.

<u>WISE, the</u>: *Myt. His.* Common epithet by which the <u>DEMIURGE</u> <u>URAKABARAMEEL</u> was once known.

<u>WISENT</u>: Fau. Bulky horned bovine once common in the north of <u>LLACHATUL</u>, though now restricted to the far west and east of the continent. See Vol: II: Classification and Taxonomy of Life.

WITAN: also 'guidestone'. Str. Complex in the c of the HENDECARCHY of CYRENIA, in MALAN. It is made up of seven granite monoliths arranged in a pattern around each other. Remnants from a past age, the monoliths are each inscribed with dozens of commandments and mandates, most of which are weathered beyond recognition. Those that are visible are written in an unknown script that remains largely undeciphered.

Some believe that the monument dates back to the days of the <u>NAHORIAN</u> empire.

<u>WITCH</u>: Sup. Soc. Rnk. Pejorative term used within the <u>TWIN EMPIRES</u> and their vassal territories for <u>FIRMAMENTAL SHAPERS</u> or, less precisely, any shapers from so-called heathen territories outside their borders. See Vol IV: Shaping.

WITCH OF BLADES: see SWERTHA, WITCH OF BLADES.

WITCH CRUSADES: see SCOURGE OF WITCHES.

WITCH-KNIGHTS, the: Int. Org., Sup. Order of militant FIRMAMENTISTS that emerged in the so-called heathen lands east of the KORACHANI EMPIRE in the wake of various CRUSADES against Firmamentists and their allies, most notably the SCOURGE OF WITCHES. Based in the city of MAHSERTH in AHRISHEN, the order spans many nations and ethnicities, and is most active in Ahrishen, BAATAN, SAUA, TAMAR, TEMUIA, and VIRAHAN, though members can be found in KHAMID, the south west of

 \underline{MALAN} , and $\underline{TZALLRACH}$. FORT INVERGA, in the south of Malan, is a major stronghold of the Witch-knights.

Originally, they worked to weaken the influence of the Korachani Empire in the east, though after its Sundering in 3705 RM their efforts were divided between the <u>HIGH-</u> and <u>LOW-EMPIRES</u>, as well as other influential regions, such as <u>VENTHIR</u>.

They act as defenders to those in need and travel the free lands to the east of the <u>INNER SEA</u>, with a focus on lands bordering the <u>SEA OF PROPONTIS</u>, where most crusades against Firmamentists took place, explaining their ubiquitous sightings in Ahrishen, where most settlements are under the aegis of at least one witch-knight, who studies martial and mystic techniques to help defend against possible attack. They educate people on the realities of life around the Inner Sea, and dispel myths and fallacies to better-equip people against imperial propaganda.

Their name is intentional, and they have taken the Korachani slur against Firmamentists and made it their own. Some people in the free lands decry their efforts, claiming that they invite further attention and enmity from the Korachani empire, though most support them in their work, welcoming them when they arrive in their settlements.

Witch-knights revel in their individuality and no-two are alike, with differing Firmamental abilities, martial styles drawn from the histories and cultures of their member-nations.

One can only become a Witch-knight by apprenticing under an existing Witch-knight, and travelling into lands of the high- or Lowempires, actively fighting against forces and sentients that oppose Firmamentism. Only upon successfully returning to the Citadel of the Light-aegis in Mahserth is the prospect knighted and granted membership into the order, upon presentation of a unique aluminium sigil.

<u>WITCHFINDER GENERAL</u>: Sup. Rnk. Prominent rank in the <u>AVÉNETHI</u>

<u>ORDER</u> of the <u>SANCTIFIED INQUISITION</u>. Witchfinder generals are responsible for the launching of <u>WITCH CRUSADES</u> as well as smaller scale persecutions of <u>FIRMAMENTAL</u> <u>SHAPERS</u> both within and without the EMPIRE.

WITCHOLME: Lan. Geo. Common name within the KORACHANI EMPIRE for the heathen lands east of its dominion – typically used in relation to the FOREST-KINGDOMS of MALAN, though the term was also used in the past in relation to KOLCHIS and ALAM BETHYL.

WITCHSLAYERS, the: Mar. Org. Heretical splinter group of the AVÉNETHI SANCTIFIED ORDERS OF THE INQUISITION. It appeared in c. 2800 RM in ALMAGEST and spread from there. It launched various xenophobic campaigns from strongholds in the east of Almagest into THE OLD FOREST across the DESOLATION OF ASTUDAN, or into heathen lands such as AHRISHEN, or TEMUIA. Most of these campaigns were not sanctioned and they were eventually excommunicated from the CHURCH OF THE UNDYING MACHINE and the Orders of the Inquisition in 3008 RM, a few years before the Avénethi expulsion from Almagest, following its independence in 3014 RM.

Most of their members were executed or imprisoned, though some escaped, settling lands in the Desolation of Astudan to the east of the Almagesti city of APOTEGA, where they recruit and continue to launch campaigns east. They are based in the independent city of AVENETHACHAN, which is located in the north west of the Desolation of Astudan.

WITCH WARS, the: see SCOURGE OF WITCHES.

<u>WITNESS</u>: 1. *Org. Rnk.* Extremist members of the cult of <u>AARU</u>^(2.) in <u>RHEA</u>. Though few in number they are a ubiquitous sight in large cities in Rhea, where they beg for alms and are known for their vows of silence.

2. Pol. Rel. Rnk. Members of the <u>ORDER OF WITNESSES</u>. They are important figures in <u>KARGAMAN</u> culture and oversee the temples and idols of <u>KARGAMAN IDOLATRY</u>, and also conduct rituals in their honour. Most witnesses are women, though there is otherwise no restriction on who can become a Witness, other than the requirement of citizenship and having undertaken the secretive Rite of Third Baptism.

Witnesses are respected members of Kargaman society and form a vital part of the $\underline{\text{UNITED ASSEMBLY}}$ – the government of Kargama, which convenes in $\underline{\text{KARGHEMIR}}^{(2)}$.

WITNESSES, ORDER OF: Rel. Org. Religious Order in present-day KARGAMA that originated in c. 800 RM within the <u>ELITAGRAI</u> city-states, possibly in response to growing threats in the west and east, in the form of the <u>CONSANGUINE DYNASTIES</u>, and the <u>TRISKETHIAN DOMAINS</u>, respectively. During this time the Elitagri city-states were only loosely united, and were of little deterrent to their expansionist neighbours. The formation of the Order of Witnesses helped to unite the people of these disparate states in a more culturally unified whole.

Its members, known as <u>WITNESSES</u>^(2.), oversee the temples and idols of <u>KARGAMAN IDOLATRY</u>, and also conduct rituals in their honour. Following the subjugation of <u>PHAND</u> in 1126 RM, the Witnesses replaced the vanquished <u>CONSANGUINE</u> priests that had overseen the Kargaman Idols until then, and remained as religious rulers.

By c. 1350 RM the order had become extremely influential in Elitagra, it though saw this influence wane following the growth of the <u>KARGEMMAN PLUTOCRATIC HOUSES</u> between c. 1630 – 1660 RM, and after decades of opposing the plutocrats, they eventually came to support them, legitimising the founding of the <u>KARGEMMAN MONARCHY</u> in 1682 RM.

The Order remains the backbone of culture and religion in Kargama to this day, and the <u>JURISPRUDENT</u> (the chairperson of its ruling council, the UNITED ASSEMBLY) is elected from within its ranks.

<u>WIZEN</u>: Set. Coastal settlement in the Free Land of <u>TRINITANIA</u>⁽¹⁾ northern coast of <u>SAMMAEA</u>, in the far north of <u>KHARKHARADONTIS</u>, overlooking the <u>SEA OF UGOLOTH</u>. It forms part of the <u>SALT ROAD</u> (Pop. c. 7.200).

<u>WOLD</u>: For. Major rainforest in the south west of <u>WESTERN SAMMAEA</u>, dominating lands west and south of the <u>SANTOREAN</u> Mountains, from the south of <u>RAHENG</u> in the north to <u>AEONAS</u> and <u>BELEGOR</u>^(1.) in the south. It is at its densest in <u>CARNYNGA</u> and very little is known about it to outsiders.

WOLD BEETLES: Fau. Gigantic beetles common to the jungles of the WOLD rainforest in the west of SAMMAEA, and surrounding tropical regions. They can grow to the size of cattle, and are renowned for their spongy carapaces, which are usually covered in epiphytes, mosses and fungi. They crawl across the undergrowth, searching for leaves, seeds, roots and wood to eat. As they move, they transport spores, seeds and smaller animals on their backs, helping to keep the environment and vermin populations stable. See Vol II: Classification and Taxonomy of Life.

WOLD SNAKE: Fau. Gigantic constrictor snakes native to the jungles of the WOLD rainforest in the west of WESTERN SAMMAEA, where they are an apex predator. Individuals have been reported growing up to 75-ft. long and weighing some 5,000 lbs. See Vol II: Classification and Taxonomy of Life.

WOLMASH: Rvr. Major river in the north of WESTERN SAMMAEA, flowing east through KARGAMA for over 2,800-miles from sources in the DIRION and VIRTIVON Mountains, until reaching the coast at the SEA OF ORRIDA. The river is winding and relatively fast-moving, and its course across Kargama has shaped the landscape there — both political and physical — for millennia.

WOLVES, the: Lit. 'yo-Virkan'. Soc. Mil. His. Common nickname used in KORACHANI territories in CENTRAL LLACHATUL for the imperial armies.

The term is particularly common in SKAROS, AZAZEM and northern LAASKHA. Few today know the source of the name, but historical documents dating to c. 1800 – 2400 RM recount how marching armies were responsible for slowly eradicating wolves and other predators from rural areas, which until then were a very present threat. It's likely that the name was inherited from the armies' deeds while on campaign.

<u>WOMB-BORN</u>: *Soc. Lan.* Colloquial term in the <u>KORACHANI EMPIRE</u> for those born through mundane means without the aid of <u>TECHNARCANA</u>.

WOOD OF CATS: see NORABOSK.

WOODEN THRONE, the: Pol. Str. Seat of power of the HENDECARCH of MYEIN, MALAN. The throne is carved from the ancient root of the FIRST TREE, thought to have been the first tree crafted by the DEMIURGES during their shaping of ELYDEN. It is now housed within the PALACE OF THE HENDECARCH^(1.) in the city of NETHEA.

WORD BEARER: Rel. Rnk. A caste within the <u>CULT OF NERGAAL</u> in <u>CUTH</u>. They are similar in rank to high priests and their words are sacred, considered by most in Cuth to be the will of <u>NERGAAL</u> and <u>KENG</u>.

WORK-SLAVE: see: HELOT.

<u>WORKNAH</u>: *Geo.* Mountainous region in the c south of <u>VENTHIR</u>, known for its rich gold reserves. The northern foothills of the mountains are known for their open cast mines, many of which have been in operation since antiquity.

 $\underline{WORLD'S\ CROWN,\ the} : see\ \underline{ACHARKHARA}.$

WORLD'S FADING, the: Lan. Common vernacular amongst the people of the <u>HIGH-</u> and <u>LOW-EMPIRES</u>, and other lands around the <u>INNER SEA</u>. The term refers to the general degradation of the natural world – the retreat and drying of seas, corruption of the land, the growing influence of the <u>ATRAMENTA</u> and the perceived unravelling of the natural laws that became evident by c. 3700 RM, only to increase since then.

Though most regions have their own localised events, these are best summed up by the absolute corruption represented by the wastes of KHARKHARADONTIS (and, to a lesser but possibly more well-known extent, the wastes of the UMBRA SOKHAR). Common knowledge is restricted in most cases to localised phenomena, with most people knowing little about the effects of the world at large. The degradation of the natural laws has, over the past few centuries, brought with it a slow decline of civilisation, resulting in the decline of mortal populations, with many urban areas left as ruins and ghost-towns, their meagre populations mere fragments of what they once were. Only a few large cities remain, supported by what are invariably satellite vassal cities.

WORLD'S SCEPTRE, the: see KARKARMIS.

WORLD'S THRONE, the: see SHAKHURA.

<u>WORMWOOD</u>: 1. *Ast. Con* Primary star of the constellation <u>DORCAS</u>. Ceased shining on night of the 3rd <u>KAIONAL</u> of <u>ASHTALEN</u> in 4006 RM, presaging the birth of an <u>OTHERWORLDER</u>. The otherworlder would later be revealed to be the <u>TERMAGANT OF BEDLAM</u>.

2. see WORMWOOD BREW.

<u>WORMWOOD BREW</u>: Bev. Highly alcoholic distilled anise-flavoured spirit common in *Llachatul*, particularly *Skaros* and <u>ALMAGEST</u>. See Vol II: Beverages.

<u>WOSRET</u>: Oth, His. An ancient <u>OTHERWORLDER</u>, said by some Carceran legends to be the first otherworlder ever, who stands vigil over the <u>BRIDGE</u> <u>OF DESPAIR</u> in <u>CARCERI</u> guarding it against those deemed unworthy to pass.

WRAITHBOG, the: Geo. Dark fenland in the south west of AHRISHEN, known for its closeness to the OTHERWORLD, where spirits of the dead can be felt and, at times, seen. Balefires burn throughout the fen said to be a spirit waiting for release from its vessel.

WRETCHLANDS, the: see CIEMBAS.

WRECK OF THE AKOTUL: Rui. Veh. Tec. A wrecked Juggernaut-class warship stranded in the ASHARUTH region of the west of LAASKHA. The ship was stranded following the retreat of the seas in the fourth millennium RM.

<u>WRITHEN</u>: Sup. Mor. Wretched creatures descended from <u>DEGENERATE</u>
<u>HUMANS</u> that is considered a naturally-formed <u>MORTAL PEOPLES</u>. See Vol
II: Classification and Taxonomy of Life.

WRITHING LANDS, the: see ENALLAD.

WRITHING SEA, the: see **IPERIA**.

<u>WROK</u>: Sct. Coastal city in the c east of the <u>XETEAN STATES</u>. It is home to the largest navy in the <u>XETEAN STATES</u>, which patrols the waters of the <u>ZIRANDIAN SEA</u> (Pop. c. 66,200).

WROKHARR: Mil. Rnk. Berserker-knights of KARAKHAS. They are acolytes of the BLOOD MOON, who enter a drug-induced state of frenzy before battle, displaying great acts of strength and fortitude. Their use has waned since the event of ranged weaponry, though they are still used.

WROZAR: Geo. Island in the south east of the MAIDEN ISLES, off the south eastern coast of MENISCEA.

<u>WSORALL</u>: Sup. Voc. <u>FIRMAMENTAL SHAPERS</u> from <u>SABIA</u> whose <u>SPHERE</u> allows them to see and subtly manipulate the auras of people they encounter. They are able to determine the general mood or disposition of a person upon meeting them and may be able to alter this attitude, to aid in interactions and diplomacy.

They play an important role in Sabian culture and are a caste apart from others serving as ambassadors between cities. See Vol IV: Shapers and Shaping.

<u>WUHIA</u>: Mil. Rnk. Knightly caste in <u>SAUA</u>. They are famed for the fire-drakes they ride into battle.

WYCHAN: also 'the Occultists' City'. Set. Small independent city-state completely enclaved within the south east of MHAROKK. It encompasses the southern shore of lake OMAR and is of temperate dry climate with little natural land given its size. What it does possess is rocky with sparse vegetation.

It emerged as a settlement along part of a trade-route following the introduction of the KORACHANI prefecturate to Mharokk in 2702 RM, though the immediate region surrounding it already had a reputation for being home to many occultists and mystics throughout the FIFTH AGE, in no small part due to a nearby LEY that remained undiscovered by conquering nations for most of its existence. Though CENSORS and EXOCRINES stifled many of their regions' heretical beliefs, they were unable to completely eradicate the occultist tendencies of the region.

The settlement slowly grew, attracting <u>ATRAMENTISTS</u> and <u>FIRMAMENTISTS</u> alike through to the end of the third millennium RM, after which it became a centre for the study of the <u>MATERIA OMNA</u>, resulting in a large college of the <u>AVÉNETHI SANCTIFIED ORDER OF THE INQUISITION</u> being funded there.

The years preceding the <u>WAR OF SUNDERING</u> were fraught with disruption and the Avénethi Order left in 3699 RM. Their absence led to further unrest in Mharokk, which eventually defected to Sarastroan under duress in 3728 RM. Wychan seceded from Mharokk amidst the chaos of the Sundering, and survived for decades relatively unchallenged.

Since then, it has continued to be a haven to shapers from all cultures and backgrounds, and together they work to keep the city-state hidden from prying eyes and defended from harm. Though foreign powers know of its location and its independence, it managed to protect its assets (some say by offering the services of its shapers to foreign nations as favours to preserve its independence), and its army of well-trained shapers pose a mighty deterrent to anyone who would attempt to attack the city and its environs. As a result, it has been publicly ignored by both Korachan and <u>SARASTRO</u>, though some independent merchants do maintain a secretive trade-route with the city.

Sarastroan diplomats recently established offices in Wychan and trade agreements are being drawn up, leading many to believe that Sarastro may be eyeing a diplomatic take-over of the city, possibly with the goal of eventually moving against Mharokk (Pop. c. 103,000). See Vol III: Extant Realms and Nations.

<u>WYNDOUR</u>: *Rvr*. River in the c east of <u>LOEGRESS</u>^(1.), flowing east 280-miles from various sources in the far east of the <u>AIFÉ</u> and <u>DONN</u> Mountains, before emptying into the <u>BAY OF VAULLA</u>.

<u>WYNN</u>: Soc. Rnk. In <u>PERGOST</u>, title/rank given to elder women. It is used as a mark of respect and is thought to be mystical in origin.

<u>WYRD</u>: *Oth.* Type of <u>HALFBLOOD</u>. Wyrds are known to be creatures of fate and destiny; their very presence in an area is said to be portentous. See Vol II: Classification and Taxonomy of Life.

<u>WYRDAN</u>: Pol. Soc, Sup. <u>PATRICIAN</u> <u>HOUSE</u> in <u>KHURAUR</u>, known to be the only house in Khuraur whose members are allowed by law to be SHAPERS.

Members of the House are known for their thin skin, large dark eyes, and long slender fingers (often displaying <u>POLYDACTYLY</u>), with most shapers afflicted by a scoliosis-like condition. See Vol II: Patrician Houses.

WYRDIS: Geo. Region in the west of the HENDECARCHY of ATALLUA, in the south east of MALAN. It is known for its strange rock formations that arc across the deep valleys of the area, like branching stone arches, covered in thick mosses, ferns, gigantic nectar-producing plants, and EPIPHYTES.

WYRDWORT: Flo. Psychoactive herb native to warm temperate lands in WESTERN LLACHATUL that is dried and brewed as a tea. It numbs the body while enhancing the mind, and within around 30-minutes of consuming it the drinker experiences a limpness of the limbs, with all attempts at communicating ending up as gibbering and babbling, though the mind is heightened, with senses picking up things that would otherwise be undetected and thoughts and racing at 10 times the usual speed. While in this state users can perceive the OTHERWORLD without the need for SHAPING and may commune with SPIRITS (1), particularly those of the recent dead. This has led to its use in some FUNERAL CUSTOMS, particularly in RAONGEN (2.), where it allows mourners contact their dead relatives.

Due to the psychedelic nature of the drug, it is relatively useless to gain any useful information, though some still attempt to use it. There is a legend of an ancient Raongeni king who was killed in battle, whose wife took wyrdwort to commune with his spirit, who told her that his brother killed him. She had the brother executed, propagating a civil war that lasted for years. Upon her deathbed she confessed to killing him herself.

It is cultivated in large numbers in Raongen, where it is largely used locally, though it is also grown in smaller numbers elsewhere.

<u>WYSARCH</u>: *Mil. Sup. Rnk.* <u>FIRMAMENTAL</u> rank in <u>MALANI</u> military. The term wysarch is a generic one, and individuals can have wildly differing powers, with some specialising in subterfuge, infiltration, information retrieval, pyrotechnics, etc.



XABAR AHKA: Set. Settlement in the north of AHKA, along the course of the river AMALTHEA (Pop. c. 20,000).

 $\underline{XADAR} : \mathit{Set.}$ Settlement in the c south west of $\underline{SURUTUR}$ (Pop. c. 5,000).

XADRIA: Geo. Island off the north western coast of SAMMAEA, west of the KORACHANI colony of TAVVARDA.

XAGADRRA: Set. Major city on the mainland of the present-day PANTHEON ISLES. In c. 1322 RM it became an ally of TODRRA, becoming a founding part of the GHAZHARID AUTOCRACY, alongside ONELL Xagadrra took advantage of the uncertainty following the failed war with RHEA, in which the Autocracy found itself losing power, wealth and influence. From here were seeds of dissent sown, and, as the last of the Ghazharid Autocrats secreted themselves in their stronghold in TODRRA, the people of the Pantheon Isles were shown that they did not need any Autocrats to survive. By 1631 RM the city of Xagadrra had amassed a large loyal following concentrated around the peninsula of KARAXHANES, even as the rest of the Pantheon Isles struggled in the power vacuum following the disappearance of the Ghazharid Autocracy.

<u>LIMOTH</u>^(1.), confident after its victories against <u>SURUTURI</u> colonies in the western Pantheon Isles, declared war on Xagadrra, which was eventually defeated and occupied in 2806 RM, signifying the end of the war, and the Limothan dominance over the Pantheon Isles (Pop. c. 154,000).

XAHAEL: Lake in the south east of the <u>Growing Mountains</u> of <u>Mulciber</u>, in the tribal territory of <u>Ninir</u>.

XEIA: Rvr. Expansive delta of the river MARAGA, dominating the c coastline of OPHIUSSA that flows into the border between the BAY OF TASHI in the north and the SEA OF SERPENTS. It is very fertile, but yearly floods make agriculture in the area untenable, though the banks of the river Maraga for many miles upstream are covered in farmlands.

XANATHOS: Rui. Once named SHANATH, though renamed to Xanathos following the KORACHANI victories against NÁRTHEL in 84 RM, the city-state was once a controlling influence around the NÁRTHELI STRAIT. Increased pollution in its waters led to Korachan abandoning the city by c. 200 RM. Over the following centuries it was allowed to decay and, by 270 RM it began to sink into the NÁRTHELI STRAIT.

At one point, centuries later, the city was completely submerged, though later withdrawal of the coastline found it re-emerged by c. 3200 RM. Since then, it has intermittently been a haven to bandits and others who live on the fringes of society.

XANTHAON: Geo. Mountain-range in the west of <u>THE SURRACH</u>, forming a natural border with <u>TERION</u>. The mountain is named after the <u>XANTHIC</u> kingdom of antiquity.

XANTHIA: Dem. 'Xanthic'. Int. His. Ntn. Ancient kingdom in what is now TERION and the south west of THE SURRACH, that rose in c. 0 RM and lasted until c. 1500 RM, at which point the XANTHIC PRINCES were defeated by invading corsairs from the west. The kingdom is remembered for its opulent palaces, the warren-like settlements surrounding them and

the dark yellow robes that their rulers are said to have worn. At the height of its powers, it extended as far east as the caverns of <u>IANTHA</u>, in the northern face of the STRAMINEA Mountains.

The empire is mostly known today for the amethyst skulls that its craftsmen fashioned, and their elongated craniums, the latter of which is a trait that is still fond in the south of the Surrach.

XANTHIS: Geo. Jagged mountains in the c south of KASIHAAL, running roughly analogously to the TROPIC OF MAOCARHL forming a relatively young part of the LAHAED Mountain chain

XANTHIC PRINCES: His. Pol. Rulers of ancient XANTHIA in what is now TERION and the west of THE SURRACH, known for the dark yellow robes they wore. Scholars today think they may have been SHAPERS, though there is little evidence to support this.

XARADH: Rvr. Wetlands in the c north west of RHINOCOLOURA, along the course of the river SHIBBOLETH^(3.). The wetlands occupy some 1,500 square-miles and encompass around 140-miles of the course of the river Shibboleth, as well as the confluence where its tributary, the river WENNAN meets it.

XARETH: For. Straight forest in the north eastern reaches of THE OLD FOREST. In -593 RM ARESHI people fled west into it. Their descendants became known as the HAEAGHI people and populated the north east of the Old Forest, mixing with natives there. By c. 0 RM they had moved far south, founding what would later become known as the city of Haeagh.

<u>XARR</u>: Geo. Island off the north western coast of the island of <u>IRUGNA</u>^(1.), belonging to the <u>PARTHISAN</u> colony of <u>ABDAKROS</u>^(1.).

<u>XEGODIA</u>: *Geo.* Island off the eastern coast of the <u>PARTHISAN</u> colony of <u>EZHIRAYA</u>^(2,).

XEGOT: Set. Settlement in the c east of the tribe of CHRIL, in the c of the GROWING MOUNTAINS of MULCIBER. It is located close to the ATRAMENTAL WASTES of ULESSMAL, and is home to a cadre of ATRAMENTAL SHAPERS who research the region (Pop. c. 4,000).

<u>XEIDON</u>: Set. Fortified coastal city in the west of the <u>FREE-ISLES OF PELASGOS</u> (Pop. c. 42,000).

XELEN: 1. Geo. Small island to the north west of MALETH, belonging to LAASKHA. The island measures only around 10-miles in length and is largely uninhabited.

2. Mil. Str. Fort on the island of the same name, with fortifications facing south.

XEM HAHKA: Set. Major fortified city in the north of AHKA, in the region of AHKESH. The city is along the major trade-route linking Ahka with ATARAXIA, and is known for its flour mills, food warehouses and merchant yards. It has grown rapidly from a modest caravanserai in the past decades and is largely populated by refugees from the war in the south (Pop. c. 50,000).

XENADUS VELTHUR IV, NINTH OF THE ELEVEN: m. Pol. Per. (B. 3900 RM) Ninth of the <u>HENDECARCHS</u> of <u>MALAN</u> and ruler of the <u>HENDECARCHY</u> of NHORA.

XENIA: 1. Geo. Long peninsula in the east of SAMMAEA, forming the south eastern-most tip of CHEIRA, protruding into the waters of the MIROVEAN OCEAN. When it was first encountered by KORACHANI explorers in 611 RM it was an island though the diminishing of ELYDEN'S seas saw it joined with the mainland by c. 3500 RM.

The land, though is largely uninhabited and possesses few resources of note, though the Cheiran people, whose culture revolves around large catamarans that travel along the Mosasa and western Mirovea, have several ports there where they can resupply before moving north to Cheira

2. Sea. Bay to the north of the above peninsula $^{(1.)}$.

XENOMACHI ORDER: His. Pol. Org. A historical ORDER OF THE SANCTIFIED INQUISITION in the KORACHANI EMPIRE founded in 532 RM. Originally concerned with eradicating non-humans from the empire's territories, it was known for its zealous crusades and xenophobic campaigns against non-human MORTALS.

It was eventually disbanded in 3754 RM after years of changing attitudes to other mortal peoples following the <u>SUNDERING OF THE EMPIRE</u> left manufactories and fields in dire need of able-bodied workers. This led to an influx of non-humans into many industrial and agricultural regions, many of which have since integrated with wider populations across the empire.

XENURIA: Set. Fortified settlement in the region of ROBAT in the c west of THE SURRACH. Its mines produce high-quality sandstone that is used along the IVORY ROAD (Pop. c. 4,000).

XERAKH IV OF THE BLOODY MOON: (B. 3939 RM) Pol. KERATIN ruler of KERRAS PELLN and head of the keratin hegemony in the nation.

XERGA: Set. Major city in the north west of <u>EIKARTHYEA</u>, in the east of <u>EASTERN MENISCEA</u>. It is the sole remaining jade mine in the nation, and plays a major part of the economy (Pop. c. 65,000).

XERIC WASTES, the: Geo. Expansive basin desert in WESTERN SAMMAEA that dominates the c and south east of the VESPERTINE LEAGUE, stretching across the border into the north west of NASTAL. It is thought to be one of the driest areas of Elyden and is entirely devoid of settlements and even ancient ruins, indicating that it was always inhospitable.

XERICA: Geo. Sandy desert in the north east of the KHARKHARADONTID desert, just south of the MOLOTH KHAMMOTHUL Mountains. The desert is expansive and featureless, though snowmelt in late summer leads to seasonal rivers forming, feeding them.

XESTA: Set. Settlement in the south east of the <u>HARÉSHKI CITY-KINGDOM</u> of <u>EDICULE</u>⁽¹⁾. It is situated along a fork in the river <u>SACHARA</u>, and controls trade along its waters. The settlement is renowned for its fine bread and cakes (Pop. c. 22,300).

XETEAN STATES, the: Dem. 'Xetean'. Ntn. Coalition of states in the south east of SOUTHERN SAMMAEA. Its northern territories were once part of the mid-fifth Age ILLAKRARAN empire. See Vol III: Extant Realms and Nations.

XEUS: 1. Set. Settlement in the north west of PELASGOS in the region of CHIREA. It's a producer of cattle for the larger cities in the region (Pop. c. 1.000).

2. Rui. Ancient FOURTH AGE ruin not 1-mile distant from the eponymous present-day settlement. There are known to be vast catacombs but they are largely collapsed, their treasures and mysteries hidden.

XEXILIB: For. Coastal mangrove in the south east of ELEKHID, at the mouth of the river GRELLOR.

XILIA: Rui. City in the PANTHEON ISLES, on the BHALASSIAN PENINSULA^(1.). The city grew powerful following the demise of the GHAZHARID AUTOCRACY in 1630 RM. It would go on to form an alliance with XAGADRRA in c. 2700 RM, against a growing threat of LIMOTHAN^(1.) expansion from the western-most part of the archipelago. It was razed by

Limothan armies in 2804 RM following a brutal war that saw the allied forces of the Pantheon Isles defeated, their lands taken by Limoth.

XIMENES, ARCHREDEMPTOR: (B. 3893) Rel. Figurehead of the Church of the Undying Machine.

XIONG: Set. Settlement in the south west of RAONGEN⁽²⁾. Its main industry is the mining of AMBER (Pop. c. 6,000).

<u>XOANON</u>: *Ind. Set.* Major gold mines in the south of the <u>SAGGAR</u> region of <u>THE SURRACH</u>. The land surrounding the settlements in this region is a wasteland, pock-marked with dozens of spent gold mines (Pop. c. 10,000).

XYCHA: Set. Settlement in the region of AHEPPO in the c north east of THE SURRACH. It is known for its spiced honey (Pop. c. 4,900).

XYLLAUL: *Mil. Str.* Defensive line stretching for 360-miles in the south west of <u>THE OLD FOREST</u>, overlooking the nation of <u>AZAZEM</u>. The walls are ancient and would not withstand a bombardment from modern artillery for long.

XYRPHANI EMPIRE, the: His. Nm. Extinct empire in the west of MENISCEA, the capital of which was the city of IODPHI. It rose in c. 720 RM from the void left from the collapse of the iron age VOLTUMNI culture. It lasted for close to three millennia, finally crumbling in 3685 RM following a prolonged period of strife, and the effects of the diminishing sea of XYRPHAAT^(1.), which left the entire region fragmented. A descendant state known as Xyrphaat^(3.) emerged in the years following the fall of the Xyrphani empire, but was unable to maintain control over such a large expanse of land, and fragmented by c. 3710 RM, from which emerged a series of loosely allied city-states. See Vol III: Extinct States.

XYRPHANI PINE: Flo. Large pines endemic to the east of Meniscea, in the east of Areraqth, Xyrphaat, Abarhal, and the north of Eikarthyea. They can grow to 250-ft high and have expansive canopies. Their wood is inadequate for the lumber industry but large swathes of Xyrphani pine woodlands have been cut down for firewood, though large forests dominated by the trees remain relatively common, especially in Xyrphaat.

XYRPHAAT: 1. *His. Sea.* Now-dead sea that existed in the north east of the extant region of Xyrphaat⁽³⁾ in the north west of MENISCEA. It diminished during the third millennium and was considered disappeared by c. 3200 RM, leaving in its wake a flat expanse made up of saltlands, stagnant pools and bleached coral forests that collectively are known as the Wastes of Xyrphaat⁽²⁾.

2. Geo. Expansive wasteland dominating the east of Xyrphaat⁽³⁾ that was, until c. 3000 RM a large shallow sea⁽¹⁾. The region is largely ignored today, though the river \underline{VARAYA} still serves as a source of life there.

3. Dem. 'Xyrphaat'. Geo. Pol. Culturally united region in the north west of MENISCEA, known for its many city-states, which are united by strong shared culture and history, though which have been divided and at odds with each other for over three-centuries, since 3685 RM and the crumbling of the XYRPHANI EMPIRE.

Originally founded in 3688 RM as the descendant empire of Xyrphaat, it fragmented within decades due to conflicting interests and an inability to maintain a centralised government. This led to a prolonged period of conflict, now known as the <u>Great Slaughter</u>, that lasted from c. 3740 – 3780 RM, in which millions of people died during sieges, battles and wars that changed the political landscape of Xyrphaat

Its states are constantly in flux and at any one time can number anything between 100-300 separate states, each with anything from a single city to a collection of settlements united under a single banner. The largest such state, as of the printing of this volume, is \underline{YDONTA} .

Geographically, Xyrphaat is dominated by an expansive lowland area to its east, which as 'recently' as c. 3000 RM, was largely submerged between the shallow Sea of Xyrphaat^(1.). the Disappearance of the sea due to waning sea levels left the east of Xyrphaat devastated, and was a major contributing factor to the death of its predecessor empire. The west of the region is a dry wasteland, that remains economically valuable due to its rich deposits of crystalline <u>FIRMATITE</u>. Today its north western-most territories lie on the ruin of the <u>FOURTH AGE</u> empire of <u>JORINDHIA</u>. See Vol III: Extant Realms and Nations.

XYSA: Set. Major city in the region of EDALLA in the west of THE SURRACH.

The city is dominated by a large MANUFACTORY what is divided into different districts, each dedicated to the production of different items.

The manufactories are all powered by a single central furnace that routes heat and power across its many districts (Pop. c. 38,400).

 \underline{XYSTA} : Set. Fortified coastal city in the west of the $\underline{FREE-ISLES}$ OF $\underline{PELASGOS}$ (Pop. c. 31,000).

XYSTUS: Set. City in the far south east of RHINOCOLOURA, with trade links to CHEIRA. The city sometimes trades imports from the region of WAELMIGH north, with some items finding their way into imperial circulation as rare, expensive, object d'art (Pop. c. 60,000).

Y

YA RETH: Set. Fortified settlement in the west of KOLCHIS (Pop. c. 4,400).

YACHOTH: Rui. Ruins in the far west of LLACHATUL, overlooking the division between the Seas of SUDUNIR and POLARIS. The ruins take the form of mortal-made gigantic basaltic pylons that protrude from the ice sheet. Little is known of the culture that created these structures, though they are thought to have been made by the ancient SALRIDEAN⁽²⁾ culture.

YAD: also 'Iad'. Set. Major city in SEDALLIA. The land around it is incredibly flat – it was once a coastal city though the sea retreated leaving it the peak of a flat expanse that is now used for farming rice (Pop. c. 263,000).

<u>YADPRIA</u>: Set. Coastal settlement in the south west of <u>AQUARIIA</u>, overlooking the <u>SEA OF ASTER</u> (Pop. c. 18,000).

YAGGOKTRA: 1. Geo. Island in the <u>BHALASSIAN ARCHIPELAGO</u>⁽²⁾. of the <u>PANTHEON ISLES</u>, to the east of <u>LLACHATUL</u>.

2. Mil. Str. Coastal fortress in the <u>BHALASSIAN ARCHIPELAGO</u>^(2.). of the <u>PANTHEON ISLES</u>, to the east of <u>LLACHATUL</u>. It is one of many academies where mercenaries and marines are trained to escort merchant vessels across the archipelago, and it is also used as a base for part of the Pantheon Isles' navy.

<u>YAGGUTH</u>: 1. *Rui*. <u>IALDABAON</u> idol and icon, named so after one of the 6 clones that the DEMIURGE created.

2. Int. Sup. His. Gigantic malformed humanoid body discovered by the empire in 999 RM, buried in the crawling dust dunes of the northern Kharkharadontid desert. The body was attributed to the Demiurge Ialdabaoth, and a manufactory was erected around it to study the body and perhaps learn secrets of the Klada. There, Technarcane machines and a chorus of hundreds of SIPHON ENGINES and slave-set were used to learn the secrets of the body's construction, leading to many breakthroughs, which led to the appearance of the first cloned STEEL LEGIONS in c. 1200 RM. Great ATRAMENTAL filters known as siphon engines, were constructed around the manufactory to render the place habitable, but the UMBRA was too strong, and in 1414 RM the manufactory was abandoned, the half-fossilised body left to rot under the rusted ruins as the desert reclaimed it.

YAGHREBBEH THE BLACK: (B. c. 160 RM) Sup. DEOCHANI

ATRAMENTIST, who in the early years of the KORACHANIEMPIRE became
a feared individual, carving a small 'empire' in the west of the
KORACHANI PENINSULA amid the chaos that had ensued following the
disappearance of the ARCHPOTENTATE MALICHAR in 84 RM. A gifted
SHAPER, he was obsessed with learning what the Atramenta was capable
of and, under the aegis of THE SEVEN, was granted land in the AKARSA
where he established ATELIERS and fortresses where he could carry out
his research unopposed. It is largely his findings during this time that
paved the way for future advancements in Atramentism and
TECHNARCANA on which we rely today.

By 260 RM he had established a large region within the Akarsa, including settlements where his sadistic experiments were carried out

under the knowledge of The Seven, who turned a blind eye to his malpractices as they reaped the rewards of his findings in their own projects and diversions.

The Archpotentate Malichar's rebirth as an OTHERWORLDER saw him return to the capital in 331 RM, where he rapidly brought the REIGN OF THE EMPTY THRONE to an end and set about restoring the empire he had built to order. He sought out Yaghrebbeh in his Aksaran fortress and fought him, slaying him and his forces, ending his reign, and bringing justice to the region. The ateliers and fortresses were toppled, and nothing remains of them today.

That has not deterred opportunists and explorers, who to this day seek out the region in the hopes of uncovering some ancient relic or technarcana, though few, if any, are successful. Indeed, many now question the authenticity of the tale itself, with some scholars claiming it apocryphal and little more than a parable to show the might of the Archpotentate.

<u>YAGHUK</u>: Lan. Language spoken by the <u>YAGHUKLI</u> people of the <u>BROKEN LANDS</u>. It borrows heavily from the language of the preceding early <u>FIFTH AGE</u> kingdom of <u>CHIWENOOL</u> known as <u>CHIWEN</u>. **See Vol III:** Languages.

YAGHUKLI: Eth. People native to the north west of NORTHERN SAMMAEA, in what is now commonly known as the BARRIER LANDS. Descended from the servant caste of the early FIFTH AGE CHIWENOOL kingdom, they have since mingled with various people from surrounding lands, making them diverse of appearance, though linked by a shared heritage and the disparate pantheon that they still worship to this day.

<u>YAGHUKLI PANTHEON</u>: *Rel.* A rich mythology and belief system structured around a pantheon of gods that are worshipped by the YAGHUKLI people of the BARRIER LANDS.

Though there are a handful of deities shared amongst the various peoples of the Barrier Lands, the pantheon has never been formalised beyond local cults, which may differ wildly from region to region. Most of these beliefs developed locally in the wake of the collapse of the CHIWENOOL kingdom in c. 500 RM, while others were imported centuries later from outside lands or otherwise influenced by contact with other Sammaean peoples.

These external influences include a worship of the god <u>HASHARAN</u> – a corrupt form of the <u>UNDYING MACHINE</u>, originally brought there by <u>KORACHANI</u> missionaries and exocrines in c. 1440 RM; various corrupted deities, including <u>AHIT</u>, which are likely based on figures from <u>KARGAMAN IDOLATRY</u> of the west and <u>SURRACHI</u> beliefs in the east; as well as deeper chthonic mysteries of the south that have been adapted into the multifaceted deity of death and the underworld known as <u>SHERTAL</u>.

YAGNOTH PHTHAN: Rvr. Major river located in the east of SAMMAEA, flowing south for 4,350-miles from many sources in the ZELET badlands, the GROWING MOUNTAINS of MULCIBER, the BELLAUAN RIDGE, and the

<u>LEKKUK</u> Mountains, amongst others, passing through <u>RHINOCOLOURA</u>, <u>PNESSA</u> and <u>CHEIRA</u>, before emptying into the <u>MIROVEAN OCEAN</u>. The river is prone to heavy flooding following monsoon rains and meltwater in farther north, leading it its waters bursting their banks, causing it to expand to 10 – 15-miles in width for months at a time. As a result, there are few reliable crossings of the Yagnoth Phthan, and most of them are ferry crossings rather than physical crossings.

YAGNOTH RASHEI: Rvr. Delta of the river YAGNOTH PHTHAN. Though it is farmed, work is temporary and is suspended for two thirds of the year as the entire delta and much of the river itself are inundated, becoming flooded from flood- and melt-waters from across CHEIRA, PNESSA and RHINOCOLOURA. This leads to an area of over 10,00 square-miles to become flooded for between 6 - 8 months of the year. When the waters subside, the delta is left replenished with fertile silt in which new crops, primarily rice, are planted.

 $\underline{\underline{YAGRAII}}$: Set. Small fortified city in the far north of $\underline{ELEKHID}$ (Pop. c. 16,400).

YAGRUSH: Set. City in the c north west of JURRAS^(2.), which alongside its twin, <u>AYAMUR</u>, flank the eastern bank of the river <u>EBULLANAS</u> (Pop. c. 59,500).

YAH: Sea. Bay in the STRAIT OF SKAROS, off the north eastern coast of ATARAXIA.

<u>YAH SAXIA</u>: See. Small coastal city in the east of <u>ATARAXIA</u>, overlooking the <u>BAY OF YAH</u>. Its main industry is fishing, and cured fish is its main export, being sold to merchants travelling the <u>RED ROUTE</u>, which passes through the town (Pop. c. 20,000).

YAHHALA: 1. For. Sparse forest in the c west of GNOTH.

2. Set. Settlement in the c west of $\underline{\text{GNOTH}}$, along the course of the river $\underline{\text{MARAGA}}$ (Pop. c. 1,500).

<u>YAHHALAN TEXTS</u>: *Phil.* Philosophical writings originating in the Yahhala region of GNOTH.

<u>YAJARTAN REEFS</u>: *Geo. Sea.* Series of reefs off the south eastern coast of the <u>SOLEYN TERRITORIES</u>, forming a rim around the <u>BRINE SEA</u>. They make navigating entry into the sea difficult, and only experienced mariners are able to set courses across them.

<u>YALAR</u>: Set. <u>TEMUJAN</u> settlement in the <u>ENEARHI</u>, forming the southernmost part of the <u>VALAR PRINCIPALITIES</u> and the region's largest settlement. It is a centre of the region's goat trade and is known for its large goat markets, where individuals are auctioned and bred (Pop. c. 6,400).

YALATAL: see THE CONGRUENCE.

YALDA VAHUTH: Leg. Myt. Character in SAMMAEAN mythologies.

<u>YALOLIAC REGIME</u>: *Pol. Org.* Government of <u>SURUTUR</u> since 2934 RM. It is a dynastic line where albinos are revered. In-breeding is common, and children of the ruling house who are not born albinos are drafted into an elite army known as the <u>BOTHA NTIGHA</u>.

YAMABUSHI: also 'SOUL-COUNTER'. Sup. Org. Loose order of FIRMAMENTISTS in SAUA, mostly concentrated in the FOREST OF REVERIES, though can be found in any region where the Firmament holds sway. They spend their days ATTUNED, looking at the OTHERWORLD and cataloguing the souls they find, spending time amongst their ancestors, rarely returning to their mortal bodies.

As a result, the oldest soul-counters are well-respected by their peers and they are interred in shrines, where neophytes tend to their bodily needs, feeding them POMMER resin. Upon death their bodies mummify as result of the pommer resin and they remain on display in their shrines. Many visit the region of AKENARA in pilgrimage to pay their respects to soul-counters, living and dead.

YANAVASH: Geo. Expansive mountain chain in the east of <u>ELEKHID</u>, stretching for over 50-miles from its northern border with <u>MULCIBER</u>, to its southern border with <u>CHEIRA</u>. It is divided in two by a wide valley known as the <u>YANAVI PASS</u>, which is the main access between west and eastern Elekhid.

<u>YANAVI PASS</u>: *Geo.* Pass dividing the <u>YANAVASH</u> mountains in the c west of <u>ELEKHID</u>, allowing ease of traffic and transport between the west and east of the Kingdom.

YANDAR DASHE: (B. c. 1295 – D. 1362 RM) *Pol. His.* KETTARANGI champion who in 1333 RM founded a new city atop the ruins of MON KETTRA, naming it AM ONKRET. With his aid many disparate city states and homesteads were brought together to form a powerful republic.

YANGAGDAT: Sup. Geo. ATRAMENTALLY TAINTED region in the north west of the Dune Sea, along the border between eastern ETUA and the north west of KHARKHARADONTIS. The region encompasses some 25,000 square-miles of fibrous lattice-like stone. It is brittle and prone to collapse, discouraging travel across it. Indeed, the only lifeforms that call it home are the hordes of scuttling lice that dwell in their millions in its hollows, feeding on deep ichor. They will swarm over any other creature that would cross their path, devouring them alive.

There are rumours of ancient catacombs filled with an entire civilisation's worth of bodies and their burial treasures dotted around the region – the remnants of a <u>FOURTH AGE</u> culture – though none have penetrated deep-enough into the region to ding them.

<u>YANN</u>: Geo. Rvr. Now-dry river in the east of <u>CUTH</u> that once flowed south from sources in the east of the <u>MO-ORASSIM</u> Mountains for 560-miles, before emptying in the <u>SEA OF PYTHEA</u>. Drying of various sources in the Mo-orassim Mountains led to the death of the river by c. 3350 RM.

<u>YANNAH</u>: Set. Settlement in the <u>JAM ARREQ</u> region in the north eastern mainland of the <u>PRINCIPALITY OF SEPAHAUNAT</u>. It is famed for its Roah trainers (Pop. c 10,000).

<u>YAO</u>, the: Rui. Old colossi in the west of <u>SAUA</u>, built in 3158 RM by emperor <u>HUATA</u> to commemorate the death of emperor <u>HU</u> (the 1st emperor of <u>SAUA</u>) in 3147 RM.

<u>YAPUAN</u>: Set. City in the c of <u>KREM</u>, along the course of the endorheic seasonal river <u>NOSHEER</u>. Its people are expert potters and use an ancient method of baking clay that has been forgotten elsewhere, making their crockery highly prized across the <u>DARK SEA</u> (Pop. c. 42,000).

YARAOM: see YARAOMIC PEOPLE.

YARAOMIC PEOPLE: also 'Iaraom Bassha'. Dem. 'Yaraomic'. Int. His. Eth. Early FIFTH AGE ethnic group native to the north of SAMMAEA, believed to be descended from various (as yet debated)* FOURTH AGE cultures whose remnants mingled during the FADING and spread across northern Sammaea in what are now eastern VAALK, northern MHAROKK, LIDEA and BA'AKH.

Their culture is largely forgotten today following millennia of subjugation by <u>KORACHANI</u> settlers during the first millennium of imperial expansion into Sammaea that saw all lands bordering the <u>INNER SEA</u> appropriated, and their native peoples either taken as <u>SLAVES</u>, forced into compliance with introduced imperial customs, or forced to resettle into ever more inhospitable lands.

The Yaraomic People were no different. Originally occupying ancestral territories that spanned over 1,000,000-miles in area (including the lands of AMANNI, ASUWAN, EREDATA, EVURAHAN, GARHADDON, GHALATTA, MHARAKA, and LEKKHUA), they lived in pastoral communities known as kindreds. Made up of extended families that rarely numbered more than a hundred individuals, they were ruled by family elders of either sex and shared a common culture and belief systems that persisted across vast distances.

Unlike people north of the Inner Sea, they never coalesced into a singular state with a central government, and never had a written language which likely contributed to their erasure from history. However, they were an artistic people, creating pictographic poetry, elaborate pottery, brightly-patterned fabrics, and shared deep-rooted mythologies and genealogies via ancient oral traditions, and they valued storytellers and loremasters, who rose to positions of prominence in their societies. They did not build large cities, though a few large settlements did appear, where nomads and merchants traded, but they were few and far between.

Their coastal settlements traded with merchants from Llachatul, but they were naturally insular, to the point that most northerners thought of them as surly or aloof. They were deeply protective of their culture, with documented instances of merchants coming to blows with foreign traders over ill-conceived comments and inquiries. This reputation only worsened as interactions with more gregarious <u>LASCAR</u>, Korachani, and <u>GERICIAN</u> traders increased.

The Korachani conquest of <u>VALKA</u> in late 19 RM brought new pressure to the westernmost Yaraomic lands, and over the next centuries, they were pushed east as Korachani armies spread east towards the city of <u>KEKELIB</u> – the only major urban area inhabited by the Yaraomic People. With them came missionaries, <u>EXOCRINES</u> and <u>ICONOCLASTS</u>, who slowly spread imperial propaganda amongst the native people.

This pressure increased as the Korachani empire established new colonies, and client & vassal states in northern Sammaea, including KARAKHAS in 121 RM, IO in 212 RM, Ba'akh in 634 RM, and Lidea in 911 RM. Each conquest established arbitrary borders that dug indiscriminately into Yaraomic lands, cutting thousands of Yaraomic people off from each other. This shattered families and destroyed trade routes.

The Yaraomic People were enslaved, and those that escaped this fate were forced into hiding, in ever-dwindling native territories. By c. 900 RM Mharaka alone remained as a cultural bastion, ruled over by the mythic SHEPHERD KING, though others returned to the nomadic ways.

The borders of Mharaka slowly waned as imperial influence increased in the region, until c. 930 RM when its armies began sweeping through the last remaining Yaraomic lands, eventually taking Kekelib in razing it in 933 RM, effectively ending the history of the Yaraomic People.

Over the years, they begrudgingly became absorbed by Korachani culture. Those few who clung to their old ways migrated to less hospitable areas where the bulk of Korachani eyes could not see them, becoming nomads and scavengers.

Today, so long after their fate was established, they remain as a scattered people, their blood diluted by millennia of hardship and misfortunes. They are fed stories of their tragic past by lorekeepers known as <code>IARAOM GRABBA</code>, who scour their old territories for any sliver of preimperial history, poetry, and art they can find to help rebuild their buried heritage. This is known as the <code>GREAT STRUGGLE</code>, and they have made a lavish hodgepodge mythohistory that borrows from what they know and marries it with over a hundred generations of Korachani culture, which they recount to younger generations as myths, legends and religions of from their past, keeping them alive. This is known as the <code>IUN IARAOM MAHTA</code> — the Yaraomic Telling and it is very personal to them, passed down exclusively via oral traditions.

YARAOMIC TELLING, the: see IUN IARAOM MAHTA.

<u>YARUBDA</u>: Geo. Sandy desert in the east of <u>PHYRR</u>, to the east of the larger <u>ANTHAR</u> desert.

YASAMAR: Set. Small city in the south east of NÁRTHEL. It has struggled under various regimes over the past few hundred years, and is today a place of jaded people who do not trust their rulers, and who have come to only care about money. Its people claim that its merchants were the ones responsible for opening up trade routes into the DARK SEA (Pop. c. 17,000).

<u>YASH UYUN</u>: 1. Geo. Natural area in the east of <u>RAONGEN</u>^(2.), to the west of the <u>AZAKKALIN</u> Massif, just north of the northern <u>POLAR CIRCLE</u>, ranging from taiga in the south to intermittent permafrost in the north. There are few settlements here, and the region is largely unexplored, though there are some fortresses in the eastern-most expanses, guarding against the predations of the <u>CALLOW HORDES</u>.

2. Pol. Geo. One of the seven <u>INDUSTRIES</u> of <u>RAONGEN</u>⁽²⁾, located in the east of the empire.

<u>YASHALPA</u>: Rel. Prostitute demigod in <u>NAARETH</u> and nearby lands, especially in <u>KHITAI</u>. Priests collect homeless boys/girls for prostitution. They are well-cared for and retire young and relatively wealthy, though at times morally broken. See Vol IV: Gods and Pantheons.

YASHMIN: His. Nm. Late FOURTH AGE empire in the south east of SAMMAEA, in what are now the north east of KHAR NADUL, HANNAH, the far west of QARALAM and the far south east of HOGGOTHA ISZ. The empire was multicultural, being made up of a mix of HUMANS, DVERG, VAPULIM, LACER, KARKADANNI, and PLAGI (in that order of prevalence), and was famed for its architecture and deviousness with which it punished law-breakers.

Its most famed ruler was $\underline{JAINKAUROS},$ a \underline{SHAPER} whose power was only matched by his sadism, who is mentioned in various independent sources from across Sammaea, most of which make reference to his fabled

<u>LABYRINTH</u>, which even during its time was an object of morbid fascination. See Vol III: Extinct States.

YASHODHARA: also 'the Bearer of Flame'. Arc. Granite statue in the north of THE SURRACH, south of the NGHALLEAL Mountains in the region of USSAMAR. It is thought to date back to the early FOURTH AGE and depicts a humanoid with arms outstretched, its hand originally bearing unending flames. It is unknown how the flames burnt, though it is thought to be a FIRMAMENTAL effect that, stopped burning in c. 338 RM.

<u>YASSMINA I</u>: (B. 2493 – 2589 RM) *Pol. His.* Legendary queen of <u>RAMIS</u> who acceded to the throne following the untimely passing of her father Jedethen in 2518 RM, and went on to rule for seven decades until her passing in 2589 RM. She is perhaps better remembered today for having fought in the battle of <u>THIOPHOSS</u>, earning her the respect of her male lieutenants. However, she was also a formidable politician in her own right, and was able to hold together a kingdom that might otherwise have collapsed. Indeed, Ramis waned greatly in power and influence following her death, and it had crumbled within around 40-years, during the reign of her grandchild IEDETHEN II.

The name Yassmina remains very common to this day in the south of <u>ADHERA</u>, and the north of <u>METHMUN</u> and <u>PHYRR</u>.

<u>YATARENT</u>: Set. Settlement in the south of <u>SEDISIA</u>. Its main industry is the production of plum wine (Pop. c. 6,000).

<u>YATHAROTH</u>: *Rvr.* River in the north east of <u>GNOTH</u>, flowing for 500-miles from subterranean sources in the east of the <u>NARAHASAPHAEL</u> Mountains before meeting its parent, the river <u>ACHAMOTH</u>. Only the last 325-miles of its course are above-ground – the remainder, including most of its true sources, are found within the <u>OTUCHTHON</u> cave-system.

YATI: Org. Caste of ascetes within <u>EZASUH</u>^(2.). They are few in numbers and misanthropic, choosing to live in the wilderness away from settlements and any other organised forms of philosophies and religions.

<u>YAVID</u>: Set. Settlement in the c north of the <u>TEMPLAR STATES</u>, in the south west of the region of <u>AVVIRAM</u>. Its main industry is agriculture, specifically the growing of the <u>TSAMMA</u> plant (Pop. c. 7,800).

<u>YAWA</u>: *Ind. Set.* Fortified tin-mining settlement in the c east of <u>TZALLRACH</u> (Pop. c. 7,500).

<u>YAZATA</u>: Mys. Rnk. Spirit-seekers in <u>SAUA</u> and <u>AHRISHEN</u>. The Yazata are priests and erudites who, through ascetics and meditation seek a communion with the spirits. Noteworthy for their ability to commune with ancestral spirits without recourse to the <u>FIRMAMENT</u> (though this may be because of locations favoured by the Yazata where the Firmament is known to be strong and malleable to <u>ANIMISM</u>).

<u>YAZOEH</u>: *Geo.* Rocky region dominating the north east of <u>GIBEAH</u>, made up of sheer Karst formations that are covered in dense jungle.

YBEI: 1. Rui. Ancient ruin in ALLASAN, thought to date back to the FOURTH AGE of life. It was once a great tower, though it was ruined centuries past, the rubble becoming the hillock on which a contemporary stronghold was built in 3874 RM.

2. Rui. The lair of the <u>DORN KINGS</u>. Built on the ruins of a far larger older tower, its rubble forming the hill on which the fortress's foundations lay. It is located in the northern reaches of the <u>IPOTANE</u>, in SOUTHERN <u>MHAROKK</u>. The Dorn Kings rose following the dissolution of powers in the region, preying on trade and commerce passing through what remains of <u>THE RED ROUTE</u>.

<u>YBOT</u>: *Int. His. Arc.* Ancient petrified ark lying half buried in the badlands of <u>MEREHIM</u>, in the far south east of the <u>UMBRA SOKHAR</u> wastes.

<u>YDIRA</u>: Sea. Inland sea in the south of <u>SAMMAEA</u>, protruding north form the <u>SEA OF SAMMAIDU</u>, dividing the city-states of <u>MULIEBRA</u> from <u>YSACYITHAIA</u>.

<u>YDONAD</u>: Rui. Ancient ruin on the isle of <u>YSSAB</u>, to the east of south eastern <u>SAMMAEA</u>. The ruin was once a cliff-side temple, flanked by gigantic triple-featured humanoids, though most such features are now tarnished. The inner chamber can still be accessed, barely and is said to contain a red stone altar, thought to be made the rocks of <u>ARAKHAMÉ</u>.

<u>YDONTA</u>: 1. *Pol.* One of seven states that make up the Kingdom of <u>TAHOMIA</u>, in the east of <u>MENISCEA</u>. It was originally an independent nation, though was annexed by <u>TAHOM</u> in c. 3250 RM.

2. Pol. Set. Capital of the eponymous state⁽¹⁾. Today it is a city in the east of TAHOMIA (Pop. c. 350,000).

YEAR: Ast. The orbital period of the PLANET ELYDEN around the sun SOL, measured in days, which is 365.8571 days.

The $\underline{\text{KORACHANI CALENDAR}}$ measures this as 366 days, with every 7-years deducting a day to keep the calendar year synchronised with the astronomical year.

YED ZAURA: Set. City in the south east of <u>I'THANA</u> (Pop. c. 50,000).

YEDDA: Set. Settlement in the east of NOAVATUR, in the region of VOHUR (Pop. c. 6.000).

<u>YEDDIDA</u>: Set. Major coastal settlement in the south west of the <u>PARTHISAN</u> colony of <u>ABDAKROS</u>⁽¹⁾ on the island of <u>IRUGNA</u>⁽¹⁾ (Pop. c. 64,200).

YEGG: Dem. 'Yeggish'. Also 'City of Thieves'. Set. Once-thriving and rapidly growing city located in the south west of METHUMN, deep in the AMMASHI⁽¹⁾ peninsula. The settlement emerged from a looter's camp where the riches of the nearby necropolis of ZEALA were unearthed in c. 3600 RM could be exploited. The seemingly limitless riches they discovered allowed the settlement to grow rapidly into a thriving city, which survived by exporting the riches and exotic artefacts of the necropolis all across WESTERN SAMMAEA, and beyond via the ports of HEZAZ.

Over the years Yegg found its once-bountiful mortal-made resources waning, and by c. 3850 RM it was struggling, with many of its prospectors having already left. Today, it is a hollow place, its rapidly constructed structures pitted from the acidic rains of the region, the remnants of its populace to stubborn to leave (Pop. c. 5,000).

YEGGOTORRAR: 1. Geo. Island off the southern coast of the PANTHEON ISLES.

2. Major fortress on the above island^(1.) in the PANTHEON ISLES.

YEHHAN: Set. City in the north of the territories of ETHISTONITH in RHINOCOLOURA, that until 2945 RM was the centre of a large conurbation of which it was capital. Shifting cultural trends saw the capital moved from Yehhan to OBEAH in 2899 RM. The city is known for its late-generation halfblood population, descended from HAZORIN royalty that was exiled from NEANDARA in 3469 RM following the storming of its capital in the wake of its otherworldly ruler's assassination in 3462 RM (Pop. c. 40,000).

YEN: Set. Settlement in the east of the <u>JAHADAT STATES</u>, under the control of the city of <u>SASASHAH</u> (Pop. c. 6,000).

<u>YENARUSH</u>: Set. City in the region of <u>LEGED</u> in the east of the <u>PRINCIPALITY OF SEPAHAUNAT</u> in the north west of <u>SAMMAEA</u>. It is the hub of the <u>OPIATE</u> manufacture in Sepahaunat and is wealthy (Pop. c. 40,000).

<u>YENED</u>: Set. Fortified settlement in the south east of the <u>JAHADAT STATES</u>, under the control of the city of <u>NAWDARA</u> (Pop. c. 4,000).

 $\underline{\textbf{YETTIS}}\text{: }\textit{Mil. Str. } Fortress in the north of <math display="inline">\underline{\textbf{KETESH}}^{(2.)}.$

YEEZ: Rvr. River in the east of <u>LLACHATUL</u>, flowing east from sources in the <u>KOTHA ICHOLLIGHA</u> Mountains, before meeting the coast at the inner waterways of the <u>SEA OF MYMEREA</u>.

<u>YELLOW FOREST, the</u>: For. Sicily forest in the c north of <u>SKAROS</u>. It was an unexceptional woodland for many years, ignored by most and visited by some patricians for game hunting.

In 3616 RM construction of a strange technarcane facility or manufactory (known only as <u>Technarcane Station III</u>) was completed in the middle of the woodlands, following 6-years of construction. A marked change was observed in the woodland once its <u>Technarcane</u> engines were switched on in the winter of 3617 RM. Within weeks, all flora surrounding the structure had begun to turn sickly and yellowish, their wood brittle. Eventually, all vegetation in a 2-mile radius suffered the same fate, though the trees did not die. Whatever had caused the sickness was also sustaining them.

The forest remains sickly to this day, eerily silent and home to little-ifany fauna. There are no nearby settlements, indicating that the location was specifically chosen, whether for something that already existed there, or its distance from settlements, or something else that remains unknown. <u>YELLOW RIVER, the</u>: *Rvr.* River in the north west of <u>VIRAHAN</u>, named after its yellowish colour from sulphur that makes its way into the river in the region of <u>ENIGAR</u>. This is due to the nearby presence of the volcano <u>AITHNA</u>. It is the source of its parent, the larger river <u>ARESH</u>^(2,).

YELLRAKH: Rvr. River in the c east of THE SURRACH, flowing west for c 800-miles from sources in the GAMIGAHUA before reaching the endorheic basin in the north of the SURRACHI PLAINS. During the wet seasons, between KORAHALEN and SATAVALEN, rains flood the river banks and cause a temporary lake, known as IGRAAL, to form on most years.

<u>YENNIDU</u>: Geo. small mountain in the far south of <u>IMEAL</u>, forming a headland that protrudes into the north east of the <u>SEA OF INDIRILL</u>. Historically, it was an important region, with many ruins peppered across its foothills to this day.

<u>YEPPO</u>: Set. City in the c east of <u>THE SURRACH</u> in the north west of <u>SAMMAEA</u>. Little is known about it other than its ruling thaumaturge caste, which is noted for its strict religious laws. Any form of <u>SHAPING</u> other than that practiced by its thaumaturges is forbidden (Pop. c. 71,800).

YERAK: Ind. Set. Settlement in the c of <u>LAASKHA</u>, located at the northernedge of the <u>ATRAMENTALLY TAINTED</u> region of <u>BETHAL</u>. Its main industry is the extraction of raw <u>UMBRA</u> (Pop. c. 6,200).

YERIUS: Set. Small coastal city in the south east of the HENDECARCHY of HATON in the c north east of MALAN. Its main industry is fishing (Pop. c. 18,000).

YERSA: Mys. Sup. In SAUA, the SPIRITS of fallen ancestors made manifest. This occurs naturally, though rarely, in the FOREST OF REVERIES, in what ANIMISTS believe to be the result of a strong LACUNA there between the MATERIAL PLANE and the FIRMAMENT. This link causes the spirits of the dead to be appear within the confined of the forest, where they inhabit trees and other objects.

Ethereal things, they are felt rather than seen, their emotions manifesting as tangible feelings and auras that affect those who wander within the forest. Many such yersa are felt as malignant forces; embittered by what may be millennia of confinement to the Material Plane.

YESUGHAN: (B. 3949 RM) Pol. HIGH-MASTER OF THE PLAINSLEAGUE and ruler of <u>DUARIAHAHN</u>, <u>TEMUJA</u>.

YETRIA: 1. Geo. eastern-most island of THUMAL, 250-miles from the eastern coast.

2. Set. City on the above island^(1.) (Pop. c. 23,200).

YICTAIANDA: Pol. Set. Capital of the PANTHEON ISLES. It was resettled by AGUBBRA ESCHA, leader of the native resistance, after she ejected the last remnants of the LIMOTHAN^(1.) occupation from its citadel in 2825 RM. Her forces settled the central palace, which became the ancestral home of her family, which would go on to become the ruling dynasty of the Pantheon Isles, ruling to this day (Pop. c. 880,000).

YGG: Int. Rui. Ancient monument in the c west of GIBEAH. It dates back to the FOURTH AGE of life, and is attributed to SPHINXES. Little is known of the ruins' original creators but sphinxes are recorded in the area as recently as the early FIFTH AGE, though wars against them whittled their numbers to such a degree and they have not been seen in over 3,500 years.

<u>YGGATHALUR</u>: Geo. The north east-most part of the <u>NGHALLEAL</u>
Mountains in the north east of <u>THE SURRACH</u>, extending into south
western <u>OPHAR</u>. It's notable for its sightly granite formations along its
western-face, ranging from orange, to brown and red in colour.

YGGDARASA: Geo. Limestone cavern system in the south west of NÁRTHEL, between the <u>IAHAL</u> Mountains and the west of the <u>UEFIR</u> Highlands. The caverns lead down in a sharp diagonal decline, turning into a steep pit that has been explored to a depth of no less than 2-miles, but which is known to continue further.

Side-chambers are known to link with the <u>PRISON CARCERI</u>, though it is unknown if the deeper unexplored portions are independent systems or also linked to Carceri. Its main entrance is 283-ft above sea level.

<u>YGGOUAGO</u>: *Geo.* Mountain-range in the east of <u>CHEIRA</u>. Running north-to-south for over 700-miles.

- <u>YGRALLA</u>: Geo. Region in the south of <u>CYHLAGHARR</u>, north of the <u>NGHALLEAL</u> Mountains. It is dry and known for giant indigenous vultures, known as <u>GYPS</u>, that were traditionally trained by falconers. Though the tradition is on the wane, the settlement of <u>MAGRLIR</u> remains a major centre of gyps training.
- YIBBUGHAN SHALLOWS: Sea. Reef off the eastern coast of GIBEAH.
- YIBRAM: Sca. Bay in the far south west of <u>THE SURRACH</u>, separating the mainland from the island of <u>RALISS</u>^(1.).
- <u>YIBROAEL</u>: For. Jungle dominating the south east of <u>GIBEAH</u>, known for its many watercourses and wildlife, particularly <u>HAYAVARS</u>, making it quite dangerous.
- YIDRI: Geo. Island in the north of the PREPOTENCY OF THREPHO, in the island chain known as the BRIDESMAIDENS(1.).
- YIDUI: also 'Cradle of Death'. Geo. Massive impact crater in the c west of KHARKHARADONTIS, some 280-miles wide. There are no records of its origin, suggesting that it was formed long before the appearance of the MORTAL PEOPLES. PLAGI and ETHERI legends refer to it as the Cradle of Death, and say that it grew suddenly, as though from nothing, bringing death and destruction to the land around it.
 - Today, any sign of this death is long gone and it is but another weathered feature of the expanse of Kharkharadontis.
- YIGG: Geo. Dre. Major cave-system in the north of BANT, in the c of the CARCHEMISHI PENINSULA (1.), in the east of SAMMAEA. The entire region is known for its sinkholes and shallow caverns, with roots penetrating the caves, and strange teeth growing through the soft walls – likely linked to the DREAMSCAPE of the NEPHILIMS' MAW which encompasses the region.
- YIGGNON: Rui. SALRIDEAN^(2.) ruins in the WHITE SHEET, in the far north of LLACHATUL, first discovered by a DURCHAAN^(1.) expedition to KHOLAMOR, in 3786 RM. the ruins take the form of basaltic pylons.
- YIKAOT: Set. Coastal city in the north of <u>KULIGALA</u>, overlooking the <u>SEA OF KURKAL</u> (Pop. c. 42,000).
- YIKKA: Sea. Bay in the north of KULIGALA, to the west of the SEA OF KURKAL.
- <u>YIMALUGH</u>: Geo. Island off the north eastern coast of <u>ELEKHID</u>, in the <u>ENEPHIAN REEF</u>, revealed by sea levels over the past centuries. On the island was an ancient temple, thus-far unattributed and thought to predate human influence in the region by millennia. Little else is known of it, and the hewn writing on the temple walls are unique in <u>ELYDEN</u>, remaining untranslated to this day.
- YIMAVALRA: Rvr. River in the far south of THE VORANDINE, flowing south and west for 315-miles from sources in the ZYCHE badlands and ZEHINE Mountains, before meeting the coast at the BAY OF NURCYA.
- <u>YINALADA</u>: *Rvr.* River in the c-south east of <u>THE VORANDINE</u>, flowing north east for 500-miles from sources in the <u>BOTH RATHO</u> and <u>ERIVOINE</u> Mountains, before meeting its parent, the river <u>MANADARAS</u>.
- YIRSHAM: Set. Settlement in the far north of <u>PORPHYR</u>. It is located in the region of <u>BASHINDA</u>, which is noted for its rich ore reserves. Its main industries are copper and zinc mining (Pop. c. 6,000).
- YISIRA: Set. City in the south east of the HENDECARCHY of AONIA, in MALAN. It lies close to the ruins of MATH NEL, and people there are known to explore it. Its main industry is agriculture, and it produces a lot of the food that is consumed in MELIBODHA (Pop. c. 15,000).
- YITRAMM: Set. Small fortified city in the south of <u>ELEKHID</u>, to the east of the region of <u>GAREXE</u>. Its main industry is the quarrying of the fine marble from which the geometric rock features of Garexe are made up of (Pop. c. 14,000).
- YIZAKIAGA: 1. Island in the south east of the PANTHEON ISLES.
 2. Mil. Str. Coastal island fortress in the south east of the PANTHEON ISLES, on the above island^(1.).
- YLANDA: Geo. The smaller of two islands (the other being YSSAB) that serve as a division between the south of MIROVEA and the north of LERAMUGH. The island is largely known for the ancient metallic tower that crowns its highest peak, known as the Tower of the BLOOD MOON.
- YLEM: 1. Ele. Unique ore found in the eponymous island city-state^(2.) in the west of THE SURRACH. It is thought to date back to the earliest days of SHAPING and is easily manipulable by SHAPERS, making it a prized

- material amongst such individuals. It is crafted into intricate and exquisitely-detailed object d'art which are sold across $\underline{\text{ELYDEN}}$, and is also used in the creation of $\underline{\text{FOCI}}^{(2.)}$.
- 2. Pol. Set. Independent coastal city on the island of <u>RALISS</u>. Its primary industry is the mining of an ancient material, also known as ylem^(1.), that is thought to date to the earliest days of the <u>DEMIURGES'</u> shaping of <u>ELYDEN</u>. The material is easily malleable by <u>SHAPERS</u> and is sold around Elyden to them for research purposes and crafted into object d'art (Pop. c. 90,000).
- <u>YLIVI</u>: Set. Settlement in the region of <u>YEPPO</u> in the c east of <u>THE SURRACH</u>. It emerged in c. 3820 RM when the purported remains of <u>FIRST AGE</u> <u>ILLIDRAEN</u> settlements and remains to this day a major scholarly centre for the study of illidraen and other <u>MORTAL PEOPLES</u> (Pop. c. 4,800).
- <u>YMALESSE</u>: 1. Geo. Lage lodelith c. 1000 miles south off south eastern <u>LLACHATUL</u>, to the east of the <u>MIROVEAN OCEAN</u>. It is home to the mysterious eponymous tower⁽²⁾.
- 2. Arc. White needle-like tower that rises for close to a mile from the centre of the above island⁽¹⁾. The tower is 100-ft. wide at its base and is devoid of features and is of a porcelain or dull metallic substance. It has not been explored in detail due to its distance from the INNER SEA REGION.
- YMEA: Sea. Shallow sea off the north western coast of SAMMAEA, just south of the SEA OF LYNNAE. The sea is incredibly briny, with hard salty formations just off the coast, which itself is bordered by crystalline formations, marking the barrier between sea and land.
 - The strange conditions of the sea have given rise to a unique ecosystem of strange life-forms that thrive in the salty waters. The sea is also very shallow, limiting sea traffic across it and forcing most vessels to take slow-moving shallow-hulled forms.
- <u>YMEN</u>: Rel. Site of religious importance in the far south west of <u>LIDEA</u>, in the <u>ALOS</u> badlands. Myth claims that the region was once the site if a great battle that took place during the <u>WAR OF SCOURGING</u> at the end of the <u>FOURTH AGE</u>.
- The fossilised remains of the dead litter the area, embedded in the rock, centre-most of these remains is the body of a <u>SCION</u> of the <u>UNDYING MACHINE</u>, the legendary warrior-prince <u>OSSELDOR</u>, who fell in battle against a <u>MESOCHTHON</u>. Though Osseldor is later said to have reappeared as an <u>OTHERWORLDER</u>, the site remains an important place of pilgrimage along <u>THE SHADOW MARCH</u>, and it is said the <u>ARCHPOTENTATE MALICHAR</u> spent some time here during the conquest of Lidea. See Vol IV: Scions, Children of the Gods.

YO-HAMA VADA: see BLOOD SPORT, THE.

- <u>YO- LABRYS</u>: lit. 'the Maze'. Geo. A large region in the west of <u>VAALK</u> characterised by a labyrinth-like series of heavily <u>ATRAMENTALLY TAINTED</u> slot-canyons that are covered in adapted flora and fauna.
 - The region is categorised as a <u>MODERATE THREAT</u> by the <u>KORACHANI</u> INSTITUTE OF ATRAMENTAL STUDIES.
- YOBATHIA: Set. Small city in the c north of ATARAXIA, along the course of the river ASTAHKH (Pop. c. 17,000).
- <u>YOETHAS</u>: Set. Small city in the far north of <u>PORPHYR</u>. It is located in the region of <u>BASHINDA</u>, which is noted for its rich ore reserves. Its main industries are lead and zinc mining (Pop. c. 14,000).
- <u>YOMA</u>: also 'Ioma'. Pol. Set. City and state in the c of <u>SAUA</u>, and one of the original five city-states before Saua was united in 3108 RM (Pop. c. 57,000)
- <u>YONOTH</u>: Rui. Ruined city in the far north west of <u>PORPHYR</u>. It is ancient, and its people are thought to have died due to the worsening qualities of the <u>SEA OF LETHEA</u> in the <u>FOURTH AGE</u>.
- YONTA: also 'City of the Gate'. Set. Fortified city in the c of RAONGEN⁽²⁾, south west of Lake <u>TAHONG</u>. The city was, until 3999 RM, part of <u>THE VORANDINE</u>, though the change in regime that took place two years earlier saw the city break away, remaining independent until it was eventually absorbed by Raongen, following decades of close ties and shared cultural traits. Since then, it has become a major centre of trade between the two regions.

The city is famed for its monolithic partially-ruined granite gateway, which predates the city by millennia. Rubble from the gateway has been used in the construction of certain structures, many of which are still standing today.

Hills surrounding the city are famed for floating lights that have guided lost travellers to safe lands (Pop. c. 42,000).

<u>YOSADEL</u>: Set. City in the south west of <u>RHAMIA</u>, known for its expansive coal open cast mines (Pop. c. 8,300).

<u>YOSSIN</u>: Set. Fortified settlement in the north of <u>THE SURRACH</u> (Pop. c. 8.000).

YOSSO: For. Forest in the north of SAUA.

YOSSOLA: Geo. Ele. Iron protrusions in the ANOMOFERROH in the west of BASSORAH⁽²⁾. They are thought to be ATRAMENTAL in origin.

<u>YOTHSHAMMANEI</u>: *Rel. Str.* Temple in the north east of the <u>DANAED</u>
<u>SULRACH</u>, discovered in c. 750 by <u>KORACHANI</u> explorers. The temple is a subterranean multi-chambered funerary complex (most of which has not yet been explored) dedicated to the art of <u>KLADOS</u> that was practiced by the LHAUS.

Various ruined examples of archaic technarcane machinery were found in the depths, including vats containing the doctored skeletons of what scholars postulate to be <u>ITERANTS</u>. This technology contributed in many ways to the rise of technarcana in the empire.

YOTHSHAMMANEI ESCARPMENT: Geo. Natural escarpment running for over 75-miles in the nation of TRAKIA, 330-miles south of present-day OPHAR. The escarpment once served as a natural border between the LHAUS enclaves to the south and HUMAN lands to the north. An ancient human fort, known as GALLET, was constructed in c. 675

RM to guard the region, though it now lies ruined, abandoned by its original occupants for many centuries.

<u>YOTHSHAMMANEI TABLETS</u>: *Rel. Obj.* Tablets discovered in the ancient temple of <u>YOTHSHAMMANEI</u> describing, in hieroglyphic form, various practices associated with the art of <u>KLADOS</u>.

YOU'LL HAVE MORE LUCK BREACHING THE WALLS OF TETHRA! Lan. Soc. PARTHISAN saying, indicating that a said task is near-impossible. The city of TETHRA is guarded by an elaborate and expansive system of star forts and entrenchments, some of which may be outdated, but all of which are well-maintained and staffed, and certainly impressive. Together, these fortifications are said to be impregnable

YOURAHIR: Geo. Island to the far north of ELAT.

without the aid of SHAPING.

 $\underline{\text{YOURII}}$: Set. Major city in the west of $\underline{\text{PNESSA}}$, along the course of the river $\underline{\text{TRIGGAS}}$ (Pop. c. 64,000).

YPOKHANDRA: 1. also 'the Black Lands'. Geo. Sandy area of the ALOS in LIDEA, known for the SOUL-PEARLS embedded in the bedrock beneath. The place is visited by OTHERWORLDERS who sojourn in the area as they reflect on the fates of unborn spirits.

2. Mil. Str. Large fortress in the above region (1.) erected in c. 1300 RM following explorations of the region discovering large SOUL-PEARL deposits there. The soul-pearls were quarried in an extensive open-cast mines that lasted until 1895 RM. Operations there ended largely due to over-exploitation from the great demand BA'AKH had for the stones; as well as incessant Paraiyan attacks against its workers and caravans moving from there. Since the mines' closure, the fortress has been garrisoned by a single STEEL LEGION and auxiliaries, guarding the area from scavengers. This state persisted until c. 3430 RM, when the legion disappeared, leaving the tower unguarded. It fell into disrepair after this, and following the SUNDERING OF THE EMPIRE in 3705 RM the fortress became part of SARASTROAN-controlled Lidea, though it has been allowed to fall into disrepair.

3. Mil. Str. Coastal fortress in the north east of <u>JURRAS</u>^(2.).

<u>YPSILOR & SONS</u>: Tec. Combining technical expertise with <u>ATRAMENTAL</u> ingenuity, Ypsilor & Sons is a much more recent addition to the <u>HOROLOGISTS</u> of <u>KORACHAN</u>, having only been established in 3822 RM.

What it lacks in experience and established ties, it makes up for in ingenuity – Ypsilor was the first horologist to make use of TECHNARCANA

in the manufacture of watches, and his patented Atramental processes ensure the most precise timekeeping devices in all of <u>ELYDEN</u>.

The rapid fame of Ypsilor (later named Ypsilor and Son in 3849 RM and Ypsilor & Sons in 3855 RM) led to many exclusive commissions, including all timekeeping devices employed by the Korachani military since 3903 RM, much to the disappointment of other more-established horologists.

Based in the city of Korachan, Ypsilor & Sons has a presence in cities in seven different nations across the $\underline{\text{INNER SEA}}$.

YRANNAI: also 'Life Pairing' Soc. Common social practice in VAUN that is analogous to wedlock. Adults seek permanent spiritual and intellectual companionship with another individual, who can be of any sex, with which they seek to spend their lives. There is no public ceremony or ritual involved in this, though pairs may decide mark their companionship with a private ceremony, and their union typically lasts until the death of one of the individuals.

As around half of these unions are incapable of naturally bearing young, adoption and surrogacy are both common practices amongst life pairings and a child raised through either adoption or surrogacy is socially and culturally no different to one born in what we would call the traditional way.

YRRANAH APHIR: also 'the Shaper King'. m. Pol. His. Per. (D. c. 1170 RM). Cultural hero in <u>LAOD</u> who rose amid the ruin of the kingdom of <u>ALAOGGA</u> during a time of chaos. He was a <u>SHAPER</u>, and is said to have found the <u>EBON GRAIL</u>, which he used to heal wounded soldiers. Other legends paint him as a uniter of disparate peoples in the region, where he is sometimes referred to as the Shaper King, though this is unlikely to be true as the region now occupied by southern Laod was dominated by warring small states and kingdoms for many years before and after the time of his supposed death.

<u>YSACYITHAIA</u>: Dem. 'Ysacyithaian'. Ntn. Empire in the far south of <u>SAMMAEA</u>, north of the <u>SEA OF SAMMAIDU</u>. Its north west emerged from the ruin of the earlier state of <u>ILIMNILL</u>. There are many refugees heading north, which are being stopped by the border troops of <u>ZAKRON</u>. It is a nation of animal husbandry, and has many skilled cattlemen, who are lords of their vast lands, and well-armed, whose ranchers also acts as private troops. See Vol III: Extant Realms and Nations.

YSALLEA: 1. Geo. Cliffs in the east of EIKARTHYEA.

2. Lak. Salty lake in the east of EIKARTHYEA.

YSSAB: Geo. The larger of two islands (the other being YLANDA) that serve as a division between the south of the MIROVEAN OCEAN and the north of the LERAMUGH. The island is known for the basaltic idols that lay half-buried beneath its dark soils, facing north. It is populated by pastoral and agrarian people, though is devoid of any civilisations of note.

<u>YSSDARA</u>: Set. Coastal settlement in the west of <u>SABAISA</u>. Its main industry is crabbing (Pop. c. 7,000).

<u>YSTHUAN</u>: *Pol. Sct.* Capital city of <u>YSACYITHAIA</u>. It is the westernmost point along the <u>ISHMMARRAN TRAIL</u>, and caters to the many merchants and travellers that cross through it (Pop. unknown).

<u>YSTRA</u>: *Int. His. Str.* Ancient petrified ark lying half buried in the badlands of <u>MEREHIM</u>, in the far south east of the <u>UMBRA SOKHAR</u> wastes.

YTALI 1. Geo. Expansive boggy terrain in the south east of <u>CARNYNGA</u>, close to the border with <u>AEONAS</u> in the south and <u>BELEGOR</u> in the east.
2. Sec. Small city in the above region^(1,) in the south east of <u>CARNYNGA</u>. The city and its environs are isolated and largely forgotten by its parent nation. Its people are insular and content to be left alone. Its main industry is milking of snake venom, which is used to make antivenoms which are sold to surrounding regions (Pop. c. 12,000).

YTTRIA: 1. Geo. Region in the c of THE SURRACH, in the SURRACHI PLAINS.

2. Pol. Set. Main city in the eponymous region, known for its wide shallow marble quarries (Pop. c. 34,800).

YUBARAH: Set. Cliffside settlement in the north west of BASSORAH⁽²⁾, in the GORRAN Mountains the city is a centre of copper production and copper goods (Pop. c. 6,500).

YUCOM: Set. Major city in the of CHEIRA, and capital city of the eighth prefecture of Cheira (Pop. c. 60,000).

- YUDDA: Mar. Rnk. LAASKHAN Warrior caste. Pre-empire lived apart from normal society; after the KORACHANI occupation and subsequent integration in imperial culture, they were drawn from remaining Laaskhan troops and their ancestors their bodies augmented by the ATRAMENTA.
- YUDHEI: Fau. Strange OTHERWORLDLY beings that survive outside the ecologies of the MORTAL PLANE. They gain sustenance through solitude, growing weak when surrounded by MORTALS. They are alien things, of a single eye and no other features on their bulbous heads, though they are possessed with multiple arms, with no legs to speak of. Some postulate that they might be refugees from another PLANET entirely.
- <u>YUAN</u>: 1. Sea. Bay on the far south west of <u>RAONGEN</u>⁽²⁾, to the west of the larger <u>BAY OF ORAN</u>. It was a strait until c. 3200 RM, separating the mainland from the nearby <u>CRESCENT ISLE</u>, but lowering sea levels over the next centuries saw the island link to the mainland through the formation of a narrow isthmus at the city of <u>YUANONG</u>, which has since created a canal that links the Bay of Yuan with the <u>SEA OF SUDUNIR</u> once
 - 2. Pol. Major noble household in <u>RAONGEN</u>^(2.), based in the city of <u>YUANONG</u>. The household controls shipping across the south west of Raongen, and has grown wealthy of sea trade and offering charter services. It owns the second-largest fleet of ships in Raongen after the navy itself.
- <u>YUAN CRESCENT</u>: *Geo.* Crescent-shaped peninsula in the far south west of <u>RAONGEN</u>⁽²⁾. It was an island until c. 3200 RM hen the waning of Elyden's seas saw it increase in size and eventually connect with the mainland, close to the city of Yuanong, which later built a canal to cross the isthmus.
- <u>YUANONG</u>: Set. Major fortified coastal city in the far south west of RAONGEN^(2.), along a narrow isthmus that connects the mainland with the peninsula known as the <u>YUAN CRESCENT</u>. Prior to c. 3200 RM the peninsula was an island, and Yuanong overlooked the strait of <u>YUAN</u> across to the island, though lowering sea levels over the next centuries saw the island connect to the island via a narrow isthmus, which the city has since grown to encompass, constructing a canal that reunites the Bay of Yuan^(1.) (as it is now known) with the SEA OF SUDUNIR in the west.

The city is home to the Yuan^(2,) household, which is one of the most powerful ruling houses in the kingdom, controlling a vast fleet of merchant vessels.

- YULIA: 1. Geo. Mountain range dominating the eastern coast of <u>ARERAQTH</u> in the north east of <u>MENISCEA</u>. It stretches for around 500 miles, 300 of which form the eponymous peninsula⁽²⁾ the region is noted for its rugged natural beauty, its black moss-covered rocks, and its near year-round rain. A particular formation in the east of the mountains is said to be the languid body of the <u>SCION SUSHRA</u>, who fell in love with the place and fell asleep, becoming part of the land. Her dreams are said to permeate the thoughts of those who sleep in the area, giving them visions of unending fractal mountains and forestscapes.
 - 2. Geo. Peninsula in the eastern coast of <u>ARERAQTH</u> in the north east of <u>MENISCEA</u>, formed by the protrusion of the eponymous mountains^(1.).
- <u>YUR</u>: Mil. Str. Fortress in the c east of the <u>BARRIER LANDS</u>, along the course of the <u>IVORY ROAD</u> trade route. It is controlled by the <u>KNIGHTS AENEOUS</u>, who guard merchants travelling along the road.
- <u>YUSSAI</u>: Rel. Str. Org. Monastery dedicated to the cult of <u>SATHEP</u> in the c west of <u>SARASTRO</u>.
- <u>YUSSHA</u>: Set. Fortified coastal settlement in the west of <u>RAONGEN</u>⁽²⁾. Its main industry is the cultivation of <u>EVOLAMKELP</u> (Pop. c. 6,000).
- <u>YUUA</u>: Sea. Sea strait in the far north east of the <u>BOILING SEA</u>, between the north west of <u>TZALLRACH</u> and the south of <u>MALAN</u>.
- <u>YUUAZA</u>: *Set.* Small coastal city in the far north west of <u>TZALLRACH</u>, controlling the entrance into the <u>SEA OF MUSSAR</u> (Pop. c. 50,000).
- <u>YUUNA</u>: For. Dry forest in the south of the <u>HENDECARCHY</u> of <u>CHLORIS</u>, in the south west <u>MALAN</u>, bordering the north of <u>TZALLRACH</u>.
- <u>YVRESSE</u>: Set. City in the far north west of <u>THE SURRACH</u>, within the <u>ATRAMENTALLY TAINTED</u> region of <u>THESMOTH</u>. It is populated by <u>ATRAMENTISTS</u> and other <u>SHAPERS</u> who research the surrounding region.
- In c. 3960 RM an agreement was reached with <u>PARTHIS</u>, to allow its merchants to pass through the city and its environs as part of the traderoute known as the <u>PARTHISAN ROAD</u>. Parthis pays a handsome tithe for the privilege, and its technarcanists also help to maintain the many <u>SIPHON ENGINES</u> that protect the area from <u>ATRAMENTAL TAINT</u> (Pop. c. 47,500).

YVRON: Lak. Lake in the north east of ELEKHID.

Z

ZAARA SHUR: (B.3933 RM) Pol. Present ruler and religious leader of ELEKHID.

ZAAVAR: Set. Settlement in the c north of <u>VAALK</u>, just south west of the <u>SEA OF BASSANDER</u>. It is built atop the ruin of an ancient <u>FIFTH AGE YARAOMIC</u> settlement, which was known as <u>ESHAVA</u> (Pop. c. 15,000).

ZAAZUASH: Rui. Once a major city in the c south west of THE SURRACH, whose main industry was the mining of SOULSTONES for TECHNARCANE use. It grew rich off of the exportation of the stones and technarcane devices that required them as fuel, and boasted a population of over 100,000 during its height in c. 3200 RM. It was devastated by the sudden appearance of the ATRAMENTALWASTES of HARAT CHLO between 3681 – 3684 RM and was abandoned soon after. As the Atramental wastes expanded, surrounding settlements were also claimed and slowly refugees made their way to the city and eventually continued the soulstone industry. Much of the city is now deserted, the clay bricks of its abandoned districts disintegrated into grey mounds around the populated area.

The area around the city is a waterlogged wasteland peppered with wretched trees and the shallowly buried remains of the ancient city.

ZABO: Set. Old capital of <u>JIRIDUN</u>, which was moved to the city of <u>OD MEGINNAS</u>^(L) in 3651 RM. Since then, the city has been allowed to dwindle in power and size, with many people moving to the new capital (Pop. c. 28,000).

ZABEL: 1. Pol. Northern district in the CITY OF ALMAGEST, noted for its role in the city's infrastructure. The district was a slum, its residents making a living off of the recycling of the rest of the city's waste, which they would separate into things that were of value (which would either be kept or sold back to the city) and waste, which was disposed of. There was a status quo between the people of the district (who called themselves Zabelites) and the administration, which turned a blind eye to their activities so long as they continued to keep the rest of the city clean.

ZABRA: Rui. Ruined library in the south of the GO BISAMMAM desert in VENTHIR, inhabited by vagrants. It was once part of a thriving culture that described the region as a shallow inland sea.

Zabra is conspicuous for the remnants of wooden boats that litter the slopes west of the ruin.

ZABRAN: Wea. Summer southerly wind that blows across the east of GNOTH and AQUARIIA, bringing moist air from the sea inland, where it meets warmer northerly winds from the NARAHASAPHAEL and BLACK MOUNTAIN.

ZACCHAD: 1. Geo. Island south of the <u>TOLIASOR</u> Mountains, in <u>THE INNER SEA</u>, and part of the <u>KORACHANI</u> colony of <u>AMONDOR</u>.

2. Mil. Str. Major fortress in the <u>KORACHANI</u> colony of <u>AMONDOR</u>, south of the TOLIASOR Mountains. It is renowned as being one of four

Korachani fortresses to house one of the legendary 150-ton cannons, known collectively as the <u>FOUR ANGELS</u>.

ZACHULL: 1. Geo. Region, covering an estimated 80,000 square-miles, in the north west of <u>KHARKHARADONTIS</u> known for the fleshy single stemmed trees that grow in its confines, their vine like tendrils slowly snaking across the ground as though of their own volition.

See. Large fortified conurbation and city state in the eponymous region (Pop. c. 117,000).

ZADAI: Ind. Set. Gold mining settlement in the c south of <u>VENTHIR</u>, just north east of the <u>WORKNAH</u> Mountains (Pop. c. 9,000).

ZADAK: 1. Geo. Roughlands in the north east of <u>BA'AKH</u>, dominated by escarpments and knolls. Many natural wells and oases in area have attracted settlers, becoming populated.

2. Geo. Rocky peninsula in the north east of BA'AKH.

3. Set. City in the north east of $\underline{BA'AKH}$. It was once a major city in the region and is now crumbling, abandoned to $\underline{ATRAMENTAL\ TAINTED}$ and retreating coastlines in c. 3390 RM.

ZADAMM: Set. Small city in the north of <u>PNESSA</u>. It is infamous for its cutpurses, and it is rumoured that they owe fealty to its noble houses (Pop. c. 12,000).

ZADDOCK: (B. 1902 – 2383 RM) Tec. Renowned TECHNOLOGIST and pioneer of artificial life-forms and constructs. Born in VENTHIR, Zaddock was a master technologist who innovated many methods of cheapening and spreading the availability of CREANTS and constructs (TECHNACHI), such as STEEL OGHURS. He was exiled from Venthir in 1939 RM by an increasingly paranoid sovereign, QUEEN HETEPHERES, and alongside many technologists who accompanied with him fled SOUTH to the city of SARAGOS, from where the nation of SARAGOS would eventually evolve.

ZADISI: Set. Coastal settlement in the north east of $\underline{ZHARIAH}^{(2)}$ (Pop. c. 8,000).

ZADUH: Rui. Old capital of the <u>TRAGIC KINGDOM</u>, on what are now known as the <u>GHOUL ISLES</u>. It was once a great harbour, known for its gilded domes and many merchant ships that trades west and east. Today it is a grey ruin, some distance from the coast due to the diminishing waters of <u>ELYDEN</u>. The ruin and much of the surrounding coast are shrouded in thick mists, as cool sea air meets the warmer ais that hangs over the island.

ZADZHEN: Rel. Ser. Fortified city in the south west of <u>SAUA</u>, in the plains of <u>NATAMURRA</u>. It is dominated by a large shrine around which is a market, where merchants travelling along the <u>GREAT ROAD</u> sell their wares (Pop. c. 38,000).

ZAFEED: 1. Ind. Soc. PATRICIAN HOUSE famed for its luxury CONVEYORS.

The house originated in SARASTRO, though its vehicles are in use across the LOW-EMPIRE OF SARASTRO and other parts of the INNER SEA REGION today. See Vol II: Patrician Houses.

2. Ind. Veh. Manufacturers of luxury conveyors, ranging from single-person vehicles to larger 4–6 person capacities. Their main factory is based in the city of <u>CARULA</u> in <u>SARASTRO</u>, though there are other manufactories across the <u>LOW-EMPIRE OF SARASTRO</u>, including <u>NERIDUN</u> in <u>VAALK</u>.

The house's current patriarch is the subject of various rumours and legends due to his reclusive nature, pallid skin, and unnatural old age – he turned 288 in 4005 RM, though it is no secret that he regularly visits <u>FLESHWRIGHTS</u> and makes use of cutting-edge <u>ATRAMENTAL</u> procedures which are likely responsible for his longevity.

Zafeed conveyors are famed for their design and reliability, and are costed to prohibit purchase by all but the wealthiest of individuals, making them highly coveted across the INNER SEA REGION. They are characterised by their large intricately spoked forewheels, wave-like panelling, gold-trim, and tapering design. The manufacturer's favoured colour is dark maroon though other colours are also available.

The manufacturer also creates be spoke vehicles for the most discerning patrons — typically incredibly wealthy patricians with specific requirements, which may not all be legal.

ZAFFRE: Pol. Set. City-state in the c north east of <u>THE SURRACH</u> in the north west of <u>SAMMAEA</u>, that is renowned for the large dark blue dome of its main administrative structure as well as the many other similarly-coloured domes around the city.

The city has been under the leadership of an OTHERWORLDER since 4007 RM, around which a sizeable cult of personality has grown, attracting pilgrims from around the Surrach. It is also known for its multiculturalism, especially its tolerance, if not outright celebration, of different religions and faiths. Its settlements are amongst the major producers of lumber in the Surrach (Pop. c. 92,000).

ZAGAN: Pol. Set. Capital of the island-nation of IRUGNA(2.). The city's emblem is the winged bull, and it is dominated by the CITADEL of the ANCIENT, an archaic structure where the seat of power in Irugna is located. Most jobs in the city revolve around the upkeep and smooth operations of the government located within the Citadel of the Ancient. The city is also home to the main mint for Irugna, and most coins used in the nation are made there, in large heavily-guarded subterranean mints (Pop. c. 209,120).

ZAGRAS: Geo. Small mountain in the c north west of SARASTRO.

ZAHARA: Set. Small city in the north of <u>NÁRTHEL</u> along the course of the river <u>UEFIRAT</u>. It is a major agricultural centre in the region (Pop. c. 17,000).

ZAHARAN DESERT: Geo. Desert in the east of MENISCEA, dominating the south of SHAZGIN, and the north of VALA. Though largely uninhabited it is renowned for its pathfinders, who are adept at navigating by starlight and living off the land. They make shallow caves that they lie in during the day and travel at night.

ZAHAT YA HZA: Lit 'plain of the gods'. Geo. Highland flat-topped steppes in the north of SAUA, bordering the south east of TEMUJA. The region is high-altitude and very rough. Natives of the seven states found within its borders are barrel-chested and recognised as formidable warriors due to their stamina.

ZAHAT YISO: Mar, Rnk. Prolific warrior-caste in the ZAHAT YA HZA region in the north of SAUA.

ZAIAMANA: Set. Small city in the c south of AMMESH. It controls a pass across the NAGHIGH Mountains (Pop. c. 17,000).

ZAIDA: Int. Mys. Ancient gigantic immobile golem that towers over the city of BEH ZAIDA in the north west of the PRINCIPALITY OF SEPAHAUNAT. It is thought to have at one time been capable of independent motion, though is now immobile. Despite this, it is active, and it is believed that an ancient siphon engine, possibly attributed to the DEMIURGE NYARLOTH, lies within its chest, still working, purifying the air.

ZAIID: Set. Small city in the north of ZHARIAH⁽²⁾ (Pop. c. 12,400).

ZAIN: Set. Settlement in the c west of <u>GNOTH</u>, just outside the city of <u>PITTACAEL</u>, known for its study of the stars and thorough cataloguing of the births moments of <u>OTHERWORLDERS</u>. Its scholars are authorities on the subject (Pop. c. 6,000).

ZAKHAR: Rel. Ancient site in the east of <u>AZAZEM</u> that forms part of <u>THE SHADOW MARCH</u>.

ZAKHARNA, THE UNTOUCHABLE: Oth. HALFBLOOD whose body is similar to that of a <u>DEGENERATE</u>. She is cursed to wander <u>THE OLD FOREST</u> alone, without protection. She warns those who approach her to be careful what they wish for. She speaks ill of <u>AGEN</u>.

ZAKKAR: Geo. Island to the east of GIBEAH, in the SEA OF BALIMAN.

ZAKRON: Dem. 'Zakron'. Ntn. Nation in the south east of SAMMAEA. It broke away from the once-great empire of <u>ILLAKRAR</u>(2.) in 2823 RM, and took part of the old territories of AKHSARAY.

The nation is famed for its <u>GOD-ANCESTORS</u>, which are interred within <u>CANOPIC ENGINES</u> – great archaic machines that allow their consciousnesses to survive for millennia after their <u>VESSELS</u> have perished. They serve as rulers, advisors and deities alike to the otherwise backwards people of Zakron, whose entire culture revolves around venerating, serving and maintaining the engines.

In c. 1180 RM territories now occupied by north western Zakron were devastated by the aftermath of the MT. KLAUVAKAN CALAMITY, including famine and plage throughout the 12th century RM. See Vol III: Extant Realms and Nations.

ZALATHAR: Sct. Coastal city in the west of the <u>CITIZENRY OF THALI</u>. The city is located in steep valleys that are flanked by the <u>SANTOREAN</u> Mountains, giving it a tiered appearance. It is built atop a late <u>FOURTH AGE</u> citadel that is thought to have belonged to <u>CATACHIS</u>⁽²⁾ alchemists, and ancient sewers and vaults are often encountered during excavation works, revealing long-sealed ateliers and workshops.

<u>MERILL</u> sightings off the coast are becoming increasingly more common, and fishermen often report hearing eerie sounds coming from the deep sea when out at night (Pop. c. 72,500).

ZALBAIGALED: (D. 339 RM) Mil. His. Ancient SARASTROAN general who for decades led his troops to victory against KORACHANI attacks, until his eventual defeat at the appearance of the ARCHPOTENTATE MALICHAR in 339 RM, who in a night of fighting did with a small elite band of warriors what the Korachani army had for decades been unable to. Zalbaigaled was executed alongside most high-ranking resistors by Malichar, paving the way for the imperial governance of Sarastro under the aegis of SATHEP THE RISEN.

ZALDRID: Set. Fortified border city in the south of ZAKRON, overlooking the great plains of northern YSACYITHAIA. It is home to many mounted troops that patrol the border against refugees heading north (Pop. c. 22,000).

ZALEA: Rvr. River in the c west of the HENDECARCHY of NHORA in the north east of MALAN, flowing west for 180-miles from sources in the THARORAT Mountains, before meeting the coast at the GULF OF ELRI.

ZALEAT: Set. Small city in the c of OKKHAM (Pop. c. 19,000).

ZALICHYA: Set. Fortified settlement in the region of <u>NUCTEMERA</u> in the north of <u>EREBETH</u>, known for its wines (Pop. c. 4,400).

ZALIKHA: See. Fortified city in the far north of KHAMID, close to the border with MALANI FOREST-KINGDOM of LONAR. It forms a part of the GREAT ROAD trade-route, and its port and market are busy with merchants moving goods to and from the region (Pop. c. 19,000).

ZALKAH: Int. Set. Independent AIKLAH settlement in the far south of AETHIOS, in the region of DHABB. The settlement is heavily fortified by steep-sided cob walls, and protected by cliff peaks that are unassailable by humans. Aiklahs based in this settlement harass nearby caravans heading SOUTH to the SALT ROAD (Pop. c. unknown).

ZAMAINI: Geo. For. Sparsely wooded area in the c of VENTHIR, north of the SHANA Mountains. It was once known for its pistachio trees, and though the region is still renowned for its pistachio cultivation, this is now done on an industrial scale within private orchards, and very few of the trees grow wild today.

ZAMARR: Set. Settlement in the c south of AZAZEM, in the north of the SHIARTHAR plains, known for its mutton and wool production (Pop. c. 1500)

ZAMAZHAEL: Int. Fau. Geo. Skeleton of a gargantuan creature, its origins unknown, deep in the Wastes of <u>VERMES</u> in the c of <u>MENISCEA</u>. The steel-hard bones are embedded in the rock of the region, ribs protruding like pieces of ancient architecture, vertebrae providing shelter to herds of smaller beast. On the bones are etched disparate archaic scripts, as though succeeding civilisations have come and gone, leaving little more than a simple record of their passing, while the bones of the great beast live on.

ZAMEN: Set. Small city in the c north east of <u>OPHIUSSA</u>. it forms a part of <u>THE WAY</u> trade-route, and offers accommodation to hose travelling along the route (Pop. c. 13,000).

ZAMINDAR: Pol. Soc. Nobility in the <u>PRINCIPALITY OF SEPAHAUNAT</u>, similar to <u>PATRICIANS</u> of the <u>INNER SEA REGION</u>. They are landowners, similar to feudal lords, who lease their land to tenants who work them and pay their rent as a percentage of produce grown.

ZAMTHAN: Set. Fortified settlement in the south west of <u>TRAKIA</u> in the region of <u>SABBAROT</u> (Pop. c. 6,800).

ZAMURRA: For. Jungles in the south east of <u>ACHAA</u>⁽²⁾, dominating the south eastern face of the <u>MENEFIR</u> Mountains.

ZAN KAMMAR: (B. 3972 RM) *Int.* HUMAN born in the VENTHIRI city of HAUTIA, known for his gigantism. He is 7'5" and weighs 580 lbs. He achieved fame in the court of QUEEN HETEPHERES, and now travels across Venthir and beyond, challenging local strongmen to martial contests. He has never lost a match.

ZANBAUR: Geo. Ridge in the east of SAMMAEA, forming an extension of the expansive <u>UHBATAQI</u> Mountain-range⁽⁴⁾. It serves as a border between the <u>JAHADAT STATES</u> and the surrounding <u>SULTANATE OF</u> <u>ABACARDAT</u>.

ZANBUR: Set. Small city in the west of the JAHADAT STATES, under the control of the city of NAI. It is known for its ancient ruined fortifications, whose scale suggest they were constructed by beings larger than HUMANS (Pop. c. 14,000).

ZAND: Rui. Ruined city in the north of BA'AKH, in the ZADAKI peninsula. The city was, until c. 2800 RM a centre of ATRAMENTAL processing, with the facility of BA'UGAR just outside its walls, though changing economies saw the place plumet in wealth almost overnight, leaving it ruined by c. 2880 RM.

ZANDAR ADESH: Set. City in the c east of <u>THE SURRACH</u>. It is an industrious city that is known for its historical leathermaking, which remains a major industry there. Many of its buildings have awnings and canopies made from brightly dyed leather (Pop. c. 28,500).

ZANDERA: Set. Small city in the region of <u>BACALUSIA</u> in the c west of THE SURRACH. It is known for its fine limestone (Pop. c. 17,000).

ZANDIR: Set. Small city in the north west of ETUA, in the northern periphery of the GIGGERAGH desert. It taps into deep natural aquifers from which it draws water, which it also uses to siphon cool subterranean air that it uses to cool its buildings (Pop. c. 12,800).

ZANER: Rui. Abandoned city in the south east of <u>NÁRTHEL</u>. Once a part of <u>SARASTRO</u>, the city was successfully besieged by <u>VENTHIRI</u> forces during the <u>WAR OF SUNDERING</u>, after which it was used as a staging post for Venthiri and <u>KORACHANI</u> armies throughout the war, though was later abandoned. Following the war the region occupied by the city would be claimed by Sarastro.

ZANGHI: Geo. For. Wretched waterlogged forest in the north west of KORACHAN, in west of the SUEVRAN Basin. It is known for its thick mosses and mouldy close air and is commonly said to be <u>ATRAMENTALLY</u> <u>TAINTED</u>, even though this is not the case, as though the claim is needed to explain a wretchedness that is ultimately mundane in nature.

ZANNA: Set. Small coastal city in the far east of NOAVATUR. Its main industry is logging. The industry is an ancient one in the region, so-much-so that its forests are all artificially-planted and were once used for the building of ships. It is also rumoured to be a hotbed of smuggling (Pop. c. 13,000).

ZAOL: Set. Settlement in the region of <u>ASKLEPIA</u> in the c west of <u>THE SURRACH</u>. It is situated along the <u>IVORY ROAD</u> and operates a caravan that operates for 60-miles between it and Asklepia where the injured are seen to. (Pop. c. 8,000).

ZAPAR: Mil. SAUAN foot soldiers, recognised by their red livery.

ZAPHARESH: Set. Major city in the c south west of Mehitiel. It was founded atop the ruin of an ancient monolithic structure that is believed to have been a temple, with people setting up their dwellings in old crypts and cisterns, with public and religious structures being founded in the foundations of larger rooms. Today little direct trace of the old structure remains, though tell-tale signs can be found across the city, including blocks of marble that were repurposed from the original structure and ancient gargoyles and statues adorning squares and public spaces (Pop. c. 275,000).

ZAQEN: Geo. Mountain in the south west of <u>NÁRTHEL</u>, forming part of the border with <u>SALOROC</u>.

ZAQIP: Set. Settlement in the c east of VENTHIR. Every generation, the firstborn children of its noble houses partake in a dangerous hunt, the prize of which is a phylacter. Should one be slain the one responsible for its killing will earn great prestige from themselves and their family (Pop. c. 10,000).

ZAQQIM: Myt. Keeper of the gates of hell in ancient IONIC myths.

ZAQQIM, TEARS OF: Int. Rui. Obj. Spherical stones in the west of IO, in the north west of the region of ELIHAMAGNA. They were once coastal though the lowering of sea levels throughout the Fifth Age has seen them move steadily from the coast, and they are now 20-miles from the coast. There are hundreds of spheres in all, most of which are around 5 ft. wide and encrusted with years of being underwater

The spheres are associated with the ancient mythological figure \underline{ZAQQIM} , though few today know this.

ZARAGAZ: Geo. Scrubland in the c of KHURAUR. It is known for its richly coloured sandstone rocks that vary in colour from deep violets, to reds and browns. The rocks are worn down by winds into a similarly coloured soil that blows east into KARAKHAS in summer.

ZARAKON & TODTH: Ind. Bus. POWDERGUN manufacturers, based in lower PELASGOS, largely active between c. 2350 - 2880 RM. Renowned for their fine work in filigree and inlay, and their ornamental and ceremonial weaponry.

ZARALL DYNASTY: see DYNASTY, ZARALL.

ZAR NISHUBHAL, TEMPLE OF THE: Int. His. Str. Ancient IONIC temple, transported to the city of KHADON in KORACHAN, and rebuilt brick-by-brick, during the age of KORACHANI exploration and domination of the INNER SEA. It remains to this day, an anachronistic structure, now covered by glass, in in the high-district in Khadon.

ZARALL III: m. Per. (B. 3203 – 3288 RM). Pol. His. Historic sultan of SHAZGIN, who was assassinated by his HAREM. His cousin HAFFALIN inherited the SULTANATE.

ZARANDINE: Ser. City in the east of THE VORANDINE. It was the centre of one of the states that emerged in the chaos following the death of king VORAND in 2393 RM and is built along the course of the river MANADARAS, and is surrounded by plains made up of old silt deposits from previous courses of the river that are difficult to traverse on foot, leading to the use of stilt walkers. Winds from the east often uncover ruins from early FOURTH AGE cultures that locals investigate. The UNITED VORANDI COUNCIL has condemned this, sending Godsmen to such sites to destroy them.

It is known for its zoo, where a menagerie of flora and fauna from across the Vorandine are kept so that the Vorandi people can see what they would otherwise be denied. It also home to a large communal shrine dedicated to the <u>GOD WHO SPEAKS</u> that is built atop an <u>ONEIRIC LEY</u> where mortals are more inclined to <u>DREAM</u>. Inside, it is filled with deep pallets where the faithful can take mild opiates to help them relax in the hopes of being chosen by the God Who Speaks to receive a vision. Monks devoted to the God Who Speaks tend to the faithful, recording any dreams and visions as they happen (Pop. c. 48,000).

ZARARA: Geo. Island off the north western coast of <u>DANU</u>, to the north of the <u>SEA OF IDALIA</u>. It was 'discovered' and named by the explorer BOHMIUS.

ZARATABA: Set. Major cliff-side city in the east of RHEA. Originally a fishing settlement, with dwellings built on the edge of the sea-side It has, since the birth of Rhea in 1394 RM, been a hub of culture, and attracted people from surrounding lands who had been displaced from their homes,

including many refugees from the <u>PANTHEON ISLES</u> who had been persecuted by their tyrannical rulers. This led to an ill-fated attack against Rhea, which ended in 1563 RM, with the humiliation of the Pantheon Isles whose navy was squandered on futile attacks, and whose isles became targets to pirate attacks.

Zarataba grew into a prosperous metropolis, with over 1,500,000 people by c. 1900 RM, though the waning of <u>ELYDEN'S</u> seas and increasing instability in the <u>FIRMAMENTAL ARCANE TEMPERS</u> in the region saw it dwindle, and today it is around half that size and 3-miles from the coast (Pop. c. 1,109,000).

ZARATH KORNAI, the HAMMER: m. Pol. Per. (B. 3941 RM) Highranking member of the MORÉHAN ORDER of the SANCTIFIED INQUISITION. His early life was marked by unfortunate circumstances, and he is believed to have been an orphan, but he was recruited into the Order at a young age.

Officially bearing the rank of <u>INQUISITOR</u>, he earned his first commendations as an Inquirer posted to the colony of <u>TAVVADRA</u>^(1.). In 3998 RM he was sent to the <u>PATRICIAN</u>^(2.) class frigate <u>ST. ACHETUNA</u> as an attaché, where he remains to this day, enforcing the will of the <u>ARCHPOTENTATE</u> through his position.

He is rightfully feared for his interrogation techniques, which have uncovered numerous hidden heretical cells across territories within and without the <u>KORACHANI EMPIRE</u>.

ZARATTAY: Set. Settlement in the south east of RHEA. It is known for its cotton production (Pop. c. 4,000).

ZARAY: Set. Small city in the south of <u>THE VORANDINE</u>. Its main industry is the mining and drying of <u>ALVELITE</u>, which is transported west to the city of <u>NYCARAT</u> for further refining (Pop. c. 8,200).

ZARAZESH: Lak. Endorheic lake and expansive salt flats in the c of THE SURRACH. The lake is fed by seasonal river that gather into temporary river in the BERAGOT basin. The surface of the lake is around 180-ft. below sea-level and is believed to be the deepest point in the Surrach.

ZARB: 1. Geo. Mountain pass across the west of the <u>RIPHAEA</u> Mountains in the north of the <u>UMBRA SOKHAR</u>, linking the trade city of <u>KAIOUDA</u> with the rest of the Umbra Sokhar.

2. Set. Major city in the c of <u>KARAKHAS</u>. One of its most notable industries is the breeding of <u>PHYLACTERS</u>, some of which are sold to merchants travelling on the <u>SALT ROAD</u>, which passes through the city (Pop. c. 67,000).

ZARB, TOWER OF: Rui. Ancient mountain-stronghold in the far north of the <u>UMBRA SOKHAR</u>, close to the border with <u>KARAKHAS</u>. Its towers were toppled centuries ago, and all that remains now is the untarnished parament bearing the livery of its forgotten household. Attempts to penetrate the rubble surrounding the ruin have thus-far been unsuccessful.

ZAREN: Fau. 5-horned even-toed ungulate common to <u>VENTHIR</u> and <u>TZALLRACH</u>, though their numbers have diminished greatly since the desertification of their habitats. See Vol II: Therops.

ZARGA: Rvr. Largely seasonal river in the west of Khuraur, flowing into lake Khura for most of the year.

ZARGATANNA: Set. Fortified city in the west of KHURAUR, situated along the course of the river ZARGA. For much of its history the city was an independent entity, ruled by the self-proclaimed SCION AKHADOS since 2285 RM until his death at the hands of the GODSLAYERS in 3986 RM. Since then, the city has been under the control of Godslayer caretakes working under the Khurauri government.

It forms a part of the <u>SALT ROAD</u> and the sale and trade of certain goods (such as religious objects and certain resins and materials) is outlawed by the Godslayers. Many merchants have taken to circumventing the city to avoid the confiscation of their goods, but the Godslayers patrol the lands surrounding the city and will attack and destroy any merchant caravans that have avoided the city (Pop. c. 29,800).

ZARI: Ind. Set. Gold mines in the c east of the SAGGAR region of THE SURRACH (Pop. c. 4,200).

ZARIFIRA II: f. Per. (B. 3937 RM) Pol. His. Present Sultana of SHAZGIN.

ZARIN TA': Set. Fortified city in the c west of KHULL, overlooking the northern-most reaches of the MELUHULLU basin. It is the only major city that maintains a permanent district where the SAN nomads can consider their home, and where they can seek unconditional shelter (Pop. c. 24,000).

ZARNOTHUA: see St. ZARNOTHUA.

ZAROQ: Rui. Early FIFTH AGE ruin located in the ATRAMENTAL WASTELAND of QEBEL VAR, in the north west of ABACARDAT. It is now thought to have been a large citadel, and its dungeons are the target of spelunkers and explorers to this day, many of who die in the wastes of the Qebel Var before even reaching the remnants of the citadel.

ZAROSH ZULL: (B. 3952 RM) Pol. Current Archminister of TAHALL.

ZARQON: Soc. Org. One of the 17 GRAND HOUSES of the NACRE LEAGUE. The House is based in ZHARIAH and is known for its involvement in the trade of antiquities and religious artifacts, as well as alchemical ingredients and goods. It is possibly the smallest of the Grand Houses, with only a handful of small auction houses spread across the eastern stretch of the Nacre Road, though its dealings in various esoteric products have earnt it a reputation across the trade-route for rendering bespoke services to many noble houses and monarchies, sourcing specific and rare goods for them on commission. It also offers messenger services between these exclusive noble houses, offering TELEGRAPHY and courier services between them, which despite its small size has served to make it influential amongst the upper echelons of society along the trade-route.

House Zarqon also has a reputation for dabbling in the more shadowy aspects of trade, including smuggling and espionage, thought has gone to great lengths to deny these allegations, which have mostly come from rival House <u>ORYSAI</u>.

ZARRA: Set. Major city in the south east of VALA (Pop. c. 180,000).

ZARRI ZAKIR: Sct. Tiered city in the region of <u>JORDALLA</u> in the c east of <u>THE SURRACH</u>, known for its large date and pomegranate groves (Pop. c. 50,000).

ZARU AURGRG: 1. Geo. One of the few populated regions of the so-called 'UNCLAIMED LANDS' in the c north east of KASPIA. The region is ATRAMENTALLY TAINTED, and is a morass of fleshy swamps that exist despite the cold, oozing blood like ichor that clings web-like to the few hardy trees and knolls in the area.

2. Set. Small city to the far north of the above region in the c north east of <u>KASPIA</u>. The people that live there are little understood and shy away from outsiders, and have little contact with the rest of Kaspia. Its main industry is whaling, and it sustains most of the population (Pop. c. 12.000).

ZARUVA: Geo. Island off the south western coast of GNOTH, on which the statue of PANDION RATIX is situated. The island is often passed by those approaching Gnoth from the SEA OF SERPENTS.

ZASUIR'S DAGGER: Geo. (21,900-ft.) Gigantic natural stone pinnacle in the c south of MALAN, along the border between the HENDECARCHIES of STHAMAN and ATALLUA. The pinnacle appears is amongst the highest natural formations in ELYDEN and its relative narrowness only adds to the spectacle. It has fascinated MORTALS for many millennia as the carvings and graffiti in its surface can attest to. Some of these ancient records are thought to be from the earliest days of the mortal peoples, and are thought to have been left by early SEITHIN.

Today, it exists along a border in a relatively uninhabited region of the <u>FOREST KINGDOMS</u> and it has been largely forgotten by the people of Malan. Its present name is thought to come from an ancient explorer or champion who 'rediscovered' it in the <u>FIFTH AGE</u>.

ZATAL: Set. Small city in the west of the <u>HENDECARCHY</u> of <u>NHORA</u> in the north of <u>MALAN</u>, on the edge of the <u>AKILLAN</u> forest. Its main industry is the breeding of <u>CALCATRICES</u> for captive sale and export (Pop. c. 18,400).

ZATAUR: Dem. 'Zatauri'. Ntn. Nation in the far south west of SAMMAEA. It broke away from the once-great empire of <u>ILLAKRAR</u> in 2823 RM, following a great civil war that tore the empire asunder. Its government is known as the <u>VIGESIMAL COURT</u>. See Vol III: Extant Realms and Nations.

ZATHAL: Geo. Boulder fields in the west of <u>TAHALL</u>, believed to have been carried there by an ancient glacier. Some of the boulders are gigantic, well-rounded, seemingly placed there at random. The soil of the region is

incredibly dark, almost black and covered in thick green moss and lichen, as are the boulders, the few plants that live here strange and native to Zathal.

ZATHAR TA': Set. City in the north west of KHULL. It was founded years ago by deserters of the SORCERER-KINGS' armies during the conflict with the KHULLAN INQUISITION, though later went on to become a productive region, and is known to day for its dye manufactories (Pop. c. 38.400).

ZATSHUR BRIDGE: Arc. Wrought-iron bridge crossing the river <u>NHAL</u> in ALMAGEST.

ZATTA: Set. Small city in the c north west of PNESSA. Its main industry is the quarrying of granite. There is a curfew prohibiting people from leaving their homes after dark, though the reason for this is unknown (Pop. c. 14.400)

ZAUAMM: Set. Settlement in the c north east of PNESSA (Pop. c. 6,000).

<u>ZAUATE</u>: Ast. Only known moon of the <u>PLANET NIHAV</u>. See Vol II: Planets and Satellites.

ZAURALL: Rvr. River in the c east of AQUARIIA, flowing west for 370-miles from sources in the TOLIASOR and BLACK MOUNTAINS before meeting its parent, the river ISARRA.

ZAUVIIR: Geo. Southern-most major island in the Federation of <u>UGURIIT</u>. **ZAWABAH**: Pol. Set. Capital of <u>ABACARDAT</u> since the rise of the

ZAWABAH: Pol. Set. Capital of <u>ABACARDAT</u> since the rise of the <u>IAHINN</u>⁽²⁾ Sultanate, in 2326 RM (Pop. c. 510,500).

ZAYANOZA: (D. 3362 RM) *Pol.* Pirate Queen and founder of the nation DHA NAR, who in c. 3300 RM usurped control of the predecessor state of DANNAR. Her fleet, known as the FIVE SAILS, was made up of pirates and brigands from across the SEA OF SAVAEN and the DRAGON ISLES, blockaded its harbours and attacked its merchant fleet, allowing her to wrest political control within a few years. Her leadership brought great prosperity to the region and set the foundations for a powerful dynasty that remains in power to this day, and she is now considered a genius politician and economist.

<u>ZAYAT</u>: Set. Settlement in the south of the <u>BAKHRAN STATES</u> in the north west of <u>THE SURRACH</u>. It is known for its large forums and speaking halls, that date back to ancient cultures in the area (Pop. c. 6,800).

ZAYATA: Set. City in the south east of SHAZGIN, situated along the banks of the river ATTIL. The surrounding area is known for its water-bearing plants, which have many uses in industry, including extracting water, creating alcohol, as well as the making clothing from their dried fibres (Pop. c. 39,500).

ZAYIID: 1. *His. Ntm.* Extinct empire that dominated the north east of the island of Isea, occupying during its peak in c. 2000 RM present day <u>IDRIIS</u>, the northern half of <u>DATEPHA</u> and <u>IRORA</u>, and the easternmost reaches of <u>DHAT</u>.

Little is known to us of this early FIFTH AGE empire, other than it was known by its people and neighbours as a tyranny in which non <u>HUMANS</u>, be they <u>SEEDBORN</u> or <u>GODSBORN</u>, were subjugated as slaves. It collapsed in c. 2400 RM, leading to an exodus of former slaves and persecute people from its old territories. Its collapse left a power vacuum, from which would emerge the aforementioned nations over the next 200-years. See Vol III: Extinct States.

2. Ruling dynasty of the above empire $^{(1.)}$ which was topped in c. 2400 RM during a rebellion from which the $\underline{\text{QIADIR}}$ kindred would later emerge as a major political power.

ZAYNAL: Set. Fortified settlement in the west of the JAHADAT STATES, under the control of the city of BAKATAN. A large part of the city is located in the bottom of a crevasse, with the rest overlooking it from above (Pop. c. 7,500).

ZBALL GHAR: also 'the Chamber City'. Pol. Set. Capital of the MULL CITY-STATES. It is home to the parliament and is where the 12 yearly meetings of the chamber members take place. The city increases greatly in size during times of parliament as the retinues and entourages of the six different districts congregate amid the great amphitheatre overlooking lake ERUSK. It is a vital link in the RED ROUTE and is the eastern-most terminus of THE WAY trade-route and as such it is known for its large open-air markets (Pop. c. 171,500).

<u>ZBANNA</u>: Set. Small city in the c of <u>KARAKHAS</u>, 20-miles east of the capital in <u>DEKANA</u>. It is a major producer of food for the metropolis, and forms a part of both the <u>SALT ROAD</u> and the <u>RED ROUTE</u> (Pop. c. 17,500).

ZEAK: Sec. Small city in the north west of <u>PNESSA</u>. It is a mercantile centre and trades goods with <u>MULCIBER</u> and the tribe of <u>ESSENIA</u>. A large part of its population is made up of the descendants of immigrants who moved there from the abandoned city of <u>THEL</u>, which was abandoned in c. 3800 RM (Pop. c. 18,400).

ZEALA: Rui. Vast subterranean Third Age necropolis, located in the south of METHUMN, in the east of the Ammashi⁽¹⁾ peninsula in Sammaea. The necropolis was rediscovered by Methumni explorers in c. 3600 RM; the first time it was opened since its sealing millennia past. The necropolis was expansive, hewn from the hard rocks of the region on dozens of different levels, and contained vast halls, sepulchres, death-chapels, Embalming galleries, and public cemeteries, amongst other rooms. To this day the entirety of the complex has not been explored and many regions lie sealed, lost and forgotten.

A boom-town, known as <u>YEGG</u> appeared a few miles outside the borders of Zeala, and rapidly grew rich off the sale of looted riches, though as the natural world's decay sped up and the contents of the necropolis waned. the city began to struggle, and it is now greatly reduced in size.

ZEAN: Dem. 'Zeanan'. His. Ntn. Ancient FIFTH AGE kingdom in the south east of BROR (1.), in what is now the south of the TIAMOLDORAN CITY STATES.

ZEAR: Set. Fortified settlement in the region of BACALUSIA in the c of THE SURRACH. It is known for its fine limestone (Pop. c. 8,000).

ZEBAAD: Rui. Arc. Wide-based monolith in the c of ZHARIAH⁽²⁾. It is covered in logographic text of indeterminate origin but with some similarities to certain ancient <u>IROTHANI</u> glyphs, which is likely a clue to its provenance. It is made from dull metal that is entirely covered in moss and minute fungi, though it is unknown if the two are related. Interestingly, shapers who observe it note a dampening effect on nearby <u>ATRAMENTAL TAINT</u> that has stymied the advance of the Atramental region of <u>MANOLORA</u> to the north.

ZECAMII: Set. Small city in the south west of PNESSA (Pop. c. 15,000).

ZEDESH: Set. Settlement in the c of MHAROKK, north of the SOLON HIGHLANDS. It is known for its vast surface mines, which during their peak production in c. 2800 RM supported a population of 80,000. Dozens of square miles surround the west of the remaining town, whose old buildings are largely abandoned today (Pop. c. 9,000).

ZEDESH NU: Geo. Pass in c MHAROKK crossing the c west of the SOLON HIGHLANDS.

ZEFAR: Set. Coastal City in the west of <u>NALARDIL</u>. Local legends claim that it was founded by a genius. It is a stop along the <u>EGETAKHAN ROAD</u> (Pop. c. 55,000).

ZEGIR OF ARRODIA: (3082 – 3143 RM) *Pol. His.* Baron of <u>ARRODIA</u>, and later King of <u>AHRISHEN</u> following his coup d'état in <u>MAHSERTH</u> in 3109 RM in the wake of the assassination of King <u>NUSHIR II</u>. He was the first king of the <u>HOUSE OF ARRODIA</u>.

ZEHETI: Set. Fortified city in the far south of <u>AETHIOS</u>, along the border with <u>RHINOCOLOURA</u>. Though relations between the two nations are strained, the city maintains regular trade with the south (Pop. c. 35,000).

ZEHINE: Geo. Mountain in WESTERN LLACHATUL, serving as a border between the south of THE VORANDINE and RAONGEN⁽²⁾.

ZEIT: Ser. Settlement in the south west of SURUTUR, in the southern foothills of the <u>BOKKARIS</u> Mountains (Pop. c. 8,000).

ZELATOR: Rel. Rnk. Title within the CHURCH OF THE UNDYING MACHINE bestowed upon highest-ranking monk in a monastery. The Zelator is in charge of all monks within the monastery. The female equivalent is Zelatrix.

ZELATRIX: Rel. Rnk. Title within the CHURCH OF THE UNDYING MACHINE bestowed upon highest-ranking sister in a monastery. The Zelator is in charge of all monks within the monastery. The female equivalent is Zelator.

ZELEKSE: Pol. Set. Capital city of <u>EGINAZ</u>, in the east of the nation, overlooking the <u>BAY OF MOLTU</u> (Pop. c. 130,000).

ZELEL: Sea. Bay in the north east of the PRINCIPALITY OF SEPAHAUNAT. It forms part of the coastal shelf known as the NAKOSSAN WATERS.

ZELER: Set. Major city in the c east of CHEIRA, and capital city of the ninth prefecture of Cheira (Pop. c. 90,000).

ZELET: Geo. Badlands region in the south east of <u>RHINOCOLOURA</u>, forming its south eastern-most border with PNESSA.

ZELETH: Geo. Plains and terraced fields in the south east of the continent of BROR(1.), along the border between the north east of the DOMAINS OF SHAUATAS and the south of EMENRIST. The plains were, as recently as the mid FOURTH AGE, predominantly made up of sparse woodland, but most of this was cut down by mortals by the time of the FADING to make way for pasture and farmlands, most of which are still used to this day.

ZELGHAWALI: Set. Settlement in the c of NOAVATUR, known for its subterranean caravanserais (Pop. c. 6,000).

ZELOET: Set. Coastal settlement in the c of OKKHAM. Its main industry is clamming (Pop. c. 8,000).

ZELOPHEHEA: (D. c. 43 RM) Sup. Med. Tec. Acolyte of the shadow in the infancy of the KORACHANI EMPIRE, a polymath whose expertise lay in fields as varied as ATRAMENTISM, TECHNARCANA, EMPYREALOGY, theosophy and ESCHATOLOGY. Her immoral probings of the flesh and Atramenta ultimately gave rise to the first rudimentary Atramental body modifications, which would later introduce to the empire such grotesque creations such as UMBRANS and other VAT-BORN beings.

ZELYON: Set. Metropolis in the c north west of <u>BELEGOR</u> in the c west of <u>SAMMAEA</u>. It thrives through its use of aquifers and it is famed for its expansive vaulted cisterns, in which can be found many unique ghettos and districts whose inhabitants live most of their lives underground (Pop. c. 810,000).

ZEMAAM: Set. Settlement in the south west of <u>NARTHEL</u> along the course of the river <u>LOBKIR</u>. It is a major cultivator of <u>ARRAKESH</u> trees, the fruit of which are used in medicines used against <u>ATRAMENTAL MALADIES</u> (Pop. c. 10,000).

ZEMELA: Rel. Ast. Star worshipped by the people of **ZEMELEN**.

ZEMELEN: Dem. 'Zemelish'. Also 'the City of Stargazers'. Set. Independent city-state located south of the TROPIC OF MAOCARHL, in the far south east of KHARKHARADONTIS, in the east of SAMMAEA. The stone city was founded in the third millennium RM by a diaspora of BANTISH natives, who travelled south west from their homeland following the wane of their territories. These immigrants mixed with the nomadic natives of the region – an ashen-skinned race of humans with distant PLAGI ancestry – leading to them settling down by c. 3100 RM, where the natives' stargazing culture took hold.

Though many Zemelish people still follow the <u>CHURCH OF THE NEPHILIM</u>, a new cult has arisen that orbits around the obsession of a particular star from which the city draws its name – <u>ZEMELA</u>, a mythic <u>OTHERWORLDER</u> in the legends of the natives who is meant to return to <u>ELYDEN</u> in that exact location and lead the <u>MORTAL PEOPLES</u> into the future (Pop. unknown).

ZEMEN: 1. *Rvr*. Largest river in <u>AZAZEM</u>, dominating its eastern territories. It flows for 500-miles south west from the highlands of <u>ANATONA</u>, before emptying in the <u>SEA OF BATHOS</u>⁽¹⁾.

It's waters are largely untainted due to most industries being located in the east, though the diminishing other rivers in Azazem have seen new farming settlements appear in the lands around the river and its tributaries.

The region surrounding the river was devastated in 3088 RM, when heavy rains caused by <u>TEMPESTARII SHAPERS</u> working for the government in an effort to replenish the region caused massive floods that in turn led to large scale erosion of the entire Doruk region and massive landslides in the surrounding hills and mountains that left hundreds of thousands dead and displaced. The event massively altered the course of the river, shifting its course as much as 20-miles west in some places.

- 2. *Lak.* Lake along the course of the eponymous river in the east of the <u>DORUK</u> dust bowl in the east of <u>AZAZEM</u>.
- 3. Set. Small fortified city in the east of \underline{AZAZEM} , in the far northern shore of the lake of the same name^(2.) (Pop. c. 33,000).

ZENARCH: Pol. Rnk. Ruling caste and title in the city-state of MERN in THE SURRACH. A triad of SHAPERS and OTHERWORLDER worshippers. Their rule is harsh and they forbid the Arts under their rule.

ZENDIK: also 'the Heretics' City'. Set. City in the far south west of THE SURRACH, in the region of GAAP. It is small, and considered to be independent from Gaap, and is ruled by SHAPERS who were excommunicated from Gaap in c. 3780 RM (Pop. c. 10,000).

ZENEGE RES: also 'Umbra Veil'. Sup. Geo. Vast region of ATRAMENTAL TAINT dominating the east of TAAN AN. It has been extensively mined for UMBRA for centuries and is guarded by elite shapers known as the SHABRAZIG. The Atramental taint within the Zenege Res manifests as a thick black haze that renders long range vision almost impossible and also results in laboured breathing. Prolonged exposure is extremely dangerous to mortals, and workers must all wear softsuits if they intend on spending any amount of time there.

The wasteland is largely empty, though scattered mines and derricks can be found, which are busy with workers and small workers villages that are protected by rudimentary siphon engines. Largest of these regions are CYMMARA and IKARESH, which are the two major umbra manufacturers in the Zenege Res. The region serves as the main industry and export of the Taan An.

The region is categorised as a <u>MODERATE THREAT</u> by the <u>KORACHANI</u> <u>INSTITUTE OF ATRAMENTAL STUDIES</u>.

ZENEGE RES PIPELINE: Ind. Str. Major <u>UMBRA</u> pipeline in the nation of <u>TAAN AN</u> in the <u>AMMASHI</u> peninsula that links the <u>ATRAMENTALLY TAINTED</u> regions of <u>ZENEGE RES</u> and <u>UBERRET</u> with various umbra processing cities, such as <u>AMATIA</u>, <u>RYCRAAT</u>, and <u>CUR APON</u>, before heading north west to <u>URAMMALET</u>, where it is exported at great profit.

ZENID: 1. Sea. Bay off the c north western coast of SKAROS, known for the relative fertility of its waters.

2. Set. Settlement in north western <u>SKAROS</u>. The region was once famed for its fishing fleets, though it is now 3-miles from the coast and its main resource is now salt, gathered in expansive pans between it and the coast, which is traded around Skaros (Pop. c. 2,800).

ZENIZAIA: Soc. ETHERI outcasts. Laws amongst the etheri nomads are harsh and individuals not adhering to these laws are branded on their forehead and cast out of their family group to wander the wastes alone. The brands mark them as outcasts so no etheri will acknowledge them.

Most either travel to civilised lands or continue to live solitary lives until they are eventually claimed by the Umbra Sokhar. The cities within the <u>UMBRA SOKHAR</u> care little for their marks and employ them as expedition guides in the wastes, where their talents are of great use.

ZENONA: Set. Series of around 2-dozen fortified homesteads in the region of <u>CONCUPISCEA</u>, known for their distinct wine-making (Pop. c. 4,200).

ZENRAS: Set. Farming expanse in the c of SKAROS, comprising as many as a dozen separate settlements over a vast area (Pop. c. 9,200).

ZEOL: Rui. Ancient temple in the south of the region of <u>COSECETEN</u> in the north of <u>CHAUTULA</u>. The temple is believed to date to the late <u>FOURTH AGE</u> though little clues remain as to the culture that constructed it. IT is used as a navigational tool today, and caravanserais and travellers often make camp at its foot, leading to its deterioration.

ZEONAN MALEDICTION: Sup. Geo. ATRAMENTALLY CORRUPTED region dominating the east of the island of <u>Kaapan</u>, off the southern coast of <u>Laaskha</u>. Flora and fauna that dwell in the region too long find their bodies growing tumours and getting sick.

ZEOT: Set. Small city in the east of OKKHAM (Pop. c. 20,000).

ZEPHANICHAN: 1. One of seven original <u>CITY-STATES</u> of <u>KORACHAN</u>, which were united by the ARCHPOTENTATE MALICHAR prior to 1 RM.

2. *Ind. Set.* Major industrial city in the east of Korachan. It is noted for its iron-works and is known for its vast manufactories, each of which serves as the house to its slave and helot work-forces, which are proud workers and fiercely-loyal to their Patrician Houses, and who often find themselves at odds with each other over the honour of their manufactories.

The river ICHORIA, which flows just east of the city, is dammed at Zephanichan, creating the great reservoir of AGUEA, where waters befouled by countless industries, are treated, before being allowed to

continue in their flow west, where they also provide electricity for its manufactories.

It is infamous as the base of operations of the organised crime syndicate known as $\underline{\text{THE HOUSEHOLD}}$, which has existed there for millennia, since the unification of the seven City-states of Korachan by the $\underline{\text{ARCHPOTENTATE MALICHAR}}$ led to the overthrowing of the then-ruling royal house.

Today it forms a part of the <u>SULPHUR ROAD</u> east with <u>VÂRR</u>, with large storage yards and sulphur refineries; and it also provides and repairs <u>AMBULANTS</u> that are used along the route. It is infamous for the legend of the <u>GATEWAY TO THE INFERNAL REST</u> (Pop. c. 1,038,400).

ZERAHULL: Rvr. River in the south west of EZASUH⁽²⁾, flowing east from the south of the <u>THABAT</u> Mountains, before meeting the coast at the <u>SEA OF EZASUH</u>⁽¹⁾.

ZERED: Set. Major coastal city in the north of LIDEA, renowned for its massed willow groves, which are used within the KORACHANI EMPIRE to process chemicals used in medical procedures. As a result of its importance, the city is well-protected and is home to a large alchemical college. It also forms part of both the SALT ROAD and the RED ROUTE.

The city is relatively recent, having appeared in c. 3600 RM after the receding waters of the Elyden revealed new ground, close the mouth of the river OXYS. An edict was passed in the city in 3966 RM in which all non-HUMANS were outlawed, following years of unrest and increasing bigotry. This led to an exodus of various peoples from the city over the coming years, who settled the area north west of Zered, eventually founding the shanty city of GAREA, which stands to this day despite various attempts over the years at eradicating it.

Zered remains a city of humans to this day and non-humans are not welcome, even if only visiting (Pop. c. 330,800).

ZERESH: 1. Rvr. Delta of the river GARARIS, in the north of ESHIR⁽²⁾.
2. Set. Coastal settlement in the north of ESHIR⁽²⁾, to the east of the delta of the river GARARIS (Pop. c. 5,000).

ZERESAN FLATS: Geo. Coastal plains in the west of METHUMN, to the south east of the BAY OF LRITHA. The plains stretch around 170-miles north to south to past the city of HEZAZ^(2,) and are filled with the bleached remnants of centuries-old corals and sponges.

ZERODON: Geo. Mountain in the far west of SERROK, forming a border with CHEIRA in the west.

ZERONT: Set. Settlement in the far north east of PORPHYR (Pop. c. 5,800).

ZESAKAEL: Set. City in the region of <u>ASADAUL</u>, in the north east of <u>SIMBARA</u>, in the south of <u>SAMMAEA</u>. It shares a common polytheistic pantheon with other cities of Asadaul (Pop. unknown).

ZESHON: Set. Major fortified city in the far north of <u>ELEKHID</u>. It commonly trades with <u>MULCIBER</u> and has close diplomatic relations with the tribes of <u>LINARIS</u>, <u>NUNEA</u>, <u>ESSERIS</u>, and <u>NINIR</u> (Pop. c. 45,000).

ZESHT: Rui. Collapsed portion in the east of the <u>CITY OF ALMAGEST</u> known colloquially as a home to many <u>DEGENERATES</u> and <u>WRITHENS</u>. The relative geological instability of the region, alongside its political unimportance, have allowed the populace of Zesht to remain relatively unharmed and untouched by the city's laws and dogma (Pop. c. 4,000).

ZESTA: Rel. Str. LACHRYMIST monastery in the c south of <u>THE SURRACH</u>, just north west of the tower of <u>ENTOMA</u>.

ZESTAR: Set. Small city in the north of PNESSA (Pop. c. 10,500).

ZESTOR RIM: Geo. Coastal rocky highland region in the west of PORPHYR.

ZETTRA: 1. Rui. Ruined fortress on the island of LYRNICA off the north western coast of SAMMAEA, west of the KORACHANI colony of TAVVADRA. The fortress was built in the later FOURTH AGE to defend the surface world from the caverns of Zettra, around which it was constructed. The reason behind this is unknown.

2. Geo. Large vertical cavern on the island of LYRNICA off the north western coast of SAMMAEA, west of the KORACHANI colony of TAVVADRA. The cavern leads down for some 300-ft. before ending in an expansive flooded chamber. The largest cavern is guarded by a weathered sphinx statue. The fortress of the same name was constructed around the cavern in the FOURTH AGE, its true purpose unknown.

ZEUGAO: Set. Fortified settlement in the south west of <u>EREBETH</u> along the course of the <u>IVORY ROAD</u>. It is known for its caravanserais (Pop. c. 8.800).

ZEUL: Sec. Small city in the c north west of <u>AETHIOS</u>. It was once situated at the edge of the lake <u>AESAPIA</u>, which appeared upstream of the eponymous dam, though the eventual disappearance of the lake following the dam's destruction in 3017 RM led to the city's dwindling. It survives to this day thanks to the internal trade-route that links the north west of Aethios with the south (Pop. c. 14,000).

ZEUSON: Set. Settlement in the south east of the <u>FREE-ISLES OF PELASGOS</u> (Pop. c. 6,000).

ZEUXIS: Set. Settlement in the east of KULIGALA, in the east of the CARCHEMISHI PENINSULA (1.) in the east of SAMMAEA (Pop. c. 7,800).

ZEVIIT: f. Myt. His. In the mythologies and ancient histories of <u>ELYDEN</u>, a child of the <u>SCION SALIX</u> and a <u>SHIE</u> king of the <u>THIRD AGE</u> in what is now the north west of <u>SAMMAEA</u>.

Contemporary <u>MORTAL</u> accounts paint her in a highly favourable light, being beloved by the people and the centre of a thriving religion that persisted for many centuries. She ruled with her husband throughout this time and left a lasting impression on the region, creating many beauteous natural spaces that over time became corrupted into vast forests, most of which are now lost. It is believed that the woodlands of <u>AIERT</u> in the far north west of the <u>VESPERTINE LEAGUE</u> are a remnant of such a place. See Vol IV: Scions, Children of the Gods.

ZEZIR: Rui. Expansive ruin in the north west of KHAR NADUL, in the foothills of the ACHARKHARAN Mountains. The ruin was once a large fortress that surrounded a great tiered ziggurat-like citadel, of which little now remains. It has been reclaimed by nature and it covered in the soil and flora of millennia. Few know of it, but it is famed amongst scholars for having been the centre of a great KERATIN civilisation.

ZHAANISH: Lan. Language spoken in the small state of <u>TAL ZHAAN</u>^(2.) and its satellite cities. It emerged from <u>EHRENI</u>^(2.) in c. 2900 RM following decades of <u>KHULLAN</u> (then <u>INGHULL</u>) influence from its ruler <u>TAL</u>. See Vol II: Languages.

ZHABLAN: Pol. Geo. Contested region along the 600-mile border between the south of TRAKIA and the north of KHALHAT covering some 25,000-square miles. In truth, the LHAUS of Khalhat claim all lands south of the GALLET LINES as their own, owing to their cultural heritage of the area, evidenced by the many ancient lhaus ruins in the region. The Trakians have no intention of 'returning' what amounts to 150,000-square miles of land to the lhaus, so they have fortified the south around the fortress of AKLON from which troops patrol the border. In Khalhat, the lhaus have built a strong defence comprising 5 major forts based around the fortress of LHOUA. Open battle is rare along the border, with both sides on the defensive, opening fire only if the opposing forces cross the border.

ZHAG CALOTHOTH: Str. Ancient granite idol in the far north of VALBAR, in the permafrost of the north western OLTHARUN Mountains.

ZHAGGÛFFRE: see <u>THE FLESHWEAVE SPIRE</u>.

ZHAGHAXI: Sup. Rnk. Caste of SHAPERS who are able to manipulate and influence weather who are common in HOLOLACH, where they work to calm the tremendous storms that wrack its southern coast. They are culturally and politically influential and often rise to positions of power in Hololach.

ZHAHAIO]: Geo. Cave-system in the north east of <u>PERGOST</u>, with links to the <u>CHAMBER OF SOLITUDE</u>, in the <u>PRISON CARCERI</u>.

ZHAKACHAN: also 'the Bleak Fortress'. Set. A military stronghold in the north of the UMBRA SOKHAR, in the south western foothills of the RIPHAEA Mountains. It is built atop the shattered ruin of an ancient SOKHARAN metropolis. It is the terminus of the TOSLETHI UMBRA PIPELINE, construction of which stalled sue to rising political tensions in the INNER SEA REGION.

ZHAKELHAAB: Oth. OTHERWORLDER reborn in the east of BROR^(1.) in 2384 RM. Immediately it was consumed by a yearning to search for its MORTAL vessel, which it found two years later in a mummified state in GHROND. It struck the vessel upon finding it, its alien fist breaking its chest and grasping a desiccated heart, which burst into flame upon being

grasped. At the same time the otherworlder's chest also burst into flame, and it has burnt ever since.

The <u>MORTALS</u> who witnessed the event considered it a miracle and came to worship the otherworlder as a living deity. The religion of the <u>BURNING HEART</u> emerged around the veneration of the otherworlder and it is practiced in <u>GHROND</u>, <u>KRENN</u>, and the south of <u>KASIHAAL</u>.

Zhakelhaab dwells in a granite palace in the highlands of northern Ghrond, where it continues to be worshipped by various peoples to this day. It travels with a great entourage in a circuitous route amongst its faithful territories, spreading its esoteric teachings. See Vol IV: Deities and Pantheons.

ZHALL AGWEH: Geo. Ancient rock wall in the north east of the REHEMAZI peninsula in the east of PERGOST. Presently ruined, it is broken into unconnected stretches of wall, the longest single stretch of which is some 10-miles long; the remainder shattered by time and the elements, or buried beneath tightly-packed ice or permafrost.

Its purpose or age are unknown but scattered about its base are the remnants of structures and what may be dverg bones, some with inscriptions bearing remarkable similarities to the runes of <u>S'HITH</u>.

ZHANSHON BARAGON: (B. 3951 RM) *Pol.* Present <u>ARCHEXPONENT</u> of the <u>UNITED VORANDI COUNCIL</u>.

ZHARAMM: Set. Settlement in the north east of <u>ELEKHID</u>. Its main industry is the mining of lapis (Pop. c. 8,000).

ZHARIAH: 1. Dem. 'Zhariahan'. His. Ntn. Historical nation in the south east of SAMMAEA, occupying extant Zhariah^(2.), SHEZALIAH, and SAELEH.

It rose between c. 800 – 1100 RM from a series of smaller states, collectively known as the MEGHRANIZ BHOOKH, which roughly translates as 'otherborn territories', after the many rival dynastic HALFBLOODS that ruled its many small states. Over the course of a few centuries these halfbloods, many of whom shared the same lineage, slowly defeated each other until in 1107 RM the champion SKAETAH, had united dozens of cities and states together around the inland sea of ISTHIS. He first used the name Zhariah in c. 1170 RM and the name soon rose to prominence.

His armies marched as far west as the <u>SHAROOK</u> Highlands, taking settlements he found on the way. His rule was harsh and the laws of his land were equally-so, intended to make examples of those caught breaking laws, ensuring that order was maintained. His people were expert fishers, and the shore surrounding the Sea of Isthis became densely populated as a result.

The region developed into a monarchy in 1987 RM, with the <u>HOUSE OF HINOL</u> emerging in 2733 RM and ruling for over a millennium until 2917 RM when the death of king <u>IAQRASHON III</u> led to a schism within the kingdom which his twin heirs fought each other for the throne. Though his son <u>IAQRASHA</u> was the true heir, with the line of succession normally passing to a male heir, his sister <u>IAQRADENNE</u> nevertheless believed that she, being older, deserved the throne.

The civil war ended with the Iaqrasha's defeat in 2939 RM and the coronation of his Iaqradenne as queen of Zhariah. He was forced to bend the knee to her, though this never sat well with him and his followers, and after two years of humiliation they exiled themselves west into the Sharook, where they established a base in <u>SULAMIA</u> before moving farther west, eventually subjugating the nation of <u>QARALAM</u>, where he founded a new sultanate, harbouring a hatred for Zhariah that was inherited by his descendants and remains in Qaralam to this day.

The border between Qaralam and Zhariah remained a hotbed of military activity with the two nations rarely at peace for long. This state lasted for centuries until the two eventually reached an uneasy accord in 3223 RM, though Zharian fundamentalists saw this as a sign of weakness and turned on the House of Hinol. This Fundamentalist group would grow over the next centuries, eventually leading to another war that would see the kingdom fractured, its southern territories slipping away to give rise to the nation of SHEZALIAH in 3502 RM. The House of Hinol limped onwards for the next centuries until it was overthrown in 3913 by an anti-monarchist movement. See Vol III: Extinct States.

2. Dem. 'Zharian'. Ntn. Nation in the south east of <u>SAMMAEA</u>, to the west of <u>SEA OF ERENEA</u>. It is known for its dry temperate climate, ancient

NYARLOTHI monuments and scattered ruins of ancient <u>IROTHANI</u> cities, and is thought to have been an Irothani colony in the late <u>THIRD AGE</u>.

It is located along an expansive <u>MAGICKAL</u> null, making the effects of both the <u>ATRAMENTA</u> and <u>FIRMAMENT</u> similar to if it were situated along the <u>NULLAMBIT</u>, so it has little direct <u>SHAPING</u> traditions.

Known officially as the People's Republic of Zhariah, the nation as it is recognised today emerged in 3954 RM following decades of unrest in the wake of the overthrowing of the <u>ROYAL HOUSE OF HINOL</u> in 3913 RM. A long-distance war with <u>SIMBARA</u> between 3843 – 3875 RM saw little actual conflict outside of spycraft, espionage and guerilla disruption, though it still cost Zhariah a lot of money, which left its people demoralised and politically fractured, dissatisfied with the way they had been treated by the monarchy.

The monarchy grew weaker over the next years, leading to a social revolution in which the various groups all targeted the monarchy as a scapegoat, using their <u>OTHERWORLDLY</u> bloodline as reason to oust them. By c. 3910 RM riots and workers strikes had become common, with the government forced to take severe measures, enforcing martial laws in many areas in order to combat the unrest. This only served to rile up the people even more, and civil war erupted in BHAL ZHARIAH in 3913 RM.

By the winter, most government and religious structures, both of which had become symbols of the corrupt monarchy, had been overtaken by civilians, stretching military forces thin, and late in the year the palace was eventually taken. The House of Hinol was ejected from the palace, with the queen and her closest family executed, with her extended family and court exiled. Most were pursued and slain before reaching the border, but some escaped to the MALANI FOREST-KINGDOM of LONAR, where they were accepted as political refugees, eventually rising within its own royal household. The old religion was eradicated and today few even remember its old name, knowing it only as the ZHARIAHAN FAITH and never speaking of it.

Despite their victory, the people of Zhariah could not settle on a ruler, and the land fractured, though a charismatic leader, the warlord RHOZHADEN, emerged in the south east of the nation, amassing a loyal following. By 3954 RM he managed to unite the entire nation whilst defending against SHEZALLAHAN attacks.

Under his rule Zhariah became an industrial power, mining its resources for its own use, selling what it did not need to nations around the ETAGIRIA, making him incredibly wealthy. Manufactories and mines have proliferated in the decades since his rise to power, and what its people see of the outside world is controlled, with contact with the rest of Elyden becoming more controlled over time. He established a slave mercenary force, known as the HYENAS, who sell their services across the south of Sammaea, and which have achieved great renown.

His obsession with the eradication of the House of Hinol has dominated his tenure as ruler of Zhariah, and special forces trained in espionage hunt across Elyden for remnants of the Royal House, particularly those who settled in Malan, which became political targets. In 3982 RM, following years of fruitless requests for the extradition of PRINCESS MARLERIE from Lonar, Rhozhaden declared war on Malan, resulting in a great many spies and operatives being sent into the HENDECARCHY in the hopes of manipulating its court. The last decades have been characterised by an amassing of troops and training off civilians in the ways of war should they be called upon to fight in the future.

The rule of Warlord Rhozhaden is harsh, and he maintains order through strict laws. Despite this, the capital city, Bhal Zhariah, is dominated by rival gangs that control stretches of its waterways who owe fealty to various political entities and noble houses from across Zhariah, many of which are openly against Rhozhaden and his rule.

The east of the nation is known for its higher-than-average proportion of mortals with <u>HALFBLOODED</u> features — a lingering remnant of its ancient <a href="https://halfelooded-base-sealing-remnant-base-sealing-remnant-base-sealing-base-sealing-remnant-base-sealing-base-seali

Caste-specific tattoos are common and serve to distinguish people, making it harder for slaves to escape their owners. See Vol III: Extant Nations and Realms.

ZHARIAHAN FAITH, the: His. Rel. Extinct religion what rose in ZHARIAH^(1.) between c. 1680 – 1800 RM, which elevated the ruling classes to divine ranks. This led to a schism between the lower and upper classes, which characterised the monarchy that grew from this new faith and from which the House of <u>HINOL</u> eventually emerged.

The religion lasted for over 2,000-years, becoming a symbol of the oppression of the monarchy, and it was eventually toppled by a revolution that culminated in 313 RM with the ousting of the royal family and the destruction of all religious structures and texts.

Almost a century later, most people have forsaken the religion to the point that its original name is no longer spoken of and few know of it, leading to the simple term Zhariahan Faith

ZHARIAN: Lan. Language spoken by the people of ZHARIAH and SHEZALIAH. It emerged from the earlier language of USHANAR MEGHRANIZ, which was spoken by the people of MEGHRANIZ BHOOKH. See Vol II: Languages.

ZHATABAAB: Rel. Obj. Chief religious texts of the <u>EXARCHS</u> in which the secrets of the <u>SPIRIT-WORLD</u> are contained. Through their use and techniques explained within, the exarchs have created <u>GOLEMS</u>⁽²⁾.

ZHKAA: Geo. Rocky fault running across most of south eastern TAHALL for some 380-miles. The region is incredibly rocky and prone to landslides in bad weather. It is shunned by most, not least of which because of the mild ATRAMENTALLY TAINTED wastes known as OSSOMRU that crown it.

ZHEMILACH: Ind. Set. MANUFACTORY city in the west of LIDEA, along the shores of the river SHIBBOLETH^(3.). In 3840 RM it became the birthplace of the ORTHODOX CHURCH OF RACHANAEL, a sect of the REFORMED CHURCH OF SARASTRO. To this day, the region surrounding the city is a hotbed of religious extremism, with opposing gangs made up of worshippers of the two religions clashing with each other, often leaving innocent people dead in their wake (Pop. c. 142,000).

ZHENKA: Set. City in EMENRIST. It is famed even as far away as the INNER SEA REGION for the maze that is hewn into the side of a steep cliff just outside the city (Pop. c. 18,200).

ZHETATA: Set. Fortified city in the south west of NOAVATUR. It is a source of raw umbra, which is piped to the port of KZANADEM⁽⁵⁾, from where it is shipped north (Pop. c. 35,000).

ZHI VULDA: For. Large cactus forest in the east of CANNOS on the island continent of BROR⁽¹⁾, in the rain shadow of the LAHAED Mountains. Individual trees grow to 15 – 20-ft. tall and look similar to non-succulent trees, though have thicker trunks and branches, in which they store water, and have no leaves, instead having minute needle-like hairs over their entire surface to discourage herbivores from eating them. They flower at most only once a year, and then only following a specific rain that occurs in mid to late spring. When these conditions are met, the cacti begin to flower. Over a short span of time each tree produces dozens if not hundreds of brightly coloured blooms, ranging from blood red to violet and deep purple. The flowers bloom at night and are withered by morning, and they are pollinated by the rare ZODIAC MOTH, whose life cycle is inextricably linked with that of this forest.

ZHIHALOLT: Rui. Ancient necropolis in the far north of <u>LLACHATUL</u>, beneath the <u>WHITE SHEET</u>, north of <u>MENISCEA</u>. Thought to date back to <u>FOURTH AGE</u> dverg culture, it is expansive, sprawling for miles in all directions.

<u>ZHINNFARA</u>: Str. Set. Fortress in the south east of <u>PARAIYA</u>, in the south of the region of <u>MEGHA</u>. The name is synonymous with the city that now surrounds it, that appeared in c. 3420 RM. The fortress was constructed to protect the many farms and farmlands in the region (Pop. c. 15,000).

ZHOFFAR ISLES: Geo. Large peninsula off the western coast of SAMMAEA, between the SEA OF NARANOR and the SEA OF LYNNAE, with mythical links to the dawn of ELYDEN, though if there was once evidence supporting this it has long since disappeared for the islands are virginal and carry very little trace of ancient life.

The isles are known in the $\underline{\text{INNER SEA REGION}}$ as the $\underline{\text{DRAGON ISLES}}$. They were appropriated by $\underline{\text{DHA NAR}}$ in c. 3620 RM.

<u>ZHOTAXAS</u>: Set. Coastal city in the north west of the nation of <u>ZATAUR</u> in the south east of <u>SAMMAEA</u> (Pop. c. 64,900).

ZHOULIL: Set. Settlement in the far east of MHAROKK, in the marshes of ILASIMA, known for its long history of training hippopotami as mounts (Pop. c. 4,200).

<u>ZHUARR</u>: Lake in the c north east of <u>ELEKHID</u>, forming part of the course of river <u>IBEZUIL</u>.

<u>ZHUJI</u>: Set. Small city in the c west of <u>RAONGEN</u>^(2.) in the south eastern reaches of the <u>Erivoine</u> Mountains. Its main industry is the quarrying of <u>OMNATITE</u> (Pop. c. 13,000).

ZHUREDDIL RIDGE: *Geo.* Geographical feature in the east of <u>SAMMAEA</u>, forming a natural border between <u>PNESSA</u> and <u>ELEKHID</u>.

ZHUREL: Set. Coastal settlement in the south west of <u>SEDISIA</u> (Pop. c. 8,000).

ZHUSH: Rvr. River in the c-south east of AQUARIIA, flowing west for 410-miles from sources in the REVASOR and TOLIASOR Mountains, before meeting its parent, the river ISARRA.

ZHYSALAY: Rui. Ancient abandoned caravanserai in the c east of the UMBRA SOKHAR. It was once part of the NOAVATURI TRAIL.

ZIACHAN: Rui. Ancient industrial area in the south west of PELASGOS that was once famed for its manufactories, iron foundries and chemical plants, which was notorious for its pollution and blight. It was surrounded by tailings and stood amid noxious chemical pools and other waste product from its many manufactories.

It was abandoned in c. 3700 RM and has since been allowed to rot, with most of the structures now collapsed and overgrown as nature attempts to reclaim the region. Flora and fauna have returned there, but physical corruption remains rampant, with the entire area being forbidden to commoners to enter.

ZIAMET: Set. Crossroads settlement in the west of <u>THE OLD FOREST</u>, in the north of the region of TAMSRAH (Pop. c. 15,750).

ZIBEL: Set. Coastal settlement in the west of <u>NÁRTHEL</u>. It was traditionally known for its long growing season but changing climates over recent centuries have seen its agricultural tradition waning (Pop. c. 6,800).

ZIBRAX: Set. Settlement in the west of <u>ELEKHID</u>, along the eastern banks of lake <u>ADATAD</u> (Pop. unknown).

ZIDEA: Set. Coastal settlement in the c north of GIBEAH (Pop. c. 5,000).

ZIHIMMAR DOS: m. Com. Pol. Per. (B. 3915 RM) One of the three TISRAHANS who rule the NACRE LEAGUE from the city of ENNERA in SIMBARA. Together with ANGALISH MORAD and DHACHAH TRAZI, he usurped control from the 17 councillors of the GRAND HOUSES during a tumultuous time following the declaration of war against MAENMIST.

He is a forceful and imposing figure, and his leadership style is direct and authoritative, often relying on intimidation to maintain order. Though seen as brutal by some, his followers respect his unwavering commitment to the League, and his willingness to sacrifice anything—and anyone—for its preservation. Since 3994 he has served as a general of the allied League forces in the war against MAENMIST.

ZIKHAR: Art. Obj. Fretted stringed musical instrument with roots in the west of NORTHERN SAMMAEA, which is very popular in THE SURRACH. The name Zikhar is used to describe various instruments, which can have different numbers of strings (typically ranging from 6 to 14) and which are even played differently – sometimes horizontally on the lap, or vertically, or held across the chest. They play a large role in culture and form an integral part of festivals and celebrations.

<u>ZILANT</u>: Oth. Form of <u>HALFBLOOD</u>, noted for its incorporeal wings. See Vol II: Anthropeidos..

ZILAR: His. Lan. Native name for <u>IO</u>. It fell from use following its subjugation by the <u>KORACHANI EMPIRE</u> and known now to few.

ZILARA: Geo. Plains in the west of THE SURRACH.

ZILAS: Set. Coastal settlement in the east of KARGAMA (Pop. c. 5,300).

ZILETRA: f. Pol. Mil. Soc. Per. The Sixth <u>ARCHZEALOT</u> of <u>OSSIEL</u>, serving the <u>SOVEREIGN-MILITANT ILLATHUR</u>. She was responsible for the rapid spread of anti-magickal rhetoric in c. 2400 RM and remains a powerful presence in Ossiel to this day.

ZILION: Set. Independent city in the region of ZILARA in the c south west of THE SURRACH. It is known for its elephant-based industries, where the beasts are used for lifting and carrying (Pop. c. 32,000).

ZILLALOR: Geo. Stone region in the c east of <u>THE SURRACH</u>, west of the <u>ABOSHATHOT</u> Mountains covered in granite pillars – remnants of erosion in the area that removed softer stone, leaving the pillars.

ZILLAS: Com. Soc. Merchant house based in the city of <u>FENDOL</u> in the east of <u>KARGAMA</u>. It has a monopoly on trade between Fendol and <u>JALIR</u>, in neighbouring <u>ESHIR</u>^(2.).

ZILPAH: Geo. Volcanically-active region in the c north east of RHEA, south of the AHRAN HIGHLANDS. The region is flat, and noted for its many geysers, chromatic springs, and sulphurous vents. It was a place of punishment in antiquity, where criminals were crucified and left to die amid the toxic fumes. Today the land is shunned and still littered with millennia-old corpses.

ZIMEITH: Set. Coastal settlement in the north west of GIBEAH. It is one of the more insular of Gibeahn nations and little is known about it (Pop. unknown).

ZIMITRA: 1. Badlands region in the c of KHULL, noted for its hewn cliffside necropolises in which have been found expansive columbariums (multiple winding rooms with shelves containing thousands of decorated urns containing the ashes of cremated mortals from an otherwise unknown culture).

2. Set. Small city in the c-south east of \underline{KHULL} , to the south of the region of Zimitra^(1.) (Pop. c. 14,000).

ZIMMRA: Set. Settlement in the c western GNOTH, along the course of the river MARAGA at the northern shore of lake CHRESTA (Pop. c. 2,000).

ZIMRI: Mil. Mus. Rnk. Wartime musicians and ralliers in <u>JURRAS</u>⁽²⁾, <u>VAALK</u> and LAASKHA.

ZINGARA: Geo. Island off the north eastern coast of <u>Bror</u>(1.), west of the ASCENSION ISLES.

ZINGE: Set. Isolated city in the c west of <u>SAMMAEA</u>, in the north west of <u>SYNCHTHONITHA</u>, noted for its xenophobia and its astronomer-caste that worships the star <u>CALODIA</u> (Pop. unknown).

ZINGHE: Str. Set. Fortress in the east of <u>PARAIYA</u>, in the east of the region of <u>MEGHA</u>. The name is synonymous with the settlement that now surrounds it, that appeared in c. 3500 RM. The fort itself was built to protect the many fields and farmlands to its west (Pop. c. 8,000).

ZINOST: Set. Coty in the north east of the <u>HENDECARCHY</u> of <u>CYRENIA</u> in the north west of <u>MALAN</u> (Pop. c. 45,000).

ZIRANDIA: Sea. Coastal sea in the far south east of <u>SAMMAEA</u>, along the southern coast of the <u>XETEAN STATES</u>.

ZIRITI: Geo. 1. Low mountainous region in the <u>SARASTROAN</u> colony of <u>IPSISSIMA</u>^(1.) in the far south east of <u>SAMMAEA</u>. it is entirely south of the southern <u>POLAR CIRCLE</u> and much of its area is frozen.

2. region of sporadic or permanent permafrost in the <u>SARASTROAN</u> colony of <u>IPSISSIMA</u>⁽¹⁾ in the far south east of <u>SAMMAEA</u>. the region lies south of the southern <u>POLAR CIRCLE</u> and is largely ignored by the colonists, though hunters and trappers do occasionally venture into the western-most expanse, which lies close to the capital of Ipsissima⁽²⁾.

ZIROL HARP: see HARP, ZIROL.

ZIRRATA: Set. Large city in the south of the region of <u>TULURKRYPH</u>^(2.) in the south of <u>WESTERN MENISCEA</u> (Pop. c. 52,000).

ZIRTHISH: Set. Small coastal city in the south of <u>KOLCHIS</u>, overlooking the <u>SEA OF SEKHEM</u> (Pop. c. 8,000).

ZISH: Rvr. River in the north west of LIDEA, flowing north west for 135-miles from sources in the SHIBOTHA Mountains before meeting the coast, in the SHADOW SEA.

ZITA: Set. Settlement in the c south of TZALLRACH, along the pass between the LITANI and HEBAT Mountains. Known for its ancient stone walls and towering gates, the settlement has a rich tradition of stone carving, with many of its buildings adorned with intricate reliefs depicting the region's history and the lion motif of ancient CHARATH. Despite its small size, Zita holds significant cultural importance as the site of the annual Lions' March, a festival celebrating the region's heritage and strength. (Pop. c. 8.000).

ZITERKARR: Rui. Ancient wells in the stone deserts south of the STRAMINEA Mountains in the north east of ROMOREA (2.), to the north west of KHARKHARADONTIS. There are 3 known pits in total, each within 3-miles of the others. They are around 15-ft wide, and hewn from the red rock of the region. Unidentifiable runes are carved into the walls of the pits. The pits have been explored to a depth of around 200-ft, though there is no sign of a base. There is little lore surrounding them, and the oral records of the native SAVI people fail to mention them completely.

ZITHAAN: Set. City in the centre of LAASKHA, to the east of the highlands of CAALUA. It originated as a steep hillside marble quarry in c. 800 RM and steadily grew from that. An earthquake levelled most of the settlement in 1355 RM, though it slowly rebuilt after this.

The quarry ceased operating in 2150 RM, and though the surrounding settlement dwindled, some people continued to live there, moving to the quarry itself, becoming the ancestors of the present-day city, which is completely located within the tiered levels and hollows of the quarry, their sides covered in the linear scars of cutting tools that were once used to slice blocks of limestone from the bedrock. As a result, it is known for its varied levels, each of which are accessible through gantries and walkways, with many buildings partially hewn from the remaining limestone, and whose roofs serve as the streets and floor level of the upper tiers. It is considered by outsiders as being a labyrinthine place, and locals pride themselves on their ability to successfully navigate its strangely-designed wards and districts. Dwellings with open roofs command higher prices than those lower down the city with multiple levels and other structures above them, and typically the higher tier a structure is on the more desirable it is (Pop. c. 32,000).

ZIUKBBAR: Set. Settlement in the south of SALOROC, just north of the MIRADOR Mountains. It emerged in c. 3750 RM from an earlier fort that was used by VENTHIRI armies during the WAR OF SUNDERING as a staging post for its armies before invading IO (Pop. c. 10,000).

<u>ZIVA</u>: *Mil. Str.* Major coastal fortress in the east of the <u>AMMASHI FREE-ISLES</u>, overlooking the bay leading to the capital city, <u>EMMAFAIA</u>.

ZOABAD: *Lak*. Lake in the south east of <u>TARTAK</u>, along the course of the river <u>KHARAD</u>.

ZOANOL: Geo. Flo. Giant coral-like mosses that grow across the c and south of MALAN, spanning labyrinthine regions within the Hendecarchies of LONAR, MYEIN, CHLORIS, and STHAMAN. The growths are often cultivated and extracted, where they are used in architecture. See Vol II: Classification and Taxonomy of Life.

ZODD, LIBRARY OF: His. Edu. Str. Ancient tower, now partially collapsed, in the north west of the PRINCIPALITY OF SEPAHAUNAT, in the north west of SAMMAEA. The tower and the adjoining subterranean library are attributed to an unknown FOURTH AGE culture, that is thought to have been destroyed in an earthquake in c. 800 RM. The ruins have been explored and many ancient artefacts and books have been retrieved and many chambers are thought to remain undisturbed to this day. Amongst them are some of the episodic writings of the polymath and FIFTH AGE explorer NINAVAND, dated till its destruction.

ZODIAC MOTH: Fau. Moth endemic to the dry regions of western BROR^(1.), particularly in the east of CANNOS, around the ZHI VULDA cactus forest. They spend most of their lives as caterpillars in a dormant state, living underground, sometimes for years, emerging only following spring rain (should it happen), eating the flesh of the surrounding cacti, before making a chrysalis after which they emerge as zodiac moths, so named for their nocturnal lifestyle and the star-like patterns on their dark wings. The rain also acts as a catalyst on the cacti of the surrounding forest, spurring them to flower. The flowering of the cacti and the emerging of zodiac moths from their chrysalises coincide, and the moths, which only live for a few days to a week at most, pollinate the flowers and mate, laying their fertilised eggs at the base of the trees. Once they hatch the larvae burrow beneath the soil and wait, sometimes for years, for the specific spring rain to summon them to the surface where the cycle beings again.

Fully grown moths can measure 6" long with wingspans between 8" - 10" and feature on the flag of Cannos. See Vol II: Classification and Taxonomy of Life.

- <u>ZOHADA</u>: Set. Fortified settlement in the north west of the tribe of <u>OURANASSA</u>, in the far south west of the <u>GROWING MOUNTAINS</u> of <u>MULCIBER</u> (Pop. c. 4,750).
- ZOHAK: 1. Geo. Scrub plains in the south west of WESTERN MENISCEA, to the north west of in the WESTERN TULURKRYPH. The plains are faintly FIRMAMENTALLY TAINTED, with iron-hard stone formations that have been worn smooth over eons by wind and rain. The western-most reaches of the plains are home to endemic AUROCHS with large recurved horns.
- 2. Dem. 'Zohaki. Ntn. Sultanate in the west of MENISCEA, between SABAEA in the north and VARU in the south. Its north western-most reaches are dominated by shallow plains that were submerged as recently as three centuries ago.
 - *. See Vol III: Extant Realms and Nations.
- ZOHELETH: 1. Geo. Highlands along the south eastern coast of PARTHIS, to the west of which is the depression known as the ZOHELETHI BASIN.
 2. Int. Arc. Geo. Serpent-stone in the south east of PARTHIS. A great manmade pit from which protrudes the decadent serpent-stone; relic of ancient SYBARITIC tradition.
- **ZOHELETHI BASIN**: *Geo.* Large depression in the rain-shadow of the ZOHELETHI HIGHLANDS in south eastern <u>PARTHIS</u>. It is a vast grass- and shrubland with sparse woodlands in the north west and is home to many vast swathes of farmlands and grazing herds.
- **ZOIQUAGO**: *Geo.* Mountain-range in the east of <u>SAMMAEA</u>, serving as a border between the north east of Cheira and the south west of <u>GIBEAH</u>.
- **ZOLANDETH:** Geo. Semi-arid rocky region in the far north of AETHIOS, characterised by flat-topped buttes and crumbly mesas. The region is noted for its large numbers of SOULSTONES, particularly in its north eastern-most reaches, which is known as DAGESARETH.
- **ZOLIAH**: Rvr. River in the north east of <u>ZHARIAH</u>^(2.), flowing south east for 650-miles, before meeting its parent, the river <u>HENIAH</u>.
- **ZOLL**: Set. City in the of east the MULL CITY-STATES. It forms part of the RED ROUTE (Pop. c. 35,200).
- ZOLOK: 1. His. Ntn. One of many early FIFTH AGE cultures that emerged in the eastern PORPHYRI PENINSULA, dominating the stretch of land known as the HIT PHATHARLOSS, between c. -900 650 RM. They worshipped the SEA OF MIROVEA as a deity and originated the ARK-BUILDING culture (which continues in PORPHYR and SABAISA to this day), possibly as a means of revering the ocean. See Vol III: Extinct States.

 2. Rui. Ruined city in the east of PORPHYR, in the region of HIT PHATHARLOSS. It was one of the earliest ARK-BUILDING cities of the region, with remains of Arks dating back to c. 200 RM.
- ZO MAE: Set. Coastal city in the c of OKKHAM, overlooking a narrow inlet in the lagoon-like SEA OF ITAE. It is home to a major harbour and is a trading post, spreading trade goods south both over land and across the SEA OF KHURSA (Pop. c. 50,000).
- ZONARAS: Pol. Soc. Ind. PATRICIAN HOUSE with a large presence in LAASKHA. It has been the ruling house of Laaskha since 3718 RM. The house controls the saltpetre trade in the region, which is vital in the production of gunpowder, which is a major industry in the nation. See Vol II: Renowned Patrician Houses.
- <u>ZONDA</u>: *Geo.* Mountain pass in the c north east of <u>CHEIRA</u>, where the <u>LABR-AGHTUL</u> Mountains meet the <u>ZOIQUAGO</u> Mountains.
- ZOPISSA: 1. Sup. Geo. Region of ATRAMENTAL TAINT covering 6,000 square-miles in the north west of JURRAS^(2.), north of the plains of ALMANA that appeared with the retreat of ELYDEN'S seas in the region, leaving tainted coastal shelves exposed. The taint manifests as a liquefaction of land and solidification of the sea, rendering each in a thick jelly-like consistency, making the coastline to its west and east ambiguous. The material is known colloquially as zopissa^(2.) and is used in various trades.
 - The region is categorised as <u>HIGHLY DANGEROUS</u> by the <u>KORACHANI INSTITUTE OF ATRAMENTAL STUDIES</u>.
 - 2. Sup. Obj. <u>ATRAMENTAL</u> substance that is collected in the above region^(1.) in the north of JURRAS^(2.). The material is mined as jelly-like

- bricks with tar-like surfaces and is used in various industries. Most commonly it is strung out and turned into a rubber-like thread used in the production of iridescent garments worn by nobility and Atramentists in Jurras.
- It has also, over various times in history, been quarried and distilled into a drug, most notably used currently by eschatological cults^(3,) that have appeared in Jurras, claiming it is a stimulant, used to heighten their jaded senses in their rituals. See Vol II: Drugs and Addictions.
- 3. Org. Eschatological cult of sensation in <u>JURRAS</u>⁽²⁾, whose members believe that as the world is slowly ending, mortals require more and more stimuli. They are a strange mix of epicureans and solipsists.
- **ZOR**: *Geo.* Blasted plains in <u>RHAMIA</u>, the petrified stumps of many ancient trees encased in the uneven rocks of the region. The region was exploited by the <u>KORACHANI EMPIRE</u> from c. 300 850 RM, leaving the place the ruin it is today.
- ZOR AETIGHUR: Int. Rui. Reptilian-featured colossus in c southern RHAMIA. It is one of four such colossi in the region, attributed to SERAPI slavers from the FOURTH AGE.
- ZOR FAEDALUR: Int. Rui. Reptilian-featured colossus in the far north west of <u>AHRISHEN</u>. It is one of four such colossi in the region, attributed to <u>SERAPI</u> slavers from the <u>FOURTH AGE</u>.
- **ZOR GORUGOTH**: *Int. Rui.* Reptilian-featured colossus in the c south of RHAMIA. It is one of four such colossi in the region, attributed to SERAPI slavers from the FOURTH AGE.
- **ZOR HEIL**: Int. Rui. Reptilian-featured colossus in the c south of <u>RHAMIA</u>. It is one of four such colossi in the region, attributed to <u>SERAPI</u> slavers from the late <u>FOURTH AGE</u>.
- ZOROSOG DASCH: Rui. Ancient monument located in the south east of AKACHA in SOUTHERN SAMMAEA taking the form of nine large pylons arranged in a circular formation, arching towards each other, pointing towards an unseen crux. It is expansive, covering a large area, and is shunned by most, who believe old superstitions.
- $\overline{\underline{\text{COROTHOT}}}$: Rui. Ancient buried city in the north west of the $\overline{\underline{\text{EPHOT}}}$ $\overline{\underline{\text{THAS}}}$, in the c of $\underline{\underline{\text{ANUBIA}}}$.
- **ZOSHAMA**: Geo. Dry plains dominating the north east of <u>I'THANA</u>.
- **ZOTHAGOT**: Set. Settlement in the c west of the territories of ETHISTONITH in RHINOCOLOURA. It is a major breeder of camels that are used in trade in the region (Pop. c. 8,000).
- **ZOTHOGG:** *Rui.* Ancient ruins in the far south of <u>KARAKHAS</u>; carved out of a granite cliff-face, covered in odd hieroglyphs. They were overgrown until 732 RM, when <u>KORACHANI</u> explorers cleared the area and entered the hewn caverns within, never to return. Caves in the area lead to the underground network known as <u>QABARRU</u>, in the west of <u>PARAIYA</u>.
- ZOVETHYL: Set. Settlement in the east of KOLCHIS (Pop. c. 4,820).
- <u>ZOWAS</u>: Arc. Monument in the west of <u>KREM</u>, just west of the capital of <u>AM ONKRET</u>. The monument depicts the two <u>ACACINNATHI</u> founders of Krem, facing west.
- ZRIEL OBAKKH: (B. 3509 D. 3575 RM) Pol. Demagogue and resistor whose actions brought about the coalition of 17 disparate states, which together became known as the <u>OKKHAMI FEDERATION</u> in 3569 RM. He remains a cultural hero amongst the states of the Federation to this day.
- **ZSAULOT**: lit. 'the offering tree'. Flo. An ancient petrified tree in the plains of the far north of the <u>UNCLAIMED LANDS</u>. The tree is stuffed with the remains of sacrificial victims, their culture extinct millennia past. They were mummified through a mix of <u>EMBALMING</u> and the cold climate of the north, and they remain undisturbed, their pain-wracked faces emanating an unsettling aura that rare explorers in the region have commented upon.
- ZSINY YURKHOT: Sup. Fir. For. FIRMAMENTALLY-TAINTED rainforest in the far north of KASIHAAL in in the north east of the Island-continent of BROR (1.). Trees here have ferrous trunks that oxidise with prolonged contact with air. Their foliage has a red tint to it and their fruit is metallic and bitter to taste. This woodland is shunned by mortals, though is a haven to Firmamentally-altered flora and fauna alike.
- **ZUBEREVH:** Geo. Ancient weather-work monument carved from a cliff-face in the south east of the <u>NEGUAR</u> Mountains in the <u>INTERURBAN</u>

STATES. It is thought to date back to the THIRD AGE, though little is known about it. The cliffs below the gigantic carving are riddled with hand-hewn caves, their original purpose and contents long-since forgotten.

<u>ZUHAL</u>: Ser. City in the south east of the <u>JAHADAT STATES</u>, in the east of <u>SAMMAEA</u>, and capital of one of the twelve States (Pop. c. 47,500).

<u>ZUHEHUTAUN</u>: Set. City in the south of <u>ZATAUR</u>, in the far south of <u>SAMMAEA</u> (Pop. c. 50,000).

<u>ZUIZETH</u>: (11,660-ft.) *Geo.* Volcano in the eastern face of the <u>YANAVASH</u> Mountains.

ZULEICA WHITEMANE: (B. ? – D. 3862 RM) Sup. TZALLRACHI paladin and Firmamentist who in 3857 RM undertook the quest of the LEADEN THRONE – her objective, to slay the UNDYING MACHINE. Zuleica defeated the champion NAILLA BEATRIX, though later died of her injuries against other guardians of the SEPULCHRAL PALACE outside the temple of JUPITER BELUS. Her body was carried north during the 3rd SHADOW MARCH of 3862 RM, where it eventually returned to her home in SIMHAPARRAN, outside of which it is buried and guarded to this day.

<u>ZUMA</u>: Ser. Small fortified city in the south of the nation of <u>ENITH</u> in the north west of <u>SAMMAEA</u> (Pop. c. 13,000).

<u>ZULNA</u>: Set. Fortified settlement in the west of <u>SOGASSA</u> (Pop. c. 8,000). <u>ZURACHAA</u>: Set. Settlement in the c of <u>DURCHAA</u>^(1.), along the eastern shore of lake <u>THYTHIA</u> (Pop. c. 4,200).

ZURBAPH ODA: Set. Small city in the north of OKKHAM (Pop. c. 18.300).

ZURIABEN: Pol. Set. Capital city of ALBASSITA, located in the c south of the nation, It is a centre of <u>FIRMAMENTAL</u> study, at the centre of which is a large college housed in a wide tower. It is also major a stop along the <u>EGETAKHAN ROAD</u> (Pop. c. 800,000).

<u>ZURVAN</u>: 1. *Lak.* Lake in the c north east of <u>GNOTH</u>, along the course of the river <u>NEPHOT</u>.

2. Geo. Island in the eponymous lake in the c north east of GNOTH.

3. Rel. Str. Monastery in the c north east of <u>GNOTH</u>, located on the eponymous island. The monastery is one of the seven <u>MONASTERIES OF THOUGHT</u> and believes that gnosis can only be attained through material knowledge, and it is known for its exhaustive libraries.

ZURYA: Ser. Independent city and enclaved territory in the south east of SOUTHERN SAMMAEA. It is one of few surviving cities that were once part of the nation of THYSHIA, that was destroyed by prolonged volcanic activity culminating in the eruption of the IMENAZZI caldera in 3876 RM. Though most of the nation was displaced, forced into neighbouring states as refugees and migrants, Zurya was one of few cities that stubbornly continued, defying the expanding borders of neighbouring nations to remain an independent state.

Its people are stubborn and hard-working, and a large portion of its population are survivalists and hinterlanders, living in the wildernesses surrounding the caldera. Though the region was reduced to a wasteland in the decades following the eruption of 3876 RM, nature has since reclaimed it with fresh woodlands now covering a vast swathe of southern YSACYITHAIA, which Zurya is surrounded by.

Its main industries are logging, hunting and trapping, and much of its produce makes its way to <u>BELERBYRIA</u> – another independent city descended from Thyshia – for export elsewhere (Pop. c. 42,000).

ZUSANDAR: Set. Small city in the west of <u>TATAR</u>, in the north of <u>SAMMAEA</u> (Pop. c. 18,000).

ZUTH: 1. Set. Small city in the north east of IO, along the route of THE SHADOW MARCH. The city is known for its vast OLIVE groves and its large hostels, which serve those undertaking the March, (Pop. c. 8,500).
2. Set. Farming settlement in the c north of VENTHIR, to the east of the plains of HAMSHEN. It forms a part of the RED ROUTE, and provides food and provisions to travellers passing through its borders (Pop. c. 6,000).

ZUTRAS: m. Pol. Per. (B. 3949 RM) The current ANAGURAM of HABOT, who was elected by lottery in 3981 RM. At the time of their selection for the electoral lottery he was little more than a minor landowner from UVVADA, with a few families working on his land. He is regarded as competent and benevolent and is liked by the people, though has made enemies of the merchant lords of IKRARA over the matter of taxation some years ago.

ZYCHE: Geo. Roughland region in the south of <u>THE VORANDINE</u>, serving as a border between the <u>ZEHINE</u> Mountains in the south and the <u>IDREGAN</u> Massif in the north.

ZYLAR: Set. Settlement in the c north east of KARGAMA, to the north of the ONCETHMUS Hills. Its main industry is the mining of pyrite (Pop. c. 6,200).

ZYOTO: Sup. Geo. Badlands region in the far south of SHAZGIN, to the north west of the Wastes of VERMES that is famed for its shroud-shaped stone stacks and eerie geological formations. It is believed to be a link to the OTHERWORLD, which is somehow able to exert some form of physical influence on the land, resulting in the strange rock formations. Indeed, people native to the area and nomads who have passe through the land for generations all believe that GHOSTS and SPIRITS (1.) haunt the region, and it is thought that more OTHERWORLDERS are born there than elsewhere in ELYDEN.

ZYRIA TALITH: f. Per. (B. 3940 RM) High-ranking member of the ARÂTHUAHI ORDER of the SANCTIFIED INQUISITION. Zyria is a powerful figure in the Order's internal politics, and her opinions and decisions carry considerable weight in the strategic planning and direction of the Order's activities. Her counsel is often sought by other high-ranking members, including JUSTICIARS, HIGH INQUISITORS, and even the GRANDMASTER himself, ABDASTARTUS ANAAH.

Misc

O-MILE MARKER: Int. His. Obj. The original mile marker in KHADON, dating back to before the conquest of the SEVEN CITY-STATES by the ARCHPOTENTATE MALICHAR. All other milestones in the nation of KORACHAN as well as some continental vassals relate to this. It is now located in the middle of the city of Khadon in a small shrine outside an amanuensis guildhall.

20-MONTH WINTER, THE: see Mt. Klauvakan Calamity.

<u>??</u>: For. Expansive pine and spruce woodlands that dominate the island of <u>ARCHAEDON</u>⁽¹⁾. Of note is a minor <u>FIRMAMENTAL</u> overlay to the north east of the woodlands' expanse, that encourages wood growth and has left the barks of many trees hardened and pale in colour.

CREDITS

This tome is the culmination of my work on the conworld of Elyden. I have been living and adding to this world (in my head at least) since around 2004, when I was between jobs and trying to find a way to occupy my time. What started as a (long-since aborted) novel has since turned into a worldbuilding project that now occupies most of my free time.

For the past seven years I have been supported in my endeavour by my Patrons, and here is a list of all current supporters, whose patronage helped me work on Elyden.

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> N. S. Mangion, October 2024